

WARHAMMER
40,000



MUNITORIUM

VOLUME I

MUNITORUM



ABOUT THIS SERIES:

Weapons are the tools of war and with them soldiers ply their bloody trade on countless worlds across the Imperium. Every race in the galaxy favours its own methods of dealing death to their foes, each one tailored to the brutal genius of its creators and the relentless needs of battle.

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BLIGHT GRENADES™

MUNITORUM:

BLIGHT

GRENADES



BLIGHT GRENADES



I am now commencing my second investigation into the artefact – tentatively identified as a blight grenade – recovered during the insurrection on <<record deleted>>. The first attempt was forcibly abandoned as a result of my acolyte succumbing to crimson morgue-rot upon breaking the artefact's stasis shield. The outbreak has now been contained, and Servitor X/A has assumed Danton's role.

As previously noted, the outer sheath of the artefact appears to be formed of human flesh. It is leathery in texture, and has cracked where it has broken apart on impact. A thick, yellow residue lines the inner surface. This fluid defies all conventional analysis; metal implements begin to flake and rust within moments of contact. Maggot casings can be seen embedded in the residue. Most have already hatched, but there is the possibility of retrieving one or two specimens for later investigation.

Even through the sterilisation field and filtration mask, the stench is overpowering. Wait... one of the casings is hatching. Initiate quarantine protocols. Initiate...

+++ File ref: Malleus/x9943+++

+++ Subject: Heretic Weaponry/Blight Grenade +++

+++ Archivist: Inquisitor Kastel+++

+++ Collated: 0131788.M34+++



BACKGROUND



Blight grenades are hollowed out heads, filled with virulent pus or thick, buzzing flies. When the grenade is thrown, its flesh bursts, releasing a thick cloud of disease-laden gas and splattering all nearby with purulent fluids. Plague Marines employ blight grenades in place of fragmentation munitions, using them to flush foes from cover or soften them up for impending assault. Additionally, so thick are the clouds of flies resulting from blight grenade explosions, that they cheat the sight of enemy gunners and allow the Plague Marines to advance into even the thickest of crossfires all but unscathed.

As with many Chaos-born artefacts, the origins of the blight grenade lie in the darkest of legends. Nurgle, as even the lowliest student of daemoniac lore knows, is the Plaguefather, the brewer of poxes and plagues. Desiring to know how virulent each of his creations is, Nurgle tasks his legions of Plaguebearers to keep record of every creature, mortal and immortal, that succumbs to each one.

Up to a point, Plaguebearers can keep mental track of these bogglingly vast numbers, but even they cannot maintain accuracy forever – they need some mechanism to record the tally. Thus do the Plaguebearers construct massive abacuses from rusted iron poles and the shrunk heads of plague victims. Each abacus holds many thousands of these gruesome ‘beads’, each of which is stuffed with maggot-ridden fluids themselves teeming with Nurgle’s virulent gifts. This is not an attempt at defilement, as it would be if a mortal performed such an act. Rather, the Plaguebearers are as aesthetically bound as any creature, and find the heads more pleasing if their orifices weep with pungent seepings.

Were it up to the Plaguebearers, these heads would remain upon their abacuses for eternity, clacking along the poles as the number of plague-slain grows. Unfortunately for the tallymen, the Great Unclean Ones view the shrunk heads as parcels bursting with joy, and cannot bear to see such delightful gifts wasted. As such, they often send Nurglings to steal the heads from the Plaguebearers. Not all such raids are successful, as the Plaguebearers glumly expect other daemons to interfere in their work, and all too often the diminutive thief finds himself caught and impaled, burbling with disgust, next to the very prize he thought to steal.

Should the Nurgling succeed in his mission, the Great Unclean One rewards him with a titbit of rotting flesh and sends the mite on his way. If the shrunk head contains particularly interesting pestilences, the Great Unclean One sometimes keeps it, in order to study the virulence within. All too often, however, the Greater Daemon quickly loses interest, adding the purloined head to the pile of gewgaws and trinkets from which he chooses gifts to bestow on particularly pestersome mortals. Of course, few beneficiaries realise the true provenance of the plague-filled head. If they survive the act of giving (and not all do), they see the thing merely as a weapon to be hurled at the enemy, rejoicing in the flies, maggots and the diseased cloud of pus that burst forth when the head ruptures.

So the story goes, blight grenades came about following the occasion upon which the Great Unclean One Ku’gath presented three whole abacuses full of shrunk heads to the Death Guard Legion. Other heads had been presented to mortals before, but never in such numbers. The traitors were greatly pleased with this sign of favour, for each head contained a pestilence fit to reduce an entire planetary system to a diseased-choked charnel. Indeed, this was the purpose for which Ku’gath’s gift was pledged, and over the space of a decade, the Death

Guard used the heads to transform ten-score verdant agri worlds of the Demeter Sector to liquefying ruin.

Soon, however, the shrunken heads were all used, and no amount of prayer or sacrifice to Nurgle, or to Ku'gath, saw the supplies restored. Both god and Daemon had grown bored with the antics of the Death Guard, and turned their attention to other things. Seeking to replenish their stocks, the Legion's sorcerers descended upon the worlds of the Demeter Sector, and crafted their own versions. Heads were struck from bloated corpses, their skulls extracted and the flesh boiled in great bronze vats filled with black blood. The cavities were then filled with infected matter, and the orifices plugged shut with wax.

Though these blight grenades were by no means as effective as Ku'gath's original gift, the Plague Marines have ever after sought to refine the recipe to achieve its full potential. Different warbands favour different concoctions of plague. Most consider Nurgle's Rot the only true blessing a blight grenade should deliver, though Cankerheart and the Crimson Seep are both popular choices. It is said that only Mortarion has truly mastered the original formula, and is saving it for his next inevitable battle with the Grey Knights, when the Battle of Kornovin's indignities will at last be repaid.



*By palsied spine and mottled grue; by eyerot dance and blighted wallow.
Our putrid blessing, steep'd within; this rotting vessel, festered tallow.
Death a-coming, life a-writhing; the fecund cycle, stoppered, ceasing;
Nurgle's blessed gifts increasing!*

- The Ritual of Blight, Verse VII



RULES



BLIGHT GRENADES

Blight Grenades: *Models with the Mark of Nurgle only. Blight grenades count as both assault and defensive grenades.*

Assault
Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through cover, but fight at their normal Initiative in the ensuing combat.

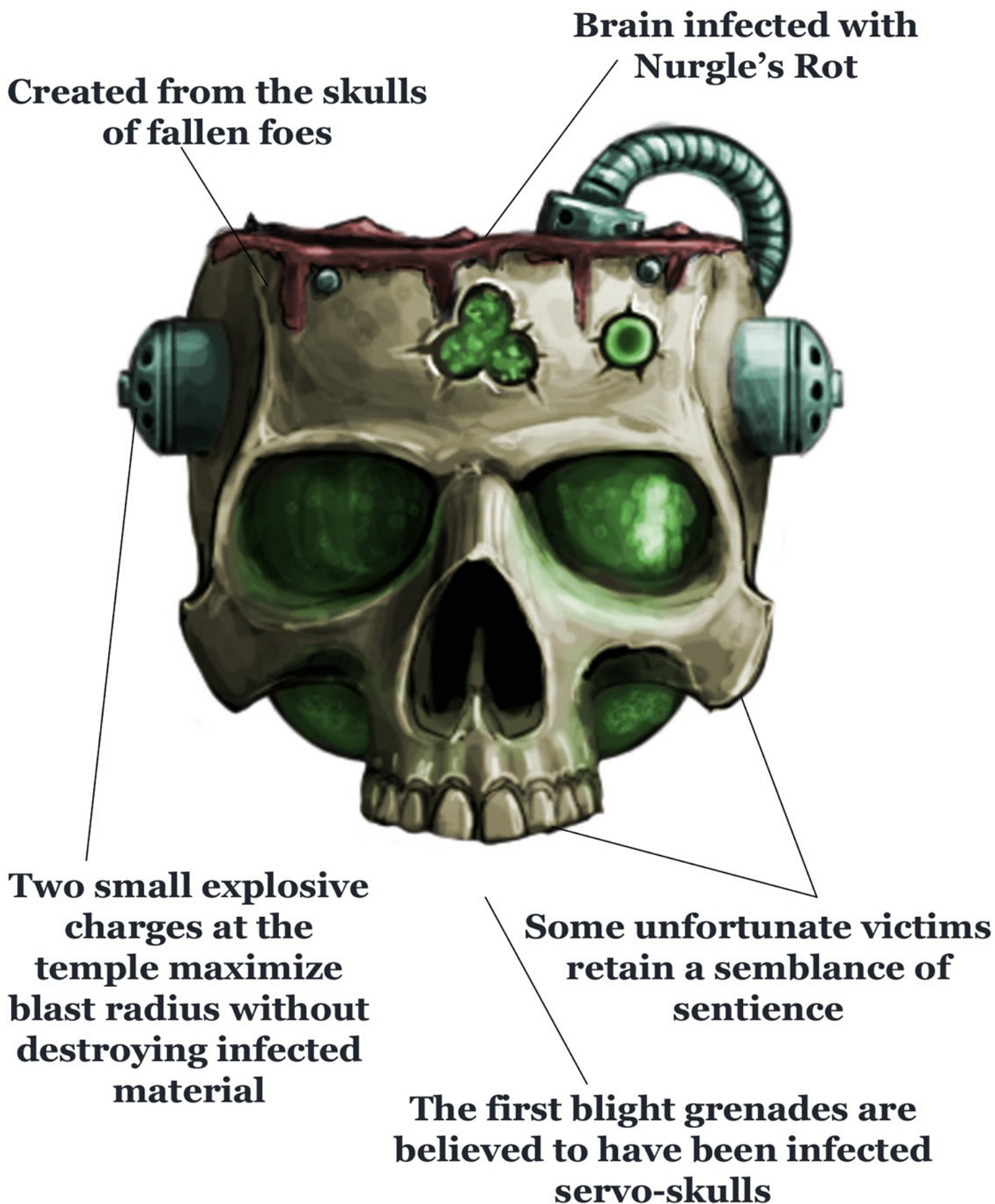
Defensive Grenades
Shooting
A unit equipped with defensive grenades has the Stealth special rule against all shooting attacks targeting them, so long as:

- * They are within 8" of the unit firing at them.
- * They have not gone to ground.

Assault
Models charging units equipped with defensive grenades do not gain the bonus Attacks from charging (*Warhammer 40,000* rulebook). However, if the charged unit is already locked in combat from a previous turn, or has gone to ground, then these grenades have no effect and the attackers gain bonus Attacks as normal.

Blight Grenades

BLIGHT GRENADES



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GREAT CLEAVERS OF KHORNE™

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GREAT CLEAVERS OF KHORNE



GREAT CLEAVERS OF KHORNE



The great cleaver of Khorne is a barbarous chain-blade capable of tearing through armoured tanks as if they were human heads. Wielded by a Lord of Skulls, it is a weapon forged out of murder and rage – and it delivers the very same.

BACKGROUND



It takes many vile sacrifices to complete the construction of a great cleaver of Khorne. The bitter spirits of murderers are forged within the blade and trapped forever within the fabric of its metal. To satisfy the corrupt expectations of a Lord of Skulls, he may personally select the victims himself. These sacrifices are hand-picked from amongst the most odious characters in the galaxy. Once taken, they are forced to fight in spike-walled pits so that the weakest are eliminated. The use of the most macabre, wretched souls will result in the manufacture of a great cleaver of significant potency; the stronger and more violent the captive; and the more humiliating their sacrifice, the more nightmarish the weapon will become.

This enormous barbed, toothed and skull-encrusted weapon is not so much forged as birthed by an esoteric, violent and corrupt ritual conducted by a cabal of Warpsmiths. Within the sinister and vile citadels of the Dark Mechanicum, the chosen victims are impaled in isolation, but kept from the blissful relief of death for eight full days. Then, all the victims are slaughtered, though it is no merciful act. Their bodies are drained of blood and their souls are bound by eldritch chains until the master Warpsmith is ready for the final ritual.

When that time comes, these captive, screeching souls are blended in arcane ways. Using the eight runes of undiluted wrath, and bathed in the blood of fallen champions, a corrupt, molten metal forms in the soul-furnaces of Khorne's endless realm of bone. Skulls taken from the foot of Khorne's throne are crammed within the cooling metalwork, and only then can this be hammered into the shape of a great cleaver of Khorne. A skilled Warpsmith will ensure that no tendrils of loathing or hatred are wasted during the process, because such bitter sentiments are an essential part of the fabric of the weapon.

Finally, the blade is brought before the brass throne of Khorne for him to bless with vile utterances. The master Warpsmiths who forged the weapon and offers it to Khorne is its first victim, and to die at its touch is considered a perverse honour.

Many metres in length, the design of each great cleaver is barbaric, and it features a gargantuan imitation of a chainaxe's sharp-toothed blade. When activated, the great cleaver erupts with eldritch power, the teeth rotating so fast as to become a blurred edge. Immensely large and heavy, no mere mortal can hope to lift a great cleaver, let alone take one to battle. Only a Khorne Lord of Skulls is worthy enough, and powerful enough, to use it in combat. Once this enormous Daemon Engine has spent its cannon, or can no longer resist its sick desire to watch thick gouts of blood fill the air, the Lord of Skulls will rumble up close to its foe and begin using this weapon to devastating effect.

Capable of causing severe damage to the mightiest war engines, a great cleaver of Khorne will easily rip through body armour or crack the carapaces of monstrous bio-forms, and the soft flesh underneath is instantly reduced to pulpy offerings for the God of Blood. It then grinds forward ready to absorb the remains of the victims up into the enormous pressure tanks upon its back, where it augments the boiling blood of murderers already contained within.

Around the barracks of many an Imperial Guard regiment, men talk of the effects of this cleaver on their own forces. As this weapon tears through the air to make contact with armour, it is said the sound it makes is not caused by the path of the blade itself, but rather the screams of the weapon's trapped souls wailing for blood – a noise so loud it can be discerned over the sound of the mechanical edge. Very few have survived to speak of such

matters though, and such rumours are quickly put down by the commissariat.

The great cleaver of Khorne has been witnessed on numerous occasions by loyalist Space Marine Chapters, who are little impressed by the feeble ramblings of shell-shocked Guardsmen. They have seen this brutal weapon wielded often enough to know of its capabilities. It has rent open the hulls of Land Raiders, slaughtering their crews. It has ground the armoured panels of Dreadnoughts down to scrap. As a consequence, the most skilled tactician will prioritise the destruction of a Lord of Skulls as it rumbles across a battlefield on its brass tracks, lest his tanks or troops become fodder for the great cleaver's grinding mechanical blade.

Great Cleaver of Khorne

GREAT CLEAVER OF KHORNE

**Some Great Cleavers
ripple with barely
suppressed warp
energy**



**The cutting edge of the Great
Cleaver has been seen to
carve through the legs of
Imperial Titans and clear
through the hull of
battletanks**

GREAT CLEAVER OF KHORNE

**The Great Cleaver
weighs over a ton and
the axe head is larger
than a Space Marine**



**Chain edges
formed from the
teeth of bound
daemoniac entities**

**Icons and detail in
daemon-forged
brass**



RULES



GREAT CLEAVER OF KHORNE

RANGE: -

STRENGTH: D

AP: 1

TYPE: Melee

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 Destroyer 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 WEAPON ATTACK TABLE

D6	Vehicle or Building	Non-vehicle
1	Clipped: The target suffers a penetrating hit.	Lucky Escape: The model is unharmed.
2-5	Solid Hit: A Super-heavy vehicle loses D3+1 Hull Points. Other vehicles suffer an Explodes! result from the Vehicle Damage table. Buildings suffer a Detonation! result from the Building Damage table.	Seriously Wounded: The model loses D3+1 Wounds.
6	Devastating Hit: As for Solid Hit, above, except a Super-heavy vehicle loses D6+6 Hull Points instead.	Deathblow: The model loses D6+6 Wounds.

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





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BANSHEE MASKS

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BANSHEE MASKS



BANSHEE MASK



The banshee is a creature of Eldar myth, the harbinger of death whose cry separates soul from body and casts it into the depths of the Immaterium, there to be the plaything of daemons. It is from this ancient legend that the Howling Banshee Aspect Warriors take their name, and it is from the scream of the creature that those who walk the path take inspiration for their most potent weapon: the banshee mask.



THE WAR MASK

The concept of the war mask is at the core of the Path of the Warrior. Eldar, being more highly evolved than the lesser races, feel all sensations more keenly than do humans, Tau or Orks. This allows them to embrace positive emotions – such as love – with a greater fervour than members of these other species can conceive, but it also heightens their experience of darker feelings, such as rage, fear and grief.

The act of killing is likewise amplified. Where a human can kill another being with little guilt or remorse, for an Eldar to do so is an act that can endanger their very soul and risks drawing the dark attentions of She Who Thirsts. While the sensation-craving Commorrites draw pleasure from bringing death, the craftworlders prefer to separate their souls from the act of murder, and so they don their war masks before combat.

The war mask is as much a metaphysical concept as a physical artefact. When Aspect Warriors prepare for battle, they ritually take up their war masks, adopting another persona, one at ease with the blood that is soon to flow, and temporarily abandoning the person they are away from the shrine. They embrace the savage instincts that lurk in the heart of every Eldar, and prepare to bring death in the name of the Bloody Handed God.

As they kill, it is their warrior persona who risks feeling the touch of She Who Thirsts, and when the battle is done and the foe vanquished, the Aspect Warriors remove their war masks and return to the person they were before, the bloody acts they have committed more distant dream than fresh memory. In this way can they eventually move on to other Paths without bringing with them the trauma of the acts they have performed and atrocities they have committed.

Some Aspect Warriors who cleave too close to the Path find that their war mask and true persona become one and the same. It is these lost souls who don the most ancient and potent wargear of their shrines and become Exarchs, training others in the arts of war and leading them on the battlefield.



THE HOWL OF THE BANSHEE

The war masks worn by Howling Banshees are remarkably simple in function, but devastating in effect. Built into their helmets are potent psychosonic amplifiers, linked to a central mouthpiece that is permanently fixed into a terrifying snarl. In their traditional bone-white garb, they appear like the banshee of ancient myth, a pale, wraithlike figure that chills the blood with its cry of despair and pain.

Alongside the martial skills that the Banshees learn during their time in the Aspect shrine, they are also taught how to channel the grief and rage that they experience in killing into a terrifying shriek. Imbued with psychic dread and channelled through the amplifiers, the Banshees' scream becomes a weapon as effective, in its way, as their shuriken pistols or power swords.

As the Banshees charge into combat, their howls combine to create a barrage of psychosonic

force known to the Eldar as the *Scream that Steals*. This combination of noise and esoteric energies not only temporarily deafens their enemies, but also floods their nervous systems with psychic power – not enough to risk opening them up to possession by beasts of the Warp, but enough to temporarily disorient or even paralyse them. By the time they recover their senses, the Howling Banshees are amongst them, bringing death with shuriken and energy-wreathed blade. In this way do they emulate the mythological horror from which they take their name, as the sound of the Banshee's howl presages doom for all who hear it.



THE CRONE GODDESS

The banshee is a harbinger of woe in Eldar mythology, whose cry is said to herald such ill fate that it can even wrench a soul from its spirit stone. It is fitting that the most feared of all the Aspect Warriors, the Howling Banshees, draw their inspiration from this unearthly creature.

In Eldar myth, the Crone Goddess Morai-Heg sought to partake of the wisdom contained in her divine blood. Knowing there was only one with the power to harm a god, she sent her daughters to haunt their father Khaine's steps with their piercing screams. The infernal noise drove Khaine into a bloody rage that saw his mind begin to unravel. Promising an end to this curse, the Crone Goddess bade Khaine cut off her hand that she might drink deep from her own veins. With this deed, Morai-Heg gained the knowledge of blood, and the Aspect of the Banshee was granted to Khaine in return.

Banshee Mask

BANSHEE MASK

**Mane of the
Crone Goddess**

**Wraithbone
armour
plate**

**Psychosonic
amplifiers**



BANSHEE MASK

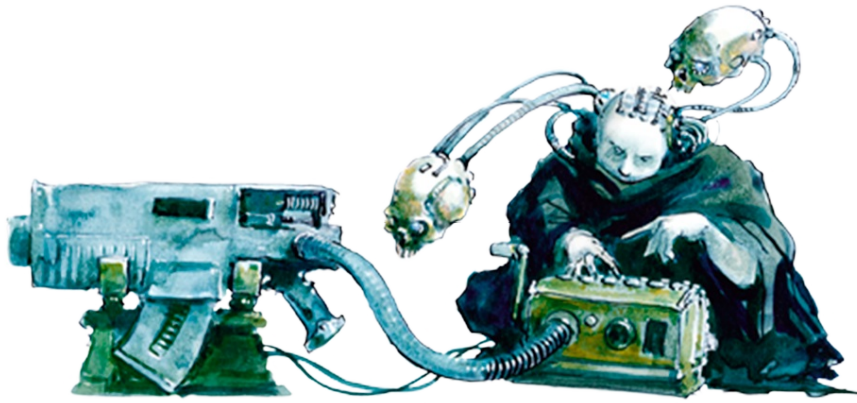
Aspect Shrine
icon



Sonic inhibitor

The Lament of
Morai-Hag

MINIATURE SHOWCASE





Howling Banshees of the Shrieking Blade Shrine



Howling Banshee of the Crimson Scream Shrine



Howling Banshee Exarch with mirrorswords



Banner of the Ebon Witch Shrine

RULES



BANSHEE MASK

When one or more models with a banshee mask charge into combat, all enemy models in the combat suffer - 5 to their Initiative (to a minimum of 1) until the end of that phase.

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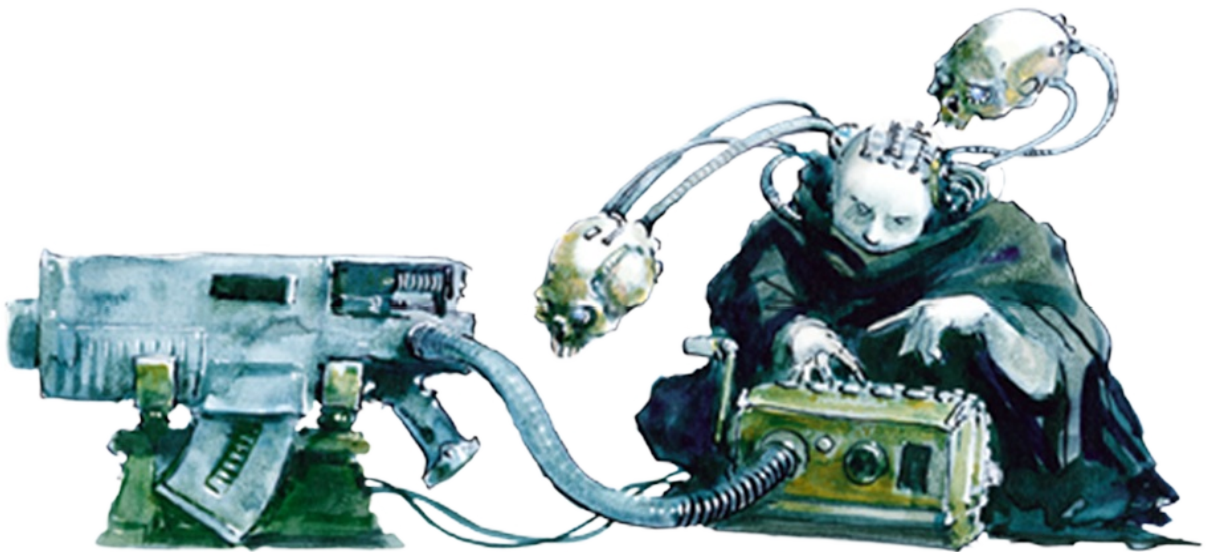
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RANGER LONG RIFLES

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RANGER LONG RIFLES



RANGER LONG RIFLES



For the Eldar of the craftworlds, war is usually a close and bloody affair. From the short-ranged fire of Guardian shuriken catapults to the vicious melee weapons of the Striking Scorpions, most Eldar armaments are designed to annihilate foes up close. Is it any wonder, then, that those souls who forsake the regimented life of their craftworld and stray from the Paths often take up a weapon that allows them to fight in a different way?



THE WEAPON OF WANDERERS

The long rifle is the primary firearm used by the Rangers, outcasts who wander the galaxy experiencing all the sensation that is denied to them at home. It is similar in function to the sniper rifles used by the Imperium's armed forces, but superior in design and efficiency. Each long rifle is crafted by Bonesingers, moulded from psychoactive wraithbone to enhance the already preternatural senses of its wielder.

A long rifle is, as the name implies, a long and elegant weapon, as much a piece of art as a tool for killing. It works by projecting a minuscule needle from the barrel, suspended in a laser beam. The psychically-grown crystals that project this energy bolt, deadly in its own right, are capable of far greater accuracy than Imperial laser weapons, with a tighter beam that suffers less from diffusion over long ranges. Many an enemy commander has fallen to a pinpoint shot through an eye or a weak point in armour, leaving their bodyguards unable to locate the source or, often, even the entry wound, the Ranger who took the shot often sitting a mile away or more.

The pan-spectral sights used in conjunction with long rifles are equally remarkable. More than just a rangefinder, they allow the firer to view their surroundings and target in multiple spectra, both physical and psychic. This means that it is rare that a Ranger with a long rifle can be ambushed by enemy stealth troops or surprised by an unexpected force shield or psionic barrier, allowing them to plan and execute shots that would be quite impossible for the snipers of lesser races.

THE ROLL OF HONOUR

Unlike many Eldar weapons that are psychically linked with a single user, the long rifle is usable by anyone with the skill and patience to wield it. This is essential for Rangers, as few who forsake their craftworld and walk the Path of the Outcast do so permanently, and even fewer are able to commission their own rifle to take into exile with them. Most long rifles are therefore revered artefacts, passed down across the millennia from Ranger to Ranger. Most are named, and their history and notable kills are learned by their wielders, who desire little more than to add another piece to that roll of historic honour.

THE DOOM OF SORBAK

The Doom of Sorbak is the name of one long rifle that has served outcasts from Iyanden since time immemorial. It was crafted mere decades after the Fall, when life aboard the craftworld first started to chafe for some of its inhabitants. The first warrior to carry it is remembered as Eladen Longstrider, whose deeds were many and storied. It is whispered that when the human Imperium burned with the flames of civil war, Eladen stood alongside the followers of the mon-keigh corpse god on the world of Lakaph, though they knew it not. As the forces of the Word Bearers surged across the world, converting the human population to the worship of the Ruinous Powers, Eladen and his Ranger band hunted the leader of the enemy, a Dark Apostle known as Sor Bakphal.

They finally caught the tainted demagogue as he preached to an audience of captive Imperial soldiers. With mere seconds to line up a shot before he would be caught by the Dark Apostle's guards, Eladen took aim and fired, a laser-guided needle passing through the twisted Space Marine's neck seals and killing him instantly with a dose of a poison known as knightsbane

that even his genhanced metabolism could not resist. The confusion this caused amongst the Word Bearers' ranks allowed the Imperial forces to win the day and take back the world from the traitors.

When Eladen eventually passed from the galaxy, his rifle was given to another, and so on down the centuries. During the Kharsk cleansing, it ended the life of each of the lieutenants of Archon Kabryk, leaving him open to the judgement of Ulthwé's seer council. When the hordes of Grak Bigtoof swarmed across the Mendak Sector and nearly swallowed Craftworld Ilmaren, it was the Doom of Sorbak and its wielder who ended the life of Grak's pet psyker by firing a psychically charged needle that overloaded the creature with power, causing an implosion that closed the warp rift threatening to tear the craftworld asunder.

Numberless are the wars that this rifle, and the thousands like it, have been instrumental in winning, and numberless are the lives they have saved.

RULES



RANGER LONG RIFLE

RANGE: 36"

STRENGTH: X

AP: 6

TYPE: Heavy 1, Sniper

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

Sniper - If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, each To Hit roll of a 6 results in a Precision Shot.

Furthermore, if a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness.

Against vehicles, Sniper weapons count as Strength 3. Sniper weapons also have the Pinning and Rending special rules.

Pinning

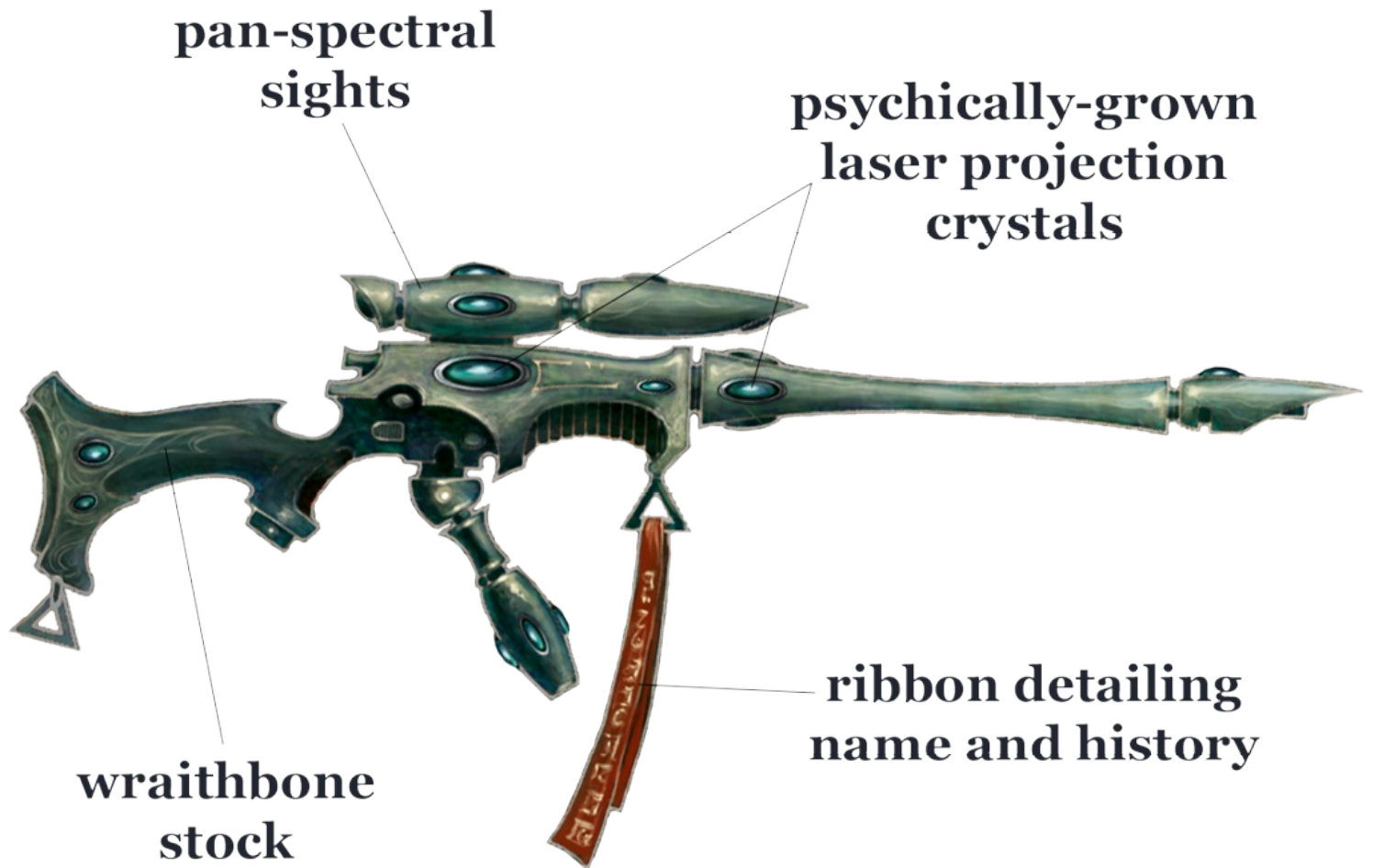
If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test. If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of Warhammer 40,000 rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late! As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Rending

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2. Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2. In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Ranger Long Rifle

RANGER LONG RIFLE



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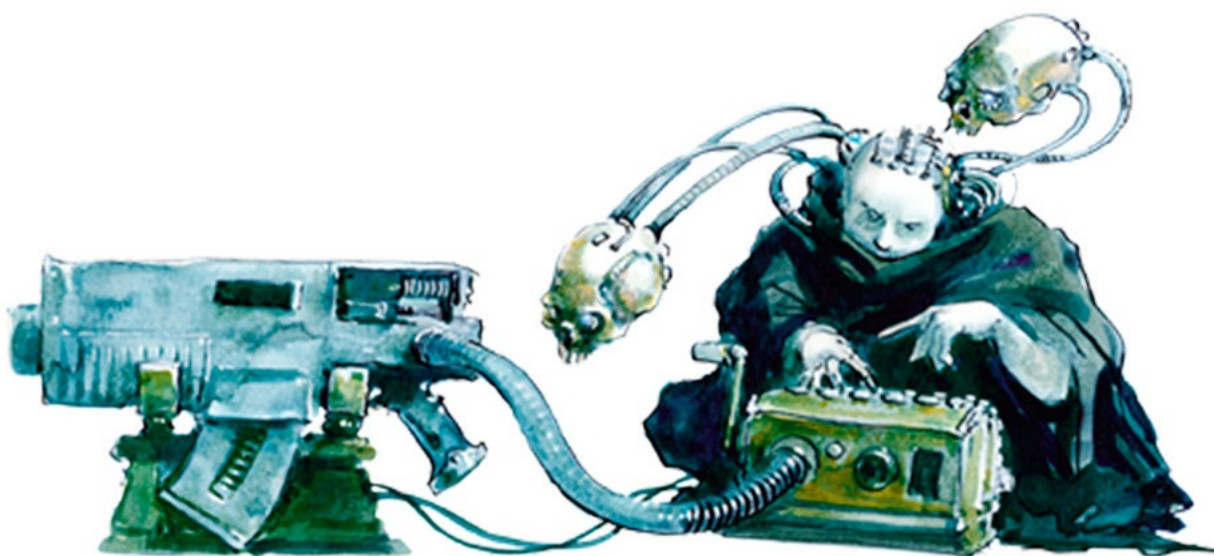
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SHADOW FIELDS™

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SHADOW FIELDS



SHADOW FIELDS



As far as we can determine, the artefact is a fist-sized crystalline shard, set in amaranthite. The exact provenance of the crystal is unknown. Impossible though it may seem, the artefact appears to absorb all known forms of light, and we have yet to discover its upper tolerance. At present, the analysis chamber's light emitters insist on an ambient illumination somewhere in excess of five hundred million candlepower. Nevertheless, the artefact remains shrouded in darkness, and the rest of the analysis chamber is so heavy in shadow that I can barely see my own hand in front of my face.

