WARHAMMER

APOGALYPSE

Cataclysmic battles in the 41st Millennium







APOCALYPSE

CATACLYSMIC BATTLES IN THE 41ST MILLENNIUM





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APOCALYPTIC WEAPONS...

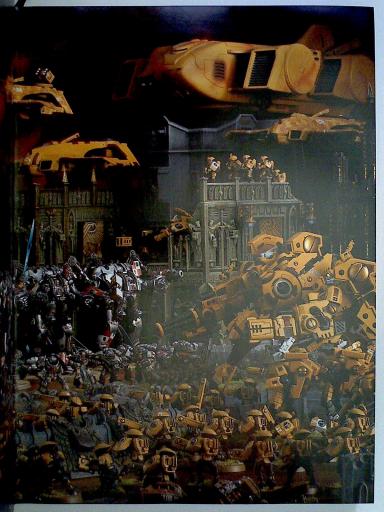
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INTRODUCTION

Huge war machines tower over the battlefield, their super-heary weapons blasting apart even the most robustly armoured tanks and cutting bloody swathes through the enemy ranks. Aircraft scream through the smoke-pailed skies, making devastating bombing runs or landing to disgorge hordes of blooddhirsty fighters. Orbiting spacecraft unleash punishing barrages that pound the enemy into the ground and reduce fortifications that have stood for millennia to rubble. Throngs of warriors and squadrons of armoured vehicles surge towards the foe. This is war on a scale undreamt of...

THIS IS APOCALYPSE!

On the pages that follow, you will find all the information you'll meet of fight apocalypic bautles of Warhammer 40,000. No longer will you lead a single detachment of troops into battle. Now you can have hundreds of troops and squadron after squadron of armoured whicles under your command, and the greatest heroes of the age will battle at their side. First, though, you will learn how to seet up and organise your wom hoped apps, about the new models you can collect and field in games of this scale, and all the rules you will need to use them.

This book also introduces Apocalypse War Zones. These are self-contained supplements detailing some of the most famous campaigns of the 41st Millennium, complete with orders of battle, famastic examples of Apocalypic armies and terrain, as well as bespoke missions and datasheets. On pages 228-279 you'll find War Zone Armageddon, and in the future we'll be releasing more War Zone books for you to collect and play through.

Interspersed throughout the book, you will also find illustrations, additional information about how different races flight battles of this scale, and just about anything cleek we think you!l need for your games of Apocalypse! In fact the only limit to what you can achieve is your own imagination. So have fun, and termeber victory may not always go to the side with the biggest guns – but they certainly do help.

FORGING A NARRATIVE

Throughout this book you'll find lintle boxes of advice much like this one. They include everything from upon those to get the most from your box to how to get the most from your box of the most from your box of the most from your lintle and games that have a marrative side are a lot of fun, and this goes double for Apocalypse. From desperate alliances formed in the fires of battle to mal-biting struggles that determine the fate of a planet, a game that features some real end-of-theworld drama will be remembered for a long immunity of the property of the proposed of the property of t

WHAT'S IN THIS BOOK?

RULES OF ENGAGEMENT

This section explains how to set up and fight an Apocalypse battle. It covers all the basics of preparing the battlefield, choosing and deploying the armies and determining who has won the game.

Six Apocalypse missions, complete with some truly fearsome Apocalypse mission special rules, are affected. Strategic Assets, for example, allow you to do things like call down orbital bombardments, out up shield generators or even equip a character with a dreaded vortex grenade! There are also Unantural Disaster rules, which allow you to represent the terrifying environments in which many Apocalypse battles are fought. Lastly, there is an Organising the Apocalypse section that includes some practical advice for those organising the game (like finding a venue and remembering to take a break!)

APOCALYPSE FORMATIONS

This section discusses everything you need to know about Apocalypse Formations, including the rules for the different types of formations, such as Psychic Choirs and Armoured Spearheads, and the rules and profiles for the devastating weapons they use. The section ends with a huge collection of datashects for use in your games of Apocalypse, providing information and rules for everything from a Necron Tesseract Vault to a full Company of Space Marines.

APOCALYPSE MINIATURES AND HOBBY SHOWCASE Here you'll find a dazzling array of beautifully painted Apocalypse models, units and terrain followed by useful advice and guidance for organising

your apocalyptic collections and battlefields.

WAR ZONE: ARMAGEDDON

This Apocalypse War Zone is a self-contained minisupplement that includes background information, special rules, and famous Apocalypse Formations from the climactic Third War for Armageddon.

APPENDICES

This section explores the titanic war machines of the 41st Millennium, and contains rules summaries, tables and other handy information

WHAT IS APOCALYPSE?

There comes a time in every gamer's life where their collection of Citadel miniatures has grown so large that they can no longer use all of their models in a single game of Warhammer 40,000. Although it's always handy to have enough extra units to be able to fine tune' your army for a battle, we all know it can be frustrating too; every now and then you want to be able to fight a battle where you get to use your entire collection.

Apocalype is designed to be placed between two teams of players, where every player can field all of the Citadel players, where every player can field all of the Citadel genes are large, as I feet as the gas a large game of Warbanner 40,000, and often much larger if the players are larger extractions of the players are larger extractions with several Warbanner 40,000 armies, then Apocalype games offer them the opportunity to field all of their armies in a single game!

Although this may seem daunting, the good news is that in practice it really sin L We ve found that it is actually very easy to play huge games of Warhammer 40,000 if you want to all that is required are two sizeable armies, a large playing area, a bir of time and some advance planning. Half a dozen players, each with a 1,000 point arms, have everything they need to take part in an Apocabyse battle.

We've found that Apocalypse games can usually be completed in the course of a long evening, unless the players' collections are exceptionally large. Bigger games can take longer to complete, but are still very enjoyable and remarkably straightforward to take part in.

This was shown quite clearly in our very first game of Apocathyne, a massive game between two sides of three players each. The game started off at 10 in the morning with the deployment of the two armies, and had been fought to a conclusion and packed away 16 of that evening, including a one hour break for its to have our funch-or importantly, it had been a breeze to organice and left excepteds who took part eager for their next game.

The aim of this book, then, is to inspire you to fight large baules like ours, and to make sure that we teach you everything you need to know so that the games you play are as much tim as the battles we have fought. This brings up another important point while Apocalype battles don't require any changes to the rules presented in the Warhammer 40.900 rulebook, they are not the same type of

promise the But the Committee to

NUMBER OF PLAYERS

For this expansion, we assume that most games of Apocatypes will be plaved with two sides of multiple players. It is not impossible for a single player to command an Apocatypes arms on their own, but it's easier for teams of players to field the number of models needed. The number of players on each side does not have to be equal, but we try to keep it even.

SIZES OF GAMES Games of Warhammer 40,000 and Apocalypse can take more or less time depending on the size of the game

WARHAMMER 40,000

A regular Warhammer 40,000 or small Apocalypse game, with 1 player per side, takes an evening to play

NOCHIVESE.

A typical Apocalypse game, with 4 or more players split into two sides, takes up to a day to play.

MEGA-APOCALYPSE

A massive Apocalypse game, with 8 or more players split into two sides, may take a weekend to play.

game, and you need to be prepared for this. For a start, Apocalypse battles do take longer to play. Because of this, Apocalypse battles are not really replacements for the smaller sized games that you will want to play the rest of the time, but should be seen as something of a special occasion.

Apocalppe battles also require more preparation, mainly because of their sheer size and the time they take to play You shouldn't let this put you off, as the recards far outweigh the time taken to set up the game, but you do need to be aware of what you're letting yourself in for so you can prepare accordingly. A for of this holds is taken you that prepare accordingly and to fine holds is taken based on our own experience of doing just that!

However, Apocalypse offers far more than just the chance to get together with your mates and fight a battle with all of your Citadel miniatures. Most notable it has gene our miniatures designers the opportunity to make new wat machines and bological terrors that would simply be too powerful to include in the Eternal War missions of the Warhammer 40,000 rilebook. So, Apocalypse not only allows you to use your whole collection, but also to field things but the control of the property of of the property

On top of this, Apocalypse offers unrivalled opportunities for those players who enjoy converting and scratch-building models, inventing narrative scenarios, and making their own elaborate terrain. All of these aspects, and much more besides, are discussed in the pages that follow

WHAT YOU WILL NEED

In order to fight an Apocalypse battle, you will need all of the things you would normally use in a regular game of Warhammer 40,000, plus the additional materials described below.

APOCALYPTIC ARMIES

Apocalypse is played between two teams of players, or 'sides'. Each player will usually command an army made up of all of the models in their collection.

THE APOCALYPSE EXPANSION

In your first game of Apocalypse, you will probably find yourself referring to this book quite often Soon, however, the rules will become second nature, and you will mainly use the book to look up rules for Apocalypse Formations that you are fielding for the first time.

AN APOCALYPTIC BATTLEFIELD

Apocalypse battles require suitably large battlefields. The gaming area needs to be at least 6 feet by 4 feet, and is typically much larger, we've beard of games being played on the floor, where the battlefield is 40 feet long and 30 feet wide! Large playing areas like this can require quite a lot of terrain, but just as the players in each side combine their miniatures into a single arm, all of the players in an Apocalypse battle should combine their terrain collections together to ensure they have enough scenery for the battle.

APOCALYPSE TEMPLATES

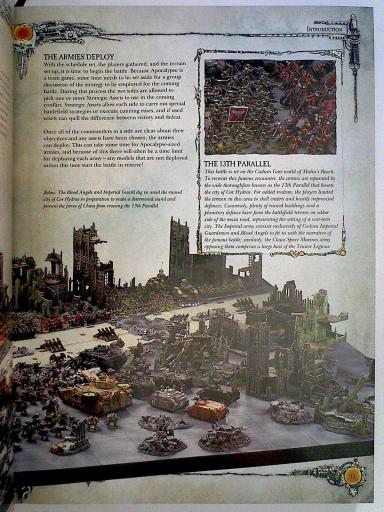
You will be used to the blast markers and templates used in games of Warhammer 40,000. These as used in Apocalypse games too, but are complemented by additional markers and templates of suitably massive dimensions. These are needed to account for the effects of the extremely powerful weapons used in the game. More detail on these Apocalypse markers and templates, including their sizes, can be found on in the Apocalypic Weapons section (pg 72).

APOCALYPSE FORMATIONS

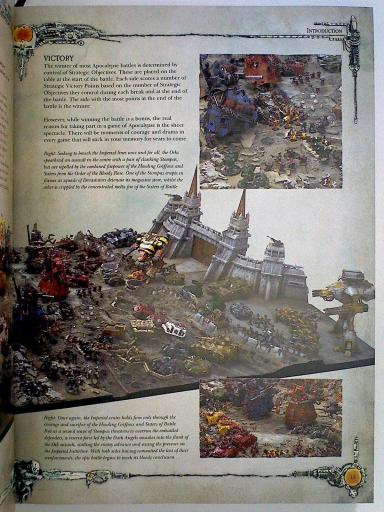
Further on in this book you will find dozens of examples of Apocalypse Formations. These are new units that we have designed for use in games of Apocalypse, drawn from the Warhammer 40,000 background. We felt they were simply too powerful to include in games of Warhammer 40,000, but are perfectly at home in a game of Apocalypse. Examples include the Imperial Standowsword and the Ock Stompa, as well as monstrostics like the Tyranid Hierophant Bio-itian. There are also Battle Formations that represent larger contingents of existing units, such as the Emperor's Fist Tank Company, the Ork Kult of Speed and the Eldat Windrider Host.

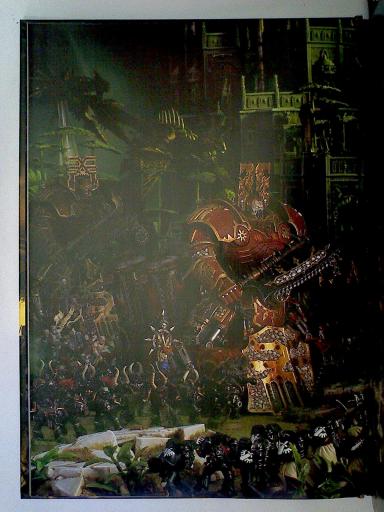




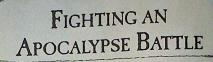












For Apocalyse, we have developed a new set of missions to use when fighting larger battles, instead of the Eternal War missions found in the Warhammer 40,000 rulebook. The following pages explain how to use the missions, and also how to g about setting up and organising a game of Apocalypse.

There are ten Apocalppe missions included in this book. They are designed to make it as easy a possible for you to play exciting games of Apocalppe using all of the Warhammer 4000 minimizers in your collection. This is very different to the way that the Eternal War missions are played, and because of this we're going to explain each element of the Apocalppe missions, and how to use them, in some detail on the following push.

Don't worry if the amount of information seems a little bit overwhelming at first—we've also included a summary of all the main points you need to know, along with the relevant page references, and there is also a reference section at the back of the book that should prove a quick, in-game guide once you've read through the rules once.

We've included two types of missions in this expansion six Apocalypse missions and four War Zone missions. The Apocalypse missions accommodate a wide varier of apocalyptically themed battles, while the War Zone missions serve to tell the tale of a particular battlefield from the Warhammer 40,000 background. If you wish, you can even make your own missions using the information and guidelines provided by our examples.

Following the missions, the Organising the Apocalpse section describes how to set up and trun a game of Apocalpse, including how to find players, what the 'll need to know, and how to personalise your games to be different to any other game of Warhammer 40,000 you have played. The number of possibilities really is endless.



of the

FIGHTING AN APOCALYPSE BATTLE SUMMARY

1) THE MISSION (SEE BELOW)

Pick the Apocalypse mission to be used for the battle.

The Apocalypse mission will specify how to set up the battlefield and deploy the armies, what special rules apply, and how the winner is determined.

2) THE ARMIES (PAGE 18)

Each place gathers an army. Each army may include any or all of the Warhammer 40,000 miniatures in the player's collection, unless the mission being played see restrictions on which armies may be used. Players may field a mixed force drawn from two or more codexes if they wish, and no Force Organisation chart restrictions or allies restrictions apply.

Apocalypse Formations may be included in the army.

Choose Sides

If there are more than two players, divide them into two sides. Each of the sides should have roughly equal sized armies and numbers of players.

Choose a Warmaster

Each side should agree on which character will be the Warmaster of their side (pg 20).

Each player receives at least one Strategic Asset (pg 30). If one side's army seems overly large compared to the other's, the game organiser can give extra Strategic Assets to the smaller of the forces in order to even things up, as explained on page 30.

THE MISSION

The players decide which of the missions to play (or devise one of their own, following the guidelines on pages 5255). Each mission tells you how to set up the battlefield, how to deploy the armies, what special rules apply to the game, and how the winner is decided.

The six missions at the end of this section (pg 42-47) are good for 'general purpose' games of Apocalypse, and represent the types of apocalyptic battle that have been fought many times over the millennia.

In addition, War Zone: Armageddon contains four more missions specific to that campaign, which recreate key battles in the Third War for Armageddon. You can freely choose from any of the missions included in this book when you fight an Apocalyse battle.

THE GAME ORGANISER

In order to play a game of Apocalypse, it helps if someone is the game organises. They will make any decisions about how and where the game is going to be played ahead of time (see the Organising the Abocalypse section, bage 48-55).

3) THE BATTLEFIELD (PAGE 20)

Set up the battlefield terrain following the instructions given in the mission.

4) DEPLOYMENT (PAGE 21)

Deploy your armies following the instructions given in the mission.

5) GAME LENGTH (PAGE 21)

The game organiser should set a time limit for the game, and set break times for the sides.

6) FIRST TURN (PAGE 22)

The mission will explain which side gets the first turn, or how you determine this.

7) VICTORY CONDITIONS (PAGE 22)

Each mission will tell you what the sides needs to achieve to win the battle. Most Apocalypse missions use Strategic Victory Points to decide this, but some might present different objectives for the sides to achieve.

MISSION SPECIAL RULES (PAGE 23-41)

Apocalyse missions have there awn set of misston special rules that introduce all sorts of flavour to the goan, including allowing the players access to powerful Strategic Assets, presenting the unique challenge of fighting amongst a variety of Unnatural Dissasters including of Combox Apocariyos, and allowing hores their Finest Hour. The rules for all of this and more are contained in this section.



Above: An example Apocalypse mission







Each player taking part in an Apocalypse battle needs to have an army. Some missions may place restrictions on the armies that can be chosen (eer the War Zone-Armageddon missions for examples), but other than that you can use may army in a game of Apocalypse. If you have more than one army, you may combine them all together into a single force if you wish to do so.

Armise may include any number of units from any codes, plus any number of fortifications and Apocalypse Formations (pg. 88). No Force Organisation chair restrictions apply to the army – just being along all of the models you can! In addition, you can ignore any restrictions on units that are normally limited to 0-1, 0-2 or that say 'you may field one of unit X for each unit.' X feally, the only rule is that unit sizes must be correct. If in doubt, just ask the game organiser for a ruling.

Players can take any upgrades permitted by their army slits, but any such upgrades should be represented on the model, otherwise, keeping track of which model has which upgrade becomes very hard. This is important because detailed army rosters and points values are not usually used in games of Apocalpse. Instead, players simply bring along the models they are going to use. The game organiser can ask the players to work out roughly how many points their arms is worth, but this is not strickly necessary. This is because Apocabpse is designed to allow you to field your entire collection, so a lot of the restrictions that apply to picking an army for an Eternal Warmsision simply don't apply. Points can only be seen as rough guide in Apocabpse; it helps if each player has an idea of how many points they are bringing, but the exact value of each army is not important.

This might seem to confer an advantage to players with larger collections of models but a you'll See, we've included a number of methods that will allow you to balance a game show the might be to be a few of the state of the s

That being said, a game organiser should feel free to set a maximum points limit for the game if they wish. We've played many battles with a points limit of between 5,000 and 6,000 points, all of which proved extremely enjoyable and only tools slightly longer than an Eternal War mission. Even in these games, though we recommend that upgrades are dictated by what a model is carrying, if only to ensure that the games are played in the right spirit.











MORE THAN ONE ARMY

Remember that you can bring along units from more than one codes, so if your collection includes Imperial Guard and Tau, plus a squad of Harlequint you bought just to paint, then all these models can fight as a single force. The great thing about this system is that it allows you to vary your painting routine, collect units you like even if you have no immediate plans of building them up into a full army, or start the core of a new force and field it in hattle straight away.

SPECIAL CHARACTERS

relation.

It can be difficult to use more than one special character in an Eternal War mission; they cost rather a lot of points and often use up valuable 'HQ slots' of the Force Organisation chart. Fortunately, such obstacles do not matter in Apocalypse. In fact, we consider it appropriate to field as many special characters as possible, as it makes the game feel suitably apocalyptic in nature - huge battles are just the place for such legendary individuals as Abaddon the Despoiler and Commissar Yarrick. Also, it would seem a waste to leave any special characters out of such a game. That being said, you can still only have a single instance of any unique special characters in each army. In the event that two players want to field the same unique special character, the game organiser makes the call. Only one Abaddon the Despoiler strides the battlefields of the 41st Millennium, regardless of how grand in scale they may be.

FORGING A NARRATIVE

One of the simple delights of playing games of Apocalypse is the freedom to field your entire collection of miniatures against your opponent(s). However, many hobbyists prefer to field armies that are themed around famous battles, campaigns or

specific military structures, and fighting an Apocalypse game with such a host can be quite rewarding.

This is easily achieved either by limiting the codexes that can be used for either sade, or by stipulating that certain units or characters must be closen by one or both sides according to the narrative of the conflict. Alternatively, you can theme your Apocalypee army around a specific military structure, such as a Space Marine Clapter or Dark Ediar Kabin. Including some appropriate Apocalypse Formations as the core of your army is the cassets way to do this, as they represent the archetypal combat formations fielded by each ammy, such as a Space Marine Battle Company.



CHOOSE SIDES

Apocalypse battles can be fought between just two players, but they are especially suited to team play. While it's possible to play 'all against all' games, or games where there are three or more sides taking part, all of the Apocalypse missions in this book assume that the players will be split into two sides. Because of this, if there are three or more players taking part, they are split into two sides at the start of the game. The number of players in each side doesn't have to be the same, but it helps if neither side has more than one player more than its opponents (for example, three players versus four players is better than two versus five)

Players are usually split into sides by comparing their collections and then putting the players into two sides that have similarly sized armies. Alternatively, you may want to consider using the Allies matrix from the Warhammer 40,000 rulebook to help decide which side each player belongs to. If one side or the other looks like it is more powerful, then the weaker side can be given extra Strategic Assets in order to balance the game (pg 30) However, it's best to aim to create two sides whose armies are roughly equivalent in terms of size and power.

The players in a side each command their own army, and all armies on the same side are treated as Allies. Armies from the same codex that are commanded by different players count each other as Battle Brothers for the purposes of the Allies rules. Armies that, according to the Allies matrix, ally only 'Come the Apocalypse' count each other as Desperate Allies.

WARLORDS AND WARMASTERS

Before a game of Apocalypse begins, each player nominates one model to be his Warlord, just like in a game of Warhammer 40,000. As a result, there may be several Warlords on each side, each of whom will have a Warlord Trait, as normal, and get a chance to use the Finest Hour rules (pg 26-29).

However, it is important to establish who is in overall control of each side, so the players need to agree on which of their Warlords is going to be the Warmaster for that game. The Warmaster is in overall control of whatever alliance or war effort is taking place. If the players on a side cannot agree which Warlord should be Warmaster, they should roll-off. A player that is hosting, or organised, the game gets +1 to their dice roll.

The player that controls the Warmaster gets precedence when his side disagrees upon matters of overall strategy that directly affect more than one specific person in that side. Be warned, though - the head of the enemy's overall commander is a trophy greatly prized by the foe...

CHOOSE STRATEGIC ASSETS

At this point the two sides select their Strategic Assets. These represent high-level military strategies that can swing the battle in your favour (pg 30).

provided - Share Confe PAIRING UP

One thing that we've found works very well in our games is to 'pair up' players from opposing sides. The two players are graen responsibility for the opposing units in a certain area of the battlefield, moving the units, making attacks, and rolling saving throws. Pairing up like this allows several pairs of players to resolve the action in their area of the table simultaneously, which greatly speeds up play. For example, a player on the Imperial side might choose to pair up with the Chaos player opposite him. When the Imperial player fires, his opposite number oversees his To Hit and To Wound rolls, and makes armour saves for whichever units on his side have taken Wounds - even if those units aren't part of his army. This awards situations where multiple players on one side need to get the attention of one of their fellows on the opposite side at the same time, making for a much smoother game.

THE BATTLEFIELD

As mentioned earlier in this section, an apocalyptic battle requires a suitably large playing area as well as enough terrain to fill it. We've found that eight feet is about the maximum width that can be used while still allowing players to reach the middle without knocking models over. Similarly, twenty-four feet is about the maximum length than can be used without the table starting to look too long and thin. We've provided some guidelines later on in this book (pg 222-223) if you feel the need for an even larger playing area (you might want to use the floor!), and you will also find information on the more unusual table set-ups that Apocalypse games can involve.

With the table ready, you need to add terrain. First, set up any fortifications taken by either side, and then set up the rest of the terrain as you would for an Eternal War mission. You should try to get your hands on as much terrain as you can, and then set it up in any mutually agreeable manner. We recommend 'clumping' the terrain to form larger features rather than spreading it out evenly over the battlefield. For example, you could clump all of the buildings near to each other to create a town, all of the woods together to create a forest and so on. Don't worry if there are wide-open spaces - in fact, these are quite desirable, as you'll soon fill the space with models!

PLACING STRATEGIC OBJECTIVES

OF NUMBER OF STAND IN CASE TO HATE

Once the table is set up, each side must place three Strategic Objectives on the table (pg 22). Roll a dice to see which side sets up one of these first. That side sets up one, then the opposing side sets up one of theirs, and so on, back and forth until all six Strategic Objectives have been placed. If for some reason you find you can't place a Strategic Objective, adjust those already in play by the minimum amount to ensure it can be placed.

Each side must set up one Strategic Objective in their own deployment zone, one in the opponent's deployment zone, and one anywhere on the table. A Strategic Objective may not be set up within 12° of another that has already been placed, or within 12" of any table edg

DEPLOYMENT

its now (finally) time to deploy your armine. Each mission instructions will tell you how to set up, and which side goes first. It's a good idea to specify a time limit for deployment, to avoid this stage dragging on too long. For example, you might say that deployment will start at 900 am and everyone must be finished by 1000 a.m., with each deployment and the start of 900 am and everyone must be finished by 1000 a.m., with each old allowed a maximum of 30 minutes for deployment.

tualls, the side setting up first is allowed a few minutes to look over the layout of the table and discuss their deployment, and then has the amount of time specified in the schedule to actually set up their army. Once the first side has set up, their opponents get the sample paining period followed by the specified amount of time to deploy their army.

in some missions, Scouts will be allowed to redeploy and Infiltrations to be set up after both sides have deployed, but again, it is a good idea to impose a time limit on each side for carrying out these special deployments.

If the time limit runs out while a side is midway through setting up a unit, then that unit is placed in Strategic Beerev [gg 57), along with any other units that have not yet been set up on the table. Any units that have accidentally been set up incorrectly are moved into Strategic Reserve too.

GAME LENGTH

Eternal War missions are fought for a certain number of miss (usual) six), but we've found that this doesn't work that well for 'Apocalypse battles. Whenever we used a turn limit, we found that we'd either not had time to finish our game, or that we finished too soon. So instead of a turn limit, Apocalypse battles have a time limit, which is determined by the players or the game organiser before the battle starts. For example, you might say 'We'll play und 17 pm. tongthi, 'or 'We'll start at 10 am on Saturday morning and finish on Sunday at 5 p.m. with a few preplanned breaks in between.'

It's difficult to say how long a game will take, as different groups of players tend to play at different speeds. The amplest solution is to assume that your Apocalypse game will take a full day to play. Once you've fought a battle or no you'll learn how quickly your group plays, and will be able to judge more precisely how long you need for a game

When the agreed time limit is reached, keep on playing loog enough for both sides to complete the same number of larms. For example, at the agreed time, side A is in the middle of their fourth turn and side B has had three arms. Therefore side A completers its turn (taking it up to four game turns), and then side B gets to take a turn (so they have played four turns also). The game is then over lecture the game will almost always overrun the time limit, so the side of t

As an aside, teams can of course agree to play on after the time limit has been reached, or to pause the game and Come back to finish it the next day, and so on. Sometimes you'll find that the battle is at such a crucial stage that it simply feels wrong to end the game right then, and so will decide to play an extra turn or two until there is a natural outclusion. At other times, you may be enjoying the sheer carnage of the battle so much that you simply don't want to stop! In any case, it is perfectly acceptable to keep on playing if both sides agree to do so.



SET BREAK TIMES

In addition to a finish time, you will need to arrange a number of 'break times'. A break gives players a chance to have a rest and grab a bite to eat and drink, and depending on the special rules being used, may allow one or both sides to score Strategic Victory Points and gather reinforcements. At the very least, it will give you a chance to put your feet up for a while and come up with the next stage of your battle plan.

There should ideally be a break after every three to four hours of play. When the break time is reached, keep on playing until both sides have had the same number of turns, as described earlier. Then, halt play for fifteen minutes to an hour before starting the next session of play.

As an aside, there is nothing wrong with taking informal pauses during play if you want to. Stopping the game for a few minutes so that players can take a rest and get refreshments is a good idea. However, the special rules that apply to the scheduled breaks obviously don't apply to the informal ones, and any time the rules refer to a break, this means a scheduled one.

TYPICAL ONE DAY SCHEDULE

9:00 a.m. Arrive and deploy

9:00 a.m. Arrive and depi

10:00 a.m. Start 1st session 13:00 p.m. Lunch break

13:00 p.m. Lunch break 14:00 p.m. Start 2nd session

17:30 p.m. Dinner break

17:30 p.m. Dinner break 18:00 p.m. Start 3rd session

21:00 p.m. End battle

'We stand at the crossroad of

Annihilation and Glorious Destiny:

Only the Emperor can decide the path we take.

FIRST TURN

Some Apocalypse missions will specify which side gets the first turn, whilst others will require the sides to roll-off to determine this. Other missions allow the side who deployed their army first to start the first turn, unless their opponents can Seize the Initiative (below).

SEIZE THE INITIATIVE

In war, no plan survives contact with the enemy - even a lightning advance can be halted if the foe is swift enough to counter it.

If a side who are due to go second wishes to Seize the Initiative, one player from that side can roll a D6 before the beginning of the first turn. On a roll of a 6, they successfully Seize the Initiative and go first instead. Their army has clearly outwitted that of their opponents!

APOCALYPSE TURN SEQUENCE

You can now fight the battle. Apocalypse battles use the standard Warhammer 40,000 rules, plus any of the special rules from this expansion. Each game turn in Apocalypse uses an expanded sequence of play, detailed in the Turn Summary box, below

Continue this sequence until the time limit or a break is reached, and then finish the player turn in progress and play an extra player turn if needed to make sure each side has the same number of turns, as described in Game Length. Once the final time limit is reached, and both sides have played an equal number of turns, the game is over.

However the winners are decided, and whatever the result, it is traditional to shake hands at the end of the battle, and then spend some time discussing how things went. Often you will simply want to swap war stories and blame any failures on poor luck with the dice rather than bad tactics. but sometimes you may have ideas for future games of Apocalypse based on what happened in your latest game.

O) Company of the Com

TURN SUMMARY

1. Determine Unnatural Disasters.

2. 1st Side Player Turn:

- a. Determine Divine Intervention.
- b. Declare Finest Hours
- c. Take Player Turn (as described in the Warhammer 40,000 rulebook).

3. 2nd Side Player Turn:

- a. Determine Divine Intervention
- b. Declare Finest Hours.
- c. Take Player Turn (as described in the Warhammer 40,000 rulebook)
- 4. Return to Step 1.

VICTORY CONDITIONS

Once you have finished, it is time to determine which e has won. You will often need to keep track of Strategic Victory Points to determine the winner, but sometimes other objectives will need to be completed instead

If one side concedes the battle, or all of the models on that side are wiped out, the victory goes to the opposing side. Likewise, if at the end of any game turn, one side has no models on the battlefield, the opposing side automatically wins.

STRATEGIC OBIECTIVES

Strategic Objectives are key points on the battlefield, the capture of which will give their side a strategic advantage in the ongoing campaign of which this battle is just a part (albeit a very important part!). See page 20 for how these are placed.

The winner of an Apocalypse battle that uses the Strategic Objectives mission special rule is decided by the capture of Strategic Objectives. They can be represented by a marker a coin or a bespoke token themed for army or the specific battle, but because of their importance, you may want to put some effort into making suitably large and impressive objectives instead. Veteran players may already have some such markers in their collections.

Note that Strategic Objectives are considered to be objectives for the purposes of Warlord Traits and special rules that interact with objectives

Mysterious Objectives

If the Apocalypse scenario has the Mysterious Objectives special rule, it applies to all Strategic Objectives (see the Warhammer 40,000 rulebook).

STRATEGIC VICTORY POINTS

After each session of play (i.e. the start of each break). Strategic Victory Points are scored for controlling Strategic Objectives. Strategic Victory Points are also scored at the end of the final session of play

A Strategic Objective is controlled by the side that has the nearest unit to it - if two or more units are equally close, each side rolls off each time Strategic Victory Points are scored. Note that all units are scoring units in Apocalypse, though a unit can still only control one Strategic Objective at a time, and fleeing units cannot control objectives. If a unit is the closest one to several objectives, it controls the one closest to it. Each Strategic Objective is worth one Strategic Victory Point at the end of the first session of play, two Strategic Victory Points at the end of the second session of play, three Strategic Victory Points at the end of the third session of play, and so on.

Note that Strategic Victory Points are earned after each gaming session, not just at the end of the whole game - this means you will need to capture Strategic Objectives early on and hold them for as long as possible if you wish to win

BONUS POINTS

Bonus Strategic Victory Points are scored immediately for carrying out the following actions:

Destroying a Super-heavy Vehicle: Score 1 bonus Strategic Victory Point each time the opposing side is forced to roll on the Catastrophic Damage table (including those rolls for Super-heavy Flyers and Super-heavy Walkers).

Killing a Gargantuan Creature: Score 1 bonus Strategic Victory Point each time the opposing side is forced to remove a Gargantuan Creature as a casualty (including Flying Gargantuan Creatures).

Killing a Warmaster: Score 1 bonus Strategic Victory Point if the opposing side is forced to remove their Warmaster as a casualty.

Stopping a Finest Hour: Score 1 bonus Strategic Victory Point each time the opposing side has to remove a Warlord as a casualty during that model's Finest Hour.



SPENDING STRATEGIC VICTORY POINTS

The side that ends the game with the most Strategic Victory Points wins the battle. However, these Strategic Victory Points can also be 'spent' to carry out special Strategic Actions. These can be very powerful, but spending a Strategic Victory Point to use them could mean the difference between victory and defeat, so do so wisely!

Each player is allowed to spend a maximum of one Stratego Victory Point each turn. It is entirely each player's choice as to when or if they spend a point, but we recommend they confer with the other players on their own side before doing so! Note that you may not spend Strategic Victory Points you do not yet have -so if one player spends their side's last one, no other players can spend any Strategic Victory Points until some more have been carned. There are two types of Strategic Action:

Strategic Reinforcements: Spending one Strategic Victory Point allows you to bring back into play a single model that has been completely destroyed – this cannot be a model sith more than 15 Hull Points. The model is added to your side's Strategic Reserves, at full strength (with the same number of Wounds or Hull Points is began the game suth), and may enter play after any break. Note that Unique models (or models from Unique units) cannot be brought back in this way.

Strategic Resource: There are some weapons and Strategic Assets that have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

MISSION SPECIAL RULES

Much like the Eternal War missions featured in the Warhammer 40,000 rulebook, Apocalspse missions have specific special rules that affect how the game is played. Some of these special rules, such as Mysterious Objectives and Night Fight, simply follow the rules in the Warhammer 40,000 rulebook. Others are special rules specific to Apocalypse that represent events on a far grander scale, their rules are detailed throughout the next section of the book. They are loosely summarised as follows:

DIVINE INTERVENTION (PG 24)

In the most spectacular of the galaxy's battles, the god-like beings of the universe sometimes take an active hand.

The rules for Divine Intervention allow powerful miracles of war, each race is able to call upon its deity once certain epic or deadly criteria have been met.

FINEST HOUR (PG 26)

When the fate of their race hangs in the balance, true heroes will push themselves to superhuman feats of prowess.

Similar in nature to Warlord Traits but on a far more impressive scale, the Finest Hour rules allow your Warlord a timely boost that can see him singlehandedly turn the tide.

SONS OF THE PRIMARCH (PG 28)

Amongst the Space Marines there are those whose gene-seed runs pure enough to manifest the glory of the Primarchs.

A specialised form of the Finest Hour rules, these give Space Marine players the ability to channel their Primarch's greatness in their hour of need.

STRATEGIC ASSETS (PG 30)

The generals of the 41st Millennium have access to strategic elements ranging from orbital strikes to lightningfast flanking manoeuvres.

Each player gets a number of Strategic Asset cards with which to tip the scales; self-contained events and ploys for you to unveil as the game unfolds.

STRATEGIC RESERVES (PG 37)

A wise general ensures he has reserves waiting to strike.

These rules allow you to hold a portion of your force in reserve, ready to pounce.

UNNATURAL DISASTERS (PG 38)

The battlefield is ravaged as the planet's doom unfolds. These rules allow you to fight battles as the apocalypse erupts around your troops. Be warned these catachysmic rule sets pack a punch!

DIVINE INTERVENTION

Faith is one of the most powerful weapons used by the Imperium of Man. Belief has power; a raw and undeniable force that can be manifested by a collection of the faithful or even channelled by devout individuals. It is the bedrock upon which the Imperial creed has been founded, and the driving force behind Mankind's continued conquest of the galaxy,

The surriors of the Imperium hold tight to the belief that The Emperor Protects, and in many wass, they are right. Some of the reference of the Imperiant miracles, the control to have senseed small but important miracles, some on howe feel his blessing upon them when the fighting raped forces. There are also scattered reports of major phenomena that have manifested in the most terrible of battles and impired the Imperial soldiery to victory + the Vasutin Eagle, the Angle of Tristiphon, and the Thorian Choir amongst them. Some chain these are mereby psychic overpill brought about by mass livetra or the delirum of var, but those recidiosis are inevitably caught and pannsakingly reconditioned by the Adeptina Ministorum.

Though the zealot priests of the Imperial Creed are loath to admit it, there are also those deities worshipped by the alien and the heretic. The foul names by which they are known are recorded in the ebon-bound grimoires of the Black Library – Khaine, the Bloody-Handed God of the Eldar, Nurgle, the Father of Plagues, Gork and Mork, the thuggely gods of the Orks. The worshippers of these entities also have a potent faith, and they too number in their billions. Though only at traitor to the Imperial creed would admit it, the old gods existed long before Manking conquered the stars, and the Emperor is amongst the ranks of youngest divinities.

ACTS OF THE GODS

In the most spectracular and bloody of battles, the goldthemselves have been known to interence. To represent this, in a game of Apocalypes, you can attempt to invokdisine intervention. The various goldy powers of the 41st Millennium are attracted by different deech and acts of heroism, so the circumstances under which you can invokdisine intervention vary from army to army. They have one thing in common, though—ther effects are truly perfect.

INVOKING DIVINE INTERVENTION

At the start of each of your turns after the first turn, each player checks the conditions under the relevant Codes. & Criteria columns. If those criteria are met, that player whardor can invoke Drivine Intervention. The Wardon's selected must belong to the army listed in the Codes. & Criteria column. The effect listed in the Miracolous Blest column then immediately takes place. Only one Wardon's may invoke Drivin Intervention each turn.

Once a Warlord has successfully invoked Divine Intervention, they cannot attempt to call upon Divine Intervention again that game. However, other Warlords on the same side can try to make their own attempts providing they invoke a different god. An alliance of three Space Marine players cannot call upon the God-Emport three times – he's got better things to do than bail the players out over and over a gain!

The Miraculous Effect from the table applies only to units from the appropriate codexes listed in the Codex & Criera column, and they only affect units on the same side as the Warford who invoked Divine Intervention. Any effect granted lasts until the start of that side's next turn-

Designer's Note: Not all races in Warhammer 40,000 have a lab is call upon. Though the Tau do not have a deity as such, faith to their manufest destiny and the Granter Good one empower them in a smalar fashion. Liberase, the Tyranid Here Mind is not a goff in the traditional sense, though its numbeogging scale and sellary devourne, ambition can directly embour its constituent organisms.



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	DIVINE INTERVENTION CHART			
ENTITY	CODEX & CRITERIA	MIRACULOUS EFFECT		
The God- Emperor of Mankind	Imperial Guard, Sisters of Battle, Space Marines, Dark Angels, Blood Angels, Space Wolves, Black Templars, Grey Knights At least half the units in your army have been removed as casualties.	For The Emperor!: The power of the Emperor invigorates shiring through their souls like liquid gold. All units from the list (left) have the Furious Charge Fearless special rules.		
Ruinous Powers (Khorne, Tzeentch, Nurgle, Slaanesh)	Chaos Daemons, Chaos Space Marines The number of units in the opposing side that have been removed as casualties equals or exceeds the number the opposing side currently has in play.	Rewards of Chaos: The fichle Chaos Gods delight in the s and maybem inflicted on their enemies. You can choose to treat any of your To Hit and/or To rolls of '1' as rolls of '6'.		
Gork & Mork	Orks At least half of the total number of non-vehicle units from Codex: Orks on the battlefield (friend or foe) are engaged in close combat.	Foot of Gork (or is it Mork?): The Orks' daity manifests directly, a giant green foot stamps its approach on the baille Make a Stomp attack anywhere on the table, using the massive blast marker. Note that first marker does have to be placed in bast contact with a friendly mod		
Khaela Mensha Khaine	Eldar, Dark Eldar More than 50 Eldar and/or Dark Eldar models have been removed as casualties (friend or foe)	Children of the Bloody-Handed God: The blood of the boils in their vens, driving them on to ever greater feats of z All Eldar and Dark Eldar units have the Hatred and Re special rules.		
The Greater Good	Tau Empire Your side has at least 5 fewer Strategic Victory Points than the opposing side.	Desperate Strength: Selfless to the last, the Tau give their buy their commutes time. All Tau units have the Stubborn, Feel No Pain (4+) as Counter-attack special rules.		
The Hive	Tyranids	The Jaws Snap Shut: The Hive Mind shares its infinite h		

e Tyranic

Necrons

3 or more models from the HQ section of *Codex. Tyranids* are within 6° of a Strategic Objective marker in the opposing side's deployment zone.

The Star Gods of the C'tan

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PARIN IN

A Ctan Shard, Tesseract Vault or Transcendent Ctan has been removed from play as a casualty. The Jaws Snap Shut: The Hive Mind shares its infinite hunger with the minds of its constituent parts, driving them into a frenzy.

All Tyranids units have the Preferred Enemy special rule, and they can both Run and then shoot in the same Shooting phase. Furthermore, they can also charge in that turn's Assault phase.

Anti-C'tan Protocols: A coalescing C'tan swims from the stars to reclaim the freed shard of its power, and the Necrons below fall back on ancient anti-C'tan programming to resist its fell energies.

All Necrons units have the Adamantium Will and Fearless special rules, and pass Reanimation Protocols on a roll of 4+



In times of extreme adversity, true leaders are born. Exemplary warriors rise like phoenixes from the fires of war, their breaks inspiring the men around them to great acts. By such deceds are legends made—the fate of the galaxy is at stake, and imperial commanders. Chaos worshippers and allen warrords alike fight with every tota of their souls to secure victory against impossible odds. Should such a desperate act end in lasting glory, the hero's story can spread throughout the galaxy and monuments will be risked in his name.

Even proxen lords of war have their defining moments. Outside the ash-covered buttresses of Hades Hire. Commissar Yarnic reputsed Wardord Chazghkall and his horde, though it nearly cost him his life. Upon the world of Sormwald, the Phoenix Lord Maugan Ra single-landedly scattered a Tyranid swarm by systematically destroying every one of its warpate leader-beasts. The renegated Huron Blackheart orchestrated the downfall of the Marines Errant, sezing their precious gene-seed from the inner sanctum of their fortress-monastery of Vilamus and damning an entire Chapter to a slow death. Such acts of epic heroism and inspired villainy usually occur when the inferno of battle rages fierces, for great peril Dreeds the greatest of deeds.

All this boundless herosm is of course the meat and drink of a game of Apocalyne. That moment when your general darts forward and takes out the enemy Stompa with a wellplaced vortex gernade, the duel where the Imperial Guard Colonel somehow takes down the rampaging Hive Tyrant, the last-dirich charge that turns the course of the battle at the eleventh hour – they are the images that sixt, in our minds when thinking back to the highlights of the game, and the cherished moments of glory we will remember for years to come. Moments like this are so synonymous with Apocalypse that we decided to provide a system to encourage as much heroic derring-do as possible.

COMETH THE HOUR ...

A player may choose to take his Warlord's Finest Hour once per game, at the start of any of their turns. Simply state that the Warlord will do so at the appropriate time. The Finest Hour lasts until the start of their next turn.

An Apocalype War Zone may feature characters with specific restrictions upon their finest hours: Commissar Yarrick, for instance, only has the opportunity to use his Finest Hour rules as long as his nemests Ghazghkull Tirals is alive, and vice versa. These characters may also have special rules that can be used in addition to their Finest Hour. These extra rules modify the Finest Hours detailed here, and all the relevant details are contained in the rules section for the War Zone.



... COMETH THE MAN

But the war of his next rum, that Warford has a 3+ invalenable save and the Eternal Warfors special rule to represent the touch of desirin upon him, and is allowed to order an Albut Attack in the same manner as a High Command Apocalpac Formation (pg 68). If the Warford salready part of a High Command formation, this is in addition to his usual one Furthermore, at the beginning of the first turn in which a Warford's Finest Hour is in effect, choose one of the Exemplar tables on this page and roll a 5b to find the special rules that govern that Warford's Finest Hour. The effects generated will last until the start of that Warford's next rum. If a Warford is kilded whish his Finest Hour is in progress, its effects cease immediately and the enemy score? I Strategic Victory Point (pg 29).



Important Note: Instead of rolling here, Space Marines and Chaos Space Marines characters can opt to consult the Sons of the Primarch chart (pg 29) instead.

Once the Warlord's Finest Hour is over, he returns to his usual incarnation – his moment of glory has passed (though don't let that stop you from trying any subsequent heroics).

PERSONAL EVENDLAR TABLE

To and	PERSONAL EXEMPLAR TABLE
D6	EFFECT
1	Exceptional Display of Skill: Your Warlord re-rolls all failed To Hit rolls.
2	Bloody Rampage: Your Warlord triples his Attacks characteristic (before any bonuses are applied).
3	Violent Display of Power: Your Warlord re-rolls all failed To Wound rolls.
4	Hero's Might: Your Warlord doubles his Strength and Toughness characteristics.
5	Temporarily Unkillable: Your Warlord has Toughness 10 and a 2+ invulnerable save.
6	None Can Stand Refore Me: Your Warlord has 42

STRATEGIC EXEMPLAR TABLE

Attacks. Furthermore, his attacks in close combat.

TO TO

have the Instant Death special rule and are API.

COMMAND EXEMPLAR TABLE		D6	EFFECT	
o tool		1	Additional Asset: Your Warlord immediately get an additional Strategic Asset for his side.	
D6	EFFECT			
1	Implacable Advance: Your Warlord, and all friendly units within 24", gain the Relentless special rule.	2	The Whites of their Eyes: All friendly units within 24" of the Warlord use their normal BS when firing Overwatch.	
2	True Grit: Your Warlord, and all friendly units within 24", have the Feel No Pain special rule.	3	Coordinated Firing Solution: Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Hit rolls against the nominated unit.	
3	Never Give Up, Never Surrender: Your Warlord, and all friendly units within 24", have the Stubborn special rule.	4	Set Piece Kill: Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Wound rolls against the nominated unit, or	
4	The Great Push: Your Warlord, and all friendly		failed armour penetration rolls against it.	
	units within 24", can both Run and then shoot in the same Shooting phase. If a unit does so, it cannot charge unless it also has the Fleet ability.	5	Zone of Death: Nominate a Strategic Objective within your Warlord's line of sight. All friendly units within 12" of the nominated Strategic	
5	Inspiring Oratory: Your Warlord, and all friendly	1	Objective have the Zealot special rule.	
	units within 24", gain the Crusader special rule.	6	Perfect Timing: The Warlord can return one	
6	Kill 'Em All; Your Warlord, and all friendly units		unit that has been completely destroyed to his	

SONS OF THE PRIMARCH

The Frimarchs of the Adeption Attartes were the pinnacle with his own particular style of warfare, whose deeds are using across the length and breadth of the glazary. Their legacy lies on through the mixed of geneseed – each and every Space Marine has the essence of their Finnarch in list blood. When a Space Marine list in battle, his progenoid glands are recovered by an Apothecary, returned to the Fortress Monastery and ultimatch pransferred to a new recent is to that the geneseed can bond with a new subject and hence keep the Chapter whole.

However, the Emperor's masterwork is little understood by mortal men. Even the Apothecaries sworn to maintain its sancting do not wholly comprehend the strange science that bonds gene-seed to a new recruit. Yet, together with decades of training, that gene-seed transforms the aspirant into a Space Marine.



THE SECOND FOUNDING AND BEYOND

All Space Marine chapters are engineered from the original First Founding Legions, and can hence trace their genetic inheritance back to ence of the Firmarchs. If you play a Second Founding or other such Chapter, or a Chaos warband, you might like the look in too your Chapter's background to find out which Primarch's powers you can call upon.

As an example, let's assume a player has a large Angles of Modultion army. The Angels of Absolution are a Dark Angles Successor Chapter – consulting the chart, the player can see that his Warboll could therefore use the Son ji the Lion rules of the Dark Angles in a game of Apocalype. If your Chapter so we clear Fair Founding Chapter in its lineage, the the Gray Knights, your Warbou uses the Son of Honour special rule listed for the Ultramannes. Simply replace the name of the First Founding Chapter with the name of the Successor Chapter.



A rare few bond so completely with the spiritual essence of their Primarch that they come to bear a striking resemblance to their Chapter's forefather. The genetic resonance is so powerful that it manifests not only in physical appearance but also in battle prowess. In these individuals, the true greatness of the Emperor's Primarch program is made manifest. They inevitably become the heroes and leaders of their Chapter, respected and held in awe by their fellows as warriors beyond compare. It is whispered that the famously heroic Wolf Lord Ragnar Blackmane is the very image of Leman Russ, and none can deny that the mysterious individual known as the Sanguinor is uncannily reminiscent of his Primarch, Sanguinius, When all hope seems lost, such heroes can call upon a portion of their forefathers' greatness to snatch a bloody victory from certain defeat. These are the golden sons of the Primarchs when the horrors of war are at their most dire, they stride the battlefields of the 41st Millennium like the warrior gods of old.

The Traior Legions had Primarchs too, archiveries and reflet warders who long ago safed with the Dark Gods during the Horns Herey. Their diabolic majesty is still present in the genetic make-up of the Chaos Space Marines wreaking havo: across the galaxy. Just occasionally, this Chao-tainted geneeded will confer a measure of the fell power within the Daemon Primarchs to one chosen by the Ruinous Powers.



USING SONS OF THE PRIMARCH IN APOCALYPSE

Instead of using the normal rules for their Finest Hour, a Space Marine or Chaos Space Marine player can opt to have his Warlord channel his Primarch instead.

This system works exactly like the rules for a Worlow's Finest Hour However, instead of penerating the effects that will take place during your Worlow's Finest Hour your Warlow's Finest Hour your Warlow's House Hours Hours

Sons	OF THE	PRIMA	RCH (CHART
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Chapter	Primarch	Effect	
Dark Angels	Lion El'Jonson	Son of the Lion: The Warlord gains the Hail of Fire Strategic Asset and uses it immediately.	
Emperor's Children	Fulgrim	Lord of Excess: The Warlord, and any friendly unit containing models with the Mark of Slaanesh within 12" of him, gain the Feel No Pain (4+) special rule.	
Iron Warriors	Perturabo	Lord of Destruction: The Warlord, and all friendly Iron Warriors units within 12" of him, have the Tank Hunters and Armourbane special rules.	
White Scars	Jaghatai Khan	Son of the Khan: The Warlord, and all friendly White Scars units within 12° of him, double the distance of their Run or Turbo-boost moves.	
Space Wolves	Leman Russ	Son of the Wolf: The Warlord doubles his Attacks characteristic. If he is in base contact with an enemy character, he also doubles his Strength.	
Imperial Fists	Rogal Dorn	Son of Dorn: The Warlord has +2 Toughness, and all other friendly non-vehicle Impertal Fists units within 6" of him have +1 Toughness.	
Night Lords	Konrad Curze	Lord of Terror: The Warlord has the Fear special rule. All Leadership tests passed by enemy units within 24" of the Warlord must be re-rolled.	
Blood Angels	Sanguinius	Son of the Angel: The Warlord changes his unit type to Flying Monstrous Creature.	
Iron Hands	Ferrus Manus	Son of Iron: The Warlord, and all friendly Iron Hands units within 6 ° of him, add 1 to the dice when making saving throws (a 1 is always a failure).	
World Eaters	Angron	Lord of Wrath: The Warlord, and all friendly non-vehicle World Eaters units within 12° of him, have a +1 bonus to their Attacks characteristic.	
Ultramarines	Roboute Guilliman	Son of Honour: The Warlord, and all friendly non-vehicle Ultramarines units with 12° of him, have one of the following special rules (choose which rule you will use Tank Hunters, Split Fire, Preferred Enemy, Stealth, Fearless, Relentless.	
Death Guard	Mortarion	Lord of Corruption: The Warlord, and all friendly non-vehicle Death Guard units within 12" of him, have the Fearless and Feel No Pain special rules.	
Thousand Sons	Magnus the Red	Lord of Flux: The Warlord gains the Psyker special rule and two extra Mastery Levels Generate his powers immediately from the Biomaney, Pyromaney, Telepathy or Tzeentch disciplines, he retains these powers (but not the extra Mastery Levels) after the Finest Hour ends.	
Black Legion	Horus	Lord of the Black Crusade: The Warlord and all friendly Black Legion units with models within 12° of him have one of the following rules (choose which): Monster Hunters, Furious Charge, Fearless, Crusader	
Word Bearers	Lorgar	Lord of Heresy: Choose an unengaged enemy unit within 24° of the Warlord, you become its controlling player. If the unit is locked in combat when the Finest Hour ends, move it by the shortest distance to be 1° from any other models – neither side Consolidates.	
Salamanders	Vulkan	Son of the Forge: The Warlord's melee attacks are Strength 10. All weapons used by the Warlord gain the Concussive and Strikedown special rules.	
Raven Guard	Corax	Son of the Raven: The Warlord, and all friendly non-vehicle Raven Guard units within 12" of him, gain the Fleet, Move Through Cover, and Hit & Run special rules.	
Alpha Legion	Alpharius	Lord of the Hydra: The Warlord, and all friendly non-vehicle Alpha Legion units within 12 of him, gain the Counter-attack, Hatred and It Will Not Die special rules.	

