

Bell Of Lost Souls Presents:

Lords of Battle

Epic War machines and Monstrosities of the 41st
Millennium v1.5

Fly Lords of Terra

Bigred, Adeptus Administratum Curator
Mkerr, Autosavant

Dedicated to Jervis Johnson; the father of Epic

*Special thanks to all of the regulars at Bell of Lost Souls and Battle Forge Games
(www.battleforgegames.com) for their enthusiasm and feedback. We couldn't
have done it without your help!*

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

-Lufgt Huron, The Tyrant of Badab

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INTRODUCTION

Welcome friend, to an index of ancient lore. Find herein the legends of the battlefield; war-machines and monstrosities to both quicken the pulse and chill the soul. Welcome to the Lords of Battle.

FROM THE AUTHOR

Welcome to what we hope is an exciting and fun-filled Warhammer 40,000 supplement. With the arrival of Apocalypse, Warhammer 40,000 has entered a new era. The player community has been given a template for fun narrative games that are both monumental in size and enjoyment. No longer shackled to the competitive tournament model, players have been given a toolbox for the creation of new units both large and small in the form of Apocalypse Datasheets.

This supplement is not a comprehensive reference, but a travel guide through the some of our favorite old models from Epic. It is intended to get your creative juices flowing and to allow a set of enthusiast gamers and modelers a chance to dive into games with a host of exotic but very familiar units.

It has been a labor of love and I sincerely hope you have a great time playing using these new toys.

-bigred

LORDS OF BATTLE

Welcome to Lords of Battle, an introductory guide to collecting, and gaming with giant war-machines and monstrosities in your Apocalypse games.



LEVIATHAN REGIMENTAL HQ

POINTS: 1250

The Leviathan Regimental HQ is a Praetorian-class vehicle, the largest types under direct command of the Imperial Guard. Fabricated by the Mechanicus, Leviathans are provided to the Guard to fill the need for a well protected mobile headquarters vehicle for an entire IG army. Leviathans are normally kept far behind the front lines and are fitted with a dazzling array of sensors, communications gear and battle-field display equipment.

In the thick of a difficult campaign Imperial Guard Generals may bring up their Leviathan to the front lines to help attain key battlefield objectives. The vehicle is a behemoth; slow, but incredibly armored and protected with a bank of void-shields. Leviathans do not have the pure offensive power of battle-titans, but are fitted with a larger set of small weapons to rapidly engage multiple threats. Their primary offensive weapon is the Doomsday Cannon, a titan-class high calibre cannon that can blast aside any opposition. Secondly, the Leviathan is a transport with the capacity to hold an entire Guard platoon, usually the General Staff's bodyguard detail.

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	14	13

UNIT: 1 Leviathan

TYPE: Super-heavy tank

STRUCTURE POINTS: 5

VOID SHIELDS: 4

TRANSPORT: 50

ACCESS POINTS: One rear hatch (counts as 3 access points)

FIRE PORTS: 10 left, 10 right, 5 rear

WEAPONS AND EQUIPMENT:

- Hull-mounted doomsday cannon
- Turreted battle cannon;
- 6 Sponsons, each with one twin-linked lascannon

Doomsday Cannon

Turreted Battle Cannon

Observation Deck

Bridge

Rear Access Ramp

Twin-linked Las-cannons

Twin-linked Las-cannons

Twin-linked Las-cannons



Size Comparison

Transport Rules:

- Imperial Guard infantry, cavalry and Sentinels only.

Occupant Spaces:

- Infantry: 1
- Cavalry, ogryns: 2
- Sentinels: 5

WEAPON	RANGE	STR	AP	SPECIAL
Doomsday Cannon*	96"	9	2	Ordinance 1, 10" blast Primary Weapon
Battle Cannon	72"	8	3	Ordinance 1, 5" blast
Las-cannon	48"	9	2	Heavy 1

SPECIAL RULES:

- Regimental HQ:** Leviathans are the mobile high command centres for an entire Imperial Guard army. They are bristling with advanced sensors, communications gear, and are at the center of both strategic and tactical command of their forces. The following strategic assets apply to friendly Imperial Guard forces:
 - Careful Planning
 - Supreme Headquarters (centered on the Leviathan)

* The Doomsday Cannon removes terrain under the template on a D6 roll of 4+.

CAPITOL IMPERIALIS

POINTS: 1750

The Capitol Imperialis is the largest of the monumental Praetorian class vehicles under direct command of the Imperial Guard. Fabricated by the Mechanicus, Capitol Imperialis are provided to the Guard to fill the need for a well protected assault transport vehicle for an entire IG infantry or armored company. Extremely rare, and very difficult to transport, an Imperial Guard army will count itself lucky to even possess one in its order of battle. In the thick of a difficult campaign Imperial Guard Generals will order their Capitol Imperialis to spearhead critical assaults in key sectors.

Dwarfing the super-heavy Gorgon transport and even the mighty Leviathan, a Capitol Imperialis is almost unstoppable once moving. The vehicle is a colossus, slow, but incredibly armored, and protected with a large bank of void-shields. Leviathans do not have the pure offensive power of battle-titans, but are fitted with a large set of small weapons to rapidly engage multiple threats. Their primary offensive weapon is the Volcano Cannon, a titan-class laser that can suppress enemy super-heavies. Bristling with armoured fireports, a Capitol Imperialis will relentlessly roll towards its objective; its dozens of passengers blazing away at any threats surrounding it, akin to the sailing warships of ancient Terra.

Turreted
Volcano Cannon

Observation Deck

Bridge

Sponson with Triple
Plasma Cannon
Mounts

Rear
Access
Ramp

Front
Access
Ramp



Size Comparison

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	14	13

UNIT: 1 Capitol Imperialis

TYPE: Super-heavy tank

STRUCTURE POINTS: 8

VOID SHIELDS: 6

TRANSPORT: 100 (see Transport Rules)

ACCESS POINTS:

- One rear ramp, (counts as 5 access points)
- One front ramp (counts as 2 access points; no vehicle embarking-disembarking allowed),

FIRE PORTS: 20 left, 20 right, 10 rear (transported vehicles may not fire)

WEAPONS AND EQUIPMENT:

- Turreted volcano cannon;
- 2 sponsons, each with three plasma cannons

Transport Rules:

- Imperial Guard vehicles, infantry, and cavalry only.
- Super-heavies may not be carried

Occupant Spaces:

- Infantry: 1
- Cavalry, ogryns: 2
- Sentinels: 5
- IG Tanks: 10

note: infantry embarked in a transport (ex. chimera) still use up occupant spaces.

WEAPON	RANGE	STR	AP	SPECIAL
Volcano Cannon	240"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Plasma Cannon	36"	7	2	Heavy 1

SPECIAL RULES:

- Slow and Steady:** A Capitol Imperialis massive size and slow pace easily shrug off the effects of uneven terrain and incoming fire. The following rules apply:
 - It always counts as stationary for the purposes of occupants firing non-heavy weapons from its fireports.
 - It ignores Driver Stunned critical results, treating them as gun-crew stunned instead.

DEATHSTRIKE MISSILE LAUNCHER

POINTS: 350

The Deathstrike Missile Launcher is an increasingly rare sight on the battlefield. These launch vehicles are based on the reliable Chimera chassis and each carry a single Deathstrike missile with a vortex warhead. These are true intercontinental ballistic missiles with a range of thousands of kilometers. As such, they are mostly used well away from the front lines and outside the range of enemy counterattack.

In times of dire need, the Deathstrike can be called forward to engage the enemy directly. Once the launcher is stationary, the missile is lifted up into a vertical firing position and launched. It will make a slow but steady ascent before plunging to annihilate its programmed target. In such close quarters, the enemy will often put forth every effort to bring down the missile before it rains destruction upon them.



ARMOUR			
BS	FRONT	SIDE	REAR
3	12	10	10

UNIT: 1 Deathstrike Launcher

TYPE: Tank

WEAPONS AND EQUIPMENT:

- 1 Deathstrike Missile;
- 1 Heavy bolter

* This missile may be fired only once. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not affected). Don't even think about taking any form of save; and the vortex isn't interested in your Adamantium Mantle, Synapse and other special rules either. Just remove them! Gargantuan Creatures are not removed, but automatically lose D6 wounds (no saves of any kind allowed). Super-Heavy Vehicles are not removed, but automatically lose D3 structure points.

WEAPON	RANGE	STR	AP	SPECIAL
Deathstrike Missile (vortex warhead)*	24"-unlimited	n/a	n/a	Ordnance 1, 10" Blast One-shot
Heavy Bolter	36"	5	4	Heavy 3

SPECIAL RULES:

•**Vertical Ascent:** When the Deathstrike Missile is launched, it climbs in a pure vertical ascent, before plunging on its target. Place a missile marker on the launch vehicle. During the next enemy turn any *single enemy unit* may attempt to fire on the missile, counting it as a flyer in the position of the marker. The Deathstrike missile is an AV:10 vehicle and any glancing or penetrating hit will destroy it. If the missile survives, in the following firing player's turn it will strike any point on the table outside the minimum range and detonate (scattering normally as ordnance).

Special thanks to the unknown creator of this model; she's beautiful!

KNIGHT PALADIN

POINTS: 300

The Imperial Knight Paladin is one of the most common knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

The Knight Paladin is a balanced knight design, which is equipped with a mix of ranged and assault weapons. It is more common than the heavier Castellan knights but is faster and deadlier in hand-to-hand combat. Using the skill of its single pilot and protected behind its void shield, a Knight Paladin will wade its way directly towards its foes, hitting them from afar with its rapid-firing battle cannon before moving in for the kill in bloody assault. When faced with the larger constructs of the enemy races, Knight Paladins will call for the larger support of its Titan Legion cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	13	12	10	2	1(3)

UNIT: 1 Knight Paladin

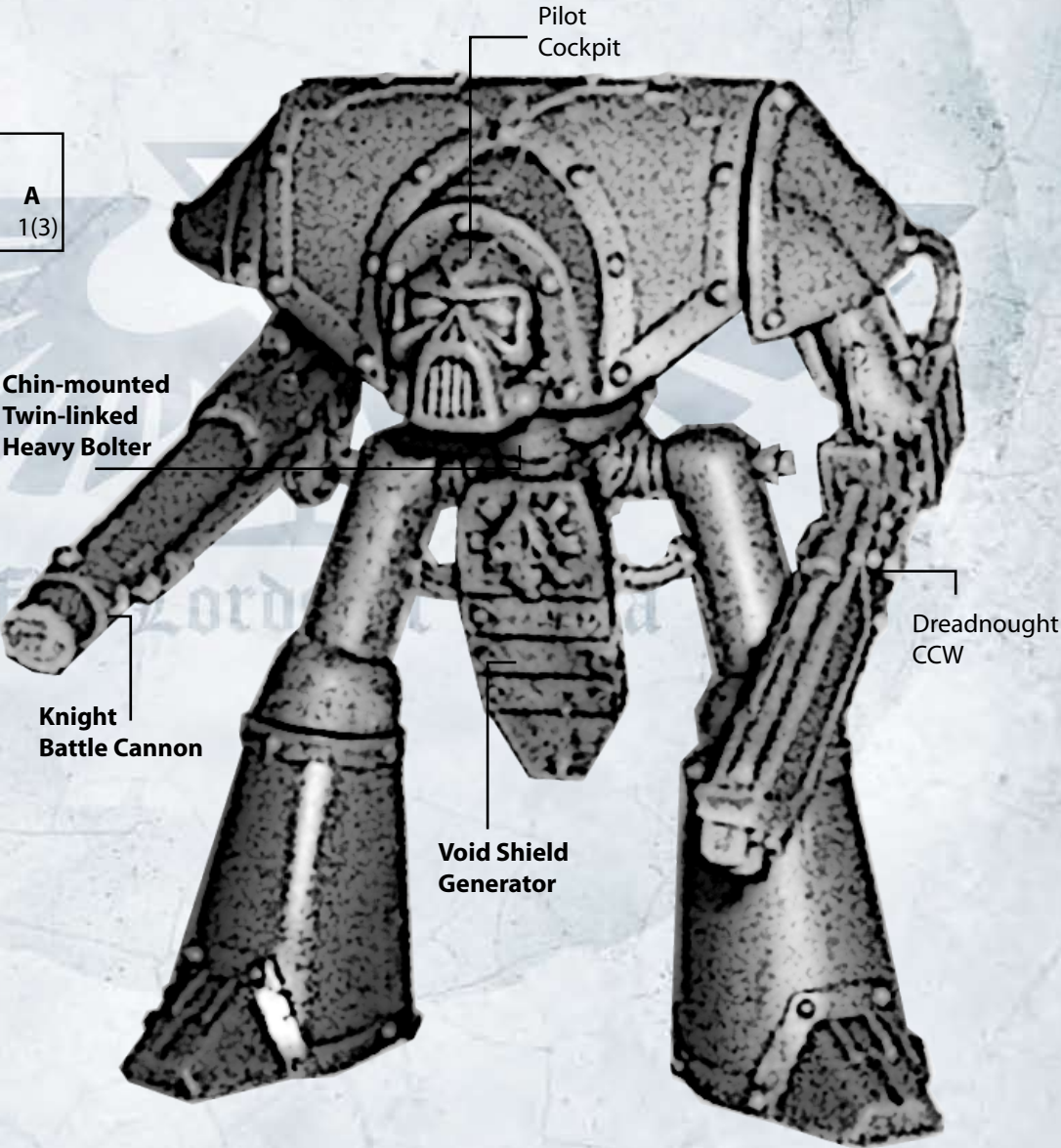
TYPE: Super-heavy walker

STRUCTURE POINTS: 1

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:

- 2 arm-mounted weapons:
- 1 Knight Battle Cannon;
- 1 Dreadnought CCW
- 1 Twin-linked Heavy Bolter



WEAPON	RANGE	STR	AP	SPECIAL
Knight Battle Cannon	72"	8	3	Apocalypse Barrage (2)
Heavy Bolter	36"	5	4	Heavy 3
Dreadnought CCW	n/a	n/a	n/a	+2 Attacks



Size Comparison

KNIGHT WARDEN

POINTS: 400

The Imperial Knight Warden is one of the rarer knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

The Knight Warden, is a heavy knight design, which is equipped with long range weapons and thick armor. It is a rarer design than the lighter Knight Paladins but is slower and deadlier on the open field. Using the skill of its single pilot and protected behind its void shield, a Knight Warden will anchor a fire-line and barrage its foes from afar, trusting in its lighter household knights to hold off enemies who are closing on its position. When faced with the larger constructs of the enemy races, Knight Wardens will call for the larger support of its Titan Legion cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	14	13	10	2	1