This was not the case when the artefact was first brought in for study. I can therefore only assume that our early investigations somehow triggered the device, or that it has somehow repaired the damage suffered when it was plucked from the pirate's corpse. In either event, we must uncover the secret quickly. It grows yet darker in here, and I fear I can see shapes stirring in the shadows.

+++ File ref: Mechanicus/11x/6043a+++
+++ Subject: Xenos Weaponry/Shadow Field +++
+++ Archivist: Magos Trantor+++
+++ Collated: 0667831.M41+++



BACKGROUND



The workings of the shadow field, and the locus that creates it, are indistinguishable from magic to all save the most skilled Commorite artisans. A shadow field locus has no obvious mechanical components, and no trigger mechanism. The bearer must will the device into life, and few races other than the Eldar have the strength of mind to do so.

No two shadow field loci are exactly the same. One might be an amulet, another a ring. Sometimes the locus is built into another artefact, such as a vambrace, or the pommel of a sword. Regardless of appearance, however, a shadow field locus always contains a black crystal known to the Eldar as *nisariel*. This name roughly translates to ‘devourer of the waking light’. It is an appellation well given, for a nisariel crystal drains all light from its immediate vicinity, and leaves only darkness. This is no ordinary gloom, but a shadow-veil possessing an almost tangible presence. Even if an enemy can make out the bearer’s form within the shroud, shots from energy weapons dissipate within the shadow, and physical projectiles lose all momentum. It is said that some shadow fields – those generated by larger crystals – could be manipulated by the wielder, and directed to strangle or smother his enemies.

The shadow field dates from the hedonistic years prior to the Fall. In those days, the webway was a grander structure than the shattered tangle it has since become, but even then there were dark places half-in, half-out of the benighted Aelindrach. It was from here that the nisariel crystals were harvested, shorn from the walls of collapsing paths. As a result of their unique genesis, nisariel crystals are essentially shards of universal fundament; they are incredibly hardy and almost impossible to destroy. That said, a sudden flare of energy can sate the crystal’s appetite, temporarily dispelling the shadow field and leaving the bearer without protection.



Many pre-Fall Eldar profited from their kinsfolk’s descent into debasement, but none more so than Drael Malcorvin, an information broker and spymaster. He knew every secret, every weakness, and he knew how they could be exploited. Malcorvin never acted personally in these matters, of course, for his actions had made him many enemies. Instead, he left such interdictions to his agents. These were known as *sendrikhlavh*, or nightblades, for each bore darkness as both weapon and cloak. Protected by shadow fields of Malcorvin’s design, the

nightblades spread across the Eldar empire and deep into the barbarous space beyond. Some of the sendrikhlavh were too ambitious to be truly trusted. However, those who betrayed Malcorvin quickly learned that their master had kept a few secrets of the shadow fields to himself. Such was Malcorvin's will that he could command a shadow field to collapse, no matter how distant from him the bearer was. Thus did many a traitor meet his end as his cloak of darkness slipped away leaving them defenceless.

For centuries, Malcorvin sat at the centre of a web of intrigue and influence, a shadow empire whose darkness corrupted all it touched. By the time of the Fall, at least a thousand worlds lay under his direct control, and it is impossible to say how many others were so thoroughly infiltrated by his agents that only a veneer of independence remained. He did not do it for riches or ostentatious power, for he preferred the challenge of manipulating events from behind the scenes, plucking at the strings of his web until they made a tune pleasing to him.

Then one day, Malcorvin disappeared. Perhaps he saw the looming danger of the Fall, perhaps he simply sought a new challenge. No one knows. Whatever the reason for Malcorvin's absence, the sendrikhlavh quickly fell to fighting amongst themselves, and the shadow empire collapsed.

Many of the shadow field loci endured where the sendrikhlavh did not. Eventually, they found their way into the auction-markets of Commorragh, where they were reworked into new and more splendid forms. To this day, many of the Archons are ignorant of the history of the gems they wear, revelling only in the protection that they offer. A few still know the stories of Malcorvin, and employ their shadow fields warily – though none of them will admit it, Malcorvin casts a long shadow, even millennia after his disappearance.

Venture deep enough into Low Commorragh's dark alleys and you will hear tales of how Malcorvin is not as dead as some may think, and that he dwells in a tower of nightmares, deep in the webway. If this is true, if Malcorvin escaped the horrors of the Fall and endured through the millennia that followed, then it must have been for some dire purpose, and it can only be a matter of time before he emerges from the shadows. On that day, those who bear his shadow fields may discover there is a price for the protection they offer, a price they may not be willing to pay...

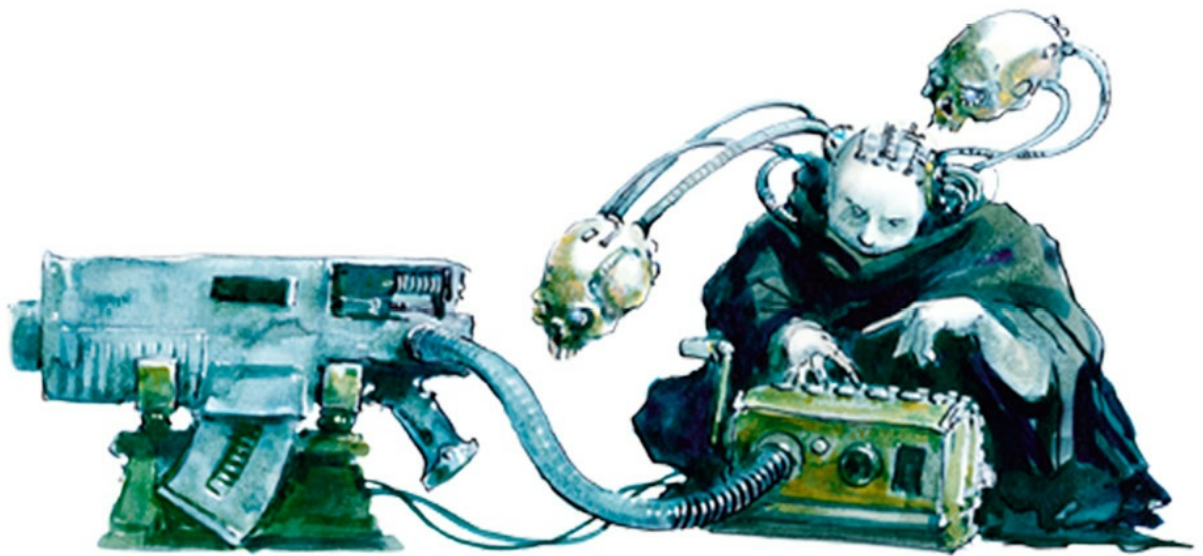


'There is no safety in the darkness, my doomed darling, only pain. Come embrace me, and I will show you...'

- Aestra Khromys, Archon of the Obsidian Rose



MINIATURE SHOWCASE





Archon with huskblade and soul-trap



RULES



SHADOW FIELDS

The shadow field surrounds its wearer in a dark miasma of energy that is almost impossible to penetrate. However, should a solid blow connect the shadow field will short out, leaving its wearer vulnerable. A shadow field provides a 2+ invulnerable save, but if the save is ever failed, the field is destroyed altogether. Roll separate dice, one by one, to save each wound inflicted upon the bearer to see whether the shadow field shorts out.

Shadow Field

SHADOW FIELDS

Nisariel Nightcrystal



**Dreamshrike Mask,
Nightmare Beast of the
Lamenting Deeps**

**Penumbral Halo,
devourer of energy
and inertia**

WARHAMMER
40,000

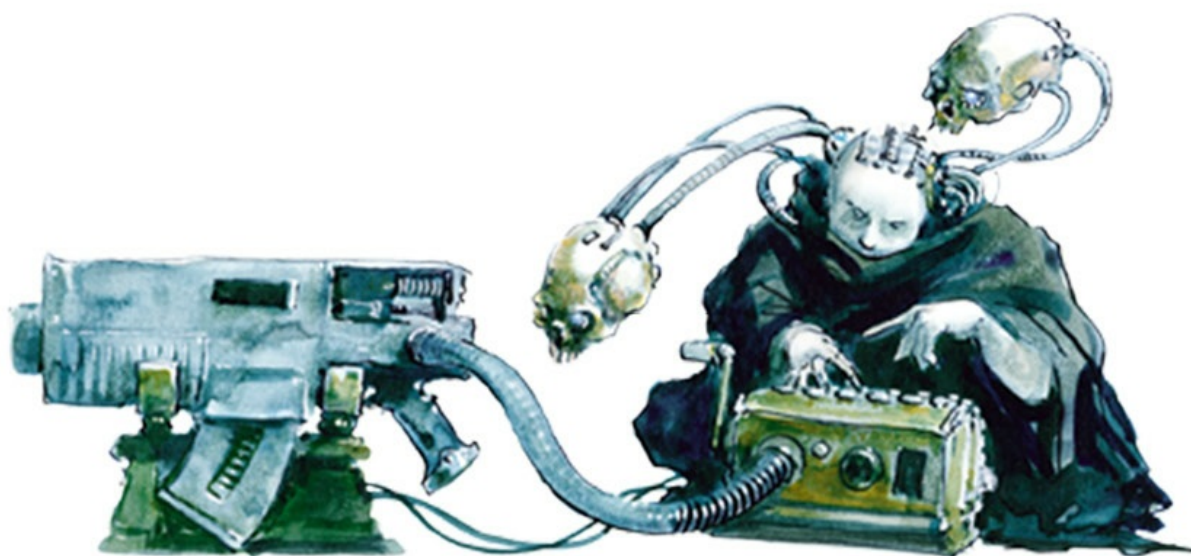
MUNITORUM™



SHURIKEN CATAPULTS™

MUNITORUM:

SHURIKEN CATAPULTS



SHURIKEN CATAPULT



The shuriken catapult is the primary infantry weapon of Eldar Guardians. All citizens of the craftworlds are trained in the use of the shuriken catapult as part of their preparation to form the Guardian militia in times of conflict. In the age of constant war that is the 41st Millennium, most craftworlders are forced to become better acquainted with these lethal weapons than many of them would like.



CONSTRUCTION

Like much of the technology of the Eldar, shuriken catapults are grown from the same psychoactive wraithbone that forms the physical shell of the craftworlds. A specialised subset of Bonesingers, taken from those who have previously walked the Path of the Warrior, are tasked with crafting the weapons used by those who would defend their home. Shuriken catapults, and their sidearm equivalents, shuriken pistols, are among the first weapons those who walk the Path of the Bonesinger learn to mould.

Shuriken catapults are elegant weapons compared to the crude firearms of lesser races, and come in a variety of shapes and sizes, as each is crafted according to the Bonesinger's own design. Most share a similar aesthetic, with a long, tapered barrel leading to an elegant stock that houses the gravitic accelerator and magnetic repulsor. It has been known for more eccentric Bonesingers to create catapult patterns that resemble other weapons, such as human lasguns, but these are believed to be crafted as individual display pieces and it is rare to see such exotic designs on the battlefield.

AMMUNITION

The ammunition used by shuriken catapults consists of a solid core of plasti-crystal. When the catapult is fired, a molecule-thick disc is shaved from this core and, propelled by a gravitic accelerator, ejected from the barrel at a tremendous velocity.

The ammunition core is kept level with the barrel by a magnetic repulsor, allowing the next round to be detached and fired with great speed and accuracy. In this way, the shuriken catapult is capable of releasing a burst of one hundred shurikens in under two seconds. Each core is large enough to form a thousand rounds, allowing ten such storms of fire before needing to be replaced.

The wickedly sharp projectiles are capable of severing a limb, piercing armour or even penetrating walls, and the deadly hail fired by even a single catapult, let alone an entire squad of Guardians, led to the weapon's name in the Eldar tongue, tuelean, which translates into human languages as 'the storm of blades'.

When it comes time to reload, the ammunition core is easily ejected with a thought from the user. Indeed, firing the weapon is as simple as willing it so, as each catapult is empathically linked to its user through the psychoactive properties of the wraithbone from which it is constructed. In cases of psychic disruption, each weapon is also equipped with a physical trigger mechanism and release button for the ammunition – this has proven vital in many conflicts, such as the War of the Seven Woes, when a psychic squall of great potency was unleashed by Arthak the Stalker's daemonic hordes, temporarily severing the link between weapon and warrior.

As with the shape of the weapon, the form of the shurikens fired is subject to the whims of the Bonesinger who crafted it; hence, shuriken ammunition comes in a potentially infinite array of individual designs. Creating a shuriken that is new and unique is a source of great pride to a Bonesinger, and particularly beautiful variations are considered works of art, worthy of sitting beside pieces created by those who walk the Paths of the Sculptor or Composer.

USE IN BATTLE

A close-range weapon, the shuriken catapult is designed to lay down a withering stream of fire over a short distance, severely punishing any enemy foolish enough to enter the kill zone. While the warriors of the Aspect Shrines engage the foe with blades and exotic weaponry, the Guardians identify and occupy key strategic areas of the battlefield, entrenching themselves and preparing to turn their formidable firepower on any foe who attempts to dislodge them.

Setting out to eradicate the Imperium from the maiden world of Talithia, bands of Iyanden's Guardians led by Pathfinders infiltrated the human settlements under cover of darkness and fortified key buildings. When the oblivious mon-keigh awoke and made to go about their daily business, they were mown down by the Guardians, whose carefully-planned fields of fire allowed no escape from the storm of razor-edged shurikens. In the course of a single day, all human life was wiped from the face of Talithia.

RULES



SHURIKEN CATAPULT

RANGE: 12"

STRENGTH: 4

AP: 5

TYPE: Assault 2, Bladestorm

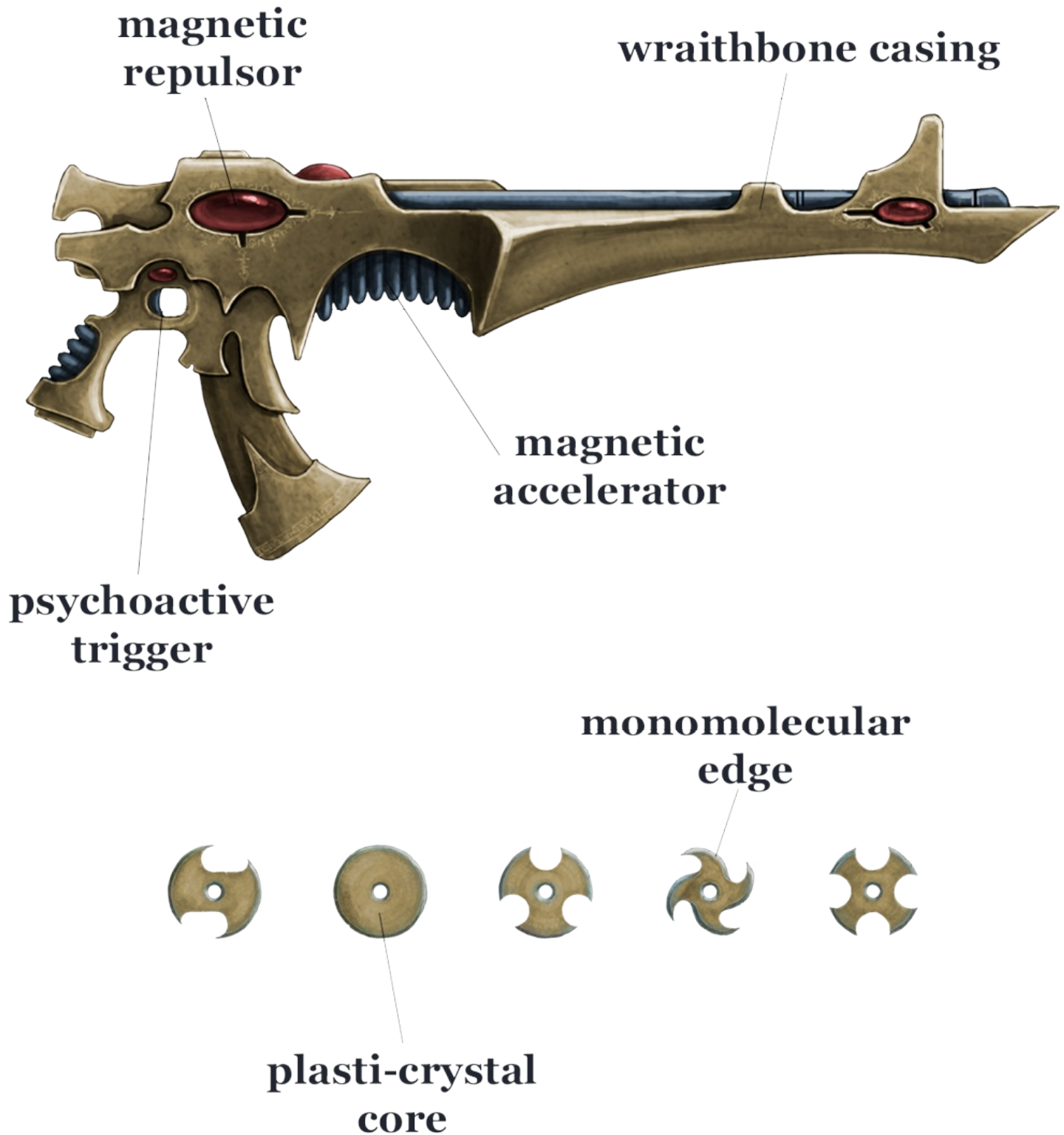
Assault - A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Bladestorm - When a weapon with this special rule rolls a 6 To Wound, the target is wounded automatically and the Wound is resolved at AP2.

Shuriken Catapult Burst

Thrown Shuriken Disc

SHURIKEN CATAPULT



WARHAMMER
40,000

MUNITORUM™



THE MAUGETAR™

MUNITORUM:

THE MAUGETAR



THE MAUGETAR



The Maugetar – or *Harvester* – is the weapon of Maugan Ra, Phoenix Lord of the Eldar and first of the Dark Reapers, sinister warriors who use weapons of mass destructive power to rain death upon their foes. The Maugetar is the pinnacle of such deadly force. A mighty shuriken cannon, unequalled for destructive power and wedded to a blade of peerless design, the Maugetar is a triumph of brutality, though in the hands of Maugan Ra, it can be either the scalpel or the hammer, bringing silent death to a single soul, or bloody ruin to many.

The shuriken cannon is of the kind known as a ‘shrieker’, as the discs it fires are formed in such a way that they scream as they speed towards the foe, bringing terror before they kill. The Maugetar fires shurikens of unusual size, each large and potent enough to kill a swathe of enemies before they disappear, vanishing like blood in fire. This has led many to believe that the Maugetar is of supernatural origin, though the Bonesingers scoff at this idea, adamant that the Reaper Lord’s cannon is simply of superlative construction through arts long lost.



CRAFTING THE HARVESTER

There are many tales of the construction of the Maugetar. All agree on but a single point – Maugan Ra himself crafted the weapon in a long gone age. It is only the mysterious Harlequins who dare to recount the legends of the Harvester. On rare occasions, their dances will tell one of these many conflicting accounts. The most common tells that Maugan Ra, dissatisfied with conventional firearms, wanted to create a weapon that could harvest the souls of those it killed, a weapon fit for a reaper in the war god's own image.



THE GATHERING

Before he could build his mighty weapon, Maugan Ra first needed to gather the necessary materials: wraithbone touched by death, to craft the body of the cannon; metal tempered by the blood of a god, to form the scythe-blade; and the spirit stone of a powerful seer, to saturate the weapon with psychic energy.

Maugan Ra's quest took him, with a group of his acolytes, to a crone world, one of the planets of the Eldar empire of old that was consumed by the Warp after the Fall. Once home to billions of Eldar but now nothing more than shattered ruins, this unnamed world had become home to hordes of gibbering Daemons, cavorting under the baleful gaze of an impossible black sun.

The death-infused wraithbone he took from the planet's World Shrine, an ancient repository of souls. It was guarded by a mighty Keeper of Secrets, who was drawing the countless spirits from within it, soul by tortured soul, for the delectation of She Who Thirsts. While his Dark Reapers fired volley after volley of starstrike missiles into the Daemon, weakening it, Maugan Ra approached and slew the beast with a single mighty blow, before harvesting the black deathbone from the infinity circuit.

The Phoenix Lord proceeded, accompanied by a lone Exarch, to the very heart of the stricken world, to a hidden chamber that housed a shard of the Bloody-Handed God himself, an Avatar of Khaine. There, Maugan Ra turned on the Exarch, sacrificing him and conducting dark rituals to awaken the Avatar. As the war god's mortal proxy awoke, Maugan Ra took up a piece of starmetal in the shape of a great scythe and thrust it deep into the Avatar's heart. The creature's molten blood tempered and hardened the blade, and imbued it with the strength of Khaine himself. He unleashed the Avatar upon the Daemons, and went in search of his final target.

What followed is known in the legends as the Night of Endless Slaughter. Maugan Ra battled his way across the crone world's surface and through subterranean vaults, slaying the servants of Slaanesh. Countless Daemons fell to his weapons before he located what he sought – the sanctum of the Seers who had guided the people of this world to their deaths. There he found that those unfortunate souls were still alive, if their condition could be called life. Withered husks, unable to move but still possessed of ferocious psychic might, they attacked the Phoenix Lord with conjured beasts and magical fire, but he killed every creature, fighting through the flame and strangling each of the witches, an act of fratricide said to have

torn Maugan Ra's soul in two.

Then, taking the spirit stones from their desiccated corpses, Maugan Ra turned his back on that benighted world and returned to the light of gentler suns.



THE CRAFTING

No Bonesinger would dare to create a weapon designed to reap souls for the Bloody-Handed God, so Maugan Ra resolved to learn the arts of weaponsmithing himself. He stole on to Craftworld Kinshara and abducted the Bonesinger Kaeleth, renowned as the greatest in all the galaxy. For long years, the Reaper forced Kaeleth-Tul to teach him all the secrets of his craft, which the Bonesinger did with a heavy heart, for he knew that no beauty or goodness would come from this, only death.

When eventually he knew enough, Maugan Ra blinded Kaeleth-Tul, so that he could never see the weapon that would be created; took his tongue, so that he could never speak of it; and took his hands, so that a greater weapon could never be crafted. Then he began his great work. He grew the dark wraithbone into the shape of a great shuriken catapult that whispered the words of the dead. He implanted the spirit stones of the murdered seers into its heart, so that it cried with the pain of eternity. Finally, he affixed to it the mighty blade, that it might deal death to those who strayed too close as well as from afar, and so that the blade that drank the blood of a god would never go thirsty.



THE REAPER'S GAZE

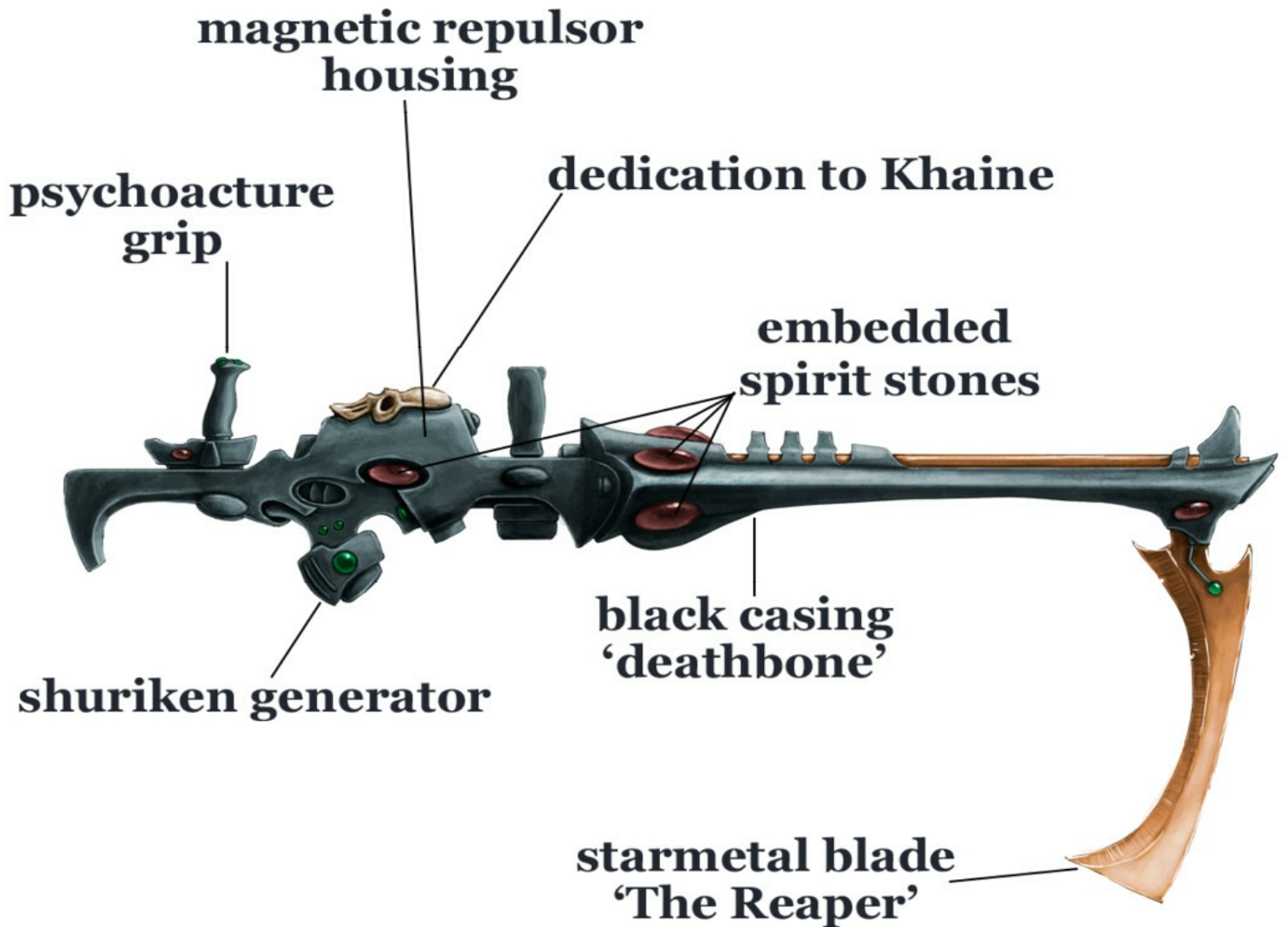
None can say whether these tales are true, save for Maugan Ra himself, and none dare ask him. Sometimes, the Harlequins who tell these stories will look up from their performance and see the dark figure of the Phoenix Lord watching, his gaze always upon the Harlequin playing his role. As the players cease their dance, a hush will fall and the Reaper will nod once before disappearing to bring death once more to the enemies of the Eldar.



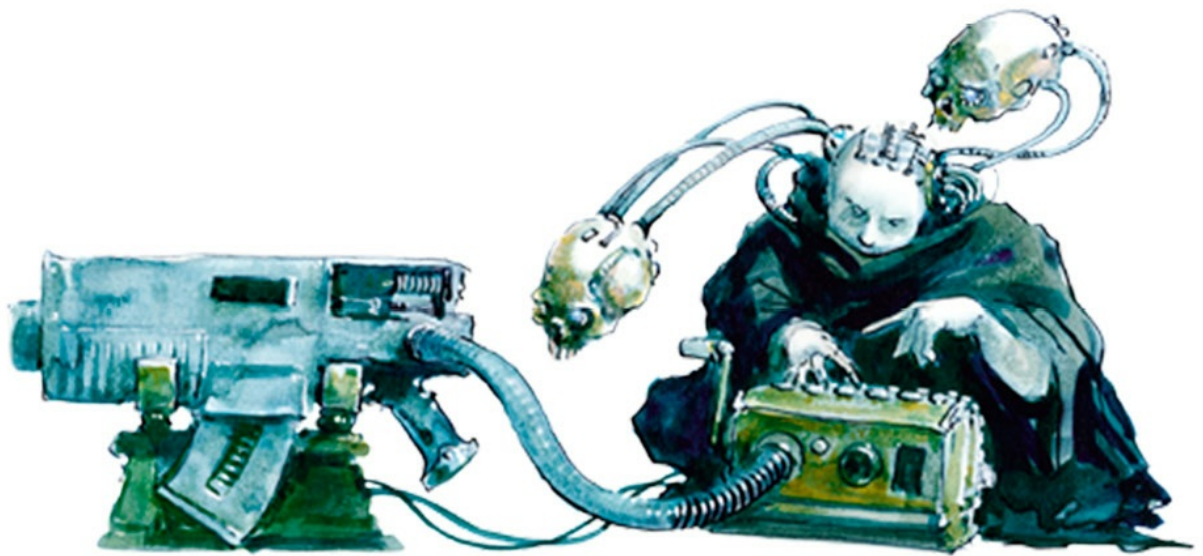
Maugetar

Maugetar Decapitating Shot

MAUGETAR



MINIATURE SHOWCASE







RULES



THE MAUGETAR

The Maugetar is a scythe-like weapon built into a shrieker-pattern shuriken cannon. The mind-linked discs it fires are large enough to decapitate a swathe of foes one after another before vanishing into nothingness, and the curved blade it sports is worthy of its grim reputation.

RANGE: 36"

STRENGTH: 6

AP: 5

TYPE: Assault 4, Pinning, Rending



RANGE: -

STRENGTH: +2

AP: 3

TYPE: Melee

WARHAMMER[®]
40,000

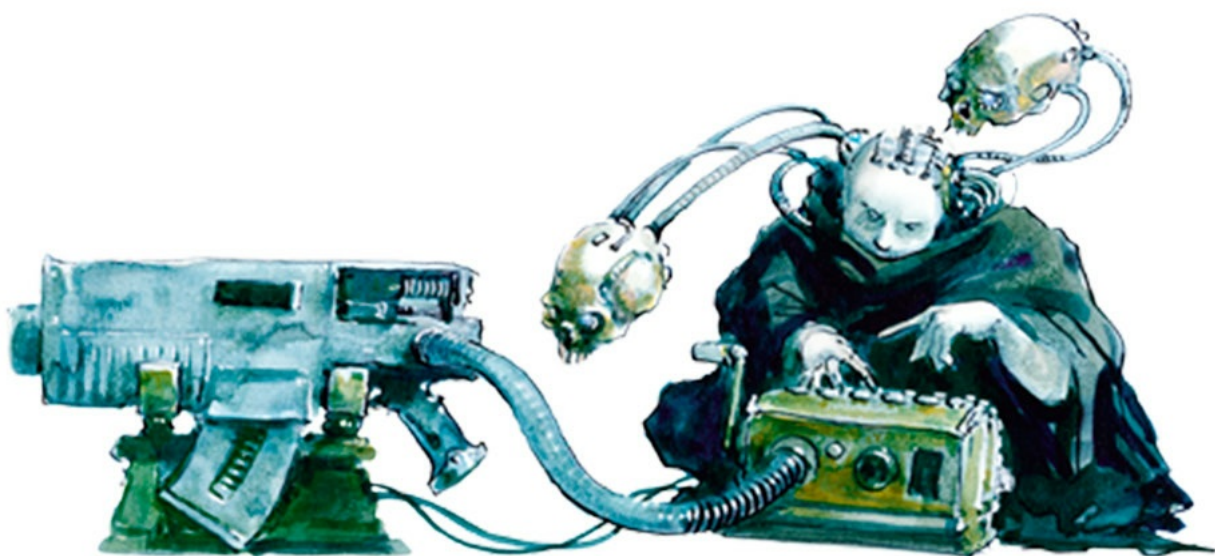
MUNITORUM[™]



CHAINSWORD[™]

MUNITORUM:

CHAINSWORDS



CHAINSWORDS



From the scrap-metal madness pieced together by barbaric Ork warriors, to the sacred designs churned out by Adeptus Mechanicus manufactories, the galaxy is no stranger to the throaty growl of revving chainswords.