STRATEGIC ASSETS

The commander of an Apocalypse army has access to a wide range of resources that are too valuable to use in a smaller battle. They can call down a barrage from an orbiting spacecraft, authorise the use of highly dangerous weaponry, or order flank march. Careful use of these assets can often make all the difference between victory and defeat.

STRATEGIC ASSET CARDS

Each side taking part in the battle will require its own set of Strategic Asset cards.

A set of Strategic Asset cards can be found on pages 31-36. Permission is given to photocopy these pages, so you can create a set of Strategic Asset cards for each side. Simply copy the pages twice, and cut out the cards to create two decks of Strategic Asset cards. Additional Strategic Asset cards are included in War Zone: Armageddon; these can be added to the standard deck of Strategic Assets when you are fighting a battle set in that War Zone.

Note that many Strategic Asset cards will refer you to new rules and weapon types included in this book - see pages 37 to 69 for details.

NUMBER OF STRATEGIC ASSETS

The number of Strategic Assets each side starts with is equal to the number of players in the largest side; so, if one side had two players and the other three, then both sides would get three Strategic Assets. Note that the number of cards is per side, not per player! In addition, the game organiser can choose to give one side or the other additional Strategic Asset cards. This is usually done to balance up games where the forces on one side are outnumbered by their opponents.

When selecting Strategic Assets, each player selects one Strategic Asset. The player who controls a side's Warmaster then selects any additional Strategic Assets (in the above example, the Warmaster of the side with two players would select the third Strategic Asset). During play, the game organiser can elect to give a side extra cards for achieving certain objectives within the game (see Organising the Apocalypse, pages 51-55 for ways this can be done)

Finally, the High Command Formations and some special rules included in this book allow players to take 'bonus' Strategic Assets.

SELECTING STRATEGIC ASSETS

Each side must pick the Strategic Assets they can take from their own deck of Strategic Asset cards. No Strategic Asset may be taken more than once by each side. In addition, certain Strategic Assets can only be chosen if certain armies are included on the side that takes the asset. For example, you can only choose Space Marine Strategic Asset cards if there are Space Marines units on your side.

Once selected, Strategic Assets can either be given to individual players in the side, or they can all be held by the player who controls the army's Warmaster. In either case, the player holding the card decides when and how to use the asset. It is up to the players on the team to decide which of them gets to take each asset; if you can't decide amicable roll off for each card.

USING STRATEGIC ASSETS

Each Strategic Asset card says when it can be used, and what effect it has when it is played. Each asset may be used once per battle and must then be discarded.

The player that used the card decides how its effects are applied. So, for example, they would choose where an attack is made, which units are replaced or where a marker is placed, and so on. This aside, Strategic Assets can affect any units of the appropriate type, not just those belonging to the player that used the card. When a card refers to 'friendly units' it means all units on the side of the player that used the card; similarly 'enemy' units are all of those on the other side.

SPACE MARINE STRATEGIC ASSETS

The Strategic Assets on the following pages that are labelled as 'Space Marines' can be taken by armies that include units from the following codexes: Codex: Space Marines, Codex Black Templars, Codex. Blood Angels, Codex: Dark Angels, Codex. Space Wolves, and Codex: Grey Knights. In addition, when played, they affect all eligible units from these codexes.

STRATEGIC RESOURCES

Some Strategic Assets are marked as a Strategic Resource the rules for using Strategic Resources are on pg 23.

FORGING A NARRATIVE

The game organiser can give out additional Strategic Assets cards to either side in order to balance out the game or compensate for unforeseen advantages. In your first few games, we recommend working out roughly how many points each side is worth, and if one side has less points, give them an extra

Strategic Asset for every 250 points or so that they are outnumbered by. With experience you will be able to judge if one side or the other needs any extra cards without having to work out the pe





BLIND BARRAGE

A thick barricade of smoke protects your troops advance.

Use this Strategic Asset at the start of any enemy turn. Place two markers 36° apart, and scatter each 2D6°. Any line of sight that crosses the invisible line between the markers is blocked. Remove the markers at the start of the next enemy turn.

CAMOUFLAGE

Low cunning can sometimes be the difference between life and death.

Use this Strategic Asset after deployment is complete and nominate a model from a friendly HQ unit. All friendly units within 24° of that model have the Shrouded special rule for the first game turn.

FLANK MARCH

ANYARMY

Your reserves attack from an unexpected direction. Use this Strategic Asset when an Apocalypse Formation enters play from Strategic Reserve That formation may enter play from any

table edge



MINEFIELD

-

K YOU

ANY ARMY

Every foot of ground the enemy takes must be paid for in blood.

Use this Strategic Asset during deployment, Mark a minefield 6" by 36". It must be located in open ground, in your deployment zone. The minefield is dangerous terrain.

ORBITAL STRIKE

ANYARMY

The ships of your fleet are poised to turn their weapons upon the foe. Use this Strategic Asset in your

Shooting phase to make the following shooting attack with a friendly Warlord model:

D/7/4 1/3/-

Range

Type Ordnance 1,

Apocalyptic Mega-blast

STRATEGIC RESOURCE

PRECISE COORDINATES

ANY ARMY

Careful planning ensures that reinforcements arrive exactly where their support is needed.

Use this Strategic Asset at the start of any of your turns. All friendly units that Deep Strike that turn will not scatter (no roll is required).





RE-ARM ANY ARMY

Supply dumps just behind the frontline allow your army to refuel and rearm.

Use this Strategic Asset at the start of any of your turns. All friendly units immediately replenish any One Use Only weapons they have used.

STRATEGIC RESOURCE

REPLACEMENTS

ANYARMY

Carefully mustered replacements can be used to replace your losses.

Use this Strategic Asset at the start of any of your nurns. One friendly Apocalypse Formation that has been completely destroyed may be replaced at full strength in your Ongoing Reserves. This cannot be used to replace Apocalypse Formations in which one or more models have 15 or more Hull Points

STRATEGIC RESOURCE

SHIELD GENERATOR

ANYARMY

A technological marvel guards your army with a invulnerable force field.

Use this Strategic Asset at the start of any enemy turn Place a marker anywhere more than 6° from an enemy model. No friendly unit that has the majority of its models within 6° of the marker may be targeted by the enemy's shooting attack that turn. At the end of the turn, remove the marker.



SUPREME HO

ANY ARMY Your High Command provides inspirational leadership.

Use this Strategic Asset during deployment. Pick one High Command formation in your army. All friendly units with models within 12° of a model from the High Command have the Zealot special rule.

TROPHY KILL

ANYARMY

Proof of a hated enemy's death will make all the difference in this war.

Use this Strategic Asset after deployment is complete. Nominate an enemy Warford. If this model is destroyed, your side scores 3 additional Strategic Victory Points (on top of any bonus points for 'Killing a Warmaster')

BOMBARDMENT

IMPERIAL GUARD

Long-range artillery adds its firepower to your own.

Use this Strategic Asset in your Shooting phase to make the followin shooting attack with a friendly Imperial Guard player's Warlord:

Range S AP

Type

Ordnance D6, Apocalyptic Barrage

ON MY COORDINATES!

IMPERIAL GUARD

Troops in danger of being overrun call down an attack on their position. Use this Strategic Asset to make the

following shooting attack with a model instead of that model resolving Overwatch:

Range S AP

12" 8 3 Type

Ordnance D6, Apocalyptic Barrage

TUNNEL RATS

IMPERIAL GUARD

Your troops know the secrets of the tunnels beneath the battlefield.

Use this Strategic Asset at the start of any of your turns. For the remainder of the turn, any friendly Imperial Guard units consisting entirely of Infantry models that deploy from Strike special rule.

CRUSADE BANNER

SPACE MARINES

A banner from the time of the Great
Crusade instils incredible devotion.

Use this Strategic Asset after deployment is complete and nominate one friendly Space Manne Standard Bearer. All friendly Space Marines units with models within 24' of the Standard Bearer have the Feel

No Pain special rule.

FURY OF THE JUST SPACE MARINES

The Adeptus Astartes march inexorably towards the hated foe.

Use this Strategic Asset at the start of any of your turns. All friendly Space Marine models have the Hatred special rule until the start of your next turn.

HAIL OF FIRE SPACE MARINES

The Space Marines lay down a fusillade of rapid bolter fire.

Use this Strategic Asset at the start of any of your turns. All friendly Space Marine models armed with bolt pistols, bolters or heavy bolters count their weapons as Twin-linked until the start of your next turn.

HEROIC STAND

SPACE MARINES

Space Marines will hold their ground until the end of the galaxy.

Use this Strategic Asset after deployment is complete and nominate a Strategic Objective in your deployment zone. All friendly Space Marines units with models within 6° of the objective have the Fearless and Counter-attack special rules.

RELIC WEAPON

SPACE MARINES

To bear a Primarch's weapon is a great honour and responsibility.

Use this Strategic Asset after deployment is complete and nominate one friendly Space Marine model as the relic bearer. The model has +2 Strength and +2 Attacks.

VORTEX GRENADE

SPACE MARINES A vortex grenade is the most potent man-portable weapon in the galaxy!

Use this Strategic Asset in yo Shooting phase to make the following shooting attack with a friendly Space

Marine Warlord model Range S D

Type

Assault 1, Vortex, Blast STRATEGIC RESOURCE.

CHAOS ALTAR

CHAOS SPACE MARINES

Rituals performed on this altar have secured the favour of the Dark Gods.

Use this Strategic Asset before deployment. Place a marker or suitable terrain piece in y deployment zone. Any friendly Chaos Space Marine model within 12" of the marker has a 6+ invulnerable Save, or adds +1 to their invulnerable Save if they already have one.



CHAOS SPACE MARINES

Chaos Space Marines would rather defile an objective than capture it.

Use this Strategic Asset during any break. Any Strategic Objectives controlled by friendly Chaos Space Marine models are destroyed after on have received the Strategic Victory Points for them.

DAEMON SHELL

CHAOS SPACE MARINES A powerful Daemonic entity is bound within a single bolter shell-

Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Chaos Space Marine Warlord model armed with a

Range S AP D

bolter or bolt pistol:

Type Assault 1, Massive Blast, Gets Hot

DAEMONIC ALLIES

CHAOS SPACE MARINES

The Chaos Space Marines call for aid from their dark masters.

Use this Strategic Asset during a scheduled break, D3 destroyed friendly Chaos Daemons units m. be returned to play after the break without spending any Strategic Victory Points.



Gun batteries on orbiting Chaos warships fire indiscriminately.

Use this Strategic Asset in any of your Shooting phases. One of your Warlords must immediately make two Orbital Strikes, and one of your opponents' Warlords can then make one Orbital Strike (see the Orbital Strike Strategic Asset card). Note that these Orbital Strikes do not count as

STRATEGIC RESOURCE

Strategic Resources

TIME OF VENGEANCE

CHAOS SPACE MARINES The Chaos Space Marines are determined to exact bitter vengeance.

Use this Strategic Asset at the start of any of your turns. All friendly Chaos Space Marine models have the Fear and Rage special rules until the start of your next turn.

BLOOD THIRST

CHAOS DAEMONS

Enemy forces are suddenly filled with an insane lust for blood, and rush forwards manically

Use this Strategic Asset at the start of an enemy Shooting phase, nominate one friendly Herald of Khorne, All non-vehicle enemy units within 12" of that Herald of Khorne may not shoot that phase, and must attempt to charge the closest eligible target in the following Assault phase, if capable of doing so.



GRAND PAVANE

CHAOS DAEMONS

None can resist the lure of the Lord of Excess' transcendental music. De this Strategic Asset at the start of an enemy Movement phase, nonlinea a firefully Herald of Shamesh. All non-webtide enemy units within 18° of that I berald of Shamesh that are capable of movement, move of the other particular of the other particular transfer of the other particular trans

LIES OF TZEENTCH

CHAOS DAEMONS
Deceived by the Great Liar, enemy varriors open fire on their comrades.

Use this Strategic Asset at the start of an enemy Shooting phase, nominate a friendly Herald of Texentch, Select one enemy unit that is within 24 or that Herald of Texentch and is capable of shooting. You choose the target the unit first at, and which guns it uses, this turn, instead of your opponent. You may cause, this enemy unit to first at a target on their side.

STRATEGIC RESOURCE

PLAGUESTORM CHAOS DAEMONS

The enemy succumb to a grisly itation of the Father of Contavie

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Herald of Nurgle:

Range S AP
Hellstorm - 5

Туре

Assault 1, Fleshbane, Ignores Cover, Instant Death

ERE WE GO, LADZ

ORKS

The Orks are overcome with a frenzy of destructive enthusiasm.

Use this Strategic Asset at the start of any of your Charge sub-phases. Any charge moves made by friendly Ork units this sub-phase are doubled.

STRATEGIC RESOURCE

GET EM BOYZ

ORKS
Orks don't believe in defence, only conquering new territory.

) Use this Strategic Asset after deployment is complete. For the entire battle, the Orks' side receives triple the Strategic Victory Points for all Strategic Objectives it controls in the opponent's deployment zone, but only receive half the Strategic Victory Points (rounding down) for objectives it controls in its own deployment zone.

IDOL OF GORK

ORKS
Or is it an Idol of Mork?

Use this Strategic Asset before deployment. Place a marker or suitable model in the Ork deployment zone. Any Ork Infantry unit (friend or foel) within 24" of the marker has the Rage special rule.

MEK WORKSHOP

ORKS

The Meks are overjoyed when the battle starts right on their doorstep! Use this Strategic Asset at the start

of any Ork turn All friendly Ork vehicles in the Orks' deployment zone that have at least one Hull Point remaining are immediately returned to their starting number of Hull Points.

ELDRITCH TEMPEST

ELDAR

Eldar Psykers on board orbiting spaceships manipulate the planet's atmospherics, unleashing a raging energy storm on the surface below.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Eldar Warlord model:

Range S Infinite 4

Ordnance 4, Apocalyptic Barrag

PHANTASM

ELDAR

The Eldar can use holo-field projectors to confound and confuse the foe.

Use this Strategic Asset after deployment is complete. All friendly Eldar units have the Shrouded special rule for the first game turn.

Catanade Come Workshop Permission is cranted to thotocote this how for terround

STRANDS OF FATE

ELDAR

Eldar Farseers can unravel the strands of fate and predict the future.

Use this Strategic Asset if the result of the battle is a draw. Roll a D6: on a roll of 2 or more, change the result to a victory for the Eldar player's side On a roll of 1 the enemy side wins.

WAYGATE

ELDAR'

Waygates protect Eldar Psykers from the horrors of the Warp.

Use this Strategic Asset before deployment, Place a marker or suitable terrain piece in the Eldar deployment zone. All friendly Eldar Psykers within 18" of the marker are not subject to the Perils of the Warp and may re-roll failed Psychic tests.

COMBAT STIMMS

DARKELDAR

In preparation for battle, the Dark Eldar inject themselves with a horrific compound of combat drugs.

Use this Strategic Asset after deployment. Nominate a friendly Dark Eldar Warlord model. All friendly Kabalite Warnors units deployed wholly within 24° of that Warlord have Combat Drugs.



GLORIOUS PAIN

DARK ELDAR

The Dark Eldar slash at themselves, revelling in the self-inflicted pain.

No.

Use this Strategic Asset at the start of any of your turns. All friendly Dark Eldar units immediately gain a pain token. At the start of your next turn, all friendly Dark Eldar units lose a pain token.

LORDS OF TWILIGHT

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

Use this Strategic Asset at the start of any enemy Shooting phase. The Night Fighting rules apply for the duration of that Shooting phase.

WEBWAY ASSAULT

DARK ELDAR

Dark Eldar strike forces emerge from the labyrinth dimension.

Use this Strategic Asset after deployment. Place three markers or suitable terrain pieces anywhere on the battlefield. Friendly Dark Eldar units moving on from Strategic Reserve may do so from these markers instead of a table edge

Sale of the sale o

REANIMATOR

TYRANIDS

The Hive Mind can focus its will to temporarily reanimate the corpse of a dead minion.

Use this Strategic Asset when a friendly Tyranid Gargantuan Creature or Flying Gargantuan Creature loses its last Wound. The creature immediately has D6 lost Wounds restored.

STRATEGIC RESOURCE

SPORE CHIMNEYS

TYRANIDS

Spore chimneys release spores into the atmosphere, creating a choking organic fog.

Use this Strategic Asset before deployment. Place three markers or suitable terrain pieces in the Tyranid deployment zone. All friendly Tyranid models within 12° of a marker have the Shrouded special rule.

SURROUNDED!

TYRANIDS

The warriors of the hive fleet lurk all around, attacking from every side!

Use this Strategic Asset before deployment. All friendly Tyranid infantry units have the Infiltrate special rule for the duration of the battle.



WORLD DIGESTION

TYRANIDS

In the final stages of a Tyranid on, the world itself to inhabitants

Use this Strategic Asset before deployment. All Forests, Jungles and Woods are dangerous terrain for non-Tyranid models, in addition to any other rules that apply.

CANNIBALISE

NECRONS

Necrons can reclaim enem technology and use it to effect substantial repairs.

Use this Strategic Asset when an enemy Super-heavy vehicle suffers Catastrophic Damage, after the damage has been resolved. All friendly Necron vehicle units within 12' of the vehicle are immediately returned to their starting number of Hull Points.

STRATEGIC RESOURCE

ENTROPIC PLAGUE

NECRONS

A swarm of armour-devouring microscopic devices is released.

Use this Strategic Asset in your Shooting phase Nominate a friendly Necron Warlord model. Every enem vehicle model within 3D6" of that Warlord immediately loses its armour save for the remainder of the battle (effectively altering it to

STAR PULSE

NECRONS

Necron ships can generate an energy pulse that bursts amongst the ranks of the foe.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Necron Warlord model:

Range S AP Infinite 5/4/3 4/5/6

Type

Assault 1. Apocalyptic Mega-blast, Gauss

SUBVERT MACHINE NECRONS

There is no machine that the Necrons cannot twist to their own ends.

Use this Strategic Asset at the start of an enemy turn. Select one enemy non-Super-heavy vehicle unit within 24" of a friendly Necron Warlord. The unit is part of your army until the end of your next turn

STRATEGIC RESOURCE

DARKSTAR WARHEAD

TALLEMPIRE

This warhead kills living things but leaves buildings intact.

Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau Warlord

Range

Infinite Type

Ordnance 1, Apocalyptic Blast, Fleshbane, Ignores Cover

STRATEGIC RESOURCE

DRONE NETWORK TAU EMPIRE

Above the battlefield, remote drones stream detailed targeting information to Tau units via the drones nearby.

Use this Strategic Asset in your Shooting phase. All enemy units with models within 24° of a friendly Tau drone count as having I extra Markerlight counter on them this Shooting phase Enemy units with no Markerlight counters are treated as wing I counter.

FOR THE GREATER GOOD

TAU EMPIRE Tau warriors will sacrifice themselves if it will ensure victory for their race.

Use this Strategic Asset at the beginning of an enemy Shooting phase. For the duration of the Shooting phase, each time an enemy unit wishes to shoot at a friendly Tau unit, it can only target the closest Tau unit (or not shoot at all)

ICEFIRE WARHEAD

TAU EMPIRE This warhead disables technology

with an electromagnetic pulse Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau

Warlord model: Range Infinite

Type

Ordnance 1, Apocalyptic Blast,

A sise military commander will ensure that not all of the troops under his command are placed in the front line. Some will be held back as a Strategic Reserve, waiting to be committed at the pivotal moment to turn the course of the battle. Strategic Reserves can be used to bolster a faltering attack, or reinforce a defensive line so that it holds up against the enemy's assault.

Finis that are not set up on the table form a player's Strategic Recore.' These work rather differently to the Recores used in Eternal War missions. In an Eternal War mission, the player represents the commander on the battlefield, who has little control over when or even if any Recores will be committed to him. In Apocahpse, players represent higher-level generals, with complete control over all of the forces under their command. The following rule for Strategic Reserves reflects this important difference.

Some Apocalypse missions say that units must be placed in Strategic Reserve. The first turn when units in Strategic Reserve can enter play is determined by their type, as shoom below. These units enter play in the same manner as Reserves (see the Warhammer 40,000 rulebook), but the player chooses the turn on which they arrive.

Big by

ARRIVING AFTER A BREAK

Unless a unit is a Flyer, Super-heavy Flyer, Flying Monstrous Creature, Flying Gargannuan Creature, is arriving by Deep Strike, or is a Fast vehicle, it can only arrive from Strategic Reserve after a break has taken place.

These units enter play in the game turn immediately after each break, entering play in the same manner as normal Reserves but without the need for a dice roll to see if they arrive. It is up to the players to decide how many units they bring into play after each break; there is not limit, and you may decide to bring some, none or all of the Strategic Reserve units onto the board. Any units that are left in Strategic Reserve after the first break can be brought into play after any other break.

Note that the normal rules for determining when Reserves arrive must not be used in missions that use Strategic Reserves. In other words, Strategic Reserves may only enter play on or after the turn determined by the Strategic Reserves table. However, any special rules that apply to a unit arriving from Reserves other than those associated with its turn of arrival still apply. If a unit is required to enter Ongoing Reserve (such as a Flyer moving off the table), it

STRATEGIC RESERVE TABLE

Түре	AVAILABLE FROM
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, and Flying Gargantuan Creatures	Any turn, including the first
Units using the Deep Strike special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the 2nd
All remaining units	After any break (except during the first turn)

* Unless they are Flyers or arrive by Deep Strike





UNNATURAL DISASTERS

The stars are in alignment, the skies darken by the day, and terrible portents abound. One tumultonus right, the down that has crept towards a planet manifests in sudden and spectacular fashion. The apocacybyse has come to this world, and that has crept towards a planet manifests in sudden and spectacular fashion. The apocacybyse has come to this world, and it has sean thours left to live —bound sturing which is desperate inhabitants are locked in bitter and futile battle. Fire and brimstone rage all around, hurricane winds shrick with the voices of the dammed, and the planet is wrenched and buffeted by forces so mighty the ground tiefed fashaces parts. Sounds like fun, decent ti?

All these things are represented by the following rules for Unnatural Disasters. Be warned, though, such epic craziness is not for the faint-hearted.

Because of this, before each battle, the game organiser must decide whether the rules for Unnatural Disasters will be used or not. As already noted, they can have a profound effect on a game, so a wise organiser should make sure to consult with his players first before deciding to include them in a game.

If you do decide to use the rules for Unnatural Disasters, they have the decide of the United Disasters, they will be used to the United Disaster table will be used. We've included six sets of Unnatural Disaster tables in this section, and you can either the Unnatural Disaster tables in this section, and you can either unnatural Disaster tables in this section, and you can either and and roll on the table below, letting the dise effects of the result determines which Unnatural Disaster table you will use for the battle.

MASTERING DISASTER

MINISTANCE of the search game turn, randomly select a player. For that game turn, the player is referred to as the Master of Disaster as he temporarily takes control of Master of Disaster as he temporarily takes control from the apocalypite disaster ravaging the planet. That player must roll a DS and add the turn number, consulting the relevant Unnatural Disaster table to see what happens. These results take place immediately. The Unnatural Disaster results are not cumulative.

Some results on the Unnatural Disasters tables call for the Master of Disaster to make one or more attacks If the attack uses a marker, then Wounds are allocated or models as if the attack originated from the centre of the marker is the same manner as Wounds inflicted by a Barrage level special rules section of the Warhamme 40,000 rulebook is and details of the Barrage rules! If the attack insteach bis as and a number of times equal to the number of models in the unit, see the rules for Random Allocation instead.

UNNATURAL DISASTER TABLE D6 UNSATURAL DISASTER 1 Warp Storm Breach 2 Magma Storm 3 Psychic Conjunction 4 Sciamic Explosion 5 Zombic Apocalopie Exterminatus

FORGING A NARRATIVE
The rules that follow allow for
devastating environmental effects
to take place during your game.
It's best if you agree which set of
Unnatural Disaster rules you will
be using well in advance of the day

of the big game (preferably a long

time before, in fact) so all players can familiarise themselves with the details and can muster the appropriate models if necessary.

Certain Apocalypse missions use an Unnatural Disaster or two as standard, just like some of the missions in the Warhammer 40,000 rulebook use the Night Fighting rules. When you select the mission you wish to use, check to see if it automatically includes any Unnatural Disasters before choosing your own.

There's usually so much going on in a game of Apocalypie that we wouldn't recommend using more than one disaster at one time – staging a game set during the volcanic hell of a Magma Storm incurs all manner of destructive fun without including a Psychic Computation into the barrain.

1) WARP STORM BREACH

Reality blurs, shudders, and splits apart as the Warp storm above the world waxes strong. A massive lesion rips open across the battlefield, revealing a horrific landscape of screaming faces and gore-streaked skies.

Once More Unto the Breach: Rolloff before deployment. The sinner of the rolloff must place a marker anywhere on the board, and scatter it 2D6. A placer from the other side then places a second marker exactly 24" away from the first, and scatters it 2D6. The straight lime between these two markers forms the Warp Storm Breach. It is unpassable terrain and blocks line of sight.

WARP STORM BREACH UNNATURAL DISASTER TABLE

D3+ TURN	EFFECT
2-3	Daemon Gale: The air fills with insane gibbering and maniacal cackling as the howls of the damned coalesce in the air near the breach.
	For the purposes of Morale or Pinning checks, units must use their lowest Leadership value, not the highest. In addition, all Psykers within 24° of the Warry Sturm Breach generate two

extra Warp Charge points per turn.

4-5
Warp Invasion: The legions of the Dark Gods, attracted by the carnage of the bailtfield, spill through the lesion in realspace to fall upon their mortal pre-.

The Master of Disaster can place up to D3 units each comprising 206 models (roll separately for each unit) anywhere within 6° of the Warp Storm Breach that is not within 1° of another unit. These units must be from the troops, elites or fast attack sections of Codes: Chaos Diemona. The Daemon units may charge this turn and are under the control of the player that placed them for the rest of the game. If your gaming group cannot muster enough models to place all of these units, or there is no room to place them all, just place the maximum number you have available – the rest are ignored.

Lords of Doom: The generals of the daemonic legions burst out of the wailing storm in an unholy explosion, roaring their defiance to the skies.

As for Warp Invasion, above, though the D3 units must be single models, with no optional upgrades, chosen from the HQ or heavy support sections of Codex: Chaos Daemons.

2) MAGMA STORM

Fire rains from the skies as lakes of molten lawa are hurled high into the atmosphere by the eruption of a chain of super-toleranes. The world simmers as magma flows verywhere, the boiling earthblood transforming the battlefield into a living hell so fierce that eventually the air itself catches aflame.

MAGMA STORM UNNATURAL DISASTER TABLE

The same of the same	D3+ TURN	Ентест
į		

Rain of Lava: Molten rock pelts out of the skies in sudden squalls, incinerating those without enough armour to protect them and easily melting through the defences of light vehicles to burn those inside.

The Master of Disaster must roll a D3 to determine how many units are hib by the Rain of Lava. Starting with the Master of Disaster's side, the sides take it in turns to select an enemy unit to be hit. The selected unit suffers D6 Strength 7 AP3 hits. The same unit cannot be selected to be hit more than once in the same game turn.

4-5 Flaming Boulders: Burning chunks of rock and debris, some rivalling the size of Land Raiders, hurtle out of the simmering skies to slam into the struggling combatants below.

Starting with the Master of Disaster himself, the sides take it in turns to resolve a Flaming Boulder attack, until a total of D6 Flaming Boulder shave been resolved. The player using each Flaming Boulder attack centres it in a location of his choice and scatters it 2D6. The Flaming Boulder has the following profile:

Range	S	AP	Type
N/A	10	2	Large Bla

Airborne Inferno: Ammo explodes within weapons just as they are preparing to fire, while armour plates melt into searing flesh as the air itself catches fire, immolating swathes of the battlefield.

All Armour Saves are worsened by 1 (so an Armour Save of the becomes 5) for the rest of the game turn. Models with a 64-Armour Save lose their save. Furthermore, all weapons have the Gets Hots special rule for the rest of the game turn. Weapons that afready have the Gets Hot special rule get hot on rolls of 1 and 2. This can mean that a model with a high BS his his target but still suffers the effects of Gets Hot.

3) PSYCHIC CONJUNCTION

Perhaps a planetary cycle is complete, perhaps a Warp storm has passed over the sun, or perhaps the stars are just right - whatever the reason, celestial bodies have slowly slid into place in the heavens. They form an astral conjunction that massively magnifies the abilities of all Psykers under its sickly light, and even bestows minor abilities upon those otherwise psychically inert.

EFFECT

2.3 The Mind Ascendant: Murderous ghosts of blue-green lightning leap from the combatants' minds, feeding on their stress and anger to cause unbridled carnage.

> All non-vehicle, non-Psyker units have the Brotherhood of Psykers special rule and the Smite psychic power (see Warhammer 40,000 rulebook). Note that Independent Characters may still use their Leadership for Psychic tests.

4-5 Causality Breach: The latent abilities of the warriors manifest in the ability to manibulate reality itself. Needless to say, the damning influence of Warp and the chaos it causes is not far behind.

> For the duration of the game turn, all D6 rolls of I must be re-rolled. This even includes the individual dice rolled as part of a 2D6, 3D6 and

Psychic Tornadoes: Whirling twisters of psychic energy rage around the battlefield, driving those nearby into a screaming, self-destructive frenzy as they quickly tear themselves apart.

> The Master of Disaster places a large blast marker anywhere on the table, which then scatters 2D6" The marker remains in play for the rest of the battle, scattering 2D6" at the start of each turn.

Any non-vehicle model the marker passes over is removed as a casualty with no saves of any kind allowed. If the marker ends its move over a vehicle, increase the distance scattered by the minimum amount to move it beyond the vehicle along the same trajectory. The marker is lethal terrain. Any model within 6" of the marker has the Fearless, Hatred and Rage special rules.

4) SEISMIC EXPLOSION

The blanet's surface cracks apart, each new fissure pitching hundreds to their deaths. Grand basilicas collapse in on them and hab-blocks crumble apart to crush those soldiers huddled inside. Across the planet's surface, tectonic plates crack open and splinter apart, the red-hot lava of the underworld spilling from 15 blood from a scab.

Designer's Note: Seismic Explosion can only be used if you are playing your game on a modular board, such as the Citadel Realm of Battle Board. If this isn't the case, select a different Unnatural Disaster for the battle.

ESON= SEISMIC EXPLOSION UNNATURAL DISASTER TABLE CECUS-

D3+ EFFECT

2-3 Grinding Fissures: Guant cracks suddenly stitch their way across the planet's surface, plunging the unwary to a swift death and sending sheets of boiling steam far into the air.

> The Master of Disaster chooses two edges of a single board section that are not part of a table edge. These section edges are dangerous terrain until the start of the next game turn.

4-5 Ruination: The ground lurches and buckles in a violent earthquake. Whole complexes crumble around the combatants, crushing those inside in a cascade of rubble and dust

The Master of Disaster must nominate D3+1 buildings (including Fortifications and Massive Fortifications) Roll on the Building Damage table for each nominated building, adding +2 to the dice roll

6+ Total Collapse: A whole section of the battlefield falls away into a roiling molten abyss. All traces of the terrain, buildings, vehicles and soldiers that had been there moments before break up and dissolve into the spouting lava beneath.

The Master of Disaster must randomly select a board section. He then immediately removes it from play, along with all terrain, Strategic Objectives, and models that are within it or touching it in any way - they fall into the crevasse! No saving throws of any kind are allowed, including special rolls such as Feel No Pain or Necron Reanimation Protocols. For the rest of the game, the gap left by the missing ction is treated as impassable terrain.

5) ZOMBIE APOCALYPSE

Corpses jack back to life and the dead claw their way from the earth as Wart-tainted ghosts howl through the air. Perhaps the Zombie Plague has come, or the influence of the Wart is making time flow strangeh - whatever the easies, it's bad news for the living!

ZOMBIE APOCALYPSE UNNATURAL DISASTER TABLE

E	2-3	Plague Zombies:	The dead rise to their feet, with	
Town Porce	D3+ TURN	EFFECT	The dead rise to their feet, with	

witchlight burning in their eyes.

For this turn, whenever a non-Daemon Infantry model is removed as a casualty due to a failed saving throw. the Master of Disaster replaces the model within 6" of where it died. It is now a Plague Zombie; replace it with a suitable model or mark the model in some way. Models that are not allowed to take a saving throw cannot return as Plague Zombies. If possible, this Plague Zombie must join an existing unit of Plague Zombies by being placed in unit coherency. If there is no unit in range, then the Plague Zombie forms a new unit of its own. Plague Zombies return to play with I Wound, WS 1, and Armour Save '-': their other characteristics remain the same. Plague Zombies may not shoot or run and have the Fearless. Feel No Pain and Slow and Purposeful special rules. Plague Zombie units are controlled by that turn's Master of Disaster, though they are treated as enemy units by all other units that are not Plague Zombies. They may charge the turn the enter play. Plague Zombies that become casualties are removed from play - they do not return to play as new Plague Zombies.

4-5 The Restless Dead: A horde of corpses bursts from the earth, arms outstretched to claw at the living.

The Master of Disaster rolls 5D6. He then places a single unit comprising that many Plaque Zombies anywhere on the board that is more than 6° from any other models. He may use any Infamiry models that have been removed as casualties earlier during the battle. See above for the rules that govern Plaque Zombies.

6+ Ghosts of the Past: A squad thought dead by their comrades reappears amidst the chaos of the battlefield.

The Master of Dissater chooses one friendly Infanty unit dut has been removed as exaulties earlier in the battle. That unit immediately Deep Studes into play anywhere on the board, restored to full strength. It is treated exactly as if had just entered play from Strategic Reserve, though it has the Slow and Purposeful, Fearless, and Feel No Pain special rules.

6) EXTERMINATUS

Crous-

The most dire and terrible weepon in the arrenal of the Imperium of Man. Exterioristics has the power to obliterate an entire world's population and even destroy the planet isted in the process. It has been used to combat planet-wide heresy, uncontrollable mutation or rampland tissues, to prevent the opening or windering of Wulyr fills, or when xenos are so enterwheld that the resources (the planet's population included) are beyond solution.

EXTERMINATUS UNNATURAL DISASTER TABLE

COLUMN TO SERVICE	D3+ TURN	EFFECT
Contractor (see	1	Orbital Bombardment: The orbiting fleet high above rains countless megalons of explosive upon the
ł		beleaguered world, some of which may be thermonuclear

beleaguered world, some of which may be thermonuclear or optimized to scour all life, even that which is entrenched in the planet's crust.

Starting with the Master of Disaster's side, the sides take it in turns to resolve Orbital Strike

sides take it in turns to resolve Orbital Strike attacks until a total of D3 attacks have been made. See the Orbital Strike Strategic Asset card (pg 31) for details of the attack. The Strategic Resource rule for Orbital Strikes is ignored.

4-5 Virus Bomb: The life-eater virus spreads like wildfire, slowly but surely reducing all biological life to protoplasmic sludge. The resultant releose of steaming, cholsing gaues makes the atmosphere unbreathable – and highly flammable to boot.

> Every non-vehicle unit on the board takes a number of Strength 3 AP5 hits equal to the number of models in the unit.

6+ Incendiary Atmosphere: Whether because of a sustained barrage of cyclonic topedoes or the ignition of the flammable gases produced by a virus bombing, the planet's atmosphere ignites in a series of devastating, planet-wide explosions.

Every unit on the board takes a takes a number of Strength 10 AP2 hits equal to the number of models in the unit.



RACE TO DESTRUCTION

It's not uncommon for two armies to stumble across each other during a campaign. The first thing the commanders will know of the opposing force is when breathless seouts report having sighted the enemy. Whichever side is able to organise their attack the fastest will be able to grab the initiative and strike before their opponents are fully prepared.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

Both sides secretly bid (and write down) the amount of time they want to take setting up. Bids must be in whole minutes. The amount bid is the time that side will have to deploy their army. The side that bids lowest deploys first (in the case of a lie, roll-off to see who deploys first).

Units must deploy anywhere in their deployment zone that is more than 9° away from the centre line, or may be kept in Strategic Reserve (pg 37). Any units that are not deployed when the time limit runs out must be placed in Strategic Reserve.

Once the first side has deployed, the opposing side does likewise, and has an amount of time to deploy equal to the amount of time that they bid.

After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

FIRST TURN

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative (pg 22).

GAME LENGTH

The battle continues until the time limit is reached (pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of Strategic Victory Points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (pg 22-41),



THE BATTLEFIELD

Set up the terrain for the battle in any mitually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge to the border between the two possible and the state of the border between the two borders are the borders and the borders are the borders are the borders and the borders are the bor

Finally, Strategic Objectives are placed (pg 20). Side A Deployment Zone

9"
9"
Side B Deployment Zone





THE MEATGRINDER

Some Apocalypse battles start out small, and grow into massive engagements. Such conflicts often begin when two growerful forces engage each other. As the battle rages and victory hange in the balance, the commander desperately call for reinforcements. Both sides start to release carefully hoarded reserves to swing things their way, and very quickly, the battle escalates into a huge life-or-death struggle, the outcome of which may decide the entire campaign.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

Both sides secretly bid (and write down) the number of units they will deploy on the battleffeld. Neither side's bid may be less than a quarter, or more than half of the number of units in their army. For example, an army with 24 units would have to make a bid of between 6 and 12 units. Independent Characters, embarked units, and Deducated Transports count as separate units when working out how many units there are.

The side that bids lowest deploys first (in the case of a iie, roll-off to see who deploys first). Units may deploy anywhere in their deployment zone that is more than 12" away from the border between the two table halves. The number of units deployed must equal their bid. Any units not deployed are placed in Strategic Reserve (pg 37).

Once the first side has deployed, the opposing side does likevise, deploying a number of units equal to their bid. After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

FIRST TURN

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative (pg 22).



GAME LENGTH

The battle continues until the time limit is reached (pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (pg 22-41).

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives are placed (pg 20) Side A Deployment Zone

12"
12"
Side B Deployment Zone

A S O When you work I have

CROSSROADS OF DEATH

A battlefield is a confusing place, especially at night, when it is not uncommon for forces to be unsure of where other friendly forces are located, let alone the enemy! The resulting battle will find the two sides dangerously intermingled, with friends and foes scattered across the landscape in all directions.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster

DEPLOYMENT

Each side must be split into three contingents, each with roughly a third of the army. These do not need to be exactly the same size, as long as none contains more than twice as many units as any other. Independent Characters, embarked units, and Dedicated Transports count as separate units when working out how many units there are.

Roll-off; the winning side must deploy one contingent. Each unif from that contingent must be placed wholly within 18° of one of its side's markers (see The Bartlefield, below) and more than 18° from an enemy marker, or in Strategic Reserve (pg 87). If it's impossible to fit all of the units in the contingent onto the table, any units that won't fit must be placed in Strategic Reserve. The opposing side sets up one of their contingents in the same manner, and so on, until all contingents have been deployed. Models must deploy at Least 1° from enemy models. Each contingent must deploy ungla different marker.

After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

FIRST TURN

Roll-off to see which side has the first turn

GAME LENGTH

The battle continues until the time limit is reached (pg 21)

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (pg 22-41).

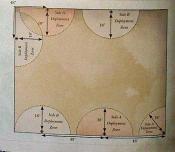
Ill-met by Moonlight: The Night Fighting rule in the Warhammer 40,000 rulebook applies automatically during the first game turn of the battle. At the start of the second game turn, both sides roll a dice; if both rolls are the same, then the Night Fighting rules apply for another game turn. The Night Fighting rules automatically end at the start of the third game turn.

THE BATTLEFIELD

Each side must set up three markers anywhere along an edge of the table, for a total of six markers. The location of each side's markers determines where they will be allowed to deploy the units in their armies. Any suitable object can be used as a marker, a long as it is possible to tell one side's markers from the other side's markers.

Roll-off to see who places the first marker, then alternate placing markers, Markers must be placed on the edge of the table, more than 48° away from any other marker. Always measure the distance to markers along the table edge, rather than directly from marker, to marker (see map). Finally, Strategie Objectives are placed (pg 20).

Designer's Note: This mission is designed to be played on a table at least 8 feet by 4 feet in size.



PINCER ATTACK

Armies of the scale used in planetary buttles are massive and cumbersome, which can make them vulnerable to smaller, more aglie formations. In such circumstances, the smaller armies will often split up, to attack from both flanks at once. The only chance for the larger force is to keep one foe at arm's length, while delivering an overwhelming attack on the other.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

First determine who will be the attacker and who will be the defender If one side has less points than their opponents, then the side with less points is the attacker. If the points totals of the two armies are exactly equal, then roll-off; the winner of the roll-off is the attacker.

The attacker's army must be split into two detachments, each with roughly half the units from the army. It is not vital that each detachment is exactly the same size, as long as neither contains more than twice as many units as the other Independent Characters, embarked units, and Dedicated Tinasports count as separate units when working out how many units there are. The units from one of the detachments must enter play from one of the attacker's table edges, while the other detachment must enter form the opposite attacker's table edge.

The defender deploys first, anywhere on the table that is more than 24" away from the attacker's table edges, or they may be kept in Strategic Reserve (pg 37). Attacking units deploy second, anywhere on the table that is within 12" of their nominated table edges. Alternatively, attacking units

may move onto the table from either of the attacker's table edges on their first turn, or may be placed in Strategic Reserve. After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

Roll-off to see who has the first turn.

CAMELENCTH

The battle continues until the time limit is reached (pg 21)

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of points then the battle is a draw.

SECONDARY OBJECTIVE

At the end of the battle, each side looks at their roster and totals the number of units that have been destroyed or have fled from the table (any that have been 'sidled' and returned to play are not included if they are still in play). The opposing adder receives not Strategic Victory Point for each unit which has been destroyed or fled from the table.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (pg 22-41).

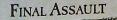
THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winner of the roll-off picks two table edges that are opposite each other and are further apar at than any other pair of table edges. These two table edges are the attacker's table edges. All remaining table edges are the defender's, Finally, Strategic Objectives are placed (pg 20) placed (

Designer's Note: In this mission, Strategic Objectives can be placed within 12" of a table edge: however, they must still be more than 12" about.

Nasa u betramentalistation.





A campaign will sometimes come down to a single final assault designed to crush the remains of an enemy's army. The only hope for the belegaered defenders is to weather the initial attack and then launch a furious counter-offensive; with hack they will be able to turn almost certain defeat into an unexpected victory.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

Roll-off; the winner of the roll-off is the attacker.

The defender deploys first. Defending units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve. Once the defender has deployed, the attacker does likewise.

Attacking units may deploy anywhere in their deployment zone that is more than 12° away from a defending model, or may be kept in Stratege Reserve (pg 37). After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The attacking side has the first turn

GAME LENGTH

The battle continues until the time limit is reached (pg 21)

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides bare an equal number of points then the battle is a draw,

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters (pg 22-41).

Ultimate Victory: In this mission, Strategic Objectives in the defender's deployment zone are worth double points (pg 22).

Death From Above: The attackers are supported in this final attack by an orbiting spacecraft. One Warlord on the attacking side (the attacking players choose which) may make a shooting attack in each Shooting phase with the following profile:

Range	S	AP	Туре
Infinite	10/8/6	1/4/-	Ordnance 1,
			Apocalyptic
			Mega-blast,
			Strategic Resource

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge. The border between the two halves does not have to be a battle of the think of the table each side will deploy in the properties of the table each side will deploy in.

Finally, Strategic Objectives are placed (pg 20).



EXTERMINATUS!

Apocalyptic battles are terrifying affairs, and sometimes the combatants will utilise weapons of such unimaginable power that they can destroy the planets on which they light. The two armites have become so enraged by the desperate furry of battle that they care nothing for the consequences of their actions, even if it means their own destruction.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18). Each side must select one of their Warlords to be their force's Warmaster.

DEPLOYMENT

Roll-off: The winner of the roll-off deploys first. They may deploy anywhere on their half of the table that is more than 12° away from the border between the two table halves, or may be kept in Strategic Reserve (pg 37).

The opposing side then deploys. They may deploy anywhere on their half of the table that is more than 12" away from the border between the two table halves, or may be kept in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

Roll a dice. On a roll of 1-4 the side that deployed first has the first turn. On a roll of 5-6 the side that deployed second has the first turn.

GAME LENGTH

The battle continues until the time limit is reached (pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of points then the battle is a draw.



MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (pg 22-37).

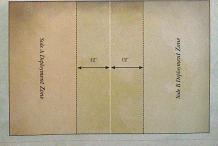
It's the End of the World!: This mission takes place as a series of disasters rawage the battlefield. To represent this, the Exterminatus Umatural Disaster table must be used for this mission (pg 41).

The Final Battle: All units on both sides have the Zealot special rule.

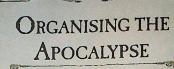
THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the longest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives care placed (pg 20).



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Games of this size need a little extra preparation to make sure you get playing as quickly as possible. The following section is filled with practical advice from veteran hobbyists.

PLANNING IN ADVANCE

If wale read this far then you already know most of the things ton necto to know in order to play Apocalype – all you have to do is turn up with all of your collection and be ready to play a large game of Warhammer 40000. There is, of course, altile but more to it than that, as you ill already have seen so far in this book, but saide from learning a few more rules, indiagn out about some new units, and setting up a bigger board than usual, there isn't much chee you need to know However, the devil is in the decal, as, they say, and this is as true for Apocalypee as anything dee in the Which means that while it sounds easy to say light turn up with all of your collection and be ready to play a large game of Warhammer 40,000°, acmulg getting everybody in the right place at the right time with all the right stuff can prove rather more. challenging

Fortmately, a bit of forward preparation will make your Apocalopse battles run much more smoothly and wave you and your fellow players a lot of wasted time. Because of this we're going to provide you with some simple guidelines and tips about organising large games that we hope will prove useful, and ensure that any games of Apocalopse you cognise or take part in go without a hitch. In many ways, these tips are more important than all of the game rules and new units, because if you get the organisation wrong then all of the rules and new models in the world won't make the game work.

Please note that these guidelines and suggestions are most important for fairly large games, and if you are playing a smaller Apocalypse battle then you can safely ignore some or all of them and be able to get on quite happily.



THE GAME ORGANISER

Our first piece of advice (and arguably the most important) is abst tack game should ideally be organised by one person. It doesn't have to be the same person each time, but lawing one person that is in charge of the game will make things much easier. The organiser should see himself as something of a benign dictator, who can listen to advice and suggestions from others, but gets to make all of the decisions about how the game will be organised. If you are fighting a very large or complex battle then the organiser may need the support of other people, but we've found it works better if these people are assistants, not organisers. Anything else can result in 100 many cooks pooling the broth!

Once you have selected the person who is in charge, there are four different things they will need to start organising. We call these 'The Four P's of Organising a Battle':

- 1. People
- 2. Place
- 3. Playing Area 4. Plan

1. PEOPLE

The first thing you're going to need in order to fight an Apocalype battle is at least one opponent. Although Apocalype works with two players, its nature makes it especially suited to team play. Games with three or four players per side are easy to organise, and it's fairly straightforward to arrange games with even larger sides as long asy on lawe the space and the time requires.

The only really problem with large team games is that getting a group of wargamers to commit to turning up at the same place and time is a bit like herding cats. We therefore recommend that you don't simply say. "Hey, who fancies a game of Apocalypse?" because what you'll find is that everyone says 'Oh, we placese,' leaving you with the logistical nightmare of trying to find a time that is suitable to exercise.

What we've found works much better is to say 'I'm running a game of Apocalypse on this date. Who wants to plays' As long as you set the date several weeks in advance you should get plenny of volunteers to play. If there are a limited number of places then make sure you say so right at the start, as trying to tell someone there isn't room for them later on can lead to hurt feelings.

Once you have your list of players, make sure that they put the date for the game in their calendar, and that they do things like telling their partners or parents what they do to do not that day. Their remind them every week or so about the game, and make sure that they understand that you don't immed at all if they drop out as long as they let you know they can't come as early as possible. This is important, because people can worry about saying they can't come, and may decide to leave saving anything until the last minute when It can be too late to do anything about it. The only other thing you have to do with the players is to let them know what they need to bring on the day, and when they need to turn up. We! I cover this in more detail when we get to point 4 (Plan), so for the moment, suffice to say that you need to give each and every player clear written instructions telling them what they need to do. Don't rely on just telling them (people always forget), and don't assume they know (as this means they probably don't).



2. PLACE

Once you have found a suitable group of players, the next thing to decide upon is the location for the game. Quite often you'll have decided on this before asking people to take part, but at other times you'll want to find out how many players are interested in playing before picking a location for the game.

You'll usually find that the place where you normally play games is perfectly suitable for games of Apocalypse too, but this won't always be the case, and in the latter circumstance you'll need to find a suitably large venue for the game. When picking an alternative location, you need to consider the amount of space required in order to set up the game, and also how you're going to deal with things like transporting yourself and your miniatures collection, preparing and eating food, toilet facilities, and access to the gaming area. If you have trouble finding a site, then it's well worth asking the staff in your local Games Workshop Hobby Centre or independent stockist if they can provide any help or advice. Local leisure centres and pubs or bars often have function rooms that can be hired for a day or two. We've even heard of one large game played in an empty store in the local shopping mall! As long as you don't give up, you're sure to find a suitable venue.

One thing that you should keep in mind when organising large games is that it's rare to find a venue that can be hired for free. Because of this, you should warn players that they may have to chip in to cover the cost of hiring the room or gaming hall where the battle will be fought.

3. PLAYING AREA

Cames of Apocalypse can require a large playing area, and a lot of terrain to go on top of it. Later on, you will find examples of apocalyptic table setups and terrain, but for the moment it is enough to underline the need to decide well in advance what kind of a playing area you will need.

Once you have an idea of how large a playing area will be needed, you must make sure that you have enough territor for the battle. The best way to do this is to take an inventory of the terrain that is available, and set up a few sample game; per square foot of the table as you do no mally but you may still find that some more terrain is required. If this is the case, you should consider coordinating with your group to produce more terrain. Players working together can achieve a lot quite quickly. One thing we've found is that the promise of a game of Apocalypes can act as a great surp for making certa terrain – and also that a desire to make specific terrain features has acted as the inspiration for a game of Apocalype.



4 PLAN

With the players, place and playing area all ready and saiting, all that is required is a good plan to bring the whole thing together. We're using the word plan to encompass all of the different things the players will need to know in order to take part in the game. This information needs to be written down by the organiser and sent out to the players well in advance of the game – and they'll need to be ready to provide a few extra copies closer to the day in case amone has lost the original copy voil sent they.

The amount of detail that the plan has in it will vary depending on the complexity of the game being played. However, it will usually need to cover the following things.