UNIT: 1 Knight Warden

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

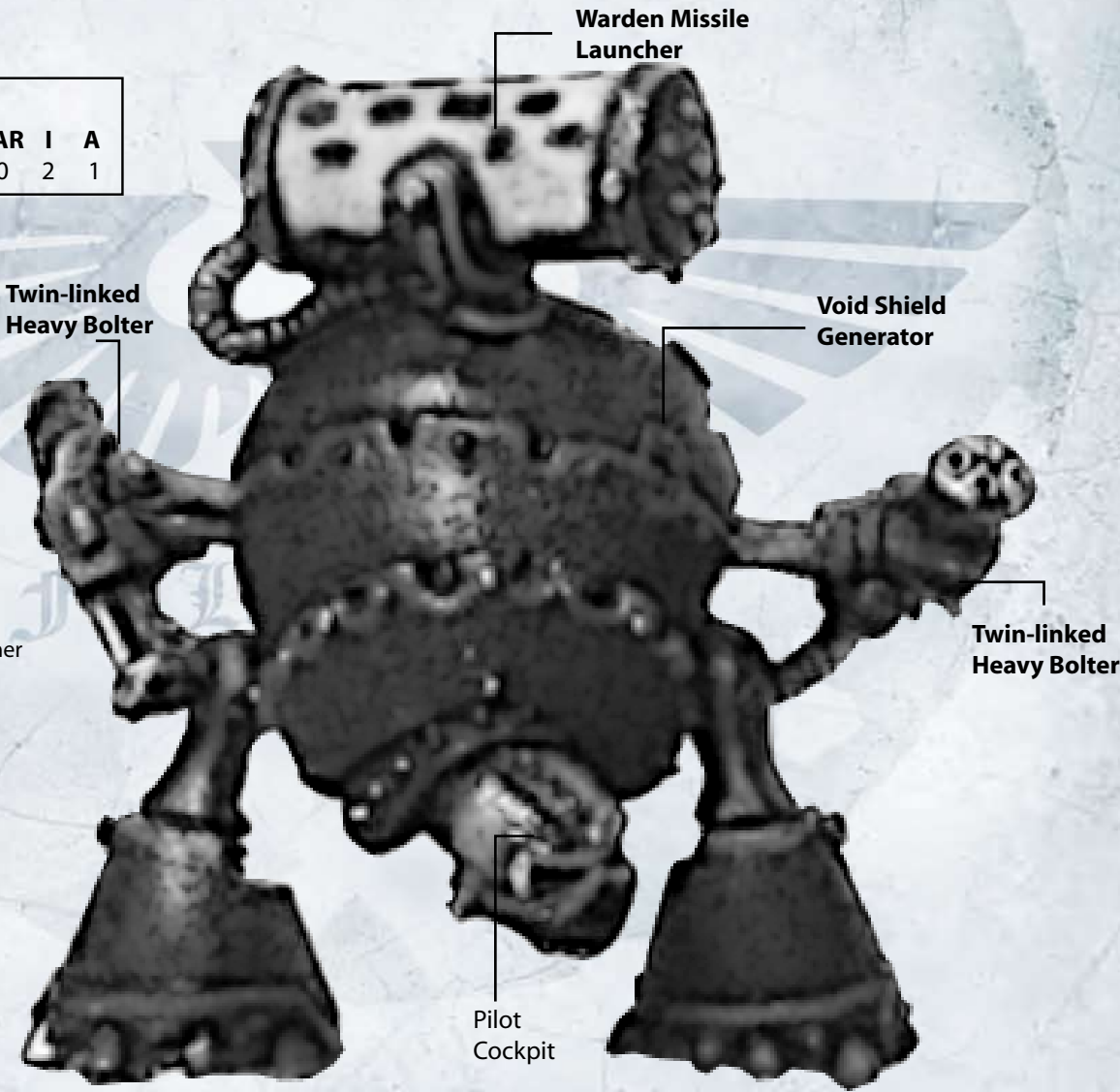
VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:

2 arm-mounted weapons:

- twin-linked heavy bolter
- twin-linked heavy bolter

-1 hull-mounted Warden Missile Launcher



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: • Lumbering: The Knight Warden is a heavy defensive vehicle. It's thick armor and potent weapons leave little room for a large powerplant within its hull. The Warden can move up to 6" per turn.
Warden Missile Launcher	G 12-120"	9	3	Apocalypse Barrage (3)	
Heavy Bolter	36"	5	4	Heavy 3	

REAYER BATTLE TITAN

POINTS: 1500

The Reaver battle titan is an ancient design of the Adeptus Mechanicus. It has laid waste of the enemies of Mars since before the founding of the Imperium. The Reaver is classified as a medium battle titan. It fills a middleweight role, being larger and more heavily armed than the smaller Warhound scout titans, yet is smaller and less formidable than the newer Warlord class battle titans.

Reavers are most often used for rear-line fire support duties on the battlefield. Usually armed with a set of long-range weapons, a Reaver will deploy directly behind the main front line, and pulverize key enemy elements that prove difficult for the standard army. While the larger Warlords wade directly into the enemy lines, and the smaller pairs of Warhounds range far ahead to hit the enemy flanks, it is the old reliable Reaver, who safeguards his infantry's rear lines, and clears the path for their advance.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	14	12	1	2

UNIT: 1 Reaver Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

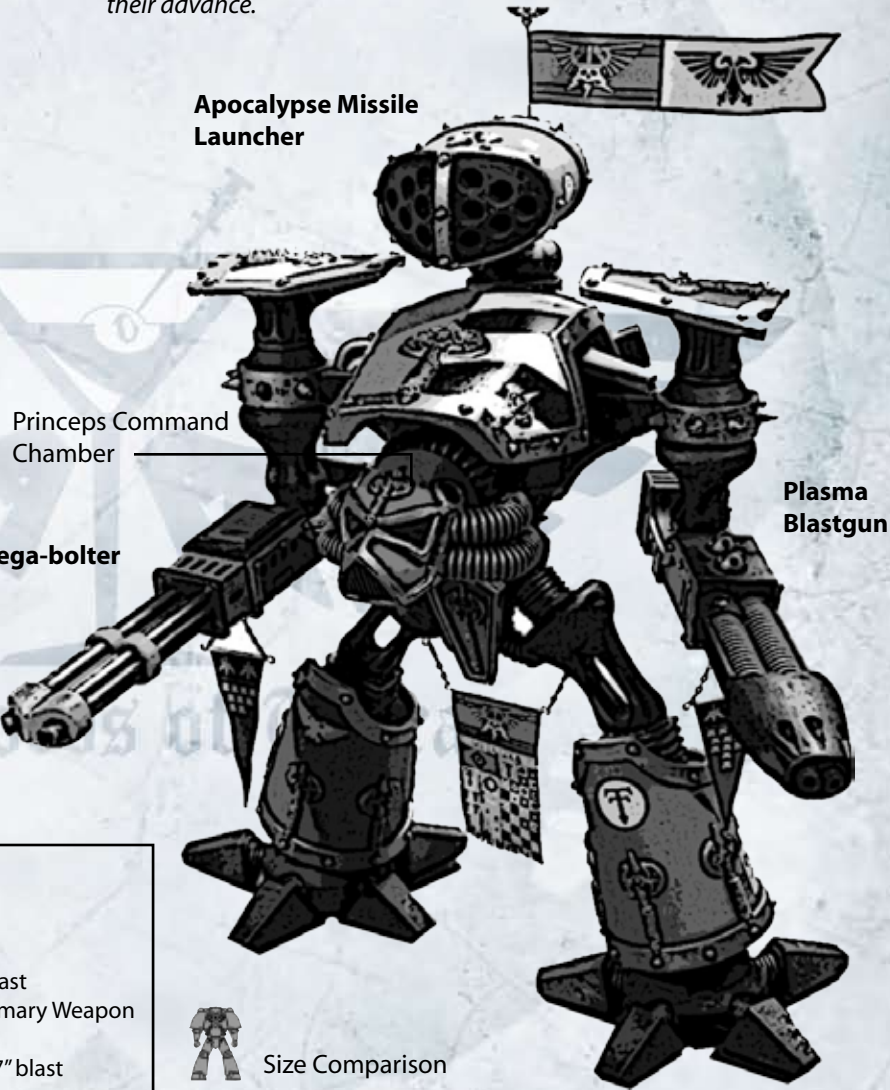
WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter;
- Apocalypse Missile Launcher;
- Titan close combat weapon

1 carapace weapon from the following list:

- Apocalypse Missile Launcher;
- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Vulcan Mega-bolter



WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" blast Destroyer, Primary Weapon
Plasma Blastgun* (rapid)	72"	8	2	Ordnance 2, 7" blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" blast Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon
Apocalypse Missile Launcher***	G 24-360"	7	3	Apocalypse Barrage (5) Primary Weapon

*The Plasma Blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

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

*** The Apocalypse Launcher fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalypse Barrage marker to determine the fall of its five shots.

SPECIAL RULES:

•**Reactor Meltdown:** If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6d6", and models within range suffer a Destroyer hit.

•**Towering Monstrosity:** Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers from the following restrictions:

- The carapace weapon of the Reaver has a minimum range of 24"
- The Reaver's Titan close combat weapon can only be used against Gargantuan Creatures and Super-heavy vehicles.

ORDINATUS ARMAGEDDON

POINTS: 1750

The Ordinatus are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio Ordinatus, each of these mighty war machines is carefully maintained, assigned and transported to specific warzones. Each Ordinatus is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each Ordinatus is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Armageddon was created during the first chaos invasion of Armageddon. The daemon-primarch Angron led a warhost of Banelord Traitor titans and several formations of daemon-engines. Ordinatus Armageddon's Nova Cannon is a naval plasma weapon modified for surface combat. It is capable of very fine reactor control and may fire a series of plasma pulses to destroy formations of tightly packed vehicles or to strip enemy titan shields. It may also fire a single massive blast which can rip a Banelord titan in half with a single shot. On Armageddon, the Ordinatus destroyed no less than 4 Banelords and 2 companies of Deamon-engines, breaking the back of Angron's offensive.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 Ordinatus Armageddon

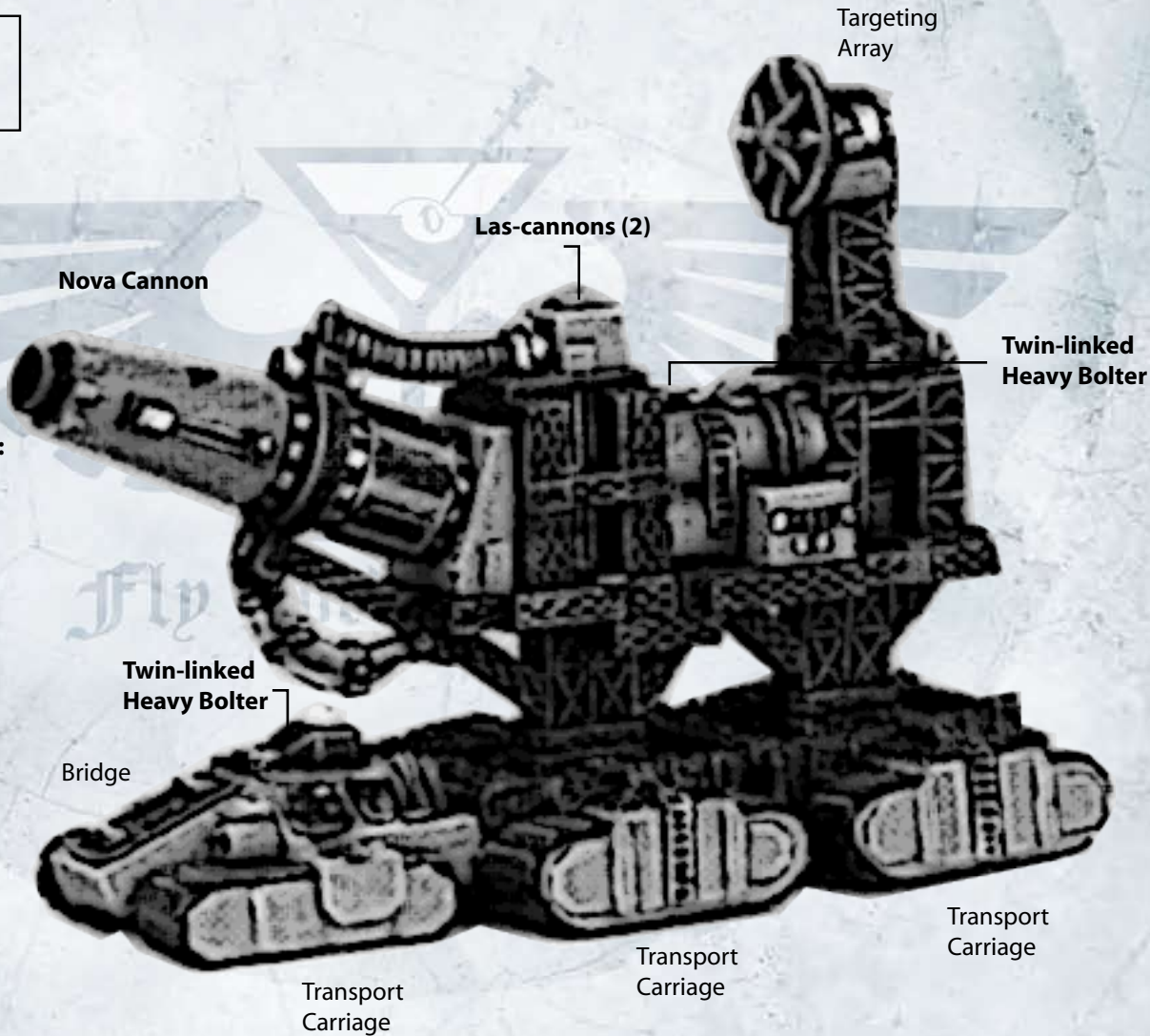
TYPE: Super-heavy tank

STRUCTURE POINTS: 5

DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- Nova cannon;
- 2 las-cannons;
- 2 twin-linked heavy bolters;



WEAPON	RANGE	STR	AP	SPECIAL
Nova Cannon* (rapid)	96"	8	2	Integrated Weapon Apocalypse Barrage (6)
(full)	120"	D	1	Ordnance 1, 10" blast Destroyer
Las-cannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3

*When fired on (full) mode, roll a D3. This is the modifier to use on all rolls on damage tables against the target unit. Treat results greater than 6 as 6.

SPECIAL RULES:

- Dispersion Field:** The Ordinatus is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply:
 - The Ordinatus receives a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game.
- Integrated Weapon:** The Ordinatus is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the Ordinatus and is immune to gun-crew shaken critical results

ORDINATUS GOLGOTHA

POINTS: 1750

The Ordinatus are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio Ordinatus, each of these mighty war machines is carefully maintained, assigned, and transported to specific warzones. Each Ordinatus is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each Ordinatus is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Golgotha was created during the wars waged against ork Warlord Ghazghakull Thraka. On the ork infested world of Golgotha, the Mechanicus deployed this Ordinatus to cull the unending tide of orks that faced the Imperial army. It's six Hellfire Missiles are tipped with the most deadly corrosive toxins devised by the Mechanicum. Each is a mutiple warhead weapon and will devastate a very large area. The effects of the hellfire payload are horrific, literally searing away both flesh and bone, leaving only a bloody slurry in its target zone. Whenever the enemies of the Imperium find strength in their weight of numbers, Ordinatus Golgotha is there to clear the path to victory.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 Ordinatus Golgotha

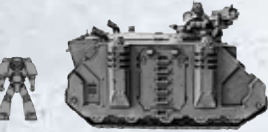
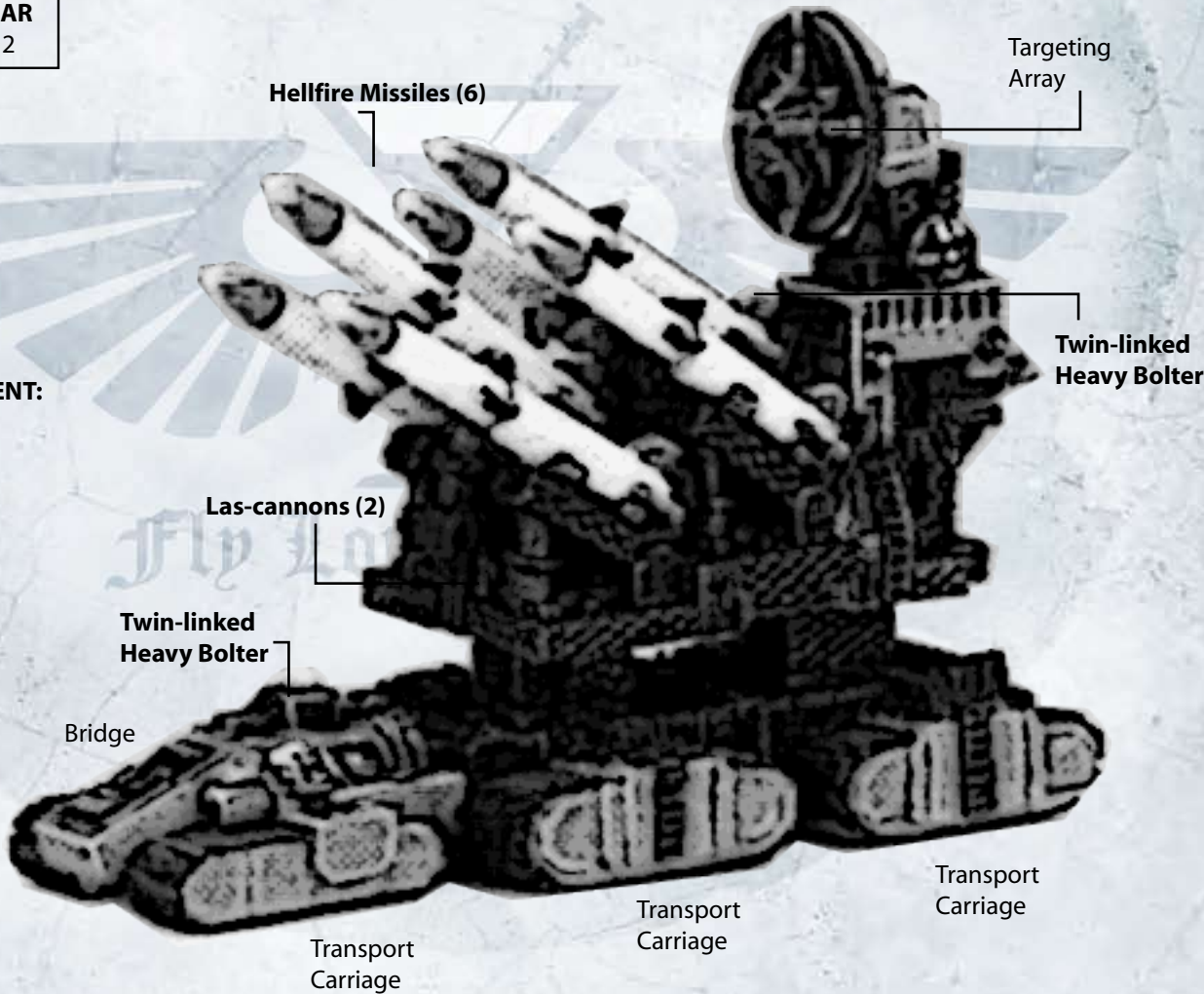
TYPE: Super-heavy tank

STRUCTURE POINTS: 5

DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- 6 Hellfire Missiles;
- 2 Las-cannons;
- 2 twin-linked Heavy Bolters;



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Hellfire Missile*	24"- unlimited	7	3	Ordnance 2, 10" blast, Integrated Weapon
Las-cannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3

*You may fire one missile per turn. Place the initial template anywhere on the table within range. Line of sight is not required. After rolling for scatter, resolve each of the 2 templates using the chaining barrage rules. Hellfire missiles wound on a 2+ regardless of target toughness. Organic areas of cover such as forests and woods under the template are removed from play.