BACKGROUND



Chainswords are not subtle weapons. Wielding one is a statement in its own right: they are horrific tools of war, designed to bite, tear and eviscerate where more primitive blades merely cut and slice. A chainsword brings the weight of intimidation with its obvious effectiveness, and it promises pain before death.

On worlds claimed by Humanity, these blades are items of status for criminals and high-ranking gang fighters, as well as weapons of lethal (and crowd-pleasing) necessity for indentured gladiators.

Among Mankind's endless armies, the ubiquitous chainsword has found a home in the arsenal of many Imperial Guard officers, as well as serving as the weapon of choice for countless warriors among the Adeptus Astartes, since the ancient era of the Space Marine Legions in the Great Crusade.

In alien hands, chainblades take more exotic forms despite obeying the same function. An orkish 'chain-choppa' will have none of an eldar chainsabre's bone-sung elegance, and little of the reliability of a Space Marine's mass-produced weapon, but it will carve flesh and shed blood with the same eagerness.

ORIGINS AND VARIANTS

Like many examples of human invention, the chainsword's many variants seem to have their roots in the shrouded heresies of the Dark Age of Technology. Accordingly, it saw consistent use in the armoured fists of techno-barbarians during the Age of Strife, and among the Emperor's own armies during his Thunder Warriors' brutal conquest of Terra.

But chainswords have been wielded by inhuman hands for aeons. Several xenos races have borne such blades into battle even in the ages where Mankind could only look up to the stars with spears in their filthy hands. Tech-Priest foundry masters have speculated, down the centuries, that it is simply a natural evolution of the sword's design: from bronze to iron; from iron to steel; from steel to chain-teeth; and from chain-teeth to a weapon wreathed in an energy field - such as the Imperial power sword.

But doubt remains. More than one Martian magos has devoted their life's work to researching the primeval origins of chainweapons; mostly likely as an inspiration stolen from an alien race, in a war that may never be remembered. If this theorem ever bears fruit, it is distinctly possible that the galaxy's first wielders of chainswords were jade-clad warriors of the ancient Eldar.

As befitting the galaxy's most common type of chainweapon, chainswords come in hundreds upon hundreds of styles, patterns, and local variants. Two-handed blades are often referred to as 'eviscerators', but these immense weapons come in almost as many variants as their more common counterparts.

Every Space Marine Chapter will forge its own blades with subtle differences to those of its

brethren, just as every forge world produces its tried and tested signature weapons, based on its preferred schematics.

The most common template for any Imperial chainsword is the Mk. Xf 'Hell's Teeth' pattern, with thousands of minor variations seeing use throughout Mankind's endless armies. Chapters such as the Flesh Tearers, the Marines Errant, the Minotaurs, and the Blood Eagles have made no secret of their own named pattern chainblades, usually divergent in matters of decoration and reverence. Unsurprisingly, one of the most dramatic Imperial variant is also found among the Adeptus Astartes: the so-called 'Krakentooth' frost blade of the Space Wolves, with its chain-teeth supposedly formed from the fangs of the sea monsters blighting the oceans of their homeworld.

BATTLE AND MAINTENANCE

Despite their relative ease of manufacture, few weapons require as much maintenance as the Imperial chainsword. Fortunately the maintenance is of a mundane nature - easily performed by any ganger or warrior - rather than something like plasma technology, which inevitably requires the sacred insight of a tech-priest in order to keep it functioning over time. Replacement teeth-tracks are found in vast crates alongside lasgun power packs in every Imperial Guard drop zone, as well as being similarly stored aboard every Space Marine Thunderhawk Gunship.

The first concern is that even the most well-forged chainsword will blunt quickly against heavy armour, especially the dense, ablative layers bolted onto an orkish warlord, or the tainted ceramite of a Traitor Marine. Chainswords lack the heavy cutting weight of chainaxes and their bulkier ilk, and are better served to cleaving through the joints of heavy suits of armour.

Secondly, chainswords are thirsty weapons. Some variants are much more efficient in terms of fuel consumption, but those that aren't powered by self-sustaining energy generators drink promethium fuel no differently to countless other low-tech Imperial machines, and emit the same crude, oily reek as any tank's engine.

The final concern is one of skill. Chainswords can 'throw' teeth when they're used in poorly executed parries, slapped blade-to-blade with other chainweapons, or simply wielded with all the precision of a club. While teeth are easily replaced and repaired, it is not uncommon for battles between chainsword duellists to end with both the victor's and the loser's blades missing several teeth, especially if the fighters wore heavy armour. Ork weapons, especially those with chain-teeth made from the alien 'ivory' of an Ork's own sharpened fangs, are especially vulnerable to this kind of degradation. Anyone with a modicum of experience wielding one of these weapons knows to parry with the reinforced flat of the blade, rather than catch a blow on the toothed, moving edge.

These issues of durability rarely apply off the battlefield. A hive ganger or sump-waste outlaw can own a chainsword his entire life without suffering the same degenerative annoyances as

an Assault Marine of the Adeptus Astartes, because – like any weapon – a chainsword's use depends entirely on context. When used as intended against lightly armoured foes, a chainsword is lethality incarnate.

No other blade in existence cuts flesh with the same vicious, ravening hunger as a chainsword. A fighter's strength will add to the blow's devastating effects, but where other melee weapons may rely purely on strength, a chainsword makes for a perfect duelling weapon; just as effective when wielded with grace and speed over brawn. Once the teeth even graze flesh, their motorised bite hooks deeper and saws through muscle, sinew and bone with the same, surgical ease.

Just as nothing cuts meat and bone like a chainsword, nothing bleeds like a chainsword wound. Enemies losing arms and legs to these weapons (a practice commonly called 'limbing' by Imperial Guard veterans with unpleasant smiles) can look forward to one of the bloodiest battlefield deaths imaginable, as their life pours out through the uncauterised, mangled stump of flesh that remains in place of a whole limb.

RULES



CHAINSWORDS

RANGE: -

STRENGTH: User

AP: -

TYPE: Melee

Melee

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

Chainsword

CHAINSWORD

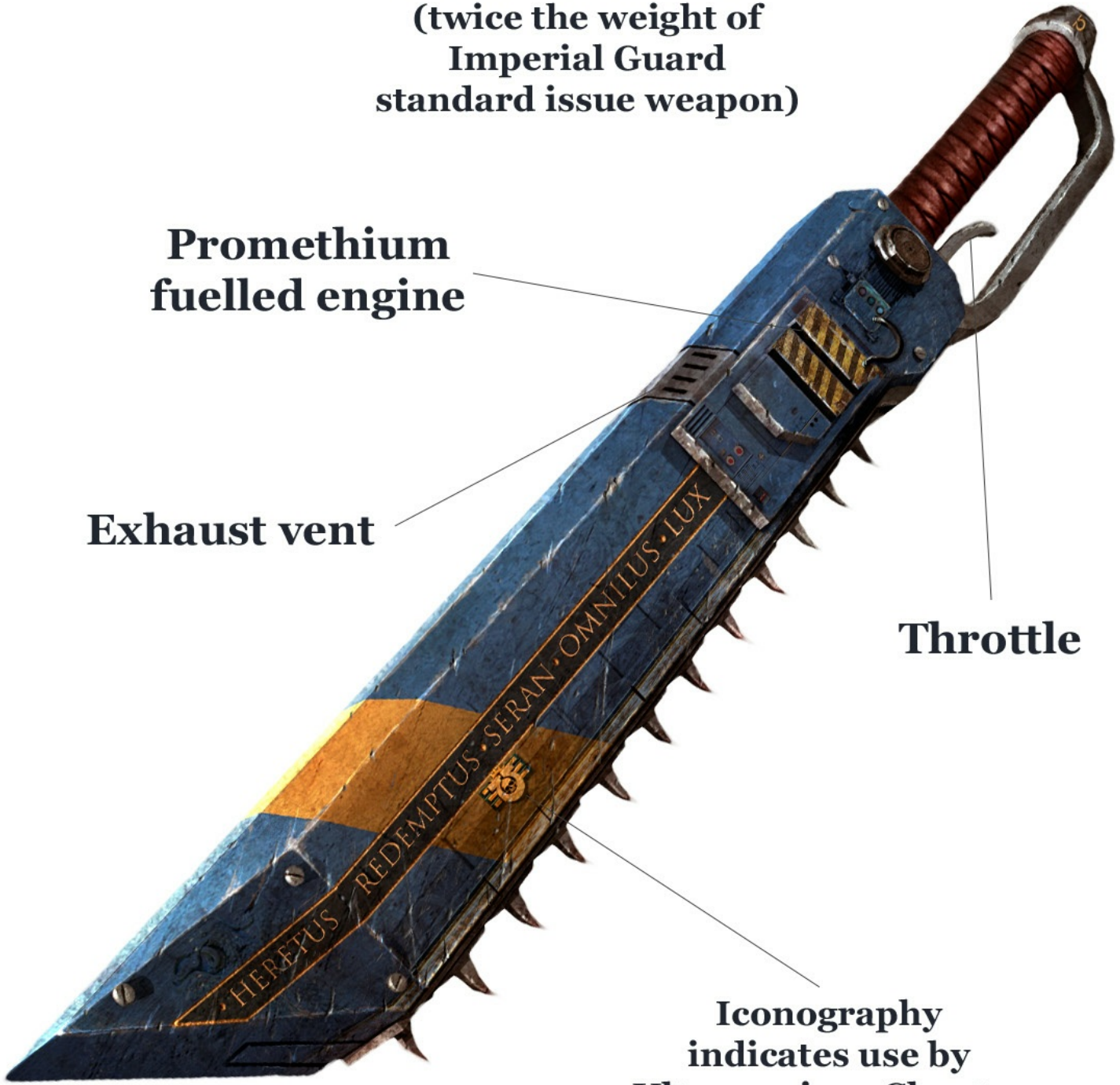
Emperor's Wrath MK7
Astartes Chainsword
(twice the weight of
Imperial Guard
standard issue weapon)

Promethium
fuelled engine

Exhaust vent

Throttle

Iconography
indicates use by
Ultramarines Chapter



IMPERIUM VARIENT

Composed of Adamant-carbon alloy

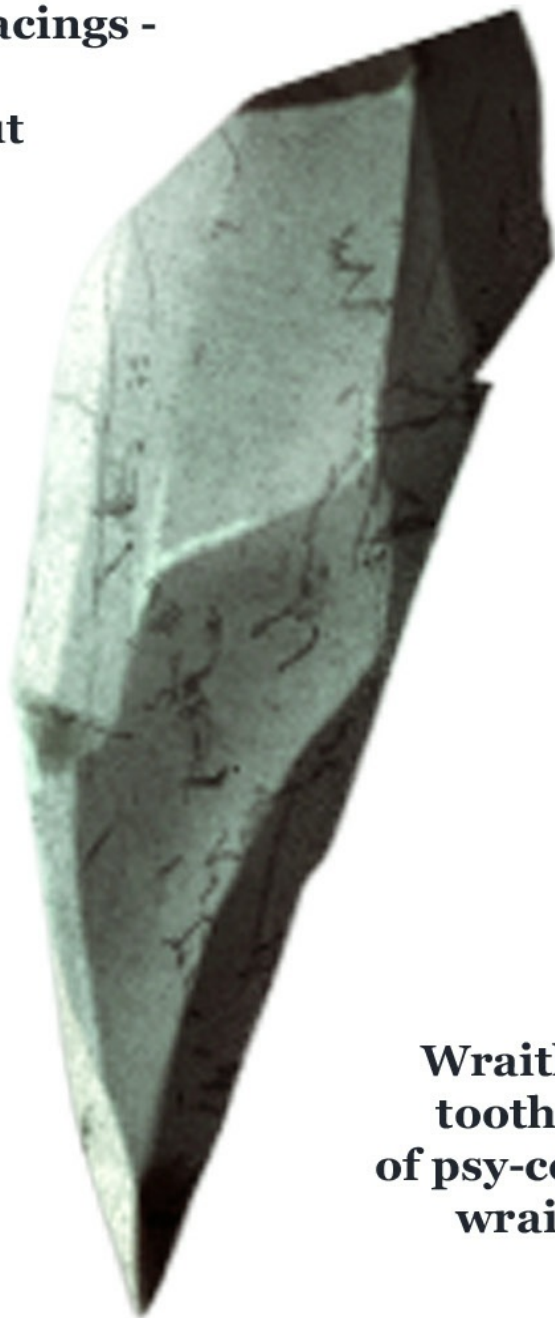


**wears out quickly -
replace after each full week of use to avoid malfunctions**

ELDAR VARIENT

Mono-molecular 'Wyrmfang' design

**Edged on multiple facings -
can reverse
direction to cut
both ways**



**Wraith-crystal
tooth formed
of psy-compressed
wraithbone**

ORK VARIANT

Crude but effective 'Butcher Toof' design



**Blunt by comparison to imperial blades,
the great strength of the Ork still makes this a formidable weapon**

WARHAMMER
40,000

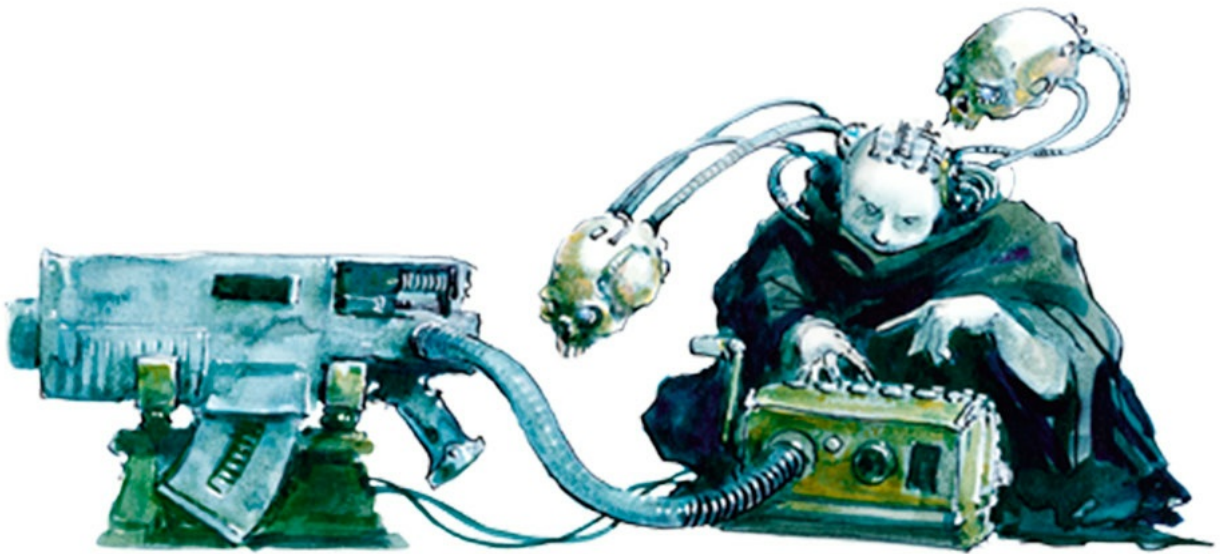
MUNITORUM™



QUAKE CANNON™

MUNITORUM:

QUAKE CANNONS



QUAKE CANNONS



The quake cannon is the scourge of enemy fortresses across the galaxy. When mounted on a Banesword, whose armour is incredibly resilient, it becomes one of the Imperial Guard's most effective ways of breaching a stronghold. Though primarily a siege gun of formidable power, suited to wrecking fortifications, there will be little left of any war engine that finds itself in the quake cannon's sights.

BACKGROUND



It is the ammunition of the quake cannon - the ghoulish quake shell - that marks out the weapon as unique. Each shell contains fragments of a planet that has undergone the ultimate sanction of Exterminatus. Whenever planets are to be destroyed, Tech-priests and Magos Geologis from the Adeptus Mechanicus are dispatched to the sector to capture and store the shattered planet's death-throes as quickly as possible - a dangerous task in and of itself. From orbit, as their ships are buffeted by the destruction, these ghoulish blast-waves are captured by immense, arcane wave-recorders. Later they are replicated back on forge worlds, where this energy is reborn in the form of quake shells. It is not uncommon for such shells to be named after the planets from which their potency has been captured. Quake shells sometimes scream as they rocket through the air, and many suggest that this noise is in fact the combined death wails of a planet's population. Tech-priests have not quashed these macabre rumours.

The weight of the quake shells depends upon on the power of the Exterminatus from which the energy was extracted. Though their mass is marginally less than those fired by a Stormsword's hellhammer cannon, they are however fired over significantly larger distances. It is the extreme range of the cannon and its quake-effects on impact that makes it much admired by commanders involved in siege warfare.

When one of these shells strikes its target, it does so with enormous, heart-stopping power, transferring the echos of a planet-shattering blast into a localised area. When the smoke clears, a smouldering hole has not appeared in the fortress walls, then the shell will have caused instant fissures; fault-lines will begin to appear across the perimeter of the citadel, meaning the next blow will be the one to enable the Imperial forces to breach the defences. On occasion, if no more suitable weapons are available, a skillful commander will be able to maneuver a vehicle to direct a quake cannon towards large enemies. The fact that the cannon is hull-mounted and the vehicle's lack of speed means it is not especially suited to hunting daemonic war engines, monstrous alien lifeforms or traitor Titans except at range.

Within the Banesword, arcane targeting augurs are maintained by the Tech-Priest Engineeers and their servitors. Using this somewhat esoteric technology, the assiduous Engineeers monitor the blows of the quake cannon, often muttering prayers over the shoulders of the driver or gunner. It is their skill that ensures, even over staggering distances, the accuracy of the weapon - for a stray blast could have dire consequences. During the Cadian 87th's assault against traitor Guardsmen on Chandrax II, a quake shell narrowly missed the top of a fortress wall and landed in the distance. The sudden vibrations disturbed a dormant Necron Monolith and the ensuing, implacable wave of awoken Warriors ended up destroying the regiment.

The recoil of the quake cannon is enormous, meaning that the Banesword's design is among the most robust of the vehicles in the Imperium. Being based on the STC of the Baneblade, only a handful of forge worlds are able to manufacture both the vehicle and the weapon. The quake cannon is also found mounted upon Imperial Titans such as Warlord Battle Titans, where the engineering crew and servitors maintain the weapon along with the utterances of the appropriate prayers. It was for these Titans that the weapons were initially designed and their Princepi utilised them in much the same way as the Baneswords which would later carry them - blasting their way through fortress walls so that their god-machines could march

onward to victory.



RULES



QUAKE CANNON

RANGE: 24-180"

STRENGTH: 9

AP: 3

TYPE: Primary Weapon 1, Apocalyptic Blast

Primary Weapon

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

Apocalyptic Blast

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

QUAKE CANNON

**Aquila seal
identifies shell
as manufactured
on Adeptus
Mechanicus
registered forge
world**

**‘Siegebreaker’
high-explosive
quake shell**



QUAKE CANNON

**Camouflage in
Cadian 122nd
urban pattern**



**Kill markings
recording confirmed
enemy battle tanks
kills by current crew**

QUAKE CANNON

**Reinforced shock
suppressor limits
weapon recoil to
tolerable human
levels**

**Heretical
symbols from
service alongside
renegade Chaos
militia**



WARHAMMER
40,000

MUNITORIUM™



VOLCANO CANNONS™

MUNITORUM:

VOLCANO CANNON

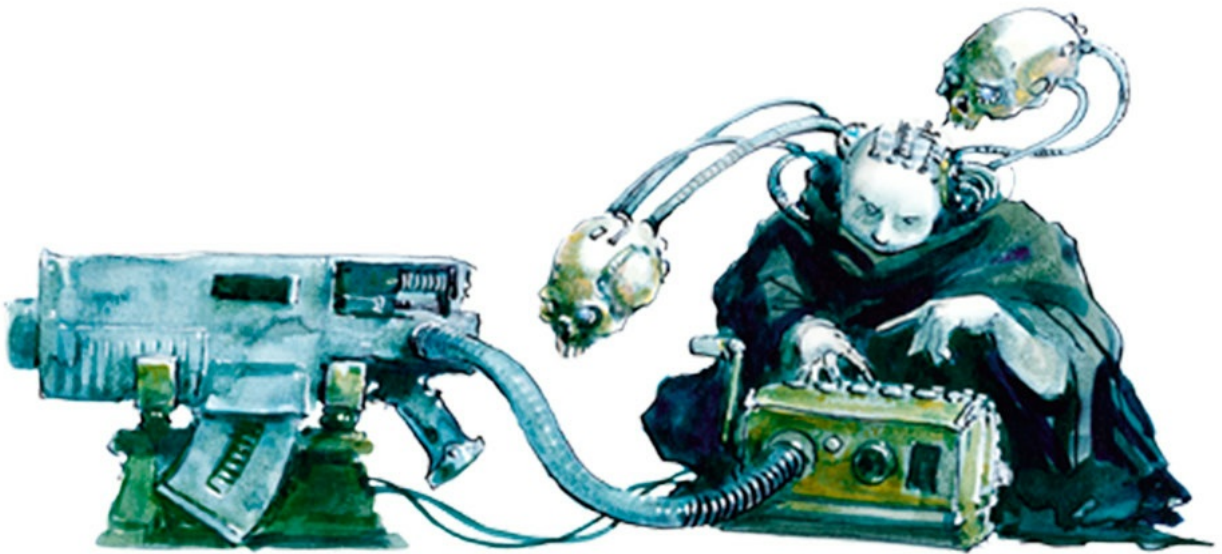


VOLCANO CANNONS



The volcano cannon is among the largest and most devastating weapons in the Imperium's arsenal. It is a targeter-guided laser weapon with enormous range, and a single blast is capable of bringing down a rival Titan from the other side of the battlefield.

BACKGROUND



Originally developed for use on numerous classes of Imperial Titans, volcano cannons were later adapted to be mounted upon the Shadowword super-heavy tank, which utilises the same STC technology as the Baneblade but results in slightly shorter range. Of course, it is not only the Imperium's Titans that dominate the battlefield with such a weapon; those who have turned traitor and fight alongside the forces of Chaos put it to more diabolical use, incinerating hive cities or burning entire Imperial regiments.

The volcano cannon produces a highly volatile but condensed terawatt beam. Once the weapon's capacitors are fully charged, this beam passes through a flawless crystal, each of which is taken from a mineral vein that lies beneath lava rivers on Cinderus XI. It is said by the Magos Geologis that several thousand heretic psykers were slaughtered and buried here for taking part in a traitorous plot to kill Cinderus' planetary governor. Their remains had been compressed unusually quickly by the shifting geological structures and combine with the natural elements present beneath the lava to form a unique crystalline mineral. It remains highly unstable, but its light-affecting properties were discovered to be useful to the servants of the Emperor.

When the cannon's beam connects with an armoured target, it overwhelms it with energy, tearing away armour and reducing it to molten slag; then causing the victim to overheat and explode within fractions of a second. Any flesh or biomatter touched by the beam is instantly vaporised into a mist of superheated ions. Though it typically creates a concentrated mid-frequency drone upon firing, it is not uncommon for the surrounding air to be filled with a high-pitched crackling. This violent noise, clawing at the minds of those who serve frequently beside the vehicle, has been thought to induce insanity. Some even claim to hear the final screams of the dead psykers, though the tank or Titan crews themselves remain have never been reported to suffer from these ill effects. As a consequence of these claims, units of infantry escorts are subject to periodic psychometric purges. The Imperium sees this as an acceptable price to pay for deploying such a weapon on the battlefield.



The Adeptus Mechanicus sanctioned model of the volcano cannon is the MkIV Phaeton pattern, which was perfected by mid-M35, and is denoted by the astonishing white light of the laser. In contrast, the MkIII Synne pattern volcano cannon produces an orange-yellow laser akin to the solar flare of a dying star. The original Mk I variant generated a powerful red beam, truly like a river of lava in the night, though it proved almost as volatile as the unsuccessful MkII Teracharge volcano cannon. This was said to be even more powerful than the current MkIV, but was never used in service as it almost invariably destroyed the arms of the Titans and hulls of the tanks that carried it.

Once the current stable model had been created, it began to be manufactured in small numbers on just a handful of forge worlds in addition to Mars. These included Estaban III, Phaeton and Gryphonne IV, all of which are surrounded by formidable Imperial defences. Production was necessarily limited due to the complexities and inherent dangers involved in working with rare volatile crystals. Many within the Administratum preferred that knowledge of the weapon's construction be kept limited to safeguard it from the attentions of vile xenos and insidious traitors.

It is well known that a single blast from the volcano cannon is capable of crippling a Titan or reducing a tank to a pile of molten scrap. Because of such potency, before the weapon is fired on a Shadowsword, the vehicle's engine must be disengaged so power can be transferred accordingly. Likewise, the capacitors will be thoroughly drained as a result of expanding vast amounts of energy, so must be recharged before the vehicle can move again. Such a sacrifice of mobility for using the volcano cannon means that a Shadowsword must be well protected

or skillfully maneuvered at all times.

Among the crew of every Shadowsword is a Tech-Priest Engineer, who enacts the necessary binary prayers and technical processes while tending to the crystal in order to fire the volcano cannon successfully. His cold, machine-like presence and weeping cybernetics ensure that he is never fully accepted by the rest of the crew, but his dedication Shadowsword's machine spirit keeps the vehicle firing in the heat of battle, so his loyalty will never be questioned.



RULES



VOLCANO CANNON

RULES

RANGE: 120" (Shadowsword) / 180" (Titan)

STRENGTH: D

AP: 2

TYPE: Primary Weapon 1, Large Blast (Shadowsword) / Massive Blast (Titan)

Primary Weapon

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 Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer 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.

D6	Vehicle or Building
1	Clipped: Targets suffer a penetrating hit.
2-5	Solid Hit: Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	Devastating Hit: As for Solid Hit (above), except Super-heavy vehicles lose D6+6.
D6	Non-Vehicle
1	Lucky Escape: None
2-5	Seriously Wounded: Lose D3+1 Wounds.
6	Deathblow: Lose D6+6 Wounds.

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of

the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

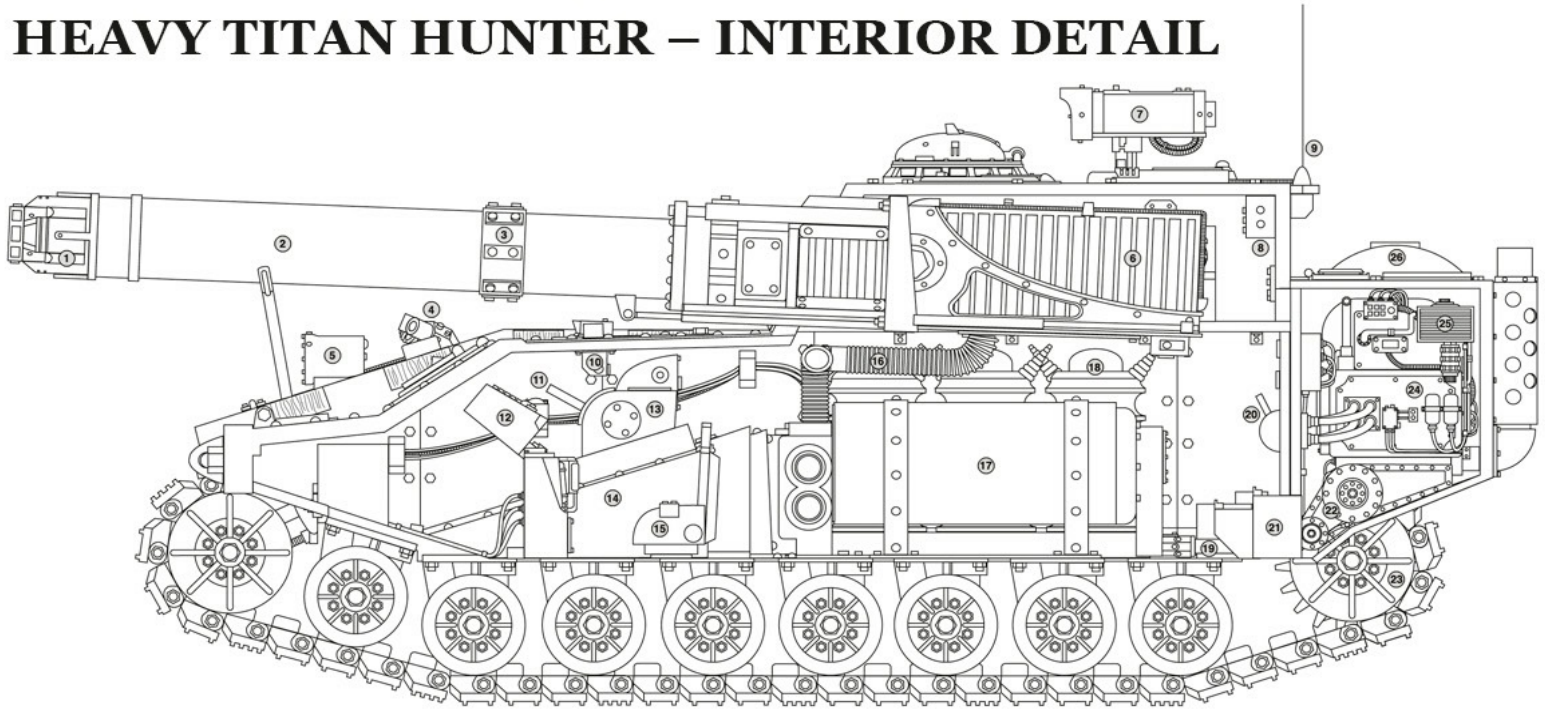
Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.