- . Where and when to turn up in order to play the game.
- A list of players taking part and their contact details (a list of mobile phone numbers is especially useful for tracking down missing players).
- What the players need to bring with them, including things like their armies, army rosters, rulebooks, codexes, dice, templates and tape measures if these will be needed.
- Make sure players bring along the datasheets for any Apocalypse Formations they are fielding.
- Make sure that players know a rough points total of all the models in their army combined.

- A timeline for the day stating when the game will start when breaks will take place, etc.
- Who needs to arrive early to help with setting up, and who will stay late to help pack away.
- What arrangements have been made for eating and drinking, or a note telling players to bring their own sandwiches with them.
- · Any special or 'house' rules that will be used
- An overview of the mission being played and how the winners will be decided.
- Anything else you can think of that may be useful or of interest to the players.

If you're organising an especially enormous game that is going to take more than a day to play, then you will also need to include information about accommodation and sleeping arrangements, even if this boils down to 'bring a sleeping bag!'

Last, but not least, you must make sure that anybody, who is helping you set up or take down the game knows in advance what you need them to do and at what time Organisms a large game of Apocathyse can require quite a few helpers, and you need to be sure that they will unsup to and not leave you in the lurch. You will find that a little bof advance planning and a couple of meetings (or emails with your helpers will you huge dividends on the day.

You might think that all of this preparation will mean the battle itself will unifold like clockwork. Unfortunate, this is rarch the case. People will turn up late, at feast one player will have forgotten to bring something or another (does not templates being the two most common things to get left at home). Somebody cles will say they have to leave early and most of the players will not have read the rules and won't be sure how to set up or play.

In our experience, the only one way to deal with this mashem is to act he a demented in peop dicator, ordering your players about and making sure that they do what you want rather than the other way around. Being any more reasonable only seems to encourage the players to mill about an an aimless manner, worrying more about getting 4 cup of tea and a bacon sundwich than actually getting the game started. Thus tis, the'll thank you for it afterwards!



Seriously, though, it is the organiser's job to make sure that things happen on time, and also that there are contingency plans for the more likely calamities such as forgotten templates or late-arriving players. Here is a short list of the type of things you may want to consider:

- Bring along as many spare rulebooks, codexes, dice, templates, tape measures, and other playaids as you can lay your hands on. You can never have too many of these things. And don't forget the glue, invaluable for any last minute conversions or repairs!
- Be prepared to cope with at least one player dropping out all together. Depending on the number of players, you can either re-organise which players are on what sides or bring along some extra units to add to the side that is a player down.
- Players that arrive late should just join the game as reinforcements' when they arrive. Those that have to leave early can either hand over command of their troops to an ally (if one is available), or withdraw their army by packing it away when they have to leave.
- Most importantly of all, leave yourself fifteen minutes before the armies are set up to explain the most important rules of Apocalypse and the mission you are playing to all of the players that are taking part.

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There is one final decision the organiser needs to make, and that's whether they will join in the battle themselves, or act as a neutral umpire while the game is in progress. This is largely a matter of preference, but we recommend joining in for your first few games if you possibly can. To be honest, by the time the game actually gets started almost all of the organiser's work has already been done, and you might as well get some reward for all of the effort you've put in. On the other hand, there are those who really enjoy acting as an umpire in order to make sure that everybody has as good a time as possible. Umpiring a game also leaves you free to spring unexpected surprises on the players during the game. Alan Perry and Michael Perry, miniatures designers and veteran organisers of large games, are renowned for coming up with an unexpected occurrence or two during a game, which makes gaming with them a fascinating if rather paranoia-inducing experience

SPECIAL RULES & RESTRICTIONS

You will need to decide early on in the planning stage if any special rules or restrictions will apply to your game of Apocalypse: Such things can range from minor changes to the Apocalypse missions presented earlier, right through to running a themed game with special rules and army list 1841(ctons), like those included in the Armageddon War Zone later in this book.

Making changes like this is completely up to you and your group of players, and is totally in keeping with the spirit of Apocalyase.

Some of the things you may wish to consider are:

- Modifying the way models are deployed and the victory conditions for the battle.
- · Creating special rules for terrain features.
- Applying restrictions to what players can pick from their army lists.
- Giving each side additional Strategic Assets based on the game's narrative (for example, you could give one side extra minefields to represent a prepared defensive line)
- Creating Apocalypse Formations for scratch-built models or unique formations of your own devising.
- · Any 'house rules' your group has agreed upon.

The bottom line is that Apocalypse has been designed as a starting point. You and your gaming group should feel free to modify it to suit the type of game you want to play!

RULES QUESTIONS & HOUSE RULES

and rules. Some of them are, by their nature, incredibly powerful, and you may find the odd rules question that takes a minute or two to work out. The answers are normally in this book - just have patience, read the rules and remember the solution for next time. However, we've also found that the sheer size of Apocalypse games, combined with the number of different units being used, can lead to situations that are simply not covered. If such a situation occurs, remember The Most Important Rule: if you and your opponents cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game - on a result of 1-3 player A decides, on a 4-6 player B decides. In our experience, the answer rarely has much impact on which side wins or loses, so it is better to let the dice decide and get on with it rather than stopping the game to discuss it.

On the other hand you may find some situations where the rules are perfectly clear, but the way they work in Apocalppse battles feels a bit strange. If a situation like this occurs in a game, you may want to consider instituting a 'house rule' for your next game of Apocalppse. For example, we found that things that affected 'every model on the table' became very powerful in large Apocalppse games, so we instituted a house rule that such things were limited in range to 72°. Another group of players we know of allows multiples of each special character to be used.

As you can see, house rules allow you to fine-tune the game rules so that battles work the way your group wants them to, Just be careful about getting too carried away; a couple of carefully chosen house rules can make a game more enjoyable, but pages of amendments and changes may have exactly the opposite effect!

BEYOND THE APOCALYPSE

The missions presented in the Apocalppee expansion are really just a sarting point, and many players create their own missions for the games of Apocalppee that they play. To show the 'make it up yourself' possibilities, we have included an example battle in the Armageddon War Zone, showing a home-grown narrative with corresponding special deployment rule.

To help players create their own missions, we've come upwith a number of hattle themes and special rules that can
with a number of hattle themes and special rules that can
allow players to easily expand the scope and depth of their
Apocalping games, and at the same time to make it more
straightforward for players to fight interesting battles based
on the background and stories that are part and parcel of
the Warfammer 4,000 galaxy. Part of the fun of playing
Apocalpine is that it offers the chance to explore the deep
history of the 41st Millennium, and this in turn gruse players
a fantastic opportunity to create some really fascinating
battles, on a grand scale.

The guidelines that follow should therefore be seen as something of a smorgasbord from which a game organiser can mix and match to create the ideal game. As with so many things about Apocalypse, the best was to decide which rules to use it to sit down and talk with your fellow players. Now, of course, the game organiser will have the lion's share of the work and they always have the final say on what rules are used and how they are arbitrated However, there is little point in inflicting a set of rule, upon a group of players that wone tenyo using them, even the most dictatorial of game organisers will find a helpful to talk through which special rules they plan so and why. You'll find that a little bit of explanation as one more than enough to get everybody onside and looking forward to the battle



STORY-BASED OBJECTIVES

In many Apocabpse missions, victory is decided by what side controls Strategic Objectives. Some players make the own lovingly-modelled objectives, whilst others will just use comes, specially marked dice or counters. The Strategic locales of Objective markers represent key strategic locales ovaid equipment – basically something worth the sacrifice of entire armies to capture. Our first Apocalypse games were all of this straightforward nature. However, players quicks and the straightforward nature.



began inventing various background explanations for the objectives as well as corresponding special rules. What if the objective was to slay a specific enemy special character? Or to capture the Mck-faktory that was making Stompas, Deff Dreads, and Killa Kani?

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 the the objective of a story, or because you want an especially impressive character, formation or scenery piece to be the focus of the game. Often, the games of ganger often the game of the method when the game of the story-based objective 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 gying the 'local commanders' an opportunity to fine-time their battle plan after both selfs alway denoted their armies.

TROOP LIMITATIONS

One of our aims with Apocalyse was to allow players to use all of the models in their collections, 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 to spoil 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 troop limitation used in Apocalypse is to limit what allies the players can choose to those that one can imagine might logically fight on the same side. The Allies matrix in the Winhammer 40,000 relebook is of great help here. All you have to do is cross-reference two armies to see if they are Baite Brothers. Allies of Convenience, and so on. In general, it's considered to be acceptable to have Allies of Convenience in the same army, but in games of Apocalypse even Desperate Allies and Come the Apocalypse combinations can fight together.

Sometimes you may want to limit access to certain toop types, special characters and even amue is noted for fit in with the theme for a game. As an example, the missions in the Armageddon War Zone are usually lamited to Imperial forces and Orks. What's more, we limited the Space Marines to the Chapters that fought on Armageddon, and they were only allowed to take the appropriate 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 units may be used. The example battle in the War Zone section features an order of battle of this kind.



PERSONAL OBJECTIVES & SECRET ORDERS

Most games of Apocalypse are played between teams of players, and victory will either go to one side or the other Avariation on this idea is to give each player in a still their own personal objective. Overall victory is determined normally, but then the players in solt adde can see how well they have done at a chieving their personal objectives. The player in each side that has done the best is allowed to lord it over their teammates and claim the lion's share of the gloy! This call each to player doing all kinds of strange things and employing uniousal ractics during a battle, with very entertaining results ensuing.

As an example, you could say that each player must pick a personal objective from the following list:

- Hold the most objectives in the opposing side's deployment zone.
- Kill the special character in the opposing army worth the most points.
- Destroy the Apocalypse Formation in the opposing army worth the most points.

And so on, it's easy to come up with additional or alternative personal objectives based on the mission you are playing and the armites you are using. Each player then writtes down their choice on a piece of paper, and keeps it secret until the end of the game. The personal objectives secret until the end of the game. The personal objectives are then revealed, and the player that has done best in each side becomes their side's champion. If several players have adhered their objectives, then destroying an Apocalpase Formation beats anything else, and killing a special character beats agrounning an objective.



If you're the organiser of an Apocalypse game, there's another way of going players personal objectives, which another way of going players personal objectives, which can be a few another which are because the state of the state of allowing them to choose their own. A set of secre orders will contain the player's personal objectives, which can be one of the personal objectives already described, or instead can be anything hat your cuming mind can come up with For example, you could say the player must get a certain formation of 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 tiled

THE UMPIRED GAME

Perhaps the ulumate form of Aspocalypse is an umpredgame. In an umpired game, the game organiser forgoests, pleasure of taking part in the battle directly, and interalhelps devise and adjudicate the game as the umpire. As in simplest level, this involves organising a game as described earlier, urging the players along to ensure the game more at a brisk pace and sorting out any rule questions.

However, useful as these things are, an umpired game rootshines when the umpire devises his own themed Apocahrae 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 worth 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 have access to

In play, the umpire can keep some pieces of information secret from some or all of the players, which are only to be revealed during the battle. The umpire might, for example, decide that an area of what looks like clear terms 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 personal objectives' as described earlier.

MULTI-TABLE GAMES

If you're lucky enough to know a large group of planen, at a games chib for example, you should serously consider setting up a multi-table game of Apocalypee You store probably need at least eight players to run such a game, and the more the merrier. As is name implies, a multi-table battle is played on two or more gaming tables. A separate game of Apocalypee is played on one chic table, but the table might represent different locations that are close to each other on a much larger barthefield, or different battleful within a greater war zone. This means that the overall wanner is determined by comparing how well each side do nall of the tables being used in the game, toolling up the number of Strategie Victory Points chaimed on each

Multi-table games are quite easy to organise, as long as so 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 players 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 funit applies to all of the tables, so if you've decided to play until 7 pm., all the games being played will finish at the time. This change aside, each group of players follows the normal Apocalype 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 time until everyone eathles 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 Strategic Victory Points 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 our experience, most players fow to add their own touches, so it's rare for a battle to be played with just these bare bone rules. For a start, you'll almost certainly sant to theme the tables so they represent different types of battlefields, each with its own special rules and terrain. For example, one table might represent a large hive city, another an ash waste, and a third an arctic ice plain. Making the tables as varied as possible gives 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 armourd welches 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, with a bridge, for example. Units on one table are then allowed to move to the other table via that link, and skimmers or flyers can move 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 Guard Basilish) extremely useful! Of course, the 41st Millennium offers much wider scope for connections than a bridge – Warp porals, websay gates, or telliporat pads can open up a variety of interesting and tactical options to connect the different balancy surfaces.

Linked tables don't have to include a physical link For example, one table could represent a sist stege cannon that can drop massive and the step of the could be the distance away, while the other table could be 'the front' where the shelling is taking a desastaing roll. One team of players is trying to weather the bombardment, while their allies attempt to silence the big guns. The other side is trying to shell their foe into oblivion, while communicating with the front lines to ensure their titanic barrages are on target cas much a 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 grow them out to the field commanders to use as and when they see fit. This can lead to one field commanders acting 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 hake sure they get hold of the support they need.

The supreme commanders can also be put in charge of distributing some of the units in Strategic Reserve, which they can choose to allocate to players as and when they wish. Flyers, Titans, Super-heavy scheleds and other such units are all excellent choices for such reserve units, and once again, the field commanders are advised to petition their supreme commanders strongly in order to get the units they need.

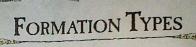
At the end of the battle, the supreme command ream can ward the players under their command a citation (and maybe even a promotion) for their conduct during the battle, if they think they doserve it, and are also allowed to court-martial players who they felt iddn't carry out their orders. This has no direct impact on who actually wins or loses the battle, but is a lot of fur, especially if the supreme commanders or game organiser has taken the time to produce suitable certificates and medals.

ITS ALL ABOUT HAVING FUN

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







Apocalypse battlefields are dominated by huge formations of troops, thundering spearheads of armoured vehicles, made spear the spear of the spear of

Apocalypse introduces many new models, units and fortifications to the war-torn universe of the 41st Millennium. On the following pages, you will find the rules for the different categories of these new models, units and fortifications, each of which builds upon the rules in the Warhannure 440,00 nulebook.

DATASHEETS

Apocalppe gives you the chance to field Apocalppe Formations. Every Apocalppe Formation is presented on its own datableret, which includes all of the information medical to use the formation in a battle. In addition, the datableret tells you which codes the formation is considered a part of for all rules purposes. A host of datasheres can be found in their own section (pg 78-187) and more are presented in the Armageddon War Zone (pg 28-8279). Feel free to design your own formations; just be sure that your opponents agree to their use before the game starts. Each type of Apocalypse Formation, from Armoured Spearheads to Gargantuan Creatures, has its own special rules that can be found on the following pages. In addisso to these, most Apocalypse Formations have their own unique special rules that are described on their adashees. This means that most Apocalypse Formations will have two sets of special rules that affect it during a game: once that apply because of their type, and any found on their distablest. Note that no model in your army may belong to more than one datasheet at a time.

DATASHEET POINT VALUES

Apocalypse includes datastheets for several new units that can't be found in any of our codexes, such as the Orl. Stompa and Khorne Lord of Skulls. We've included point values on these datastheets for your reference. Although points values are not strictly necessary for a game of Apocalypse, it is nice to know how many points a model a worth, if only to be able to show off about how many point there are in your collection!





ARMOURED SPEARHEADS

A special unit of three to five armoured vehicles that have a unique ability, such as a Space Marine Predator Assassin Squadron.



FLYER WINGS

Similar to an Armoured Spearhead, but made up of Flyers rather than Tanks, such as the Ork Burna-Bommer Skwadron.



BATTLE FORMATIONS

A Battle Formation is a large collection of units, such as a Space Marine Battle Company or an Infinite Phalanx of Necron Warriors.



HIGH COMMANDS

An HQ formation consisting of one or more commanders and their supporting units, such as the Brethren of the Great Wolf.



MASSIVE FORTIFICATIONS

Incredibly large and fortified buildings that are almost impossible to destroy, such as an Aquila Strongpoint.



PSYCHIC CHOIRS

A group of Psykers that can unleash hugely powerful psychic powers, such as an Eldar Farseer Council





SUPER-HEAVY VEHICLES

Extremely large and heavily armed vehicles, such as the Imperial Guard Baneblade or Necron Tesseract Vault.



SUPER-HEAVY WALKERS

Super-heavy vehicles that stride across the battlefield, such as Imperial Warhound Titans and Ork Stompas.



SUPER-HEAVY FLYERS

Super-heavy vehicles that dominate the skies over the battlefield, such as Space Marine Thunderhawk Gunships.



GARGANTUAN CREATURES

Creatures of such immense size that they can take on entire armies on their own, such as Tyranid Hierophants.



FLYING GARGANTUAN CREATURES

Colossal flying monstrosities with wingspans as wide as a Thunderhawk, such as the Tyranid Harridan.



DATASHEETS

Each Apocalypse Formation has its own unique datasheet. The datasheet describes the formation and has a picture of what it looks like, as well as providing you with all of the information you will need to include it in your games of Apocalypse. You'll find more than 100 datasheets throughout the pages of this book.

- Army Icon: This icon displays which army the Apocalypse Formation belongs to in pictorial form.
- ② Army Name: The name of the army to which the formation belongs. This tells you which codex the formation is considered a part of for all rules purposes.
- 3 Formation Icon: This icon tells you what type of Apocalypse Formation rules apply to this datasheet. See above for details of what each of the icons mean.
- Tormation Composition: This box lists the minimum requirements you need to field this Apocalypse Formation, and any restrictions that may apply to it.
- Wargear, Special Rules, and Options: This lists the special rules that apply to the formation, and frequently its wargear, transport rules, options and/or psychic powers.



ARMOURED SPEARHEADS

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Armoured Spearhead formations are, almost without exception, heavily armoured and powerfully armoed. Each is made up of three to five armoured vehicles. The cress of these vehicles are specially trained to operate together and can adopt a number of configurations that allow them to best support each other in battle. It is their duty to be at the forefront of an major assault, soaking up the enemy's fire and shielding the rest of the army from harm, while at the same time delivering crushing attacks of their own.

FIELDING THE FORMATION

In order to field an Armoured Speathead, a player must have all of the units lated on the relevant datasheet, which must be from a single codes and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation. All the models in the formation gain the special rules associated with the spearhead for free — it does not cost extra points to field the formation.

SQUADRON

To represent the cooperative manner in which they wage war, the vehicles in an Armoured Spearhead are treated as a Vehicle Squadron (see the Warhammer 40,000 rulebook), even if they would normally be separate units.

COMMAND VEHICLE

When an Armoured Spearhead is deployed, one of its vehicles must be nominated as the Command Vehicle. The Command Vehicle may choose to shoot at a different target from the rest of the Armoured Spearhead if it wishes.

ATTACK PATTERNS

If the vehicles in an Armoured Spearhead deploy or end their Movement phase in one of the Attack Patterns listed opposite, then they benefit from a special rule. All of the vehicles in the Armoured Speathead that have not been destroyed or abandoned must be part of the Mrack Pattern, and the Attack Pattern must be comprised of at least two models.

The special rule that applies is described with the Attack Pattern Once a special rule has been triggered, it applies until the end of the Armoured Spearhead's next Movement phase, even if the vehicles in it should subsequently end up out of pattern, or if it is reduced to a single model.

Should the vehicles in the Armoured Spearhead be positioned in such a way as to be eligible for two or more Attack Patterns, you must declare which one you will use until your next Movement phase.

For example, if an Armoured Spearhead could claim to be in both the Arrowhead and Broadsword Attack Patterns. it could use the special rules for either, but not both.





FLYER WINGS

Flyer Wings are elite aircraft formations, whose crews have fought alongside each other in numerous campaigns. The pilots of the separate aircraft have

an almost supernatural ability to anticipate what their comrades are about to do, allowing them to maximize the effect of their attacks, or ensure their survival when they come under attack.

Each Flyer Wing consists of three to five Flyers selected from a single codex which cannot normally be taken in squadrons. By fielding models that qualify as these formations, players gain special rules, and access to Flyer Wing Attack Patterns that will help them in hattle.

ATTACK PATTERNS

Flyer Wings use the same rules and Attack Patterns as Armoured Spearheads, except that a Flyer Wing in the Rapier Attack Pattern also has the Strafing Run special rule (it still adds 12" to its move when it moves Fatt Out).

THE WORD OF THE EMPEROR IS THE RULE OF THE IMPERIUM.

THE WILL OF THE EMPEROR IS THE MIGHT OF THE IMPERIUM.

THE BLESSING OF THE EMPEROR IS THE LICHT OF THE IMPERIUM.

ARROWHEAD

To qualify as an Arrowhead Attack Pattern, all whiles in the Armoured Sparthead must be able to touch the edges of a helistorm template, with one vehicle touching the narrow end, and the others touching the left and right udes of the template. None of the whicles in the Armoured Speathead may be under the template, they must just touch it. If there are more than two vehicles in the Armoured Speathead, then there must be whiches touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.



The five leftmost vehicles are in an Arrowhood Attack Pattern. They have the Tank Hunters special rule to represent their shots being coordinated against the enemy's weak points. The highlighted vehicle is touching the round end of the template; ji it was part of the Armound Spearhead, it would prevent its formation from traggering the Tank Hunters special rule.

BROADSWORD

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a helstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.



The five topmost vehicles are in an Broadsword Attack Pattern. They have the Preferred Enemy special rule to represent their overlabping targeting data. The highlighted whitele is not touching the same side of the template; if it was part of the Armoured Sponthaid, it would provent its formation from inggering the Preferred Enemy special rule.



RAPIER

To qualify as a Rapier Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a liellstorm template with the majority of one of their side armour vehicle facings, but not fall underneath it.

All vehicles in the Armoured Speathead must have the same side armour vehicle facing touching the hellstorm template (ie either their left sides or their right sides, not a mixture of the two).

Vehicles in a Rapier Attack Pattern add up to 12" to the distance they move when they move Flat Out.



The five vehicles at the bottom of the diagram are in a Rapier Attack Pattern. They can move an extra 12* when moving Paal Out to represent their streamlined advance. The highlighted vehicle is not touching the same side of the template, if it was part of the Armound Speatchard, it would provent its formation from moving this borns distance.



BATTLE FORMATIONS

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Battle Formations represent large organisations of soldiers such as entire companies of Imperial Guard tanks, a full Battle Company of Space Marines, or an Ork Kult of Speed. Many Battle Formations are a complete army in their own right, and are perfectly capable of swinging the tide of battle when they bring their might to bear upon the foe. Battle Formations have fought together through countless campaigns, and are unshabable in their resolve while their comrades are nearly. In addition, their requisition frequently gives them access to valuable assets that they can use in battle.

FIELDING A BATTLE FORMATION

In order to field a Battle Formation, a player must have all of the units listed on the relevant datasheet, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation, including Dedicated Transports. All the models in the formation gain the special rules associated with the Battle Formation for free *-it does not cost extra points to field the formation.

BATTLE FORMATION DEPLOYMENT

The units bought together to form a Battle Formation are deployed simultaneously, but the move and fight independently for the rest of the battle, unless specified otherwise. Each Battle Formation counts as a single unit only for the purposes of deployment and Strategic Reserves (pg 5)s, if any of the formation cannot be deployed, for vistactor reason, then nome of it can be deployed, and if you deploy any of the Battle Formation, then you man deploy all of it of the Battle Formation, then you made reploy all of it.

When deploying a Battle Formation, nominate a point on the table. All units in the formation must be deployed within 36° of this point. If arriving from Stratege be all units must arrive on the same utrun, and within 36° of the monitoring of the same than 10° o

For example, if deep striking Terminators belonging to a Battle Formation, the first model must be placed so that his unit deploys within 36° of the nominated point. However, scattering may cause one or more of the Terminators to end up more than 36° from the nominated point.

SPECIAL RULES

All units in a Battle Formation have one or more special rules, as defined on the relevant datasheet. Unless otherwise stated, these special rules apply to all models in the Battle Formation.





HIGH COMMANDS

High Command Apocalypse Formations represent the supreme leaders of the armies flighting on the battlefields of the dark Millenhum. As well as being fearsome warriors in their own right, they can call on additional resources. While their presence is not a guarantee of victory, the combined wisdom and experience of the leaders in a High Command make victory considerable casier to achieve.

COMBINED UNIT

In order to field a High Command, a player must have all of the units listed on the relevant datashete, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation, including dedicated transports. All the models in the formation gain the special rules associated with the command 'for free' – it does not cost extra points to field the formation.

All non-vehicle models in the formation are treated as a single unit. They cannot leave the unit, or join another unit, even if they are Independent Characters.



ADDITIONAL RESOURCES

If at least one HQ model in a High Command is on the table, then once per game, during a scheduled break, the side it belongs to may take an additional Strategic Asset. One such asset may be taken for each High Command that qualifies. Those in Strategic Reserve do not qualify.

ALL-OUT ATTACK

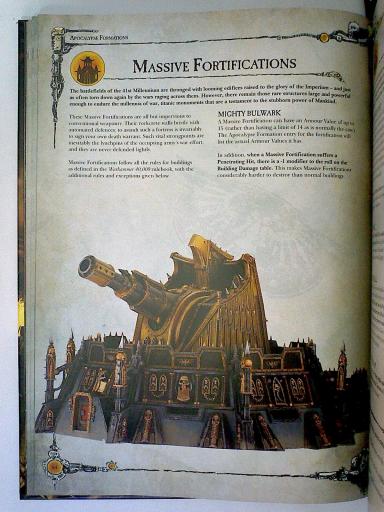
If, at the start of any turn after the first, at least one HQ model in a High Command formation is on the table, the side it belongs to may order a single unit to make an All-out Attack in their Movement phase.

Declare which unit will All-out Attack before moving it.

The unit triples the distance it can move in that Movement
phase, but may not Shoot or Run in the Shooting phase.

It can charge in the Change sub-phase A unit making an
All-out Attack is not slowed by difficult terrain, but treats all
difficult terrain as dangerous terrain instead. Whiches may
not move Flat Out when making an All-out Attack, but can
Ram or Tank Shock.







PSYCHIC CHOIRS

There are individuals abroad in the galaxy who can mould the material universe with the power of their minds. Some races take this process further, combining the mental talents of a group of such individuals into a single team that can unleash mental barrages of unthinkable destruction. Such reality-bending attacks are not without danger, and under the stress and confusion of battle, these Psykers can tear a rift in space-time that allows the terrors of the Warp to spill into realspace.

COMBINED UNIT

In order to field a Psychic Choir, a player must have all of the units listle con the releasent datashets, which must be from a Single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the region of the control of the models in the formation, including Dedicated Transports. All the models in the formation gain the special rules associated with the choir 'for free' – it does not cost extra points to field the formation.

All models in a Psychic Choir are treated as a single unit. They cannot leave the unit, or join other units, even if they are Independent Characters.

ALL FOR ONE...

The Psykers in a Psychic Choir combine their Warp Charge points into a single pool that all of the Psykers in the formation can draw upon. This aside, the normal rules for manifesting psychic powers still apply.

...AND ONE FOR ALL

Each Psychic Choir also has one Psychic Choir Power The power in question is described on the relevant databated for the choir A Psychic Choir may use its Psychic Choir Power once per turn, as long as there are still at least three models left in the unit at the time the power is manifested. Choose or of the Psyches from the Psychic Choir to manifest the power and use the rules for manifesting psychic powers from the Warhammer 40,000 rules look.

TERRORS OF THE WARP

If a Psyker incurs Perils of the Warp while using a Psychic Choir Power, they must roll on the Terrors of the Warp table in addition to suffering the Wound.

Between the stars, the ancient unseen enemies of Mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the Warp, and with man's innermost fear.

TERRORS OF THE WARP TABLE

RESULT

The Rift Closes: There is no additional effect.

Psychic Feedback: Each model in the Psychic Choir suffers a Strength 6 AP- hit with no saves of any kind allowed.

3 Dimensional Cascade: Centre the large blast marker over the Pysker that manifested the power. Units hit by the marker take a number of Strength 10 AP1 hits equal to the number of models from the unit at least partially under the marker.

Tentacles of Chaos: Each Psyker in the Psychic Choir must take a Strength test. Any that fail the test are grabbed by tentacles of Warp-energy and dragged screaming into the Realm of Chaos. They are removed as casualties with no saving thross of any kind allowed.

Chaos Spasm If there is an unused Chaos Spasm model and a copy of Codex. Chaos Space Marines available, replace the Poxler that manufested the power with a Chaos Spasm. This is a new unit controlled by the opposing side – the Poxler is removed from play as a casually Immediately move the Chaos Spasm into base contact with another model in the Poxluc Choir in Poxluc Choir and the Chaos Spasm are now locked in combat. If there are no available Chaos Spasm models or Codex. Chaos Space Marine, then the Poxler is removed as a casually with no saving throw of any kind allows.

Helbaywed Damaston: If there is an unused Biochthinster, Lord Change, Great Unclean One or Recepter of Secrets model and a copy of Coder. Chous Damoust available, place one of these instable models (chosen and controlled by the opposing slid) in base contact with a model in the Fyscher Chour; both units are now focked in combata Diemons throught into play in this soor have no upgrades. If there are no available Biochthinster, Lord Change, Great Chouch One Keepter of Secrets models or no Codec. Chan Damous available, then all the models in the Psychic Choir are removed as a causalies with no saving throws of any kind allowert.



SUPER-HEAVY VEHICLES

-वार्य

From the lumbering Baneblade tanks of the Imperial Guard to the forbidding Tesserart Yault of the Necrons, all of the war engines that fall into this category are huge armour-clad constructions that each carry enough firepower to vaporise, small or incinerate an entire army.

Super-heavy vehicles use all of the rules for vehicles as defined in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below.

MOVEMENT

Super-heavy vehicles cannot use the Jink special rule; they're just too big.

SHOOTING

When a Super-heavy vehicle makes a shooting attack, it is always treated as if it had remained stationary in the Movement phase (even if it actually moved), and it may fire each of its weapons at different targets if desired. In addition, firing Ordnance weapons has no effect on a Super-heavy vehicle's ability to fire other weapons.

VEHICLE DAMAGE

Super-heavy vehicles have armour plating and internal supports far superior to those of regular vehicles. This translates into a greater number of Hull Points, which makes them more difficult to destroy than your average tank

In addition, each time a Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table, instead of suffering the effects listed, it loses D3 additional Hull Points as well as the Hull Point it loses for the penetrating hit.

Furthermore, a Super-heavy vehicle is so large and has so many crew that the effects of Crew Shaken, Crew Stunned, Immobilised or Weapon Destroyed results are ignored. However, Super-heavy vehicles are still subject to losing Hull Points from glancing and penetrating hits as usual, just not the extra damage effects from the Vehicle Damage table.

If you have an older book, you may find that your Superheavy chickes have Structure Points rather than Hull Points If this is the case, each Structure Point the vehicle has simply counts as three Hull Points. So a Super-heavy sehicle in an older book listed as having 3 Structure Points, now has 9 Hull Points instead.

CATASTROPHIC DAMAGE

Immediately after a Super-heavy vehicle loses its last Hull Point, it suffers Casatrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker (pg 75) over the location the distroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

70 cm.	CATASTROPHIC DAN	IACE TABLE	Tank and
D6	RESULT	s	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/5	2/3/4

Resolve the hits as described on page 75. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion:

TRANSPORT CAPACITY

If a Super-heavy vehicle has a Transport Capacity, then it may transport any number of Infantry units (plus any characters that have joined the units), so long as the total number of models in the transported units do not exceed the vehicle's Transport Capacity.

Each unit embarked within a Supersheavy vehicle that suffers Catastrophic Damage takes a number of Strength 10 AP2 hits equal to the number of models in that unit. Surviving passengers are placed where the vehicle used to be; any models that cannot be placed are removed as casualties. The units then take Pinning tests.

SPECIAL RULES

Super-heavy vehicles have the following special rules:

Fear, Move Through Cover.

Invincible Behemoth A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not affert it. Because of this, any attack that says that the target model is destroyed, wretexle Explodeed or is otherwise removed from play inflitte B3 Hull Points of damage on a Super-heavy vehicle instead, in addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect. a Super-heavy whiche Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.



THUNDERBLITZ

Super-heavy vehicles may Tank Shock or Ram. When they do so, roll once on the Thunderblitz table immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for Armour Penetration when Ramming.

Do not roll on the Thunderblitz table when tank shocking a Gargantuan Creature or a grounded Flying Gargantuan Creature, or when ramming a Super-heavy wehicle or Superheavy Walker. Instead, simply carry out the Tank Shock or Ram as described in the Warhammer 40,000 rulebook.

The same	0 ==	THUNDERBLITZ	TABLE
Name and Address of the Owner, where	D6	TANK SHOCK RESULT	RAM RESULT
Cumping and Street, or other Street, or	1	No Effect: Carry on with the remainder of the Tank Shock using the rules from the Warhammer 40,000 rulebook	No Effect: Carry on with the remainder of the Ram using the rules from the Warhammer 40,000 rulebook.
STREET, SHIPPING	2-5	Kerr-runch: The unit being Tank Shocked suffers D6 Strength 6 AP4 hits. Then, carry on with the remander of the Tank Shock using the rules found in the Warhammer 40,000 rulebook	Kerr-smash: The Super-heavy vehicle adds D6 to the armour penetration roll for the Ram. Then, carry on with the remainder of the Ram using the rules from the Warhammer 40,000 rulebook.
A WITCH AND AND ADDRESS OF	6	Overrun: The unit being Tank Shocked suffers 2D6 Strength 10 AP2 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the Warhammer 40,000 rulebook.	Flipped: The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.



SUPER-HEAVY WALKERS

Super-heavy Walkers such as Ork Stompas and Imperial Titans are towering behemoths, clad in incredibly thick armour an armod with devastating weaponry. They loom above the battlefield, striking down anything that gets in their way.

Super-heavy Walkers follow all of the rules for Walkers as defined in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below.

SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transport Capacity (pg 66).

MOVEMENT AND SHOOTING

Super-heavy Walkers can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Walkers. In addition, Super-heavy Walkers cannot fire Overwatch.

STOMP

Super-heavy Walkers engaged in combat may make a special type of atrack called a Stomp atrack. Stomp attacks are resolved during the Fight sub-phase at the Initiate 1 step. This does not grant the model an additional Pile In move at this step.

A Stomp attack consists of D3 Stomps.

To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker. Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table (right) to determine what happens to it.

Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-breaw Walker. Instead, it must be placed so that it is at least partially within 57 of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to Stomp forward it mot be enemy! Note that the Super-heavy Walker is not moved—we assume it stomps about but ends by more or less where it started.

Buldings, Flyers, Swooping Flying Monstrous Creatures, Gargantian Creatures, Flying Gargantian Creatures, Superheavy schicles, Super-heavy Malers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

SPECIAL RULES

All Super-heavy Walkers have the following special rules:

Fear, Hammer of Wrath, Invincible Behemoth (pg 66), Move Through Cover, Relentless, Smash, Strikedown.



An Ork Stompa rampages through the Space Marine lines, crushing its power armoured foes underfoot with its Stomp attack.

	STOMP 7	TABLE
D6	Non-vehicle Target	VEHICLE TARGET
1	No Effect: The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.	No Effect: The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	Kerr-runch: Each model from the unit being stomped that is even partially under the blast marker suffers a Strength 6 AP4 hit.	Kerr-smash: The vehicle being stomped suffers a penetrating hit.
- Commence of the Commence of	Overrun: Each model from the target unit that is even partially under the blast marker is removed from play.	Flipped: The vehicle being stomped scatters D6" and then suffers an Explodes! result from the Vehicle Damage table



SUPER-HEAVY FLYERS

Super-heavy Flyers such as the Thunderhawk Gunship are huge flying vehicles armed with a terrifying array of weapons and bombs. They are often capable of transporting large numbers of troops and even heavily armoured vehicles. They dominate the skies above the battlefield, and are extremely hard for ground defences to bring down.

Super-heavy Flyers follow all the rules for Flyers as defined in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below.

SUPER-HEAVY

Super-heavy Flyers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transport Capacity (pg 66). In addition, they cannot Evade due to their impressive bulk.

CATASTROPHIC DAMAGE

Do not use the Crash and Burn rules for Super-heavy Flyers. Instead, a Super-heavy Flyer suffers Catastrophic Damage when it loses its last Hull Point. Resolve the Catastrophic Damage on the Super-heavy Flyer and any units it is transporting in exactly the same manner as you would for a Super-heavy which [ex 96] 69.

SPECIAL RULES

All Super-heavy Flyers have the following special rules:

Fear, Invincible Behemoth (pg 66).



GARGANTUAN CREATURES & FLYING GARGANTUAN CREATURES



Gargantum Creatures are so immense that they tower over the battlefield, making the ground shudder and crushing lesser creatures beneath their feet as they advance upon the foe. Only the Tyranids use such creatures as a matter of course, but other Gargantuan Creatures can be found in armies across the galaxy, from Ork Squiggodhs to the Transcendent Cran.

Gargantuan Creatures follow all the rules for Monstrous Creatures in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below. Flying Gargantuan Creatures follow the rules for Flying Monstrous Creatures in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below.

MOVEMENT

Gargantian Creatures can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Monstrous Creatures. Flying Gargantian Creatures follow the movement rules for Flying Monstrous Creatures without any modification.

SHOOTING

When a Gargantuan Creature or Flying Gargantuan Creature makes a shooting attack, it may fire each of its weapons at a different target if desired. In addition, firing Ordanace weapons has no effect on a Gargantuan Creature or Flying Gargantuan Creature's ability to fire other weapons. Gargantuan Creatures and Flying Gargantuan Greatures cannot fire Overwatch.

STOME

Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers (pg 68).

LINSTOPPARLE

Any attack that normally inflicts Instant Death or says that the target model is removed from play inflicts D3 Wounds on a Gargantuan Creature or Flying Gargantuan Creature instead.

In addition, attacks with the Sniper special rule only cause a Wound on a roll of a 6. Attacks with the Poisoned special rule will only cause a Wound on a roll of a 6 (unless the attack's Strength would cause a Wound on a lower result).

SPECIAL RULES

Gargantuan Creatures and Flying Gargantuan Creatures have the following special rules:

Day of

Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (Flying Gargantuan Creatures only).





APOCALYPTIC WEAPONS

Many Apocalypse Formations are armed with weapons that are so powerful that their effects cannot adequately be con Many Apocalypse Formations are armed with weapon.

Many Apocalypse Formations are armed with weapons. The following new rules for apocalyptic weapons allow you to level
by the weapon rules in the Warhammer 40,000 rulebook. The following new rules for apocalyptic weapons allow you to level suitably devastating attacks in your games of Apocalypse.

NEW WEAPON TYPES:

PRIMARY WEAPON

Primary Weapons are very large guns usually only carried by the largest tanks or monsters or mounted on vast defensive positions.

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result

DESTROYER WEAPONS

Also known as Titan-killers, a Destroyer weapon delivers an immense amount of damage to any target that it hits. Only a Destroyer weapon is capable of taking out a Super-heavy vehicle or Gargantuan Creature with a single shot.

If a weapon has a D instead of a Strength value in its profile, it means it is a Destrover weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. No saving throws of any kind are allowed against damage from a Destroyer weapon, including special rolls such as Feel No. Pain or Necron Reanimation Protocols.



Destroyer Attack!

The Imperial side have scored a hit on an enemy Stompa with their Shadowsword's volcano cannon. The volcano cannon has a D instead of a Strength rating in its profile - it is a Destroyer weapon. Instead of rolling for armour penetration as normal, the Impenal side rolls on the Destroyer Weapon Attack Table. They roll a 4 - a Solid Hit.



Hull Points instead.



Catastrophic Consequences

Following the rules for a Solid Hit on a vehicle, the Imperial side well D3+1 to see how many Hull Points they inflict, scoring a total of 4 ? Stompa only had three Hull Points left - it's destroyed! The Inf side now rolls on the Catastrophic Damage table, and congra other on a fine kill!

HELLSTORM TEMPLATE

Helstorn weapons swetthe a vast area in burning flames or corrective aid. From the flaming deeth spewed forth by the Warhound Titans' massive inferno guits, to the deadly shockwave of sound omitted by the sonic lances of Eldar Revenants, there is no hiding from such furnous attacks.

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Designer's Note: Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.



VORTEX

Vortex weapons are some of the most potent in the galaxy. When activated, these legendary devices create a trans-dimensional Vortex field that instantly destroys anything it comes into contact with. A Vortex field is highly unstable, and will flicker into and out of eastlence across the battlefield, but it will annihilate ony unifortunate enough to fall borneath it.

A weapon with his special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc.) Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any model under the marker's new location is hit. Apply damage as described above.



APOCALYPTIC BLAST WEAPONS

Apocalypse introduces several new types of blast markers to your games - after all, those massive weapons carried by Super-heavy vehicles and Titans need blast markers befitting their destructive powers!

APOCALYPTIC BARRAGE

Apocalyptic Barrage weapons fire a volley of explosive shells or energy blasts, swathing a large area with a rippling salvo of attacks. They are excellent weapons for breaking up large waves of attacking troops, and leaving any survivors cowering amongst the bodies of their comrades.

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

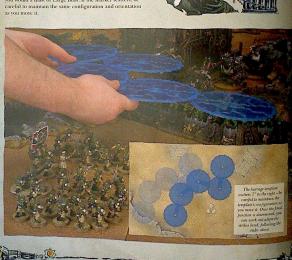
Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be

Once the final position of the marker has been determined once the man position of the equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules where you would place and scatter a separate blast marks for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: Veteran players may still have the original version of the apocalyptic barrage marker - essentially a set of four circles set in a four-leaf clover shape. This version can't be housed into different shapes, but nonetheless follows the exact same rules or the adjustable version of the marker.







Apocalyptic Mega-blast

- Con - -



Apocalyptic Blast Massive Blast



5" Inner/Large Blast 5"-10" Middle 10"-15" Out

The largest Apocalypse blast marker has three bold rings marked on st (at 5", 10" and 15"), and one faint ring at 7". The bold rings are used when resolving attacks with a large blast, apocalyptic blast or apocalyptic mega-blast marker (see below). The 7" ring is used for massive blast attacks.

MASSIVE BLAST (7")

Massive blast weapons fire devastating high-yield explosive shells and energy blasts, scattering deadly shrapnel and debris over a large area of the battlefield.

Massive Blast weapons use the massive blast marker (see diagram), but otherwise obey the rules for Blast weapons.

APOCALYPTIC BLAST (10")

Apocatyptic Blast weapons fire huge shells, large bursts of explosive energy or collections of numerous smaller munitions. The resulting detonations can cover a huge area, and even a single shot fired from such weapons is capable of destroying large enemy units.

Apocalyptic Blast weapons use the apocalyptic blast marker, but otherwise obey the rules for normal-sized Blast weapons.

APOCALYPTIC MEGA-BLAST (5"/10"/15")

Absorbptic Mega-blast weapons are amongst the largest weapons used by the armies of the 41st Millensium, Whatever is standing at the ejement of an attack from an Apocalphic Mega-blast weapon is admost totally supported, and even the surrounding area will suffer a level of devastation that wreaks terrible damage on suppotented troops.

Apocalyptic Mega-blast weapons use the apocalyptic megablast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value. The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

	Zone	S	AP	
100	Inner (5")	10	1	
	Middle (5"-10")	8	4	
	Outer (10"-15")	6		

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the his inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, alway assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

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THE IMPERIUM

The Imperium boasts the most powerful military force the galaxy has ever seen. Indeed, the Imperial Guard alone is the largest and most diverse body in existence, yet forms only a single component in the Imperium's unstoppable war machine. Alongside the countless regiments of disciplined soldiery and tank companies of the Imperial Guard's, super-heavy war machines of eneromous castel aly down withering salvoes of heavy ordinance even as they crush the broken bodies of the enemy beneath their tracks.

Alongsude the Imperial Guard fight the Space Marines, edite supersolders and the champions of Humaniny, each a genetically engineered warrior equipped with the finest wargaer and capable of defeating many times his number in battle. Towering above all others stride the unstoppable Titans of the Adeptius Mechanicus, mighty God-machines that wield firepower of such magnitude that they can level entire cites. Yet even these colossal engines of war are dwarfed by the buttleships of the Imperial Nayy. These star-Garing warships, many miles in length, relentlessly pound the enemies of the Imperial way. These transforments from low orbit in support of their forces on the ground. As their warships rain death from above, the Imperial Nay's fleet of aircraft bomb and strafe the enemy horders from the skies.

There are other, more chandestine, organisations secretly ensoned within the Imperum's infrastructure; though their work is more subtle, they are no less dedicated in their defence of Manhand. Chief of these is the Inquisition – an enigmatic council of powerful agents and interrogators such the authority to condemn billions to death or whole worlds of early interrogators. We have been supported to the control of the contro

Each wing of the Imperium's vast military organisation is a formidable fighting force in its own right, capable of defeating almost any foe with faith, overwhelming firepower, skill at arms or sheer weight of numbers.

Even in an age of gathering darkness, where the enemies of Mankind gather like carrion to pick at its weakening cumper, it is a read and portentions occasion for the Imperium to gather in such force as to field its combined might. Yet when need is drie, though any keep many months, even vears, to muster such an assemblage, the Imperium surks as one, and there is not a foe in the universe to withstand it. Against the numbers of the Imperial Guard, the might of the Space Marines and the war machines of Man, there can surely be no victors.

GREAT BATTLES OF THE 41ST MILLENNIUM

444.M41 The First War for Armageddon

The Daemon Primarch Angron ravages the hive world of Armageddon at the head of his World Eaters Legion and a daemonic host of Khorne. The Space Wokes lead the Imperial forces in a valiant defence before Angron and his bodyguard of twelve Bloodthirsters are banished by an entire brotherhood of Grey Knights at the battle's clause.

745.M41 The Battle for Macragge

Hive Fleet Behemoth descends upon the Ultramarines homeworld. After a short but terrible conflict, the Twanid swarms are defeated, though the entire 1st Company is skan to a man in defence of Macragge's polar fortresse.

941.M41 The Second War for Armageddon

A huge fleet led by Grand Ork Warlord Ghazghkull Thraic invades Armageddon. Under the inspired leadership of Commissar Yarrick, the Imperial Guard hold the Ork at bay long enough for the Blood Angels and two other Space Marine Chapters to arrive and defeat Ghazghkull's armas-

989.M41 Assault on New Rynn City

Waaagh! Snagrod descends upon Rynn's World, home of the Grimson Fists Chapter. Much of the Chapter is lost in the calamitous destruction of their fortress monastery, but the Crimson Fists rally under Pedro Kantor to repel the Orks in a cataclysmic battle across the planet's capital ex-

999.M41 The 13th Black Crusade

Traitor Legions under Abaddon's command pour from the Eye of Terror to assail the Imperial worlds of the Cadian Gate. In response, Logan Grimnar oversees a gathering of Imperial might not seen since the Great Crusade.

FORGING A NARRATIVE

The datasheets on the following pages marked 'Space Marines' were primarily written with Codex: Space Mannes in mind. However, it'd be wrong if Blood Angels were unable to field a Space Marine Battle Company, for example. Therefore, it all of the constituent parts of a formation feature in your arms.

codex, then you can use the formation. For example, a Grey Knights army wouldn't include a Scout Company but could have a Labrarius. Likewise, a Dark Angels force could include a Predator Assassin Squadron, but not a Wolfpack Flanking Force.

IMPERIAL GUARD BANEBLADE

The Baneblade is amongst the oldest Imperial tank designs still in use. Created using Dark Age Standard Template Construct technology, this armoured grant uses many systems that are now unique to its construction. This ancient STC data is limited to only a handful of forge worlds, and most of the original Baneblades come from Mars itself. It is claimed that in the distant past, there were whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunale to have a company of three, and in some cases only a single Baneblade will be available. Across the galaxy, there is immense demand for the Baneblade, both for its highly destructive abilities and also for the morale boost that seeing such a behemoth gives to the Imperial Guard troops on the ground.



BANEBLADE

-Armour BS F S R HP 3 14 13 12 9



10 pts

5 pls

525 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Bancblade

WARGEAR:

- Autocannon Baneblade cannon
- · Demolisher cannon · Twin-linked
- heavy bolter
- Searchlight · Smoke launchers

OPTIONS:

- · May take one of each of the following: - Hunter-killer missile
- Piptle-mounted storm bolter or heavy stubber
- · May add up to two pairs of side sponsons,
- each with one lascannon and one 50 bts/bair twin-linked heavy bolter.... · May take one of the following upgrades:
- 45 pts - Commissariat Crew. 200 pts - Command Tank

and all diameters

UPGRADES:

Command Tank: The vehicle is a High heavy vehicle, and counts as an HQ choice

Commissariat Crew: All friendly units chosen from Codex: Imperial Guard within 12" of the vehicle have a Leadership value of 10.



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IMPERIAL GUARD BANEHAMMER

The Banchammer evolved to counter swift-moving assault formations that could reach Imperial defence lines before their bombandment The Banchammer evolved to counter swip-moving assault formation fires massive shells that are fused to explode only after they have had time to take their toll. The Banchammer's tremor cannon fires massive shells that are fused to explode only after they have have had time to take their toti. The Banchammer's tremon tandon judges on the surface above, and the buckling, heaving buried themselves into the ground. The resulting detonation is lethal to troops on the surface above, and the buckling, heaving buried themselves into the ground. The resulting detonation is usual to their own right. Banehammers have proven particularly effect, snockwaves that ripple outward from the impact point can be deady in the battle against Hive Fleet Leviathan. The larger Tyranid bio-monstrosities are notoriously resilient to a wide range of heavy weaponry, but a well-placed tremor cannon shell can blast open their vulnerable underbellies with ease.



BS F S R HP 3 14 13 12 9



Unit Type: Super-heavy vehicle Unit Composition: 1 Banehammer

WARGEAR:

- Twin-linked heavy bolter
- Searchlight
- · Smoke launchers

TRANSPORT:

- Transport Capacity: 25 models Fire Points: 10 models may fire from the
- Banehammer's troop bay

Access Points: Banchammers have one Access Point at the rear

	Range	S	AP	Type
Tremor cannon	60"	8	3	Primary Weapon 1
Heavy bolter	36"	5	4	Earthshock, Massive Blast
Heavy flamer	Template	5	4	Heavy 3 Assault 1
Lascannon	48"	9	9	Lisamit 1

Farthshock: All models under the tremor cannon's massive blast marker that were not removed from play as a result of that shooting attack must take a Dangerous Terrain test once the hit has

OPTIONS:

- · May take one of each of the following
- Hunter-killer missile ...
- Pintle-mounted storm bolter or
- heavy stubber · May add up to two pairs of side sponsons, each with one lascannon and one
- twin-linked heavy bolter. · May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers ..



IMPERIAL GUARD BANESWORD

The Banessord is an adaptation of the venerated Shadousword design, exchanging the Titan-killing cannon of its predecessor for the fortex-bounding fury of a quake cannon. The resulting combination of deviatating steeg gun and nigh-impencatable armount is considered by many to be the last word in Inferial expectant. Indeed, Imperial combat decture holds in homoured place for the Banessord, and any commander would gladly exchange a Banesword for any two squadrons of battle tanks. It is traditional to only name a Banesword fleet it has proven itself in battle, often incorporating a reference to a spectacular kill. Of cause, a blass from a quade cannon rarely leaves evidence for positive identification, so a certain amount of artistic licence is applied in most cases.



BS F S R HP 3 14 13 12 9



10 bis

430 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Banesword

WARGEAR:

- Quake cannon
 Twin-linked
- heavy bolter

 Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following
 Hunter-killer missile

- May replace any of its sponsons
 twin-linked heavy bolters with
- twin-linked heavy flamers free

 May take one of the following upgrades:

 Commissariat Crew 45 pts
 Command Tank 200 pts

	Range	S	AP	Туре
Quake cannon	24-180"	9	3	Primary Weapon 1, Apocalypuc Blast
Heavy bolter	36"	5	1	Heavy 3
Heavy flamer	Template	5	4	Assault 1

Company of the service of the servic

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TO MINISTER TO DE TIME

UPGRADES: Command Tank: The vehicle is a High Command formation as well as a Superheavy vehicle, and counts as an HQ choice.