SPECIAL RULES:

•**Dispersion Field:** The Ordinatus is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply:
- The Ordinatus recieves a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game.

•**Integrated Weapon:** The Ordinatus is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the Ordinatus and is immune to gun-crew shaken critical results

ORDINATUS MARS

POINTS: 1600

The Ordinatus are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio Ordinatus, each of these mighty war machines is carefully maintained, assigned and transported to specific warzones. Each Ordinatus is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each Ordinatus is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Mars was created during the Horus Heresy by loyal members of the Mechanicus. Its Sonic Disruptor was designed to destroy the impregnable Fortress of Jereicho, a holdout of traitor Dark Mechanicus. Using its powerful resonant sonic wave, the fortress was broken and its infamous Tower of Steel crumpled like foil, leaving nothing but scrap in its wake. Not only structures, but men and vehicles are vulnerable to Ordinatus Mars as both organs and metal are shaken to pieces by the deadly sonic wave's passing. Cover is of no use, as it is reduced to so much debris.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 Ordinatus Mars

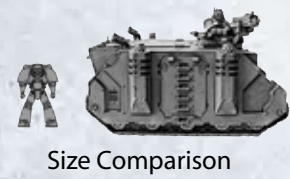
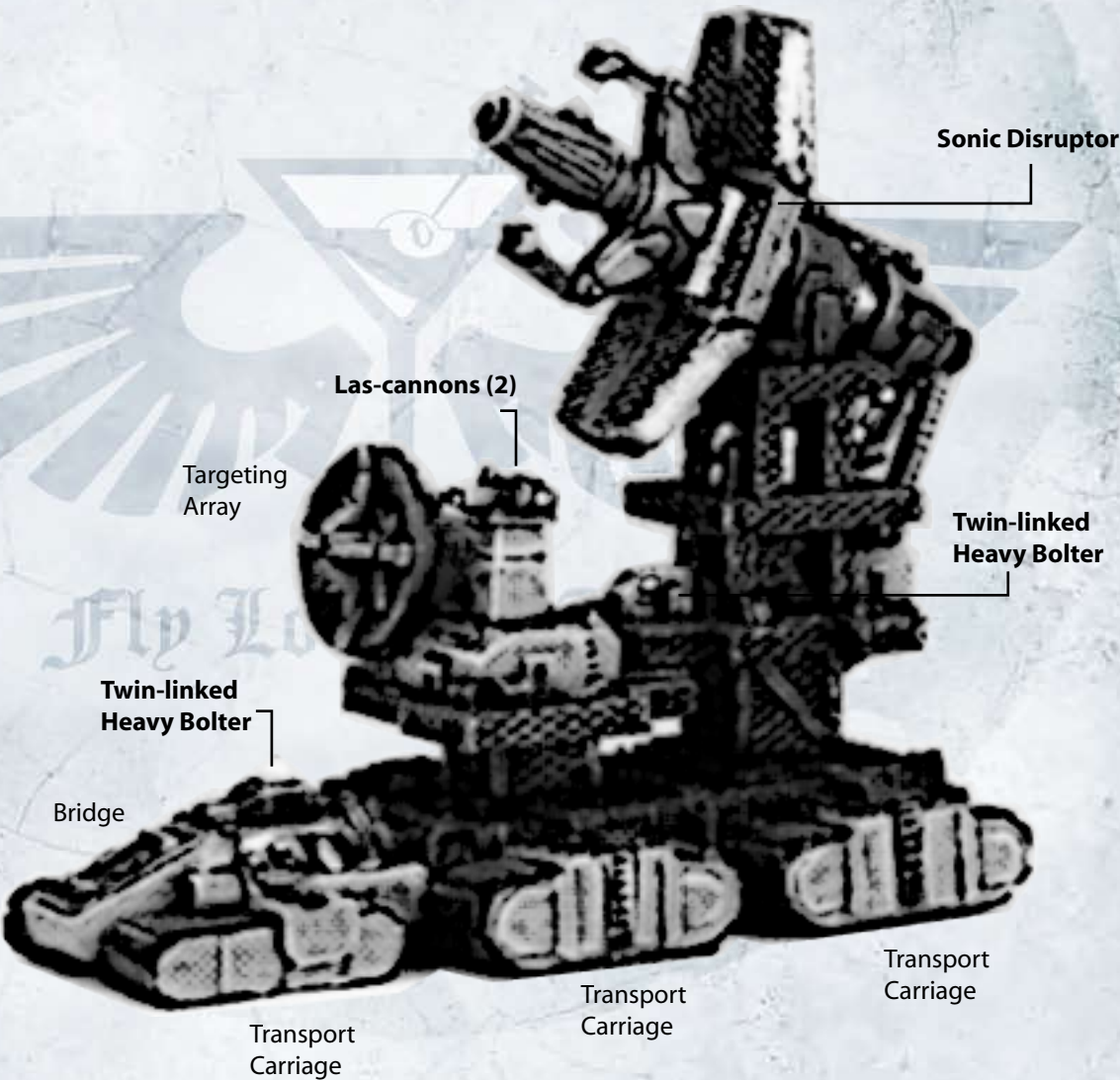
TYPE: Super-heavy tank

STRUCTURE POINTS: 5

DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- Sonic Disruptor;
- 2 Las-cannons;
- 2 twin-linked Heavy Bolters;



WEAPON	RANGE	STR	AP	SPECIAL
Sonic Disruptor*	Hellstorm	D	1	Heavy 1, Destroyer, Integrated Weapon
Las-cannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3

*To fire the Sonic Disruptor, place the Hellstorm template anywhere on the table wholly within line of sight. The Sonic Disruptor is then treated like any other template weapon. Any removable terrain (including bunkers, buildings, obstacles, etc) under the template are removed from play.

SPECIAL RULES:

•**Dispersion Field:** The Ordinatus is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply:

- The Ordinatus receives a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game.

•**Integrated Weapon:** The Ordinatus is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the Ordinatus and is immune to gun-crew shaken critical results

LEGION FELLBLADE SUPER-HEAVY TANK

POINTS: 600

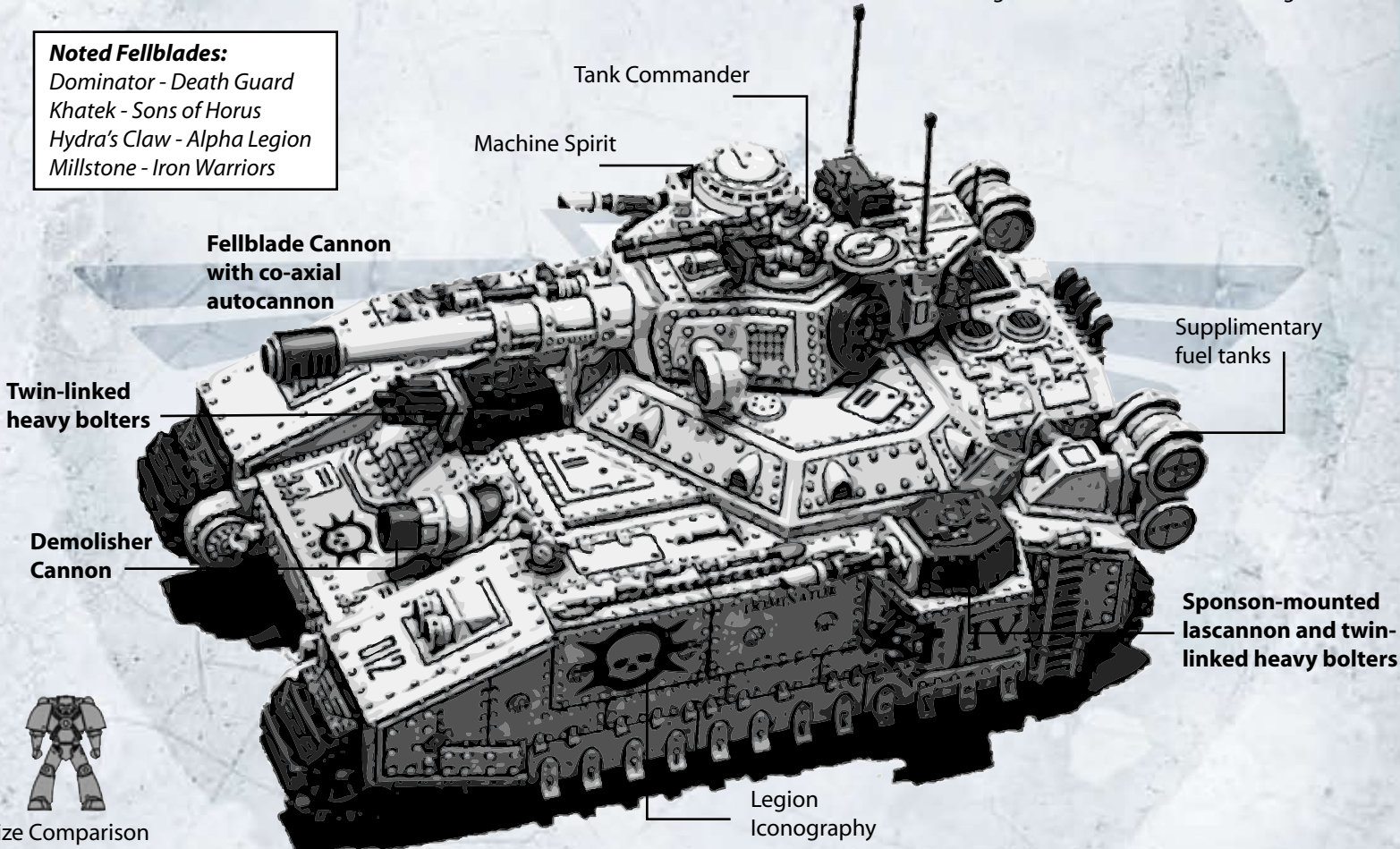
The Fellblade super-heavy tank is one of the largest vehicles used by the Astartes Legions. Manufactured by the Mechanicum, and provided to the Legions, Fellblades are among the most dreaded sights to the enemies of the Imperium. These are formidable machines, armed with a variety of weapons ranging from the large caliber Fellblade cannon to the many small defensive heavy bolters festooning its hull.

Fellblades are fitted with the most advanced compact Machine Spirits available and are above all, crewed by the mighty Astartes themselves. This combination makes the Fellblade an even greater threat than the ubiquitous Baneblade used by the Imperial army.

Each Legion uses the Fellblade based upon their own tactical doctrines. Thus, while dozens are in the inventory of the Iron Warriors, the master-raiders of the White Scars and Night Lords eschew thier use altogether.

Noted Fellblades:

Dominator - Death Guard
Khatek - Sons of Horus
Hydra's Claw - Alpha Legion
Millstone - Iron Warriors



UNIT: 1 Fellblade

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Turret mounted Fellblade cannon with co-axial autocannon;
- Hull-mounted Demolisher cannon and twin-linked heavy bolters;
- Two sponsons, each with one lascannon and one twin-linked heavy bolter;
- Searchlight and Smoke Launchers
- Power of the Machine Spirit

OPTIONS:

A Fellblade may be given the following vehicle upgrades from the Space Marine codex: Hunter-killer missile, Pintle-mounted twin-linked bolter.

A Fellblade may replace it's two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

BS	ARMOUR		
	FRONT	SIDE	REAR
4	14	13	12

WEAPON

	RANGE	STR	AP	SPECIAL
Fellblade Cannon	72"	9	2	Ordnance 1, 10" blast Primary Weapon
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher Cannon	24"	10	2	Ordnance 1, 5" blast
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

Command Tank: 50pts

A high-ranking marine officer is using the Fellblade as a mobile field HQ. The Fellblade has the Rites of Battle ability (codex: Space Marines p. 28) and uses a Ld value of 10. This ability extends only to friendly Astartes forces from the same Legion.

LEGION USERS: All Legions except White Scars, Night Lords

CANNON OF KHORNE

POINTS: 200

The Cannons of Khorne are daemonic engines produced using a combination of chaos Sorcerors and Dark Mechanicus adepts. A large high-calibre ordnance weapon is first constructed, before a daemon of Khorne is bound within its hull. Once trapped, the now living weapon only lives for battle. It surges forward on creaking wheels, ever hunting for a good vantage point from which to rain its deadly fire upon its foes.

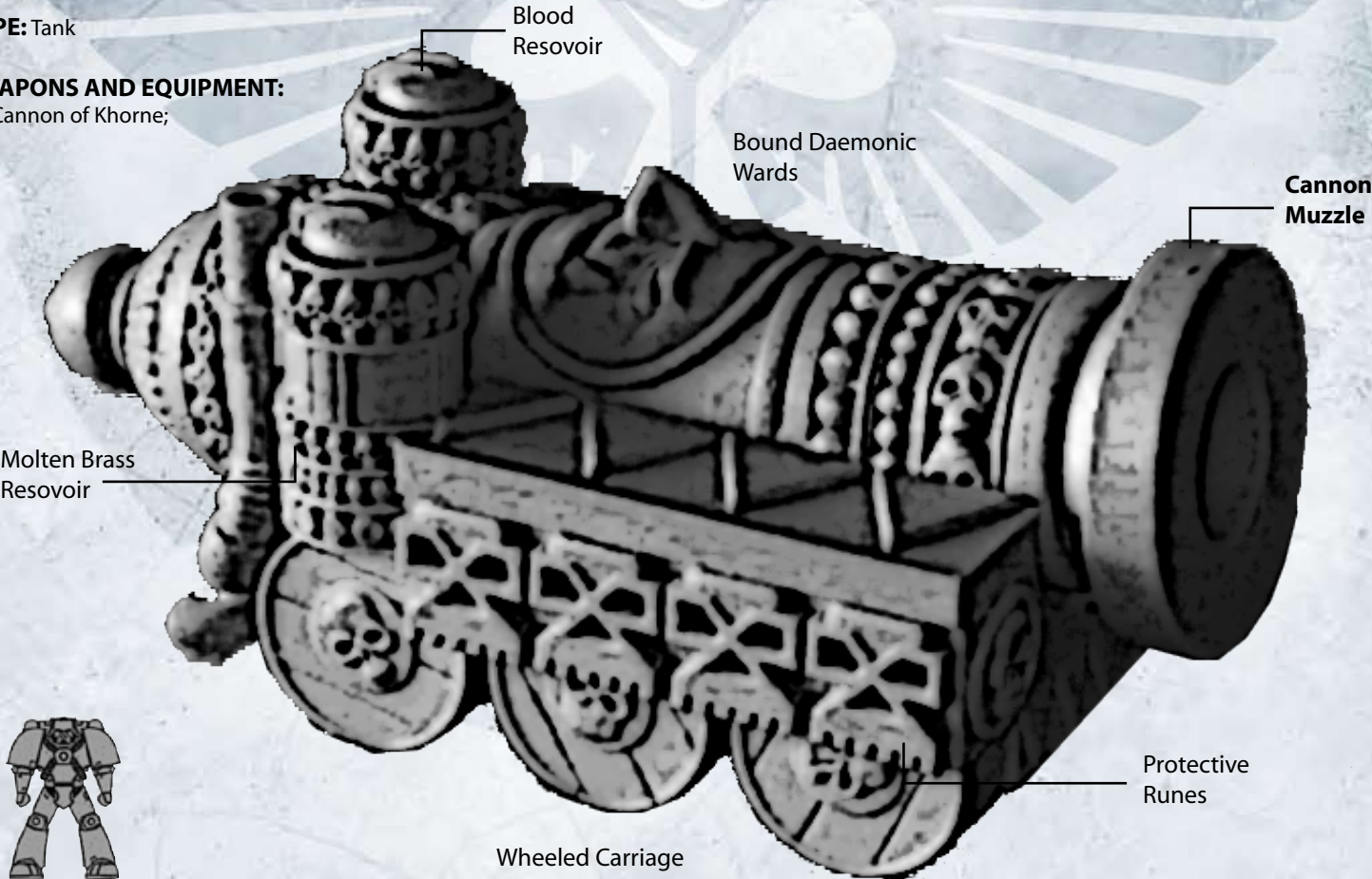
A cannon of khorne is fueled by the raw ingredients of Khorn'e's kingdom: blood, bone, and brass. These are consumed and enfused with the daemon's warp-fired hatred to produce a shot of deadly balefire. The fire from a Cannon of Khorne is fickle, based upon the demeanor of the daemon within, and it is not unusual for Cannons of Khorne to shake themselves apart in the midst of their furious volleys. The volleys of balefire have limitless range, so long as the target can bee seen, and the balefire will burn foes out of any pretense of cover. Khorne is a proud warrior, and will not suffer the use of majick agasint his daemon-engines, all of which are protected against psychers with powerful runic wards.