Volcano Cannon

SHADOWSWORD SUPER - HEAVY TITAN HUNTER – INTERIOR DETAIL



SHADOWSWORD INTERIOR DETAIL KEY

- 1 SLEEVE VENTS
- 2 VOLCANO CANNON, BARREL AND INSULATION SLEEVE
- 3 BARREL BRACING
- 4 SMOKE LAUNCHER
- 5 SECONDARY SEARCHLIGHT
- 6 VOLCANO CANNON, ENERGY CONVERTOR AND REFRACTION ASSEMBLY
- 7 PRIMARY SEARCHLIGHT (OPTIONAL)
- 8 VOX CONTROLS
- 9 VOX AERIAL
- 10 VISION SCOPE (FIXED)
- 11 STEERING LEVER
- 12 WEAPONS CONSOLE
- 13 DRIVER'S SEAT
- 14 RAMP FOR POSITIONING DRIVER'S SEAT
- 15 MAIN GUNNER'S SEAT
- 16 PRIMARY POWER FEED
- 17 DYNAMO
- 18 CAPACITORS
- 19 DYNAMO TRANSMISSION
- 20 TRANSMISSION OVERRIDE CONTROLS
- 21 GENERATOR
- 22 GEARBOX AND FINAL DRIVE
- 23 DRIVER WHEEL
- 24 PRIMARY POWER SOURCE
- 25 RADIATOR
- 26 EXTERNAL AUXILIARY FUEL TANKS

VOLCANO CANNON

**Barrel composed of
hyper-strength
adamat-alloy**

**Replace after 1,500
firings to avoid
catastrophic misfire**

**Markings indicates
service alongside
Tallarn 12th
Regiment of the
Imperial Guard**

**Muzzle flash
suppressor - prevents
blinding of nearby
friendly units**



VOLCANO CANNON



WARHAMMER
40,000

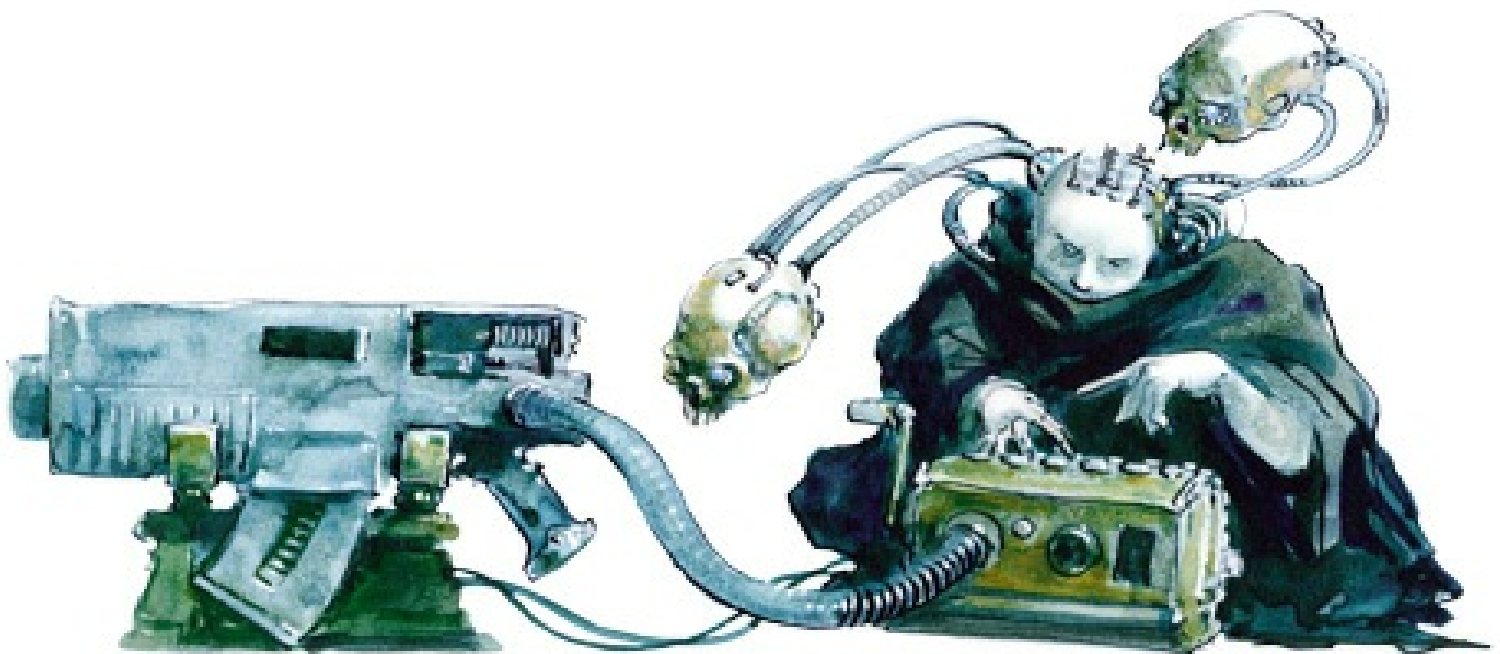
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VORTEX MISSILES™

MUNITORUM:

**VORTEX
MISSILES**



VORTEX MISSILES



Vortex missiles are among the most terrifying weapons in the galaxy and are found on only the largest vehicles or fortifications in the Imperium. Rare and dangerous, they are only ever sanctioned for use in the direst of circumstances.



Vortex missile warheads were first used in warfare by the early Warlord Titans and Emperor Titans. During the dark days of the Horus Heresy, they utilised these missiles to devastating effect against Traitor Legions; however, such violent and epic combats saw many of the great Titans that were so armed, such as *Vulkan's Honour*, destroyed in towering balls of Warp energy. Out of respect, Imperial scholars have been selective as to what remains widely known about these incidents.

When fired, a vortex missile leaves a blinding trail of white light and with it comes a thunderous roar akin to the afterburners on the Imperial Navy strike fighters. Projected over a staggering distance within seconds, upon impact the warhead rips a hole in reality itself, creating a violent and devastating trans-dimensional vortex field with a sound like an atomic explosion happening in reverse, followed by an eerie emanating silence. Anything unlucky enough to be within range of this flickering, highly volatile sphere of Warp energy is destroyed instantly.

Vortex missiles are most commonly found mounted on the god-like Warlord Titans, potent Deathstrike Missile Launchers, and large fortifications such as the Vortex Missile Aquila Strongpoint. More experimental models have proven too dangerous and inconsistent, and therefore remain secrets of the Adeptus Mechanicus.

The missile's warhead is constructed in numerous stages. The first involves capturing and containing a spark of Warp energy. Originally, the process of acquiring such energy involved highly skilled navigators guiding ships, designated 'divinators', close to Warp rifts. It proved an extremely dangerous task and nearly all of these ships were lost to savage attacks from within the Warp itself. Thanks to the discovery of arcane texts on the hive world of Eustis Majorus, the Adeptus Mechanicus managed to recreate similar results by using numerous powerful psykers to manifest and contain a raw spark of the Immaterium.

The latter stages of construction transfer the energy created into a capsule that carefully insulates it from a single psy-rod; upon impact, the capsule is crushed, the Warp energy meets the rod, and a trans-dimensional vortex field is unleashed.

Due to the dangers of assembly and the uncontrollable forces involved, it was once the sole responsibility of the Adeptus Mechanicus to manufacture vortex missiles. By the end of M31, they were officially only to be constructed on Mars, Graia and Gryphon IV. There, the warheads would then be exported to other forge worlds where they could be combined with their missile housings, before being distributed to the necessary regiment or fortification. Because of a clerical glitch of the Departamento Munitorum, other forge worlds soon began constructing whole vortex missile missiles. By M35, almost all forge worlds in the Imperium had at least some expertise in its assembly.

Eventually, fulfilling a need for greater firepower within the Imperial Guard arsenal, the Departamento Munitorum ordered that vortex missiles be deployed mounted on Deathstrike Missile Launchers. Such weapons are not often deployed if it can be avoided, and it remains a capital offence to stray from mission orders whilst using one. Because of their impressive reach, it was only a matter of time before vortex missiles began to be housed in the Aquila Strongpoints found on the most heavily fortified worlds, with up to seven at a time being primed for use. The first use of a multiple vortex missile launch that is described in Imperial

records was on Magnax V. Situated on a major trade route, the planet was victim to an attempted raid led by the Night Lords, but the thousand-strong warband was decimated by three vortex missiles. Ever since then, such structures began appearing on isolated or strategically important planets, bringing salvation in dire times.

By accident or misfortune, vortex missiles have been known to occasionally detonate within a defensive emplacement. In 899.M40, such a disaster befell the Mordian 189th Armoured Regiment on the agri-world of Thantus X, turning a successful defence against an Ork Waaagh! into abject failure. Incorrect benedictions by a novice Tech-Priest resulted in the Warp energy exploding without the missile being launched. The ensuing destruction of Imperial fortifications led to the loss not only of an Imperial planet, but an entire system's food supply, reinforcing both the terrifying reputation of this weapon as well as the caution and reservation with which they are deployed.



In extreme circumstances, the traditional plasma warhead of a Deathstrike Missile can be replaced with the even more devastating Vortex Missile.



Aquila Strongpoint housing seven Vortex Missiles

RULES



VORTEX MISSILES

RULES

RANGE: 12" - 960"

STRENGTH: D

AP: 1

TYPE: Primary Weapon 1, Large Blast, Vortex, One use only

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

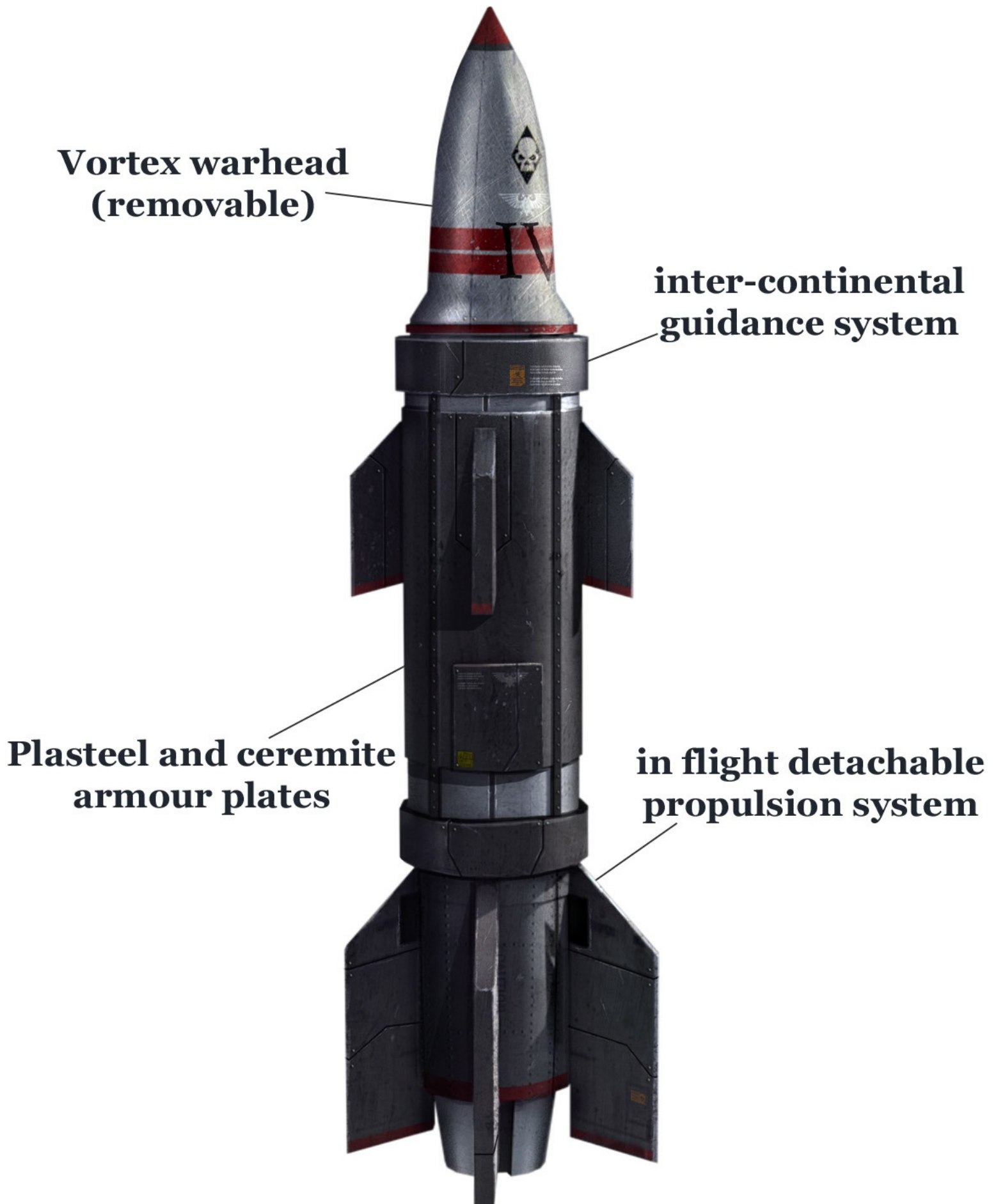
Blast weapons cannot be fired as Snap Shots.

One use only

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

Vortex Missile

VORTEX MISSILES

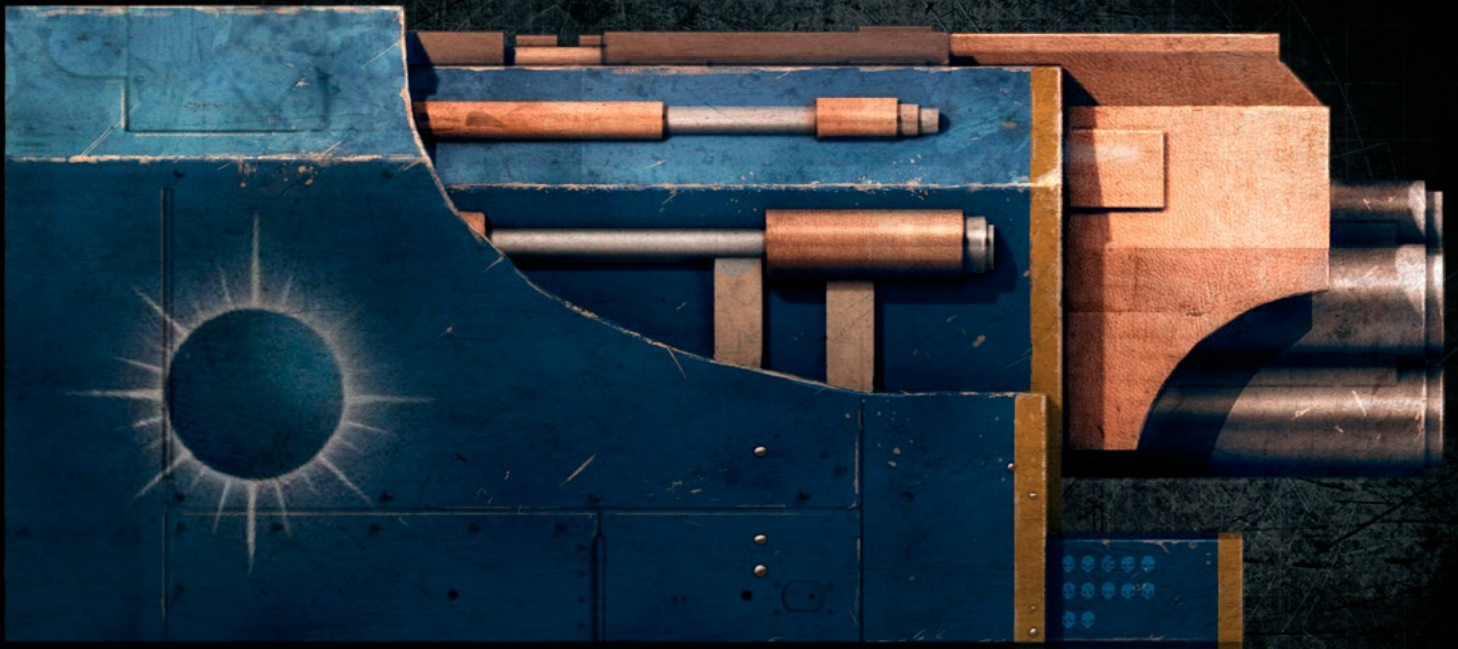


VORTEX MISSILES



WARHAMMER
40,000

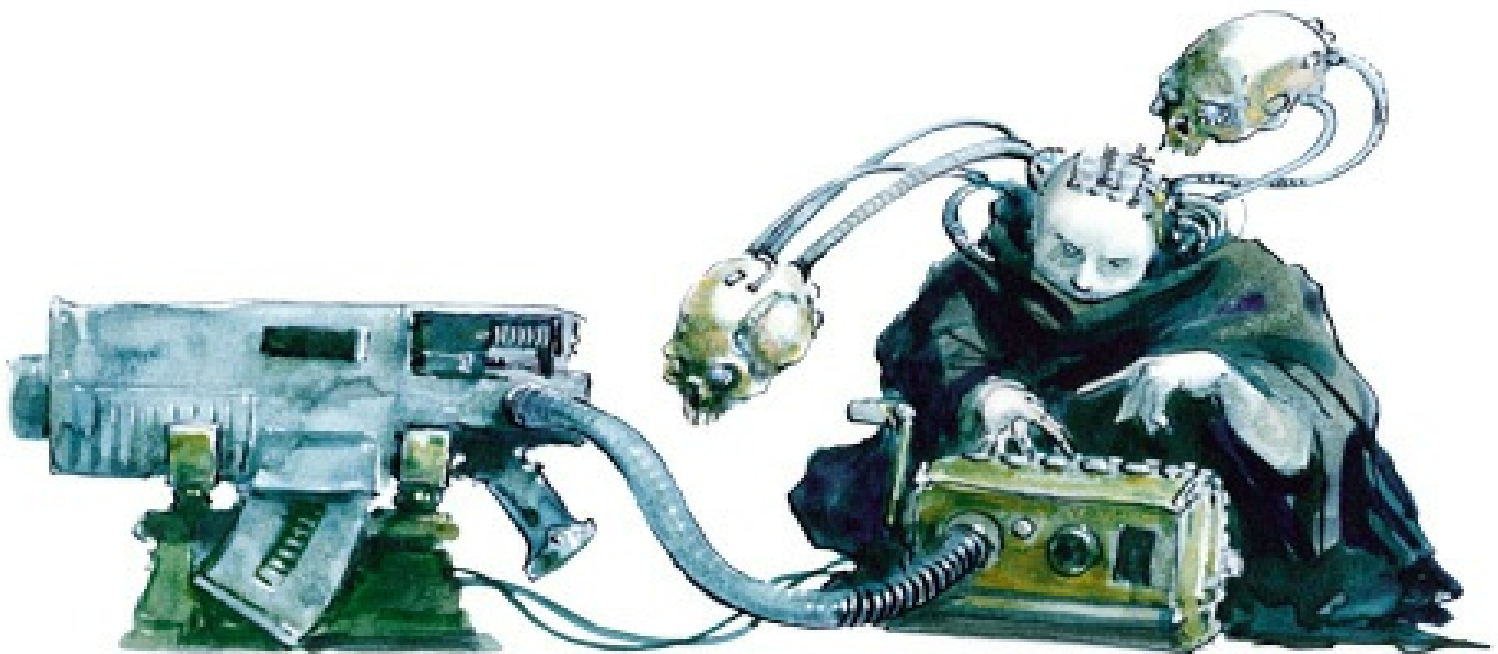
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VULCAN MEGA BOLTER

MUNITORUM:

VULCAN MEGA BOLTER



VULCAN MEGA BOLTER



The vulcan mega-bolter is one of the most potent and effective anti-infantry weapons available to the Imperium. It easily carves through swathes of heretics or xenos with mass-reactive shells larger than human skulls firing two at a time, leaving a heavy carbonised reek in the air. So large and powerful is the weapon that it must be mounted on the hull or turret of a Stormlord super-heavy tank, or onto the massive arms of a Titan – little else could handle the ground-shaking recoil or bear the weight.

WEAPON OF DEVASTATION

Whether mounted on a Titan or a Stormlord, the vulcan mega-bolter is used to pulp waves of troops with its withering fire, as shells shred their formations without mercy, clearing the way for the Imperium's defenders. Even small vehicles such as lightly armoured tanks are blown into jagged pieces, their metal hulls buckling under the incessant fire.

Regiments of the Tallarn Desert Raiders used Stormlords during the Heartstone Massacre, where a debased Chaos-warped rebellion was put down on the dust-plagued shrine world of Sarius V. There, thousands of cultists were ripped into bloody, quivering chunks before they managed to desecrate and debase any more Imperial idols. The soft sands around the Imperial citadels turned red with traitor blood.

The vulcan mega-bolter is essentially two rotary cannons mounted together, each with multiple barrels the size of an autocannon. The regularly blessed cogs then rotate at phenomenal speed; in the blink of an eye, two loaded barrels click into place, and another pair of shells are unleashed. It is this rapid rate of fire, combined with the explosive power of the mass-reactive shells, that makes the vulcan mega-bolter able to rip thick gouts out of whatever the enemy throws at them.

The fire of vulcan mega-bolters has been unleashed across war-torn worlds for thousands of years by lethal Titans stalking their foes. They have shredded buildings that harboured xenos adversaries and excoriated Daemon-infested hives from the surface of innumerable planets. They have carved paths through tides of greenskins stretching from horizon to horizon, and have been found to be of particular use in dealing with large swarms of Tyranids, cutting up waves of advancing gaunts, felling hulking brutes and filling the air with shredded chitinous fragments and alien blood.

While a Titan is in combat, one crew member tends to a mag-crane in the arm that feeds the thick chains of shells in a constant flow to the weapon itself. Loaded onto the Titans using massive grav-hoppers, these chains contain enough shells to last through days of the most violent battles. Meanwhile, a second crew member continually evokes the Litany of Reloading and Redemption, as sanctioned by the Adeptus Mechanicus, to ensure the smooth release of ammunition and that the plentiful supply of mass-reactive shells continues to load. He pours blessed oils into the whirring mechanisms whenever the vulcan mega-bolter is in danger of overheating.

Within super-heavy tanks, similar large bolt chains are fed into the weapon by two crew members, both of whom are tireless in their muttering of prayers and offerings of blessings. Knowledge of these specific arcane practices is restricted by the Tech-Priests of Mars, which is one of the reasons the vulcan mega-bolter is not more widely observed on the battlefield.

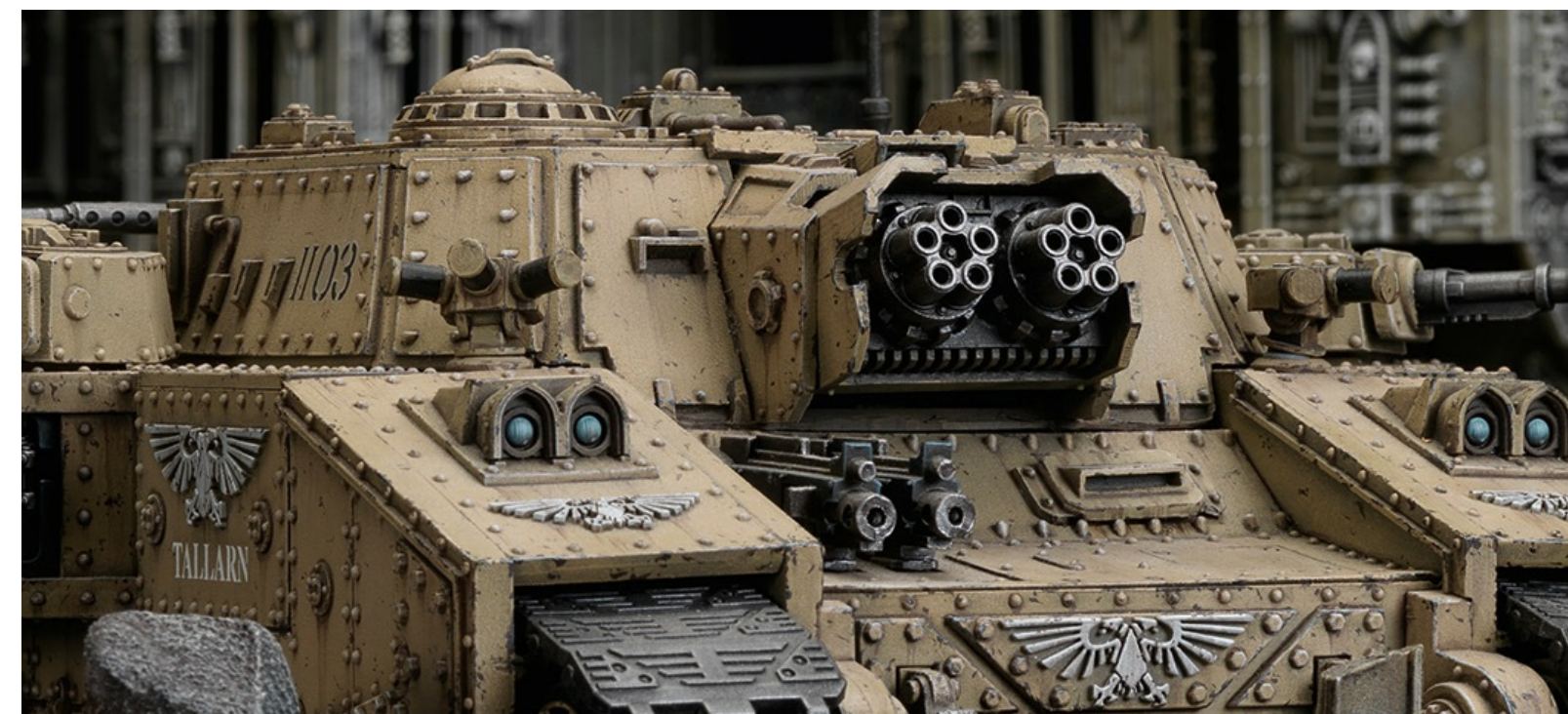
FROM THE GOD-MACHINES

The use of vulcan mega-bolters on Titans dates back to before the tragic ending of the Great Crusade, and, as such, many Chaos Legions also possess them within their own heretical

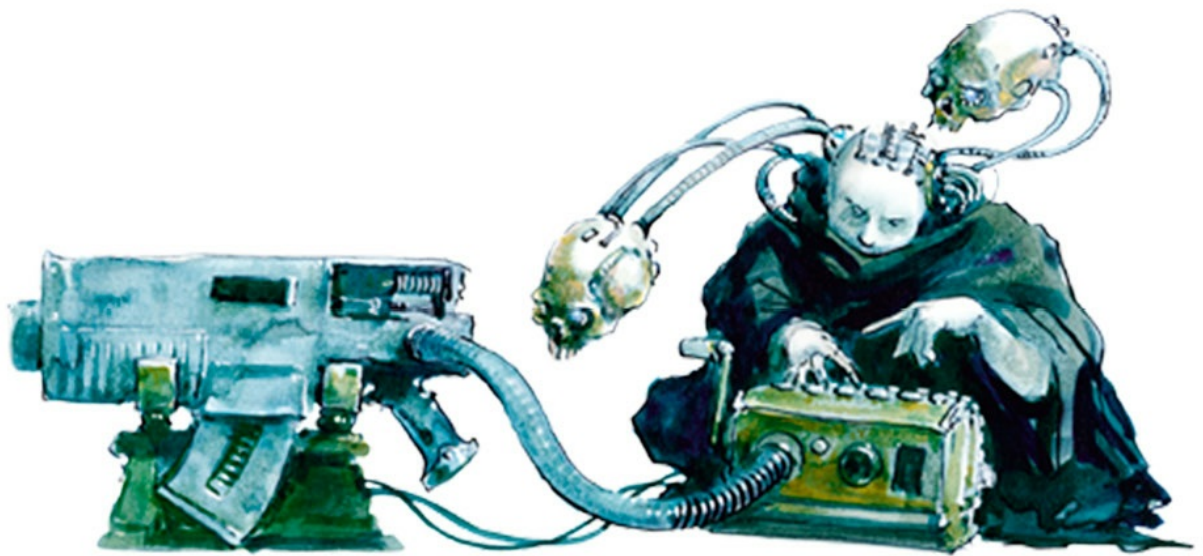
arsenals. On their quest for destruction, they use them liberally, and to brutal effect. On the shrine world of Gundora in the Tratoll System, corrupted Titans in possession of this weapon tore the entire 44th Cadian regiment to shreds. So relentless was the bulletstorm that some Cadian vehicles were later discovered half-buried, the pressure of the many impacts having pushed them under the sands.

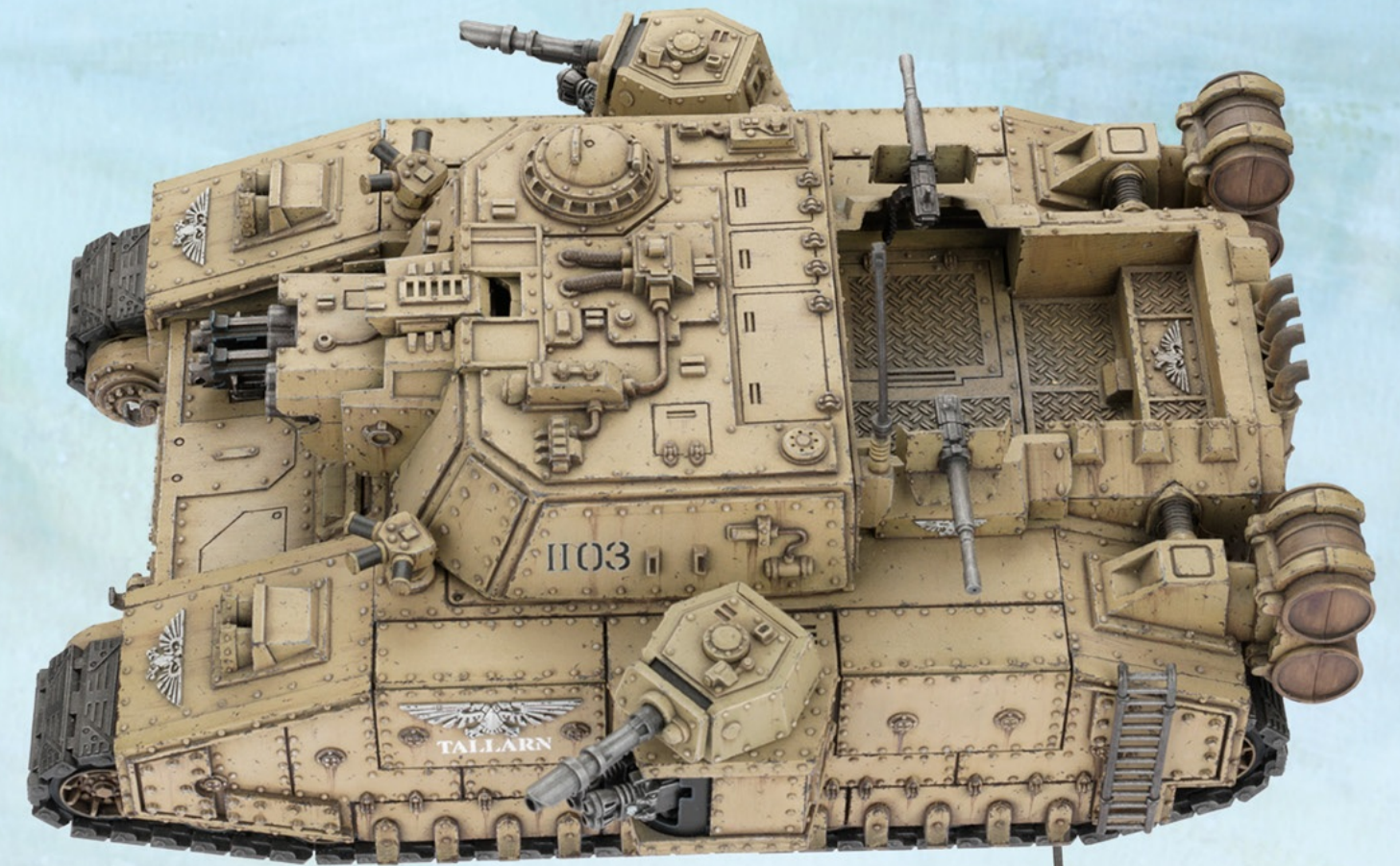
It was the forge world of Lucius where Tech-Priests first experimented with mounting the vulcan mega-bolter, usually reserved for Titans, onto tank variants. Having long been adept at the arcane construction of god-machines, they began attempting to transfer the weapon across to other vehicles in late in M33. Many of the machine spirits reacted badly to these efforts and these failed rituals led to the destruction of many tanks before relatively stable patterns were developed. As servitors mount this weapon onto Stormlords or even Macharius 'Vulcan' variants, Enginseers pour sacred unguents over the cogs to placate the volatile machine spirit into accepting the modifications. When all the components and rituals come together, and the violent machine successfully comes to life, it takes a particularly brave or wild crew to risk driving the unified vehicle into battle.

The renegades of the Dark Mechanicus do not possess the ritual knowledge for successful transference of the vulcan mega-bolter onto tanks. Therefore it is only the Chaos Titans that march to war armed with the vulcan mega-bolter. However, reports of defiled variants of Stormlords have been reported on Orax near the battlefield of the 13th Black Crusade. The vulcan mega-bolter was seen being put to treacherous use against the civilian populations and have helped disable two-thirds of the planet's manufactorums.



MINIATURE SHOWCASE





Stormlord



Warhound Scout Titan

RULES



VULCAN MEGA BOLTER

RANGE: 60"

STRENGTH: 6

AP: 3

TYPE: HEAVY 15

SPECIAL RULES:

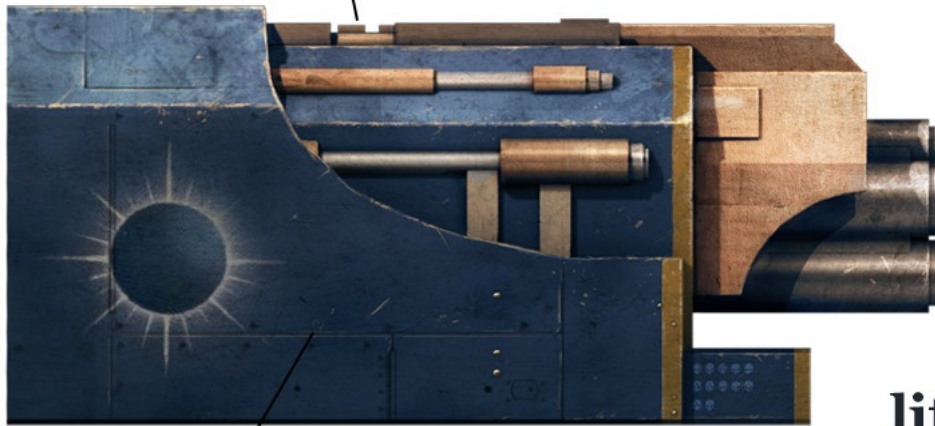
All Power to Weapons!: If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones).