Commissariat Crew: All friendly units chosen from Codex: Imperial Guard within 12° of the vehicle have a Leadership value



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IMPERIAL GUARD **DOOMHAMMER**

The thousand-year Siege of Ordana saw a new super-heavy tank design pressed into Imperial service - the Doomhammer A Doomhammer's magma cannon is closely modelled on the volcano cannon employed by the famous Shadowsword design. While it has a poonman.

reduced range when compared to its larger cousin, the magma cannon is still able to marshal a Titan-killing blast of epic proportions. At the same time, the interior space saved due to the smaller number of capacitors accords the Doomhammer a modest transport capacity and thus a more flexible battlefield role. This combination was to prove its worth many times over in the Siege of Ordana, where the combined actions of two score Doomhammers finally tipped the balance, and in many war zones since



DOOMHAMMER

BS F S R HP 3 14 13 12 9



420 Points Unit Type: Super-heavy vehicle Unit Composition: 1 Doomhammer

WARGEAR:

- Magma cannon · Twin-linked
- heavy bolter
- · Searchlight

· Smoke Lumchers

TRANSPORT:

Transport Capacity: 25 models. Fire Points: 10 models may fire from the

Doomhammer's troop bay.

Access Points: Doomhammers have one Access Point at the rear.

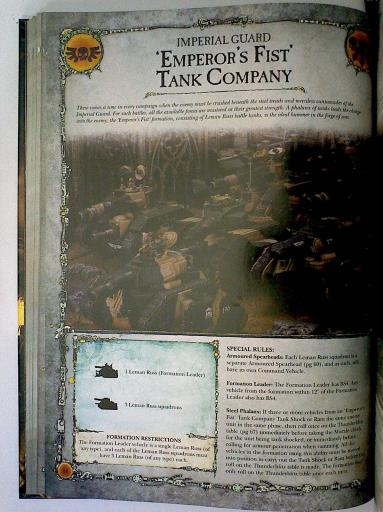
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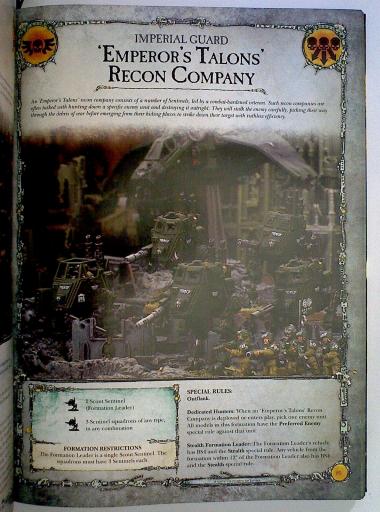
	Range	S	AP	Туре
Magma cannon	60"	10	1	Primary Weapon 1, Large Blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy I

OPTIONS:

- · May take one of each of the following: - Hunter-killer missile
- Pintle-mounted storm bolter or heavy stubber
- · May add up to two pairs of side sponsons, each with one lascannon and one
 - twin-linked heavy bolter.
- · May replace any of its sponsons twin-linked heavy bolters with
 - twin-linked heavy flamers









When the Imperial Guard goes to war, it is preeded by the thunderous barrage of heavy artillers. The battleground is charact into a smoking, crute-stream ruin, amidst which the enemy can find no wheler from the first and whemping of the possing endouses. Suphembriothers implify that hours, done or ceru works, and for defenses are withstand the sheer destruction that it unlessed.



FORMATION RESTRICTIONS
The Ordnance Battery squadrons must have 3 Basilisks and/or Colossus each, in any combination.



SPECIAL RULES:

Pounding Barrage: If all of the squadrons in an 'Empero' Wrath' artillery company are within 6' of the formation's Chimera Armoured Transport in the Shooting phase, then the entire company may coordinate its fire into a Pounding Barrage. If this option is used, the vehicles in the formation may not make any other shooting attacks that turn

The Pounding Barrage is a shooting attack with the following profile. The attack is assumed to have been made by the Chimera Armoured Transport for the purposes of line of sight, range, and so on.

	7000	Range	S	AP	Type
ounding	Barrage	24"-240"	9	3	Ordnance X.
					Apocalypue Barra
					Ignores Cover

Pummel: X is equal to the number of Basilisks and/or Colossus firing

IMPERIAL GUARD HELLHAMMER

The Hellhammer is built around the same STC chassis as the Baneblade, but optimised for war in the city streets of the Imperium. Its armament favours shorter-range firepower, allowing the Hellhammer to move forward in support of infantry in urban areas and other dense terrain. The distinctive feature of the Hellhammer is its much shorter main cannon. This is equipped with heavy-gauge suppressors, allowing it to fire extremely high calibre shells without breaking itself apart with the recoil. These shells have an unstable sub-atomic charge at their core, enabling them to smash apart enemy vehicles, heavily armoured troops and fortifications with each shot This fearsome main weapon is backed up by sponson-mounted heavy flamers to clear the rubble of any survivors.



BS F S R HP 3 14 13 12 9



540 Points

DIROND FOR THE

Unit Type: Super-heavy vehicle Unit Composition: 1 Hellhammer

WARGEAR:

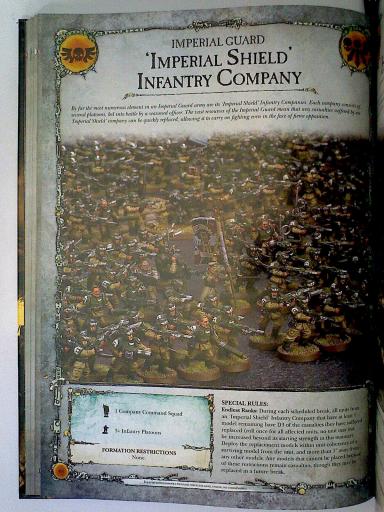
OPTIONS: · Hellhammer cannon · May take one of each of the following:

Company of the same of the sam

- Autocannon - Hunter-killer missile - Pintle-mounted storm bolter or heavy stubber... · Demolisher cannon
- · May add up to two pairs of side sponsons, each with one lascannon and · Twin-linked one twin-linked heavy bolter heavy bolter
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers. · Searchlight

Smoke launchers

	Range	S	AP	Туре
Hellhammer cannot	36"	10	1	Primary Weapon I, Ignores Cover, Massive Blast
Autocannon	48"	7	4	Heavy 2
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast
Meavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1



'IMPERIAL SWORD' HEAVY WEAPONS COMPANY

The heavy weapons companies of the Imperial Guard are able to deal a hammer blow to the enemy's forces from which they will never never. The combined for power of such companies is easily capable of sorthing down a manualing mob of Orks, shattering the submitted of a Guoson Space Marines assault or annihalising the well-amourted ands conveys of the Tau Empire.

SPECIAL RULES:

The state of the s

Target Designation: Once per Shooting phase, the owning player may nominate up to three enemy units within line of sight of a single model in the Company Command squad. All weapons from the Heavy Weapons Company that are fired at one of these nominated units that phase have the Twin-linked special rule.

10+ Heavy Weapon Squads

FORMATION RESTRICTIONS
None.

ompany Command Squad



Ursarkar Creed's Supreme Command comprises the most sentor ranking members of the Cadian Imperial Guard. He also gathers his cessawar creea's supreme Commana comprises the most seator raining, most fruits of the midst of the war zone, the Supreme Command most trusted advisors, able to lend advice as the battle unfolds. From their bastion in the midst of the war zone, the Supreme Command can adapt to the unfolding events on the ground, devising new counter-strategies and tactics to deal with the foe.



to the usual distance.

- The Master of Ordnance may make D3+1 separate

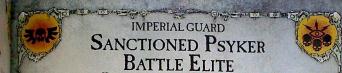
artillery bombardments when he shoots, rather than on The formation receives two additional Strategic Assets each break, rather than only one.

Maria Company

company Command Squad must include at least

Bodyguards, one Astropath, one Master of Ordnance,

and one Officer of the Fleet.



Priker Battle Squads are usually made up of psykers that have yet to complete their training. However, sometimes more experience is needed, and a Primaris Psyker will be ordered to combine his power with that of a group of Sanctioned Psykers. The fusion of their psychic might allows them to unleash devastatingly effective attacks, and can even alter the fabric of time itself.





PSYCHIC CHOIR POWER

WARP CHARGE 3

TEMPORAL DISTORT A Sanctioned Psyker Battle Elite can combine their powers to create a disturbance in the fabric of space, causing repetitions and negations of the time stream

Temporal Distort is a blessing or malediction depending on the target. The power must be manifested at the start of the Sanctioned Psyker Battle Elite's turn. Nominate a unit within 36" of a model from the Psychic Choir. If it is an enemy unit, that unit may not charge in its next turn. If it is a friendly unit, that unit adds 6 to its Run moves (usually D6+6") and adds +2D6 to its charge distance (usually 4D6") until the start of the manifesting unit's next turn

The second secon

IMPERIAL GUARD SHADOWSWORD

The Madausword mounts the largest and most powerful primary weapon in the arsenals of Mankind—the drauded volcano cannon. This assessme weapon can cripple the largest war regimes with a single shot. Noishing short of the most powerful energy shields can hope is step a direct that from a volcano cannon—no amount of amount or over can eliep polection from it. Thoughout the history of the Imperium, Shadousword tanks have proven to be the natural enemy of Titans of all classes and sizes. The Madausmord lies in ashiath, awaiting a larget worthy of its immense prepaser. Only once such a creation has revised study does the tank fre its largest guided volcano common, eliberring the killing blow with a single prices that aimed at one of the behenoth's weak points.



BS F S R HP



455 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Shadowsword

- WARGEAR:

 Volcano cann
- Volcano cannon Searchlight
- Searchlight
 Smoke launchers

OPTIONS:

- May take one of each of the following:
 Hunter-killer missile: 10 pts
 Pintle-mounted storm bolter or
 heavy stubber 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one
- May replace any of its sponsons'

 May replace any of its sponsons'

 May replace any of its sponsons'

- Volcano cannon 120° D 2 Primary Weapon 1,
 Large Blast
 Heavy Boher 5 4 Heavy 3
 Heavy flamer Template 5 4 Assault 1
 Lascannon 48° 9 2 Heavy 1

TO MANUFACTURE OF THE PROPERTY OF

- May take an additional twin-linked
- sponsons with targeters (+1 BS)

 May take one of the following upgrades

 Commissariat Crew

 Command Tank

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UPGRADES:

Command Tank: The vehicle is a High Command formation as well as a Superheavy vehicle, and counts as an HQ choice

Commissariat Crew: All friendly units chosen from Codex. Imperial Guard within 12" of the vehicle have a Leadership value of 10.



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



FORMATION RESTRICTIONS

Combined Fire: If this formation is in Arrowhead Attack Pattern, add a special Combined Fire bonus to each roll on the Vehicle Damage Table caused by a model in the spearhead. The Combined Fire bonus is equal to the number of Baneblades in the spearhead that have fired their Baneblade cannons at that target that turn

The Ground Shakes: If this formation is in Broadsword Attack Pattern, then any unit attempting to charge a model from the spearhead must first take a Morale check, with a modifier for each Baneblade in the spearhead. The second section in the mix of Samuel of the second

IMPERIAL GUARD STORMLORD

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 The Stormlord's primary combat role is that of close support to injurity the boldest and most confident commanders are prepared to most Imperial armies. Super-heavy tanks are all but irreplaceable, and only the boldest and most confident commanders are prepared to most Imperial armies. Super-heavy tanks are an out irrepareture, and war machine into the jaws of the enemy. Even so, the Stormlond's reobardise their careers (and their lives) by plunging such a valuable war machine into the jaws of the enemy. Even so, the Stormlond's propurates their careers (una their twes) by prunging succe a cumulative terms the more mobile Imperial Guard regiments, such as devastating firepower and wast transport capacity makes it highly sought after by the more mobile Imperial Guard regiments, such as aevasiating prepower and vasi transport capacity makes it nightly sough those raised on Catachan and Tallarn. Not only can the Stormlord's embarked Imperial Guard squads traverse the battlefield in relation safety, they can also defend the Stormlord against waves of tank-hunting enemy infantry.

STORMLORD

F S R HP 14 13 12 9



480 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Stormlord

WARGEAR:

- Vulcan mega-bolter Twin-linked
- heavy bolter
- Two heavy stubbers

Searchlight · Smoke launchers

TRANSPORT:

Transport Capacity: 40 models. Fire Points: 20 models may fire from the

Stormlord's troop bay.

Access Points: The Stormlord is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Opentopped vehicles does not apply to a Stormlord.

				Туре
Vulcan mega-bo	lter 60"	6	3	Heavy 15
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Lascannon	48"	9	9	Freavy 3

JIMITE HOOF TENERAL S

OPTIONS:

- · May take one of each of the following. - Hunter-killer missile
- Pintle-mounted storm bolter or heavy stubber
- · May add up to two pairs of side
- sponsons, each with one lascannon and one twin-linked heavy bolter 50 pts/pcil
- · May replace any of its sponsons
- twin-linked heavy bolters with twin-linked heavy flamers

SPECIAL RULES:

All Power to Weapons!: 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).

Mana moral manager

IMPERIAL GUARD STORMSWORD

The Stormsword was originally a field conversion of the Shadowsword, using a salvaged chassis with a new weapon replacing the he Mornsworn.

Christened the Stormsword by troops, this super-heavy tank carries a large Stormsword siege cannon. Used for street solating turnion.

The main gun fires huge rocket-propelled shells with enough explosive post
fighting and siege warfare, the tank excels at close quarters. The main gun fires huge rocket-propelled shells with enough explosive post to flatten a building in a single shot. In addition to its primary weapon, the Stormsword is also formidably equipped with secondary weatons for combat in the close confines of city streets.



-Armour BS F S R HP 3 14 13 12 9



485 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Stormsword

50 pts/pair

WARGEAR:

- Stormsword siege
- cannon Twin-linked
- heavy bolter

- Searchlight

- · Smoke launchers

Stormsword siege

- · May take one of each of the following: - Hunter-killer missile.
 - Pintle-mounted storm bolter or heavy stubber.
- May add up to two pairs of side sponsons, each with one lascannon
- and one twin-linked heavy flamer

- May replace any of its sponsons' twin-linked heavy flamers with twin-linked heavy bolters
- · May be upgraded to be a Command Tank

annon	36" 10		Apocalyptic Blast Ignores Cover
Meavy bolter	36"	5	4 Heavy 3

A STATE OF THE STA	90		200000000000000000000000000000000000000	Control of the last of the las
Heavy flamer	Template	5	4	Assault 1
Castanton	48*	9	2	Heavy 1

OPTIONS:

TIPGRADES:

Command Tank: The vehicle is a High Command formation as well as a Super-

heavy vehicle, and counts as an HQ choice



Space Marine Companies are deployed to meet full-scale threats that the Imperial Guard cannot counter. They are transported by Strike Space Marine Companies are aeployed to meet junistate intensional Chapters are made up of ten companies, the bulk of which Cruisers, which remain in orbit to support the attack. Most Space Marine Chapters are made up of ten companies, the bulk of which Cruisers, which remain in orbit to support the attack. Most space matter from the front by one of the most able commanders the Chapter can are Battle Companies and Reserve Companies. Each company is led from the front by one of the most able commanders the Chapter can are Battle Companies and Reserve Companies. Pach company is the John Land Companies and Reserve Companies. Pach company is the John Landwill achieve its mission no matter the odds, holding its objective against every counter-attack if necessary. A Space Manne field, and will achieve its mission no matter the oaas, notating its objects world back under the heel of the Imperium, or besiege an entire Company can defeat an enemy army ten times its size, bring a rebellious world back under the heel of the Imperium, or besiege an entire alien city. Such is the breadth of their skill that there is little in the field of war they cannot achieve.





FORMATION RESTRICTIONS

The formation can represent either a Battle Company or a Reserve Company. A Battle Company must have six Tactical Squads no Assault Squads and two Devastator Squads. A Reserve Company must have 10 Squads of the same type (i.e. all Tactical, all Assault or all Devastator). All Space Marine squads must have 10 Squads of the same type (i.e. all Tactical, all Assault or all Devastator). or all Devastator). All Space Marine squads must have 10 models. The Command Squad must include the Company Standard Frank II Harris (Denne Comment of Harris (Denne)





SPECIAL RULES: Counter-attack.

Comrades-in-Arms: If an enemy unit declares a charge against a unit from the formation, then any unengaged nonsehicle units from this formation within 12" of the charging unit's target can choose to fire Overwatch, as if they were also targets of the charge (though they can still only fire Overwatch once per phase).

Seize and Control: All units in the formation within 12" of a Strategic Objective have the Stubborn special rule,

Strike Cruiser: The player with this formation has an additional Orbital Strike Strategic Asset. Hamas () Large States II Hamas () - San Comment II se

As they are Space Marine Captains (or of equivalent rank), the following special characters can be selected in place of the formation's Captain as part of a Space Marine Company. Captain Sicarius, Shadow Captain Shrike, Vulkan He'stan, Kor'sarro Khan, Captain Tycho. Note that all units in the formation must belong to the same Chapter of Space Marines.



SPACE MARINES 1st Company Veterans

Even the youngest and most inexperienced battle-brothers are heroes of the Imperium, strong of arm and pure of purpose. Vet, amongs this clit of the elite, there are those so mighty as to leave the rest of the Chapter in the shade. These are the battle-brothers of the Ist Company, the blood-steeped veterans of the Chapter and the pinnacle of Mankind's martial provess. All veterans are trained in the protocols of teleportation - the Chapter flagship's powerful transporter array can teleport the entire company to the battlefield in the space of a heartheat, guided with proposint precision by the beacons built into the company's suits of Terminator armour. Yet, it is then cumulative experience in the arts of war that is their most potent weapon. Have pity for any who stand in their way.



1 Chaplain

Terminator Squad

ommand Squad enerable Dreadnoughts

Terminator Assault Squad

anguard Veteran Squad ternguard Veteran Squad

FORMATION RESTRICTIONS The formation must contain 100 models chosen from

Terminator, Terminator Assault, Sternguard Veteran and/or Vanguard Veteran Squads. The Command Squad must include the Company Standard. If Lysander is the aptain of the formation, the rest of the formation must be Imperial Fists as well.

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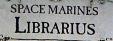
against a unit from the 1st Company, then any unengaged non-vehicle units from this formation within 12" of the charging unit's target can choose to fire Overwatch, as if they were also targets of the charge (though they can still only fire Overwatch once per phase).

Seize and Control: All units from the formation within 12 of a Strategic Objective have the Stubborn special rule.

Strike Cruiser: The player with this formation has an additional Orbital Strike Strategic Asset.



The state of the s



Space Marine Chapter includes only a handful of Librarians. Because of this, it is rare indeed for two or more Librarians to take part A Space Marine Competer two or more Librarians to take part in the same battle, and only the most dire peril will require the presence of enough Librarians to form a Psychic Choir Such a formation. in the same value, which is able to annihilate a portion of reality with a monstrous attack known as the Force Vortex. By combining is called a Limited formers, the Librarians are capable of creating a maelstrom of destructive psychic energy that will destroy anything it their mental personal review of the Librarius lose control of the Force Vortex, it has the power to ravage an entire world.

5 Space Marine Librarians o

5 Space Wolves Rune Priests. FORMATION RESTRICTIONS

will when the

The following special character Psykers can be selected in place of one of the formation's Isbrarians or Rune Priests: Chief Librarian Tigurius, Mephiston, Exchiel or

Nial Stormcaller. However, all units in the formation must belong to the same Chapter Space Mannes

THE THE PARTY OF T

PSYCHIC CHOIR POWER

WARP CHARGE 4 FORCE VORTEX

The Librarius creates a globe of coruscating psychic energy that tears apart the molecular bonds of anything it touches.

Force Vortex is a witchfire power with the following profile:

Heavy 1, Large Blast, Vortex

The manifesting unit may remove the Force Vortex before it moves in subsequent turns, as long as the manifesting unit still includes at least one model. If the Force Vortex is not removed, then it will scatter, as described in the Vortex rules (pg 73). If a double is rolled when scattering the Force Vortex. then the marker is removed, but is assumed to have burrowed into the planet's surface. The Seismic Explosion rules are used for the rest of the game (pg 40).



During normal operations, the highest ranking officers of a Space routing the Chapter is drawn up in a single confrontation, the headquarters staff will fight together. The title of a Space Marine Master varies the Chapter is drawn up in a single confrontation, the headquarters supplied titles - others use ranks and honours drawn from Chapter to Chapter. Only the strictest of Chapters use the sanctioned titles - others use ranks and honours drawn from a history from Chapter to Chapter. Only the strictest of Chapters use the summander, for example, is titled 'Master of Sacrifice' whilst the White spanning thousands of years. The Blood Angels 3rd Company commander, for example, is titled 'Master of Sacrifice' whilst the White spanning thousands of years. The thood angers has company of spatie the variations in nomenclature, there is little divergence.

Sears commander responsible for recruits is known as Father of Sears'. Despite the variations in nomenclature, there is little divergence. in responsibility - they must coordinate the destruction of the enemy by any means necessary.





4-10 Captains

FORMATION RESTRICTIONS

this formation must belong to the same Chapter of Space Marines

'A good death celebrates a hero's life: a bad death merely ends a wasted one."

SPECIAL RULES: Chapter Assets: A Masters of the Chapter formation

Amine and in the Market of the

may select three additional Strategic Assets in their first scheduled break rather than only one.

Their Finest Hours: If the Chapter Master uses the Finest Hour or Sons of the Primarch special rules (pg 26-29), all Captains in the formation receive a 3+ invulnerable save until the start of their next turn.

The following special characters may be selected in place of the formation's Chapter Master: Marneus Calgar, Commander Dante, Azrael, High Marshal Helbrecht, Chapter Master Gabriel Seth, Pedro Kantor.

As they are Space Marine Captains (or of equivalent rank), the following special characters can be selected in place of one of the formation's Captains: Captain Sicarius, Shadow Captain Shrike, Sammael, Vulkan He'stan, Captain Lys Kor'sarro Khan, Belial, Captain Tycho.

PREDATOR ASSASSIN SQUADRON

When the Space Mannes mass for wor, the leaders of each strike force often assemble squadrons of tanks that bear the optimism weapons angigaration for the destruction of a prorolaunca target. Prelature Assassin Squadrons are leaded with the destruction of a single enemy und lower all others. A Prelature recument would rather that then seek in allotted quarry each be its tank's wantle.



ou cannot fathom the mysteries of the Universe, you

must simply trust in the righteousness of

the Emperor's Command!"

SPECIAL RULES:

Killshot: If a Predator from this formation is equipped with two lascannons and a twin-linked lascannon, and all three of its lascannons that the Assassin Squadron's nonmated target (see below) in the same Shooting phase, you may either choose to resolve those hits as normal, or resolve those hits as a single 'killshot' that has Strength D and AP2.

Target Acquired: Each Assessit Squadron must nominate as single enemy unit after deployment. The Predators in the Assassin Squadron may not fire at any other target until the nominated target is destroyed. If a Predator in this formation is within 6° of another Predator in the same formation when it makes a shooting attack at the nominated target, it may record findled for the rolls that turn.

The same of the sa

SPACE MARINES SCOUT COMPANY

In addition to the Scout Company's exential role in moulding initiates into hardened Space Marines, it excels at infiltration and disruption. A Scout Company is rainly defined as one formation, individual squads are split off to different battle zones and moster from tailbare to adspire to, to that the initiates sayilly gain the varied could experience that will be their of as stight straints Mayor from tailbare to adspire, to that the initiates sayilly gain the varied could experience that will be their of as stight straints Mayor Marine. On those rare occasions when the Scout Company fights together, it completely changes the nature of the battle. The lucking for committee a battle fight of the sound in the straints and partially consolidated and fartified. When yet, the energy must allowy keep one ye to the flanks for opportunities assaults by Nordo estimation, whose disruption attacks are amongst the most practiced in the galaxy-

1 Captain 10 Scout Squads

FORMATION RESTRICTIONS
All Scout Squads must have 10 models.
The Captain may not take a Command Squad,
or be given Terminator Armour

THE PROPERTY OF STREET

SPECIAL RULES:

Disruption Attacks: Units from this formation may charge on the same turn that they enter play from Strategic Reserve.

Fortified Positions: All buildings in the deployment zone of the Scout Company's side have been fortified, increasing the cover save they provide by 1.

Lead By Example: The Captain of a Scout Company has the Infiltrate, Move Through Cover, and Scout special rules.

The second secon



The Imperial Fists often face vast enemy war machines when besieging the fortifications of their foes. The famed Captain Lysander phoneered the Titanhammer Squad specifically to counter this deadly threat. These formations teleport directly to the coordinates of the war engines, weakening their target with a vortex grenade before felling it with their thunder hammers.



player's side

Grounded Flying Gargantuan Creature will not scatter. Vortex Grenade Strike: Captain Lysander has the Vortex

allocation of Strategic Assets available to the owning

Grenade Strategic Asset. This is in addition to the normal

3+ Terminator Assault Squads

FORMATION RESTRICTIONS

All Terminators must have thunder hammers

and storm shields.

Para Milliam and Colonia

SPACE MARINES THUNDERHAWK GUNSHIP

Perhaps more than any other single whicle, the Thunderhawk is the lynchpin of a Space Marine Chapter, combining the roles of obligated op ship, heavy guidely and strike loomber. Each Thunderhawk carries of fearone army of weaponsy, capable of engaging enemy intercipies and straying ground threats, whilst its dorsal mounted gun radiuse amounted gun relayes to smoking werekage. With enemy forces reduce, the Unuderhawk touches down to deploy its carge of Space Marines straight into buttle.

THUNDERHAWK GUNSHIP PARMOURT
BS F S R HP
4 12 12 10 9

685 Points

Unit Composition: 1 Thunderhawk Gunship Unit Type: Super-heavy Flyer (Hover, Transport)

WARGEAR:

- Thunderhawk cannon
- · Four twin-linked heavy bolters
- Six hellstrike missiles
- Two lascannons
- · Ceramite plating

Ceramite Plating: Melta weapons do not gain the extra D6 armour penetration when shooting at a Thunderhawk Gunship.

TRANSPORT:

Transport Capacity: 30 models. A Thunderhawk Gunship can also transport Jump Infantry and Bikes.

Fire Points: None.
Access Points: A Thunderhawk Gunship

has one Access Point on each side and one at the front.

HOLING HOLING

SPECIAL RULES: Assault Vehicle,

Assault Vehicle, Power of the Machine Spirit.

OPTIONS:

 May replace Thunderhawk cannon with a turbo-laser destructor.

 May replace all six hellstrike missiles with six Thunderhawk cluster bombs

SHOT HID ON SHIP A CONTRACTOR

	Range	S	AP	Type
Thunderhawk	72"	8	3	Primary Weapon I,
cannon				Massive Blast
Turbo-laser	96"	D	2	Primary Weapon I,
destructor				Large Blast
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, One use only
Lascannon	48"	9	2	Heavy I
Thunderhawk			Spinotes and	
cluster bomb		6	4	Heavy 1, Bomb, Apocalyptic Barrage (6),

Bomb: The rules for Bombing Runs are found in the Warhammer 40,000 rulebook.



BLOOD ANGELS THE BLACK RAGE



In times of direct need, when the very survival of the Chapter rests on a bloody conflict, a disproportionale number of the Blood Angels' In times of arrest was been known to succumb to the Black Rage. On such desperate occasions, Astorath the Grim and Chaplain Lemaries battle-orders that the accursed warriors together and lead them to battle. The Death Company are likened to a storm of violence, each enraged will gainer the same of the fray without pause, intent on tearing his foes apart. The spilling of blood drives them deeper into a femzied state of madness, as they become locked in a hallucinogenic vision of the final confrontation between Sanguinius and the traitor, Horus, Against such a tide of unbridled fury, who can survive?



3+ Death Company squads (1 squad must include Lemartes. Guardian of the Lost)

2-4 Death Company Dreadnoughts

0-1 Death Company

Comes of FORMATION RESTRICTIONS

you wish to represent Captain Tycho's strike force after he succumbed to the Black Rage on Armageddon, include him in this Battle Formation.

The state of the s

SPECIAL RULES:

Rising Fury: When models from this formation charge, their Charge Bonus is equal to the turn number (to a minimum of 2). For instance, if a unit of Death Company from the Black Rage formation charges an enemy unit on turn three, each model in the unit has +3 Attacks as a Charge Bonus instead of +1, in addition to any other bonuses.

'All hail the martyrs! On their blood is our

Imperium founded, in their remembrance do we

honour ourselves.

THE HOUSE CONTRACT TO STATE OF THE PARTY OF

BLOOD ANGELS LUCIFER ARMOURED TASK FORCE

When Captain Erasmus Tycho was tasked with hunting down Ork raiders on Armageddon, he immediately ordered that the tanks attached to his task force be refitted. Techmarines laboured night and day, modifying engines and stripping out all non-essential systems, all in search of a much-needed speed boost. When the Orks next attacked, Tycho's fast-moving tanks were ready for them

SPECIAL RULES: al Predators First Into Battle: All Land Raiders in this formation are Fast in addition to any other rules they may have, but have one less Hull Point than normal. actical Squads (any type)

FORMATION RESTRICTIONS

THE HOUSE OF THE PARTY OF THE P

Rapid Reaction Force: All units in the Lucifer Armoured Task Force have the Scout special rule



BLOOD ANGELS WINGS OF SANGUINIUS

The Blood Angels are renounced throughout the galaxy as the most ferocious assault troops to be found in the armies of the Imperium. The Blood Angels favour the use of jump backs, which they use with practiced precision to launch pinpoint authorise strikes. A Blood Angels aribone assault is delivered with such terrible surfiness that it almost chaosy catches the for unavoirs. In large battles, the Blood Angels will equip entire companies with jump packs, such forces are named Wings of Sanguinus after the Chapter's Primarch The company tops out from Thunderhawk transporters while still high above the ground, landing or masse in the beart of the enemy low. When the Sanguinor joins their ranks, few enemy forces are able to withstand such a shatering hammer blow.







7 10 Assault Squads

FORMATION RESTRICTIONS
All Assault Squads must have 10 models.
All models must be given jump packs.
No units may have Dedicated Transports.

Command Sing

SPECIAL RULES:

Airborne Assault: All units in the formation have the Deep Strike and Descent of Angels special rules. If the formation is held in Strategic Reserve, they can Deep Strike at the start of any turn, even the enemy's.

Caught Unawares: All units from the formation have the Shrouded special rule on the turn they Deep Strike.

'Bringers of Doom; Avenging Angels of Death; they are the Space Marines.'



Wolf Guard Battle Leader

SPACE WOLVES GREAT COMPANY

The Space Widees Chapter is divided into twelve Great Companies, each of which is named after the Wolf Lond that tools is. Win the full ferre of a Great Company fights as one, they are an instephable force of panture Heading their battle-rises, they desired on the feet force of the state of



2+ Long Fangs Packs

Charles II named Orthon Comment I named Orthon I and Orth

FORMATION RESTRICTIONS

3+ Dreadnoughts and/or Venerable Dreadnoughts





The Company of the Great Wolf is home to some of the greatest herees of the Imperium. Logan Grimnar, Njal Stormealler, Ulrik the Slayer, Bjorn the Fell-Handed and Arjac Rockfist are names that strike dread into Humanity's many enemies, and give inspiration to Mankind's warriors. When all five are gathered together, the legendary sagas of the Fang are brought to life once more.















FORMATION RESTRICTIONS The Wolf Guard pack must have 10 models. One model in

the pack must be upgraded to Arjac Rockfist, and another must carry the Banner of the Great Wolf.

Banner of the Great Wolf: All friendly units chosen from Codex: Space Wolves within 24" of the Banner of the Great Wolf have the Furious Charge special rule.

Greatest Heroes of the Age: All units in the formation have the Fear special rule. In addition, they and all friendly Space Wolves units have the Stubborn special rule.

Their Finest Hours: Logan Grimnar, Njal Stormcaller, Ulrik the Slayer, Bjorn the Fell-Handed and Arjac Rockfist may all use the Finest Hour rules (pg 26). If they do so, they must all do so on the same turn. Any or all of them may choose to use the Sons of the Primarch rule if they prefer (pg 28)

DE TO STORY OF THE STORY



effortistiv trace was properties and the sample of the sam Cavary and the control of the control of the control of the battlefield from a wholly unexpected direction, howling and snarling in their bloodlust as they fall upon the foe.





Battle Leader, or Canis Wolfborn



+ Fenrisian Wolf Packs

FORMATION RESTRICTIONS The Thunderwolf Cavalry units must have 5 models each The Wolf Lord or Wolf Guard Battle Leader must have a Thunderwolf mount.

SPECIAL RULES: Acute Senses, Hit & Run, Outflank, Rage

Fall Upon The Foe: All units in the formation are allowed to e turn they arrive from Strategic Reserve

'Do not waste your tears. I was not born to watch the world grow dim. Life is not measured in years but by

the deeds of men.

Company Comments of the Comment of t

DEATHWING REDEMPTION FORCE

Any larget marked for distruction by the Dark Angels Chapter risks learning the worth of the Deathwing Relemption Force — abuses led vino buttle by the Master of the Deathwing, with a mandate to destroy a target of the highest priority. Such formations are must commonly attitude against known concentrations of faller, making their use organist other foce a mark of special hasted.

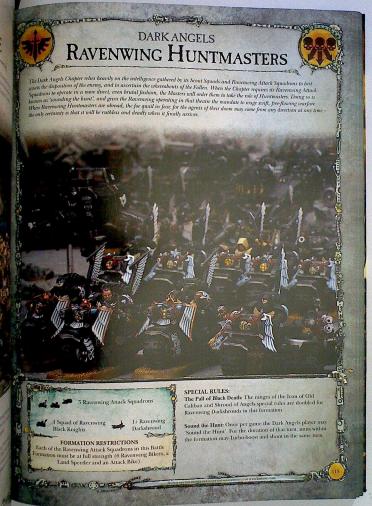
Master Behal 4 Units of Deathwing Knights 6 Deathwing 6 Deathwing Smights 7 Deathwing Smights 6 Deathwing Smights 6 Deathwing Smights 7 Deathwing Smights 8 Storm of Wrath; Whilst at least one enemy Warford is

Partie III Inner Charge

Terminator Squads

FORMATION RESTRICTIONS
The entire formation must light on foot; no Dedicated Transports may be taken, no Dedicated Transports may be taken, and the company of the entire formation is shooting and toose combat attacks have the no Dedicated Transports may be taken.

THE DESIGNATION OF THE PARTY OF



BROTHERS OF THE FLAME

The Purifiers seldom fight as a single formation. All Grey Knights are rare, but Purifiers are doubly so, and their talents must be applied speringly areas the broadth of the war-form Information. However, should circumstances prove due enough, the Castellan of the Order sends word to his Brother-Purifiers that the Brothers of the Flame must be gathered. By focusing their peytics mught, the Purifiers can summon wast constructs of twing fire to consume the fee. Whilst the holy flames of a single Purifier squad can intenente tightly-but groups of enemis, their combined power is proceeded by a bow wave of lowering azure flames that can sweep a battlefront clean of any texts of correlation.



Hellstorm

the model making the attack

5 Purifier Squads

FORMATION RESTRICTIONS

ach Purifier Squad must contain 10 models. They cannot split into Combat Squads,

and may not have Dedicated Transports.

Thomas Change

Flame - this is the model that makes the attack.

Psi-flame: The Strength increases by I and the AP drops by

I for each additional unit from the formation within 12" of

Comment the same

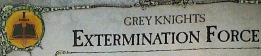
GREY KNIGHTS DREADKNIGHT BRETHREN

Dreadknight armour was devised for those times when a single Grey Knight must confront a Greater Daemon of Chaos. The Dradknight Brethren are fielded at times of even greater peril: when a single squad of Dreadknight smust confront and defeat a horde of Dockstright Description of the Dreadkright Brethren can cut an ichor-stained swathe through a Daemon Legion, dormine Grant and an account the state of th and will make cach member of this titanic brotherhood becomes imbued with a battle fury that makes them almost unstoppable.



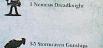
Unstoppable Force: At the beginning of the game, pick one model in the formation. That model and all other

models from the formation within 12" of it have the Shred special rule.



An Extermination Force focuses on swiftly eliminating important targets in a Daemon horde. A Nemesis Dreadknight forms the an extermination rone jocuses on swepty eliminating information allow it to fire specifically crafted tracker rounds. When they rounds strike a target, the shrapnel laces the victim with a fine layer of psychic spoor. Once the target is marked, a squadron of Stormaven Gunships roars into the fray, guns blazing The psychic spoor marking the target shines as bright as day for the Gunship. Stormarden Guissings roars into the fray, guiss making the psychically charged shots with otherwise impossible accuracy. Even an Exalted Greater Daemon cannot last long under such a barrage.





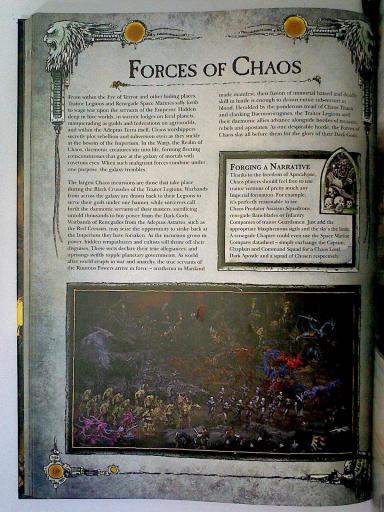
FORMATION RESTRICTIONS esis Dreadknight must have a heavy psycann The Stormraven Gunships must have psybolt ammunition

ME TOWN OF THE SERVICE OF THE SERVIC

Psychic Spoor: A unit hit by this shot is marked for the remainder of the battle. A marked unit is hit automatically by shots from the formation's Stormraven Gunships (Blast weapons do not scatter). Additionally, marked units with the Daemon special rule halve their Toughness and/or Armour Values against hits from both mindstrike missiles and psybolt ammunition.

The same of the sa





CHAOS SPACE MARINES CULT OF DESTRUCTION

is the most apscatyptic of conflicts, when the Chaos Legions are fighting particularly entenched for or faced with an especially stableon mean, they call on one of the most deveastating forces in the Chaos Space Marines are not—the Cult of Destruction. Bristling with Warp-Spaced weapons and dearmour earmounts, a Cult of Destruction can level a habboth or wipe out an entire regionent of against in the time it takes a plateou of Guardismen to deplay. A Cult of Destruction is nodung if not single-minded. Acting as one, the descesse and manifesture Oblitation and Mutilators that form its ranks paintstokingly destroy every available target until the battlefield is read to a monthlering twasteland, every building reduced to rubble and every lung carture slain.



Marine Charles Committee



SPECIAL RULES:

Engines of Destruction: Six or more Obliterators in the formation can combine their shooting attacks into a single attack using one of the profiles below. All of the Obliterator that participate must be in range and have line of sight to the target.

	Range	5	AP	Type
Las-destructor	48"	D	1	Heavy 1
Hellflame	Hellstorm	5	3	Assault I
Shellstorm	48"	5	4	Assault 1, Apocalyptic Blas
				Thought

Orgy of Devastation: Mutilators in the formation have the Furious Charge special rule: Furthermore, for every unsawed Wound caused by a Mutilator in the formation, the Mutilator immediately makes an additional Attack. These extra Attacks cannot generate further additional Attacks.



The coming of a Chaos invasion is heralded by many terrifying partents. The screaming of the damned, the clouds above eathing for, and the laughter of thating gods whoing out of every shadow, all are omens of disaster. Yet perhaps the surest sign of the carange is come is the oust of Heldards Dueson Engines that shries out of the shase before the name bools of the Chaos invasion, for remajor their meadalic jeans. The Heldards rules their rod as heatbingers of the Apocalytes, feeding on the fear that spreads amongst their pergible a fast-acting plague. Mortal men scurry for over as these amboren inglituners descend, only to be snatched up by cruel non dams or systled apart for cannows that free builts forged in the first of harded.



SPECIAL RULES:

Fuelled by Fear. All of the Heldrakes in the Fear Squadron ignore the 'once per game' restriction for their Daemonforge special mle - Hey may use their Daemonforge special rule extry turn. When using its Daemonforge special rule extry turn. When using its Daemonforge special rule, a Heldrake must still roll a D6 to see if it suffers a Hull Cont of damage at the end of the phase.

Harbingers of the Apocalypse: A Heldrake Fear Squadron does not enter play as a normal unit of Flyers, and is unued deployed this the rest of the army. Before the first unit segments that the set of the army. Before the first unit segments are proposed to the play of the segments of the segment was of up to 00°, dump such the Heldrakes may make a pre-game move of up to 00°, dump such the Heldrakes may have a pecul out-of-sequence vector Strike. Casualines caused by this Vector Strike to not cause Morale tests.

If this special Vector Strike is used, the Fear Squadron mas not make a Vector Strike on the first turn of the game, though it may fire its weapons as normal



The state of the s

CHAOS SPACE MARINES KHORNE LORD OF SKULLS

The ground itself moans in protest as the Lord of Skulls trundles to war. As a hissing stream of red-hot bullets spits from its multi-The ground the system of the immense Daemon Engine growls in dark approval at the carnage it is wreaking. Created by the most ambitious partenes customers, this grotesque battle construct is powered by the boiling blood of murderers, which swill from its immense pressure tanks. of Warpsmuns, which seast's ire is raised to apoplectic levels, it vents great gouts of this fluid into the ranks of the enemy to boil them alive.



WS BS S F S R 3 10 13 13 11 3 4 9



888 Points Unit Type: Super-heavy Walker Unit Composition: 1 Lord of Skulls

WARGEAR: · Gorestorm cannon

SPECIAL RULES:

· Hades gatling cannon · Great cleaver of Khorne · Daemonic Possession

Daemon, Daemonforge, Fleet, It Will Not Die, Rage.

	Range	S	AP	Туре
Daemongore cannon		9	3	Primary Weapon 1, Gets Hot, Instant Death
Gorestorm cannon	Hellstorm	8	3	Primary Weapon 1
Ichor cannon	48"	7	2	Primary Weapon 1, Large Blast
Skullhurler	60°	9	3	Primary Weapon I, Apocalyptic Blast, Gnaw
Hades gatling cannon	48"	8	3	Heavy 12, Pinning
Great cleaver of				

Cnaw; Successful saving throws against this weapon must be re-rolled

THE PROPERTY OF THE PROPERTY O

Fuelled by Rage: For every Hull Point the Khorne Lord of Skulls has lost, it gains an additional Attack, even if that Hull Point is later regained (keep a note on your roster). Note that its Attacks characteristic cannot exceed 10

Tracked Behemoth: A Khorne Lord of Skulls may Tank Shock or Ram using the Thunderblitz table (pg 67), in the same manner as a Superheavy vehicle, but it may not Stomp.

OPTIONS:

- · May replace gorestorm cannon with one of the following: - Ichor cannon . Daemongore cannon .
- · May replace hades gading cannon with a skullhurler



The Chaos Legions, sundered into hundreds of warbands after the cataclysmic events of the Horus Herey, have been waging the Long. War against the Imperium for ten thousand years. The first of harder in their hearts thurn just as ferrely as they did in ages joint. Denied under the bonner of charmatic, but frequently deranged, Champtons of Chaos, the Trinitor Legionnaires of the First Foundame work ceaselessly to tear apart the hated edifice of the Imperium. The Doemon-worshipping faithful of the Wordt Beaurs, the powers holomists of the Emperor's Children, the tireless reuseders of the Black Legion, the pustualing faithful of the Doeth Guard and more besides, dil are until by the pownics of carning and the chance to destroy their logalist brothers force:



special rule.

3+ Troops units

- Fast attack

FORMATION RESTRICTIONS
All models in the Legionnaire Warband must have the Veterans of the Long War upgrade. If the Claos Lord as A Mark of Chaos, all other units that are able to must have the same Mark of Chaos as the Chaos Lord.

- Heavy support

To Hit rolls in every round of combat Furthermore, if a

unit, the Legionnaire Warband unit has the Fearless

Name of the Control o

Legionnaire Warband unit is within 12" of a Space Mariae



Abadion the Depoler has been the drawing force behind a doesn invasions that brought ruin to the Imperium and is the architect of the grander galactic crusade that threaties to reach Terra isself. At his side march the most referious Chaos Londs in existence, each of submer an channel the favour of his Dark God. When Chaos is untted in a single cause, the givensy rights tembles.





1 Chaos Lord with the Mark of Khorne or Kharn the Betrayer

1 Chaos Sorcerer with the Mark of Tzeentch or Ahriman

1 Chaos Lord with the Mark of Nurgle or Typhus

1 Chaos Lord with the Mark of Slaanesh or Lucius the Eternal

The state of the second of the

FORMATION RESTRICTIONS

SPECIAL RULES

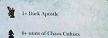
Their Finest Hours. All the characters in the formation may use the Finest Hour rules (pg 20). If they do so, they must all do so on the same turn. Any or all of them may choose to use the Sons of the Primarch rule relevant to their Legion if they prefer (pg 28). Abaddon uses the Black Legion ability, models with the Mark of Teventch use the Thousand Sons ability, models with the Mark of Knorre use the World Letters ability, models with the Mark of Ninglie use the Death Guard ability, and models with the Mark of Ninglie use the Death Guard ability, and models with the Mark of Ninglie use the Death Character ability.

The Planet Killer: Once per game, provided Abaddon is on the bartlefield, the formation cau call upon the support of the Warmaster's flagship. From that point on, the game uses the Magna Storm Unnatural Disaster rules, in addition to any other Unnatural Disasters in play. As long as Abaddon is alive, then the placer controlling him is automatically the Master of Disaster when resolving the Magnas Storm.



Toughened by a life of drudgery and slave labour, as well as their mutated physiques, the tainted scum known as the Lost and the Damned are hardy but ill-disciplined fighters. These fiends throw off their disguises and emerge from their lairs to battle alongside the Chaos Space Marines and their daemonic allies, scarcely realising that they are valued as cannon fodder and little else in the rebellion against the iron rule of the Imperium. They hoard whatever weapons they can find, scavenging equipment from the bodies of slain guards and bounty hunters, hoping to make their mark on the galaxy just as Chaos has marked them in their turn.





FORMATION RESTRICTIONS

A THOMAS COLUMN

SPECIAL RULES: Infiltrate.

Limitless in Number, Boundless in Spite: A single Chaos Cultist unit from the formation may be returned to play after each scheduled break without spending a Strategic Victory Point. This does not count towards the number of units you may return to play after each break

Warped by Mutation: All Chaos Cultists in the formation have the Feel no Pain and Furious Charge special rules

CHAOS SPACE MARINES THOUSAND SONS WAR COVEN



A Sowert Lord of the Thousand Sons is capable of manifesting a powerful psychic attack known as the Storm of Change. To achieve this, the Sowert Lord must be supported by a vocen of lesser Soverers. When the rituards its climax, the lesser mage are drained of those psychic power-raw Warp energy which is then reducted at the energy in the form of a devokating water.





PSYCHIC CHOIR POWER

The stolen energies of a Storm of Change mutate whatever they touch into a beweltering variety of mewing, fleshy forms before sucking the remains into the Warp forever.

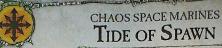
Storm of Change is a witchfire power with the following profile

The section of the se

Range S AP Type

Storm of Change 48" D 1 Assault X, Blast, Lifedrain, Vortex

Lifedrain: Each time this power is used, remove up to 3 of the War Coven from play. The number of Sorcerers removed determines the value of 'X' and therefore the number of blast markers that are used for the attack.



All four Ruinous Powers revel in the spectacle of slaughter, and the larger the battle, the more closely the gaze of the Chaos Gods is drawn. Such occasions are opportunities for Champions of Chaos to catch the eye of their patron, or perhaps earn a reward for their actions. However, such gifts are not without risk. Whether their patron god is genuinely pleased or intends to punish, the results can be devastating. The Champion - and sometimes his entire warband - may be granted more and more 'boons' of mutation, claws, horns, tentacles, vestigial wings, extra limbs, eyes, mouths and even heads, all in the space of a few minutes. Soon all that remains is a tide of mindless Chaos Spawn, a mass of writhing flesh that rushes at the foe with no thought remaining but the desire to desirer.







SPECIAL RULES:

The Final Blessing of the Gods: The Chaos Spawn are not deployed with the rest of the army. Instead, at the start of any Chaos turn after the first, nominate a friendly unengaged Infantry unit from Codex: Chaos Space Marines that has the same number of models as the Tide of Spawn Then replace all of the models in that unit with the Chaos Spawn models, with full Wounds, and with no upgrades. They may not be placed within 1" of an enemy model. The original models are removed from play. If the original unit had a Mark of Chaos the Chaos Spawn unit will have the same Mark of Chaos.

If the original unit is inside a Transport when they are transformed, they must immediately disembark before being replaced by the Spawn.

COHORT OF BLOOD

Khome himself has ordered singlety Skulltaker, his greatest champion, to select and load a detachment of Bloodletters to war as his personal guard—the Cohort of Blood. Divided into eight maniples of eight warriers, these hand-piched Duemons are chosen from the champions of the thousands of Bloodletter packs that from the legions of Khorne. More powerful than normal Bloodletters, these updated warriers are plated against each other in the great arms of the Blood God's realm. Once their martial excellence has been greated to supernatural levels, the maniples are restored to full strength and sent into realspace, ready to wage war as one of the most Geomet fighting forces even to lake to the field in the mortal universe.

SPECIAL RULES:

Heralds of Khorne

FORMATION RESTRICTIONS

ach of the Bloodletter units must have eight me

La Attornay Commence

8 units of Bloodletters of Khorne

Decapitating Strike: Whenever a model in this formation rolls a 6 To Wound against a non-vehicle model, that hit has the Instant Death special rule.

Veterans of the Great Arenas: All models in this formation have +1 Strength and the Fleet special rule.

There is no choice between the Emperor

and the Abyss."

THE PROPERTY OF THE PROPERTY O



T

The agents of change used by the Architect of Fate are usually as subtle as they are devious. Every so often, though, Toenteth will send being of pur mutagenic flones into the world and glory in the submitted maphem that treatist. The corpiering Domeson that flores these forces work all manner of alternations upon their circums, though the most common is the change from 'after to 'Inda.'.

SPECIAL RULES:
Mutagenic Plame: At the beginning of each of your turns.

1 Herald of Tzeentch or the Changeling

9 units, in any combination, from the following:

- Pink Horrors of Tzeentch
 - Flamers of Tzeentch
- Burning Chariot of Tzeentch

FORMATION RESTRICTIONS

mutagenic Flame: At the beginning of each of your turns, roll on the table below. The result is applied to every unit in the Flaming Host until the start of your next turn.

D6 RESULT MUTAGENIC FLAME TABLE

- Hot Hot!: Each unit in the formation immediately takes D6 Strength 4 AP5 hits.
- 2 Soulburners: Shooting attacks made by units in the formation have the Soul Blaze special rule.
- 3-4 Bodies of Chaotic Flame: Every unit in the formation has its invulnerable save improved by 2.
- 5-6 Inferno Unbound: All of the models in the formation can combine their shooting attacks and witchfire powers into a single attack made by one model (your choice). No Psychic test is required. All of the models that participate

| Range | S | AP | Type | | 24" | D6+4 | D3 | Assunt X Soul Blaze.

Inferno Unbound: X is equal to the number of models is the formation making the attack.



When the Down the Down the Masque and surrounds her with a powpe of enraptured Daemonettes. Their arrival into realspace is accompanied by a great cacophany of sound and light that can force a troupe of early agreement of warriors into a frenzied fit. All is a glorious dance to the Dark Prince and his minions.



The Masque of Slaanesh combination, from the following:

1 Daemonettes of



FORMATION RESTRICTIONS

Comment Comment Comment of the

Grand Entrance: The formation must be placed in Strategic Reserve and arrive by Deep Strike. Units in the formation may charge in the Assault phase of the turn they arrive from Strategic Reserve.