ARMOUR			
BS	FRONT	SIDE	REAR
3	12	12	10

UNIT: 1 Cannon of Khorne

TYPE: Tank

WEAPONS AND EQUIPMENT:
- 1 Cannon of Khorne;



Size Comparison

Wheeled Carriage

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES:
Cannon of Khorne *	unlimited	5+D6	2	Ordnance 1, 5" blast	<ul style="list-style-type: none">•Daemonic Possession: The Cannon of Khorne ignores all Shaken and Stunned critical table results.•Runes of the Blood God: Any psyker who targets the Cannon of Khorne with a psychic power automatically suffers a <i>perils of the warp</i> attack, regardless of whether or not they pass their psychic test.

*Roll 5+d6 to determine the strength of the Cannon of Khorne each time it fires. A roll of 11 will count as S:10 and additionally inflict a glancing hit upon itself. Cover saves are ignored by Cannons of Khorne.

CAULDRON OF BLOOD

POINTS: 350

The Cauldrons of Blood are daemonic engines produced using a combination of chaos Sorcerors and Dark Mechanicus adepts. A large high-pressure flame-based weapon is first constructed, on a sturdy chassis before a daemon of Khorne is bound within its hull. Once trapped, the now living daemon-engine only lives for battle. It surges forward on creaking wheels, ever hunting for its foes to burn away in a wash of boiling daemonic blood, or to simply crush under its relentless advance.

A Cauldron of Blood is fueled by the great sizzling vats of daemonic blood. As the vehicle closes in on its prey, it will unleash a gigantic torrent of molten ichor onto its foes, melting them away in screams of agony. Cover is no defense such a wave of bloody corruption, and the Cauldron of Blood is highly feared in built up urban areas. The daemon-engine is also fitted with a large bladed prow, to cut down those who would stand in its path. Khorne is a proud warrior, and will not suffer the use of majick agasint his daemon-engines, all of which are protected against psychers with powerful runic wards.

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	13	13

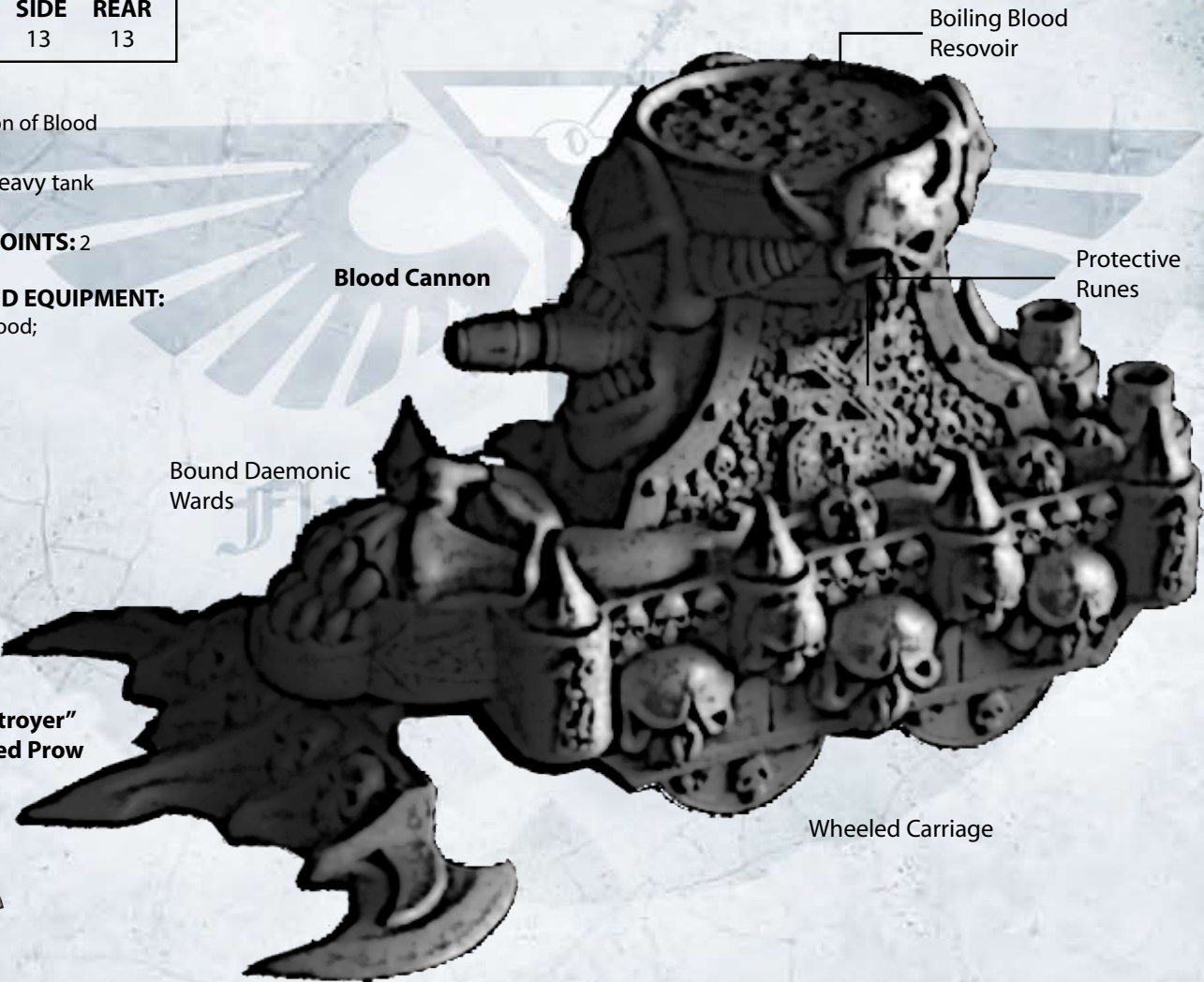
UNIT: 1 Cauldron of Blood

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 1 Cannon of Blood;



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	
Blood Cannon	Hellstorm	7	3	Heavy 1, Primary Weapon	
SPECIAL RULES:					
• Daemonic Possession: The Cauldron of Blood ignores all Shaken and Stunned critical table results.					
• Runes of the Blood God: Any psyker who targets the Cauldron of Blood with a psychic power automatically suffers a <i>perils of the warp</i> attack, regardless of whether or not they pass their psychic test.					
• Destroyer: Any unit tank-shocked by the Cauldron of Blood takes D6 strength:10 hits. If they perform Death or Glory, the unit will take a further D6 Strength:10 hits. The Cauldron of Blood may reroll failed difficult terrain tests.					

SILVER TOWERS OF TZEENTCHPOINTS: 500

The Silver Towers of Tzeentch are beautiful but deadly warmachines of the Changer of Ways. Each takes the form of a tall slender set of polished silver towers sitting atop a small island that floats majestically through the skies, held up by warp-spawned majicks. Silver Towers are manned by mighty Sorcerers of Tzeentch and their lesser thrall wizards. Each sails over the battlefield, discharging warp-spawned bolts of power into their enemies below.

The Silver Towers are utterly infused with warp energy. Not only are they a danger offensively, but powerful wards of protection are contained within each. These wards protect the Tower and stave off much incoming enemy fire. When two or more Silver Towers approach, they throw up crackling sheets of warp energy between themselves as their defensive wards intermingle. Chaos armies can often advance in relative safety behind these defences, and a stately line of Silver Towers often precedes them on the battlefield.

ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	12

UNIT: 1 Silver Tower

TYPE: Super-heavy flyer

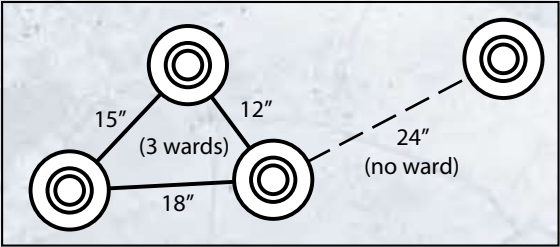
STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 1 Beam of Power;
 - 3 Warp Cannons
- Note: all weapons have a 360 degree arc of fire.

•**Ward of Tzeentch:** The Silver Towers themselves are always protected by the Ward of Tzeentch. If two or more Silver Towers are within 18" of each other, they project an additional Ward of Tzeentch between themselves. The line of effect is traced from the center of a projecting Silver Tower to all other projecting Towers within 18". Roll a D6 for any enemy hit or psychic power that traces its line of sight to or across a Ward of Tzeentch.

- On a D6 roll of 1-4, the Ward has no effect.
- On a D6 roll of 5+, the hit or psychic power is discarded, and a psychic power's caster suffers a *Perils of the Warp* attack.



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES:
Beam of Power *	72"	D	2	Heavy 1, Primary Weapon	• Castle in the Sky: The Silver Tower follows all flyer rules except movement. They start the game in play, and move as a Super-Heavy Tank (0-6" per turn)
Warp Cannons *	24"	7	3	Ordnance 1, 5" blast	
*Invulnerable saves not allowed					

BRIGHT STALLION

POINTS: 300

The Eldar Bright Stallion is one of the most common knight class vehicles used by the exodites of the Maiden Worlds. These hardy people live a simple spartan lifestyle, that stands in contrast to their Craftworld brethren. The Bright Stallion is a light, high-speed vehicle construct used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles.

The Bright Stallion, is a high-speed vehicle, which is equipped with ranged energy weapons. It is more common than the heavier Towering Destroyer knights but just as deadly on the open field. Using the skill of its single pilot, and protected behind a veil of Eldar holofields, a Bright Stallion will attempt to use its speed to outflank an opponent, peppering them from afar with it's laser weapons. When faced with the larger constructs of the enemy races, Bright Stallions will retreat out of range, and call for the larger support of its Craftworld cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1

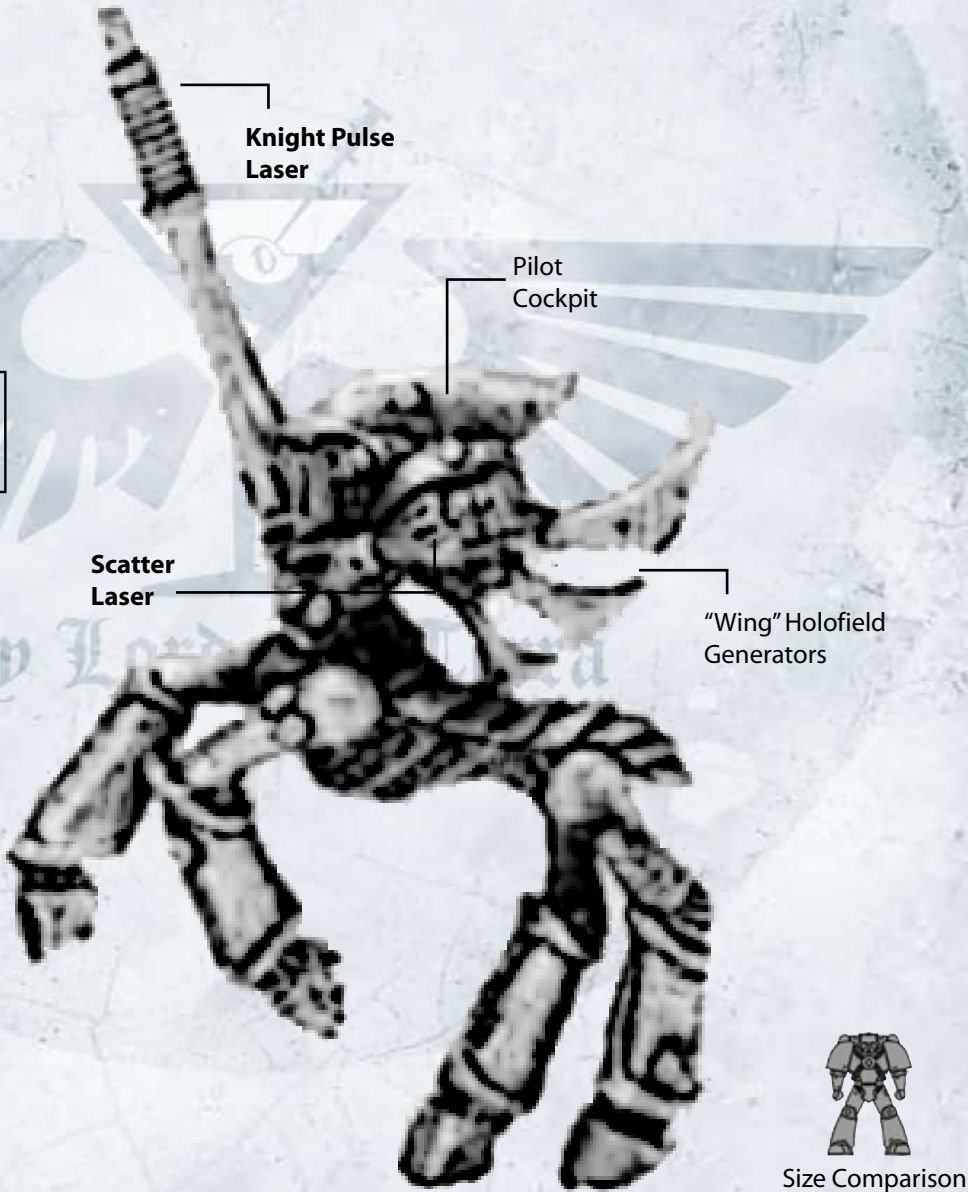
UNIT: 1 Bright Stallion Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 1

WEAPONS AND EQUIPMENT:

- 2 arm-mounted weapons:
- 1 Knight Pulse laser;
- 1 Scatter laser



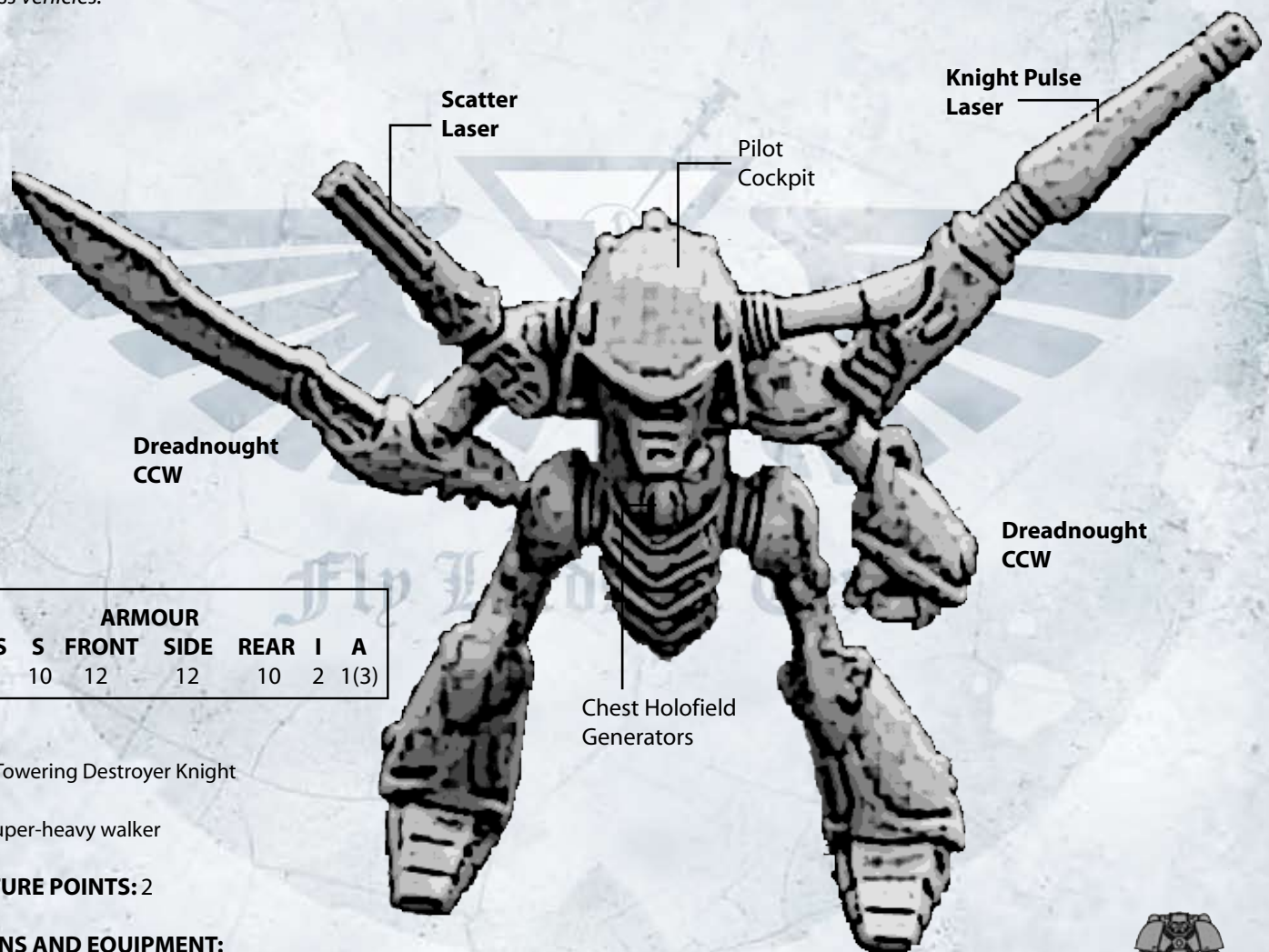
WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: •Eldar Titan Holofields •Gallop: In the shooting phase the Bright Stallion may divert some of the energy from its weapons towards its 4 legs so it can choose to either: - Fire all available weapons as normal. - Fire no weapons at all and move up to 12" (for a total of 24" per turn).
Knight Pulse Laser	48"	8	2	Heavy 3, Lance	
Scatter Laser	36"	6	6	Heavy 4	

TOWERING DESTROYER

POINTS: 450

The Eldar Towering Destroyer is one of the most common knight class vehicles used by the exodites of the Maiden Worlds. These hardy people live a simple spartan lifestyle that stands in contrast to their Craftworld brethren. The Towering destroyer is a large vehicle construct used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles.

The Towering Destroyer is a multi-purpose vehicle, which is equipped with a blend of both ranged energy weapons and close combat arms. It is as deadly on the open field as it is in close assaults. Using the skill of its single pilot and protected behind a veil of Eldar holofields, a Towering Destroyer can tear a path of destruction through a lightly equipped enemy raiding force. When faced with the larger constructs of the enemy races, even the Towering Destroyer, must await the larger support of its Craftworld cousins.



ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1(3)

UNIT: 1 Towering Destroyer Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 4 arm-mounted weapons:
- 1 Knight Pulse laser;
 - 1 Scatter laser;
 - 2 Dreadnought close combat weapons



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Knight Pulse Laser	48"	8	2	Heavy 3, Lance
Scatter Laser	36"	6	6	Heavy 4
Dreadnought CCW	n/a	n/a	n/a	+1 A

SPECIAL RULES:

•Eldar Titan Holofields

- Agile:** In the shooting phase the Towering Destroyer may divert some of the energy from its weapons towards its legs, so it can choose to either:
- Fire all available weapons as normal.
 - Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

PHANTOM TITAN

POINTS: 2000

Phantom titans are very different than the machine constructs of other races. They move with a grace and speed that is seemingly impossible for a vehicle of their size. Phantoms are crewed by the rare and unusual Eldar titan clansmen who are raised from birth with their charges. Often crewed by twins or even rarer triplets, the titan clansmen form a single mental consciousness with their ancestors whose spirits are interred within the Phantom's wraithbone core.

In this manner, the Phantoms move with perfect grace, and operate with the reflexes of a living thing, as opposed to the lumpen movements of the other races machines. Armed with the most deadly weaponry their craftworlds can provide and protected behind a veil of holofields Phantoms are masters of the battlefield. Each is a formidable threat, even to the Warlord titans of the Imperium.

ARMOUR								
WS	BS	S	FRONT	SIDE	REAR	I	A	
3	4	10	12	12	11	2	2	

UNIT: 1 Phantom Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar;
- Phantom Sonic Lance;
- Distortion Cannon;
- Heat Lance;
- Titan close combat weapon

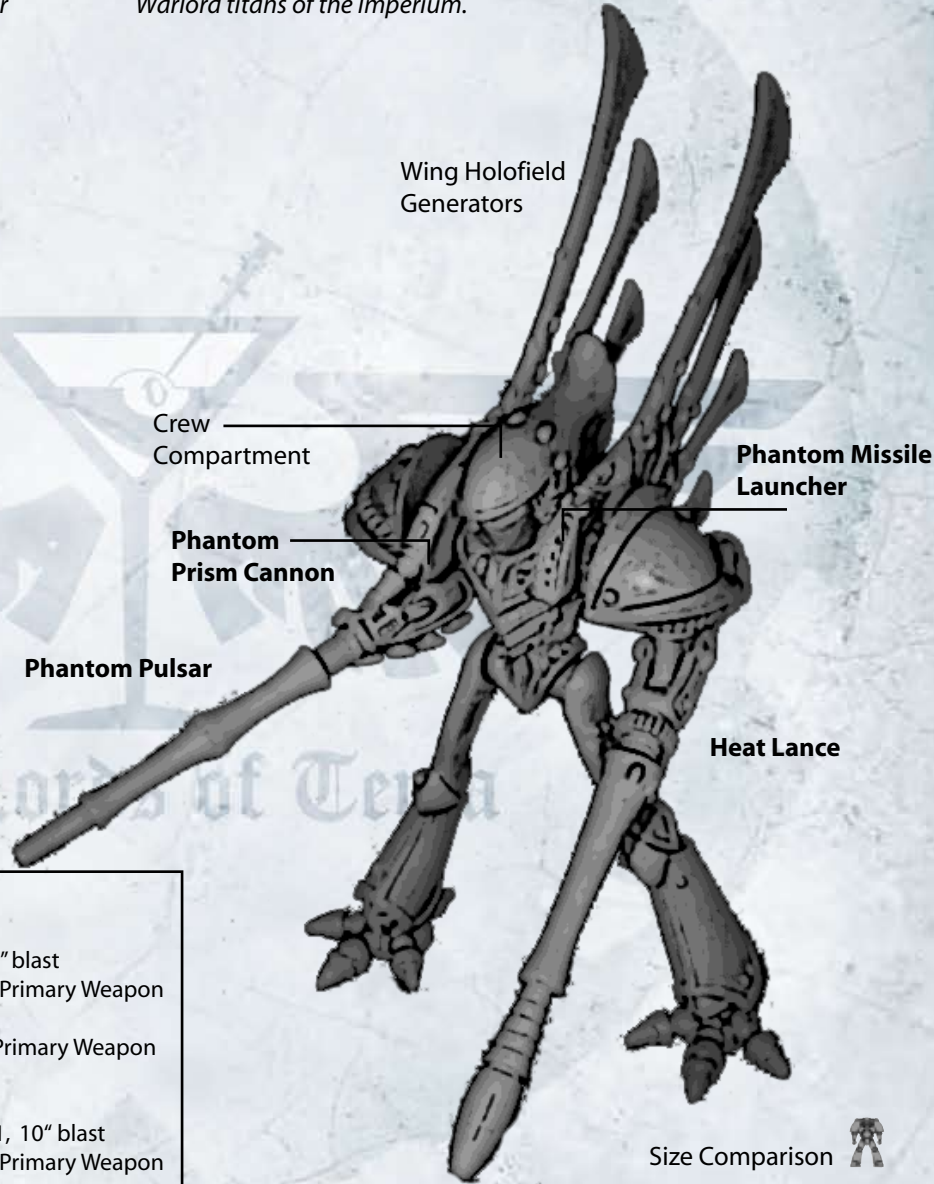
2 wing-mounted weapons:


- 1 Phantom Missile Launcher;
- 1 Phantom Prism Cannon

WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
Phantom Sonic Lance*	Hellstorm	X	2	Heavy 1, Primary Weapon Pinning
Distortion Cannon**	G48"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Heat Lance***	72"	10	1	Ordnance 1, 7" Blast Melta***, Primary Weapon
Phantom Missile Launcher	36"	5	3	Heavy 4
Phantom Prism Cannon	60"	10	1	Heavy 1, 5" blast

* To fire the Phantom Sonic Lance place the Hellstorm template so that the narrow end is within 48" of the weapon and the large end is no closer to the weapon than the narrow end. The Phantom Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 2+ regardless of their toughness. Against vehicles the Lance rolls 3D6 for armor penetration.

**The Distortion Cannon uses the Eldar's advanced knowledge of Warp technology to unleash a miniature sphere of Warp energy onto the battlefield, tearing apart its targets. The Distortion Cannon always inflicts instant death on the victim (regardless of its Toughness value). A Distortion Cannon may ignore defensive field or shields, such as Void Shields and Ork Powerfields.



Size Comparison 

*** The Heat lance sends a concentrated melta blast into its target via a magnetic field that dissipates quickly with range. Roll 3D6+10 for armour penetration against targets under the hole in the center of the marker, and 2D6+10 against other targets. Target vehicles within 30" suffer a +2 modifier to relevant vehicle damage chart rolls.

SPECIAL RULES:

•Eldar Titan Holofields

•**Spirit Stone:** The titan ignores Driver Stunned critical results on a D6 roll of 4+.

•**Agile:** In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

WARLOCK TITAN

POINTS: 2500

Warlock titans are the apex of Eldar psychic engineering. Focusing the power of the many farseers and warlocks interred within their wraithbone core, Warlock titans can harness horrific psychic power. They are a more potent variant of the Phantom class and move with a grace, speed and fore-knowledge that is seemingly impossible for a vehicle of their size. Warlocks are crewed by the rare and unusual Eldar titan clansmen. Often twins or even rarer triplets, the titan clansmen form a single mental consciousness with the spirits within the titan's wraithbone core.

In this manner, the Warlocks move with perfect grace and operate with the reflexes of a living thing as opposed to the lumpen movements of the other races machines. Armed with the most deadly weaponry their craftworlds can provide, including the dreaded mind-scrubbing psychic lance, and protected behind a veil of holofields, Warlocks are masters of the battlefield. Each is a terrible foe, equal to the Warlord titans of the Imperium.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	11	2	2

UNIT: 1 Warlock Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

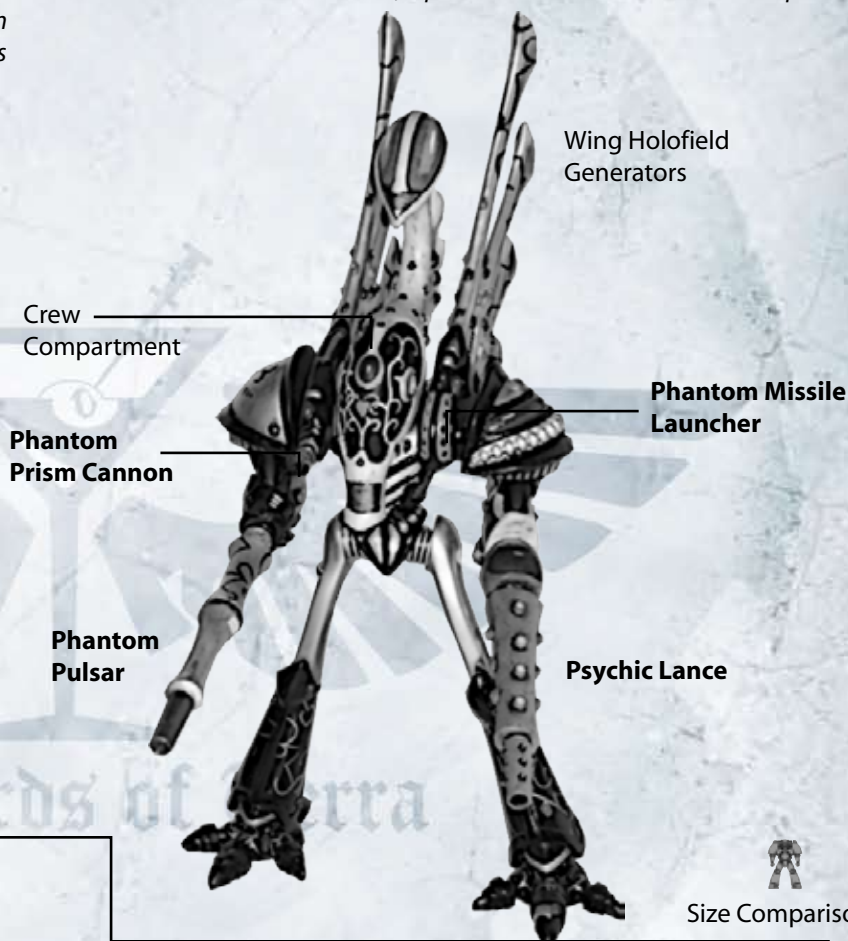
WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar;
- Phantom Sonic Lance;
- Distortion Cannon;
- Heat Lance;
- Psychic Lance
- Titan close combat weapon

2 wing-mounted weapons:

- 1 Phantom Missile Launcher;
- 1 Phantom Prism Cannon



WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
Phantom Sonic Lance*	Hellstorm	X	2	Heavy 1, Primary Weapon Pinning
Distortion Cannon**	G48"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Psychic Lance***	48"	n/a	n/a	Heavy 1, 10" blast Primary Weapon
Heat Lance****	72"	10	1	Ordinance 1, 7" Blast Melta***, Primary Weapon
Phantom Missile Launcher	36"	5	3	Heavy 4
Phantom Prism Cannon	60"	10	1	Heavy 1, 5" blast

* To fire the Phantom Sonic Lance place the Hellstorm template so that the narrow end is within 48" of the weapon and the large end is no closer to the weapon than the narrow end. The Phantom Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 2+ regardless of their toughness. Against vehicles the Lance rolls 3D6 for armor penetration.

**The Distortion Cannon uses the Eldar's advanced knowledge of Warp technology to unleash a miniature sphere of Warp energy onto the battlefield, tearing apart its targets. The Distortion Cannon always inflicts instant death on the victim (regardless of its Toughness value). A Distortion Cannon may ignore defensive field or shields, such as Void Shields and Ork Powerfields.

*** If a hit is scored, determine the position of the marker. Models hit suffer Instant Death on a 4+, ignoring armor and cover saves (Invulnerable saves apply). Vehicles hit suffer a single penetrating hit (ignoring defensive fields of any type and auto-glance abilities such as smoke, hull-down, fast-moving skimmers, etc.)

**** The Heat lance sends a concentrated melta blast into its target via a magnetic field that dissipates quickly with range. Roll 3D6+10 for armour penetration against targets under the hole in the center of the marker and 2D6+10 against other targets. Target vehicles within 30" suffer a +2 modifier to relevant vehicle damage chart rolls.

SPECIAL RULES:

•Eldar Titan Holofields

•**Spirit Stone:** The titan ignores Driver Stunned critical results on a D6 roll of 4+.

•**Agile:** In the shooting phase the Warlock may divert some of the energy from its primary weapons towards its legs so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

•**Infinity Circuit:** The Warlock's wraithbone core contains the spirits of many Farseers and Warlocks. It possesses a potent psychic foresight and presence. the following rules apply:

- Foresight: The Warlock may reroll misses.
- Psychic Beacon: While the Warlock is in play; friendly Eldar psychic, and wraithsight tests are passed automatically.