Vulcan Mega Bolter

VULCAN MEGA BOLTER

Mars pattern
recoil suppressor

titan calibre
bolt shell



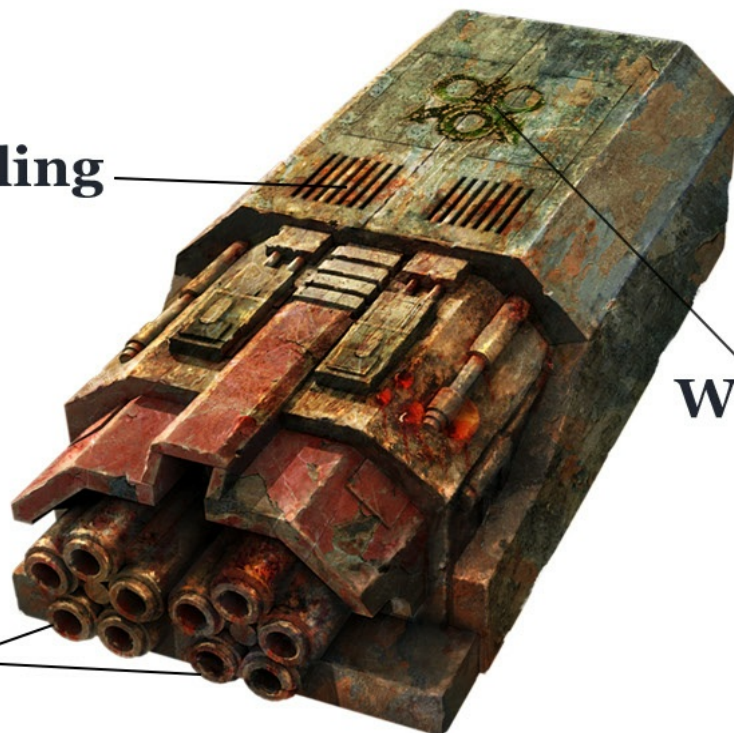
hydraulic motor drive



litany of
purity

blessed shield casing

emergency cooling
vents



Warpsmith's
sigil

twin pentaxle
rotary cannons

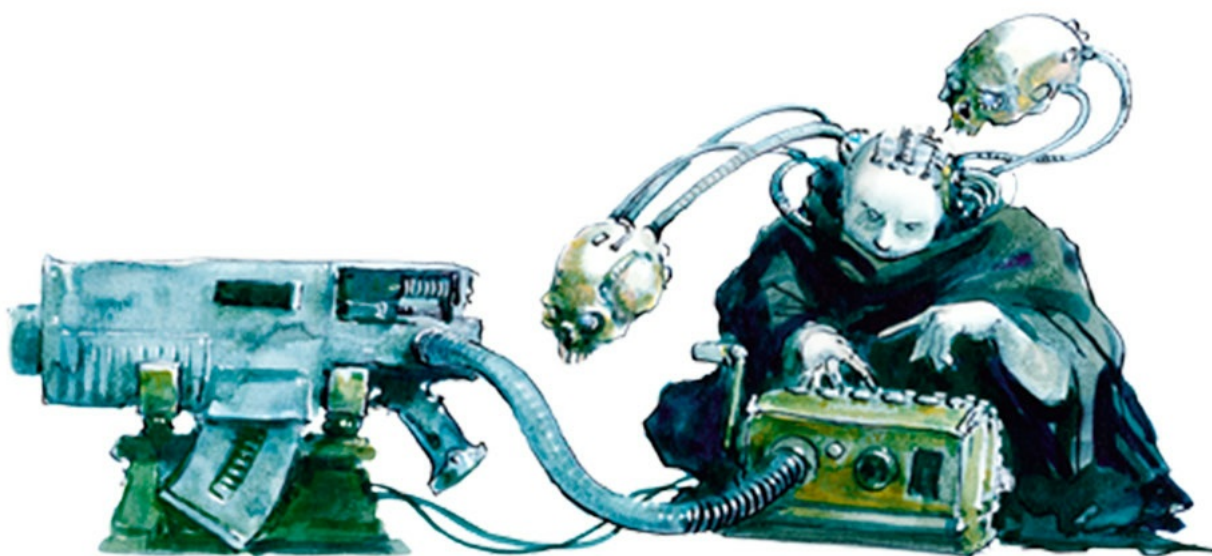
WARHAMMER
40,000

MUNITORUM™



WARSCYTHES™

MUNITORUM: WARSCYTHES



WARSCYTHES



Examination of the artefact designated 'warscythe' is once again proving fruitless. The power field generated by the blade impedes all our efforts to conduct a meaningful catalogue of the weapon's inner components. It somehow grows in magnitude to match whatever force we bring to bear – the weapon is, to all intents and purposes, indestructible.

What is more worrying is that the power field pulses with each attempt I make to breach it. At first, I believed this to simply be the field's energies sliding into new configurations in response to my probes. However, I now theorise that each of these pulses is actually an encoded message, a distress signal, of sorts. I respectfully suggest that this outpost's defences are not sufficient to repel a Necron attack, and that the artefact be removed elsewhere. It is possible that forge world Pentos might have the resources both to conduct a more useful investigation, and prevent the warscythe's forcible reclamation. Failing that, can I suggest that we arrange for the artefact to fall into the hands of the greenskin warlords of Okaral? They are no more likely to uncover the warscythe's secrets than we, and if the Necrons attempt reclamation, they may well neutralise the Ork threat for us.

+++ File ref: Xenos/95z/0051g +++

+++ Subject: Xenos Weaponry/Warscythe +++

+++ Archivist: Magos Trantor +++

+++ Collated: 873941.M41 +++





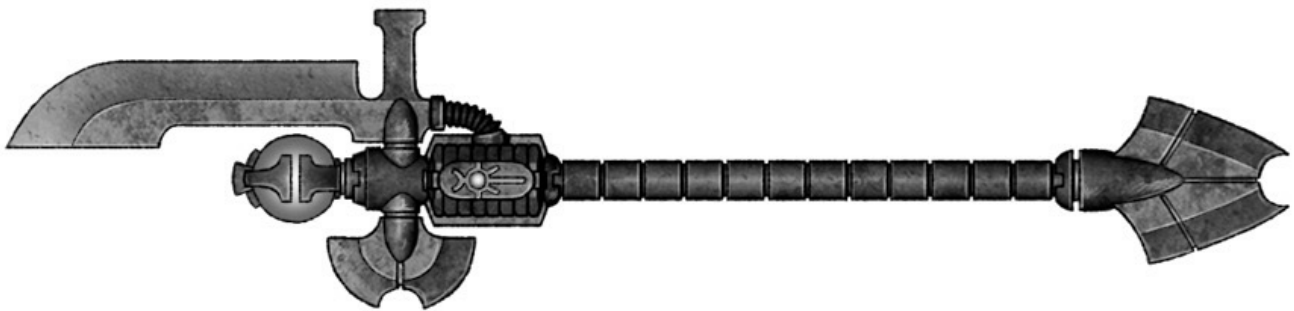
BACKGROUND



Warscythes are bladed battle-staves – the favoured weapons of Necron nobles and their bodyguards for many thousands of years. They are incredibly cumbersome, and in the hands of a lesser creature would be of little threat. However, when wielded by a Necron's mighty mechanical frame, a warscythe is a most formidable weapon. The entropic power field that flickers about the warscythe can disrupt almost any material known to man, leaving the victim's underlying structure – be it organic or inorganic – vulnerable to the weapon's cleaving impact.

Like all Necron weaponry, the warscythe is an expression of a science far beyond Mankind's grasp. Nevertheless, there is nothing mystical about its function, as there is with some Eldar technology. Indeed, if anything, a warscythe is crudely functional and composed of similar, though far more advanced and reliable, elements as the more ubiquitous power weapons. It has a blade, several energy field generators and an insulated grip, but while the function of the warscythe's elements are broadly understood, comprehension of how they function is beyond non-Necron life. There is no shortage of captured Necron weaponry within the Adeptus Mechanicus' stasis vaults – indeed, there is some suggestion that some such prizes have lain there for many thousands of years – but almost every attempt the Tech Priests have made to reverse-engineer the technology has ended in abject failure.

A curious side effect of the warscythe's power field is to render the weapon almost impossible to destroy. There are several well-documented instances of warscythes surviving direct hits from lascannons, and even from turbo-lasers, with little harm to show for it. Unfortunately, this protection does not extend to the wielder, and it is quite common for a warscythe to survive a battle where its master does not.



There are two distinct classes of warscythe. The first and most common of these types is wielded exclusively by the Lychguard – the incorruptible protectors of the Necron nobility. Their warscythes are the most basic expressions of the artisan's craft, with little effort given to aesthetic refinement or customisation. In a Lychguard's hands, the warscythe is nothing more or less than brutal instrument of battle – its power stems only from its potential for slaughter.

By contrast, the regal warscythes wielded by the nobility – the lords, nemesors, thantars and phaerons – are as much sceptres of rule as they are implements of battle. Seldom are any two warscythes from this second category exactly alike. Pride is a powerful emotion in those Necrons still capable of feeling it, and to possess weaponry identical to that of a rival would be interpreted as weakness, or possibly as an insult. If two regal warscythes are identical, it is always through deliberate choice. It might mark an alliance of brothers, or of dynastic houses, declaring plainly the common cause between the wielders.

Regal warscythes are masterpieces of workmanship, loving recreations of weapons long-lost to the entropic forces of the universe. Should such a weapon be forsaken upon the field of battle – or worse, stolen – then its owner will often go to great and violent lengths to recover it. Worlds have been laid waste and planetary systems brought under siege in this cause. Some Ordo Xenos Inquisitors point to this behaviour as an element of commonality between Mankind and Necron, for the Imperium's forces often enter battle in order to recover an important relic. Alas, they misunderstand, as they so often do when it comes to the workings of the Necron mind. A Necron Lord's warscythe is a tangible connection to the life he once knew; for those who desire to some day return to the flesh, it is a symbol of hope that such can be achieved. It is not a relic whose theft provokes cultural outrage, but a personal possession whose thievery provokes a very personal ire.

Regardless of the wielder's rank, a warscythe's blade and power core always blazes with the heraldic colour of his dynasty. Power signature colours are often shared by different dynasties. This is a throwback to the days before biotransference, and shows the state of alliance between the various dynasties of that time. Inevitably, the War in Heaven and the tumultuous aeons that followed have done much to shatter the alliances of old. The power signatures are now, therefore, more misleading than useful. A phaeron could, of course, order the power signature of his forces changed at any time. However, the present configurations have been established for so long that, for most nobles, the notion of altering them is just as unthinkable as ordering that the dynastic glyphs be defaced. To Necrons, tradition is everything. Indeed, it can be argued that tradition is all that is left to them.



'This is no mere weapon. It is an expression of my right to rule, and the deliverer of my royal wrath. Together, we have scoured gods from heaven and shattered the power of the perfidious C'tan. Now it has come to accept your fealty, or grant your death. Which do you choose?'

- Overlord Akanabeth to Iron Captain Grolvoch



RULES



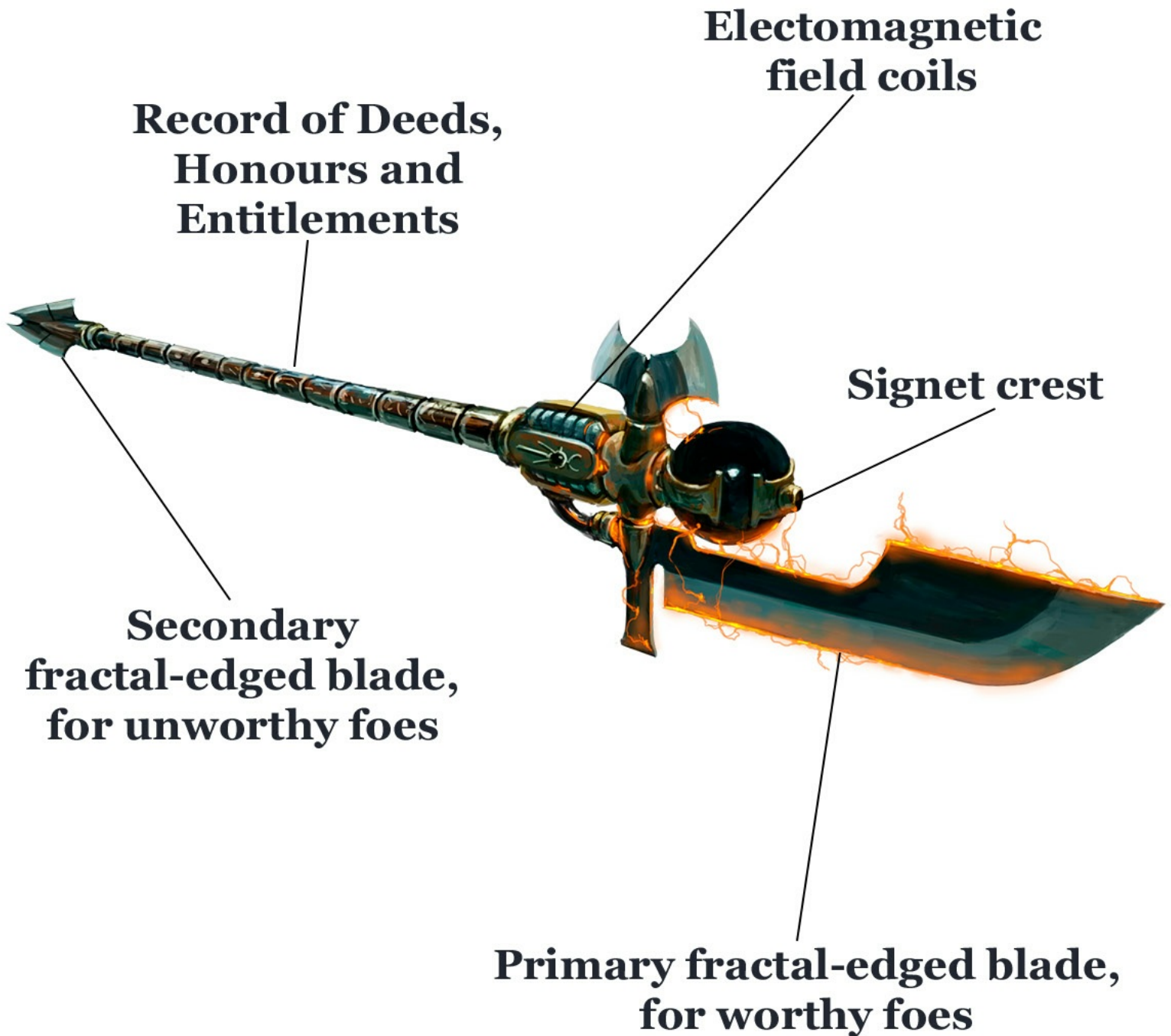
WARSCYTHES

Warscythes are energy-bladed battle-staves – the favoured weapons of Necron Lords and their bodyguards for many thousands of years. A warscythe is incredibly heavy and cumbersome. In the hands of a lesser creature it would be of little threat, but when wielded by the tireless mechanical musculature of a Necron, it is a most formidable weapon.

A warscythe is a two-handed close combat weapon. Attacks made with a warscythe are resolved with a +2 Strength bonus. Additionally, hits with a warscythe roll 2D6 for Armour Penetration. Armour saves are not permitted against Wounds caused by a warscythe.

Warscythe

WARSCYTHES



WARHAMMER
40,000

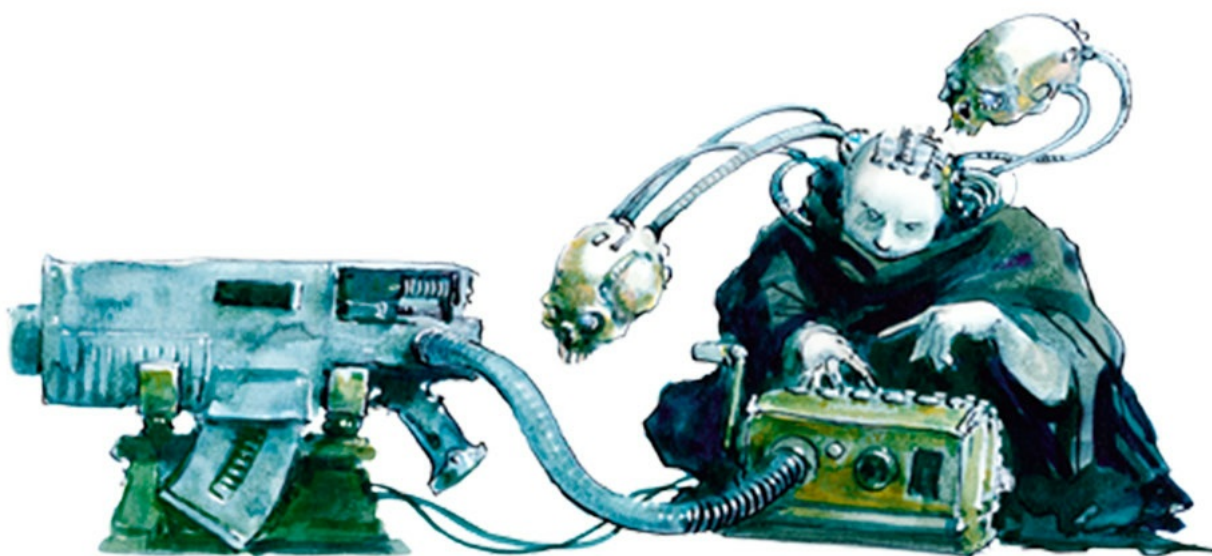
MUNITORUM™



BOMB SQUIGS™

MUNITORUM:

BOMB SQUIGS



TOOLZ OF THE TRADE



Orks are at their most dangerous when they combine their primitive brutality with the weird weapons churned out by their Mekboyz. Tankbustas are a perfect example of this phenomenon. These self-styled big-game hunters stalk the armoured vehicles of the foe as though they were wild beasts, tearing oil-slick trophies from the smoldering carcass after each kill. To bring down their chosen game, Tankbustas employ as much high explosive as they can get their grubby green hands on. Such ordnance is brought to bear through such tried and tested means as firing it on the end of a rocket, clamping it to a tank's hull or – most satisfying of all – simply strapping a bomb to a big stick and hitting the tank with it really hard until an explosion occurs. Yet perhaps the most unusual (and certainly the most entertaining) tools of the Tankbusta's trade are the ferocious little monsters known as bomb squigs.

BACKGROUND



The Nature of the Squig

A bomb squig is a ball of rubbery flesh and coiled aggression about the size of an Ogryn's head. Stubby, muscular legs and a spiky tail provide these beasts with balance and an alarming turn of speed. Their piggy eyes glare belligerently from above a set of mantrap jaws stuffed with massive, crooked fangs. The woeful stupidity of the average bomb squig renders it utterly fearless; its one instinct being mindless aggression. Lacking the sense (and depth perception) to work out when their intended prey might be 'a bit on the big side', attack squigs will chase down and attempt to devour anything that moves. While well equipped to take the arm off an Ork with a single chomp, squigs that clamp their jaws around the shin of a passing Dreadnought will meet with more underwhelming results. It was probably after watching a pack of squigs chasing madly after an enemy tank that some bright spark thought of strapping landmines to the little horrors. Though the name of this pyrotechnic pioneer is long forgotten, the idea of strapping bombs to squigs in order to blow enemy tanks sky-high has never gotten old.

A Short Fuse

Every Ork worth his choppa knows that the Snakebite Runtherds breed the best squigs. Tankbustas looking to cobble together a batch of bomb squigs will therefore make the Snakebite breeding pens their first stop. Fistfuls of teef are exchanged for the meanest, fastest squigs – notorious breeds such as the yellow-spotted facegnasha, the greater fang-gob, or the infamous leapin' deff are especially popular. Once the chosen squigs have been wrestled from their dung-spattered pens and beaten senseless with a wrench, they are unceremoniously stuffed into sacks and dragged off to the Mekboyz to 'get bombed'. Though Mekboyz prefer tinkering with things less inclined to bite their faces off, most can be persuaded to strap a few squigs up with a bomb or two. Indeed, some Meks relish this chance to test the more unpredictable of their explosive devices from a (theoretically) safe distance. A Mek in a hurry may simply cram the squig's gob with sticks of dynamite, tying more explosives to its fleshy hide before jamming fuses into everything and declaring it a job well done. However, bomb squigs have been seen taking to the field strapped with everything from tankbusta bombs and pressure-mines to directionally explosive cranial transplants. Imperial post-action reports even claim that the Ultresica Breach Disaster began with a single, mad-eyed bomb squig charging into the midst of the Corscan 3rd Artillery with a filched vortex grenade clamped firmly between its teeth.

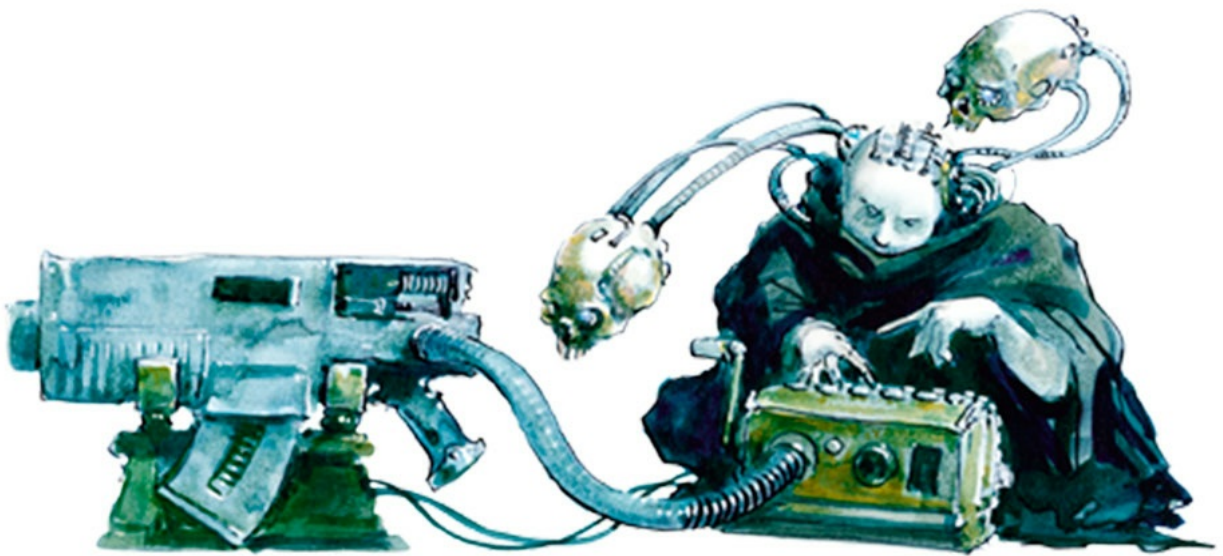


Indiscriminate Carnage

By the time they are dragged onto the battlefield, bomb squigs will be mad with fury, straining to be set loose. The moment they slip the leash, the squigs will skitter off across the battlefield after the nearest vehicular prey they can find. The best bomb squigs will have undergone rudimentary training to hunt enemy tanks, chasing through the tribe's encampment after a looted wagon to snatch juicy Snotling rewards off its back bumper. Yet even this is no guarantee that a bomb squig will head in the right direction, for in the noise and chaos of the battlefield one large, fast moving vehicle looks very much like another. The bomb squig will hurl itself madly against the hull of its chosen victim, promptly exploding with a thunderous blast more than capable of flipping even a Leman Russ battle tank onto its roof. Of course, the same fate awaits any Trukk or Battlewagon singled out by these shortsighted, homicidal little monsters. Yet this is of little concern to the Tankbustas – after all, the sight of a bunch of jumped-up Nobz having their prize ride blown out from under them by a bounding bomb squig is worth a few teef in its own right...



MINIATURE SHOWCASE





SQUIG BOMBS

RULES



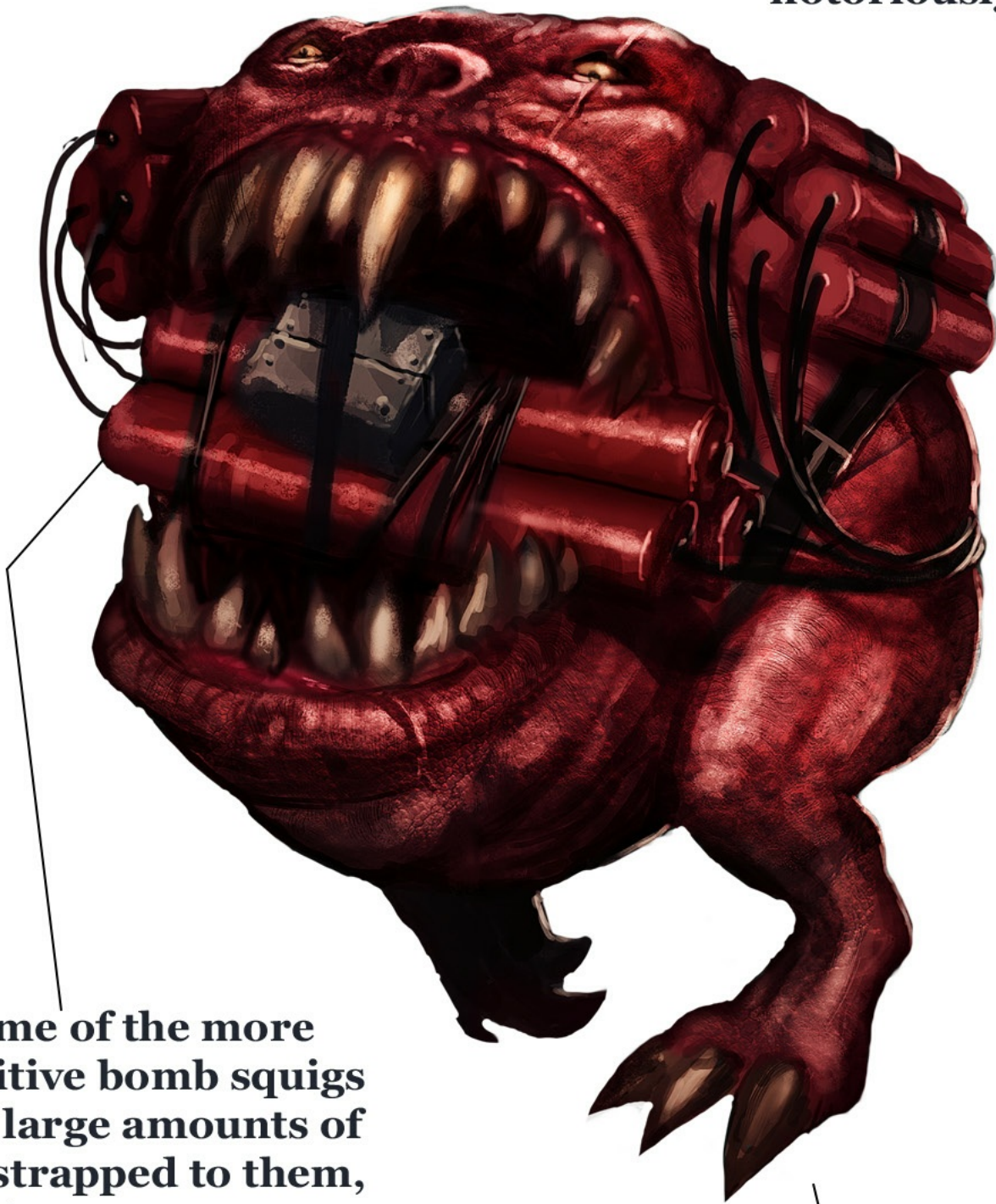
BOMB SQUIGS

Bomb-squigs: Enterprising Tankbustas exploit the squig's natural tendency to chase anything that moves. A Tankbusta may release a Bomb-squig instead of shooting. Roll a dice. On the roll of a 2+ the Bomb-squig will run straight into the nearest enemy vehicle within 18" and detonate, causing a S8 hit on the section of the vehicle facing the Tankbusta. On the roll of a 1 the squig will run straight into the nearest friendly vehicle within 18" and detonate there instead. Remove the Bomb-squig once it has been released, whether or not they are in range of their target. Bomb-squig models are purely decorative and do not have a profile.

Bomb Squig

BOMB SQUIGS

Squig eyesight is notoriously poor.



Some of the more primitive bomb squigs have large amounts of TNT strapped to them, or in some cases, stuffed into their mouths.

Squigs are endemic in all Ork settlements, but only the largest are selected as candidates for the 'Bomb Squads'.

BOMB SQUIGS

The explosives tied to bomb squigs commonly include scavenged munitions, rockets and landmines as well as more exotic weaponry.

Squigs share many of the psychological genetic traits of the wider Ork race – violence and aggression combined with a boundless enthusiasm.



A bomb squig's powerful legs allow it to run slightly faster than a quickly reversing Imperial Tank.

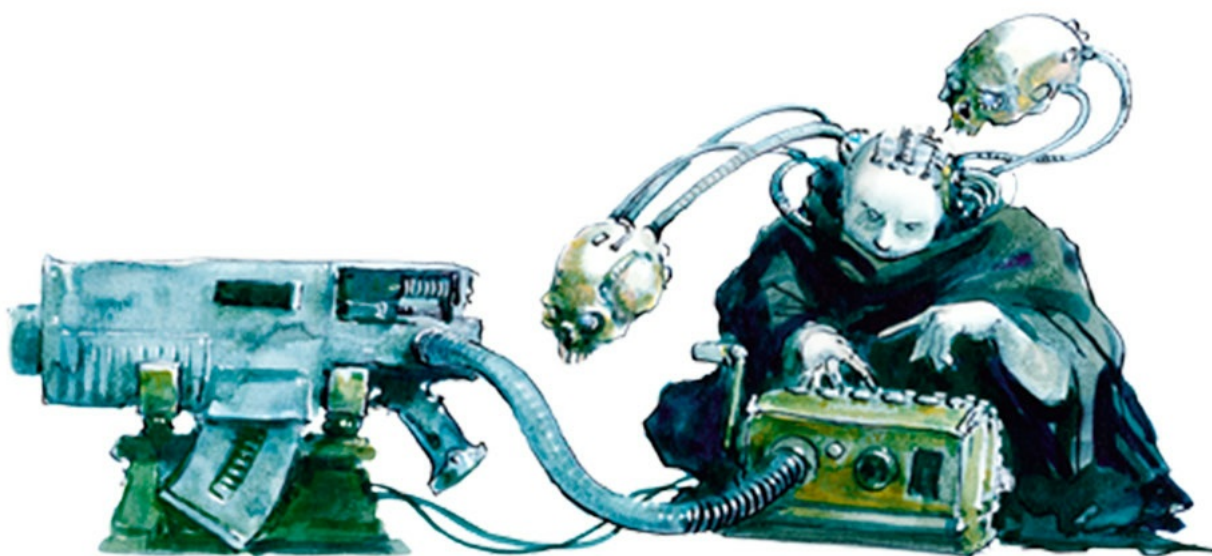
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MUNITORUMTM



BOLTGUNSTM

MUNITORUM: --- BOLTGUNS ---



BOLTGUNS



The boltgun, or bolter as it is also known, has been the standard armament of the Adeptus Astartes for as long as Space Marines have defended the Imperium. A brutally efficient weapon, the bolter fires mass-reactive bolts at its targets, each one a self-propelled missile which explodes on impact with devastating effectiveness. The fear and awe that bolter fire creates makes it a perfect weapon for shock troops, the hammering thunder of the guns mixing terrifyingly with the dull, wet explosions where targeted flesh is blown apart.



BACKGROUND



So violent is the impact of a bolt round that it can punch right through most infantry armour, burying itself in the meat of its victim before detonating with lethal effect. Even heavy materials can be shredded by sustained bolter fire, each round blasting chunks of ceramite out of power armour. Rather than exploding in the flesh of the target, the round will go off buried in their armour, meaning several direct hits in the same location are usually sufficient to tear a ragged hole.

A boltgun can fire single accurate shots over ranges of several hundred metres and lay down a withering hail of fire at close range, making it versatile for both long-range engagements and close quarters actions. Space Marines are especially deadly when armed with bolters, and Tactical Squads are able to maintain sustained fire on their foes while changing clips in a single fluid movement, with no discernable interruption between shots. By contrast, individual battle-brothers can pick off foes from a staggering distance, each self-propelled bolt carrying it far across the battlefield on a faint vapour trail.