The Slaughter-dance: Attacks with the Rending special rule made by models in this formation strike a critical blow on a 4+ instead of a 6.



It is one of the Lord of Plague's fondest pleasures to record and compare the precise manner of a planet's demise. At day's end, exhaused from brewing new diseases in his great cauldron, Grandfather Nurgle will heave his dripping bulk into a twisted old rocking chair and compare the endless variety of deaths inflicted at a particular world's end. To compile these lists, he sends the best of his minions, led by Epidemius himself, into the most desperate of war zones. The Plaguebearers will grumble loudly and incessantly at the magnitude of their allotted task - it's difficult enough to record the myriad malaises of such worlds, let alone each and every fatality - yet they set about their task with a thoroughness that inspires Nurgle's followers to inflict ever more inventive deaths.



demius the Tallyman

bination, from the following:



FORMATION RESTRICTIONS

formation must re-roll successful Leadership tests.

A Thousand Deaths: Keep track of the number of unsaved Wounds inflicted upon, and Hull Points removed from, enemy models by Daemons of Nurgle and models with the Mark of Nurgle. You receive one Strategic Victory Point for every 70 Wounds and/or Hull Points inflicted



The state of the s

CHAOS DAEMONS TETRAGON OF DARKNESS

His on those occasions when the Four Powers of Chaos set aside their differences, cease their eternal strife and join their terrible powers his on Mose when the universe has the most to fear. In a coordinated assault on reality, their combined will can tear a breach in the barrier togation that we will.

This breach is held open by one of the mightiest Daemons of each of the Four, each acting as a focal point of the between the translater and results - a Tetragon of Darkness. Within this area, the raw energies of the Warp spill through, a roiling and grant pattern min.

The parties of the warp spill through, a rotting and billowing cloud of pure non-reality that spreads over the battlefield, sustaining the daemonic servants of the Four, and swathing the battle in a terrifying and unnatural night.

1 unit of Bloodletters of Khorne 1 unit of Pink Horrors

of Tzeentch

1 unit of Plaguebearers Inclean One of Nurgle

1 unit of Daemonettes of Slaanesh

> FORMATION RESTRICTIONS None.

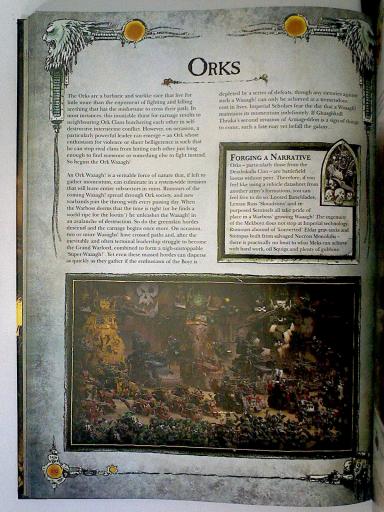
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SPECIAL RULES:

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Dark Tetragon: As long as the Bloodthirster, Lord of Change, Great Unclean One and Keeper of Secrets are all on the battlefield, trace four straight lines between the bases of all four of these models such that the lines create an enclosed four-sided shape with the Greater Daemons at its corners. The area inside this perimeter is the Tetragon of Darkness, which has the following effects on every model at least partially inside it (including the Bloodthirster, Lord of Change, Great Unclean One and Keeper of Secrets):

- · Friendly models chosen from Codex: Chaos Daemons inside the Tetragon re-roll failed invulnerable saves
- · All models (friend or foe) inside the Tetragon have the Shrouded special rule THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.



ORKS BATTLEWAGON STEAMROLLA SQUAD

FET ENO MARKET

patheorgen Steamoula Squads are famous for the crushing, grinding earnage they deal out with their deff rollas. Lining up wheel to Bailtowgon Manhoon of the enemy battle line with deadly intent, a cloud of fumes marking their passage. The foe's attempts to stop wheel, they running when piked metal cylinders on the front of the vehicles as they squash their victims to a bloody paste.

3-5 Battlewagons

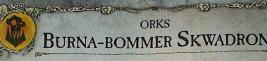
FORMATION RESTRICTIONS All Battlewagons in the spearhead must take the deff rolla upgrade (see Codex: Orks).

SPECIAL RULES:

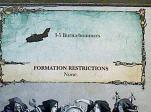
Squash 'em Flat Lads: If the spearhead is in Broadsword Attack Pattern, all of the vehicles in the formation may re-roll the dice when determining how many hits their Deff Rollas inflict.

Wall of Spikes: If the spearhead is in Broadsword Attack Pattern, all of the vehicles in the formation receive a 4+ cover save against attacks on their Front Armour facing

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Burne-bommer skewdrows pounce on large concentrations of enemy troops, unloading a rain of deathy burna bombs into the heart of the enemy army. Great clouds of black smoke and famus killow hundreds of feet into the air in the wake of the attack, stitling buildings and veycation adopt and endspit and ensure fluid and so munition to explose with deadly fore. Those troops not immodated in the attack will find themselves surrounded by a blazing inferior. After the skawdron has dropped its burna bombs, it will start to look for further targets of ophoritonity. Once a victim is spotted, the Ork Flyboys will pitch their carreif into a screaming dive, pouring a had of fine from their shows into the target. Very four on withstand such an attack without having their nerve shattered.



SPECIAL RULES:

THE POST OF THE PRINCE OF THE

Blazing Inferno: If two or more Burna-bommers make a Bombing Run whilst in the Arrowhead Attack Pattern, the Ork player can leave one of the large blast markers used for the Bombing Run in play at its final location after the attack is resolved. This may require temporarily relocating some surviving models and putting them back in their previous locations once the marker(s) is in place. This markers is lethal terrain for the rest of the game.

Designer's note: Players should feel free to mark the area affected by the blazing inferno in some other manner if they wish – collenwood works well.

Screaming Death: Any enemy unit that is hit by one or more attacks by the Flyer Wing must subtract the number of Flyes in the formation from any Morale checks or Pinning 1636 that they make in that phase

DA BULLY BOYZ

- Action

The hard owe of an Och Works's planet-congruening hards is a great note of the largest and meanest Orks in the star system. Known and found errors Ordhom on De Bully Boy, this fungines-beer-sulling going of violent hardsess are trusted by the Workses as much as termiss myone. Each of Do Bully Boy; is a minor Workses in this own right who serves as one of his lender's leastments within the head-Occasionally, when the Woungly's in plut flow and everyone is bustly getting stuck in, a Workses will referre the Bully Berg of di times' subse. Such a concentration of high-culber Orkishness is insunely brave, and amounts to an unstophable force upon the bustlepidgh after to all upon orbital support from the Oth Jetteven as the stomp the for into the ground.



5 Warbosses (one of these may be Ghazghkull Thraka.)



5 mobs of Nobz or Meganobz. The formation can include a mixture of the two types of mobs.



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- 5.30mm

FORMATION RESTRICTIONS

One Warboss must be nominated as the Supreme Warboss if Ghazghkull is in the formation, he is automatically the

if Ghazghkull is in the formation, he is automatically the Supreme Warboss. One Warboss must be assigned to each Nobz or Meganobz mob, which they may not leave SPECIAL RULES: Fearless, Feel No Pain.

A THE DESIGNATION OF THE PERSON OF THE PERSO

Rok 'em Boyz: Once during the battle, the Supreme Warboss may make a single Asteroid Strike shooting attack with the following profile:

Range	S	AP	Type
Infinite	10/8/6	1/3/5	Assault 1,
			Apocalyptic Mega-blast









4 2 10 13 13 12 1 4 12

Unit Composition: I Stompa

WARGEAR:

- Three big shootas • Skorcha · Twin-linked
- · Deff kannon Supa-gatler big shoota • Three supa-rokkits • Mega-choppa

TRANSPORT:

- Transport Capacity: 20 models. Fire Points: Four; three in its belly,
- one in its head. Access Points: A Stompa has one Access Point at the rear (the rear hatch).

SPECIAL RULES:

Effigy: All friendly units chosen from Codex: Orks within 6" of a Stompa have the Fearless special rule.

OPTIONS:

May take up to two additional supa-rokkits

20 pts each

Range Deff kannon 36" Big shoota Mega-choppa Skorcha Supa-gatler

Supa-rokkit Infinite

Type Primary Weapon 1, Massive Blast

Melce Assault I Heavy 2D6, Psycho-Dakka-Blasta! Whirrr Click-click

One use only

Psycho-Dakka-Blastal: The supa-gatler makes three shooting attacks with the profile above each time it fires. Completely resolve each shooting attack before moving onto the next one. A new target may be chosen for each attack.

Whirrrr Click-click: If a double is rolled when determining the number of shots for any of the supa-gatler's shooting attacks, then it runs out of ammunition after that attack has been resolved, and may not shoot again for the rest of the battle. This rule does not apply to the very first shooting attack a supa-gatler makes in a battle (so it will fire a minimum of two times before running out of ammunition)

CONTROL OF THE PARTY OF THE PAR



GREEN TIDE

A single Ork is a formidable adversary, muscular and violent with a exilient physiology and an unquenchable list for war. Orks are rarely encountered individually, however, for when Orks go to buttle they do so in their countless thousands. This is when the Orks are at their most dangeous, when they are part of a great Wanaght - lange modes of Ork Borg sudge, and for every Ork guined doub, when yet provided to take its place. Their numbers are so wast that they resemble a sea of bodies flooding across the land. Wave after wive of Ork Borg come crucking down on enemy positions, quite literally a green tide that rises up and sweep's wavey all before it. Any Orks in the vicinity of such a stampled get caught up in the vicinet downleading all visistance with their fury.



and the Warboss may not take a Warbike

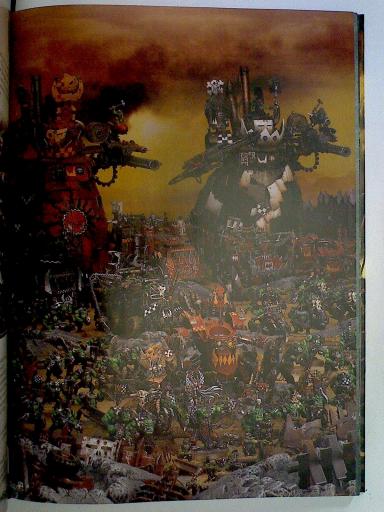
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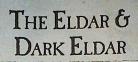
SPECIAL RULES:

Follow Mc Ladzl: Am friendly Ork Boyz mob that is not embarted in a Transport vehicle, and which ends its Movement phase with mode's within 2° of a model from a Green Tide. immediately joins the Green Tide formation and remains with it for the remainder of the battle. If the Ork Boyz mob was falling back when it joins the Green Tide it immediately regroups. Note that Independent Characters other than the Warboss may leave a Green Tide if they choose or are forcered to join it.

Green Tide: All of the mobs and the Warboss form a single unit known as a Green Tide. The Warboss may not leave this unit.

Stampede: The formation may call upon the Waaagh! each and every turn. If the rest of the army also calls upon the Waaagh! then the Green Tide may roll an extra dice and pick the highest two when determining its charge range.





CRAFTWORLD ELDAR

In an age long past, the Eldar ruled the stars. Now, however, they are a dying people. There is but one reason why a craftworld will go to war – to ensure the continued survival of their race.

When a large-scale conflict looms, the Auturels meet to form a war council and, if they anticipate a truly epic battle, they send word to other carbovoids and the Gousair fleets for assistance. The call to arms tings out to the distant Rangers and even the Harlequius of the Laughing God. Guided by the forestight of the Fasceers, the Auturchs determine the precise course of action and milliary intervention required to ensure victory. Through this symbiosis, the Auturchs weave their warhoots into switching and the significant production of the council and the significant productions of the significant productions.

The craftworld armies excel at combining the inherent specialities of their component parts. Led by the godilic Astata of Khaine, formations of Aspect Warriors and ghost warriors engage the enemy directly. Meanwhile, mowing with a grace that belies their size, Eldar Titans vaporise entire formations, even as arrow-wift Windrider Hosts and graw-tank formations appear seemingly from nowhere to seal their face. Such is the way the Eldar ensure their future survival, sacrificing lesser races upon the bloodied altar of a more promising future.

DARK ELDAR

Unlike their brethren of the craftworlds, raiding parties of the Dark Eldar can only be united by the promise of power, spoils and thousands of slaves. When the kabals of Commorragh gather on masse, they darken the skies with their bladed craft, falling upon univary populations with nightmarish speed and gleeful sadism.

Dark Eldar raiding forces work not by attacking the enembead on, but by using surprise and speed to assult swiftly and then withdraw, slowly bleeding their foe dry. In this way, the Dark Eldar are never gathered in a single place for an enemy to counter-attack, which heaves them free to attack where their foes are weakest. A lavoured tactic is to unlike arterial webway portals to strike in overwhelming force from the back of Raiders and Venoms. As their prey reel from such an unexpected assault, squadroon of Razorwing Jeffighters and Reaver Jethikes streak past at head-height to syche through their victums' necks with wickedly-bladed wings, even as Dark Olympiads and the mutated abertations of the Haemoneculit covers close in for the kill.

Though their cultures and methods of war may be polar opposites, the craftworld Eldar and their dark courses often make common cause to fight on the same side. Yet with such enigmatic beings, it is all but impossible to tell if such alliances are mutual and reciproral, let alone reliable.





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Conditive Squadrons are famous for their stealth and their lethal fusillades of heavy weapons fire A Cloudstrite Squadron's target will their met its doon even before it realises that it is under threat, for these formations do not fight as normal grave-anise, but instand generation in boundable dight. Their plots had then Falon grave-anise on monocity the clouds, seamlestly blending the holo fields of their evaluate with the thire above. Cloudstrike Squadron pilots superstange their pulse lasers which thicken in this way, the better to destine every armour when they finally reveal themselves. Though this reduces the lipspan of the Falcon's armament, the devastation caused by a drong Cloudstribe Squadron speaks volumes about the tactic sifficacy.



SPECIAL RULES: Deep Strike.

Cloudstrike: If all models in the formation move Flat Out, they gain the Shrouded special rule until the start of their next turn.

Supercharged: If none of the models in the formation shoot in the Shooting phase, then in their next Shooting phase all of the unit's pulse lasers and bright lances have the Twinlinked and Lance special rules.

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FARSEER COUNCIL

Eldar Farser Councils have altered history to better suit the needs of their race on countless occasions. On the field of battle, this potent alloance of psykers is a force to be reckneed with, for each Farsers wields the power to crush an enemy's mind with a gestime or to fing on a common dramped to in the district has place of hought. All members of the Farser Council or armed with psychiadly resonant blades, the crystal helix at their cores of each enabling their wielders to strike down their fors with buless of mental force. Perhaps the most potent of all the weakons in the Farser Council's arrenal is the ability to identify the strands of fate that lead to their enemy's destruction and pluck them to the fore, ensuring that there allos find it easy to destroy those marked for down.





As he is an Eldar Farseer, Eldrad Ulthran may be selected as one of the formation's Farseers. (A) LEWIS STORY

PSYCHIC CHOIR POWER

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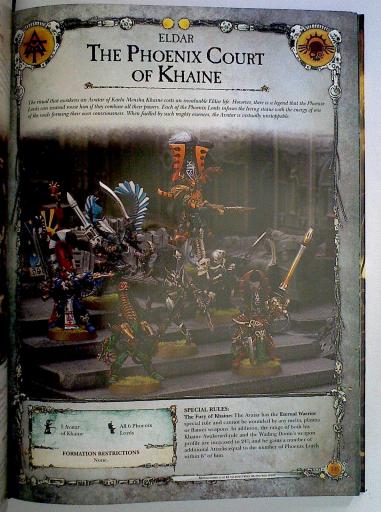
This power must be manifested at the start of manifesting units turn. Place a marker (a small coin is ideal) within 24' of a model from the formation. The marker remains in play unit the start of the manifesting unit's next turn. While the marker is in play, all friendly models that target an enemy unit that is within 12' of the marker may revoll failed. To thir and To Wound rolls against that unit.

Q'A

SPECIAL RULES:

THE DEATHLY SKEIN ...

Foresee Peril: As long as a Farseer Council includes at least three members, they do not incur Perils of the Warp on a roll of double 6; on a roll of double 1, the affected model can choose to either suffer 1 Wound and pass the Psychic test, or not suffer a Wound and mistead fail the Psychic test.



PHANTOM TITAN

The Phantom Titan is the largest of the Eldar Titans. Tall, stender and graceful for all of its colorsal rise, it is agite when compand to the tumbering behaviolist of the Imperium. Each of these mighty Titans is the pinnucate of Eldar waveraff, built avound a powerful project worthloon over which permit the spirits contained within to flew freely through the Titan to guide the markine and its steemans piles. The Phantom carries some of the Eldar's largest and deadliest woodpons, the titan to guide the markine and its selfent with the impliest fortifications their foce can devise. War machines of such size are reserved for the heaviest of fighting when the Eldar with to wreak terrible derivation upon their currents.



PHANTOM

-Armour WS BS S F S R I A HP 3 4 10 13 13 11 3 3 24



2,500 Points Unit Type: Super-heavy Walker Unit Composition: 1 Phantom Titan

WARGEAR:

- · Phantom cloudburst missile launcher
- · Phantom missile launcher
- · Carapace-mounted Phantom starcannon

SPECIAL RULES:

Agile: In the Shooting phase, the Phantom Titan can choose to either

· Fire all available weapons.

-Fire a single weapon and then Run

Fire no weapons at all and Run twice

I	Range	S	AP	Туре
Phantom D-cannon		D	2	Primary Weapon 1, Apocalyptic Blast
Phantom pulsar	120"	D	1	Primary Weapon 4, Large Blast
Phantom cloudburs missile launcher	48"	7	3	Heavy 4, Intercepto Skyfire
Phantom missile launcher	48"	8	3	Heavy 4
Phantom starcannon	48"	6	2	Heavy 4
Pulse laser	48"	8	2	Heavy 2
Phantom close				

Eldar Titan Holo-fields: Before making an armour penetration roll or rolling on the Destroyer Weapon Attack table for attacks against this model, the attacker must roll a D6 to see if the attack hit the target or a holo-field image. If this model moved in its last turn, it is hit on a roll of 4+. If not, then it is hit on a roll of 3+. Only make armour penetration rolls or rolls on the Destroyer Weapon Attack table for attacks that hit the target.

OPTIONS:

A MINISTER ON THE PARTY OF

- · Must choose two weapons from the following
- Phantom pulsar - Phantom D-cannon
- Phantom close combat weapon with twin-
- linked Phantom starcannon (maximum of one per Titan)
- · May replace carapace-mounted
- Phantom starcannon with a pulse laser.



REVENANT TITAN

All Eldar Titans are agile and graceful, but the Revenant moves with a swiftness and smoothness that begans belief. This lathe Titan mounts powerful jump jets on its broad shoulders and narmon want, allowing it to move in a series of drifting belop. Despite the unemany speciful to the Image distorting hole-jelds that project from its serie wing. It is to the Revenant's primary defence it to image distorting hole-jelds that project from its serie wing. It is to the Revenant's capability that makes it so found. It is standard armament — the high-jeld after everypoint known as plantes — are capable of exception from the projects of many than a long range, though the symmetry mount clauses that titerally doubt lever largest opart. The hunter is that the contraction of the projects of the points within the Titan's writishom core.



REVENA

FArmour 7
WS BS S F S R I A HP
3 4 10 12 12 10 2 1 9

1

Unit Type: Super-heavy Walker
Unit Composition: 1 Revenant Titan

WARGEAR: Two pulsars

• Two pulsars
• Revenant missile

SPECIAL RULES:

Agile: In the Shooting phase, the Revenant Titan can choose to either:

- Fire all available weapons.

Fire a single weapon and then Run
 Fire no weapons at all and Run twice.

	Range	S	AP	Туре
Pulsar	60°	D	2	Primary Weapon 2, Large Blast
Sonic lance	Hellstorm	X	2	Primary Weapon 1 Pinning, Soundquake
Revenant missie launcher	24"	5	3	Heavy 4

Soundquake: To fire the some lance, place the helistorm template so that the sarrow end is within 18° of the weapon and the large end in Octors to the weapon than the narrow end. Models under the supplier are wounded on a 3+ regardless of their Toughness, seams chemically, the some lance is Strength 1 and rolls 306 for

Eldar Titan Holo-fields: Before making an armour penetration roll or rolling on the Destrover Weapon Attack table for attacks against this model, the attacker must roll a 7de to see if the attack hit the target or a holo-field image. If this model moved in the last turn, ties hit on a roll of 4+. If not, then it is hit on a roll of 3+. Only make armour penetration rolls or rolls on the Destrover Weapon Attack table for attacks that hit the target.

Jump Jets: The Revenant may move up to 36° in the Movement phase. When moving: charging or falling back, it can move over all other models and all terrain freely. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is actually possible to place the model on top of it.

OPTIONS:

A MARCHET LENGTH THE

 May replace both pulsars with sonic lances



Each Fire Prism grav-tank is a graceful predator in its own right. When the fury of its prism cannon is focused through the power crystals of others of its kind, however, it has the power to fire a laser beam of extreme and devocatating form. It is suid that should a Sinstern Squadon be of infigirent see, it could such the surface of a distant most much its freprocer. Squadons of Fire Prisms took their name from the legendary Sunstern called down by the father of all Eldar gods, Astryan, who rearranged the suns themselves to that their constitutions heralded a time of galactic ill more. With the speed of thought, Astryan then harmessed the power of the outraged stars he had controlled, and with a might belong of solar flares he distorped his focs outright.



The art with the result of the second of the second

single attack. Nominate one Fire Priss as the firer, and any number of other as contributors. All contributors must have him of sight to the firer For the duration of that turn, the firing Fire Priss priss cannot has the Visio-likeded special rule and ties whichever profile to the right is appropriate to the number of contributing Fire Prisss. For example, if two Fire Prisss contribute, our contribution of priss of the right of priss contribution or profile.





WINDRIDER HOST

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The Eldar way of war focuses on speed and the overwhelming concentration of force. Nowhere is this epitomised more than in the Windhade hosts. Made up of some of the fastest single-plot whicks in the galaxy, a Windhade host can strike without warming before sightly ending any connervation. With each acting pass, the host's Audarth orders his warring to large tenenty tunspers and outriders, focusing their shurthen fire into volleys so thick they shord infantry and whicks alike. This tattle leaves the foe immobilised and disorganized so that the rest of the Eldar army can close in for the kill. The most found Windhade hosts come from the Wild Reductions of Samt Harm - flights of rebelowed felsiols and Vypers pitated by skilled, glory-socking warriors.





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cters in the formation must have jetbikes

DARK ELDAR CARNIVAL OF PAIN

The insisted fiesh-sculptures of the Dark Eldar require a vast intake of raw material. As a result, the Haemoncult of Commoragh's wife underledy frequently have no recourse but to lead a Carnival of Pain to gather fresh. Volunteers' for their hinning experiments. A Carnival will commonly attach itself to a Dark Eldar read glading forward multi macarbe grace to dawn a tithe from the living plander. Each Talas and Comos in the Carnival is a dark triumph unto itself, much valued by its masters as a work of insone genius. Accordingly, the Master Haemonculus leading the expedition equips his lefted tops with boad-spectrum pain amplifiers that not only talker agony in the eurory but also nountsh and misgorate the Dark Eldar nearly.



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FORMATION RESTRICTIONS

SPECIAL RULES:

Pain Amplifiers: All non-vehicle enemy units within 12° of a Talos Pain Engine or a Cronos Parasite Engine from the Carnival of Pain have their Toughness characteristic reduced by one.

In addition, friendly units chosen from Codes. Duk Elder, on the control of the c



DARK ELDAR DARK OLYMPIAD

The three-year build up to a Dark Olympiad consists of a gruelling program of gladiatorial contests. During the Olympiad's finale, a major realspace postal is opened in the centre of the gladiatorial arena, and Wich Cult and audience alike are invited to pour out role the realm of mortals to bathe in an orgy of killing. Only the finest of stimulants and steroids are used by the performers for their grand. finale, and the Beastmasters of each Cult ensure that their creatures are similarly enhanced to maximise the carnage they so love to inflict, bathing in the blood of the slain and invigorating those Dark Eldar nearby with their wanton slaughter. She who takes the most lives and returns to Commorragh alive is declared Queen of the Olympiad.



Succubus or Lelith Hesperax



0+ units of Beastmasters



2+ units of Wyches



FORMATION RESTRICTIONS

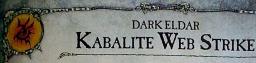
SPECIAL RULES:

Frenzied Beasts: Beastmasters, Donorian Clawed Fiends, Khymerae and Razorwing Flocks in a Dark Olympiad all have combat drugs in addition to their other wargear

The Grand Finale: An army that includes a Dark Olympiad rolls an extra dice on the chart when determining which combat drugs are available, and applies two of the results generated instead of the usual one. Note that an army that includes a both a Dark Olympiad and Duke Sliscus could roll three dice and choose two results.

Orgy of Scarlet: Once the game has begun, whenever a unit from the Dark Olympiad gains a pain token for destroying an enemy unit, choose a Dark Eldar unit within 24" and within line of sight; that unit also gains a pain token.

SILE DOLLERS IN STREET



The Kabals of the Dark Eldar would swiftly fade into nothingness without the slaves and captives seried in each realspace raid, for the Dark City survives only through the suffering of others. Though such raids are usually comprised only of those in high favour, an the Dark City substances on the Staughter and pillage of a preselected target in order to prove his might beyond all doubt. Such an attack will scream out of a webway portal without warning, its arrow-swift grav-craft breaching reality with such speed that their victims stagger backwards in disarray. The Kabal will then descend at breakneck speed, falling upon its victims with overwhelming firepower before disembarking to begin the killing at close quarters.



units of Incubi

units of Kabalite

FORMATION RESTRICTIONS

mbarked in Raider or Venom Transports

formation's Infantry units must begin the game

SPECIAL RULES:

Arterial Strike: All units in the formation must be held in Strategic Reserve. They may enter play in any of the owning player's turns. To represent the element of surprise, in the Shooting phase of the turn they enter play, all units in this formation may re-roll failed To Hit rolls.

Arterial Webway Portal: When deploying fortifications at the start of the battle, you must set up an Arterial Webway Portal. The Arterial Webway Portal functions in exactly the same way as an activated Webway Portal, except that it uses the large blast marker and can be used by vehicles. It may be placed anywhere on the table outside of the opposing side's deployment zone. Constitution Comments of the C

RAVAGER TITAN HUNTERS

The strike forces of Commorragh field elite Rawager creas to locate and neutralise enemy Tstans ahead of the main assault. These neval hunting parks employ a technique called shadoud dancing in preserve themselves from the worst of incoming fire, first performents or the ground, sharing between trees and using the silientiest of enemy whiches to make their approach. Once the pack has closed to varipous range, the local Rawager triggers its shadow ray. This is an artheric lance that probes the pre's shields, treating the smallest of braches in its defences. The weathers is so minute that the victus remain unaware of its existence until the Rawagers fare pinjoint pulses of darkhight energy into the brach, destanding their chosen larger in a spectavaliar froball.



SPECIAL RULES:

Shadow Dancing: Any Ravager in the spearhead within 6" of the Command Vehicle (including the Command Vehicle itself) has the Shrouded special rule.

The deviant mind is oft hosted in a body unblemished."

THE RESIDENCE OF SHEAR OF STREET

Shadow Ray: The Command Vehicle has a shadow ray bullt into the heavy weapon on its prow in addition to its other armanents. This is treated as being part of the heavy weapon on its prow in all respects, and is firred in addition to the heavy weapon when it fires. Resolve the shadow ray's attack first, before any other shooting attacks are made by the squadron.

If the ray hits a target, then for the rest of the turn, any subsequent hits inflicted on that target by any Rawager in the same squadron will ignore the effects of all void shields, power fields and Eldar Titan holo-fields. The shadow ray has the following profile:

Range S AP Type

SICKLE SQUADRON

AND THE PROPERTY OF THE PARTY O

The most wealthy and estentatious Razorwing pilots compete with each other during printigious realspace raids, flying in the face of the direct threats the enemy can bring to the field. When these mosters of aerial combat gather, they will customise their pelighlers, installing generates along the subdenings of their erigls to that monosyche fields project as horizontal toldes of force. As they approach the newsy, these plots turn their early so that their wings are perpendicular to the gound. Anyone caught by their fields will be trusted to the closest dark the Dark Eldier have to offer. To bisect a preselected newly officer from scalp to goin is seen as a true feat of skill by these Reasoning plots, operailly if the monosyche field happens to distinguish exceed of the victims mean in the process.

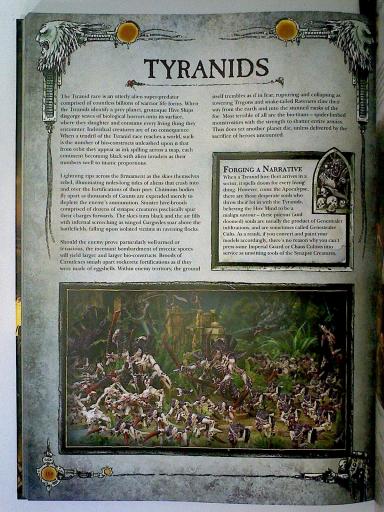


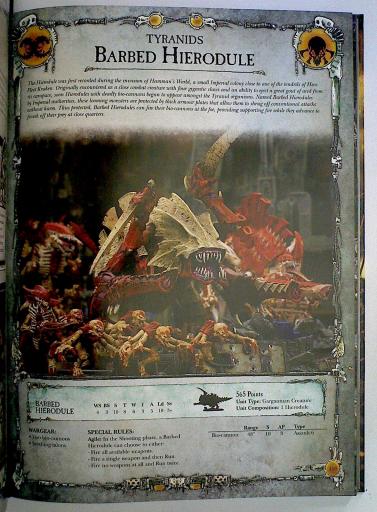
FORMATION RESTRICTIONS
None.

SPECIAL RULES:

Deck to the order to be the beauty of parties of the street of the

Sieklewing Fields: In the Movement phase, the Sickle Spandron may attack with us scielewing fields. Pick one monvehicle enemy unit that was moved over by at least one model from the formation. Units that are locked in combat may not be selected. The target unit suffers D3 Strength 8 A29 his for cach Razonsing from the Five Wing that moved over it this sum. Furthermore, you may allocate a single Wound caused by this attack to any single model in the enemy unit for each Razonsing that moved over the unit this tim. The rest of the Wounds are distributed using Razdon Allocation.







The 'Crusher' Broods of the Tyranid have fleets are infamous for one thing above all - sheer brute strength. Each Crusher Brood consists of several heavily amount Carmifoxs that attack in the manner of living battering grants. A Crusher Brood contains those Carmifoxs with the thicks are mour and strongers this weapons. Their thick campaces are prod grants almost all small-carms fine, and their exceletions are reinforced with strations of bonded chitin. They have great class with which to rip apart frottfications and tear open any were machines in their path. Worse still, when they reach the front line, the Carmifoxes open their maws to disgrege great roding clouds of intensely destructive beoplesson that reduce how mits path to blackened, smoking skeletoms.



THE STREET WATER



SPECIAL RULES: It Will Not Die. Screamer-killers: If three or more of the Carmifexes in the formation have the bio-plasma upgrade, they can make a single shooting attack each turn with the profile below (choose which model makes the attack). All participating models must be in range and have line of sight to the targe

Range	S	AP	Type
Hellstorm	4+X	2	Assault 1,
			Plasma Scream

Plasma Scream: Place the hellstorm template so that the narrow end is touching the base of one of the Carmiexes taking part in the attack. Yas equal to the number of Carmiexes that are taking part. For example, if three Carmiexes were taking part, the plasma scream would have a Strength of 7.

TYRANIDS ENDLESS SWARM

1

How first spirally attack in waves, each comprised of millions of biological horrors. Such is their number that to stand against them is usually as fulle as trying to hold back the sea. Billions of guants are discopred from a rain of mycici sporse that falls spon reach per plant, the expenditure of counties. I yraind lives a new precurso to the greater onslaight. Many senologist believe that the soon common types of guant are employed primarily to exhaust enony munitions, for if they are not killed at they rush closer, they will every helm gun lines and clost trends in a living wave of stabling, bring allows. Running out of ammunition in the face of such an endught is star to leave even the strongest battle line easy pury for the assault to come.

SPECIAL RULES:

3+ Termagant Broods

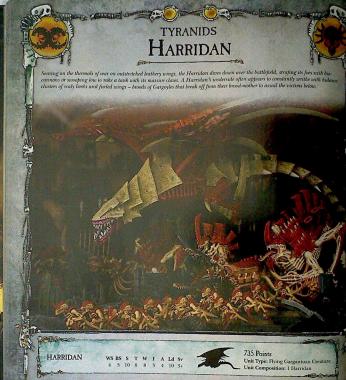
3+ Hormagaunt Broods

FORMATION RESTRICTIONS

Part of Thomas () Earles

Bodies over Bullets: If an enemy unit targets a unit in this formation with a shooting attack, roll a D3. If the result is less than the turn number, the enemy unit can only fire Snap Shots.

Without Number: A single unit from the formation may be returned to play after each scheduled break without spending a Strategic Victory Point. This does not count towards the number of units you may return to play after each break.



WARGEAR:

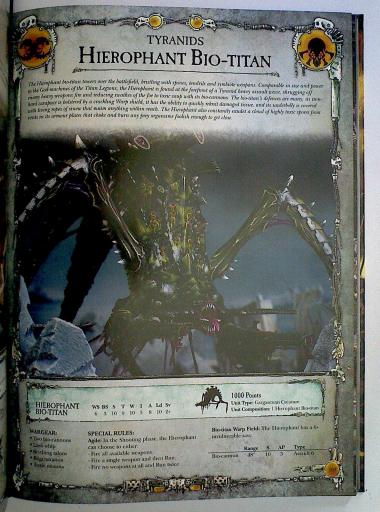
• Two bio-cannons • Scything talons

SPECIAL RULES:

Gargole Brood. The Hartdin may act as an Open-topped Tranport for a single brood of up to 20 Gargoles. If the Hartdin is slain while Gargoles are being transported, each Gargole takes an Initiative text. Those that fail the liniative text are removed as casualities. Then, remove the Hartdin model and place the survines (Gargoles in the space it used to occupy, more than 1 "from any enemy models. The brood acts montally from them.

	Range	S	AP	Type
Bio-cannon	48"	10	3	Assault 6







A Living Fortras is a rippling mass of mck-hard chitm and serrated claus that advances unstoppably towards the enemy line. From the Guard are bred specifically to sock up risespy imposers, none more to than those who form the walls of the fortress itself, Even the Hive Tyrinst she guard and the Hive Guard that adjord them ranged freplowers have specially inerforced within plates. Should us precentationally sharp senses detect an incoming them, the Living Fortress willy looks its chitin plates together and humbers down, performationally sharp senses detect an incoming them, the Living Fortress will look its chitin plates together and humbers down, becoming a beatin of foot-black caraptace. Likewid by the Eldar and the Imperial shalls to a walking bruther, a Living Fortress is such a wealther than the othery does not a durch the from a Tlans formary weapon or a Vortex grenade can dispose of u for good.





2 Hive Tyrants (one may be the Swarmlord)



3 Tyrant Guard



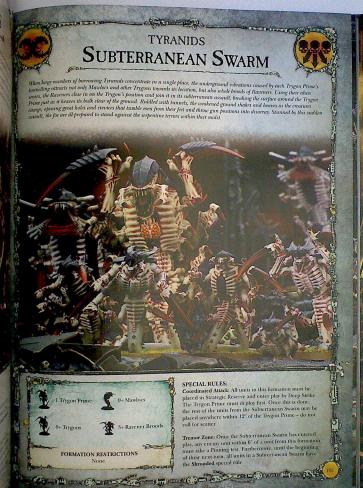
3 Hive Guard

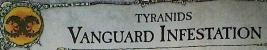


SPECIAL RULES: Feel No Pain.

Command Node: Any friendly unit chosen from Codec Tyrands within synapse range of a Hive Tyrant in this formation has the Preferred Enemy and Counter-attack special rules.

Fortress of Chitin: If the Living Fortress is targeted by a shooting attack, you can opt to form a Fortress of Chitia. If you do so, the unit has the Shrouded special rule and adds +1 to their armour save rolls until the end of the unit (remember that a dice roll of 1 is always a failure). The formation moves as if in difficult teyrain next turn





Before the full-scale assault of a have fleet occurs, vanguard organisms infiltrate potential prop planets, gathering information on enemy defence and other concentrations of biomass. Should a world prove rich in prop, the Genesteaders that form the built of the congusted will brook multilying in number until they have become a logion under the command of the first Genesteader to suche planetally added on of the prop planet draws near, Lictor assauits beasts use their feeder lendrist to steal from the brains of their victims. Then, put as the main investion is about to be learneded, the Vanguard Infestation will rive up from the severes and turnels of the proy world as one altaking the command centers of the enemy's restraince and spreading terror and confusion for and wide.





3+ Lictors (one of these can be Deathleaper)

FORMATION RESTRICTIONS
One of the Genestealer Broods must include a Broodlord
No other brood may take this upgrade.

SPECIAL RULES:

Every Man for Himself: On the turn this formation enters play, all enemy units within 36° of a unit in this formation must use the lowest Leadership value in their unit instead of the highest for the purposes of Leadership tests.

Secret Deployment: All units in this formation must be held in Strategic Reserve: All the units in the formation are deployed as per the Lictor's Chameleonic Skin rule, not pusthe Lictors (see Codex: Tymnids).





The Necrons have lain dormant for skey million years, slumbering away the acons deep within ancient tombs. Now the ancient dynasties are on the rise once again. The raiding parties that heralded their arrival have grown into starspanning fleets and vast armies of conquest.

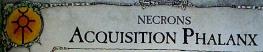
Each Necron Tomb World was constructed according to a sophisticated template desired by the Necronity at the height of their exilisation. Unlising physics and geometry beyond the ken of other races, the Necron Crypte's created immense storage facilities to house their race for the millennia of their dormaney. Endless interdumensional chambers housed millions of Necrons and vast armouries of horrifically powerful weapony in a seemingly impossible space. When these labours were completed, the Crypte's excrected great temporal stabilisers to shield the tombs, and all within, from the rawages of time. Thus did the Necrons slumber away the millennia, wating.

Should a large assembly of one of the younger races evolte to close to a from World, the encoded programming reacts very aggressively to defend the interred Necrons. However, where the actions of most sentient beings are guided by instinct and tempered by reason, the decisions of Necrons are slaved to logic and warped by yielkoynerasy. Whilst their armies might retreat when beaten, they do so mot out of fear, but from a cold appraisal of the situation in the other control of the proposed propriets of the situation.

a hand Indeed, a retreating Nectron aimy is often the first omen that their enemies fortunes are about to take a turn for the worse. Such withdrawals are usually temporary intended to buy time and space for additional forces to be awoken. In effect, the more an enemy fights against the Nectrons, the more devastating the response. In most statations, Nectron Warners and Immorata, backed by Canoptek automators and select specialist must such as Lychguard and Deathmarks, are sufficient to comfact an emerging threat. However, as resistance grows, so too does the power of the forces released.

As the war escalates, the Necton response increase exponentially, until the assembled forces at its disposal are petrifying in scope. Uncountable ranks of Necron Warmes are transported to the battlefield by flouillas of Monoliubs and Night Seythes, while the remorseless Immortal legions advance in their thousands. Six the bloodshed early advance in their thousands. Six the bloodshed early reads to flavore of the stanging and rom the dead. Weapons capable of cracking a planet's crust are retrieved from stass and brought to bear Worst of all, should victory be deemed impossible, the C fan are avoken from their thouses priors and as eloose to feast at will. Indeed, when roused to wrath, the Necrons are all but unstoppable and a truly terrible for toe bold of





for Fuzzn the Infinite, ruler of decolate Solemance, war is nothing but an opportunity to add new items to his archives. The larger the wor, the wave impressive the currosities that can be 'liberated'. To Trazyn, a fragment of a Baneblade's armour is priedess, provided that its a Baneblade's Solemance and glorious endeavour. Such prizes are more than sufficient to two the master of Solemance and his personal guard into the dim of battle...

Trayn the Infinite

1 5 units of Lychguard

FORMATION RESTRICTIONS

No Dedicated Transports may be taken

SPECIAL RULES:

Acquisition Phalanx: All of the models in this formation form a single unit known as an Acquisition Phalanx.

Ceaseless Loyalty: All models in an Acquisition Phalanx have the Fearless special rule whilst Trazyn is alive.

Dispersion Barrier: If at least 20 models in the Acquisition Phalans have dispersion shields, all models in the unit have a 3+ invulnerable save that deflects hits in exactly the same manner as a dispersion shield.

A New Acquisition: Whenever an enemy Apocahpse Formation is destroyed, Trawn's controlling plaver places an acquisition counter on the battlefield settlain 15 of the position of the last model removed (if several models were removed at once, you can choose which was the last model for the purposes of this rule). If Trawn moves into contact with an acquisition counter, remove the counter and roll a DG. On a roll of 1, there was nothing of value there; on a roll of 2s, you gran! Stratege Victory Point.

NECRONS BALEFUL NECROPOLIS

The complex known as the Baleful Necropolis is the most potent of all a Tomb World's defences. These colossal hovering fortresses are no mere battle stations, but the very buildings of a Necron Tomb, raised into the sky to rain down destruction upon the luckless imades. below. To hold so many massive structures aloft requires a power source far beyond the ken of lesser races, yet a single Tesseract Vault a equal to the task. These multi-phasic prisons not only cage the most powerful Ctan Shards, they can also leech and redirect their esence to fuel other devices. Such is the sheer spectacle and destructive fury of the Baleful Necropolis' cyclopean onslaught that the ranking Nemesor will almost inevitably commandeer it to spearhead the advance of his own phalanxes.





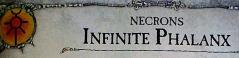
SPECIAL RULES:

Annihilator Beam: The Tesseract Vault can fire an annihilator beam in addition to its other weaponry, using the profile below. Any Monolith in the formation can forgo firing its weapons to contribute to the annihilator beam. You must declare which Monoliths will do so before firing the annihilator beam - only those within 3" of the Tesserat Vault can contribute. Only one shot is fired, regardless of the number of contributing Monoliths, but the range of the shot increases by 12" for each Monolith that contributes

Range	S	AP	Туре
24"+	D	1	Primary Weapon

Supreme Shield Matrix: A Monolith from this formation within 3" of the Tesseract Vault has a 6+ invulnerable save and the It Will Not Die special rule In addition, a Monolith from this formation that is within 3" of the Tesseract Vault receives a +1 bonus to its invulnerable save for each other Monolith from this formation within 3" of it, to a maximu of 4+. For example, a Monolith within 3" of the Tesserac Vault and one other Monolith has a 5+ invulnerable save Committee (Committee of the Committee of

THE COMMENT OF SHAPE



No race can match the Necrous for the sheer relevillessness of their advance. Hundreds upon hundreds of Necron Warriors man'th in complete unition, every step behoed a thousandfold, the screech of mustalgued or decayed servometors reaching benishee pitch. Note deaths of Necrons allows their remination nanoscaroits to overleb their functions, admining unsachageded forms in order to tip the balance describere. Thus can the Warriors of an Infinite Phalanx take a pounding beyond reason, yet still return to the ranks within moments of their appearant destruction.

10 units of Necron Warriors

FORMATION RESTRICTIONS

No Dedicated Transports may be taken.

SPECIAL RULES: Fearless, Relentless.

Por Bulliania (C)

Infinite Phalanx: All of the Necron Warrior units form a single combined unit known as an Infinite Phalanx.

Numberless Legion: An Infinite Phalanx that contains more than 160 models has the Fear special rule.

Reanimation Matrix: Models in an Infinite Phalaux most be within 1° of another model from the same unit to remain in unit coherency. However, all models in the Infinite Phalaux receive a house to their Reanimation Protocols rolls based on the number of models in the unit that are still in play at the point Reanimation Protocol rolls are taken (note that Reanimation Protocol rolls are taken (note that Reanimation Protocol counters as well as remaining models count towards this number.] If there are at least 100 models/counters in the Infinite Phalaux, then its Reanimation Protocol rolls are passed on a 4 II, there are at least 150 models/counters in the Infinite Phalaux, then their Reanimation Protocol rolls are just a repassed on a 4° J. These Reanimation Protocol rolls are passed on a 4° J. These Reanimation Protocol rolls cannot be improved by any

NECRONS OBELISK

Obelisks are air-defence war machines, similar in design to Monoliths, but wholly different in function and purpose. Their function is to worth and wait for that inevitable day when a lesser race chances its army against a Neems worth. They are almost undertrakly whilst dormant, and can be sustained for thousands - even militions - of years, on the meets trickle of power. Only when the Obelsa's detect enemy card in the skies above their Tomb World do they wake to full function. Manipulating the planned's gravitic field, they rise into the skies, their approach sayl but slint. Should an enemy aircraft struy loc close, the Obelisk triggers a gravity pulse, an explanding sphere of four that sends the intruder hurting to a fery death.

OBELISK

FArmour₇
BS F S R HP
4 12 12 12 6



The local management of the state of the sta

335 Points
Unit Type: Super-heavy vehicle (Skimmer)
Unit Composition: 1 Obelisk

WARGEAR:
• Four tesla spheres

SPECIAL RULES: Deep Strike, Living Metal. Sleeping Sentry: When you deploy an Obelisk, you can choose whether it is powered up or powered down. If it is powered up, it follows the normal rules for a whole of its type. If it is powered down, it may not move or shoot, but has a 3- invulnerable save. You can choose to power up the Obelisk at the start of any of your Movement phases. An Obelisk that arrives by Deep Sirks is automatically considered to be powered up. Once powered up, an Obelisk cannot power down later in the game.

Gravity Pulse: At the start of every Shooting phase (friendly and enemy) any enemy Fivers of Skimmers within 24" of a powered up Obelisk suffer a Strength 8 AP4 hit, resolved against their side armour.

Range S AP Type
Tesla sphere 24" 7 Assault 5.

esla

NECRONS TESSERACT VAULT

Transcendent Clan are shards of such size and indomitable will that they are too powerful to be contained within a Tesseract Labyrinth, instead, they must serve the Necron cause from the heart of a monolithic Tesseract Vault, which serves as both prison and conduit. Its hull contains layers of node matrices that redirect a portion of the Transcendent Clan's energies into the cage that holds it condition. But the being within can still age foes to dust, set acres ablaze, or trigger seasmic shifts in the planetary crust with but a gesture

5 14 14 14 9



315 Points

Unit Type: Super-heavy vehicle (Skimmer) Unit Composition: 1 Tesseract Vault

SPECIAL RULES: Living Metal.

Power of the C'tan: When a Tesseract Vault makes shooting attacks, measure line of sight and distance from the C'tan itself.

Vengeance of the Enchained: When a Tesseract Vault loses its last Hull Point, it always suffers a Titanic Explosion! - there is no need to roll on the Catastrophic Damage table

	Range	S 10/8/6	AP 1/3/5
Antimatter Meteor	48"		
Sky of Falling Stars	48"	7	3
Transdimensional Maelstrom	36"	9	2
Wave of			
Withering	Hellstorm	D	1
Cosmic Fire	Hellstorm	6	2
Seismic Assault	48"	8	3

Charles Magical

OPTIONS:

- · A Tesseract Vault must take two different Ascendant Powers (weapons)
- from the following:
- Cosmic Fire - Sky of Falling Stars...
- Transdimensional Maelstrom
- Wave of Withering - Antimatter Metcor ...
- Seismic Assault
- Primary Weapon 1, Apocalyptic Mega-blast Primary Weapon 6, Apocalyptic Barrage Primary Weapon 1, Apocalyptic Blast

Primary Weapon 1

Heavy 6D6

TRANSCENDENT C'TAN

Transcendent Cran are the most dangerous of their kind. Each is an aggregation of anywhere between a down and a hundred lesser shards, and its power far surpasses the rum of its parts. Those from that are chained to Neron service are not contained by tessenget, sold the logendary artificer Swardsh. Such devices are unstabled, making the lobyroists, but by energy shockles designed away say the logendary artificer Swardsh. Such devices are unstabled, making the lobyroists, but by entraced most contained and the surpasses of the s

STITICAL CO.

TRANSCENDENT

WS BS S T W I A Ld Sv 6 6 9 9 6 5 8 10 3+



420 Points

Unit Type: Gargantuan Creature Unit Composition: 1 Transcendent Ctan

SPECIAL RULES:

Transcendent Necrodermis: This model has a 4+ invulnerable save. If the Transcendent C'tan loses its last Wound, all models within 4D6* suffer a Strength 10 AP2 hit.

OPTIONS:

- A Transcendent C^{*}tan must have one of the following powers:
- Storm of Heavenly Fire 50 pts - Seismic Shockwave 60 pts - Transliminal Stride 120 pts
- A Transcendent C'tan must take two
- Ascendant Powers (weapons) from the following list:

- Seismic Assault

- Cosmic Fire 60 pts
- Sky of Falling Stars 115 pts
- Transdimensional Maelstrom 120 pts
- Wave of Withering 120 pts
- Animatter Meteor 150 pts



UPGRADES

Storm of Heavenly Fire: At the end of the Transcendent C'tan's Movement phase, place the large blast marker centred over the C'tan. All models under the marker (friend and foe, other than the C'tan) immediately suffer a single Strength 6 AP3 hit with the glanores Cover special rule. Vehicles are hit on their side armour.

Transliminal Stride: Instead of moving normally, a C'tan can choose to move 18° in a straight line, ignoring intervening models and the terrain. Any models passed over (friend and foe) suffer a Strength D AP- hit. A C'tan cannot charge in the same turn it uses this ability.

Seismic Shockwave: The C'tan's Stomp attacks are resolved using the large blast marker rather than the blast marker.

	Range	S	AP	Type
Antimatter Meteor		10/8/6	1/3/5	Primary Weapon 1, Apocalyptic Mega-bla
Sky of Falling Stars	48"	7	3	Primary Weapon 6. Apocalyptic Barrage
Transdimensional Maelstrom	36"	9	2	Primary Weapon I, Apocalyptic Blast
Wave of Withering	Hellstorm	D	1	Primary Weapon 1



that the Sautekh Dynasty has achieved so much in so short a time is grim testament to the ruthlessness and genius of its leaders. Its Phaeron, Imotekh the Stormlord, can be counted amongst the most brilliant strategists ever to walk the galaxy. Every tactic and strategy that springs from his analytical mind is merely the forerunner to another, grander accomplishment yet to come



Nemesor Zahndrekh

Vargard Obyron

Orikan the Diviner

1 Royal Court

1 unit of Immortals

FORMATION RESTRICTIONS Royal Court must contain at least five



THE PROPERTY OF STREET

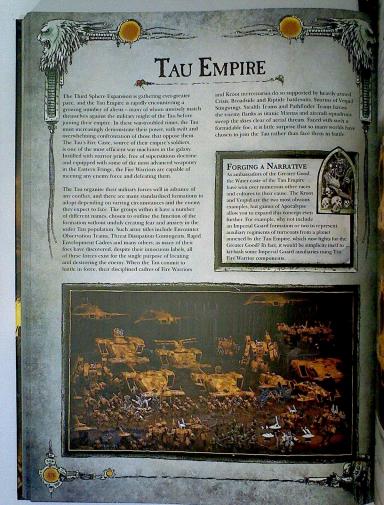
SPECIAL RULES:

He Has a Plan: Before deployment begins, roll three D6, one at a time, and consult the table below to learn what Imotekh has decided (re-rolling duplicate results). Make a note of the results, and the order in which they were rolled.