DIGGA STOMPA

POINTS: 325

The Digga Stompa is the smallest member of the Stompa/Gargant family. At some point, a Mek will tire of his Deff Dreds and Killa Kanz and move on to larger projects. The Digga Stompa is usually the first project made by these ingenuitive Meks as they "learn the trade" or just have to make due with limited resources.

Organized into Stompa Mobs and thrown at enemy lines, Digga Stompas are considered a weedy but always appreciated shock assault platform.

The Digga Stompa is a tough machine. While not equal to their larger cousins, they can be quite dangerous in larger mobs. They are equipped with medium armour, but no Power Fields as these are scavenged or looted by more affluent Big Meks for use on the larger Ork machines.

Diggas have been spotted in a variety of "Gork and Mork" configurations ranging from pure fire support platforms, to raging assault vehicles. Imperial officers consider the Digga Stompa to be a crude yet equitable threat to a Space Marine Land Raider.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	11	10	1	1

UNIT: 1 Digga Stompa

TYPE: Super-heavy walker

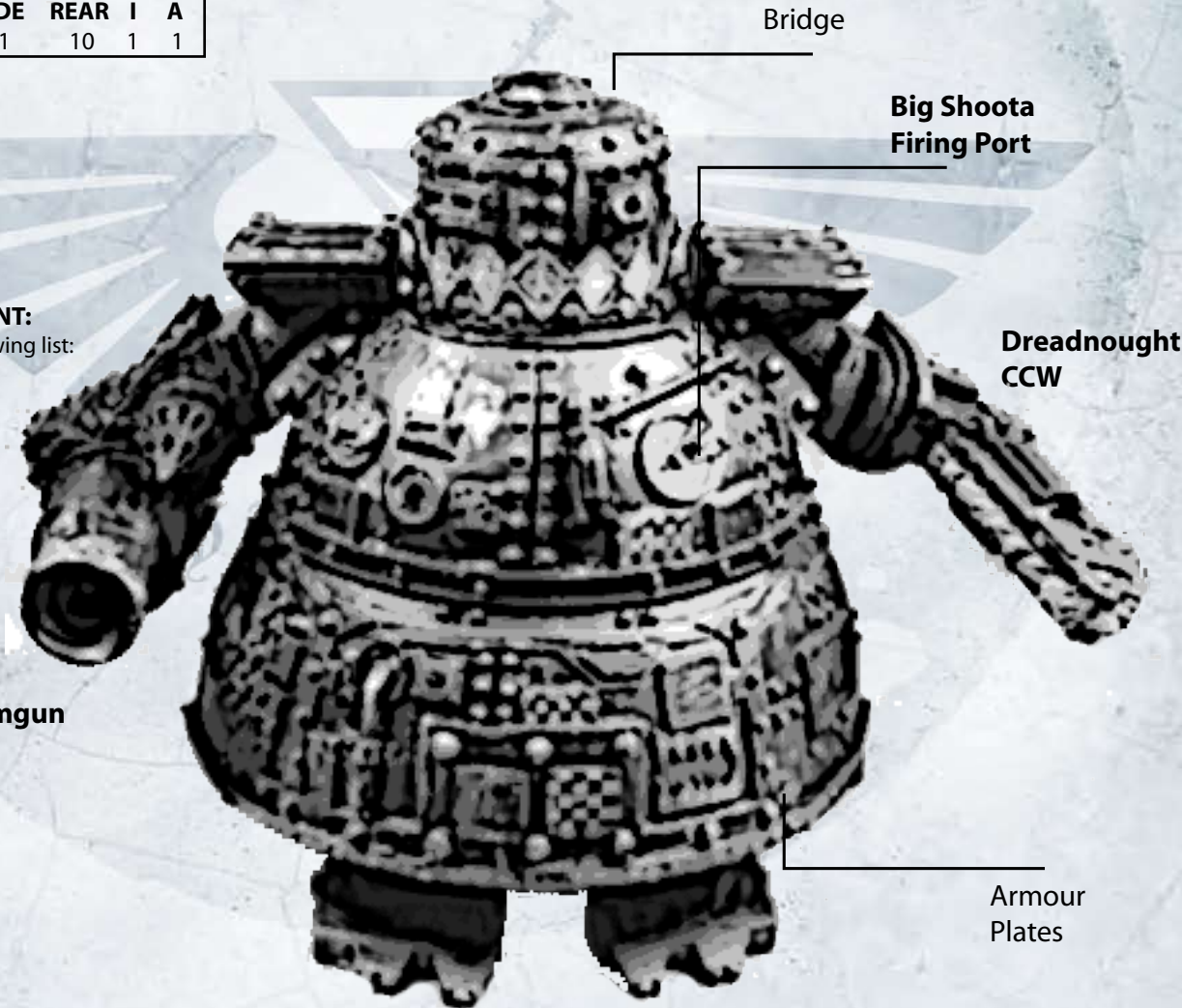
STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Boomgun;
- Mega Slugga;
- Dreadnought close combat weapon

1 hull-mounted Big Shoota



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Boomgun	36"	8	3	Ordnance 1, 5" Blast
Mega Slugga	48"	6	4	Heavy 3D6,
Dreadnought CCW	n/a	n/a	n/a	+2 Attacks
Big Shoota	36"	5	5	Assault 3

SPECIAL RULES:

- Supacharga:** Digga Stompas are large enough to mount large powerplants, yet light enough to move quickly compared to their larger Stompa and Gargant cousins. In the shooting phase the Stompa may choose to either:
 - Fire all available weapons as normal.
 - Fire no weapons at all and move an extra D6" (as per the Fleet rule).

SLASHA GARGANT

POINTS: 1500

Slasha Gargants are huge walking war machines protected within powerful force fields and mounting massive weapons of awesome destructive power. They are one of the Orks largest fighting machines. Organized into Gargant Mobs, they are used to spearhead massive assaults during large Ork Waaaghs. Each Waaagh of large size will have several Slasha Gargants available to its Warboss which were spontaneously constructed during the preceding months by the mekboys in the surrounding region.

The Imperium considers the building of Slasha Gargants to be an early indicator if an upcoming Ork Waaagh, and their construction is monitored regularly. They are medium battle titans., larger than the smaller Stompas, but smaller than the mighty Great Gargants. Each is crewed by large numbers of Nobs, gunnerz, and boys under the command of a Kaptain. The Slasha's maze like interior will house several of Grot Rigger Teams under the command of Mek-boys whose job is to keep the war machine running and to perform battlefield repairs once the enemy is engaged.

ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	14	13	12	1	2

UNIT: 1 Slasha Gargant

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

POWER FIELDS: 6

TRANSPORT: 30 (Big Mek occupants may not affect SGs)

ACCESS POINTS: One rear hatch

FIRE POINTS: 4 on the hull (1 is rear facing)

WEAPONS AND EQUIPMENT:

- 1 Mega Kannon belly cannon
- 1 Gaze of Mork

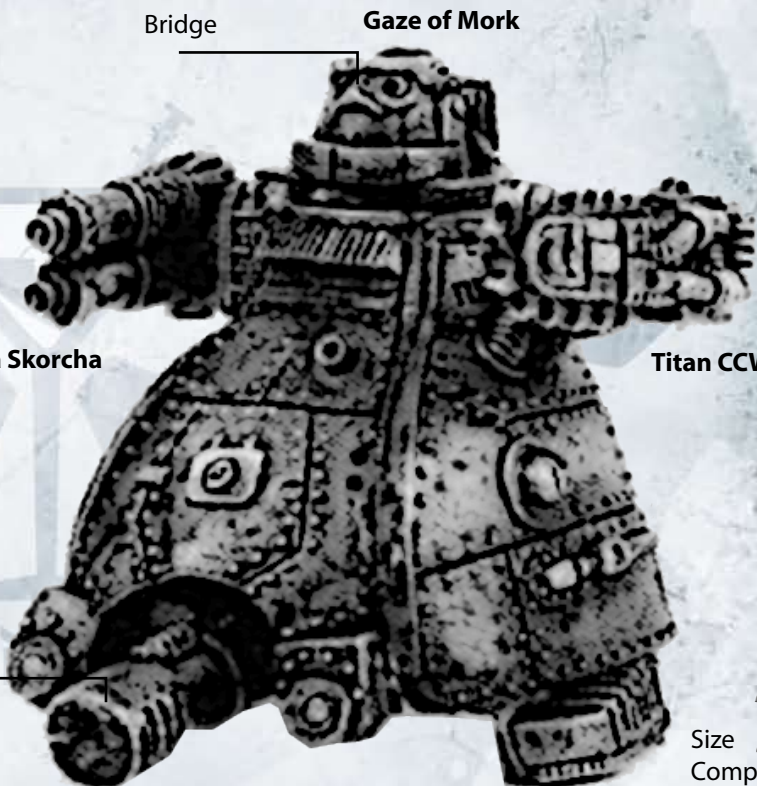
2 arm weapons from the following list:

- Supa Lifta Dropa;
- Supashoota;
- Titan close combat weapon
- Mega Skorcha;

Mega Skorcha

Titan CCW

Mega Kannon



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Mega Kannon	60"	10	2	Ordnance 1, 10" Blast Primary Weapon
Supa Lifta Dropa*	48"	n/a	n/a	Heavy 1, Primary Weapon
Supashoota	48"	8	3	Heavy 6d6, Primary Weapon
Mega Skorcha**	Hellstorm	6	4	Heavy 1, Pinning
Gaze of Mork***	60"	2d6	2	Heavy 3

*Supa Lifta-dropa; To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or super-heavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields.

** To fire the Mega Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Mega Skorcha is then treated like any other template weapon for determining hits.

*** Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.

SPECIAL RULES:

•**Effigy:** A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

•**Mountain of Iron:** Slasha Gargants are Immune to Driver stunned critical results, treating them as gun-crew stunned instead.

•**Towering Inferno:** Once crippled, a Slasha Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Slasha Gargant explodes or leaves the table.

GREAT GARGANT

POINTS: 2500

Great Gargants are huge walking war machines protected within powerful force fields and mounting massive weapons of awesome destructive power. They are the Orks greatest fighting machines. Organized into Gargant Mobs, they are used to spearhead massive assaults during large Ork Waaaghs. Each Waaagh of large size will have several Great Gargants available to its Warboss which were spontaneously constructed during the preceding months by the mekboys in the surrounding region.

The Imperium considers the building of Great Gargants to be a prime indicator if an impending Ork Waaagh, and their construction is monitored closely. They are heavy battle titans, dwarfing the smaller Stompas. Each Great Gargant is crewed by huge numbers of Nobs, gunnerz, and boys under the command of a Kaptain. Its maze like interior will house dozens of Grot Rigger Teams under the command of Mek-boys whose job is to keep the war machine running and to perform battlefield repairs once the enemy is engaged.

UNIT: 1 Great Gargant

TYPE: Super-heavy walker

STRUCTURE POINTS: 10

POWER FIELDS: 7+d3

TRANSPORT: 40 (Big Mek occupants may not affect GGs)

ACCESS POINTS: One rear hatch

FIRE POINTS: 6 on the hull (2 are rear facing)

WEAPONS AND EQUIPMENT:

- 1 Gut-busta belly cannon
- 1 Gaze of Mork

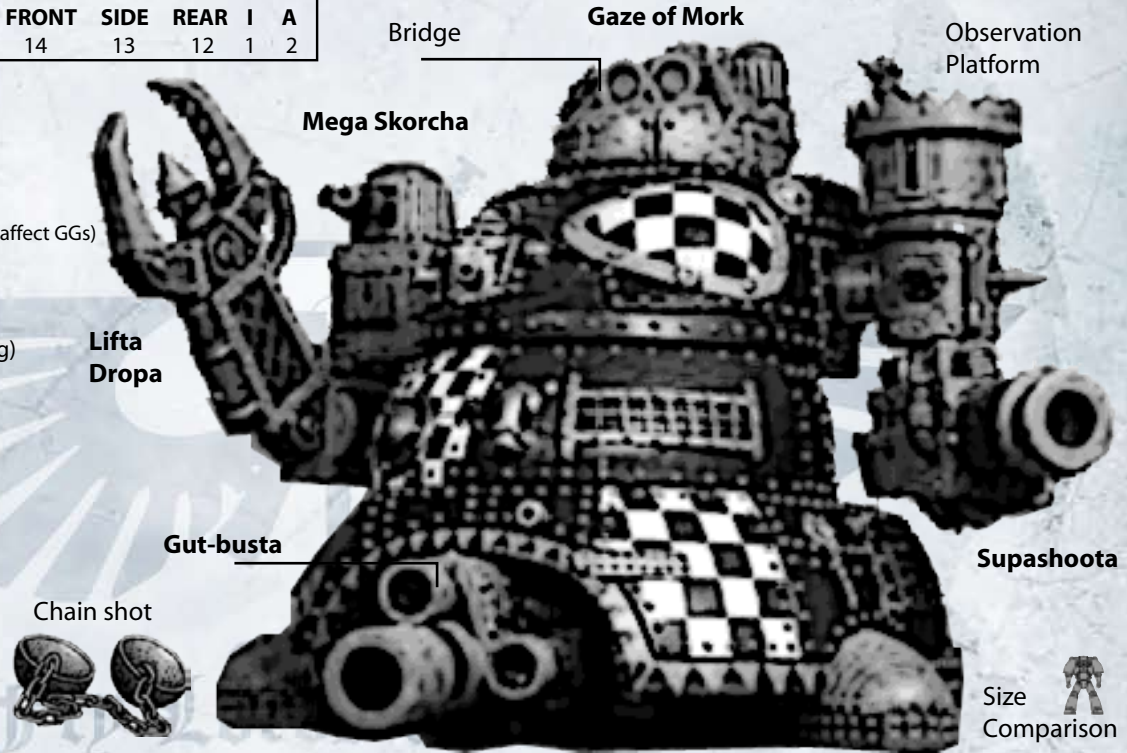
2 arm weapons from the following list:

- Supa Lifta Dropa;
- Supashoota;
- Titan close combat weapon

2 shoulder weapons from the following list:

- Mega Skorcha;
- Observation Platform;

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	14	13	12	1	2



WEAPON	RANGE	STR	AP	SPECIAL
Gut-busta (select a single shot each turn)				
-Airburst shot	60"	6	3	Apocalypse Barrage (10) Primary Weapon
-Solid shot*	60"	D	2	Ordnance 1, 5" Blast Destroyer, Primary Weapon
-Chain shot**	60"	9	3	Ordnance 1, 7" Blast Primary Weapon
Supa Lifta Dropa***	48"	n/a	n/a	Heavy 1, Primary Weapon
Supashoota	48"	8	3	Heavy 6d6, Primary Weapon
Mega Skorcha****	Hellstorm	6	4	Heavy 1, Pinning
Gaze of Mork*****	60"	2d6	2	Heavy 3

* To fire the Solid Shot place the template anywhere within range and LoS and roll for scatter. The solid shot will then skid forward from its landing point directly away from the Great Gargant 3d6". Any model under its skid path will suffer a hit. Any units with Power Fields or Void Shields will additionally have them ALL downed if struck by the Solid shot.

** To fire the Chain Shot place the template and roll 2d6" for scatter. Any Super-heavy walker with its legs in LoS under the template will immediately be immobilized, in addition to the standard damage. Fields protect against the Chain shot round's immobilization effect.

***Supa Lifta-dropa; To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or super-heavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits.

If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields.

**** To fire the Mega Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Mega Skorcha is then treated like any other template weapon for determining hits.

***** Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.

SPECIAL RULES:

•**Effigy:** A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

•**Observation Platform:** Commanded by a Nob spotter. The Great Gargant counts as BS:3. The Observation Platform is treated as a single destroyable weapon for damage purposes.

•**Mountain of Iron:** Great Gargants are Immune to Driver stunned critical results, treating them as gun-crew stunned instead.

•**Towering Inferno:** Once crippled, a Great Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Great Gargant explodes or leaves the table.