The Space Marines are not the only warriors of the Imperium to carry boltguns into battle, but the version carried by the Adeptus Astartes, the MK Vb Godwyn pattern boltgun, is by far the largest and most devastating. By comparison, the smaller patterns of boltgun carried by the Adeptus Sororitas or the champions of the Imperial Guard are pale reflections. So large is the Godwyn pattern that no normal man could heft one, let alone survive its unforgiving recoil. A blessed creation of the Adeptus Mechanicus, the Godwyn pattern has served the Space Marines for millennia, its design based upon ancient STC technology from long before the birth of the Imperium.



The Godwyn is not the only pattern of boltgun used by the Adeptus Astartes, and many of the Space Marine Chapters have their own variants, such as the Angelus bolter used by the Blood Angels or the Fenris pattern boltgun used by the Space Wolves. However, the Godwyn pattern remains the most common weapon of the Space Marines and fills the role of the sacred bolter, as cited in the Codex Astartes as the primary weapon of a battle-brother.

The most common bolter round is the .75 calibre explosive tipped mass-reactive bolt. However, Space Marines use a variety of other ammunition, each tailored for specific needs. Vengeance bolts are designed for use against heavy infantry and armoured targets. Each bolt has a volatile flux core that vaporises matter at the point of contact, punching clean through even the ceramite plates of power armour. Hellfire bolts were created as one of the Imperium's desperate measures to stem the predations of Tyranid assaults within the galaxy. Each bolt is tipped with a vial of mutagenic acid capable of dissolving its way through citin

and carapace with equal ease. Such is the success of the Hellfire bolt that it has found a use against a variety of foes, its acid just as effective at killing other foul xenos.

The boltgun can also be modified for a variety of roles; the Adeptus Astartes and the sacred texts of the Machine God sanction some of these, others are crafted by battle-brothers themselves and remain confined to specific Chapters. Scopes of all kinds are a common addition to boltguns, even though most marks of power armour incorporate optical enhancements. A scope can be tailored to its environment, keyed to different visual spectrums or the heat-trace of certain foes, giving a Space Marine a better chance to find his target. Drum magazines are used to increase the ammo capabilities of a boltgun, replacing the standard sickle clip. This extra ammo reduces the time between reloads and allows a battle-brother to keep up a sustained stream of killing fire.

Regardless of modification or pattern, a boltgun remains an ancient and deadly weapon in the hands of a Space Marine, and if all else fails, it is solid enough to crack skulls and snap bones with its heavy casing.

RULES



BOLTGUNS

Range: 24"

Strength: 4

AP: 5

Type: Rapid Fire

Rapid Fire.

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

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

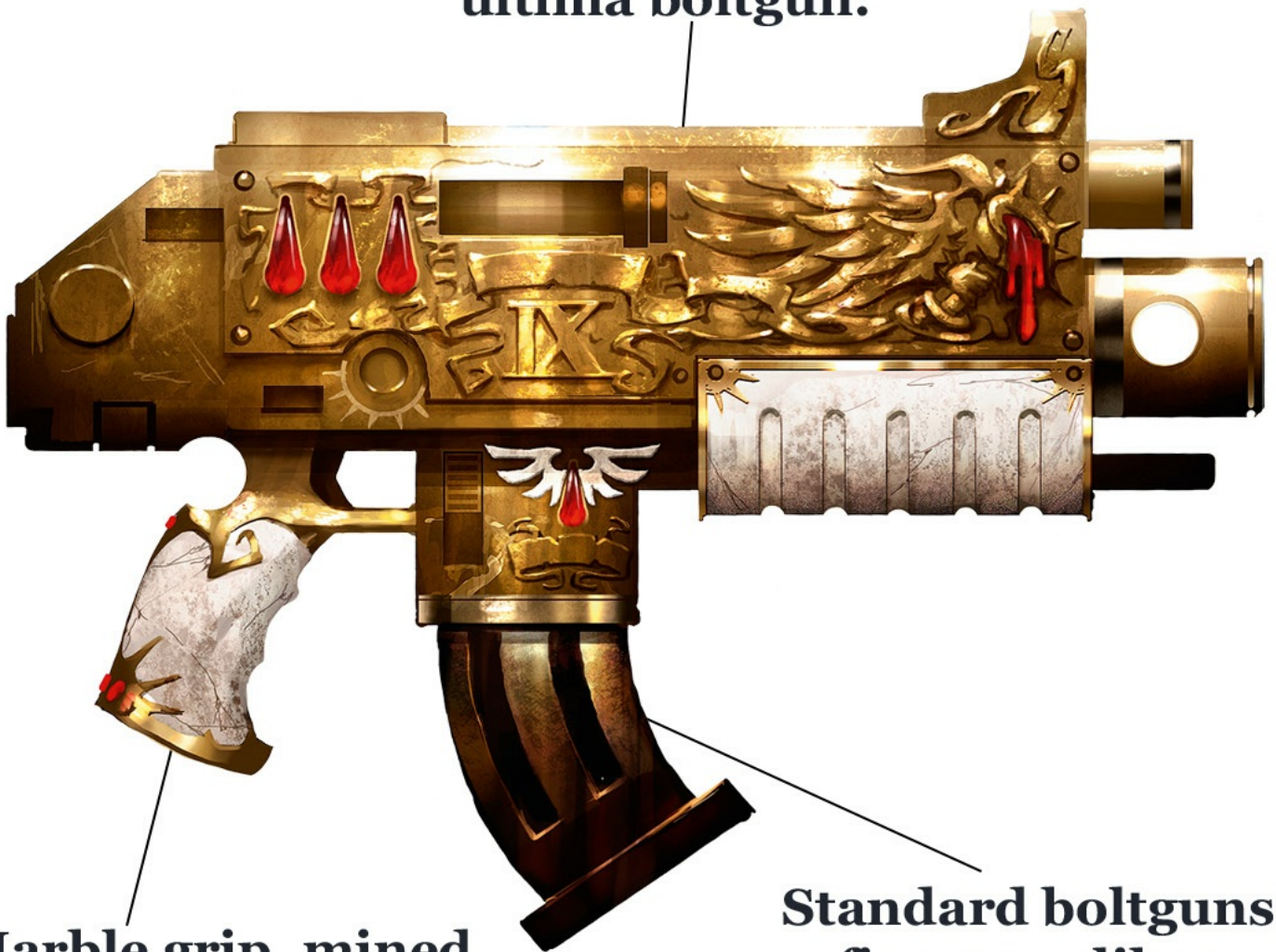
Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Boltgun - Burst

Boltgun - Single Shot

BOLTGUNS

**Artificer Baal-pattern
ultima boltgun.**



**Marble grip, mined
from the moon of Ball
Secundus.**

**Standard boltguns
fire .75 caliber
mass-reactive
rounds.**

BOLTGUNS

**Space Wolves
Chapter Icon**

**Personalized squad
markings**



**Space Wolves boltguns are
commonly adorned with
fetishes and totems from
their home world of Fenris.**

BOLTGUNS

Venerated Salamanders' boltgun 'Drake's Roar'.



Salamanders often employ modified rounds, such as the promethean filled 'Inferno' bolts.

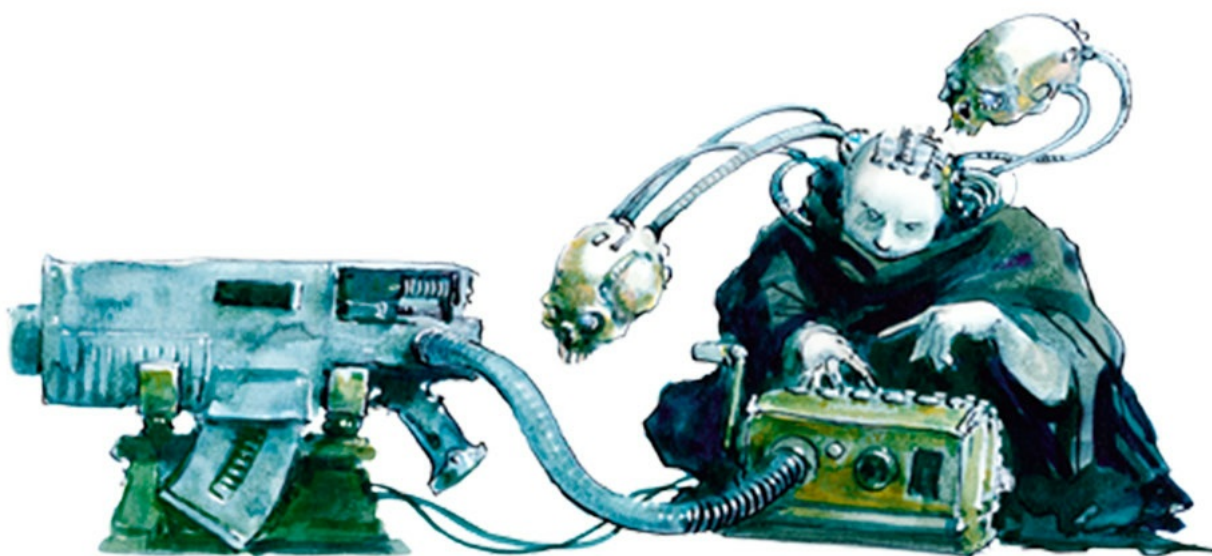
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MUNITORUM™



GRAV-GUNS™

MUNITORUM: GRAV-GUNS



GRAV-GUNS



The grav-gun is a devastating weapon based on ancient and forgotten technology. Manipulating the very nature of gravity itself, the gun turns a target's mass against it, crushing it to pulp under its own weight. This is especially shocking when used against heavily armoured infantry like Terminators, the hapless warrior brutally crushed by the bulk of their ceramite plates until only a crimson trickle remains of what they once were. Space Marine Chapters are among the few warriors of the Imperium to be gifted with the use of grav-guns, and it is a sacred honour for such a potent weapon.

BACKGROUND



The blessed technology used to craft these wondrous weapons remains a safely guarded secret of the Adeptus Mechanicus, passed on only to those Techmarines who have proven their devotion to the Machine God through centuries of war. This is the way it has been since before the time of the Horus Heresy, when large numbers of these weapons were created, then called graviton guns, and used extensively among the Space Marine Legions. The knowledge required to maintain such a weapon is as rare as the knowledge required to create them, and for this reason Adeptus Astartes Chapters seldom deploy more than a handful of grav-guns.

Unlike some of the other forms of Imperial weaponry, like plasma guns, meltaguns and lasguns, very little is understood about how a grav-gun functions. The ancient and venerable Tech-Magos of the Omnissiah have passed down the numerical prayers and ritual equations of creating the grav-gun from Tech-Priest to Tech-Priest. Over generations, this knowledge has been reduced to complex analogue rites and droning binary chants. Individually, each of the components of the gun seem strange and incomprehensible, created by lengthy processes which are themselves a mystery to the Tech-Priest toiling to perfect them. However, when assembled in the correct order, and the blessed hymns of awakening are sung, the grav-gun takes on lethal functionality.

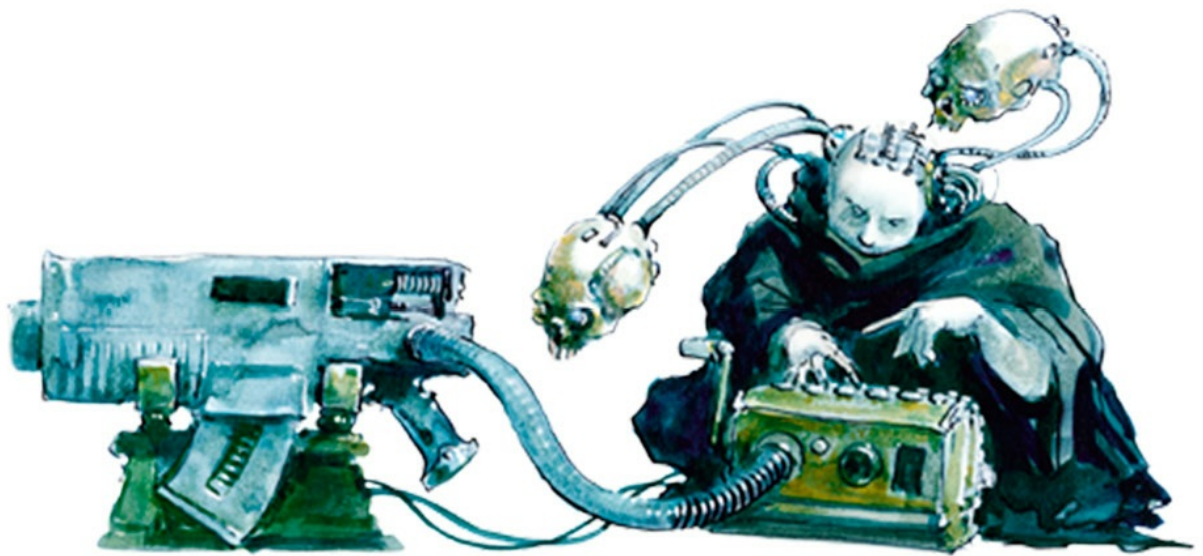
In combat grav-guns are used to take out heavily armour troops and vehicles, their gravity warping fire buckling metal and crushing machinery. A Space Marine Tactical squad will carry a grav-gun if it expects to encounter these kinds of foes, the weapon offering a greater range than a meltagun and more reliability than a plasma gun. The grav-gun also has the side effect that if it fails to kill its target, the beam only clipping it or the gravity field collapsing before it can do significant damage, then they are almost always stunned by the assault. This is due to the combination of the sudden, sharp shock of being crushed by a giant invisible fist and the disorienting effect of the distorted gravity field.



A sustained blast from a grav-gun is completely capable of crushing even large vehicles, from Leman Russ Battle Tanks to Ork Battlewagons. To behold such a spectacle is to witness the tank crumpling in on itself, as if the hand of the God-Emperor were closing around it, internal explosions from detonating ammunition and engines turned inward by the coalescing gravitational sphere. The death of an infantryman killed by a grav-gun is equally graphic and a degree more disturbing. At first, the gravity will push the victim's armour in upon him, along with his weapon, wargear and any other kit he carries, crushing his flesh and forcing blood from eyes, ears and nose. Then, as the field strengthens, the victim's own muscles will turn their mass against him, snapping bones and pulverising organs. Finally, the target will implode with a wet crimson splat, only falling into a puddle of gore when the field, its terrible work done, disperses.

If the effects of a grav-gun on infantry are horrific, then their effects on buildings are nothing less than catastrophic. An ideal weapon for destroying fortifications and bunkers, the gun attacks the structural integrity of a building, shattering its supports and bringing it crashing down in rubble. Even so, a battle-brother needs to know where to hit the building for the maximum effect, the grav-gun still only capable of generating a small-localised gravimetric phenomenon at the point of impact. A good hit, though, will have immediate and disastrous effects. As the enemy cower in their bunker, cracks will snake out from the grav-gun hit, and the structure will groan and shudder ominously. At this point there is nothing they can do except try and get out alive as chunks of ferrocrete begin to rain down upon them. Then, with a final tortured shriek, the fortification will cave in on itself, leaving only rubble and dust in its wake.

MINIATURE SHOWCASE





Tactical Marine with grav-gun

RULES



GRAV-GUNS

Range: 18"

Strength: -

AP: 2

Type: Salvo 2/3, Concussive, Graviton

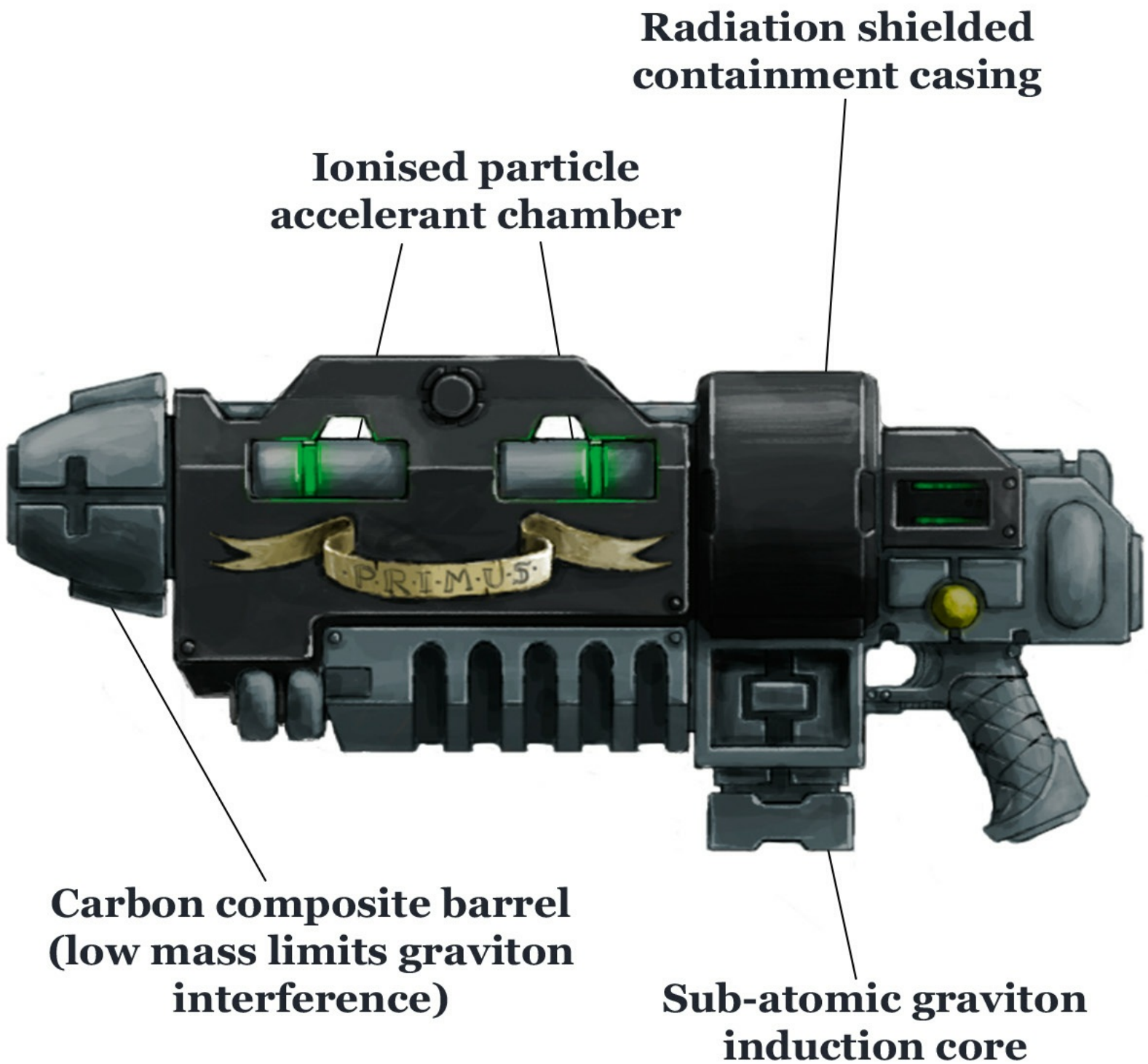
Salvo: Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number. Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

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

Graviton: The roll needed To Wound when firing a grav-weapon is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against a Space Marine in power armour, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a single Hull Point. Grav-weapons have no effect on buildings.

Grav-gun

GRAV-GUNS



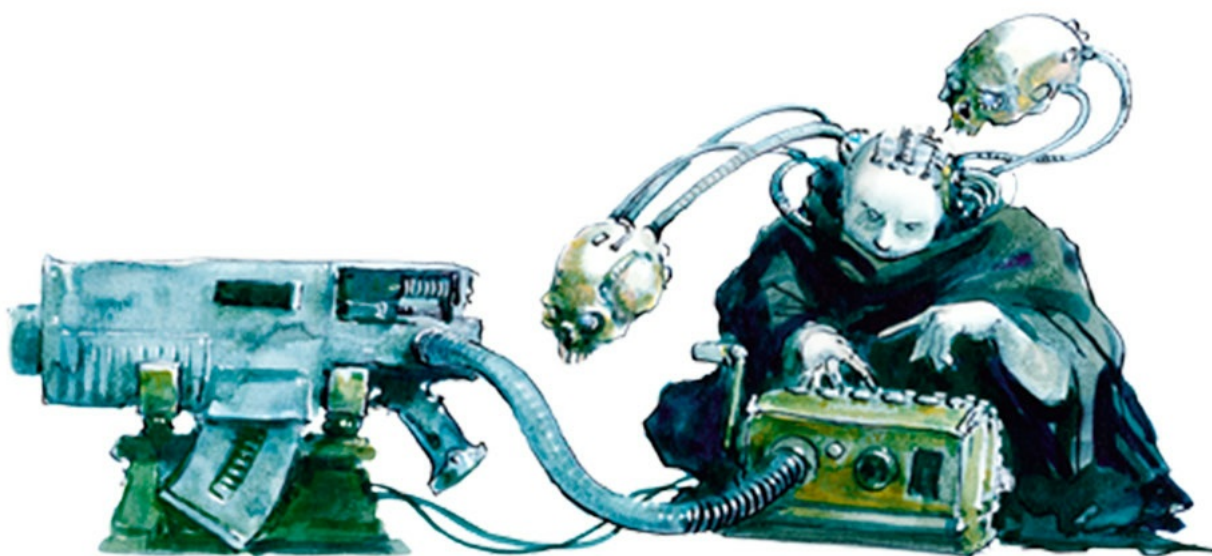
WARHAMMER
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MUNITORUM™



JUMP PACKS™

MUNITORUM: JUMP PACKS



JUMP PACKS



A jump pack is a powerful pair of jet turbines worn on a Space Marine's back, allowing him to propel himself into the sky and then down in the midst of his foes. On howling engines, it has the strength to lift a fully armoured battle-brother high into the air, and though it does not allow him true flight, he can make great bounding leaps across the battlefield, crossing hundreds of metres with each godlike stride. A Space Marine squad equipped with jump packs can move as fast as most transport vehicles, with the added advantage of being able to bypass obstacles and barricades.

BACKGROUND



Based on ancient STC technology, the jump pack is affixed to a warrior in power armour, drawing energy from the suit's own power pack to augment its high speed motors. Intake vents on the top of the pack greedily suck in air to feed the jets, while the turbine blades expel a long plume of vapour. Even with the aid of the power armour's energy coils the jump pack has its own fuel supply, such is the power required to send a fully armed and armoured seven-foot tall warrior into the sky.

A jump pack is usually good for a dozen or so 'jumps' before it must be refuelled or discarded. This is usually enough to get a Space Marine into the fray, or allow him to descend from the sky, striking deep behind enemy lines. An empty jump pack can be a liability, and even with his prodigious strength a Space Marine can find it impedes his ability in combat. For this reason, the jump pack commonly incorporates a quick-release mechanism on the battle-brother's chest plate. Keyed to his specific power armour gauntlet, it is a lock that can be opened with a touch, allowing him to shrug free of the pack in moments.

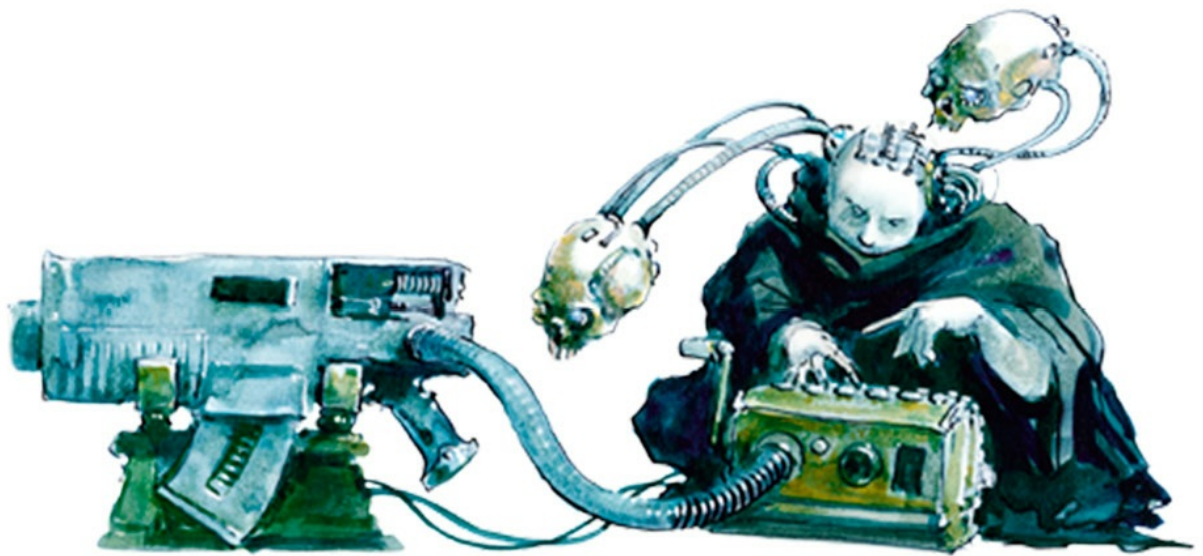
Though jump packs are an ancient technology that has served the Adeptus Astartes for millennia, the Space Marine Chapters limit their use to specialist formations within each company. In battle, these Assault Marines are ideal for striking at the flanks of the enemy or hitting behind their lines. Many heretics and foul xenos have met their end at the hands of jump pack equipped Space Marines, their final moments watching transfixed as armoured warriors descend from the sky on shimmering vapour trails.

Jump packs are also used to make high altitude battlefield insertions, where Assault Marines will leap from Stormraven Gunships or other Space Marine aircraft, their packs slowing their fall at the last moment. Space Marines can also use their packs to leave battle in the same way, leaping up straight into the air and into hovering transports or even grabbing onto the side of a Landspeeder or Stormraven as it screams across the battlefield. In this way, a Space Marine with a jump pack can throw himself out into space in the upper atmosphere of a world, guide himself down through swirling clouds and enemy fire to come crashing to ground near a high priority target. Then, once he has destroyed his target with either a well-placed melta-charge or several blows of his chainsword, he can leap once more into the sky, vanishing into the fog of war before the enemy has even reacted to his arrival.

Many Space Marine commanders personally favour the use of a jump pack, especially those that seek out personal combat with the foe. A jump pack allows such a hero to leap across the battlefield far faster than he could run, ensuring he is always in the thick of battle. Nowhere is safe from the Space Marine hero, and he can use his pack to leap up onto battlements, over massed enemy formations and past formidable trench-works with equal ease. If the hero can see his foe then he can reach them, and with a roared challenge can charge upon wings of smoke and fire.

Jump packs are a symbol of the might of the Adeptus Astartes, and many are ornately crafted with intricate gilt-work or even unfurled wings. The sight of scores of power armoured giants arcing over a battle is an awe inspiring sight, enhanced by the image of glowing wings and billowing clouds of fire upon which the warriors seem to walk. An enemy witnessing such a grand and terrible vision can be left with no doubt he faces the Angels of Death.

MINIATURE SHOWCASE





Assault Marine



Vanguard Veteran with a pair of lightning claws



Doom Eagles Assault Marine



Assault Marine

RULES



JUMP PACKS

Jump units are equipped with jump packs, wings, teleport devices or other means of moving quickly over short distances. Unlike most other unit type categories, 'Jump' is not a classification in and of itself. Instead, you'll find it occurs before another category – commonly Infantry, sometimes Monstrous Creatures and perhaps, rarely, other things. Jump units therefore share two sets of rules, the Jump unit rules, and those of their base type. Jump Infantry would, for example, follow the rules for Jump units and Infantry.

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. Indeed, a Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

SKYBORNE

When using its jump pack (whether moving, charging or falling back, as we'll discuss in a moment) a model can move over all other models and all terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test. Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

MOVEMENT PHASE

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

ASSAULT PHASE

If a Jump model uses its jump pack to charge into assault, it can re-roll its charge distance.

Furthermore, to represent the crushing impact of such a charge, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

FALL BACK MOVES

Jump units always use their jump packs when falling back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

SPECIAL RULES

Jump units have the Bulky and Deep Strike special rules.

Bulky: Bulky models count as two models for the purposes of Transport Capacity.

Deep Strike: In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of the *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Hammer of Wrath: If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model

an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Jump Pack

MK7 MARS PATTERN SPACE MARINE JUMP PACK

**Re-enforced jet
turbine intake vent**



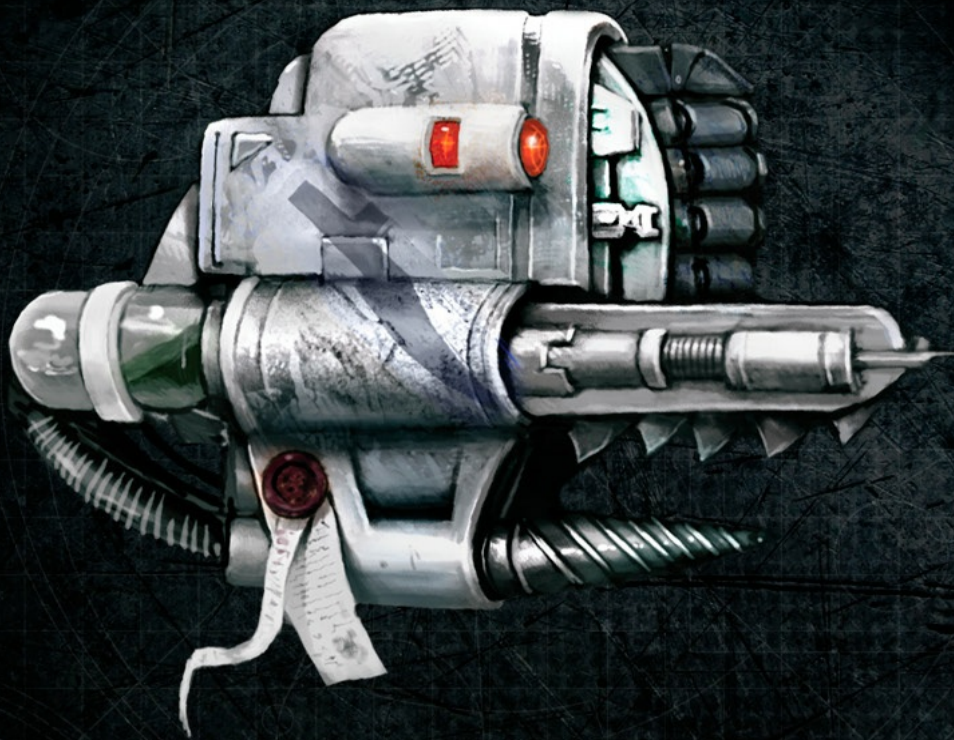
**Twin jet turbines
(newer Angelus
pattern uses a
single turbine
with auxiliary
directional
thrusters)**

**Quick-release
mechanism**

**Supplemental power
supplied by armour's
own generator**

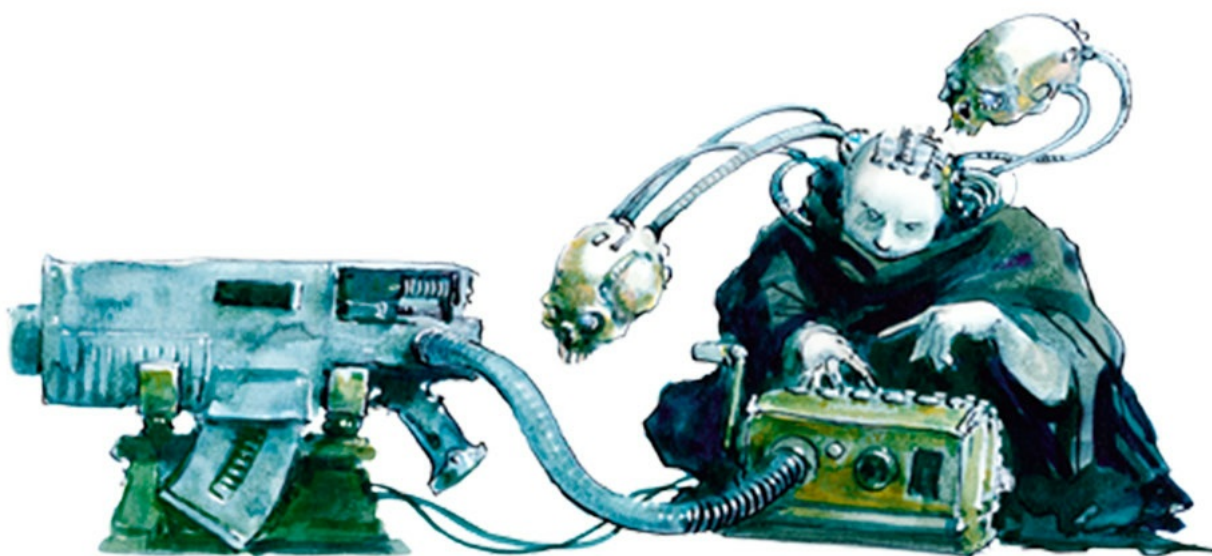
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MUNITORUM: NARTHECIUM



NARTHECIUM



The narthecium is a tool of the Space Marine Apothecarion, designed specifically for tending to the wounds of the enhanced bodies of battle-brothers and harvesting their precious progenoid glands. Space Marines value their genetic heritage, ensuring the sanctity of their flesh as a vital part of their loyalty to the Emperor. A Chapter's Apothecaries maintain this purity, using tools like the narthecium to do their specialist work. Thus these combat medics will march to war with the Chapter and heal its warriors when they fall. Should a battle-brother perish they will extract their genetic essence with the narthecium so that the precious progenoid glands might find their way into new generations of the Chapter.