- Fradicate Them All: Destroy all remaining models in a single enemy Apocalypse Formation.
- Slay the Upstart: Kill an enemy model with the Independent Character special rule.
 - Cripple the Goliath: Cause a penetrating hit on an enemy Super-heavy vehicle.
- Crush Their Spirit: Cause an enemy unit to fail a Morale test.
- Unmake Their Works: Destroy three or more enemy vehicles in a single turn.
- Endure: The War Council must last a single game birn

Each result ties to a particular condition that must be met by the owning Necron player. As soon as any condition is met, you gain one Necron Strategic Asset of your choice. However, the second condition can only be met if the first has already been completed, and the third can only be met if the first two conditions have already been completed. It is possible to meet two or more conditions in the same turn. You score D3 Strategic Victory Points when the third condition is met.

OND - TOOK - TIME



TAU EMPIRE AIR SUPERIORITY WING

Fee force in the 41st Millennium understand the importance of controlling the skirs above a battlefield more than the Tax. A squad of Remechable Strike Fighters induced from impressive altack group more than capable of regaging enemy fixes. Known to the Tax as an Air Supermity Wing, they are frequently tasked with clearing the skirs before the arrival of morning varies of 5m Shark Bonders to granulestrafing Figer Shark Ax-10. As long as they dominate the shyways, overfying Tax inctioning domes and comms cruft can fly at lower altitudes, enabling them to destree lend their aid to the hathfolds by sending down marketight beams.

SPECIAL RULES:

Air Superiority: Models from this formation have +1 To Hit when shooting at enemy Flyers, Super-heavy Flyers, Jetbikes, Skimmers, Flying Monstrous Creatures, or Flying Gargantuan Creatures

Networking Drones: As long as at least one model from the formation is on the battlefield, then at the start of the Tau Shooting phase, the Tau player gams D3 markerlight counters that can be placed on any enemy units.

The series with the property of the series

FORMATION RESTRICTIONS

3-5 Razorshark Strike Fighters



COUNTERSTRIKE CADRE

It is a common Tini tactic to maintain a fast hitting formation able to respond quickly to enemy ploys. An aggressive Commander will have the top forwards, to overwholen the enemy in a storm of vertibulities frequency, while a leader with a none cauditions, patient hunter approach might hold this formation hate from the front line, waiting to commit their me until their arrival might high their partial on the front line, waiting to commit them until their arrival might high their softens to be built. Either very, when they get their orders to move out, a Counterstrike Cadre surges forwards, rushing in to grab territory the meny blowly secure, or maneurism gline by with the sensor suitee and their thought secure, or maneurism gline by with one of the sensor suitee and their deduction of my systems, the eache K Fiv Warriero look onto their targets and level deadly volleys of fire from their pulse weapons.

TPathfinder Team
24 Fire Warrior Teams
FORMATION RESTRICTIONS

FORMATION RESTRICTIONS
Cach unit in the formation must take a Devilfish.

SPECIAL RULES:

Precision Guidance: All units in the formation that are shooting at enemies that are within 12° of a Strategic Objective can re-roll failed To Hit rolls.

Tactical Surge: In their first turn, or the turn when they deploy if placed in Strategic Reserve, all vehicles in the formation are Fast vehicles.

THE RESIDENCE OF THE STREET OF



cating barbarians on their side than against them.

Kool Carnitorn Squads routinely serve the armies of the Tau Empire, fighting alongside the cadres of the Fine Warriors in even the most dangerous theatres of war. During larger engagements, or on the frontiers of their growing Empire, the Tau are also known to employ entire tribes, or Hunting Pasks as the Krool call them. Firsh off the Warsphere, these Krool are especially wild, often having served as milit those, which the galaxy. Their savage ferocity and lack of discipline often upsets their Tau superiors, however, even the most refined Tau admit that Kroot Hunting Packs make formidable assault troops, and have come to realise that it is better to have the flesh-

5 Kroot Carnivore Squads FORMATION RESTRICTIONS

The Att House (E) Come

SPECIAL RULES: Furious Charge.

Crafty Fighters: The Hunting Pack has the Outflank special rule. There is no need to roll for the table edge on which they arrive - the owning player decides.



The Optimised Stealth Group is capable of ruining the fore best land plans. Once the main Low jorte has engaged the eveny, the Son Team use the stealth field generators on their XVI 50 xXV25 battensites to malerature, as if from numbers, into a key locate on bestifyield. The garries with burst cannons and fusion blasters blazing—wiping surprised foce out of even the densest cover with new battleful. The garries with burst cannons and fusion blasters blazing—wiping surprised foce out of even the densest cover with new After the initial assault tables out any displacet, the Optimised Smalth Group quickly consolidates their position, holding the ground they have explained until supporting I an jorce arrive to retiroe them.



The School of the same



SPECIAL RULES:

Stealth Deployment: The Optimised Stealth Group halves the distance it must set up from enemy units if it deplots using the Infiltrate special rule.

Unexpected Attack: Weapons used by the Optimised Stealth Group have the Ignores Cover special rule.

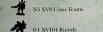
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TAU EMPIRE RAPID INSERTION FORCE

A Rapid Insertion Force is the Tau formation that most often delivers the Mont ka, or killing blow, to the foe, An XV25 Stealth Team A Robin treatment of the selecting critical targets before triggering their homing beacon. Above, the Tau air fleet swoop low, allowing in limits in common Acover, the I au air fleet swood low, allowing Cours Teams to airdrep from altitude, using their jetpacks to quickly zone in on the Stealth Team's coordinates. Markerlights from the Crisis Russian Action to the Crisis Teams descend from the skies - their impressive arsenal of weapons about blazing away in unison at the enemy's greatest threat. Occasionally, an XVIO4 Riptide is assigned to the Rapid Insertion Force, adding its own tremendous firepower to the sudden battlesuit onslaught.







FORMATION RESTRICTIONS Each Crisis Team must consist of three models (not including drones)

The Million Course Course

SPECIAL RULES:

Locked Coordinates: The Stealth Team must begin the game deployed on the battlefield. The rest of the forces must be held in Strategic Reserve and arrive by Deep Strike, Any Crisis Team or Riptide from the formation that chooses to Deep Strike within 18" of the Stealth Team does not scatter, and counts all its weapons as Twin-linked in the ensuing Shooting phase.



The state of the s

TAU EMPIRE RIPTIDE WING

The XVIO+ Ripide is the aprc of Tau battlesust technology. The frostrype has proven so successful that the Earth caste cannot manufacture them quickly enough to meet the demand. Although normally deployed singly at earls level, it was Commander Skadowsus that first ordered the formation of the Ripide Wing — a formidable true of the XVIO+ battlesvits, working in conjunction. The tightly kntl formation benefits from the ability to attend to Ripides, harmonising their reactor frequencies, as well as allowing the plots to carefully coordinate their attacks to achieve maximum effectiveness.

SPECIAL RUIES:
Coordinated Attacker Any Riptide that shoots at a unit that has already been short at this phase by one or more Riptide from the formation has +1 BS when resolving that attack.

None
Riptide from to own formation can reroll failed Now

CONTRACTOR OF THE PARTY OF THE

SKYSWEEP MISSILE DEFENCE

in addition to deploying a fighter using tasked with clearing the skirs above the battlefield, the curreflicient Tau doctrine also places goest subprince upon granumble-our attacks to gain air superiority over their fost. Then is little better at turning enemy aircraft into behanding normsk shan the SSR pay Sixissal Defines Caushifu By massing all the SSR pays they can muster with a dedicated Destlight constand tank to spic up the network, the Tau create a sine of destruction above the battlefield. With a signal from the command tank madeous replession and a firefull that briefly shows where the enemy capt to set to be 10 followed a few moments later by a straight of the signal pays the signal to the signal pays the signal p



1 Devilfish

2-4 Sky Ray Gunships

FORMATION RESTRICTIONS
The Devilfish is the Command Vehicle

SPECIAL RULES:

ATTENDED TO MANAGE THE STREET CONTRACTOR STREET OF THE STREET

Command Override: Sky Ray Gunships within 12* of the formation's Command Vehicle can fire any number of missiles in each Shooting phase.

Early Warning: As long as the Command Vehicle is not destroyed, all friendly Tau units within 60° of it have the Shrouded special rule against shots from enemy Flyers. Super-heavy Flyers, Flying Monstrons Creatures and Flying Gargantuan Creatures.





GRAND REDOUBT



In a prolonged campaign, one or both sides will usually build defensive lines to shelter their troops. As the war grands on, what started in a pure as simple trenches will grow into a massive defensive fortification known as a Grand Redoubt. Each Grand Redoubt is ringed by lines as stapped and studded with massive bastions and gun emplacements. At its heart lies an enormous fortification that shelters reserves of communition in vast underground barracks. This subterranean complex also protects the troops from enemy bombardment – then. of acompliance in the complete state of the reserves four forth to occup, the Grand Redoubt's bunkers and trench lines, fresh and ready to when the attack. Such positions can only be taken by the application of devastating frepower and huge numbers of troops





0+ Imperial Defence Lines

0+ Imperial Bunkers

0+ Imperial

Defence Emplacements

0-2 Imperial

Bastions

FORMATION RESTRICTIONS Must comprise at least 6 structures from the above list

0-1 Skyshield

Landing Pad

0-1 Firestorm

0+ Vengeance

Redoubt

Weapon

Batteries

Underground Barracks: Infantry units in Strategic Reserve may enter play from the Access Points of any Aquila Strongpoint in a Grand Redoubt.



535 POINTS

MACRO-CANNON AQUILA STRONGPOINT

Macro-cannon Aquido Strongpoints are massive fortifications, often used as bastions in Imperial defensive battle lines. Each strongpoint consists of a bower munitions silo, topped by a large turne that houses the huge Aquido macro-cannon that gives the strongpoint its name. The munitions sid allows the macro-cannon to fire special quarke shells, each of which is several feet in length, each as a powerful drarge that causes it to reach hypersonic velocity when it is fired.

Composition: One bunker annex with battlements and one main strongpoint with battlements.

Terrain Type: The bunker annex is a Medium Building (Armour Value 15). The main strongpoint is a Large Building (Armour Value 15). All are Massive Fortifications.

Access Points & Fire Points: As per model.

Weapons: The main strongpoint has an emplaced aquila macro-cannon

OPTIONS:

May take up to four emplaced heavy bolters...... 10 pts each

- Quake shell 180" 10/7/5 1/4/6 Primary Weapon I. Apocalyptic Mega-

Heavy bolter 36" 5 4 Heavy 3

Sonie Booms After fitting a quarke shell, draw a straight libestween the Aquida Storngpoint and the central hole of the apocalptic mega-blast marker. Roll a diec for each Bier. Phing Monstrous Creature, or Phing Carginanto Creature model, crossed by this line. On a roll of 1, a Pher will Cook and Burn, while a Phing Monstrous Creature or Phing Gargantian Creature will take DS Wounds with no saving Jahross allowed.

VORTEX MISSILE AQUILA STRONGPOINT

One of the most found weepons in the Imperial amoury is the vortex missile. A Vortex Missile Strongpoint houses several of the parameter destructive worknowns and is filled with complex targeting arrays to guide each vortex missile to its unfortunate target, the mails in the down, a large void is form in the fabric of spacetime, utility distringing applying that his within the first parameters.

Composition: One bunker annex with battlements and one main strongpoint with battlements.

Terrain Type: The bunker annex is a Medium Building (Armour Value 15). The main strongpoint is a Large Building (Armour Value 15). All are Massive Fortifications.

Access Points & Fire Points: As per model

THE PARTY OF THE PARTY OF

Weapons: The main strongpoint has an emplaced vortex tassile battery.

OPTIONS:

* May take up to four emplaced heavy bolters...... 10 pts each

SPECIAL RULES:

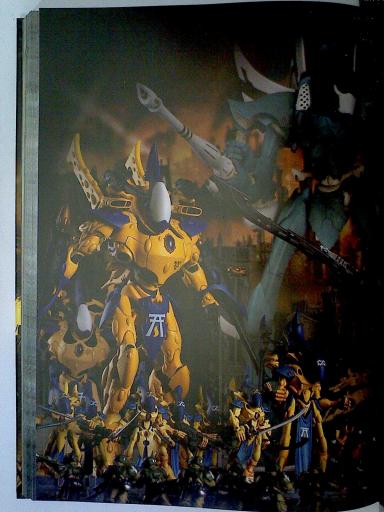
Missile battery: The battery may fire a maximum of seven vortex missiles over the course of the battle. No more than one missile may be fired per Shooting phase

Containment Failure: If the emplacement suffers a Total Collapse or Detonation! result, roll one dice for each remaining vortex missile. On a roll of 1-2, the missile explodes. Place the vortex missile's blast marker on the centre of the main strongpoint, and scatter it 2D6"

Range S AP Type
Order missile Infinite D 1 Order ance 1
Large Blast,
Vortex

Heavy bolter 36° 5 4 Heavy 3

The state of the s







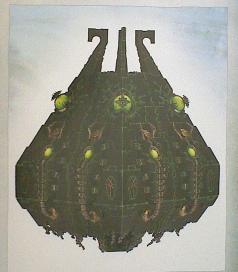
MINIATURES AND HOBBY SHOWCASE



The C'lan's crackling power is harnessed by a Canoptek custodian-beast of living metal.



Worker-scarabs tirelessly repair the Vault as the captive C'tan's entropic energy takes its toll.



The Necron Obelisk is a near-indestructible war engine that rises from a Tomb World's crust when it comes unider attack, its gravitic pulses sending enemy aircraft hurtling to a firry death.













MINIATURES AND HOBBY SHOWCASE

The Masters of the Chapter is a gathering of the mightiest heroes in the ranks of the Space Marines. Each company is expressed by the presence of its Captain; in force, there is nothing such formidable individuals cannot accomplish on the field of war. Those shown below gathered for the commencement of the Palamar Campaign in 693.4Mo.



Captain of the 1st Company, Regent of Ultramar



Captain of the 2nd Company, the Master of the Watch



Captain of the 3rd Company, the Master of the Arsenal



Captain of the 4th Company, the Master of the Fleet



Captain of the 5th Company, the Master of the Marches



Captain of the 6th Company, the Master of the Rites



Captain of the 7th Company, Chief Victualler



Captain of the 8th Company, Assault Company Captain



Captain of the 9th Company, Devastator Company Captain



Captain of the 10th Company, the Master of Recruits







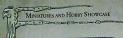




Each Baneblade bears relics and shrines that bless the machine spirit inside it.

Each sponson sports multiple heavy weapon

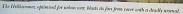












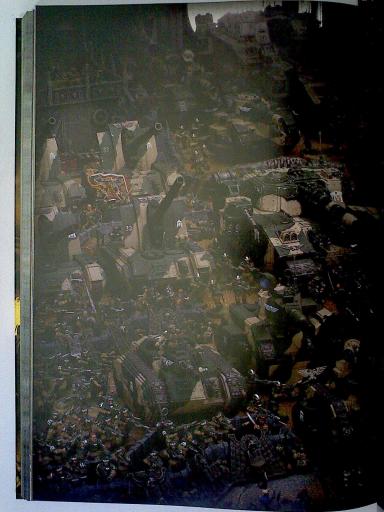


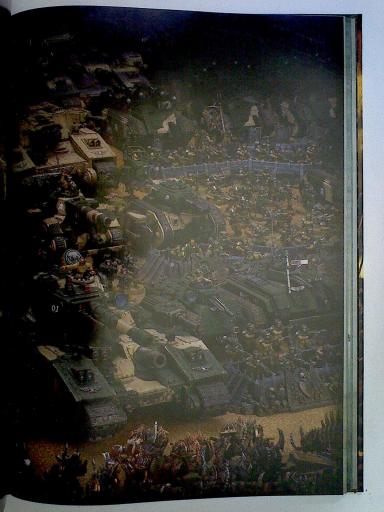




Baneblades and their variants are often used as mobile command points for Imperial officers.















Eldar war engines often bear the runic symbols of their makers.



Eldar Revenant Titan with twin pulsars and Revenant missile launcher



The Tune's helm is flanked by missile banks



Amount that total to Tues where



Jump jets enhance the Revenant's mobility.



The stylisted markings of craftowrld Ulthree



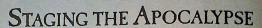












The build-up to an Apocalypse game can be great fun. Amongst other things, it's a great excuse to add some impressive new models to your collection and get them painted up in time to reinforce your existing army. The next few pages present a number of methods for best preparing for your own Apocalypse game, allowing you to participate in a truly impressive wargame that you and your friends will always remember.

So you've read over the theory of how to play Apocalypse, but what about the practice? This section showcases different approaches to each of the main aspects of gearing up for your Apocalypse game - gathering your army, preparing your battlefield, and adding a narrative to bring it all together.

As such, there are several aspects to the Staging the Apocalypse section, and each of these is further broken down into different approaches and helpful tips. You might want to pick a single method that best suits you, though feel free to invent your own approach to fit the venue and timescale you have available. You could even use all of the tips listed here for a truly magnificent experience! There really is no 'right answer'; people's collections, tastes and venues are so different that it's really up to you how to address your preparations for the big day. This section ends by tying up all of the ideas and tips into a single massive game of Apocalypse centred around a cool narrative

Meet Chris Peach, a hobbrist whose collection of Imperial Guard is reaching Apocalypse levels. He has volunteered to organise a game of Apocalypse for his friends, and to make his own force truly impressive in the process - but he has less than a month in which to do it. Over the next few pages we'll be following Chris' preparations for the big game.



Below: Paul Gayner's Crimson Heralds, a Chapter of his own decising that has been assembled over several years. A collection like this is a trul magnificent sight, whether it be in a display cabinet or deployed on the battlefield, ready to slay some heretics. Paul's army incorporates themed terrain, objective markers and even a Shadowsword for good measure.



THE GRAND MUSTER

Mustering your army for an Apocalypse game can be like a sparate game unto itself. Here are a few simple methods:

IISE YOUR ENTIRE COLLECTION

tion Wathammer 40,000 players have more than one ame at their disposal, and/or a disparate collection of which they we collected over the years. Well, amongst the caser wars to field an Apocalypse army is to field them all, seedless of their allegamer. There are armses listed in the Nuthamor 40,000 rulebook that would only ally with certan factions. 'Come the apocalybe, but not before and this is just such an occasion!' The narrative side of why such disparate forces are allified is up to you to decide – or wor could just go for it and see what happens.

IOIN FORCES WITH A FRIEND

asader great way to boost your Apocalypse force to may apparent levels is to join forces with one or more of wer frends. This is as simple as it sounds—just bring you army to the battle on the day, and team up with some like minded individuals. This is a popular tactic amongst Apochipse players, especially during the high-energy games day take place in Games Workshop Hobby Centres on vectorist and gaming mights.



STAGING THE APOCALYPS

Above: Getting together with friends for an Apocalppse game, and bringing so many collections together on the baildfield, can tueff encourage a narature. Commanders regolate where and when to employ their precious reserves, and armos well used to facing each other across the tabletofp form deepende colliness against a gratele for



A well-planned game of Apocalypse is an excellent reason to add a centrepiece model to your collection. What better time to add a Super-heavy vehicle or Gargantuan Creature to your force with which to pound your foes into dust?

If you fancy keeping your centrepiece in the same vein as your collection, there are plenty of heavy-duty formations for each race to choose from. Imperial players have the mighty Baneblade, the Shadowsword and their many variants to choose from, plus the terrifyingly powerful Titans. The devotees of Chaos can also make use of these war machines with a little conversion work, and the terrifying Khorne Lord of Skulls can tear a chunk out of any battle line. Ork Warlords have a Super-heavy tank of their own in the Skullhamma Battle Fortress, not to mention the mighty Stompa, a war machine capable of spitting out a terrifying amount of dakka. Necron players have the dreaded Tesseract Vault, the Obelisk and the Transcendent C'tan at their disposal. Opponents of such thunderous war machines would do well to deploy in cover!

Such military heavyweights can quickly see the size of your army reach Apocalyptic proportions. The best thing is that, in a game of Apocalypse, you aren't limited to taking only the units that fit the allegiance of your army - the commanders of the 41st Millennium use everything at their disposal to secure victory. Some players collect entire squadrons of super-heavies. Forewarned is forearmed, you'll need a lot of anti-tank weaponry to take them on!



ADD UNITS YOU'VE ALWAYS WANTED

For most collectors, there are models and kits out there that they have always wanted to use, but have never got around to adding to their force. This is usually because their regular games are designed to last a couple of hours at most. In Apocalypse, this restriction just doesn't exist. Perhaps there are Heavy Support or Elite choices you just don't field in your Warhammer 40,000 army, or perhaps you have a couple of trusty HQ choices that you always take to the exclusion of all others. Well, those other units that you would dearly love to try out, but have never quite made it to your usual force, come into their own in Apocalypse

Have a flick through your codexes, soon enough, you'll find units that you always wanted to try out. Well, now's the time - get busy with the spray paint and the paintbrushes, and before long they'll be ready to roll out for the big game. Remember the units need not come from the same codex as your main collection; anything is fair game, so go for it.



ADD NEW FORMATIONS

ADD/NEW
ADD/NE

some players make it their mission to be able to field one of every databete analable to their army. Such a force is all but unstoppable, much greater than the uns of the parts. Others like to muster as man tanks as possible, organising them into databetes as they go. Conversely, here are always those players for whom any just sait complete unless it covers the batelfield in a tide of bothes! A good start as flick through the datashetes in this book, mark your favourities, and aim your pauthoush in their direction.

START A NEW ARMY

A game of Apocalypse is all the excuse you need to start an entirely new army. Pethaps you intend to use this force as a set of allies for your main army in Warhammer 40,000 games, or maybe just because you've always fancied trying something different.

You'll be surprised how quickly the units in a new army come together during the initial surge of enthusiasm – and who knows, you may enjoy collecting the new kids on the block so much that they may one day grow into an Apocahypse army of their own, with your original force forming the allied contingent!



The timely addition of a Battleforce or two will bring a well-rounded building block' of units to your force, bulking out your Apocalypse army nicely.

ONE MAN'S APOCALYPSE

Chris used the upcoming game as an incentive to paint up a brand new force of Imperial Guard. A few simple batch painting' techniques and a couple of hobby nights with your friends can pay great dividends on the day.

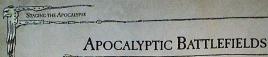


Commences

Como

NEIL HODGSON'S SPACE MARINES

Neil's impressive collection of Space Marines began life as a Cities of Death force; the Iron Knights (they're the gunmetal chaps on the right). When the original Apocalypse book was released. Neil decided to bulk out his army to form an entire company of Space Marines. He'd deliberately chosen a colour scheme that would allow him to paint up units nice and quickly, so he had his army ready in time for some really impressive games. Bitten by the collecting bug, Neil then went on to build an auxiliary force of Crimson Fists, complete with no less than three Vindicators! He also added a couple of Baneblades to his Iron Knights as centrepieces technically an Imperial Guard datasheet, but they fit in Neil's collection just fine



REALMS OF BATTLE

Many players will already own a Giadel Realm of Battle board, six two-foot square ules that can be fitted together in any configuration to make a classic Warhammer 40,000 battlefield. Placing two Realm of Battle boards together provides an ideal Apocalypse playing area, and allows a multitude of different battlefields. It's simplicity itself to combine your table with those belonging to your friends.

ADDING MORE TILES

Though a 6 by 4 table isn't really large enough for a proper game of Apocalypse, even adding a couple of tiles can make all the difference, giving you enough room for flanking manoeuvres and daring Deep Strikes. Extra tiles are a quick and easy way to get your gaming table up to a scale that is adequate for multiplayer battles, though if you've more than four players, you may need to aim higher

APOCALYPTIC TERRAIN

Regardless of battlefield, when you're putting together your terrain for a game of Apocatypse, it's important to clump the terrain together. This will leave you with wide open spaces at first, but they will soom fill up when deployment begins. You'll need a fair amount of scenery to set the scene – some players prefer to use pre-prepared datashees bristling with guns, such as the Macro-cannon Aquilas Strongpoint, whilst others will see the big game as a chance to embatk on an epic scenery-making project of their own desioning.



FLOOR WARS

There are times when all the boards you can lay your hands on aren't enough to cover the area you have in mind. Sometimes the best solution is just to play on the floor?

Though this takes a degree of care – no-one likes stepping on a prized collection of Citadel miniatures – it can be a quick and effective way of getting a really massive battlefeld into play. This tactic is especially useful if you've managed to wangle a church hall, school gm or conference room as your Apocalyse gaming area.

If you use this approach, we recommend marking the boundaries of your battlefield with heavy-duty tape, and making sure your players know what areas are off-limits to them before play starts.













WAR ZONE

ARMAGEDDON

998.M41





perially placed within Segmentum Solar, the Armageddon Sub-sector is vital to the maintenance of the Imperium's power as a rest Most important of all is the bit-wood of Armageddon, whose manufactorums supply arms and munitions to the age of Gard. It is assurptising, therefore, but soluted have such a bloodstained past. Most recently, the Ork Warford and Carlo Turals has invaded the planet sou conce, but twice. The resulting battes have been some of the most broad and or confrontations fought by Mankind since the days of the Horns Heresy.

A RESURGENT NEMESIS

wer lefore has the Ork menace been greater. Ghazghkull is adnered what was thought impossible, he has united seviced of washands with a single goal – the utter learned of Humanity in the Armageddon Sector. The fate studied of the blood-saked as the sect of Armageddon. The Imperium cannot afford to fail.

to jou of Armageddon would pose a serious threat to the inperim is power in this area of the galaxy, as was swored when a massee Chaos host invaded in the mid-1st Elemann That thanic battle has long since passed into stace, fast revealed just how fragle the Imperium's control sace feating this six why Chaoghkull chose Armageddon as the area for his first great Wasagh! Although this incursion was centain defeated, Gharghkull escaped, vooing to return. More recently, Chazghkull allied with the Ork Warlord Nazdrey Ug Urdgrub in a vicious assail to in the Imperial planer Escila. Y The Orks used a previously unknown type of teleportation device which enabled them to manoeuvre their troops directly onto the surface from a space bulk located a major directly onto the surface from a space bulk located a major directly onto the surface from a space bulk located a major directly on the planet. The Imperial garmson was taken completely by surprus and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overnum by the alien bordes.

However, this second defeat was of little consequence to Ghazghkull, for with the completion and testing of his new 'tellspora', he was finally treat to unleash his fill force against the Imperium, in the form of a second great Ork invasion of Armageddon. A plan that had been futly years in the making was about to reach fruition.







GHAZGHKULL MAG URUK THRAKA Ghazehkull is that most

dangerous of Ork leaders, o with both drive and ability in abundance. A serious head injury in Ghazehkull's youth awoke 'visions' from the Ork gods which have led him on an unrivalled path of bloody conquest. His return to Armageddon follows decades of planning, testing Imperial defences and unifying dozens of Ork tribes. If Armageddon falls, Ghazghkull could lead the segmentum's Orks in an unstoppable Waaagh! which might threaten Terra itself.

GHAZGHKULL'S FIRST INVASION OF ARMAGEDDON

In 941.M11, the Ork warlord Ghazghkull Thraka inraded Armageddon at the head of a massive Ork Waaagh! The hive world of Armageddon, the pencipal world in the Armageddon Sub-sector, her youghly 10,000 light years to the galactic north-east O Terra. It is a vital node at the centre of the Armageddon Sub-sector's navigational channels and its countless weapons shops supply arms to Imperial Guard regiments several thousand light years was several thousand light years was.

At the time of Charghkull's first invasion, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtuz Mannheim of the Legio Metallica as' the greatest waste of flesh and bone born in the last five hundred years'. Even when a space hulk of massive size was sighted in the Armageddon system, you Strab did nothing to investigate or report it appearance to other Imperial authorities. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately sare Armageddon from falling to Ghazghkull.

The Orks swept over Armageddon, driving all before them until they reached Hades Hive Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against the stiff resistance that Ghazghkull himself joined the attack leading his forces from the front. Thus was the stage set for the greatest contest of wills seen in the entire war. For weeks. Ghazghkull tried every stratagem taught to him by Gork and Mork; making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy; sending out sabotage parties to destroy the Ork Warlord's siege engines counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes.

ARMAGEDDON STEEL LEGION

The Steel Legion have suffered horrendous easualties in defence of their home world, but under the leadership of Commissar Yarrick, they will fight to the last man.



The banner of the Steel Legion 16th, known as the Tankstormers for their lightning-fast attack patterns



The Pale Star was awarded to those Imperial regiments who repelled the first Ork invasion.



Steel Legionnaires bear the icons of their regiment with great pride.



Battle Cannon Shells. Armageddon's manufactorums produce countless shells for the Leman Russ battle tanks in its

Steel Legion regiments.

The desperate defence of Hades Hive bought just enough time for the reinforcements Yarrick had requested to arrive. With the coming of the Ultramarines, Salamanders and Blood Angels, the tide turned on Armageddon Furious counter-attacks smashed the Ork armies, and it was even rumoured that Ghazghkull himself had been felled - as he went missing - though this later proved to be false. Leaderless and assaulted on all sides, the Orks refused to surrender. Son fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continent of Armageddon. The first Ork invasion of Armageddon had been repelled







COMMISSAR YARRICK

Commissar Varrick had alwing wipsed a distinguished career when Changhbill first invoded Armagoddon, and masternunded the plan that defeated the first Oht invasion. Badly womended in the campaign, he returned to active duity once it was clear that Changhbill was alive. Since then, he has been releatles in this pursuit of his old foe, often leading attacks, personally from the turn of his Baneblade, the Fertress of Arrogance.

GHAZGHKULL'S SECOND INVASION OF ARMAGEDDON

Gharghkull was not tille following his defeat on Armageddon. If the Imperium made one terrible mistake, it was to consider Gharghkull beaten. This was far from the truth. What the Ork gods had revealed to Gharghkull—or rather what he said they had revealed to him = was that in order to destroy your foe, you must first know him. For Gharghkull, the war had been a way to learn how the Imperium would react and deal with a magori russion in effect, he had been doing hittle more than testing the Imperium's defences.

Having learned all he needed to know about Imperial strategy, the Grand Warlord began practising the tactics that he felt would lead to his enemics' defeat. As he did not want to draw undue attention to himself until he was ready to attack, these experiments were carried out on a

much smaller scale than the invasion of exdependent of the control of the contr



Bomb-squigs are trained to run under Imperial tanks. In battle, a large bomb is triggered when they scamper under their



on the Day of the Feast of the Emperor's On the Day of the Felse of the Emperor's Agension, fifty-seven years to the day after the first Ork invasion, augur probes registered a massive disruption in the musterium as an Ork fleet tore its way ack mto reality and Ghazghkull's hordes descended on Armageddon once more. An gert from monitor station Dante was cut off in mid-transmission as the Ork ships swept cast in their hundreds.

The monitor station's final reports edicated a massive Ork fleet moving into the system, comprising 50 Ork cruisers and mer 300 escort vessels accompanying at less four colossal space hulks. The military forces of Armageddon were placed on full alert and seven Imperial cruiser squadrons, led by the Apocalypse-class battleships His Will and Triumph, were prepared for battle and departed St. Jowen's Dock within menn-four hours. The Imperial fleet, commanded by Admiral Parol, entered combat five days later; the first engagement with the lead elements of the Ork fleet was a carefully orchestrated ambush around the high-gravity world of Pelucidar



The Blood Axe clan, know for their aping of Imperial doctrine and poor attempts at camouflage, were a common sight during the first war.

FORCES OF THE OVER-FIEND OF OCTARIUS

Estimated Ork forces in the Dead Lands:

Great Fiend Gorsnik Magash's War Horde (250 warbands, 160 Battle Fortresses)

Black Cloud Speed Freeks (20 'Speed Kult' Warbands)

Warlord Bogsnik's Blitz Brigade (8 Warbands 26 Battle Fortresses) White Lightning Speed Freeks (31 'Speed Kult' Warbands)

Warlord Skabsnik's Blitz Brigade (12 Warbands, 41 Battle Fortresses) The Sky Splittas (200+ Dakkajets, Burna-Bommas and Blitza-Bommas)







The glyphs of the White Lightning Speed Freeks were discovered on numerous Ork wrecks.



Although outnumbered by more than six to one, Parol's fleet continued to harry the Orks as best they could, distracting and drawing off their foes into baited traps and minefields, and doing whatever else was in their power to reduce the tidal wave of Ork machines arriving in-system To their dismay, the Imperial Navy ships encountered dozens of crude asteroid fortresses, or 'Roks', in the normally vulnerable tail of the Ork fleets. These heavily armed weapons platforms proved difficult to attack directly, but the very presence of such unusual numbers of them seemed to indicate some more sinister design at work.

On Armageddon, the final weeks before the Ork fleet's arrival saw frenzied preparations. Titan Legions fired up their ancient plasma reactors and took up defensive positions around the hives, their scanner-eyes scouring the skies. Imperial Guard regiments were mustered and dug in, and Space Marines from over twenty Chapters dispersed into the wastelands and mountains. Imperial merchant vessels daily ran the tightening gauntlet of Ork ships to rush more reinforcements to the planet. The last transport to touch down carried a living legend: the famed Commissar Yarrick, the 'Old Man' himself, set foot on Armageddon for the first time in twenty years to rapturous cheers.

The old Commissar met with the military council that very night and advised them on Ghazghkull's most recent tactics and strategies, adding a dire warning against underestimating the warlord's capabilities. Many said



KROURK OGRYN AUXILIA

The high-gravity steppe world of Krourk is home to brutal tribes of Orrens that have provided front-line troops for the armies of the Armageddon Sub-sector for centuries.





War Standard of Krourk (Ogryn-portable)

Yarrick had become old and weary, yielding to the horrific prospect of the coming invasion - but those who knew him well could see the fierce determination that still burned in his single eye. General Kurov, renowned for his judgement of men in battle, was deeply impressed by Yarrick's drive and intelligence. He requested that Yarrick take over leadership of the military council for the duration of the current crisis and, to the relief of all, Yarrick agreed.

Six weeks after entering the Armageddon system. Ghazghkull's vast armada attacked the space stations and weapons platforms in high orbit over the planet. Those who had hoped that the powerful space defences of Armageddon would keep the Orks at bay were soon shown to be hopelessly deluded. The orbital battle raged for three days and two fiery nights, but by dawn of the third day, the skies were filled with the vapour trails of Ork landing pods and the incandescent meteors of attack ships carving through the skies. Hades Hive, still a virtual ruin after the last war, was the first to die. In an act of terrible vengeance, the entire hive and its inhabitants were smashed asunder by giant asteroids fired from orbiting space hulks. This act of wanton annihilation was only a prelude to the bloodshed which was to follow.

DEATH FROM ABOVE

As the fires of Hades' destruction lit the eastern horizon, the first Ork hordes clashed with Imperial forces near Volcanus, Acheron and Death Mire. Ground-based antiaircraft strongpoints took a terrible toll on the Orks as they landed, but the survivors regrouped and assailed the defences with such ferocity that, soon, more and more of the horde was reaching the planet's surface unscathed. Feral Orks swept down from the Pallidus Mountains and out of the equatorial jungles to join the growing hordes. Where the Imperial defences proved too strong to be taken by ground assaults, huge mobs of Orks and their war machines were teleported directly into the enemy's battle lines from the hulks above.

WAR ZONE: ARMAGEDDON

as the ground defences fell silent on the and day of the Ork landings, Yarrick onlered every remaining aircraft on Amageddon to be thrown into the battle in a desperate attempt to destroy as much of Ghazghkull's horde as possible fore they reached the ground. The Johnsvellow skies over Armageddon became interwoven with twisting contrails handreds of Ork Karnage Squadrons wiled with Imperial Thunderbolts and Marine Stormtalons. The Imperial oalt had the advantage of returning to heir armoured airbases to refuel and whereas the Orks had to reserve rough fuel to climb back up to their Terrorships and hulks in orbit. Soon, however, the Orks secured ground bases and the battle turned against the brave Impenal pilots as the crushing Ork numbers were brought fully to bear

ORK BOYZ

Must of the Orks fighting on Armageddon at Ork Boys. They fight as part of a mob offstated with an Ork warband, which in some belongs to a larger formation commonly secun as a tribe. Ork Boys display their theil globbs on their whiches and warpear







As the aenal battles reached their height, he days after the landings, Acheron Hive to the Orks without warning, captured by foul treachery organised from within. Gubled reports spoke of sabotaged power oids and of Orks boiling out from secret, lously locked, access tunnels at the tervineart of the metropolis. The instigator of these foul crimes was soon revealed as none other than the infamous war-Graninal Herman von Strab. He quickly book over the hive as its new Overlord, stanouncing that it was his divine right to nde over Armageddon. Ork brute squads wad ready to silence any dissenters who sombted son Strab's determination

bepeably, much of the old nobility in scheoo welcomed von Strab back as a seglot prince, choosing to genteelly once the fact that he had thrown in his said some of the most dangerous aliens as galaxy lad eyer seen.

42ND VALKYRIE SQUADRON, ARMAGEDDON TARTARUS HIVE MILITIA

The state of the s

Popularly known as The Emper's Devils', 42nd Squadron has been a vital combonent in the defence of Tantarus Hive. Experily led by Captain Red Devil' Koveloski, it has sulfered a lower casually rate than any other Hive Milita squadron on Armageddon.



At Volcanus Hive, on the same day that Acheron fell, massed Ork infantry surged over the defences atop Volcanus Mount, just outside the hive's suburbs. Seventeen garrison regimens of hive miliar were routed and the Orks took many fortifications intact. Volcanus was soon besieged, surrounded by a ring of Orkish to and relentlessly pounded by captured macro-cannons and barrage bombs.

Outside Death Mire, the war went better. The Titans of Legion Tempestor and Victorum, with supporting Stompa Hunter Sentinel formations, virtually annihalated the Blackfire tribe in a three-day running battle across the Plain of Anthrand But the Ork landers fell from the skies like a relentless storm across Armageddon, until every hie and factory complex was under attack. In many places, the Orks were beaten bek, but again and again they regrouped and attacked within hours, exhausting the solated defended sexhausting the solated sexhausting s

As Yarrick had predicted, Ghazghkull's strategies proved deadly. The Orks' iron grip on Armageddon's skies meant orbital bombardments and fighta-bommers pounded Imperial forces wherever they tried to form a battle line, immobilizing them while further Ork landings surrounded them. Where the Orks were outnumbered, they fought a guerrilla war, striking at their foes and withdrawing before retribution could arrive. Ghazghkull was well-versed in warfare against Mankind, and prepared his plans so that the fighting was scattered and chaotic; precisely the conditions in which Ork warbands thrive, denying the Imperial regiments the chance to coordinate and fight effectively



ORKIMEDES

Imperial scholars have only been able to speculate about the presence on Armageddon of the technical genius dubbed 'Orkimedes' Although the individual has not been directly identified, his handiwork includes the tellybortas installed in the Orks' fortresses, the giant submersibles employed at Helsreach and Tempestora and the deadly upgunned Gargants in Ghazghkull's honde. All accounts indicate an alien mechanician of terrifying ability, and due to this he is being actively sought by the Officio Assassinorum.

THE TITAN LEGIONS

The god-machines of the Adoptus Titanicus turned the tide in dozens of major battles.





ZAGBOSS SKARGRIM RUKNAR

Zagboss Skargrim is the notorious leader of the Burning Death Speed Freeks, responsible for the immolation of the World-library of Shen. On Armageddon, the Burning Death participated in the siege of Infernus Hive, destroying a regiment of Savlar Chem-Dogs in the wastes when they attempted to break out. The Burning Death are so-called for their love of fire, and therefore it is not surprising that they use large numbers of skorchas and burnas in battle. Their rebutation has been vastly enhanced by the cunning and brutality of their leader. In battle after battle, Skargrim has proved a dangerous foe, as many Imperial Commanders have learnt to their cost.

The one force which was consistently able to defeat the Orks was the Adeptus Astartes, and the Space Marines tirclessly scoured the hinterlands of Armageddon on search and destroy missions aimed at eliminating specific greenskin forces before they could join the war.

At his stage, as the battles raged across the planet, Glasephild matered another of his cardial people and the planet, Glasephild matered another of his cardial project surprises. Incredibly, soons of the great asteroid fortresses encountered by Admiral Parol's ships began to descend from orbit Slowed by powerful force fields, rockets and modified trakor kannons, the Ork Roks made landings in the verdant equatorial jungles and across Armageddon Prumis and Secundus. Many were lost to ground fire or accidents, but each one that survived became a bastion for the Orks, a rallying point and a read-wander fortess.

As well as their guns, the Roks contained giant tellyport arrays like those first used by Ghazghkull in his Piscina campagin. These were employed to teleport Ork, reinforcements to the planet in an endless stream, including Stompas and heavy artillery. Commissar Yarrick personally led attacks by Cadian shock troops supported by the Titans of Legio Metalica and Legio Ingatum which destroyed several of the fortresses, but bloody battles around many others consumed whole regiments in

hours. For the rest of the war, the Space Marines bore the task of eliminating the grounded Ork Roks where they could, the Salamanders Chapter winning particular acclaim for their successes against the strongholds along the Hemlock River



Army badge, Cerbera Base, Equatorial Jungle

Mysteriously, the Orks also made landings in the Fire Wastes and Dead Lands to the north and south of the main continent of Armageddon Even Yarrick was surprised: these grim, forbidding lands had always been believed to be uninhabitable and utterly valueless. Their value to Ghazghkull became apparent weeks later, when hundreds of tanker-sized Ork submersibles rose from the polluted waters and made landings at Tempestora and Helsreach. Surprise was total. Tempestora fell within days and the dockyards of Helsreach were soon captured by the Orks' Red Skull Kommandos. Only a bitter defence by the Helsreach Hive gang militias, with supporting companies of Storm Troopers and Space Marines, prevented the Orks from overrunning the entire hive.



Fourteen days after the initial Ork landings, the first major confrontation between Ork and Imperial war engines occurred. A ten day battle raged over the expansive Diabolus factory complex as the Skullhamma battle fortresses and Stompa Mobs of Warlord Burzuruk and Warlord Skarfang clashed with the Titans of Legio Crucius. Numerous Titans and Stompas were destroyed in the fighting, and many others would require weeks of repairs. The Diabolus complex itself was wrecked during the battle, its foundries and machine shops crushed by giant fighting machines. In the aftermath of the battle, Ork Speed Kults swiftly encircled Infernus Hive, cutting it off from all outside help. Mechanised counter-attacks into the ash wastes met with initial success, but when an entire regiment of Saylar Chem-Dogs was surrounded and wiped out by the Speed Freeks, further attempts to break out we abandoned by those inside.

Hundreds of Imperial Guard regiments are involved in the Battle for Armageddon The order of battle below lists the Imperial Guard forces involved during just one day in the two year long campaign.

Arm. Ash Wister Militia 5 Regiments Arm. Command Guard 5 Companies Arm. Him Militia 120 Regiments Arm. One Militia 120 Regiments Arm. Ord Hunders 5 Regiments Arm. Soft Legon 25 Regiments Appliata Paral Legon 1 Legon Agendain Rangers 2 Regiments Cadion Nock Treepts 15 Regiments Cadion Nock Treepts 15 Regiments Dynas Drug Treepts 3 Regiments Dynas Drug Treepts Dynas Drug Treepts Dynas Drug Treepts Delta Delta Drug Drug Drug Drug Drug Drug Drug Drug	Krunck (Ogyn Awalia Minervan Tink Legion. 3 Lagona Monglor (Ogyn Awalia Monglor (Ogyn Awalia Monglor (Ogyn Awalia Noctan Stike Fores. 6 Regiments Noctan Stike Fores. 6 Regiments Oceanon Phalants Troph 16 Regiments Oceanon Phalants Troph 16 Regiments Common Phalants 16 Regiments Sawlar Chem-Dags 18 Regiments Sawlar Chem-Dags 18 Regiments Sawlar Chem-dars 18 Regiments Sawlar Chem-dars 18 Complants Storn Timoplers 18 Complants 2 Regiments Storn Timoplers 19 A Tingales 19 A Tingales
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Army Badge, Armageddon Command Guard

As the beleaguered defenders pondered how to lift the siege, reports came in of a vast Ork horde rounding the mountains from the north-east. Soon, the horde was sishle from Hive Infernus, a great sea of warriors which seemed to fill the empty expanse of the ash wastes to overflowing. Towering Gargants strode through the ude like great ships rolling on a green sea. The guttural war chants of the Orks could be heard from over twenty miles away, and the ground shook with their progress. Worst of all, the countless banner-poles swaying over the horde bore the personal glyph of the mighty Ghazghkull himself.

The skies darkened beneath the shadow of Ork hulks in the atmosphere high above. and as the first orbital bombardments crashed down upon their defences, the citizens of Infernus knew that their doom was upon them. Most made what preparations they could with preternatural calm, commending their souls to the Emperor as they built barricades or distributed weapons and ammunition to the troops. As they performed these duties, they tried to take inspiration from the



Mical Ork Byg-bomm', Death Mire.

VICTORUN HONOURS

his badge was awanted to the defenders of the Tempestor Victorium trench lines.

TEMPESTOR

legends of Commissar Yarrick and how he made the Orks pay for every inch of ground at Hades Hive. However, not all were brave enough to face their doom, and thousands fled into the wastes to be killed or captured by the Speed Kults, which circled the hive like vultures over a carcass

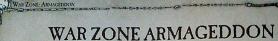
The Adeptus Arbites soon moved to secure the hive, turning back or executing any who failed in their duty to the Emperor As Ghazghkull's horde came within range, the last great siege guns of Infernus roared to life, lobbing thousand-pound shells into the mass of greenskins. So colossal was the throng that the crews had no need to retrain the weapons between firing each mighty shell, as more Orks would immediately fill each rupture they created. Soon, though, return fire from the orbiting hulks smashed the huge guns apart. In the brief lull that followed, Ghazghkull delivered to the defenders of Infernus a messenger. It was Colonel Gortar of the Chem-Dogs, horribly mutilated, and missing his eyes and hands. The message the Colonel bore was a simple one which would be heard many times across Armageddon in the months to come



GENERAL KUROV

Vladimer Nikita Kurov served as a lieutenant in the first and second battles of Tartarus Hive, excelling in several actions a reaching the rank of colonel by the end of the campaign. Shortly afterwards, Kurov took part in the Bakkus Crusade, where he was appointed to Commander Bock's staff. He outdid himself under Bock, his tactical insights proving so invaluable that he was promoted to the rank of general within the year.

Over the decades, General Kurov has served in numerous other campaigns, and has proved to be one of the most reliable and able Imperial Guard commanders of recent times. Kurov is currently in direct command of all Imperial Guard forces on Armageddon, where his considerable skills have proved to be a match for even the great warlard Gharghkull Thraka himself.



The scale of the war on Armageddon is difficult to imagine. Millions lost their lives, mighty war machines clashed, mile high hive-cities were razed to the ground and deeds both heroic and villainous were performed. The Imperium committed troops from hundreds of light years around the Armageddon Sub-sector in response to one of the largest Ork invasions in its teathousand year history.

The sar involved millions of Imperial troops. At least wenty-three Chapters of the Adepuis Astares were on Armageddon at the height of the war, and most suffered serious losses during their time there. The Celestial Lions were all but obliterated, and the Blood Angels lost one of their mightiest heroes when Captain Tycho fell taking the breach at the steep of Hive Tempestora.

Imperial logisticians can only estimate how many Imperial Gorard took part in the defence of Armageddon. It is known that twenty-four regiments were originally called upon to serve, but the Armageddon Command have long since lost track of the number of men involved and the casualties suffered amongs them. The Orks, too, sustained commous losses, although these only served to spur the invasion onwards. Towards the end of the first phase of the war, the Imperial Naw regained control of orbital space, stemming the tide of Oris' landing on Armageddon. However, due to the Oris' unique reproductive cycle, the greenskins are faded to occupy the plante for the foreseeable future.

Under threat from the hordes of Ghazghkull Thrakhimself, Infernus Hive had been reinforced with some of the most powerful Imperial formations on Armageddon-Most notably of all, Commissar Yarrick chose Inferms to be his own personal battleground against his sworn enems Ghazghkull, fighting hand-to-hand in the trenches against waves of Ork Boyr and rallying imperial troops with his righteous ferrour. The citzens of Inferms were forced to endure terribe privations during the stege, including constant bombardments from orbiting space hulks and lumbering Gargants of Ghazghkull's horde.

The beginning of the end was signalled by a blaze of disame free on the southern horizon. A solid phalanx of over twenty Imperial Titans was burning a path to Infermus, the thousands of years oft collost of steel and adamatium shattering warbands and Gangants with plasma fire and torrents of shells as they came. The attack on the Ork's rear was the chance Varrick had been waiting for White the Ork horde wavered in confusion, he sent his carefully



highanded reserves onto the offensive, agginents of Cadians, Steel Legion amour and Pyran Dragoons hurled themselves against the barbaric foe, driving does back, step by bloody step.

the many months of incessant warfare, as measy stalemate was reached in most acutes with mether army able to gain afficiant advantage over the other. As a Season of Fire approached, both sides need to consolidate their positions in ede to wather the storms abaed. When the Season of Fire comes to Armageddon, things the last thing on the mind of more caught in the open, even an Ork must look first to finding shelter. The work first to finding shelter. The work the superheaded ashstorms will kill an apportend man in minutes and foul the enems and tracks of any welneles.

u the first searing winds rose across the fire Wastes and swept down through lempetors and Death Mire, the Imperial usogs stanoned along the hundred-milelag menh lines began to dig in Vast shelters were constructed along all fronts, sortifed with heavy bunkers. The Orks, being of stronger constitution than their luman loes, did not need to construct such heavy shelters, but even they were forced to dig in and seek protection against the worst of the searing ashstorms.



TOMPA MOBS

Gazghkull, and the other powerful

salods in his army, command formations

socially entirely of Stompas. Only the

got of a Tian Legion has any hope of

sading against an Ork Stomba Mob.

BLITZ BRIGADES

Ork melanisks labour long and hard naking armoured vehicles to fight alongside the Orh Boys. Sometimes, these ramshackle weapons are guthered together to form Blit: Brigades – hordes of Battlewagons, Frinks, Wartraks and hysowered bikes, all received by thrill-serking Boys.

Warlord Kragrak Blitzdakka's battlewagon. Note the representation of Kragrak's bionic eye on the bosspole.



A BLAZE OF VIOLENCE

In area where cover was sparse, the onset of the storms intensified the froctiv of the fighting; around the cities, forces attempted to consolidate their positions within the relative protection of the hives. Across Armageddon, vicious ciriqhung erupsed, engulfing every square mile of each contested three. Amidst this fighting, hundreds of provisional companies were formed, consisting of hive squares, house-guards and even ordinary civilians defending their homes.

The largest threat caused by the storms came from Orks seeking shelter amidst the jungle. The Imperial forces stationed in the jungle regions were already sorely pressed, with their headquarters at Cerbera Base under constant siege from the surrounding hordes of Feral Orks. With the influx of even more Orks to the area came an increase in the reports of unexplained phenomena around the Angron's Monolith and Ancient Pyramid sectors. The Relictors Space Marines spent the entire season fighting in the vicinity of the Monolith, while the Kill-teams of the Ordo Xenos saw almost constant action near the Pyramid. No official reports regarding the activities of either group have been logged.



WAR ZONE: ARMAGEDDON

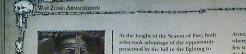
HERMAN VON STRAB

It appears that, having been deposed from power in the 2nd Armageddon war by Commander Dante of the Blood Angels, von Strab three in his lot with Ghazghkull. Undoubtedly, the Ork Warland learnt much about the Imperium's defences from his 'advisor', in exchange for the promise of returning von Strab to power. The traitor's triumph was shorlived, he was killed in a secret mission by the infamous 13th Penal Legion, under the command of Colonel Schaeffer.



AQUILA MACRO-CANNON SHELL Armageddon's Aquila macro-

Armageddon's Aquita macrocannon emplacements fire shells that weigh several tons and are taller than a man.



HIGH MARSHAL HELBRECHT

Helbrech was deretd High warshal in 989-M41, follwaing decades of ferront service to his Chapter. He exemplies he qualities of grid stabborness and unswering inputs for the patient with the design of the Black and the hallbards of the Black and the hallbards of the Black on Armagedion stopped the Tomphar Chapter. His surroad on Armagedion stopped with the consumed to the waste of the Black William and may well have consumed Chaghball that his drawn of gulactic compact could best be achieved desirable.