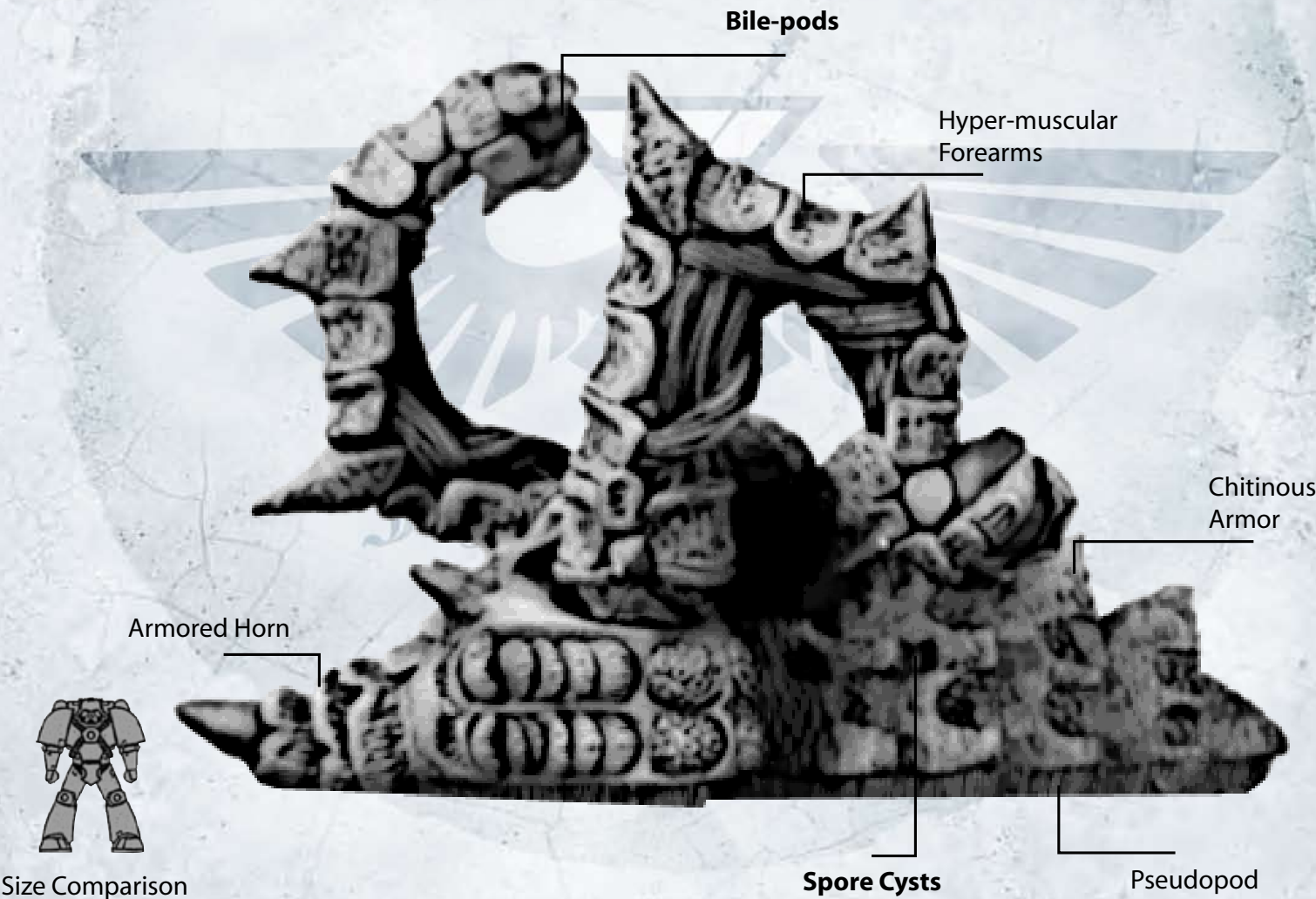
DACTYLIS

POINTS: 325

The Dactylis is a specialized Tyranid gargantuan creatures bred expressly for the purpose of bombarding a foe from long range while other Tyranid creatures close in to attack in assault. The forelimbs seen on other tyranid creatures are covered in thick ropes of muscle which hold them curved back in a state of tension. The Dactylis can grab an object and hurl it forward with eye-blurring speed; directing it towards a distant target with incredible accuracy. The Dactylis's chitin shell is also home to a multitude of spore cysts, which exude a corrosive mist dangerous to nearby creatures.

The Dactylis serves as the host organism to a parasitic pod-like creature that grows in sacs along its upper flanks. These highly corrosive bile-filled pods are detached by the Dactylis in battle and thrown deep into enemy ranks where they explode on impact. Their caustic innards are spread over wide area, burning away enemy infantry and vehicles.

Enemies will often attempt to close quickly with a Dactylis in the hope of killing it in hand-to-hand with specialist troops rather than expose their army to its sustained barrage.



WS	BS	S	T	W	I	A	LD	SV
3	3	10	7	5	2	2	10	3

UNIT: 1 Dactylis

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

1 Bile-pod launcher
Spore Cysts

WEAPON	RANGE	STR	AP	SPECIAL
Dactylis Bile-pods	G72"	8	3	Apocalypse barrage (4)

SPECIAL RULES:

•**Lumbering:** The creature is not designed for high speed, but advances slowly and steadily on its single pseudopod. It counts as stationary for purposes of firing its weapons, but may only move 0-6" per turn.

•**Spore Cysts:** The Dactylis's cysts release clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+ (they cannot affect vehicles).

EXOCRINE

POINTS: 350

The Exocrine is the most specialized of Tyranid gargantuan creatures. It has been bred expressly for the purpose of striking at a foe from long range while other Tyranid creatures close in to attack in assault. The forelimbs seen on other tyranid creatures have completely fused together and expanded considerably to form the creature's bio-cannon.

The bio-cannon fires a high-velocity chitin shell that penetrate even titan armor with shocking ease. The shells are simple but deadly. Their high velocity results in a deadly shrapnel cloud around their impact point which can fell even the stongest infantry.

The Exocrine's chitin shell is also home to a multitude of spore cysts, which exhude a corrosive mist dangerous to nearby creatures. These simple minded creatures are easily confused when operating outside the influence of the Hive Mind. Their simple instincts will take over when isolated and an exocrine will often nest in a safe area, blazing away at any threats within range.

Enemies will often attempt to close quickly with an exocrine in the hope of killing it in hand-to-hand with specialist troops rather that expose their army to its sustained fire.

Bio-cannon

Reinforced
exo-skeleton

Chitinous
Armor

Mandibles

Spore Cysts

Pseudopod



Size Comparison

WS	BS	S	T	W	I	A	LD	SV
4	3	10	7	5	2	2	10	3

UNIT: 1 Exocrine

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

1 Biocannon
Spore Cysts

WEAPON

RANGE STR AP SPECIAL

Exocrine Bio-cannon

48" 10 3 Assault 6

SPECIAL RULES:

•**Lumbering:** The creature is not designed for high speed, but advances slowly and steadily on its single pseudopod. It counts as stationary for purposes of firing its weapons, but may only move 0-6" per turn.

•**Spore Cysts:** The Exocrine's cysts releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

HARUSPEX

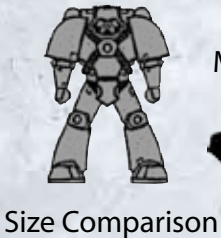
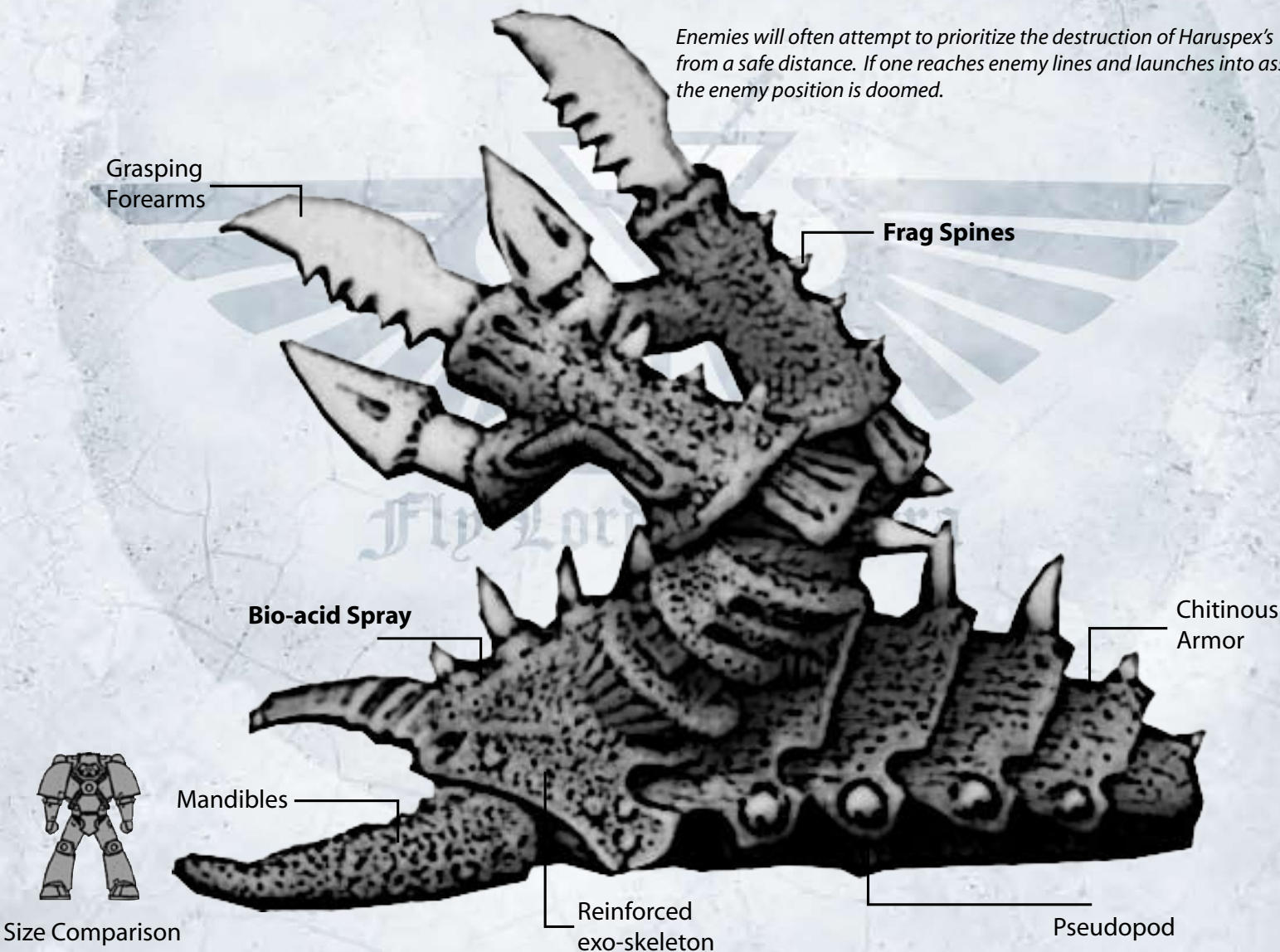
POINTS: 325

The Haruspex is a large Tyranid assault organism. They are bred to quickly close with the enemy and destroy them in frenzied assault. The Haruspex possessed large piercing forearms and sizable mandibles easily capable of overturning and crushing even superheavy vehicles. Infantry are dispatched with contemptuous ease. These forearms are lined with explosive bio-frag spines which can be fired in deadly groups a short distance away through muscle spasms.

A Haruspex is also host to a symbiote creature which secretes and stores a molecular bio-acid which can be sprayed a short distance away. This acid is potent enough to melt away armourplasm and ceramite with ease.

Haruspex's primary function within the hivemind is to assault fortified positions and overwhelm them with brute force. Any targets which cannot be easily crushed will be weakened with the bio-acid spray before being pulled apart. They possess a rudimentary nervous system, making them notoriously hard to kill.

Enemies will often attempt to prioritize the destruction of Haruspex's from a safe distance. If one reaches enemy lines and launches into assault the enemy position is doomed.



Size Comparison

WS	BS	S	T	W	I	A	LD	SV
4	3	10	7	5	2	4	10	3

UNIT: 1 Haruspex
TYPE: Gargantuan Creature
WEAPONS AND EQUIPMENT:
Bio-acid spray
1 Frag spines

WEAPON	RANGE	STR	AP	SPECIAL
Bio-acid spray	Template	6	3	Assault 1
Haruspex Frag Spines	18"	5	4	Ordnance 1 7" blast

MALEFACTOR

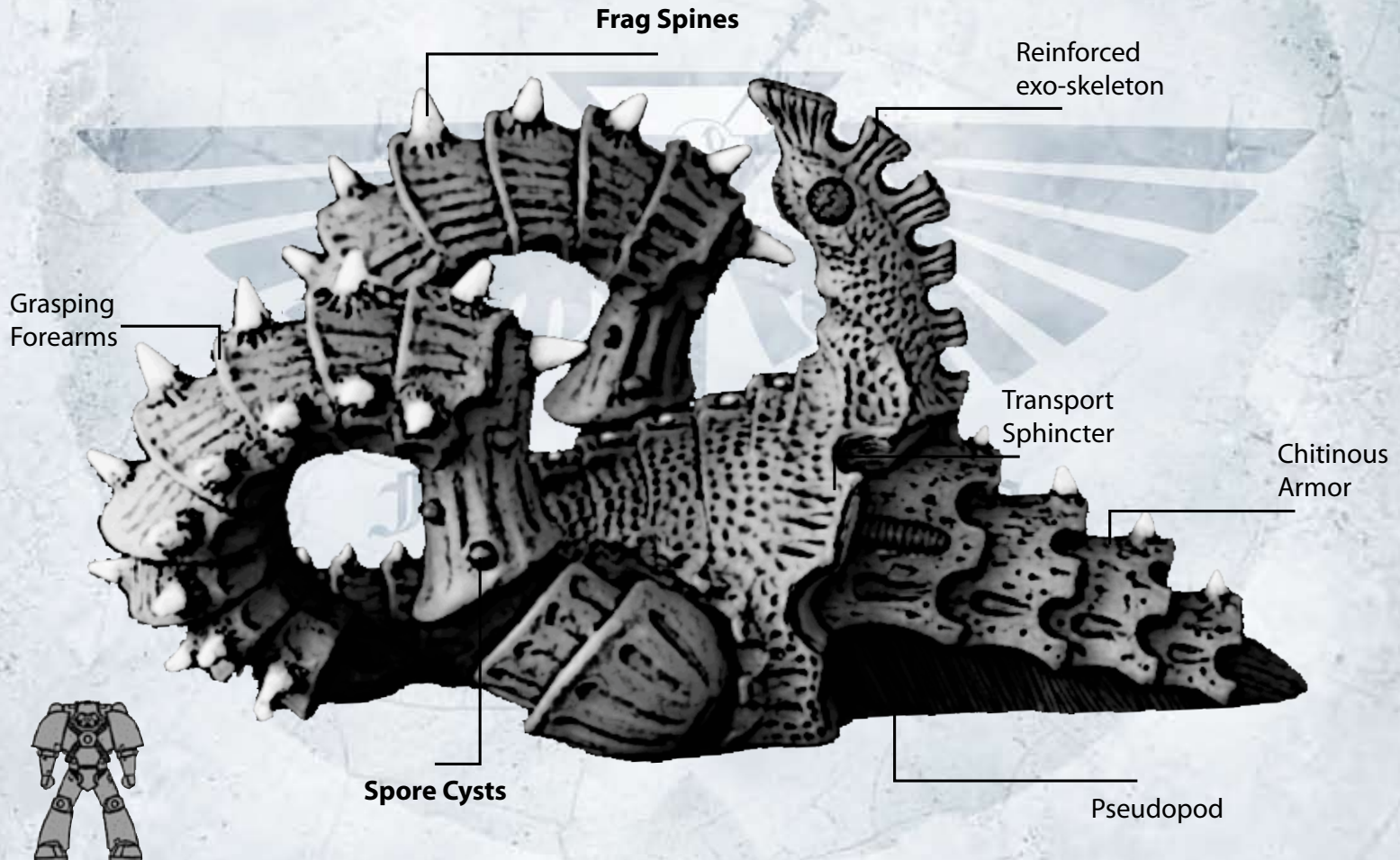
POINTS: 400

The Malefactor is a large Tyranid assault organism. They are commonly called Linebreakers by Imperial troops, due to their terrifying frontal assaults on defensive positions. Their forearms are grossly exaggerated and powerful. Used to drag the Malefactor forward over any obstacle, the forearms are just as deadly when lashing out in assault, crushing both man and vehicle alike.

The forearms are lined with explosive bio-frag spines which can be fired in deadly groups a short distance away through muscle spasms. The Malefactor's chitin shell is also home to a multitude of spore cysts, which exhude a corrosive mist dangerous to nearby creatures

A Malefactor's primary function within the hivemind is to safely transport smaller broods to the enemy in safety. Two large sphincters at the rear of the carapace lead to transport sacs which will house the lesser Tyranid creatures during thier journey across the battlefield.