BACKGROUND



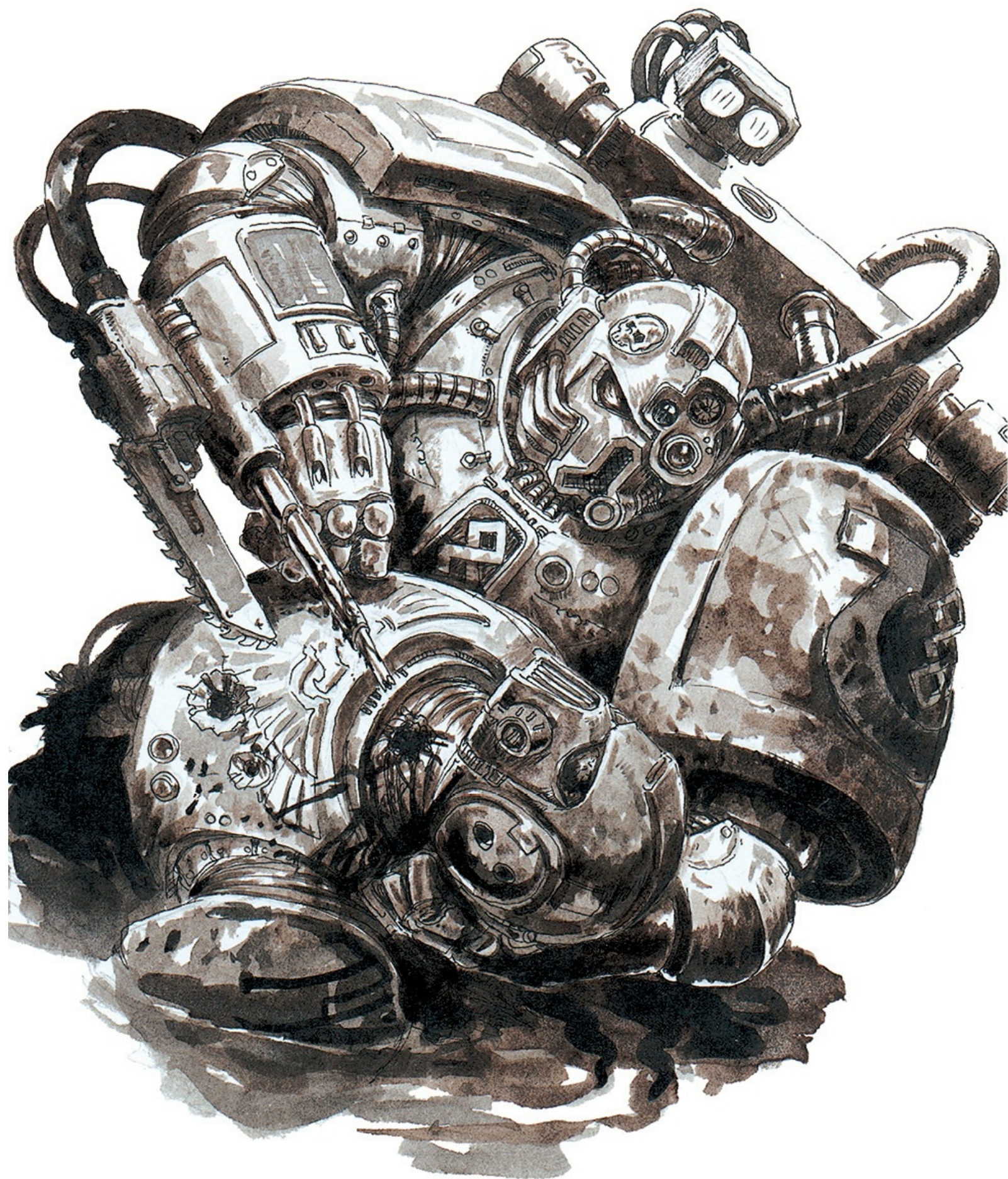
Fashioned in the shape of a gauntlet and worn as part of a suit of power armour, the narthecium allows an Apothecary to administer rapid medical aid on the battlefield. An underslung drill or saw allows the medicae to cut through both the ceramite plates of power armour as well as the fused ribcage of a Space Marine to reach damaged flesh and organs quickly. Then, an array of needles and tubes will inject the battle-brother with organ-reactive serums, combat boosters and catalyst compounds, depending on the severity of the wounds. There are in fact few injuries that the narthecium cannot deal with, Space Marines being notoriously difficult to incapacitate without killing them outright. Given the right stimulant or procedure, a battle-brother's body can cope with broken limbs, ruptured organs or even massive blood loss.

The narthecium is not a delicate surgeon's tool, but is strong enough to tear through a Space Marine's hardened flesh where fragile needles and scalpels, like those used by the Imperial Guard, would bend and break. It takes the strength of a battle-brother to wield it effectively, its armoured casing containing a host of precious chemicals and reactive agents. Exactingly created in the Apothecarion of the Chapter's fortress monastery, the compounds held within a narthecium are precious indeed, their concoctions keyed not just to the specialized physiology of a Space Marine, but to one from the Apothecary's own Chapter. A narthecium must be able to take a bolt round or turn a blade; anything more fragile would never be able to survive the rigors of battle that Space Marines are constantly subjected to.

Perhaps more important than a narthecium's use as a tool for healing is its role as a repository for the genetic material of slain battle-brothers. Every narthecium incorporates a reductor, a hollow needle-like blade that can be used to draw out a fallen Space Marine's progenoid organs. In the aftermath of a battle, an Apothecary will move among the corpses of his brothers, thrusting the reductor into their necks or chests and harvesting their gene-seed. Far from giving Apothecaries a grim reputation within the Chapter, this macabre sight gives battle-brothers hope, for they know that even the fallen will live on through new generations of Space Marines.

A narthecium, especially one carrying harvested progenoid organs, is the most important piece of wargear an Apothecary carries, even more valuable than his weapons or his armour. To lose the life of a battle-brother is a tragedy for the Chapter, but to lose a battle-brother's gene-seed is to lose a piece of their genetic heritage that will never be reclaimed. The narthecium becomes a sacred vessel when filled with gene-seed on the battlefield, and an Apothecary will sacrifice his life to protect it. Many of these tools are also designed to protect themselves against capture by the foe, and to prevent the theft of the gene-seed by xenos, traitors or renegades. These specially warded gauntlets can only be removed by incanting the sacred prayers and enacting ancient medicae rituals known only to the Chapter's Apothecarion. Failure to bless the narthecium properly will result in the flash boiling of its contents, rendering both healing compounds and genetic samples into ash and vapour.

For the most part, however, the narthecium remains a tool of healing, keeping the Chapter's battle-brothers in the fight. As long as an Apothecary and his narthecium are close by, Space Marines become exceptionally difficult to kill, its advanced technologies enabling the battle-medic to heal all but the most terrible of wounds.



RULES



NARTHECIUM

As long as the Apothecary is alive, all models in his unit have the Feel No Pain special rule.

Feel No Pain.

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

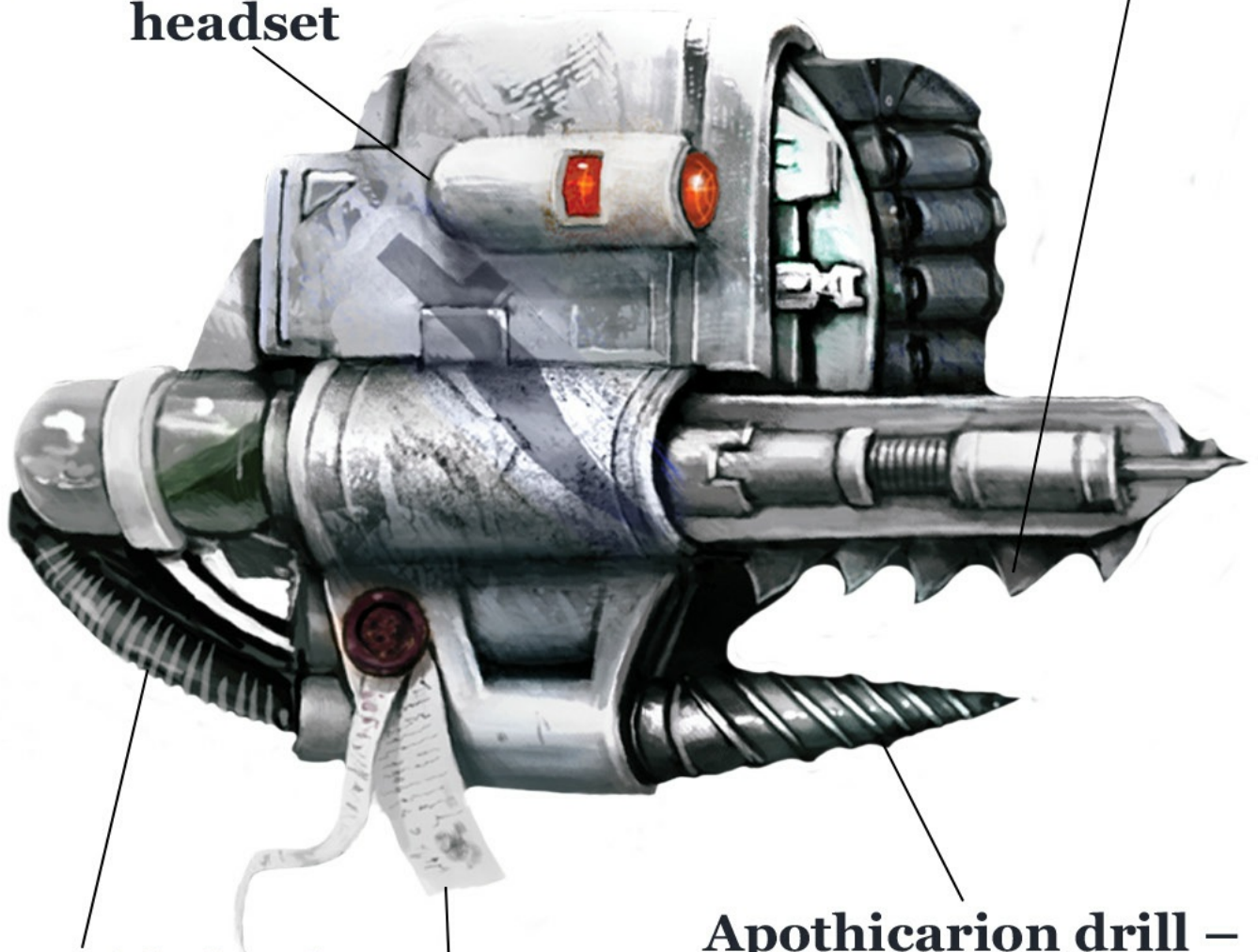
If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

NARTHECIUM

**Medical light – Infrared,
UV radiological lighting
levels work with optical
receptors in Apothecary's
headset**

**Chainblade and
carbon-alloy
reductor**



**Progenoid gland
cryo-receptacle**

**Apothecarion drill –
capable of piercing
power armour**

The Apothecary's Oath

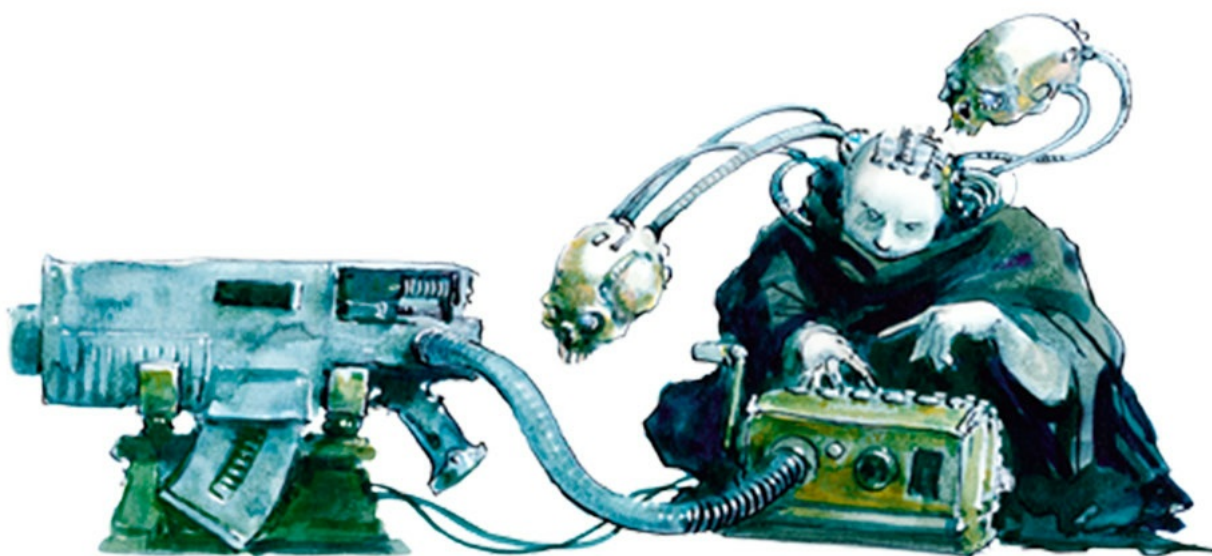
WARHAMMER
40,000

MUNITORIUM™



PLASMA GUNS™

MUNITORUM: PLASMA GUNS



PLASMA GUNS



Plasma guns are energy weapons that fire bolts of superheated hydrogen plasma into their targets with devastating effects. The plasma is stored in a liquid form before being fed into the weapon's heating coils, where it reaches extreme temperatures before being propelled through a series of magnetic coils and fired out in a blazing ball of light. These volatile balls of highly energised particles are capable of burning their way through almost all kinds of armour. Plasteel, ferro-concrete and ceramite are all little protection against fire from a plasma gun, the incandescent energy searing through them in scant seconds.



BACKGROUND



Space Marine Tactical squads make extensive use of plasma guns to augment their firepower; the lethal might of the weapon is useful against both heavily armoured infantry and light armoured vehicles. In combat, a battle-brother armed with a plasma gun can carve apart Tau Battlesuits, Tyranid assault organisms and Ork Meganobs with equal ease, super-charged bolts of light punching smoking holes in his foes. Equally, a Space Marine can blow ragged rents in APCs and light tanks, the energised plasma gases cooking everyone within in a few horrific moments.

Such a volatile weapon comes with a significant drawback however. The barely contained plasma makes the weapon prone to overheating in the most spectacular of ways. While emergency cooling ducts and exhaust vents periodically expel excess heat from the gun, continual firing almost inevitably overloads these functions. When the weapon reaches critical temperatures, it will release a cloud of super-heated vapour to prevent the gun from destroying itself. Unfortunately for the firer, this cloud is easily capable of burning away light armour and peeling flesh from bone.

Space Marines are at least afforded a degree of protection against these catastrophic overheats because of their power armour, the ceramite plates and hard seals usually limiting the damage to their surroundings. Even so, an overheat can still kill or maim a battle-brother, especially if the exhaust vents clog or the coils crack from the intense heat. For lesser warriors, like Imperial Guardsmen, overheating plasma guns are almost always fatal, leaving frail bodies charred to blackened bone by great gouts of charged particles.



In rare cases, plasma guns are even capable of detonating if they get too hot. This may occur as a result of excessive firing, but can also be the result of a flaw during manufacture. Should the casing crack or the magnetic containment fail, the firer will have only a fraction of a second before the gun turns into a ball of blazing energy in his hands, consuming itself with the heat of a star and vaporising everything with reach.

In addition to the dangers of an overheat, plasma guns are difficult to reload. Only with the requisite prayers should the hydrogen flasks be screwed into place, their unstable ammunition all too prone to spilling or fouling the plasma intakes. An incorrectly attached flask can cause the weapon to explode the first time it is fired, as an empty or partially filled magnetic chamber creates inescapable pressure that will tear the gun apart, in addition to its user.

Removing a flask is also dangerous, as even a small amount of plasma leaking out of a broken seal or an incorrectly closed value can burn away a hand or cost the shooter several of his fingers. For these reasons, plasma guns are slow and difficult to load or unload on the battlefield, a task often best left to the sacred ministrations of a Techmarine or Tech-Priest and long hours of repetitious binary prayer. In combat, a Space Marine can rely on a plasma gun for a dozen or so consecutive shots before the flask starts to run dry, and he runs the risk of triggering a catastrophic overheat.

Despite its drawbacks the plasma gun has remained part of the Imperium's arsenal for thousands of years. It is an honour to carry the gun into battle, and be trusted to make sure every searing shot counts. Based on the secrets of the sacred STC, it is a design that has never been developed or improved on. Indeed, the very thought of trying to mitigate the flaws of the plasma gun would be repellent to the followers of the Machine God. By the grace of the Omnissiah, the weapon fulfils a role within the God-Emperor's armies, and to change this role in any way would be to invite mayhem and disorder. So the plasma gun is crafted just as it has been for untold centuries, each one finding its way into the hands of a resolute Space Marine or an ungrateful Guardsman.

RULES



PLASMA GUNS

Range: 24"

Strength: 7

AP: 2

Type: Gets Hot, Rapid Fire

Gets Hot.

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit.

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls.

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Rapid Fire.

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

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

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

Plasma Gun

Plasma Gun Gets Hot

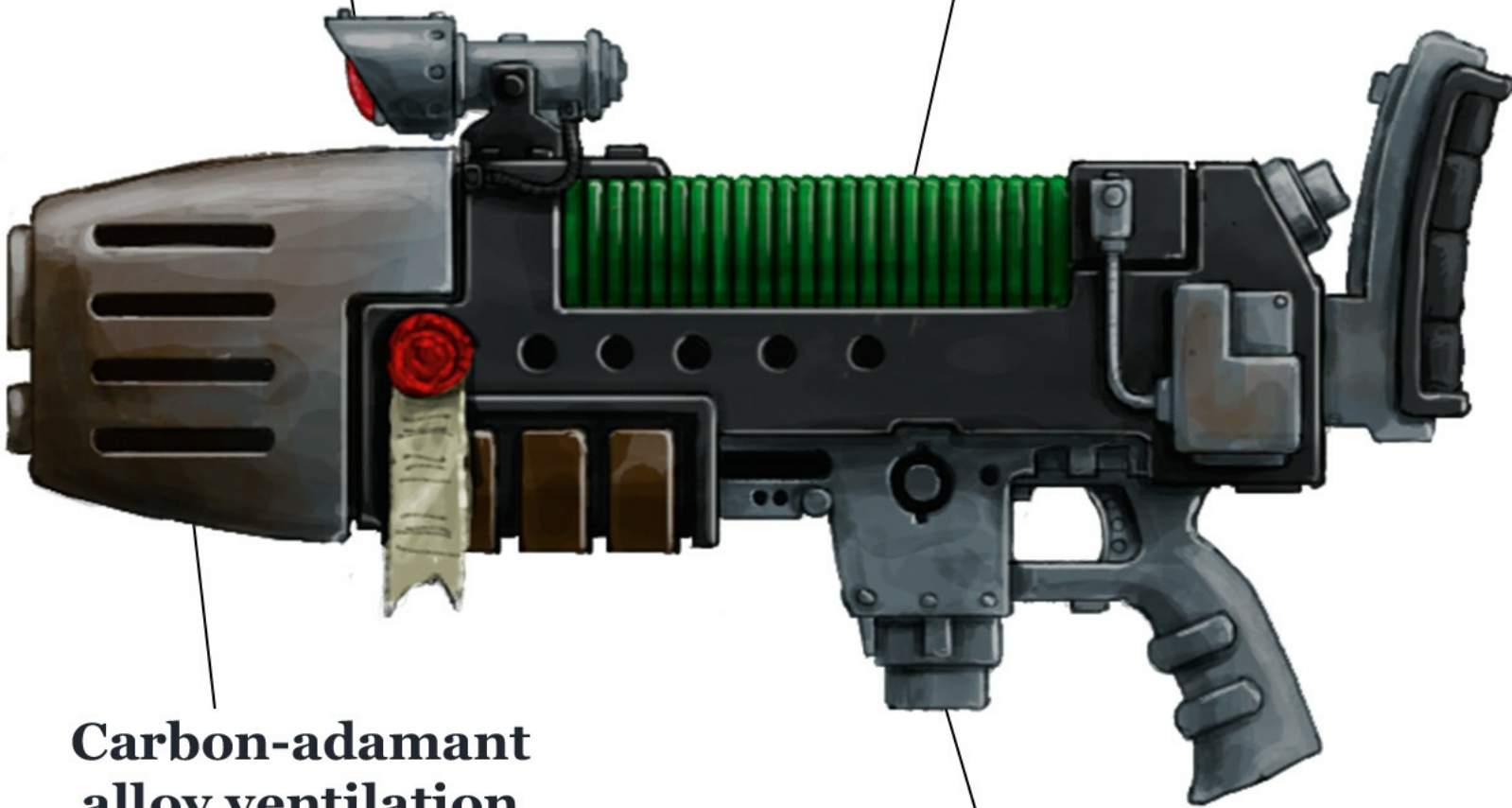
PLASMA GUN

Optical reflex scope

Magnetic accelerator coils

Carbon-adamant
alloy ventilation
casing – melting
point: over 3600°

Cryo-sealed
hydrogen fuel cell



WARHAMMER
40,000

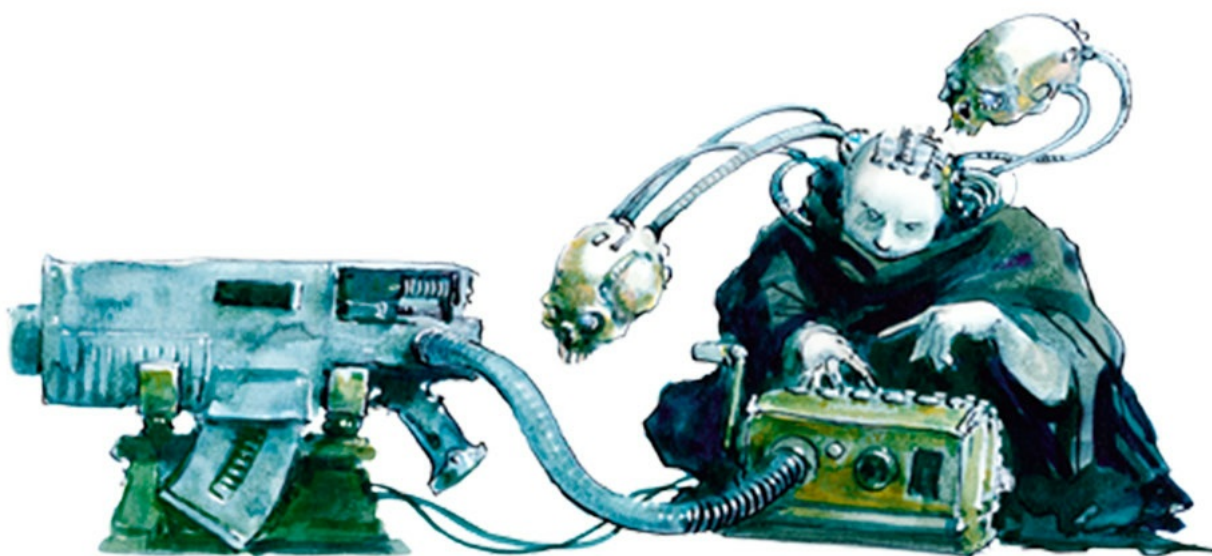
MUNITORUM™



POWER FISTS™

MUNITORUM:

POWER FISTS



POWER FISTS



A power fist is a formidable close combat weapon capable of pulverising armour, flesh and bone with horrific ease. Taking the form of a heavy servo-powered gauntlet, it is commonly worn as part of a suit of power armour, replacing the ceramite plates from forearm to fist. The real killing might of a power fist comes not from its piston-enhanced grip, though this alone could crush a man's helmet and the skull within, but rather the disruption field that surrounds it. This field tears into matter at a molecular level and anything that remains for more than a moment within its grip is ripped apart in the most appalling fashion.



BACKGROUND



A Heroic Weapon

As is befitting for such a potent and fearsome weapon, use of the power fist is limited to such individuals as honoured Space Marine captains and chapter commanders. Sometimes, a sergeant might be rewarded with carrying one of these mighty weapons into battle, blessed by its brutal might so that he might better vanquish the enemies of the God-Emperor. As with many weapons of this ilk created by the Imperium, wealthy Imperial Guard officers, vain planetary commanders and stoic commissars carry lesser versions. However, when it comes to their efficacy, they are as a rusty knife to a well-honed blade.

This difference was evident during the battle for Tartarus Hive on Armageddon. The Steel Legion were struggling to hold back the Ork hordes of Warboss Ghazghkull, when Space Marines of the Blood Angels Chapter counter-attacked the aliens. Men stood mute witness as the red-armoured giants fell upon the foe with a horrific rage. In the midst of the carnage, Blood Angels Sergeant Kyron demonstrated the might of the power fist, single-handedly destroying a lumbering Ork Battlewagon covered in ramshackle armour and festooned with cannons. Thrusting his fist into the engine block of the machine, Kyron ripped it apart in an arcing shower of energy and flame.

Fixed to the mighty arm of a Space Marine, a power fist can punch through almost any defence, even hammering through the side of tanks to tear out the crew. Armed with a power fist, a battle-brother is deadly to anything on the battlefield, easily able to crush foes within his grip. Equally, fortifications are little defence against an assault from a power fist-armed Space Marine, the coruscating gauntlet able to peel back plasteel bulkheads and batter down ferrocrete bunkers.

The only drawback of a power fist, apart from the strength required to wield it, is that it remains a slow and prodigious weapon to use. As the disruption field pushes back against the air and the power armour struggles to bear the weight of the fist, its hydraulics whine and hiss. In the time it takes even a Space Marine to raise the weapon for a strike, an enemy with a blade can dart in and land a blow. In a whirling and chaotic melee, a Space Marine must endure dozens of cuts, slashes and thrusts as he methodically pulverises his foes with crippling punches and backhanded strikes.

It is perhaps due to the cumbersome and unwieldy nature of the power fist that the Adeptus Astartes are among the few soldiers of the Imperium to use it in high numbers. The protection afforded by power armour and the enhanced frame of a Space Marine means he is able to take the punishment before readying a killing blow. Nevertheless, the speed of the weapon is balanced against the incredible damage it can cause, and many Space Marine commanders gladly accept the sacrifice of speed if it means they only need to strike once.





Hammer of the Fallen

Brother-Sergeant Yanor's photo-lenses darkened as the ramp of the Drop Pod crashed to the ground, blazing light flooding into the cramped interior. As soon as the hydro-harness released him, Yanor charged out into the fray. All around him Lamenters Space Marines were spilling out from their Drop Pods and into the swirling Tyranid hordes. Overhead, winged shapes were blotting out the sun and Yanor knew that the world of Malvolion was doomed. Even so, he ploughed into the enemy, triggering the energy field on his power fist and smashing apart the hated invaders.

In quick succession Yanor killed a dozen of the foe, crushing the skull of a Termagant in a spray of purple ichor, ripping the head from a Ravener with a gout of fluid and burying his fist deep into the chest of a Tyranid Warrior until it exploded in a shower of gore. Everywhere he looked, the Lamenters were reaping a terrible toll upon the Tyranids, hundreds of alien creatures blown apart by bolt shells, incinerated by plasma blasts and ripped to shreds by chainswords. Even so, thousands more remained and the Space Marines were being pushed back toward their Drop Pods one grudging step at a time.

Out of the corner of his eye, Yanor saw a Zoanthrope drifting into view, the weird floating alien sending corruscating beams of pure psychic energy into the ranks of his brothers. Charging forward, Yanor raised his power fist to end the creature. As he drew near, the Zoanthrope's warp-field pushed back against him, and it seemed to the Space Marine as if he were trying to run through water. Agonisingly slow, Yanor reach out with his power fist, fingers spread ready to grasp at the alien. As he watched, it turned, blinding white energy forming around its exposed brain as it summoned a warp-energy bolt. Refusing to let this be his end, Yanor closed his fist around the creature's head, a silent warcry upon his lips. All at once time sped up as the power fist turned the Zoanthrope's brain into a cloud of diffuse meat and blood, the vile remnants spattering across Yanor's power armour.

Taking a ragged breath, the Lamenters sergeant looked away from the Tyranid corpse and back to the battle. To his dismay, only a handful of Space Marines remained, fighting back to back against ever increasing numbers of alien monstrosities. With a prayer to the Emperor, Yanor raised his power fist once more and waded into the foe.





Symbol of the Space Marines

Crafted on forge worlds and in the depths of Space Marine fortress monasteries, each power fist is unique to the Tech-Priest or Techmarine who created it. Hours of painstaking work based on millennia-old templates and designs go into fashioning the weapons from the rare components required to grant the fist its singular strength. So difficult are some of the parts to produce, especially the shielded containment chambers of the power core and the web of field emitters arrayed across the fist's fingers, that they are often scavenged from older weapons.

Many rare and exquisite examples of the power fist exist within the ranks of the Adeptus Astartes, such as the paired weapons of Marneus Calgar, the Gauntlets of Ultramar. These ancient weapons served the Chapter Master during the Battle for Macragge, where they split the skulls and spines of countless Tyranid bio-horrors. Pedro Kantor, Chapter Master of the Crimson Fists, also famously wields a power fist. Painted crimson as an icon of his Chapter, Pedro put this sacred weapon to terrible use during the Rynn's World campaign, where he crushed the invading Orks of Waaagh! Snagrod.

A well maintained power fist is a near priceless weapon to its owner, carefully cared for and stored with the reverence reserved for a great treasure. This respect for the weapon goes beyond simple superstition and matters of honour, and has as much to do with the impressive combat capabilities the gauntlet possesses. A Space Marine is wise to respect his weapons, lest they fail him in battle – this is especially true of one as deadly as the power fist.

RULES



POWER FISTS

Range:

Strength: X2

AP: 2

Type: Melee, Specialist Weapon, Unwieldy

Melee.

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

Specialist Weapon.

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

Unwieldy.

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

Power Fist

POWER FISTS

Articulated digits with powered
servo-compressors

Hyper-electroconductive
knuckle bar



Power coupling linked to
external power pack

Disruption field generator
housed in reinforced
metacarpals section

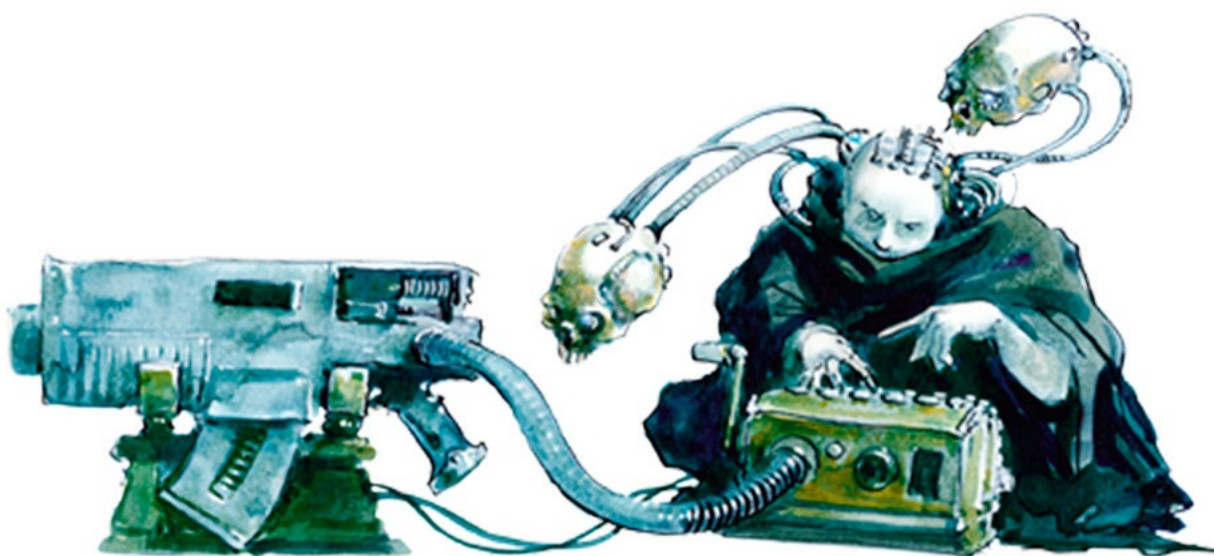
WARHAMMER
40,000

MUNITORUM™



BURST CANNONS™

MUNITORUM: BURST CANNONS



BURST CANNONS



Burst cannons are one of the primary fire support weapons of the Tau Empire. Based on their well-tested pulse technology, the cannon is a variation of the unique plasma weaponry employed by the Tau. Like the pulse carbine, the burst cannon uses pulsed induction fields to accelerate plasma particles to near light speeds. Unlike its smaller cousins, the cannon comprises four rotating barrels, allowing it to mitigate thermal stress on the weapon while sustaining high rates of fire.