At the height of the Season of Fire, both sides took advantage of the opportunity presented by the loll in the fighting to bring in fresh troops. Orbital space was the only theater truly dominated by the longerium, and so the nask of bringing in reinforcements was far easier for them than for the Orles. The causalties sustained on Armageddon stretched many longerial forces to breaking point, and many regiments were amalgamented with others to maintain cohesive formations, forcing the Imperium to cast its net wider than ever before in order to import fresh troops. A general call to arms went out from Armageddon, and planets as distant as Valhalla and Necromunda answered.

Finally, after months of blinding storms, the Season of Fire drew to a close and the cooler Season of Shadons began. At this crucial juncture, a powerful force arrived in answer to Armageddon's pleas for aid; High Marshal Helbrecht brought three crusades of Black Templars fought bloody campaigns throughout the wastelands of

Armageddon (notably at Hive Helserah, where Chaplain Grimaldas was one of the few survivors of the battle for the Temple of the Emperor Ascendant) but it was in growthat their greatest contribution was made. High Marshal Helbrecht took commandof the many ships of the Adeptus Assarts in orbit and coordinated their deployment and attack sorties. Under his materful leadership, numerous asteroid fortresses were boarded and destroyed, and several of the largest Ork hulks ever encountered were crippled by Space Marine battle barges, denying reinforcements and support to the hordes below.

WAAAGH!

This icon is typical of those borne by many Ork Nobs to



ensure the boyz under their command can rally around them in battle.





Only time will tell if he will succeed, or if Gazzhkull will return and lead the Orks on towards their ultimate goal: the total conquest of the galaxy.





Legio Invigilata

TITAN LEGIONS

Towering god-machines from different Legions took part in the Armageddon campaign.

Legio Crucius	Demi-Legio
Legio Ignatum	Legio
Legio Invigilata	Legio
Legio Magna	Quarto-Legio
Legio Metalica	Demi-Legio
Legio Tempestor	Legio
Legio Victorum	Lemo

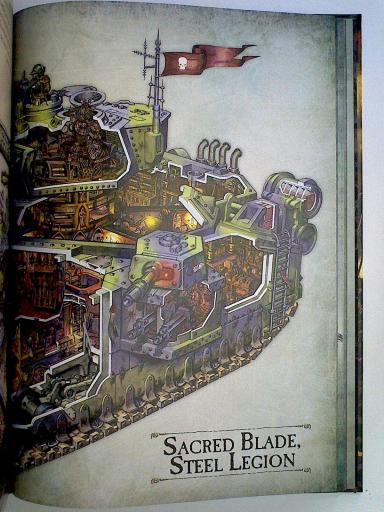
WAR ZONE: ARMAGEDDON



Legio Crucius







Volcanus Hive is besieged and the population is starving. A massive armoured battle takes place when the beleaguered defenders attempt to create a land corridor that will allow vital supplies to reach the hive-city.



AR ZONE-ARMAGEDDON



VOLCANUS HIVE MEDAL

The Volcanus Hive medal was awarded posthumously to all of the etitzens and Imperial Guardsmen that lost their lives fighting in the defence of Volcanus Hive. In 998-M4I Volcams Hoe was enduring a heavy siege. Situated on the western shore of Armageddon Prune, Volcams was surrounded almost as soon as Ghazghkulf's invasion began. The Orks quickly took the Volcams mountain range to the cast of the hievest, from where captured macro-camnon and Ork arullery pounded Volcams. To the west, Imperral defence batteries situated on Nemess Island and the hundreds of small islands that make up the Volcams Archipelago had been able to keep the Orks at bay, but were under constant attack from crude Ork gunboats and submersible of

Supply drops into Volcanus intended to aid the populace had been drying up, and the situation inside the Hive was desperate; every day, thousands were dying from dehydration and malnutrition, not to mention casualities from the

continuous Ork bombardments. Unless this stranglehold could be broken, it would only be a matter of time before the hive-city fell

BREAK OUT OR DIE!

Recently reinforced by Elysian Drop Troopers, the defenders of Volcanus Hierresolved to break through the Ork corden and Ink up with elements from the Norni Primus Front Eighting around Tempesors. If the two forces could reach each other, they would create a corrifor along which vital supplies could be ferried into the cn.

Deep within the hive, factories worked day and night to produce weapons and ammunition for the attack. Mechanised regiments of Steel Legion troops were pulled from the from time, where they had been suffering heavy losses, and carefully husbanded resources were used to return them to their full fighting strength. These armoured units, spearheaded by formations of Baneblades and Lenian Ross battle attack you'dle dad the attack from the hive; their orders were to cleave through the Ork cordon surrounding Volcanus and join up with the Blood Angels retief force striking from the north-east.

ARMOURED APOCALYPSE

Unfortunately for the Imperial forces, their breakout coincided with a full-scale Ork attack on the defensive bastions that lay just outside the walls of Volcanus Hive

The array was led by Warlord Thogfang's Stompa Big Mob, which comprised no less than eight Ork Stompa, supported by countless Ork Boyz and vehicles of every type and line. This was brode was just lumbering into its artack positions when the Impernal breakout force bast, forth from gateways and sally ports douted along the eastern wall of Volcanus Hise. The stage was set for one of the largest super-heavy tank battles of the canner Armageddon cannaism!



BREAKOUT FROM VOLCANUS

We used the following mission, and the accompanying orders of battle on the following pages, when we refought the Imperial breakout from Volcanus Hive.

THE ARMIES

The armies used are listed on the following pages. Each side must select one of their Warlords to be ber side's Warmaster.

DEPLOYMENT

The Imperial players deploy the Defence Line units first of all. They must be placed in the Grand Redoubt and Imperial Bastions in the Imperial deployment zone (see map) or in Strategic Reserve (pg 37).

The Imperial side then deploys their Breakout Force in open terrain in the Imperial deployment zone (see map)

Imperial Guard units may be placed in Strategic Reserve, but will have to enter play in the appropriate location (see the Imperial special rules, pg 246). The Blood Angels Relief Force must start the battle in Strategic Reserve.

Then, the Ork players deploy in their deployment zone (see map) or in Strategic Reserve.

FIRST TURN

The Imperial side gets the first turn

GAME LENGTH

The battle continues until the time limit is reached (pg 21).

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides have an equal number of points then the battle is a draw.

The Imperial side gains an additional 2D3 Strategic Victory Points if there are at least five units from the Breakout Force in the Ork deployment zone when the game ends.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets (see below), Strategic Objectives, Strategic Reserves (see the following pages for where these must deploy), Strategic Victory Points, (pg 22-37).

Armageddon War Zone: All of the rules of engagement from the Armageddon War Zone apply to this battle: use the Ash Wastes Unnatural Disaster table (pg 252).

Specific Strategic Assets and Additional Special Rules: The Strategic Assets used by each side are listed on the following pages, along with an order of battle Isting the units in each army and any army specific special rules.



Imperial Guard breakout force board edges

Blood Angels relief force board edge

BATTLEFIELD
The terrain for
the battle is set
out as shown on
the map, using
a table that is
16 long and 8'
wide. Strategic
Objectives are
placed as shown.

Strategic Objective



and the same Research board edges

The defenders of Volcanus Hive have gathered to make a desperate breakout attempt. Can they link up with Commissar Yarrick and the Blood Angels before the Ork invasion reaches critical momentum?

The Imperial forces intend to smash through the cordon of Orks that surrounds Volcanus Hive and link up with the Blood Angels from the North Primus Front. To achieve this, the forces of the Imperium have gathered together all of their most powerful battle formations, carefully hoarded reserves which will launch one final offensive. Squadrons of superheavy tanks fire up their engines, while in the air, flights of aircraft prepare to provide aerial support for the breakout attempt

WAR ZONE: ABMAGEDDON

Meanwhile, far to the north-east, the Space Marines of the Blood Angels 3rd Company prepare to launch a surprise attack that will fall on the rear of the Ork line. The Blood Angels' commander, Captain Tycho, will personally lead the attack at the head of the company's Assault Squads. Behind him follows a full company of Blood Angels, supported by squadrons of Imperial Navy flyers and the immense firepower of the Blood Angels' orbiting strike cruiser. Can anything stand in their way?



IMPERIAL STRATEGIC RESERVES

Strategic Reserves: Any Imperial forces that arrive from Strategic Reserve must arrive at the following locations:

- · Deep Striking Units: Anywhere on the table.
- Imperial Guard Defence Line Force Reserves: Must enter play using the 'Underground Barracks' rule from the Grand Redoubt datasheet.
- Imperial Guard Breakout Force Reserves: Must enter play from any table edge west of the Imperial forward defence line (see mission map).
- . Blood Angels Relief Force: Must enter play within 48" of the north-eastern corner of the table (see map).

IMPERIAL STRATEGIC ASSETS

The following Strategic Assets must be used by the Imperial army: Blood from the Skies, Heroic Stand. On My Coordinates!, Ultimate Sacrifice.

IMPERIAL BATTLE PLAN

The Imperial battle plan is to use their Titans and Flyers to blast a hole in the Orks' right flank, while their Super-heavy vehicles and Emperor's Fist Tank Company occupy the Orks in their left flank. As the Orks react to these two hammer blows, the Blood Angels will crash into their rearguard.

proming at the Bull Call Control to IMPERIAL ORDER OF BATTLE The forces used in the Imperial army are listed below

Imperial Guard Defence Line Force

- · Lord Commissar
- · Primaris Psyker
- 1 Grand Redoubt
- · 6 Imperial Bastions
- · 2 'Imperial Shield'
- Infantry Companies
- · 1 'Imperial Sword'
- Heavy Weapons
- Company · 3 Imperial Guard
- Infantry Platoons · 1 Ogryn Squad
- Blood Angels

Relief Force

- · Fortress of
- Arrogance
- · Captain Tycho · 1 Black Rage
- formation
- · 1 Lucifer Armoured
- Task Force
- · 1 Blood Angels Space Marine
- Company
- · 4 Stormraven Gunships

Imperial Guard Breakout Force

- · Combany Command
 - Squad
- · 3 Baneblades
- · 2 Shadowswords
- · 1 Doomhammer
- · 1 Hellhammer · 1 Stormlord
- · 1 Reaver Titan
- · 2 Warhound Titans
- · 6 Valkyries
- •1 'Emperor's Fist'
- Tank Company
- · 4 Leman Russ Tank Squadrons
- · 3 Basilish
- Ordnance Batteries
- 3 Manticore
- Rocket Launchers
- · 4 Scout Sentinel
- Sauadrons
- · 3 Mechanised Infantry
- Platoons







Brother-Capson Ermsuns
Tycho and the Blood Angels
And Company speathended
the battlefore and to relieve
Volcarus Hart. Yoko was
to fall in hald months
also in the falling for
Temperatur Hire, bith his
presence at liseanse proved
to be vital, Isapond by his
volous, the Speet Marines
under his consumed fought
with a Tury that even the
Orks could not withstand.



STRONGPOINT OF DEATH!

OF DEFATY:
The Aquila Strongpoint at the heart of the Imperial Cornal Reloads deceasand the Ork army with the massive shells freed by its Aquila macro-cutions. An assault by Ork Stornboy-came close to oversuring the Strongbont in the early stoges of the battle, and it was only saved by a desperate counter-attack by Imperial Counter (infants).

THE PERSON NAMED IN







THE ORK HORDE

The Orks have gathered to crush the defensive bastions that lie just outside the walls of Volcanus Hive. The battle-cries of the Ork tribes shake the spires of Volcanus, while dozens of Stompas lumber into the fray.

Ork Warlord Gazgrim, the self-proclaimed Despot of Dregrak, has ordered the Ork warbands surrounding Volcanus Hive to obliterate the defensive bastions that lie outside its walls.

The Orls have gathered their forces in the gullies and rawines of the Volcanus mountain range, using the low cumming for which their race is famed to hide from the Imperial defenders. Macro-cannons captured when the Orls overant the mountains have been pounding the bastions for days on end, and the Orls are now ready to launch their attack and crush the defences once and for all.

However, just before the attack commences, the Orks are surprised and delighted to find that the puny 'humev' are making an attack of their own! There's nothing an Ork hike shert than a good dustein, out in the open, with onne of those panys fortifications and wotone to get in the way, so the wasteland around Volcanus Her is dead for a 'propaya' fight.

With a mighty Waaagh! and cheerful cries of 'Ere we go!', the greenskin hordes rush forward to meet the Imperial assault column head-on. The Orks neither know nor care that the Imperium has them surrounded in turn...

promiest Ohnor Brilling Down 10 - Sept many

ORK ORDER OF BATTLE

The forces used in the Ork army are listed below.

- 3 Warbosses
- 2 Weindboyz
- Boss Zagstruk
 2 Stompa Mobs
- 1 Big Mek Stompa
- 3 Stompas • 1 Gargantuan
- Squiggoth

 2 Skullhamma Battle
- Fortresses
- 1 Battlewagon
 Steamrolla Squad
- I Bully Boyz formation • 1 Red Skull
- 1 Red Skull
 Kommandos formation
- 3 Nobz mobs in
 Battlewagons

- 1 mob of Nob Bikers
- 1 Green Tide
- formation

 5 Ork Boyz mobs
- 3 Gretchin mobs
 2 Stormboyz mobs
- 7 Ork Boyz mobs in
- 1 Dread Mob
- 5 Battlewagons
 3 Shokh Attack Gun
- 3 Shokk Attack Guns
- 1 Kult of Speed
- 3 Deffkopta squadrons
 2 Burna-bomma
- Skwadrons
 1 Karnage Skwadron

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

ORK STRATEGIC RESERVES

Strategic Reserves: Ork Strategic Reserves must enter from any table edge east of the Imperial forward defence line, at least 12" away from the defence line and not within 48" of the north-east corner of the table (see map). Deep Striking units may deploy anwhere on the table as normal

ORK STRATEGIC ASSETS

The following Strategic Assets must be used by the Ork army. Blind Barrage, 'Ere We Go Ladz, Flank March, Ghazghkull's Revenge, Replacements, Surrender or Diel, Treachery!.

ORK BATTLE PLAN

The Ork commanders have decided that their main objective should be to overun the Imperial Grand Redoubt. The assault is spearheaded by the bulk of their Stompas, with their Green Tide and Battlewagons in close support. Pivers, Stomboya and Kommandes will launch supprise attacks on the Aquida Stronghold and Skyshield Landing Pads, distracting the Imperial defence line.





A SIEGE UNDONE

The Ork army is caught between the anvil of the Imperial Guard and the hammer of the Blood Angels.

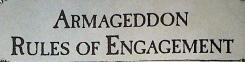
Acid rain swept across the battlefield as the Ork and Imperial Guard assault forces crashed into each other. Imperial Titans and the Macro-cannon Aquila Strongpoint poured heavy fire into the Ork Stompas, quickly destroying three of the massive lumbering war machines. Fortunately for the Orks, there were plenty more Stompas in reserve, and the losses were quickly made up. The Orks' return fire tore gaping holes in the Imperial Guard formations, blunting the attack as the Imperial troops tried to break out from Volcanus Hive. Meanwhile, in the air above the battlefield, a ferocious dogfight was taking place between Imperial Guard Valkyries and Vendettas on one side, and Ork Dakkajets and Blitza-bommers on the other. It was at this point that the Blood Angels arrived, smashing into the Orks' right flank with the force and fury of a lightning bolt. It was too much for the Orks to withstand, and although a cunning Ork flank attack battled its way to the gates of Volcanus Hive, it was too little too late. The Orks were caught in a vice-like grip between the two Imperial armies; attacked from all sides and forced to withdraw. The siege of Volcanus Hive had been lifted!



Ghazghkull Mag Uruk Thruka, Great Overlord of the Waoogh! and: instigator of the entire Armageddon invasion, was angend greatly by his minion's 'inability to conquer Volcanus Hive air druke et to no more than a mile-high inferno. He was last seen growting to knoself. If yer want somefink dun properly, yer gotta do it yerself...'







The scorched continents of Armageddon have been consumed by war time and time again, and the planet bears scars wrought by Mankind's many enemies. The following rules will allow you to fight battles set upon Armageddon's cursed soil,

On the following pages we have included additional environmental rules, Apocalypse Missions, Strategic Assets, Finest Hours, and Apocalypse Formations.

The missions and environmental rules in this section have been designed to represent a cross-section of the wealth of battles in the Third War for Armageddon, and the conditions in which the desperate combatants fought.

The Assets and Finest Hours allow you to recreate the strategies and heroics of Armageddon's protagonists.

The additional Apocalypse Formations represented in this section earned glory or infamy at Armageddon. However, these military formations have been seen in many different war zones, so they may be used in any Apocalypse game.

FORGING A NARRATIVE

Armageddon is an inhospitable hive world; one of many such worlds all across the Imperium. Covered by deserts of ash, their climate forces the massive populations that inhabit them to live in vast hive cities. In addition, Armageddon has twice been targeted

Armageddon has twice been targeted by the Ork Warlord Ghazghkull Thraka. You should feel free to use the hive world themed rules in this War Zone for battles set on other such planets, and the Orkthemed rules for battles against an Ork Wanagh!



WAR ZONE ARMAGEDDON UNIQUE TERRAIN

supported in its home to a range of uniquely hostile organisms and terrain. Although Imperial scientists have found it no hardroit or catalogue the full spread of Armageddon's deadily, toxic environment, some of the more commonly contend up to a full property of unique terrain that can be encountered on the battefields of Armageddon are described below.

GROPE WEED

This commons plant has desert of thick tentates arraed with his common plant as to ever in the breast, recoming guided by malign shape how to be sown in the breast, recoming guided by malign malignes, guidening any creature that ventures tow close. The top of the plant is protected by a dense thicket of personned spanse, any prograded by the grows used is tracticed in hauled not make any prograded by the grows used is tracticed in hauled not not excess spanses, where it is hilled by the plant's deadly posson and dashy deasted.

A grope weed plant is impassable terrain. Any non-vehicle model ending its more within 3° of a grope weed plant must pass a Strength test or suffer a Strength 2 AP. hit with the Poisoned (44) special rule. As soon as one model is killed by a grope weed plant, place the model or a smable marker by the plant that price of grope weed will not attack any more models for the rest of the game.



HELSREACH MONSTER

The Hermach mouster is a large, commonous plant, and is saming the most death, git kit kind in the galaxy. Standing wore liken 16 for tall, the bulls of this plant is a massive mans that is soil with shape beat which drip a toxic token. The lower stem sale loves of the plant are studded with foot-long therms, and jointed by a thick, beather plant. Each Helmach mounter suprisingly fast for its size, striking swiftly at any creature that wellow as within year.

A Helsreach monster is impassable terrain. The first unit to end its more within 6° of a Helsreach monster each unn immediately suffers D3 Strength 6 AP4 hits. Each Helsreach monster will attack a maximum of one unit each turn.



TOXIC ASH

Most of Armageddam's surface is covered in a thick layer of streadment ask, produced over the millennia by the factories in the planet's hirecties. Some diffice and ash dunes are composed of dangerously toxic maste, a result of the cockair lot demands used in the production of advanced veolopony and makinery. These areas of toxic ash are easy to spot, as they will be covered with a layer of phones and copress – the bodies of the poole or creatures that were the first to come across the doubly out-spill.

Toxic ash is a special type of dangerous terrain. Unlike other forms of dangerous terrain, toxic ash is treated as open ground rather than difficult terrain. Units that oner it must still take a Dangerous Terrain test.



ARMAGEDDON UNNATURAL DISASTERS

Much of Armageddon outside of the hive cities has become a polluted desert, an area of ash wastes, lashed by acid rain storms, and struck by massive asteroids that rain down from space. To make matters worse, when Armageddon's orbit reaches close to its sun, the planet is engulfed by terrible burning winds; this is known as the Season of Fire.

ASH WASTES UNNATURAL DISASTER TABLE

EFFECT

WAR ZONE: ARMAGEDDON

CECUST

2-3 Shifting Ash: In parts of the ash wastes, the ash is miles deep and can suddenly shift, swallowing entire con-

> The Master of Disaster chooses a point on the table and marks it with suitable marker of some kind. The marker then scatters 3D6". Roll a D6 for each Infantry model that is occupying open ground within 18" of the marker. On a roll of 1, the model is swallowed by the ash and removed as a casualty. with no saves of any kind allowed, including special rolls such as Feel No Pain or Reanimation Protocols. On a roll of 2-6, the model survives unscathed. After each model has been rolled for. the marker is removed

Acid Rain: Acid rain is laden with toxins and corresive elements that can strib a man to the bone in a matter of minutes.

> The Master of Disaster resolves an Acid Rain Squall attack by placing the apocalyptic blast marker anywhere on the table and scattering it 2D6". All models under the marker's final position take a Strength 2 AP5 hit with the Poisoned (4+) special rule

Asteroid Storm: Ork spacecraft used massive tellyporta devices to pull asteroids out of their normal orbit and crash them into the surface of Armageddon.

> The Master of Disaster rolls a D3. Starting with the Master of Disaster's side, take it in turns to resolve a number of Asteroid Storm attacks equal to the D3 result. For example, on a result of 3, the Master of Disaster's side would make a total of two Asteroid Storm attacks, while the opposing side would make one. Resolve each attack by placing the apocalyptic mega-blast marker anywhere on the table and scattering it 2D6". All models under the marker's final position take a hit with the following profile:

Range	S	AP	Туре	
N/A	10/8/6	1/3/5		310

A SICHE SEASON OF FIRE UNNATURAL DISASTER TABLE

01-	COMMODIS
D3+	EFFECT

Scalding Dust Devils: The first sign of the onset of 2-3 the Season of Fire is the appearance of small, burninghot whirlwinds known as scalding dust devils.

> The Master of Disaster takes 5 pieces of paper. each 1" square. He holds them in his upraised palm at a point 36" above any part of the table. and turns his hand over so that the pieces of paper drop from his palm and flutter down to the tabletop. Any model within 3" of one or more of these pieces of paper takes a Strength 5 AP5 hit.

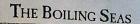
4-5 Searing Winds: Even thick-skinned Orks are forced to seek cover in the face of the first searing winds that whirl down from the Fire Wastes.

> The Master of Disaster determines a random point on the table edge by rolling the scatter dice near the centre of the table and marking the point on the table edge pointed to by the arrow on the scatter dice (re-roll any roll of a 'Hit!'). This is the point where the searing winds originate from. Any model within 24" of this point takes a Strength 5 AP5 hit.

Superheated Ash Storm: Superheated ash storms are so deadly that they will kill an unprotected man in moments, while the superfine hot ash will render vehicles inoperable almost as quickly.

The Master of Disaster takes the apocalyptic mega-blast marker and places it anywhere on table. It then scatters 4D6". All models under the marker's final position suffer an automatic hit with the profile below. Leave the marker in play after resolving the attack. It is treated as dangerous terrain. It scatters 2D6" at the start of each Shooting phase, hitting any models that lie underneath it after it has scattered. The template removed at the start of the next game turn.

Range	S	AP	Type	ä
N/A	8/6/4	1/2/3	Melta	



secral weeks into the Armageddon campaign, Ork submersibles rose from the waters around Tempestora and Helsreach Hives seem were transport craft disgorged hundreds of Ork Boyz and vehicles, and Tempestora and Helsreach Hives. Doe nussive transport craft disgorged hundreds of Ork Boyz and vehicles, and Tempestora was overrun. The Orks continued Those abstract manager transports throughout the course of the Armageddon campaign, always to deadly effect.

THE ARMIES

select two armies using the rules in the Fighting an Appealopse Battle section (pg 18-20). One army must be composed of Imperial units, and the other composed of

DEPLOYMENT

The Imperial side deploys first. They may deploy anywhere on the table that is more than 12" away from the shoreline, or may be kept in Strategic Reserve (pg 37). The Ork side does not deploy. Their army must be split into two waves.

. The first wave consists of all Flyers and units with the Deep Strike special rule, all Infantry units that are not emburked in Transports, and all vehicle units that have less than 3 Hull Points (and any units embarked in them). They must either enter from the shoreline table edge on the first Ork turn, Deep Strike on the first Ork urn (if they have the Deep Strike special rule), or may be kept in Strategic Reserve.

 The second wave consists of all remaining units. They must be kept in Strategic Reserve. The shoreline is considered to be the Ork table edge

Infiltrators and Scouts may not use their special deployment wes in this mission

FIRST TURN The Ork side has the first turn.

GAME LENGTH

The battle continues until the time limit is reached (pg 21).

WAR ZONE: ARMAGEDE

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (pg 22-37).

Armageddon War Zone: All of the rules of engagement from the Armageddon War Zone apply to this battle, use the Ash Wastes Unnatural Disaster table (pg 252).

The Boiling Seas: Apart from Flyers and Deep Striking units, Ork models must pass a Dangerous Terrain test before entering the table. Vehicles that fail the Dangerous Terrain test lose 1 Hull Point instead of being Immobilised

Surprise: For the duration of the first game turn, the Imperial defenders may only take Snap Shots when they shoot; may not charge; treat all enemy units as having the Fear special rule; and may not Go to Ground.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner. One of Armageddon's oceans is assumed to lie just off one of the longest edges of the table. The table edge in question is called the shoreline'. If several table edges are equally long, randomly select the one that is the shoreline. Fmally, all Strategic Objectives are placed within the Imperial Deployment Zone





THE SEASON OF FIRE

At the end of every year, super-heated ash storms wrack Armageddon, swirling down from the Fire Wastes to the north until they finally encompass all of the planet. In the early days, when the firestorms are first approaching, it is possible for truly desperate combatants to carry on fighting. However, doing so is fraught with peril, as many have found to their cost.

THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section (pg 18-20). One army must be composed of Imperial units, and the other composed of Ork units.

DEPLOYMENT

Both sides secretly bid the amount of time they want to take setting up. Bids must be in whole minutes. The secret bids are then revealed and the side that bid lowest deploys first (in the case of a tie, roll-off to see who deploys first). They must finish deploying within the amount of time that they bid.

Units may deploy anywhere in their deployment zone that is more than 9° away from the opponent's half of the table, or may be kept in reserve. Any units not deployed when the time limit runs out are placed in Strategic Reserve (pg 37).

Once the first side has deployed, the opposing side deploys in the same way, and has an amount of time to deploy equal to the amount of time that they bid.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

FIRST TURN

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative (pg 22).

GAME LENGTH

The battle continues until the time limit is reached (pg 21)



VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides score an equal number of points then the battle is a draw.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points (pg 22-37).

Armageddon War Zone: All of the rules of engagement from the Armageddon War Zone apply to this battle; use the Season of Fire Unnatural Disaster table (pg 252).

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves. The border between the two halves does not have to be a straight line. The phase agree and the straight line for the table each side will deploy in Finally, Strategic Objectives are placed (pg 20) placed (pg 20) placed (pg 20) placed (pg 20).



Side A Deployment Zone

19"
19"

Side B Deployment Zone



De Orls travelled to Armageddon on board spacecraft forged from massive asteroids, commonly known as 'Roke'. The gas were protected by immense power field projectors, which made them invulnerable to long-range attacks. Imperial forces had to battle their way past hordes of Ork defenders in order to get close enough to damage the Rok directly.

THEARMIES

Select two armies using the rules found in the Fighting an tecchipse Battle section (pg 18-20). One army must be composed of Imperial units, and the other composed of Ork units.

DEPLOYMENT

The Ork side deploys first. They may deploy anywhere in their table half, or may be kept in Strategic Reserve (pg 37)

Once the Ork side has deployed, the Imperial side does alterise. Imperial units may deploy anywhere in their table half that is more than 12° away from any enemy models.

After both sides have deployed, Infiltrators may deploy and Souts redeploy using their special rules.

FIRST TURN

The Imperial side has the first turn, unless the Ork side can seate the Initiative (pg 22).

GAME LENGTH

The battle continues until the time limit is reached (pg 21)

VICTORY CONDITIONS

The side that has the most Strategic Victory Points at the end of the game wins the battle (pg 22). If both sides score an equal number of points then the battle is a draw. Note that the Imperial side can score additional Strategic Victory Points by attacking the Rok (see below)

WAR ZONE: ARMAGEDDON

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, (pg 22-37).

Armageddon War Zone: All of the rules of engagement from the Armageddon War Zone apply to this battle, use the Ash Wastes Unnatural Disaster table (pg 252).

Destroy The Rok: The narrow table edge of the Ork deployment area represents the side of an Ork Rok (you may want to represent it with a suitable terrain feature, though this is not strictly necessary). Destroyer weapons may be fired at the Rok if they are less than 18 'From the Orks' table edge. In addition, Destroyer weapons that use markers which scatter of the appropriate table edge will hit the Rok. No To Hit rolls are required to hit the Rok. Instead, roll minediately on the Destroyer Weapon table, as if shooting at a Building, Each Detonation result earns the Imperial side 1 Strategic Victory Point.

THE BATTLEFIELD

Set up the terrain for the battle man mutually agreeable manner and then roll-off. The saming side divides the planty area into two roughly equal habes by drawing a line. from the centre of the longest side edge to the centre of the coppose to the centre of the coppose th

Designer's note: The object is to play along the length of the table, rather than across its width.



BOOBY-TRAPS

IMPERIUM Imperial Guard troops were taught how

to make and set deadly traps.

Play this card at the start of the battle All of the buildings and fortifications in your deployment area are dangerous terrain for enemy units this game.

WAR ZONE



IMPERIUM

Princeps Prime Kurtiz Mannheim sacrificed his Titan to stop an Ork assault in the Second War for Armageddon.

Discard this card at the end of any enemy Movement phase to cause one friendly super-heavy vehicle to suffer a Titanic Explosion! No bonus Strategic Victory Points are scored for the vehicle's destruction. BLOOD FROM THE SKIES

BLOOD ANGELS

Blood Angels are renowned for the ferocity of their aerial assaults.

Discard this card at the start of any Imperial turn. Friendly Blood Angels units that Deep Strike this turn (or disembark from Deep Striking Transports) may charge this turn

STRATEGIC RESOURCE





HELBRECHTS

PLEDGE BLACK TEMPLARS

The Black Templars have sworn to hunt down Ghazghkull wherever he might flee.

Play this card after deployment if the opposing army includes Ghazghkulf Thraka. All friendly Black Templar units have the Zealot special rule for the duration of the game. In addition the Black Templars side receives D3 additional Strategic Victory Points if Ghazghkull is removed from play as a casually during the game.



EARTH-SHATTERING SALVO

IMPERIAL GUARD

On Armageddon, Manticore Rocket
Launchers were modified to fire their

missiles in a single devastating salvo. Play this card at the start of the Imperial Gazard's first Shooting phase. All friendly Manutore Rocket Launcher models that shoot in that phase must fire all four of their rockets Change their type from Ordnance Barrage D3, to Ordnance Barrage 4D3.



GHAZGHKULL'S REVENCE

ORKS

Hades Hive was smashed by asteroids launched from orbiting space hulks.

Discard this eard in the Shooting phase to make a single Asteroid Storm attack—see the Ash Wastes Unnatural Disasters table (pg 252). You are the Master of Disaster for the purposes of this attack.

STRATEGIC RESOURCE



SURRENDER OR DIE!

ORKS

The Orks told the defenders of Infernus Hive: surrender or die!

Play this card at the start of any enemy turn. Roll a D3. Until the start of their next turn, enemy units must subtract the result of the D3 from their Leadership value and the charge range of any charges they make.

TELLYPORTA ARRAYS

ORKS

Ghazghkull used massive teleportation devices to land troops on Armageddon.

Play this card at the start of any Ork turn. It allows all units in a single friendly Ork Apocalypse Formation to Deep Strike from Strategic Reserves. In addition, units from the formation that Deep Strike this turn do not scatter.

TREACHERY!

ORKS

Acheron Hive was captured by treachery from within.

Play this card at the start of any enemy turn and roll a dice: 1 = No effect, 2.5 = no enemy emplaced weapons may shoot this turn; 6 = no emplaced enemy weapons may shoot this turn or in their next turn.

ARMAGEDDO!







felt following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they as the following special rules when they take their Finest Hour. These special rules are in addition to the normal benefits of Finest Hour (Fig. 26).

HERO OF HADES HIVE COMMISSAR YARRICK

DOMINION TO Prepay the province of his oldest and most hated for the Ork Warlord Ghanghkull Thruka, error Commissar Varrick to extraordinary just of yalour, and the troops under Lenn's command at Armageddon are appeal by his heroic example.

If Commissar Yarrick calls his Finest Hour at the beginning of any turn in which Ghazghkull Thraka is alive and located anywhere on the same battlefield, the following applies.

In addition to the usual effects, Farrick and all friendly Imperial Guard units within 24" have the Zealot special rule.

DEATH TO ANYFING DAT WALKS OR CRAWLS GHAZGHKULL THRAKA

Only one man has ever defied Ghazghkull and survived, and his presence on the battlefield drives the Ork Warlord into a furnous berscher rage, perhaps tinged with a hint of grudging respect.

If Ghazghkull Thraka calls his Finest Hour at the beginning of any turn in which Commissar Yarrick is alive and located anywhere on the same battlefield, the following applies.

In addition to the usual effects, Ghazghkull receives the Armourbane, Furious Charge, and Hammer of Wrath special rules.

THE STRENGTH OF LEGEND

When consumed by the Black Rage, Captain Tycho transforms into an almost unstoppable force of destruction, capable of ignoring blows that should lay him lose.

If you are using the Death Company version of Captain Tycho and he calls his Finest Hour, the following applies.

In addition to the usual effects, he doubles the number of Wounds he has left. At the beginning of his next turn he returns to his former value, minus any Wounds he has suffered during his Finest Hour, which may result in him being removed as a casualty.



REAVER BATTLE TITAN



The Reaver is a vest mother, protected by tack adamentine armour plates and carrying devestating firepease. The Mars pattern flame is said to be older than any other Titan pattern still in impenul service, its origins predating even the Great Crassle at Reaver carries the response south; the single armanent on its caraptace is slightly smaller than the weepan south half point at arms, but all three an perjectly capable of slaughtering entire regionals in a storm of fire. The appearance of seen a single Beaver has been known or with the original conflict, the completing the current before a stringle classus whose very footopy nearest the earth to shake.

WAR ZONE ARMAGEDDO!



REAVER BATTLE TITAN

WS BS S F S R I A HP 2 4 10 14 14 13 1 2 18



1,450 Points Unit Type: Super-heavy Walker Unit Composition: 1 Reaver Titan

SPECIAL RULES:

Reactor Meltdown: If the Reaver Titan suffers an Titanic Explosion! result on the Catastrophic Damage table, its pbsna reactor goes nuclear! All hits from this Titanic Explosion! are resolved as being from a Destroyer Weapon.

Visid Shields: Reaver Titans have four void shields. Each hit child these remain). Close combat attacks come from sude the shield and therefore are not stopped. Void shield shae a Amour Value of 12. A glanning or penetrating hit for any hit from a Destroors weapon) scored against a void whole close the collapse. After all the void shields have collapse, first all the void shields have collapse, first all the void shields have collapse. In the collapse and the void shields have collapse, further hits strike the Titan instead. At the end of each of the Titan's turns, roll. I direct for each collapsed void-wheld each rold of 5+ instantly restores one collapsed shield.

OPTIONS:

- Must choose two of the following arm weapons, at no additional points cost:
 Gatling blaster
 - Laser blaster
- Melta cannon - Titan power fist
- Volcano cannon
- Must choose one of the following carapace weapons, at no additional points cost:

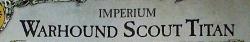
only

- Apocalypse missile launcher
- Double-barrelled turbo-laser destructor
- Inferno gun
- Plasma blastgun
- Vortex missile
- Vulcan mega-bolter

	Range	S	AP	Туре
Apocalypse			8000	
missile launcher	24"-360"	7	3	Primary Weapon 5, Apocalyptic Barrage
Gatling blaster	72"	8	3	Primary Weapon 6, Large Blast
Inferno gun	Hellstorm	7	3	Primary Weapon 1
aver blaver	96"	D	2	
Melta cannon	79"	10	1	Primary Weapon 1, Apocalyptic Blast, Melta
Plasma blastgun	The second			
Rapid	72"	8	2	Primary Weapon 2, Massive Blast
Overload	060	10	2	Primary Weapon 1, Apocalyptic Blast
Double-barrelle	turbo locer		90 20 W	
MULICION	OCH	D	2	Primary Weapon 2, Large Blast
Curo cannon	180"	D	2	Primary Weapon 1, Massive Blast Primary Weapon 1, Massive Blast Vortex, One us
Vonex missile	12"-960"	D	100	Primary Weapon 1, Massive Blast, Primary Weapon 1, Large Blast, Vortex, One us

Heavy 15 Melce

> WAR ZONE RMAGEDDO





Wathounds are the smallest class of Titan, sometimes referred to as a Scoul Titans. They are the eyes and ears of the Titan Legons and, when on eamplayn, range far abread of the main battle groups. They are faster and more agile than a Reaver or Warlord Titan but cannot match these mighty machines for armour or furpower. Like all Princips, Warhound commanders feel, see and reast through their Italia's sensors and mind-imputse controls. They have a particular reputation for during among their feets.

14 S T T

WAR ZONE RMAGEDDO





SPECIAL RULES: Agile: In the Shooting phase, a Warhound can choose to either:

· Fire all available weapons.

can mega-bolter

-Fire a single weapon and then Run. Fire no weapons at all and Run twice

Void Shields: Warhound Titans have two void shields. Each hit scored against a Warhound Titan will instead hit a void shield (whilst these Pemain). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a yold shield causes it to collapse. After all the void shields have collapsed, arther hits strike the Titan instead. At the end of each of the Titan's ums, roll I dice for each collapsed void shield: each roll of 5+ instantly ores one collapsed shield.



- · Must choose two of the following arm weapons, at no additional points cost:
- Inferno gun

- Vulcan mega-bolter

- Plasma blastgun - Double-barrelled turbo-laser destructor



Type Range Primary Weapon 1 oferno gun Fisma blastgun Hellstorm Primary Weapon 2, Massive Blast Primary Weapon 1, Apocalyptic Blast Primary Weapon 2, Large Blast 96

96

MONOTHINE THE THE

Heavy 15

WAR ZONE RMAGEDDOL

HEROES OF ARMAGEDDON

The siege of Tempestora Hive saw a guthering of three of the greatest heroes of the Armageddon War. Tempestora had fallen swiftly to an Ork surprise attack spearheaded by the massive submersible transport craft created by Orhinedes. The Orks had overrum the city and, unless they could be stopped, the would overrum Armageddon Trune completely. Aur council was swiftly guthered, counting of Commission Yarrack, High Marshal Hellmeth, and Captain Tycho. Seemingly everywhere along the front lines at once, these have mightly heroes masternunded a desperate defence, which first slowed and then drove the Orks back into the shattered ruins of the hive. Tempestora may have been lost, but thanks to the actions of these time men, Armageddon Prime still hald on!



SPECIAL RULES:

WAR ZONE

Everywhere At Once: At the start of each of their turns, the formation may Deep Strike to any point on the battlefield.

Inspiring Aura: Any friendly models in units from Codes. Black Templars, Codes: Blood Angels or Codes. Imperial Guard that are within 24° of Commissar Yarrick, High Marshal Helbrecht and/or Captain Tycho may use that model's Leadership for any Leadership tests they must take.

Their Finest Hours: Commissar Yarrick, High Marshal Helbrecht and Captain Tycho may all use the Finest Hour rules. High Marshal Helbrecht and Captain Tycho may use the Sons of the Primarch rules if they prefer. However, only one of the characters may use the Finest Hour and/or Sons of the Primarch rules each turn.

OND IN DON OF WILL A COM



Tookbonally, a Sentinel is considered ill-suited to duelling with super-heavy, Titan-class war engines, being outgunned and out-Jackholman, unreass war engines, being outgunned ond out-elased in almost every regard. However, when organised into dedicated search-and-destroy teams, Armoured Sentinels hunt their quarry dassed in the dasher, they are capable of producing a torrent of firepower that can topple guants. Amongst the most illustrious of in large pass. I formations are those that patrol the ash wastes of Armageddon.





SPECIAL RULES:

Divert Power: A Stompa Hunter spearhead that is in an Arrowhead Attack Pattern can elect to divert power to its weapons in the Shooting phase instead of firing normally. If the formation does this, select a single Super-heavy vehicle, Super-heavy Flyer, or Super-heavy Walker (or a squadron of any of these) within line of sight of the Command Vehicle All models in the formation must immediately fire twice at the target. A formation that diverts power cannot shoot in their next turn.

Super-heavy Hunters: All Armoured Sentinels within 12° of the Command Vehicle add +1 to their armour penetration rolls whenever they hit a Super-heavy vehicle, Super-heavy Flyer, or Super-heavy Walker with a shooting attack olar character or the second

WAR ZONE RMAGEDDON



FORTRESS OF ARROGANCE

When Commissar Yarrick hunted down Ghazyhkull Thraka after the Ork's first invasion of Armageddon, he caught up with the warden on Golgotha. It was here that Yarrick commandered the Baneblade Fortiess of Arrogance to confront the marraiding generation. When Changhbul was threatening to revued Armagedon a second time, Varrick requised that the Fortiess of Arrogance he recovered from the plants of Golgotha. An Adeptus Mechanicus Reclamator expedition found the remnants of the controlle Baneblade and, during its vogage to Armageddon upon one of the great Mechanicus Arks, it was repaired and refitted. You, Varrick once more leads armoured assunts against the generation honder from the cuploa of the Fortiess of Arrogance.



FORTRESS OF ARROGANCE PARMOUT BS F S R HP



940 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Baneblade and Commissar Yarrick (embarked)

WARGEAR:

- Autocannon
- Baneblade cannon
- Demolisher cannon
 Hunter-killer missile
- Two lascannons (sponson)
- Storm bolter
- Three twin-linked heavy bolters (two sponson, one hull)
- Searchlight
- · Smoke launchers

SPECIAL RULES:

Hammer of the Greenskins: All units chosen from Codex; Orks that declare a charge against the Fortress of Arrogonce halve their charge range.

Icon of Victory: Friendly units chosen from Codex: Imperial Guard within 24" of the Fortress of Armgance have Ld 10.

TRANSPORT:

Transport Capacity: Commissar Yarrick

Fire Points: 1

Access Points: The Fortress of Arrogance is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to the Fortress of Arrogance.

	Range	S	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast
Autocannon	48"	7	4	Heavy 2
Demolisher cannor	1 24"	10	2	Ordnance 1, Large Blast
Heavy bolter	36"	5	4	Heavy 3
Hunter-killer missile	Infinite	8	3	Heavy I, One use only
Lascannon	48"	9	2	Heavy I
Storm bolter	24"	4	5	Assault 9

WAR ZONE RMAGEDDO SHE HIDON SIMILOR COMPANY

IMPERIAL GUARD 'IMPERIAL VENGEANCE' MECHANISED COMPANY teperial Guard mechanised companies are used in offensive operations, especially in seize and control missions against heavily

teporal toward meta-defauld targets. Chimera transports speed towards a vital objective, overrunning enemy positions before disgorging platoons of decided to the state of their must then hold out for reinforcements to arrive, defending their prize as the enemy counter-attack.



FORMATION RESTRICTIONS Each Infantry Platoon must have one Platoon Command Squad and 2 Infantry Squads. All Squads, including the ompany Command Squad, must have Chimera Dedicated Transport vehicles.

10 man Edition

Hold At All Costs: Any Infantry unit from the formation that is within 12" of a Strategic Objective has the Counter-attack and Stubborn special rules.

Objective Sighted: Any vehicle in the formation that is within 12" of the Company Command Squad's Chimera may move 12" when it moves Flat Out, as long as the entire move is made over open ground.



BLACKTEMPLARS CRUSADER HAILSTORM SQUADRON

Haistorm Squadrons thrust featlessly into an enemy battle line, and then lay down a withering hait of fire. Additional ammunition for each vehicle's hurricane bolters is carried in the transport compartment of the Crisicaler. This reduces the number of assault troops that the vehicles in the squadron can carry, but allows them to conduct a coordinated 'haitstorm' for attack that is capable of secreting away docurs of enemies at a stoke, and learning the heart out of even a heavily fortified defensive position.



'All your works turn to ash and dust if they do not

serve the Emperor.

SPECIAL RULES:

Ammunition Stowage: A Land Raider Crusader in a Crusader Hailstorm Squadron has a Transport Capacity of 10 models.

Hailstorm Attack: Two or more models in the formation can combine all of their shooting attacks in a turn into a single attack with the profile below. All of the participating models must be in range and have line of sight to the target.

Range	S	AP	Туре
24"	4	5	Heavy X,
			Apocalyptic Barrage,
			Hailstorm

Hailstorm: X is equal to twice the number of models participating in the attack.

WAR ZONE ARMAGEDDON

o but of the but of the second

SONS OF GRIMALDUS

(9,8



1 Sword Brethren Terminator Assault Souad



Promote Comment







FORMATION RESTRICTIONS

SPECIAL RULES: Feel No Pain.

Avengers of Helsreach: All Sword Brethren units in the formation have the Fearless and Hatred (Orks) special rules.

None Shall Escape: When charging a unit from Codex: Orks, all models in this formation have the Furious Charge special rule.

'Beyond the needs of mortal flesh lies the sustenance of the soul that only true conviction in the Will of the

Emperor can supply.

The state of the s



THE LEGION ASCENDANT

Of all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. The Inquisition has amassed dozens of reports describing the manifestation of these other worldly warriors on battlefields where the defenders of Mankind faced impossible odds. Their aspect is terrifying in the extreme, ghostly apparitions from some bygone era or perhaps a time yet to come. Appearing amidst the enemy in a scouring blast of spectral flame, the Damned Legionnaires' very presence evokes unreasoning horror while their every shot is a fiery bolt of judgement, turning flesh to scattered ash. Only when victory is assured do they vanish without trace, their disappearance as sudden and inexplicable as their arrival.

2+ Legion of the Damned units

No man died in the Emperor's service that died in vain.

THE HOUSE OF THE SE

FORMATION RESTRICTIONS

of the Damned units must consist of 10 models.

SPECIAL RULES: Deep Strike, Fear.

Fires of Judgement: Immediately after the Legion Ascendant arrives by Deep Strike, all enemy units within 6" suffer 2D6 Strength 4 AP5 hits with the Soul Blaze special rule. In addition, on the turn they deploy, all of the Legion Ascendant's shooting attacks have the Fleshbane and Ignores Cover special rules.

Spectral Horrors: All enemy units within 12" of a model from this formation suffer a -3 penalty to their Leadership

THE COCHERN THE PARTY

FIRESTORM NEXUS

The inviseon Nexus is the last word in Imperial anti-aircraft capability. Individually, Firstorm redeaths are often enough to counter asy arrial threat; when deployed as a Firstorm Nexus, enemy aircraft are all but dooned to annihilation, such is their withering foreour when fred in union. These Easterm's have carned a terrifying replication amongst the Imperium's enemies, and few committees will risk employing their aircraft squadrons in a Firstorm Nexus' vicinity for fare of their confided destruction.



Firestorm: Two or more redoubts in the formation can combine all of their shooting attacks into a single attack each turn with the profile below. All participating models must be in range and have line of sight to the target.

Range S AP Type
96° 9 2 Heavy X, Lasstorm,
Interceptor, Skyfre,
Twin-linked

Across the vastness of space, alien races plot the dethroning of the Emperor and the downfall of Humanity. This is the Imperium's call to arms and softing shall stand in the way of its rightcous crusade.

THE ME HOWAR CHIEFE

Firestorm Redoubts

Las-storm: X is equal to 3 per redoubt participating in the attack. Enemy Flyers cannot choose to Evade against Las-storm attacks.

n for the Committee



IMPERIAL STRONGHOLD

224

The galaxy is a dangeous place, inhabited by a wast army of housile fifeforms. Because of this, settlements in isolated locations will usually be built under or more a specially constructed highered stronghold. In times of demogree, finperial circumples will quarkly execute to the stronghold, taking slotter behind its thick armound walls, and in the large bunkers that he undermeath it. Military formations garminoning the upper levels of the stronghold are more keep the circums of few materials and deviatate enemy forces with constitution from the cover of the stronghold's defense lines, hunders and basinons. Once any attack has been worn down, the defenders will sally forth from the stronghold and drive the attacker from the feld with a free counter-attack.

1 Macro-cannon Aquila Strongpoint or Vortex Missilc Aquila Strongpoint 1 Firestorm Redoubt 1+ Imperial Defence Lines 1+ Imperial Defence Emplacements 1+ Imperial Bunkers 1+ Vengeance Weapon Batteries FORMATION RESTRICTIONS None.

ATT THOREWOOD THE

SPECIAL RULES:

WAR ZONE

Coordinated Attacks: If two or more emplaced weapons from the Imperial Stronghold, and/or units occupying parts of the Imperial Stronghold, fire at the same enemy target unit in a single Shooting phase, then those units shooting after the first have the Shred special rule.

Refuge: If, at the end of the battle, the Aquila Strongpoint has not suffered a Total Collapse or Detonation! result, or been occupied at any time by enemy units, then the side that took this formation receives a bonus Strategic Victory Point

Sally Forth: Units in the Imperial Stronghold may exit a building and charge on the turn they do so, even on a turn that the building has been destroyed (unless they are pinned). In addition, units that do this have the Furious Charge special rule for the duration of that Assault phase

Chaman Transport

ORKS BIKEBOYZ KULT OF SPEED

ON Bushors feel a desperate need for speed! Such is the suren call of putting the feelad to the notal that massive hindes of Ork Bibbby; put specifies to form rampaging Kullis of Speed. These Orks left their rinks to join other Speed Fricks in a large nomadic consolade that some the same of the state of you together to journ you. In battle, a Kult of Speed hurtles towards the enemy at breakneek speed, their gunz blazing, voices howling into the rushing wind.



The Millions of Billion



2+ squadrons of Warbuggies 0+ units of



FORMATION RESTRICTIONS

SPECIAL RULES:

WAR ZONE

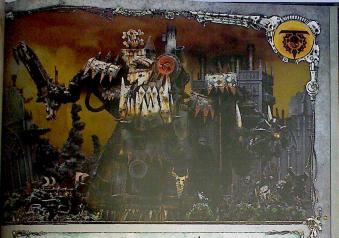
Kult of Speed; All models in the formation that move Flat Out or Turbo-boost may still fire their weapons.

Quick Ladz!: A Kult of Speed can move an unlimited distance in the Movement phase that it arrives from Strategic Reserve. The move may not be made if any models in the formation arrive within 125 of an enemy model, and no model from the formation may move within 12" of an epen model as part of the move

BIG MEK STOMPA

Some Big Meks get so influential that they start lording it over their biggers and betters. In normal Ork society, the offending wipstart will quickly get beaten back down to size by a Nob or Winrbox. However, telented Big Meks like Orkinedas fund that building a towering monstrosity bristling with aucesome gunz and crackling power fields more than levels the playing field. The Wenthory, believe that a normal Stompa epitomiese the brital Ork god Gork, whereas a Big Mek Stompa is an effige of Mork, the Ork god of kunnin.

WAR ZONE RMAGEDDON



-Armour WS BS S F S R I A HP 4 2 10 13 13 12 1 4 12



830 Points Unit Type: Super-heavy Walker

Unit Composition: 1 Big Mek Stompa

20 pts each

50 bis

WARGEAR:

- · Three big shootas
- · Gaze of Mork
- · Lifta-droppa · Mega-klaw

SPECIAL RULES:

Effigy: All friendly units chosen from Codex: Orks within 6" of a Stompa have the Fearless special rule

Power Fields: Big Mek Stompas are protected by a number of power fields. Roll a D6 when the Big Mek Stompa is deployed to see how nany power fields it starts with Each hit scored against a Big Mek Stompa will instead hit a wer field (whilst they remain). Close combat allacks come from inside the field and therefore are not stopped. Power fields have an Armour Value of 12. A glancing or penetrating hit (or any list from a Destroyer weapon) scored against a power field causes it to collapse. After all the over fields have collapsed, further hits strike the Stompa instead. Power fields that have allapsed cannot be repaired.