Enemies will often attempt to prioritize the destruction of Malefactors from a safe distance. If one reaches enemy lines and launches into assault supported by its occupants (particularly genestealers), the enemy position is doomed.



Size Comparison

UNIT: 1 Malefactor

TYPE: Gargantuan Creature

TRANSPORT: 12 single wound Tyranid models

ACCESS POINTS: 2 rear sphincters
(Occupants may assault when disembarking)

WEAPONS AND EQUIPMENT:

1 Frag Spines
Spore Cysts

WS	BS	S	T	W	I	A	LD	SV
4	3	10	7	5	2	4	10	2

WEAPON

Malefactor Frag Spines

RANGE

18"

STR

5

AP

4

SPECIAL

Ordnance 1
7" blast

SPECIAL RULES:

•Spore Cysts: The Malefactor's cysts releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

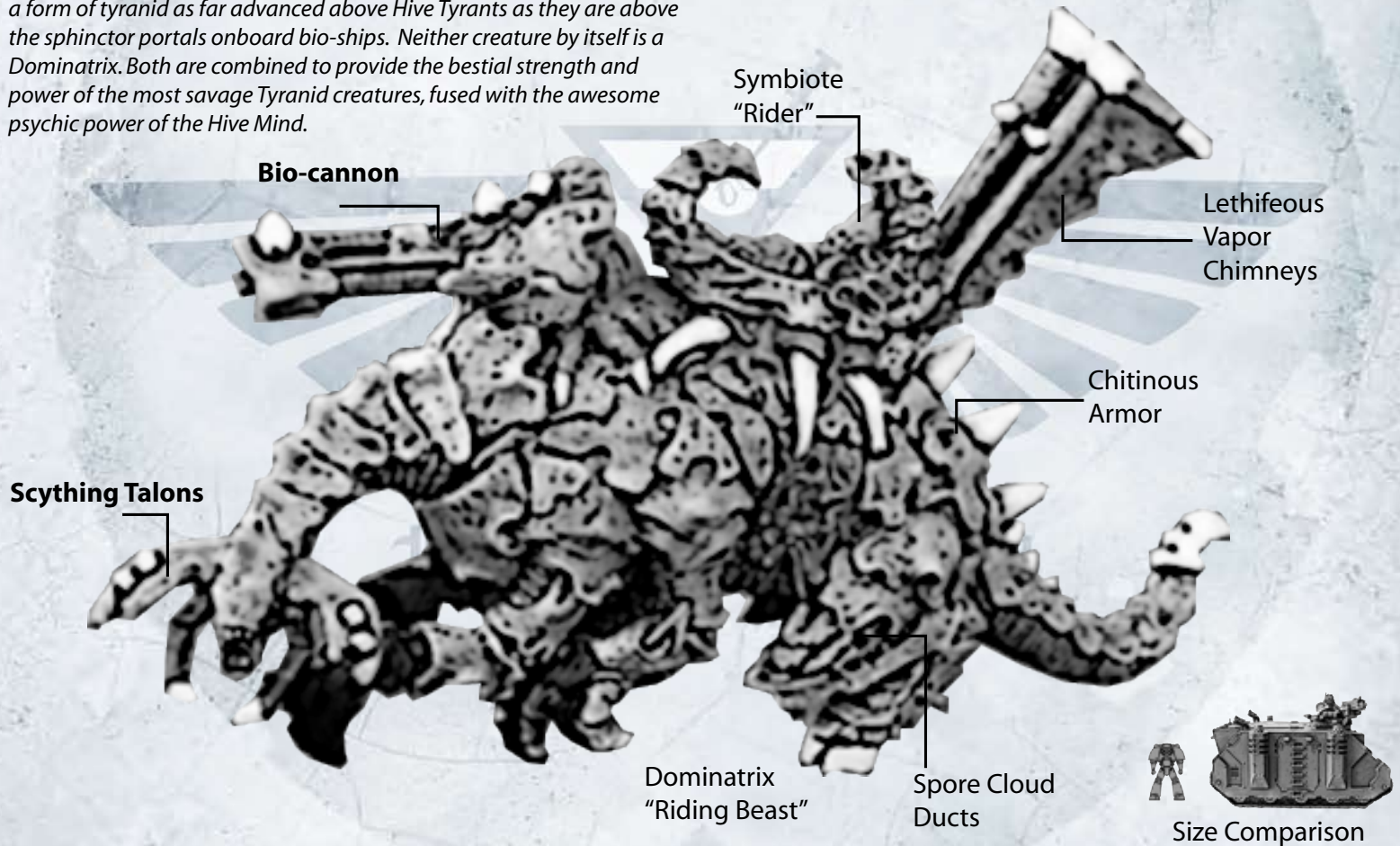
DOMINATRIX

POINTS: 1750

The Dominatrix is a composite creature of nightmarish dimensions. Eyewitnesses unfortunate enough to have survived an encounter with one describe an overwhelming wave of horror and revulsion upon laying eyes on its form. The bulk of the Dominatrix is a gargantuan bestial creature equipped with scything talons, a toxic miasma, lash whips and myriad other fangs, spines and symbiotic weapons.

Mounted atop the beast's back and intermeshed via a thick netting of arteries, sinew, hooks and spines, sits a second creature. This "rider" is a form of tyranid as far advanced above Hive Tyrants as they are above the sphinctor portals onboard bio-ships. Neither creature by itself is a Dominatrix. Both are combined to provide the bestial strength and power of the most savage Tyranid creatures, fused with the awesome psychic power of the Hive Mind.

Mechanicus Magos Biologos research indicates a Dominatrix is the brood-mother of the swarm she leads. It is she who ingests the raw DNA and genetic material from a swarm's attacks, and within her body, fashions new improved killing machines hatched in a series of eggs several days later. As a swarm grows larger and larger, the psychic power manifested in it's Dominatrix becomes greater. These are the most powerful single elements of the Hive Mind discovered so far. The oldest Dominatrixes have been reported to manifest powerful psychic abilities both offensive and defensive in nature of levels unseen on the battlefield.



UNIT: 1 Dominatrix

WS	BS	S	T	W	I	A	LD	SV
6	4	10	8	10	3	8	10	2

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

- 1 Bio-cannon
- Spore cloud
- Scything talons (included in profile)
- Lash Whip
- Regenerate
- Toxic Miasma

WEAPON	RANGE	STR	AP	SPECIAL
Dominatrix Bio-cannon	60"	10	2	Assault 8
Energy Pulse*	Hellstorm	10	2	Heavy 1

SPECIAL RULES:

•**Synapse** (with a 48" range of synapse control)

•**Spore Cloud:** The Dominatrix releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

•**Hive Mind:** The Dominatrix is the brood mother of it's entire hive. It possesses immense psychic power any may use one of these powers automatically per turn. They cannot be cancelled with a psychic hood.

- **Energy Pulse*:** Place the Hellstorm template wholly within line of sight and within 96". The Energy Pulse is then treated like any other template weapon.

- **Warp Shield:** This acts exactly as Eldar Titan Holo-fields.

- **The Terror:** All enemy units lose the effects of: *Fearless*, *Stubborn* and *And They Shall Know No Fear* until the start of the next Dominatrix turn.

NECRON OBELISK

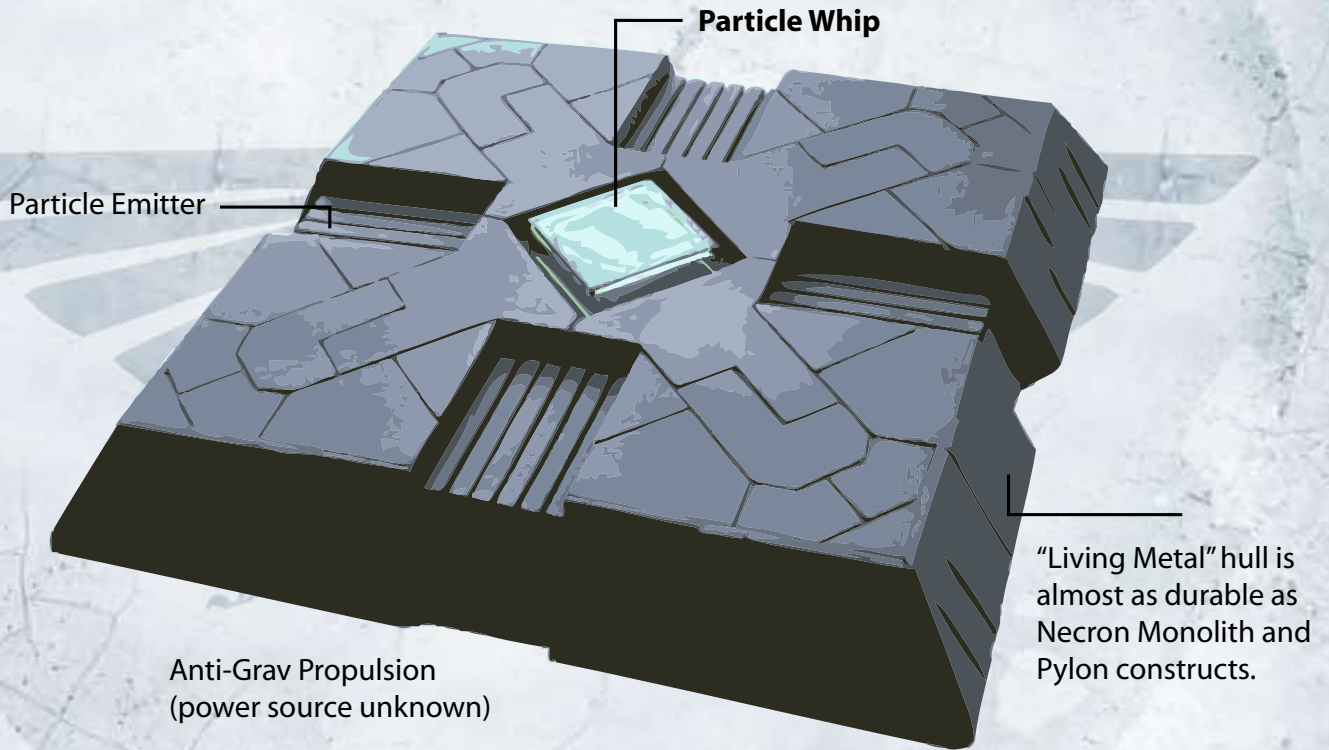
POINTS: 175

Once a rare sight in the early Necron raiding forces, the Obelisk is an increasing common sight in the ever more common full-sized alien cohorts. The xenos construct is a squat cube, topped with a glowing crystal similar to those which cap the larger Monoliths.

Capable of manifesting an Particle Whip but lacking a Portal, the Obelisks are often seen defending the Monoliths which form the backbone of Necrons armies. With a higher speed, and a slightly less robust "Living Metal" hull, the Obelisks are commonly used as perimeter defenders for the slower Necron units.

What the Obelisk lacks in resilience, it makes up in numbers, and formations of Obelisks are also deployed to offer heavy fire support to infantry, or perform deep raids behind enemy lines.

There are few sights as dreaded to the defenders of the Imperium as the sudden appearance of these harbingers of cold, undying devastation.



Size Comparison

UNIT: 1 Obelisk

TYPE: Tank, Skimmer

BS	ARMOUR		
	FRONT	SIDE	REAR
4	13	13	13

WEAPONS AND EQUIPMENT:

1 Particle Whip

SPECIAL RULES:

•**Living Metal:** The Obelisk is constructed of the same living metal as the Monolith - see Codex: Necrons for details.

•**Stable Skimmer:** The Obelisk glides steadily and silently just above ground level. It does not benefit from the Skimmers Moving Fast rule. If immobilized at any speed, it will not crash but settles to the ground and continues to fight from there.

WEAPON

Particle Whip

RANGE STR AP SPECIAL

24" 9 3* Ordnance 1
5" Blast

*Models directly under the blast marker's central hole are struck at AP:1

•**Power Matrix:** The Obelisk is capable of focussing powerful energy. It may fire the Power Matrix's Particle whip regardless of how far it moved, even if it suffered a Crew Shaken and Crew Stunned critical result. The Power Matrix cannot be destroyed and treats all Weapon Destroyed results as Crew Stunned instead.

•**Deep Strike:** A Necron attack often will see Obelisks teleporting to the surface in the role of advanced scouts. An Obelisk may be deployed by deep strike if the special rules for the mission being played include it. Because of Necron advanced teleporting abilities, An Obelisk will not deviate within 1" of an enemy unit, friendly units, or impassable terrain.

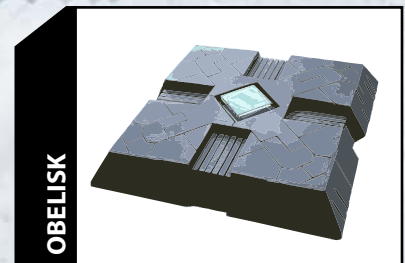
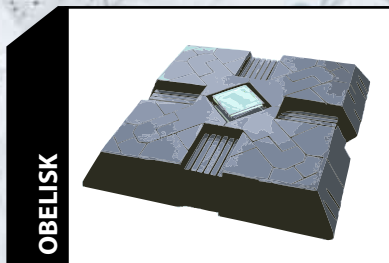
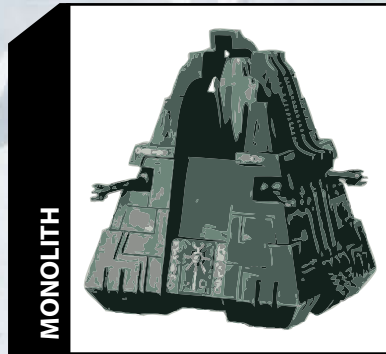
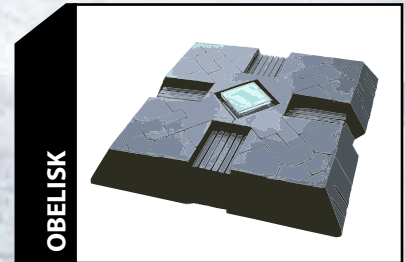
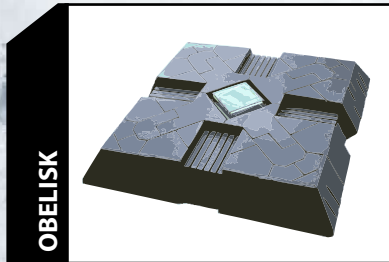
NECRON ASPIS

POINTS: 50+ MODELS

Armed with technology perfected before the rise of Mankind, the Necrons utilise weapons and stratagems incomprehensible to the galaxy's other races. Though the Empyrian is anathema to the metallic legions of the Necrontyr and their undying C'tan masters, there are many other dimensions at their disposal, of which the younger races are wholly ignorant. Using their ancient mastery of space-time manipulation, the Necrons are able to create worlds within worlds, bind stellar energies and produce a myriad of other exotic battlefield conditions.

This is evident in the mixed Necron spearhead formation known as the Aspis by the Ordo Xenos. This formation links the power matrices of several Obelisks to boost and defend a central Necron Monolith. Under this veil of protection, enemy weapon fire is deflected and absorbed into the nearby Obelisks as coruscating arcs of energy, leaving the Monolith undamaged. Imperial reports speak of even such potent weapons as titan Volcano Cannon fire being split into several energy arcs and absorbed into the guardian obelisks.

Under such protection, the Necrontyr often mount spearhead attacks, casting forth legions of Necron warriors under the heaviest of enemy fire.



FORMATION:

1 Monolith
1-4 Obelisks

SPECIAL RULES:

•**Unheralded Arrival:** The Aspis does not deploy normally but starts in strategic reserve. It arrives at the start of the first Necron movement phase. All the formation members deep strike onto the table, and they cannot initially be placed more than 12" away from each other (though their deep strike scatter roll may take them further away than this).

•**Aspis Matrix:** If an Obelisk from the Aspis is within 12" of the Monolith it's linked to the Aspis Matrix. Any shooting hits against the Monolith will be diverted to one of its linked Obelisks. Each hit on the Monolith is placed randomly against an Obelisk that is part of the Aspis Matrix, even if the Obelisk is out of range and line of sight of the firing model. For example, when a Monolith with 3 linked Obelisks is hit, roll a D3 to determine which Obelisk suffers the hit. A hit diverted to an Obelisk never counts as obscured.

A strength D hit on a Monolith is diverted onto D3 random linked Obelisks as separate strength 10 hits.