TRANSPORT:

Transport Capacity: 20 models.

Fire Points: A total of 10 models may fire from the Big Mek Stompa's firing hatches.

Access Points: A Big Mek Stompa has one Access Point at the rear.

- OPTIONS:
- May take up to 3 supa-rokkits
- · May replace mega-klaw with deff kannon...
- · May take one belly mounted deff kannon

D. Lance	36"	5	5	Assault 3
Big shoota Deff kannon	72*	10	1	Primary Weapon 1,
Dell Kalinon				Massive Blast
Gaze of Mork	60"	D	2	Heavy 1
Lifta-droppa	48"		100	Lifta-droppa
Supa-rokkit	Infinite	8	3	Heavy 1, Large Blast
Supatione				One use only

Mega-klaw

Lifta-droppa: Choose an enemy vehicle which began the game with up to 4 Hull Points. If the target is hit, it is seized by the weapon's traktor beam, lifted up and smashed back into the ground. The Stompa's controlling player moves the target to anywhere within 2D6° of its starting location that is not within 1" of another model, where it immediately suffers an Explodes' result from the Vehicle Damage Table MONTH TO THE

WAR ZONE ARMAGEDDO



KARNAGE SKWADRON



Oh Dakship pilots are notorious for their suicidal unpredictability, their wild flight faths making them extremely hard to torget. It is the Ohs' Stoggering inability to back down from a challenge, however, that makes their Karinge Skwodrons especially dangerous. Every fishor, worth his goggle's knows the drill—when faced with something that dakshe just wort Verump, get on a collision course and yo full throttle. Many a Princeps' fast sight has been a spanning Dakkajet diving gracelessly toward their Islan's bridge in a manoeuwre the fishow call day firm's elabuti."





SPECIAL RULES:

Erraic Flight Providing neither the base nor the model itself is within 2° of another model, a Dakkajet in this formation that Exades receives a +1 to its Jink save. Note that this is cumulative with the bonus for moving Pat Out.

Pipir Eddbutti If a Karinge Skoadron moves over an enemy Super-heary Walker or Gargantuan Creature in its Movement phase, then one or more of the Dakkajets that moved over it may perform a Pipir Eddbutt. Remove the Dakkajets that arm sking Pipir Eddbutts from play. Then, for each Dakkajet removed, place a large blast marker over the target; and seatter it 2D6 ** Units touched by this blast market take D3+1. Strength 10 AP2 hits using Random Allocation Hits against vehicles are resolved against their side amour. These hits ignore void shelds, power fields and Eldut holo-fields.



ARMAGEDDON



See Somboy: cuttine near anousterin jacrentain with order and discipline and grow up to become proper, right-thinking manious. Though the Someon's exchange the boot-polishing ways of their younger brethern for acts of jungus beer guiding mayban, these mathematical hardeness never loss their taste for aerial misadventure. Stormers often forget to take of their robbit packs when back at any, which is past asking for a Burna Boy to meak up and vest at fauel for em. Because of this, Onk Warlands have a gradging works for the Stormers' resilience—if they can survive personal immolation year affer your, they must be made of strong stuff. Stormers and mum to the largest of battles, droing into the foe on corkserow contrails to hack opart thus who survive their death-delying belangs.

> SPECIAL RULES: Fearless, Feel No Pain.

WAR ZONE

Corkscrew Diver Any unit of Stormboyz in the Stormer Elite may charge on the turn it enters play. If a unit opts to do so, remove D3 Stormer Flites from that unit at the beginning of the Fight sub-phase as crash-landing castalties.

TO THE COURT OF THE PARTY OF TH

FORMATION RESTRICTIONS
None.

units of Stormboyz

Not



OVERLORD VON STRAB

AB .

Herman von Strab was the vainglorious ruler of Armageldon at the start of Ghazghbull's first invasion. Thanks to his incompetence, the planet was nearly overrun and countless millions of Imperial citizens bot their lives. Yon Strab was eventually deposed and arrested, only to escape and witurn with the Ords decades taken when Gazghbull launched his second mixation of the planet. With quades of Ork brusts at his side to stifle any dissent, he preclaimed himself Overlord of Acheron Hive. In the months that followed, he ruled with a mixture of such vanity and capricious cruelty that even the nobility who had welcomed him back as a long-lost prince turned against him. Forced into hiding by the rebellion, he was eventually shan in a secret mission by the 13th Penal Ligion.



FORMATION RESTRICTIONS

Von Strab is taken on his own and does not come with any other members of the Company Command Squad. He must join the Ork Nobz mob and may not leave the unit. The mob must have 10 models (including von Strab).

SPECIAL RULES:

Hated Tyrant: All Imperial Guard units have the Hatred (von Strab and his Ork Nobz mob) special rule. In addition, any Imperial Guard unit within 12° of von Strab in the Assault phase must declare a charge against him if it is possible for them to do so.

Incompetent: Von Strab's formation never confers the additional Strategic Asset to its side for being a High Command formation.

Von Strab Must Diel: At each break time, von Strab counts as a controlled Strategic Objective for his side if he is alive, and a controlled Strategic Objective for the opposing side if he has been slaim

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ARMAGEDBO

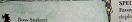
ORKS RED SKULL KOMMANDOS

(stoff in the jungles that separate Armageddon Prime from Armageddon Secundus at the end of Gharghkull's first invasion, Boss exter in the junges

section has fought a guerilla war against the Imperium for more than fifty years. He has led his Red Skull Kommandos in num

section has fought a guerilla war against the Imperium for more than fifty years. He has led his Red Skull Kommandos in num

num. Saked his jougun of the second state of the second neds god automose), who so admires their curning and guile that he ensures they can never be caught. Whatever the truth of this, is the government of the Red Skull Kommandos seem to have a preternatural ability to sneak up on an enemy, launch a brutally swift attack, the fact is that the Red Skull Kommandos seem to have a preternatural ability to sneak up on an enemy, launch a brutally swift attack, and then vanish back into the gloom of the jungle.





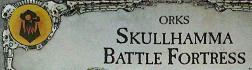
Will was the same of the last

FORMATION RESTRICTIONS

SPECIAL RULES:

Favoured of Mork: On the turn the Red Skull Kommandos deploy, Boss Snikrot and all friendly Infantry models chosen from Codex. Orks within 12" of him have the Shrouded special rule until the beginning of their next turn (even if they deploy at the start of the game)

Vanish in the Gloom: Boss Snikrot and any friendly Infantry unit chosen from Codex: Orks within 12° of him may enter Ongoing Reserve at the start of an Ork turn, as long as it is more than 12" from all enemy models. SHOT - IDEN - TIME



For the serious Mek, a popular construction project is the Battle Fortress - a clanking, smoke-belching behemoth festooned with guns and boyz, alive with Grot riggers and whirring tracks. Typically twice as big as a Battlewagon, and often even larger, a Skullhamma Battle Fortress is a mobile stronghold and artillery battery rolled into one.



F S R HP



430 Points

Unit Type: Super-heavy vehicle Unit Composition: 1 Skullhamma

WARGEAR:

TRANSPORT:

- Transport Capacity: 30 models. Fire Points: A total of 10 models may fire from
- the Skullhamma's Fire Points. · Two twin-linked big shootas

Access Points: A Skullhamma has one Access Point at the rear

	Kange	5	AP	Type
Skullhamma kannon	60"	9	3	Primary Weapon 1, Apocalyptic Blast
Big shoota	36"	5	5	Assault 3
Kannon				
- Frag	36"	4	5	Heavy 1, Blast
- Krak	36"	8	3	Heavy 1
Lobba	48"	5	5	Heavy 1, Blast
Rokkit launcha	24"	8	3	Assault 1
Supa-rokkit.	Infinite	8	3	Heavy 1, Large Blast,

THE HOUSE TO BE TO SHOP

- · May replace Kannon with a Lobba.
- · May take up to three supa-rokkits 20 pts each
- · May take up to two additional
 - twin-linked big shootas ...
- · May replace any twin-linked big shoota
- with a twin-linked rokkit launcha...



CONTRACTOR OF THE PROPERTY OF

WAR ZONE RMAGEDDON

ORKS STOMPA MOB

not uncommon, for Warlords and Big Meks to combine their forces prior to a battle into Stompa Mobs. Petty revalues are set assets ha not minomine, the months of a good fight against a common foe. Such was the case on Armageddon, where Ghazghkull persuaded to the grain vigory.

(b) Warlards, that the Armageddon system was ripe for conquest and rule under a united Ork Waaagh! With an withinstant numerous Ork Meks, they became almost as common a sight in Ghazghkull's combined forces as Battle Scopes easily produced by the numerous Ork Meks, they became almost as common a sight in Ghazghkull's combined forces as Battle supplies and processing smoke and fire, the mob of clanking wer machines lumber across the field of battle, crushing anything that gets in formers, Denturing.

The way beneath their massive armoured feet. Very few things can withstand the awesome might of a rampaging Stompa mobile.

SPECIAL RULES:

Combined Power Fields: If a Stompa Mob is in Arrowhead Attack Pattern and has a Big Mek Stompa, its power fields protect all of the Stompas in the formation.

Stomp, Stomp, STOMPI: If a Stompa Mob is in Broadsword Attack Pattern, then each vehicle in the formation may choose to re-roll any roll it makes on the Stomp table

> The wretched alien mind cannot be measured by any human standard.

the state of the state of the

FORMATION RESTRICTIONS None The way of the place had

4 Stompas

0-1 Big Mek Stompa

WAR ZONE RMAGEDDO







THE ADEPTUS TITANICUS

In the grim darkness of the far future, the Imperium's armies march to war in the shadow of giant war machines, the ground trembling beneath their mighty tread and their fearsome guns sweeping entire legions of their foes from the battlefield. What follows is an investigation into the storied history of the Tian Legions – the greatest legacy of the Dark Age of Technology.

THE ADEPTUS MECHANICUS

How like a god He is, that ancient machine, primal of all His kind, the Imperator! His nighty fists, massive like two lowers of destruction, londow with the doom of Mankind's bitter fore. He watches over us now as battle joins, and in His shadow we shall advance upon our entmiss and defeat them:

When the Tech-Priests built their first temples and rescord order to Mars they also laid the basis for the military zero of the Coll Mechanicus, the Titan Legions. They created weapons capable of functioning in the bossile environment of their planet. The wast fighting machines they constructed were called Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now as part of the Innervan they serve the Emperor

Throughout the Imperium there are countless forge worlds devoted to the pursuit of knowledge. Many of the developments that stem from these endeavours are given form amongst the Titan Legions and the techguard armies of the Adeptus Mechanicus. who protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy. The forge worlds remain fiercely loyal to their Martian masters; their tithes - the fruits of their industry - are paid to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other worlds in the Imperium are controlled by the Administratum of the Adeptus Terra, the Adeptus Mechanicus retains direct ownership of its own territories. Thus, the forge worlds raise no regiments for the Imperial Guard and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their realms, and there is no world in the Imperium where their Titan Legions may not walk freely. destroing entire formations of enemy troops, laudie the Titan's armoured shell counties, crew buy themselves with their duties. Some opprate the thoolship engines that projed the machine, enabling it to walk over the battleidel. Others direct its potent weapons its lethal missiles. A Titan is a ponderous its lethal missiles. A Titan is a ponderous battleiby of the lind — a machine of such a size and complexity that it is accompanied by infinery and tasks so that it can deliver its substantial frepower in the most effective way. Some Ulane even earry troops that battle; their towering leg sections forming mighty lautions from which squade of troops attack the enemy.

The construction of a Titan takes many years. and centuries of maintenance and care may lie behind a single machine. The largest and oldest Titans are held to contain a spark of the Machine God's divinity, but all have a holiness invested in them by virtue of their antiquity and technical complexity. Tech-Priests deck each Titan with banners proclaiming their divine nature and on the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicanum. To the Tech-Priests, a Titan is more than a fighting machine; it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.

BATTLETITANS

Battle Titans are enormous machines that tonce over even the heariest tanks. Their limbs are moved by electrically motivated finite boundes that bounds and feet like moscles around hones' of administion and armaplas. They are protected by a series of massive void shield generators and have thick armour of ceramite and adamantium comparable to make the contract of the contract of

this problem by using dangerously volatile plasma reactors with all the attendant risks of meltdown or runaway reaction.

Titans are controlled via the use of a mind impulse unit – or MIU as they are sometimes known. Mind impulse units read commands directly from the berain-waves of the Titans bridge crew, giving the machine an agility and reaction time otherwise impossible to achieve. To an extent, the Titan and its crew – and in particular its commander or Princeps – become meable together by the use of the MIU.

Batle Transhave multi-configuration wapped mounts which allow their attendant Tech-Priests to interchange weaponry cashly. In theory, this enables them to arm a Titas with the folal weapon combination for every ferrain type and opponent. Of course, when in a war come this seldom the case as Timan will offer be away from the necessary facilities for weeks at a time. It is also notecable that individual Princeps and their crees quickly develop a taste for specific weapon combinations.

EMPEROR TITANS

The Emperor class is the largest of all types of Titan, being almost twice the size of a Battle Titan. They mount veritable arsenals of weaponry and are protected by a plethora of void shields over armour so thick it would not be out of place on a planetary defence installation. The Imperator is one of the larger examples of an Emperor class Titan. Only the most battle-hardened Princeps are given command of an Imperator Titan and they are permitted their choice of crew members from other Titans within the legion. Imperators spend much of their time employed as vast mobile fortresses used to strengthen vulnerable sectors of the battlefront or to act as a reserve force behind the front-line. When a major offensive begins, Imperator Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through the enemy lines

Of all the galaxy's fighting machines, none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of



EAVER BATTLE TITAN

The Reaver Battle Titan is a flexible, multirole fighting machine, commonly used at the forefront of the fighting. Reavers are medium-weight Battle Titans which mount up in three weapon systems. They bear a number of yord shield generators and are protected by thick, well-sloped armour on all sides. Reavers are most commonly deployed in a shock assault role, giving close support to infantry and tank attacks. In this capacity, they usually wield short-ranged, rapid fire weapons and a massive melee weapon such as a chainfist. When operating in battle groups, one or two of the Reavers will be equipped with longer-ranged anti-armour weapons such as laser blasters or plasma blastguns.

Research suggests the Reaver was designed at approximately the same time as the Warhound. It differs considerably from older designs, such as the Warlord Battle Titan, in placing the vulnerable plasma reactor at the rear of the carapace housing. While this makes the Reaver difficult to knock out from the front, the more exposed cooling burs of the reactor make it a comparatively easy target from the side or rear. The greater speed of the Reaver in comparison to Warlord Battle Titans minimises this problem but it does make Reavers unsuitable for extremely heavy fighting in cities or other close terrain.

WARHOUND SCOUTTITAN

Warhound Scout Titans are not, strictly speaking, Battle Titans at all. However, there are very few practical differences between Scout Titans and Battle Titans (save in size and nomenclature). Warhound Scout Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

Warhounds almost invariably operate in pairs, so that they can outmanoeuvre or outgun almost any opponent they are liable to meet on such missions. In a or battle. Warhounds favour working their way around a flank to pursue 'soft' targets such as infantry and artillery.

With weapons like Vulcan mega-bolters and Inferno guns, a pair of Warhounds can cause immense damage using this method. Warhounds are shielded by a pair of void thield generators and are relatively lightly armoured, emphasising speed over strength. They mount two weapons and are limited in the selection of these to the 'lighter' Titan weapons, as they produce less recoil

The small crews of Warhound Titans are made up of tough and resourceful individuals; experts in unorthodox tactics all, they possess a fierce fighting spirit that is the envy of other Titan crews. The recurring nightmare of any Warhound's crew is that an incompetent commander will deploy them in the centre of an open battlefront, where they will draw heavy enemy fire and quickly be destroyed. TITAN BATTLE GROUPS

The arming of Titans must, by necessity always be a compromise. To gain long range you must sacrifice firepower, and vice versa. You must approach this decision at two levels, Firstly, the level of the individual Titan. Consider carefully what it must achieve and how its armament will affect its ability to fulfil its objective. Secondly, the level of the force itself: this may be the legion as a whole, or a battle group on a particular mission. Never forget that a Titan force is a team - a single body - and may have specialised members designed for specific tasks. Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly." De Bellis Titanicus

Attributed to Haran Jaxx

The Titan Legions are extremely flexible organisations. The number of operational Titans in a single legion can vary between barely a dozen, in the case of the elite Legio Ordo Sinister, to over a hundred in the Legio Destructor When at war, some of the legion's Battle Titans are sent to different sectors of the battle front to support specified companies, nominally coming under the control of the sector commander. Likewise, most Emperor class Titans are deployed to strengthen the front at key points, although these remain under the direct command of the legion's Grand Master

The bulk of the legion's remaining Battle Titans are formed into battle groups of three Titans, which will usually remain together for the course of the campaign. Each battle group is independent, frequently including its own supporting troops and maintenance facilities. The Titans within a group are nearly always of the same type; this ensures that they remain a cohesive formation with similar capabilities.

Scout Titans, such as Warhounds, have not been organised into battle groups since the excesses committed by Senior Princeps Esau Turnet's Death's Head Scouts, part of the Traitor Legio Mortis, during the Horus Heresy Instead, Scott Titans usually operate in pairs; the resulting 'hunting packs' are attached to battle groups as required. The armament of a battle group's Titans varies greatly according to the terrain it is fighting in and the strengths of its opponents. The Grand Masters of the Titan Legions have pondered the optimum weapon mixes for battle groups for thousands of years. Is it better to arm all three Titans with weapons of the same range to achieve mass firepower? Or should each Titan be tailored to complement its fellows and cover their shortcomings? Innumerable codexes and papers have been written on the subject of Titan armament but individual Princeps and Grand Masters all harbour their own perceptions of the ideal weapon fit.

RENEGADE TITAN LEGIONS

In the dark days of the Horus Heresy, great numbers of the Mechanicum were lured into the service of Chaos with promises of forgotten knowledge The Tech-Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into lovalist and traitor factions, with over half of the Titan Legions joining Horus. Throughout the Heresy, innumerable battles were fought between the divided Titan Legions and whole cities shook beneath the heavy tread of these awesome war machines

With the failure of the Heresy, the renegade Titan Legions were driven into the Eye of Terror, where they still dwell, ten thousand years on, waiting to attack the worlds of the Imperium again During their long sojourn among the Daemon worlds, the renegade Titans have become warped and twisted, for the mutating power of Chaos is not limited to living flesh. Nearly all Chaos Titans have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted close combat weapons or extra guns in place of their mouthgrills; others sport long sinuous tails wielding weapons or gigantic blades. Many still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos; others are steered by Dacmonic sentience.

Flags, kill banners and pennants fly from the weapons and arms of these Chaos Titans, often with the eve-aching symbols of the Dark Gods prominently displayed. The pitiful followers of Chaos seem to gravitate towards the renegade Titans, seeing them as monstrous, brooding effigies of ancient gods of war. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for

(FIRE WASPS)

The Legio Ignatum is one of the oldest legions, its forge world being Mars itself. The legion saw battle throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. In later years, the legion fought through the darkest days of the Horus Heresy, defending the Emperor's palace against the impossible odds that Warmaster Horus brought to bear Innumerable individual tales of personal heroism and individual sacrifice survive from that time and the Fire Wasps have more than their share. To this day, the Legio Ignatum is the only Titan Legion granted the honour of guarding the Emperor's throne room. After the siege of the Emperor's palace was broken, the Legio Ignatum went on to fight in most of the major campaigns to cleanse those worlds tainted by the heretics. The legion fought in the mighty conflicts on Paramar V and in the Tallarn system as it strove to drive the Traitor Titan Legions back.

In these long and bloody campaigns, the Princeps of the Fire Wasps came to know and hate with an abiding passion the Legio Mortis; old rivals which had now turned to dark heresy and foul worship of the gods of Chaos. It was the Legio Mortis who breached the walls of the Emperor's palace; it was Death's Heads Scouts who terrorised and systematically destroyed the populations of a dozen hives on Paramar and Tallarn. The flames of hatred still burn hot and bright in the hearts of the Legio Ignatum - one day, a reckoning will be made.

LEGIO MORTIS

(DEATH'S HEADS - TRAITOR LEGION)

The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy, when the Daemonpossessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war. Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade; their loyalty had long since been pledged to him rather than the distant Emperor When Horus began the heresy by virus-bombing the defenceless world of Isstyan III, the Death's Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, others that the madness inspired by the billions of putrefying corpses ensured they turned their faces to Chaos.

Who can say where the truth lies? Certainly, when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia; great tentacles of twisted flesh and metal lashed; spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts. Horus granted the Death's Heads the honour of breaking through the outer walls of the palace and through their own fanaticism they did so, despite suffering the loss of over thirty Titans in one night.

However, in spite of their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the Warp and realspace overlap, time has flowed strangely for the Death's Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.

LECIO METALICA (IRON SKULLS)

The Legio Metalica is rightly famous for its tragic part in the Second War for Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh! in centuries, Waaagh! Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences, the Overlord commanded the legion to perform the impossible task of stemming the Orkish tide. Princeps Prime Kurtiz Mannheim held temporary command of the legion after the death (suspected to be assassination) of its Grand Master. By Imperial law, it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan Steel Hammer to lead his battle groups to certain destruction. The legion fought hard and it fought well;

Stret Hammer alone accounted for three Ork Stompas before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Ork Gargants outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The legion was almost completely wiped out and took no further part in the Armageddon campaign-At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. Legio-Metalica has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination. Mannheim remains a shining example of the dutiful warrior to all.

LEGIO VIJI CANUM I/LEGIO VULCANUM II

The Vulcanis system is remarkable for its eclipsing binary of red giants. These swollen, dying stars circle and drain crimson streamers of gas from each other in perfect synchronicity. The forge world of Vulcanis is Stygies VIII, a large moon in orbit around a massive ringed gas giant on the outer fringes of the system. Because of its close proximity to the Eye of Terror and the attendant risks of Chaos attack. Stygies VIII was home to two Titan Legions, the first and second Legio Vulcanum While it is unusual for a single system to support two legions, it is far from unknown - Mars itself supports three. The curse of Vulcanis was that both legions betrayed the Emperor and joined the heresy on the side of Horus. Most of the brother-legions' machines were on crusade with Horus when the heresy began. However, a horde of Chaos cultists back on Stygies VIII made a series of bloody surprise attacks to seize control of the forge world's manufacturing facilities.

Soon the lovalists were reduced to a small group defending the Temple of Knowledge against the robed cultists and the hastily-improvised berserker machines they had produced. Trapped and alone, the lovalists expected only to die - but rescue came from an unexpected quarter On the 31st day of the siege, a group of tall, graceful Titans supported by speeding jetbikes in their hundreds appeared and smashed the scions of Chaos. The Eldar Craftworld of Saim-Hann had sent the forces - not to help the loyalists, but to deny Chaos a staging post so close to the Eve of Terror. When the Heresy ended, both the brother-legions fled into exile in the Eye of Terror and Stygies now houses a third legion, Legio Honorum

ORK STOMPAS

The Orks are a crude and savage species who revel in violence, destruction and death. When a Waaaght calls them to warney build yast, mechanical effigies in the guise of their equally crude and savage deities. These aply named Stompas truly epitomise the Orkish way of lighting, Read on, if you dare, to gain insight into these finelish creations.

ORK STOMPAS

Safe bear of the Cirk expansion throughout the universe is a phenomenon known as the Wasagk! The Wasagk! is a spontaneous papering which starts suddenly in obscurity, and then gradually gathers momentum, offereinkin from across whole section become agranted, disturbed and drumnic, and universe abuses converse a brustal leading rise supurmenter amongst the Otk vartands. As they look to expand their domains, more off to their become part of the gathering omight of the Wasagk! This is a time when Otk hordes spill across the universe, a time. Of peat migration, wars and computer.

st die very core of the Wasaght less the summerion of the gapatic var machines insone as Stompas or occasionally, when they are very large, Gargant. Each Stompa is a toering war machine with assessme destrueitre power. It is also a tearnic mechanical, fare-belching idol mode in the image of the OA, gods. The building of Sompas askin to sovalup for the OAs their gods, Gork and Mork, are hig, hoisterous beingsthale near altered destructions in their vale, and in battle. Stompas caree a similar wale, and in battle. Stompas caree as with which it is no surpress that fighting altongoid a maring. Stompa inspires a financial devotion in the thomp of rateous Orls.

Stompas are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Stompas carry awesome firepower heavy cannon and giant flamethrowers are mounted in turrets on the Stompa's shoulders and often more guns are carried on the head as well. Almost all Stompas also bear an enormous close combat weapon of some kind, he it a metres-long chainblade, a steam-powered ammer or an immense crushing claw. No two Stompas are identical, as each Ork Mekboy strives to create a bigger, more fearsome sy than his peers. Each of their weapons also unique, 'kustomised' by their creator o cause as much destruction as possible

Sompas are protected by Lures of thick plate; their sameword built are made from all kinds of different meral and his of armour plate scattering from worked or armour plate scattering from worked vehicles and welded or hammered mito plate. A vast krew of Oils, Gerechin and Snodrings ride into built absord a Sompa, each performing a specific role. The Orlas free the guan and solve the bollers, under the stern eye of the Sompa Saxpin and his roles. The step of the Sompa Saxpin and his roles of the step of the Sompa Saxpin and his rarga are sent fractically crading into the cramped workings to fix things and fight free as the Stomps soffers built damage.

The immensely proud Warloos of a clan that has an Stomps will almost aboay be one of the Stompa's Kaptinis, and some of his Nobes will that up the pease of Fries Marchine shours at the Errors, Gauthous (obtouts at the graners), and Flagsbow (obtouts at clarge of the signal flags Stompas use in battle – as well as shoroling of course!). The talented Metholy who boilt the Stompa is rewarded with the poor of Boos-Meta and great to order around all the other Methody onboard and shout at the riggers. These distributional based on the signal of the

STOMPA MOBS

In the build-up to the Waaagh!, when the Ork tribes are driven to build the idol-like Stompas in praise of their savage gods, most Warbosses manage to get one or two Stompas built by industrious Mekboyz. Some of the more powerful Ork Warlords can command enough resources to build many, and on occasion, several Ork Warbosses will join their tribes together to form an even more potent Wasagh! In such cases, an Ork horde may be lucky enough to be led to war by a Stompa Mob, usually comprising three Stompas. One Stompa is a frighteningly destructive creation; a formation of them is enough to send all but the bravest troops fleeing for cover The massed firepower of a Stompa Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame The biggest Stompa in the mobile commanded of by the Watford and is known as the Boss Stompa. The other Stompas are above commanded by the Watford's most trusted Nobe. In battle, all the Stompas in a Mob have to sike done together so the Nobe can see the signal Bags benig frantically sweed about on top of the Boss Stompa; these tell them what their orders are and where they're supposed to be going.

BIG MEK STOMPAS

Just as the Big Meks finally sit back and congratulate themselves on the excellent job they've done getting the Warboss' Stompa ready in time, they all too often realise that they haven't got a vehicle or Stompa of their own to join in the Waaagh! Somehow, in the midst of all the buggies and weapons to be built, they haven't finished off their kustom Battlewagon. or built a Skullhamma or anything! So it is, with the Boyz already brawling amongst themselves in anticipation of the coming fight, that the Mekboyz can be seen hammering and welding through the night collecting whatever scrap is left over from the Warboss' Stompa and building another such monstrosity at breakneck speed

lust as the horde begins to pour forward, the Big Mck's triumphant team start up their latest creation - a new Stompa. All Stompas are individual creations, but Big Mek Stompas are especially varied. Each is protected by a kustom force field and carries an eclectic range of exotic experimental weaponry. Liftadroppas or other force field weapons offer long-range destruction, usually backed up by a bewildering array of kustom kannons and shootas, and close combat weapons built from the mighty cranes, grabbers and huge circular saws used in the Mekboyz' construction work. The Big Mek Stompa is run by a devoted kress of enthusiastic Snots and Gross, commanded by the Big Mek from the head (or 'bridge'); he bellows his orders down speaking tubes into the bowels of the great metal beast.



REFERENCE

How to use this Section

This section includes quick reference versions of many of the rules presented in the Rules of Engagement section, a summary of the rules or each of the Apocalypse Formation types, and a reminder of the Apocalyptic Weapons rules for use in-game. The environmental rules from War Zone Armageddon are also included.

If you need to check or clarify any of the rules during your games, each rules summary also has a page reference to the 'full' version of the rules



APOCALYPSE TURN SEQUENCE

1. Determine Unnatural Disasters.

2. 1st Side Player Turn:

- a. Determine Divine Intervention. b. Declare Finest Hours.
- c. Take Player Turn (as described in the Warhammer 40,000 rulebook).

3. 2nd Side Player Turn:

- a. Determine Divine Intervention.
- b. Declare Finest Hours. c. Take Player Turn (as described in
- the Warhammer 40,000 rulebook).
- 4. Return to Step 1.

DIVINE INTERVENTION (PG 24)

A Warford can invoke Divine Intervention once per game at the start of any turn after the first provided the conditions in the Codex & Criteria column

ENTITY	CODEX & CRITERIA	Miraculous Effect
The God- Emperor of Mankind	Imperial Guard, Sisters of Battle, Space Marines, Dark Angels, Blood Angels, Space Wolves, Black Templars, Grey Knights Half your units have been removed as casualties.	For The Emperor!: Furious Charge, Fearless,
Ruinous Powers	Chaos Daemons, Chaos Space Marines The number of opposing units that have been removed as casualties equals or exceeds the number the opposing side currently has in play.	Rewards of Chaos: You can choose to treat any 'Is' To Hit or To Wound as '6s'.
Gork & Mork	Orks Half of the total number of non-vehicle units from Codex. Orks on the battlefield (friend or foe) are engaged in close combat.	Foot of Gork (or is it Mork?): Make a Stomp attack anywhere on the table, using the massive blast marker. Note that the first marker does not have to be placed in base contact with a friendly model.
Khaela Mensha Khaine	Eldar, Dark Eldar More than 50 Eldar and/or Dark Eldar have been removed from play as casualties (friend or foe).	Children of the Bloody-Handed God: All Eldar and Dar Eldar have Hatred and Rage
The Greater Good	Tau Empire Your side has at least 5 fewer Strategic Victory Points than the opposing side.	Desperate Strength: All Tau units have Stubborn, Feel No Pain (4+) and Counter-attack.
The Hive Mind	Tyranids 3 or more HQ models from Codex Tyranids are within 6° of a Strategic Objective in the enemy's deployment zone.	The Jaws Snap Shut: All Tyranids have Preferred Encur and can both Run and then shoot in the same Shooting phase, then charge in that turn's Assault phase.
The Star Gods of the C'tan	Necrons	Anti-C'tan Protocols: All Necrons have Adamantium Wi and Fearless, and pass Reanimation Protocols on 4+



removed from play as a casualty.

A C'tan Shard. Tesseract Vault or Transcendent C'tan has been

FINEST HOURS (PG 26)

Each Warford may take one Finest Hour per game, declare it at the start of any of your turns. Until the start of your next turn, the Warford has a 34 such Warford may de-search warford may de-man de

COM	MAND EXEMPLAR TABLE	PER
D6	EFFECT	I
1	Implacable Advance: Warlord, and all friendly units in 24°, are Relentless.	
2	True Grit: Warlord, and all friendly units in 24", have Feel No Pain.	
	at City Via Name Summedan	

- Warlord, and all friendly units in 24", are Stubborn The Great Push: Warlord, and all
- friendly units in 24", can both Run and then shoot in the Shooting phase. They cannot charge unless they are Fleet
- Inspiring Oratory: Warlord, and all friendly units in 24°, have Crusader. Kill 'Em All: Warlord, and all friendly nits in 24", have Preferred Enemy.

- RSONAL EXEMPLAR TABLE EFFECT
- Exceptional Display of Skill: Reroll all failed To Hit rolls.
- Bloody Rampage: Triples Attacks. Violent Display of Power: Re-rolls
- all failed To Wound rolls. Hero's Might: Strength and
- Toughness x2 Temporarily Unkillable: Toughness 10;
- 2+ invulnerable save. None Can Stand Before Me: +2 Attacks; melee attacks are API with Instant Death

STRATEGIC EXEMPLAR TABLE

D6 EFFECT 1 Additional Asset

- +1 Strategic Asset.
- The Whites of their Eyes: Friendly units in 24" of Warlord use their normal BS for Overwatch.
- Coordinated Firing Solution: Warlord's line of sight. Re-roll failed rolls To Hit against them.
- Set Piece Kill: Nominate an enemy unit within Warlord's line of sight. Re-roll all failed rolls To Wound, or failed armour penetration rolls,
- Zone of Death: Nominate a Strategic Objective within Warlord's line of sight. All friendly units within 12" of it have Zealot.
- Perfect Timing: Return one destroyed unit to Ongoing Reserve



SONS OF THE PRIMARCH (PG 28)

Instead of using an Exemplar table (above), Space Marine (and Chaos Space Marine) Warlords may receive the bonus below during their Finest Hour

SONS OF THE PRIMARCH CHART

CHAPTER	EFFECT
Dark Angels	Son of the Lion: Gain the Hail of Fire Strategic Asset and use it immediately
Emperor's Chaldren	Lord of Excess: Warlord and any friendly unit with Mark of Shanesh in 12* have Feel No Pain (4+)
Iron Warriors	Lord of Destruction: Warlord and all friendly Iron Warnors in 12* have Tank Hunters and Armourbane.
White Scars	Son of the Khan: Warlord and all friendly White Scars in 12' double their Run and/or Turbo-boost distance.
Space Wolves	Son of the Wolf: Attacks x2. If in base contact with an enemy character, Strength x2.
Imperial Fists	Son of Dorn: +2 Toughness; all other friendly Imperial Fists in 6" have +1 Toughness.
Night Lords	Lord of Terror: Warlord has Fear. Enemies in 24° of Warlord re-roll passed Leadership tests.
Blood Angels	Son of the Angel: Type becomes Flying Monstreus Creature
Iron Hands	Son of Iron: Warlord and all friendly Iron Hands in 6° add 1 to rolls for saving throws (1s always fail).
2 37	Lord of Weath Warland and all friendly World Eaters in

CHAPTER	EFFET
Ultramarines	Son of Honour: Warlord and all friendly Ultramarines in 12° of him have either. Tank Hunters, Split Fire, Preferred Enemy, Stealth, Fearless, or Relentless.
Death Guard	Lord of Corruption: Warlord and all friendly Death Guard in 12" have Fearless and Feel No Pain.
Thousand Sons	Lord of Flux: Becomes Psyker, gains 2 Mastery Levels. Generate powers immediately from Biomaney, Pyromancy, Telepathy or Treentch disciplines.
Black Legion	Lord of the Black Crusade: Warlord and all friendly Black Legion units in 12' have either: Monster Hunters, English Charge, Fearless, or Crusader

Black Legio	Black Legion units in 12' have either: Monster Hunters, Furious Charge, Fearless, or Crusader
Word Beare	Lord of Heresyr Control enemy unit in 24° of the Warlors If the unit is in combat when the Finest Hoar ends, move it to be 1° away from any other models. No Consolidating

Salamanders	have Concussive and Strikedown.
Raven Guard	Son of the Raven: Warlord and friendly Raven Guard in 12" have Fleet, Move Through Cover, and Hit & Run.
en reference control (CA)	A . A . A . Washerd and friendly Alpha Legion

STRATEGIC RESERVES (PG 37)

If a mission uses Strategic Reserves, these units enter play based on the table to the right (tool don't have to roll for Reserves as normal) – note they don't have to arrive on the turn they are available. Units that enter 'after any break' can enter in the turn immediately after any scheduled break.



STRATEGIC RESERVE TABLE (PG 37)

TYPE	AVAILABLE FROM
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, and Flying	Any turn, including the first
Gargantuan Creatures	
Units arriving by Deep Strike	Any turn, including the first
Fast vehicles*	Any turn, from the 2nd
All remaining units	After any break (except a

^{*}Unless they are Flyers or arrive by Deep Strike

UNNATURAL DISASTERS (PG 38)

If you are using the Unnatural Disaster rules, choose or randomly determine one table. Each turn, a randomly selected player (the Master of Disaster) rolls a D3, adds the turn number, and applies the result from the relevant table.

WARP STORM BREACH TABLE (PG 39)

D3+		EFFECT	ğ
TURN			

- 2.3 Daemon Gale: For Morale and Pinning checks, units must use their lowest Leadership, Psykers within 24" of the Breach generate two extra Warp Charge points per turn.
- 4-5 Warp Invasion: The Master can place up to D3 units of 2D6 models within 6° of the Breach and 1° from other units. These are Coderc Chew Demonstraints, from the troops, clitics or fast attack sections. They may charge this turn, and are under the control of the player that placed them for the rest of the game.
- 6+ Lords of Doom: As for Warp Invasion, above, but the units are single models from the HQ or heavy support sections instead, and cannot have optional upgrades.

Once More Unto the Breach: Roll-off before deployment. The winner places a marker, and scatters it 2D6". Their opponent then places a second marker 24" from the first, and scatters it 2D6". The line between the two markers forms the Breach; it is impassable terrain and block line of sight.

MAGMA STORM TABLE (PG 39)

D3+

TURN	
2-3	Rain of Lavar D3 units are hit by the Rain of Lava. Starting with the Master of Disaster's side, the sides select a different
	enemy unit to be hit. These suffer D6 S7 AP3 hits.

EFFECT

4-5 Flaming Boulders: Starting with the Master, the sides take it in turns to resolve a total of D6 Flaming Boulder attacks.

Each Boulder scatters 2D6° and has the following profile:

64 Airborne Inferno: All Armour Saves are worsened by 1 and all weapons have the Gets Hot special rule this game turn.
Weapons that have this rule already get hot on 1s and 2s.

PSYCHIC CONJUNCTION TABLE (PG 40)

TURN	
2-3	The Mind Ascendant: All non-vehicle, non-Psyker units
	have Brotherhood of Psykers and Smile

- 4-5 Causality Breach: Re-roll all 1s this game turn
- 6 Psychic Tornadors. The Master places a large blast marker on the table; is seaters 20%. The marker remains in play, scattering 20% at the runs of each turn. Any non-exhibit models for the control of the control of

SEISMIC EXPLOSION TABLE (PG 40)

D3+

TURN	
2-3	Grinding Fissures: The Master chooses two edges of a single board section that are not part of a table edge
	These section edges are dangerous terrain until the start of
	the next game turn.

- 4-5 Ruination: The Master nominates D3+1 buildings. Roll on the Building Damage table for each, adding +2 to the roll.
- 6+ Total Collapse: The Master randomly selects a board section. It is removed from play, along with everything on it. The resultant gap is impassable terrain.

EXTERMINATUS TABLE (PG 41)

TURN	EFFECT
2-3	Orbital Bombardment: Starting with the Master of Disaster's side, take it in turns to resolve a total of D3
	Orbital Strike attacks (see the Orbital Strike Strategic
	Asset card pg 31). These are not Strategic Resources.

- 4-5 Virus Bomb: Every non-vehicle unit takes a number of Strength 3 AP5 hits equal to the number of models in their unit
- 6+ Incendiary Atmosphere: Every unit takes a number of Strength 10 AP2 hits equal to the number of models in their unit.





TURN

- 35. Typer Zambers Infanty models removed a casualare, due to relea saing throw become Fague Zombers. These must join a mit of Fague Zambers within 6° if possible. If they can't, they form a new mit. They have I Wound, WS I, Armour Sane 2° and may not aboot or Rom. They may change on the num they enter play. They have Fearless, Feel No Fain and Siew and Purposedth Player Zombes are controlled to each name. Master, and are enemies to both sides. Dead Player Zombers do not treum to play a note Player Zombes.
- 4.5 The Restless Dead: The Master places one unit of 5D6 Plague Zombies more than 6° from any models, using any earlier Infantry casualties during the battle
- 64 Ghosts of the Past: The Master returns a previously removed friendly Infantry unit to play, by Deep Strike, at full strength.

 It has Slow and Purposeful, Fearless, and Feel No Pain.

ASH WASTES UNNATURAL DISASTER TABLE (PG 252)

D3+ TURN EFFECT

- 23 Shifting Ash: The Master of Disaster places a marker that scatters 5D6. Roll a D6 for each Infantry model in open ground within 18 of the marker. On a 1, the model is destroyed, no saves allowed. Then remove the marker.
 - 45 Acid Rain: The Master of Disaster places the apocalyptic blast marker, it scatters 2D6° Models under the marker take a Satength 2 AP5 hit with Poisoned (4+).
- 64 Asteroid Storm: Starting with the Master of Disaster's side, take turns resolving a total of D3 Asteroid Storms. For each, place the apocalyptic mega-blast marker and scatter it 2D6".

Range S AP N/A 10/8/6 1/3/5

SEASON OF FIRE UNNATURAL DISASTER TABLE (PG 252)

D3+ Turn EFFECT

- 23 Scalding Dust Devils: The Matter of Disaster drops 5 small pieces of paper 36° above the table. Models within 3° of these take a Strength 5 AP5 hit.
- 45 Searing Winds: The Master of Disaster rolls a scatter due near the centre of the table, and marks the point on the table edge the arrow points to (re-roll if a Hit is rolled). Models within 24° of this point take a Strength 5 AP5 hit.
- 64 Superheated Ash Storm: The Master of Disaster places the appossippic megablish marker annother. It scatters 400° Models under it are hit with the profile below. Leave the marker in play; it is dangerous terrain. It scatters 200° each Shooting phase, hitting any models undermeath it after statering. Remove the marker at the start of the next turn.

 Range
 S
 AP
 Type

 N/A
 8/6/4
 1/2/3
 Melta

For a thousand days the great barge of the Adeptus Astronomica sailed towards Earth. In the thirteen holds, each as excensious as a temple awe, our human cargo sent up a great wailing and moaning. There were over two thousand souls bound for service, men, women and children, young and old; the sick and the sound. Only the children did not know. But I am a psyker like them and I know their pain. If elt the chains as if they were upon my own limbs. I knew their fate, they had been tested and found wanting, they were too vulnerable, too dangerous to live. I am a guardian of the Adeptus Astronomica. Souls such as these I carry to the Emperor's table.

WAR ZONE: ARMAGEDDON TERRAIN (PG 251)

Grope Weed: Impassable terrain. Nonvehicle models ending their move within 5° must pass a Strength test or suffer a Strength 2° AP-hit with Poison (4+). Once one model is killed by a plant, place a marker by the plant it will not attack for the rest of the game.

Helsreach Monster: Impassable terrain. The first unit to end their move within 6° each turn suffers D3 Strength 6 AP4 hits.

Toxic Ash: Toxic ash is dangerous terrain, but is open ground rather than difficult terrain. Units entering it must still take Dangerous Terrain tests.



APOCALYPSE WEAPONS (PG 72-75)

Primary Weapon (pg 72)

Roll two dice for armour penetration and pick the higher result.

Destroyer Weapons (pg 72)

These have Strength D. If you hit, roll on the table below. No saving throws of any kind are allowed against hits from Destroyer weapons.

DESTROYER WEAPON ATTACK TABLE

D6	VEHICLE OR BUILDING	Non-vehicle
1	Clipped: Targets suffer a penetrating hit.	Lucky Escape: None.
2.5	Solid Hit: Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.	Seriously Wounded: Lose D3+1 Wounds.
6	Devastating Hit: As for Solid Hit (above), except Super-heavy vehicles lose D6+6	Deathblow Lose D6+6

Hellstorm (pg 73)

Use all the rules for Template weapons, but with the hellstorm template.

Vortex (pg 73)

These are Destroyer weapons. Place the appropriate blast marker, roll for scatter and apply damage. For Wound allocation, assume the shot comes from the centre of the marker. The marker is not removed from play it is impassable terrain. At the beginning of every player turn, it scatters 2D6-IEA double is rolled, remove it from play instead.

Apocalyptic Barrage (pg 74)

These Barrige weapons use the apocal-pite barring marker – thist the shape however you like, and maintain in oricentation after scatter (do not scatter each marker separately). Then roll a D6 for each attack on the sweppor's profile—the number rolled shows which part of the marker is this resolve his tunned each part separately. Depending on the overlap of the template and the numbers rolled, units may be hit several times by the sume barring.

Massive Blast (pg 75)

These Blast weapons use the massive blast marker (7").

Apocalyptic Blast (pg 75)

These Blast weapons use the apocalyptic blast marker (10°).

Apocalyptic Mega-blast (pg 75)

These Blast weapons have three Strength values and three AP values reflecting the three zones on the apocatyptic mega-blast marker. The first Strength and AP value are used for the inner zone, the second for the middle zone, and the third for the outer zone.

Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out each zone separately. For cover saves and Wound allocation, assume the shot comes from the centre of the marker. Vehicles are hit on their side armour.

FORMATION TYPES (PG 58)

The different types of formation are listed below. Each formation has unique rules presented on its datasheet. A model may only be part of one datasheet.

ARMOURED SPEARHEADS (PG 60)

These are treated as a Vehicle Squadron. One vehicle is the Command Vehicle, and may shoot at a different target to the squad. Squadrons may deploy or end their Movement phase in a single Attack Pattern, which grants them a special rule until the end of their next Movement phase.







FLYER WINGS (PG 60)

Use the same rules and Attack Patterns as Armoured Spearheads, but a Flyer Wing in Rapier Attack Pattern also has Strafing Run.

BATTLE FORMATIONS (PG 62)

Units in a Battle Formation deploy at the same time, within 36° of the same point (before any scatter). Special rules listed on a formation's datasheet apply to every model in it.

HIGH COMMANDS (PG 63)

Non-which models in a High Command form a single unit. Once per game, in a schedule brack, the owing side can take an extra Strategic Asset if at least one of these models is in play, in each of their Movement planes, while at least one of these models is in play, single friendly unit, can make an All-son Attack – bits Movement plane, that unit traples there move, may not shoot or Run, but may charge Difficult treatm does not show them, but is treated as dangerous terrain. Vehicles may not growe FLI COM Int and Hour Attack, but can Kame or That Shoot.

MASSIVE FORTIFICATIONS (PG 64)

these are buildings, but may have higher Armour Values. They also have Local rolls on the Building Damage table

PSYCHIC CHOIRS (PG 65)

Models in a Psychic Choir form a single unit. They combine their Warp Charge Points into one pool which all can use, and each Choir has a unique Psychic Choir Power on their datasheet which any one model from the unit can use, provided at least 3 models remain. If a Psyker suffers Penils of the Warp, they also suffer Terrors of the Warp (right)



SUPER-HEAVY VEHICLES (PG 66)

Have Fear and Move Through Cover but may not Jink. When shooting. are always treated as having remained stationary, and may fire at multiple targets. They may fire Ordnance weapons and still fire other weapons freely. If they are Transports, they can transport more than one unit at once. They ignore all results on the vehicle damage table apart from Explodes', which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table (right). Any passengers on board at the time suffer a \$10 AP2 hir. When a Superbeasy vehicle Tank Shocks or Rams, use the Thunderblitz table (below)

TERRORS OF THE WARP TABLE

- The Rift Closes: No additional effect
- Psychic Feedback: Each model in the Psychic Choir suffers a
- Strength 6 AP hit with no saves allowed.
- Dimensional Cascade: Centre the large blost marker over the Pysker manifesting the power. Units under it suffer a number of \$10 API hits equal to the number of models from that unit under the market
- Tentacles of Chaose Each Poyker in the Choir takes a Strength test. Any that fail are removed as casualties with no saves allowed.
- 5 Chaos Spasme Replace the Psyker manifesting the power with a Chaos Spawn controlled by the opposing side. Move the Spawn into combat with another model in the Psychic Choir. If you don't have a Spawn, the Psyker is removed as a casualty with no saves allowed.
- Hellspawned Damnation: Place a Greater Daemon (chosen and rolled by the opposing side) in base contact with a model in the Psychic Choir; both units are locked in combat. It has no upgrades. If there isn't one available, the Psychic Choir are

CATASTROPHIC DAMAGE TABLE

D6	TYPE OF EXPLOSION	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/3	2/3/4

Invincible Behemoth: Attacks that say that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play, inflict D3 Hull Points instead. Attacks or special abilities that permanently losser the Armour Values of a target vehicle do not affect Super-heavy vehicles.

D6	TANK SHOCK RESULT	RAM RESULT
	No Effect: This is a standard Tank Shock.	No Effect: this is a standard Ram.
2.5	Kerr-runch: D6 Strength 6 AP4 hits, then is Tank Shocked as normal.	Kerr-smash: +D6 to Ram's armour penetration roll.
6	Overrun: 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.	Flipped: Target Scatters D6" then suffers an Explodes? result.
	Overtune 200 Stitlington 107th 2 they are	

SUPER-HEAVY WALKERS (PG 68)

Are Walkers, but can move 12". Have Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown. Use the Super-heavy vehicle Shooting, Vehicle Damage, Catastrophic Damage and Transport rules, but cannot fire Overwatch. In close combat, they m make D3 Stomps at the Initiative 1 step: place a small blast marker touching the Walker, any others must be within 3° of the previous one Each unit touched by a marker must roll on the Stomp table (below)

STOMP TABLE			Creatures are Mons
D6	Non-vehicle Target	VEHICLE TARGET	phase. Flying Garga and also have Vecto
1	No Effect.	No Effect.	targets and can fire fire Overwatch. Box
2.5	Kerr-runch: Each model in target unit under the blast marker takes a S6 AP4 but	Kerr-smash: The vehicle being stomped suffers a penetrating hit.	cause Instant Death instead. Poisoned o

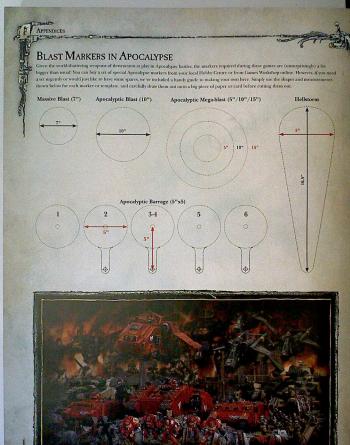
Flipped: The vehicle being Overrun: Each model in stomped scatters D6° then target unit under the blast suffers an Explodes! result.

SUPER-HEAVY FLYERS (PG 69)

Have Fear and Invincible Behemoth. Are Fivers, but cannot Esade. Use the Super-heavy vehicle Shooting, Vehicle Damage, Catastrophic Damage (they do not Crash and Burn), and Transport rules.

GARGANTUAN CREATURES AND FLYING GARGANTUAN CREATURES (PG 69)

Relentless, Slow and Purposeful, Smash, Strikedown, Garran grous Creatures, but may move 12" in the Movement stuan Creatures are Flying Monstrous Creatures, r Strike. When shooting, they may fire at multiple Ordnance weapons and others freely, but cannot th may Stomp like Super-heavy Walkers, Attacks that inflict D3 Wounds on (Flying) Gargantuan Creats r Sniper Weapons only wound them on a 6.



i



This might tome is but a taster of fighting wat hattles in the grim darkness of the far future. If you haven't done so already, why not try orranging one first game of Apocalynes and printing your collection against those of your friends in an epic confrontation? Glory valueousd is the princ for those actings the sould fregoridary hattefelds.

PARTICIPATION GAMES

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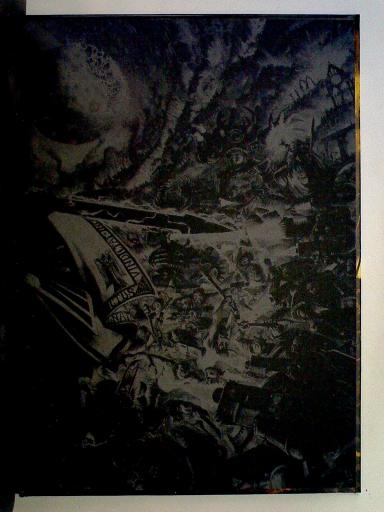
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