BACKGROUND



Use of the burst cannon is prolific among the armies of the Tau, having been developed during their rapid technological rise. Shortly after the Tau perfected their pulse induction technology, the Fire caste was provided with early prototypes of pulse rifles; though excellent weapons, they lacked the rate of fire to be repurposed as a support weapon. The Ethereals tasked the Earth caste with developing a weapon that would enable Tau warriors to engage with foes many times their number. The result was the creation of the burst cannon, which produced impressive results in combat trials, tearing apart enemy infantry and light armour with equal ease. Now, almost every Tau vehicle has a mounting for a burst cannon, and it remains a favoured weapon system for all marks of Stealth and Crisis battlesuits.

Enemies of the Tau have developed a healthy respect for the burst cannon. The weapon makes a distinctive sound when fired, the induction chamber crackling with energy as a stream of charged particles hisses across the battlefield. Imperial Guardsmen that come under fire from burst cannons often speak of the sound, each shot cleaving the air with a distinctive whiz-hum, not unlike the sound of solid bullets buzzing past their ear, but multiplied hundredfold as dozens of bursts are fired each second. Unlike the heavy bolters and stubbers of the Imperium with their rhythmic thumping fire, a burst cannon makes a continuous tearing wail, with individual shots nearly indistinguishable from each other.

With heavy mountings and large plasma coils powering them, burst cannons are a degree more deadly than smaller pulse weapons. Like these smaller weapons, a burst cannon can punch straight through most infantry armour as if it wasn't there. Given that a burst cannon fires a great many of these shots each minute, it is fully capable of clearing an area of infantry in the space of a few bloody seconds. Stealth suits especially favour this weapon, its sudden storm of fire making it an ideal weapon for short ranged ambushes.

Burst cannons are also well suited to combating light armour, which cannot defend against the powerful hail of high-speed plasma. Walkers, armoured transports and recon vehicles all stray within range of a burst cannon at the risk of having their thin armour plating torn from them bit by bit. Even Imperial battle tanks are not immune to the burst cannon: a sustained burst directed at weaker rear armour is capable of rupturing an engine or setting off ammunition stores.

Burst cannons are found on many Tau vehicles, from the Devilfish APC to the fearsome Hammerhead gunship. Often slaved to drone control, a burst cannon makes for an ideal point-defence weapon, keeping infantry and light vehicles away from a tank hunter like the Hammerhead, or giving a squad of Fire Warriors cover as they deploy from their transport. This is where the burst cannon trades the range and accuracy of weapons like the pulse rifle for the ability to saturate an area with plasma fire. For this reason, burst cannons are used extensively as part of established defences. When guided by drones, they make effective sentry guns, silently tracking back and forth, scanning for threats.

With the evolution of larger and more powerful armoured vehicles and battlesuits, it was inevitable that larger versions of the burst cannon would be created. Heavy burst cannons incorporate multiple induction chambers, and six rather than four barrels, allowing them to fire even faster than their smaller variants. Heavy burst cannons are able to project plasma rounds much further and with greater force, making them substantially more dangerous to

face in the battlesphere. Even in daylight, these heavy weapons produce a blinding muzzle flash, their barrels a blur of motion as a stream of incandescent fire stretches out before them.

Opening up the pulse induction inhibitors keyed to an XV104 Riptide battlesuit's nova reator, the pilot can send a sudden flood of power to the weapon. The results are nothing less than devastating, as a dazzling storm of plasma cuts down all in the Riptide's path.



'Sarge wasn't so much shot, as he was pulled apart by hundreds of buzzing lights. I didn't even have time to pray to the Emperor, and there was nothin' left but his boots.'

- Leon 'Lucky' Cadmion, after ambush by Stealth Team during Damocles Crusade



RULES



BURST CANNONS

RANGE: 18"

STRENGTH: 5

AP: 5

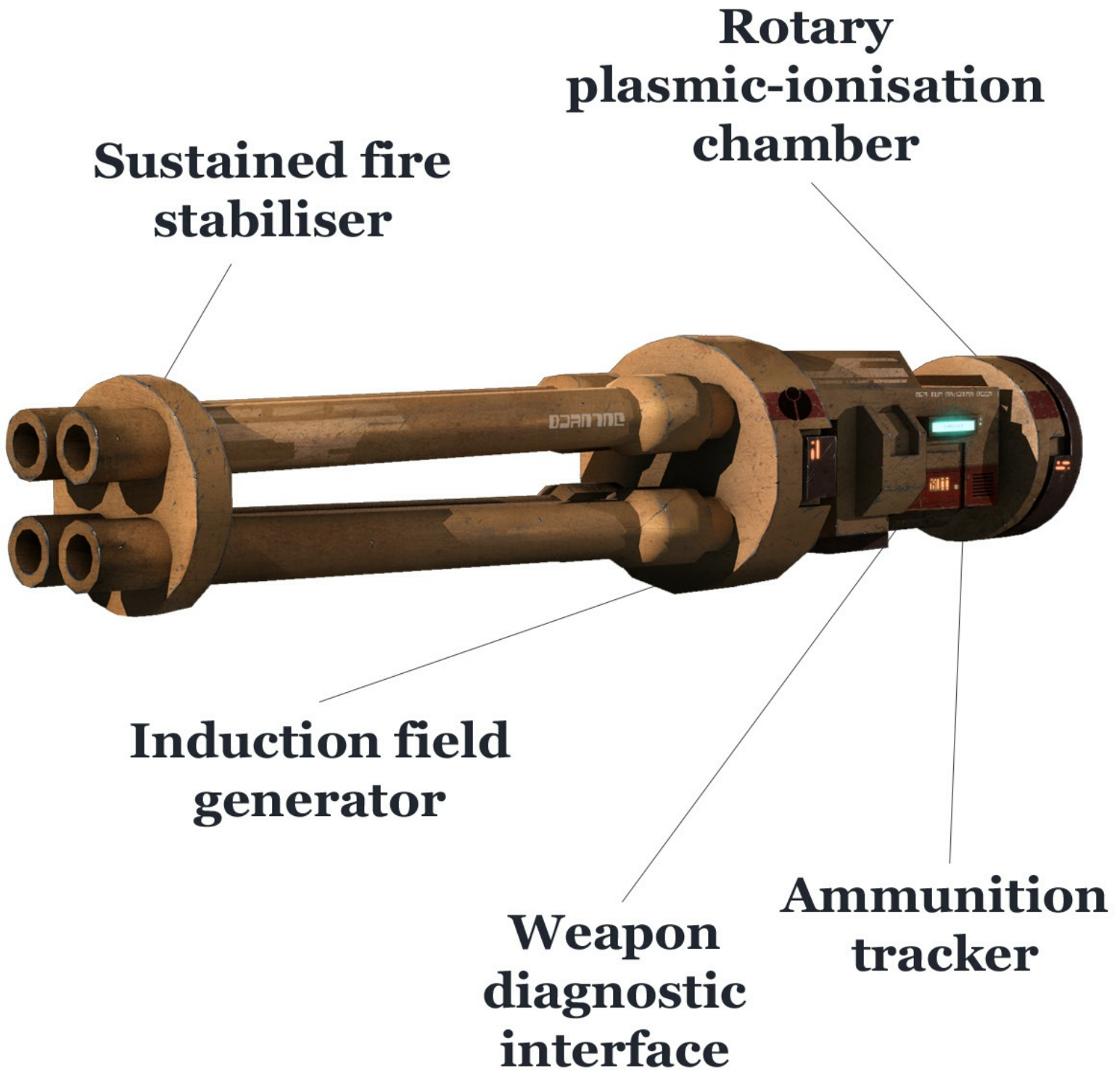
TYPE: Assault 4

Assault

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

Burst Cannon

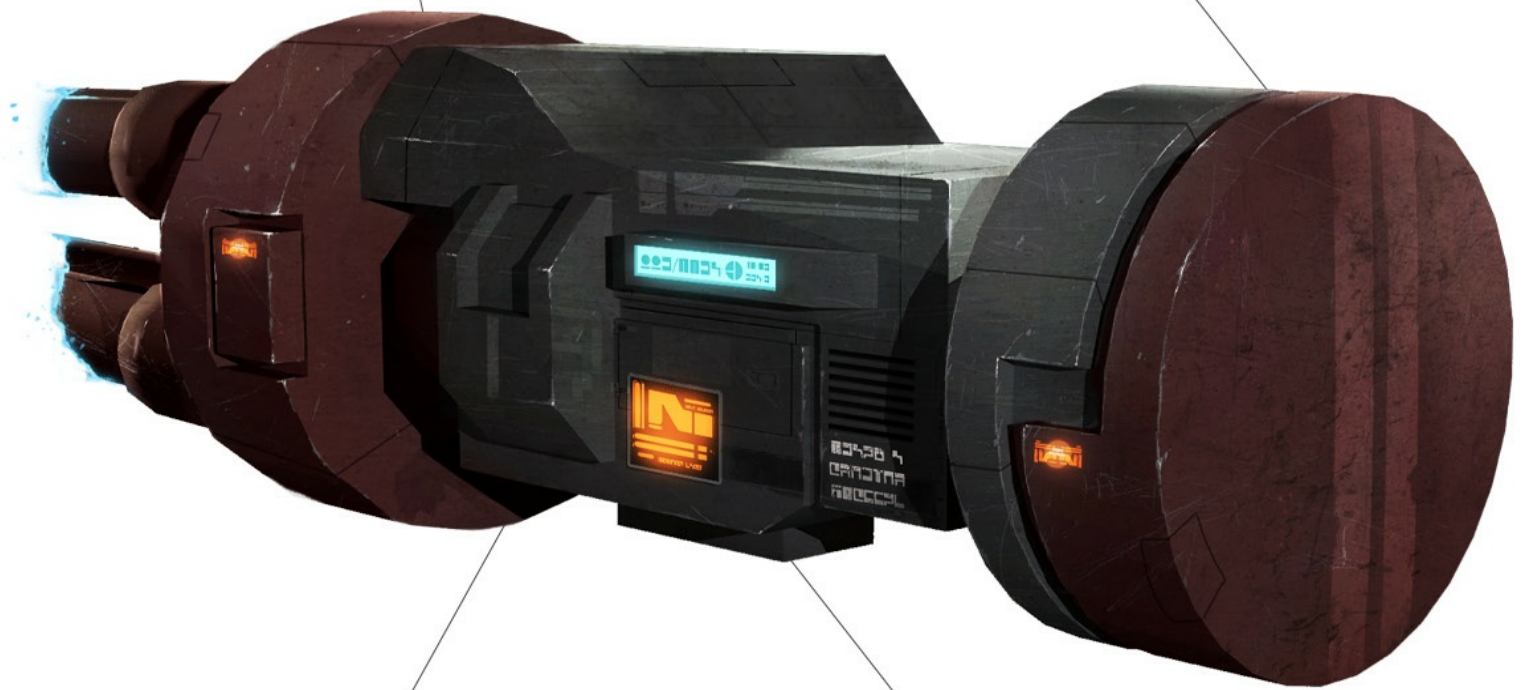
BURST CANNON



BURST CANNON

**Induction field
generator**

**Rotary
plasmic-ionisation
chamber**



**Ammunition
tracker**

**Weapon
diagnostic
interface**

WARHAMMER
40,000

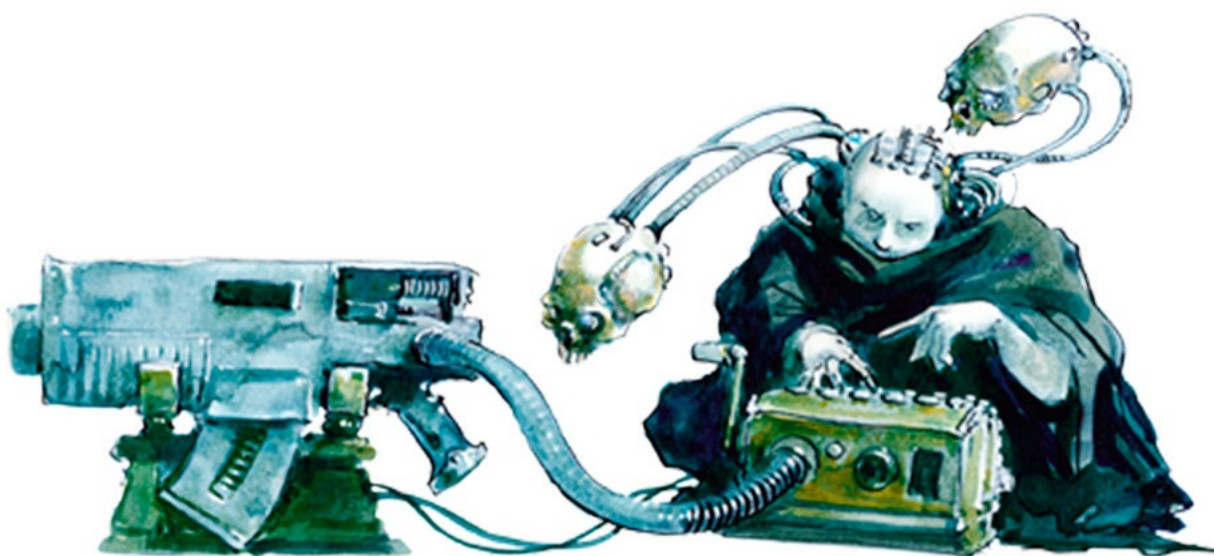
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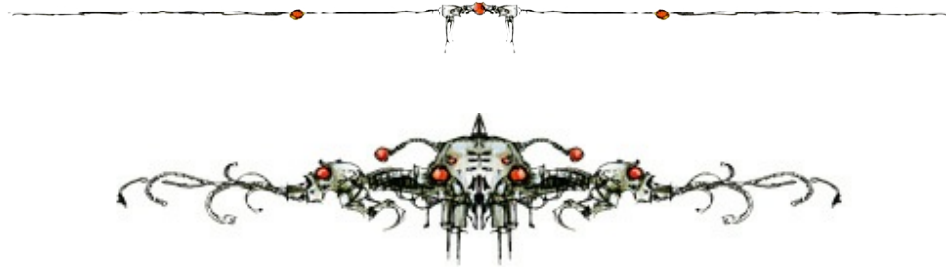
RAIL RIFLES™

MUNITORUM:

RAIL RIFLE



RAIL RIFLES



'After three weeks of study, I am prepared to offer my final assessment on the 'rail rifle' artefact, recovered during the re-conquest of Ultra Maximus. I have given the matter careful attention, as seems wise given the forthright reports concerning its effectiveness submitted by Captain Kor'sarro Khan of the White Scars Chapter.

I have, in the past, witnessed fellow Magi expressing a certain respect for the works of the xenos race designated 'Tau'. I now conclude that this attitude borders upon the heretical. Though the rail rifle shares a passing similarity to the Omnissiah's works, and is doubtless the creation of a keen mind, it remains a hollow and soulless contraption. Where the boltgun gives voice to a righteous roar, the rail rifle screams like a soul in torment, as if its spirit resists the purpose to which it has been put. No weapon containing the Omnissiah's spark would protest so.

This 'rail rifle' is nothing more than an idolatrous tool; the weapon must be considered an abomination, and destroyed. We shall learn nothing from it.'

+++ File ref: Mechanicus/119c/8889g+++
+++ Subject: Xenos Weaponry/Rail Rifle +++
+++ Archivist: Magos Trantor+++
+++ Collated: 0342881.M41+++



BACKGROUND



Much to the Imperium's disgust, the Tau are constantly improving their technology. Battlesuits, weaponry and even the simplest mechanical components are constantly being revised and reappraised. For the Tau, there is no pinnacle of perfection, only brief plateaus of reflection before the quest for improvement leads them steeply upwards once more. Indeed, the Tau language does not contain a word for 'completion' – at least, not in the same sense that humans understand it.

The rail rifle is an excellent case in point. Rail technology has been crucial to the Fire caste's mission since before the Second Sphere Expansion, providing devastating anti-armour weaponry for XV88 Broadside teams and Hammerhead Gunships. The theory behind the technology is simple enough: a linear accelerator propels a solid shot at hypervelocity, delivering a high-energy impact with impressive accuracy. Even before the First Sphere Expansion had drawn to a close, Earth caste scientists turned their efforts to further refining rail technology, the goal being to create a version compact and durable enough for use by a Fire caste infantryman. Thus did the development of the rail rifle begin.

Success was not immediately forthcoming. Early rail weapons required substantial shielding in order to avoid flooding their Hammerheads and battlesuits with harmful levels of radiation. These shields were inevitably formed of super-dense metal alloys, and contributed greatly to the mass of the weapon. Even when the payload of the prototype rail rifle was reduced, allowing a comparable reduction in power requirements, the weapon was too heavy to be carried by fewer than three Fire Warriors, and was therefore relegated to seldom-used defensive emplacements.

Progress was slow for many years. The Earth caste reduced the rail rifle's bulk by increments, but never by enough to meet their stated objective. Nevertheless, their labours were not wasted, as many of these refinements were retro-fitted onto existing Hammerhead and Broadside railguns. Even though the goal of a shas'la-portable rail rifle was still some way off, rail technology as a whole was becoming more compact, more accurate and cheaper to produce with every year that passed.



The breakthrough finally came in the Second Sphere Expansion, during the campaign known to the Imperium as the Damocles Gulf Crusade. Here, the Tau were faced with better-equipped enemy than any they had faced before, and the resulting conflict spurred unprecedented advancement in all fields of scientific endeavour. Amongst the developments was a new ceramic, named or'es'var – literally 'mighty bulwark'. Originally conceived as an ablative hull material to counteract the devastating effects of the Imperium's fleet-borne nova cannons, the material was soon discovered to have unparalleled radiation absorption across a wide spectrum – and better than that, it was light, almost weightless.

With the way forward finally revealed, the Earth caste presented the Fire caste with the first prototype rail rifles. At first, the relatively slow rate of fire, the still-imposing bulk of the weapon and the then unstable targeting mechanism did not meet the stringent demands of

the Ethereal and Fire castes. Nevertheless, the conflict with the Imperium presented a wealth of opportunity for improvement. At last, Fire caste command cleared the weapon for use in Pathfinder vanguard and reconnaissance teams. Earth caste fabrication plants were swiftly re-tasked, and the first mass-produced rail rifles began to enter military service. This iteration of the rail rifle could not punch through a battle tank's armour so effectively as the larger railguns, but it made a mockery of anything up to and including XV88 Broadside armour.

Now, centuries later, the rail rifle is a common sight in Pathfinder teams, though it has not yet fully supplanted the pulse carbine. Indeed, Fire caste doctrine dictates that rail rifles never be fielded to the exclusion of all other weaponry. Even though the current models are considerably more reliable than the initial prototypes, they are still prone to occasional misfires or targeting system failures. These mishaps occur rarely – perhaps once in ten thousand firings – but until this minor unreliability is rectified, the Fire caste will consider the rail rifle an augmentation to Pathfinder teams, rather than a mainstay weapon.

Whilst the rail rifle officially remains exclusive to Pathfinder teams, there are persistent rumours that more compact versions of the weapon are currently being trialled by Fire Warrior cadres on the Tau Empire's eastern fringe. It is difficult to say whether there is any truth to these tales, though it is certainly the Earth caste's avowed intent to oversee further refinement to the weapon. Their next goal is to evolve the rail rifle to a point where its killing power is comparable with its larger, Broadside-mounted cousins. From there, who can say where the Earth caste's ingenuity will lead?

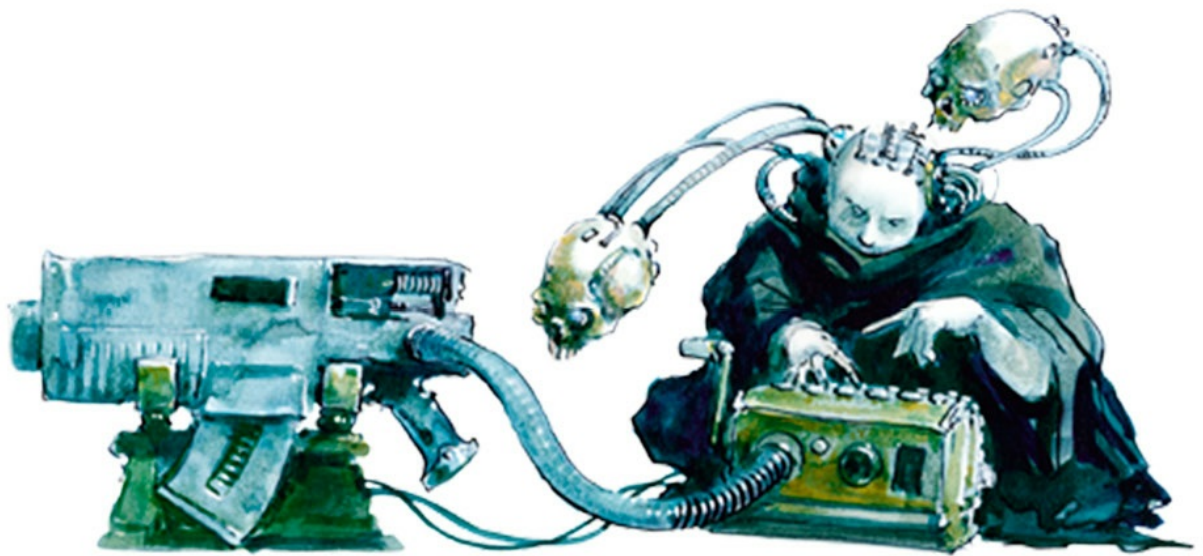


‘Technology is more than merely the means by which weapons are forged, my student, it is proof that we shall prevail. There is no challenge we cannot overcome, no wisdom we cannot master, no opposition we cannot defeat. One by one, the secrets of the galaxy will become ours, and all the worlds touched by the light of our star will know the joy of the Greater Good. Progress shall be ours, so long as we have the will to seek it.’

- Commander Puretide



MINIATURE SHOWCASE





Pathfinder with rail rifle

RULES



RAIL RIFLES

RANGE: 30"

STRENGTH: 6

AP: 1

TYPE: Rapid Fire

Rapid Fire

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

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

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

Rail Rifle

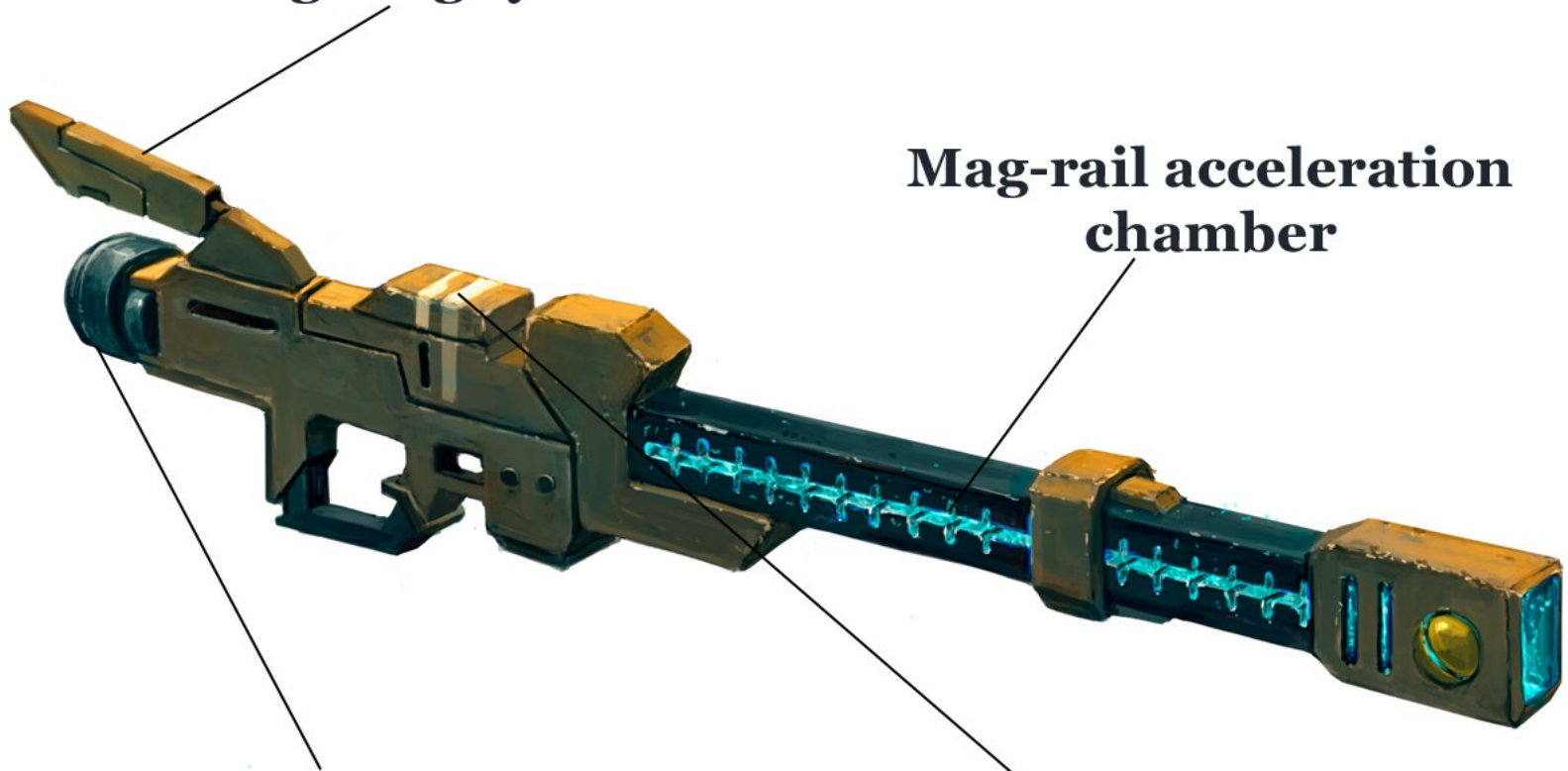
RAIL RIFLES

**Remote tracking node –
networked to markerlight
targeting system**

**Mag-rail acceleration
chamber**

**Solid round
ammunition canister**

**Manual scope, for non
drone-assisted firing**



WARHAMMER
40,000

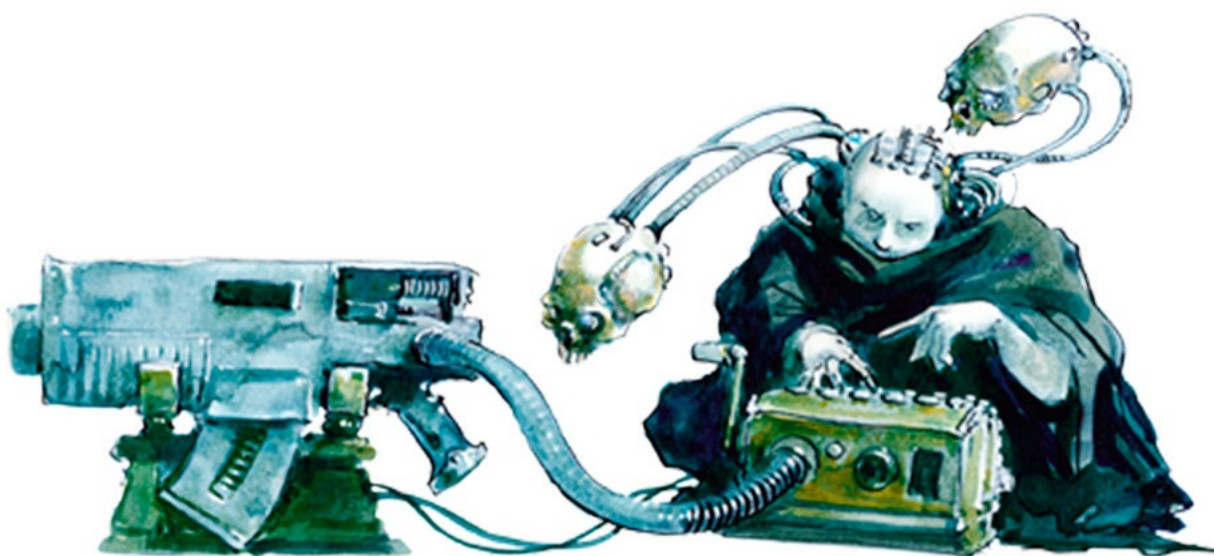
MUNITORIUM™



FLESHBORERS™

MUNITORUM:

FLESHBORERS



FLESHBORERS



Fleshborers are vile living weapons that hurl needle-fanged borer beetles. With gnashing teeth and an endless appetite for blood, bone and organs, the beetles can chew their way through even flak armour with ease. Such is their voracious and single-minded hunger for biomatter, that they have been known to burrow their way into lightly armoured transports, to fall upon the soft, fleshy crew within.

BACKGROUND



When a Fleshborer is spawned, it is already pregnant with borer maggots. As the weapon matures, the maggots grow within its tiny womb, each one mewling through tiny razor teeth. Only when the weapon is bonded to a larger Tyranid organism does it reach a gross parody of adulthood, its diminutive children tearing at each other to be free.

Fleshborers are commonly carried by Termagants, the creatures feeding the living weapons nutrients from their own bodies so they might birth more deadly beetles. In battle, Termagant broods can send out a hail of borer fire as they close with the enemy, the air thick with the glistening beetles as they seek a fleshy target to latch onto.

The living ammunition of the Fleshborer means that even a near miss or flesh wound can prove fatal, as once the beetle has tasted blood, it will burrow its way unerringly toward a creature's innards. More than one Imperial Guardsman has considered himself lucky to have taken a round in the shoulder or arm, only to fall to the floor screaming moments later as the lump under his skin moves towards his heart.

Gargoyles, the other common Tyranid bioform to carry Fleshborers, are equally feared for this reason. While a Termagant charge fills the air with hungry beetles, the Gargoyles snipe from above, striking at gaps in armour. The sound of beating leathery wings followed by a stab of pain on exposed flesh is all the warning a soldier might have, before the agony of a borer beetle eating his entrails sends him writhing to the ground.

Perhaps the most horrifying of all the Tyranid organisms to gestate the Fleshborer beetles is the Tyrannofex. These hulking creatures will often carry whole hives of borer maggots in their thorax, the tiny alien organisms swimming in potent nutrient fluids, growing from infancy to full size in a matter of minutes. When the writhing, squirming mass of beetles becomes almost too much for the Tyrannofex to bear, it will expel them violently in a vast, viscous cloud. For those close to the beast, there is no escape as they are smothered in Fleshborer beetles. A split second of terror is all they have before they are consumed from the inside out.



Only heavily armoured infantry, like Space Marines, have any hope of protecting their flesh from the snapping teeth of a Fleshborer beetle. Even so, continual salvos of Fleshborer fire can leave a Space Marine covered in tiny biting bio-weapons, embryonic mucus spattered across his armour. These beetles will spend their brief lives trying to worm their way in between ceramite plates or into narrow vents. While they will seldom be successful in breaching a Space Marine's power armour, they can still foul weapons, ammo and optics, forcing the battle-brother to spend valuable seconds clawing thick fluid from his helmet or clearing a jammed weapon.

Fortunately, Fleshborer beetles only live for a short time after being expelled from their nest-beast. With a lifespan measured in minutes and a metabolism that consumes their bodies at a prodigious rate, they usually die shortly after hitting their targets. In some cases though, the beetles may survive if they are able to feed upon the corpses of their victims. Many cautionary tales among the Imperial Guard warn of burying the bodies of soldiers killed by Tyranids. It is possible for a borer beetle feeding on a corpse to burrow their way up the arm of any Guardsman foolish enough touch his fallen comrade. It is little wonder then, that standard practice as detailed in the Imperial Guardsman's Uplifting Primer is to burn all bodies killed by Tyranid weaponry where they fell.

Even with these hard-learned lessons, the Imperium still knows only the rudiments of how Fleshborers function, and can only theorise what their ultimate capabilities might be. That the weapon seems to die with its bonded creature is apparent, and no examples of a Fleshborer functioning independently of its host have been recorded. The Adeptus Mechanicus Magos Biologis have conducted extensive studies of the borer beetles as well, looking for ways to more effectively protect the soldiers of the Imperium against their assault. Unfortunately, keeping a beetle alive long enough to study it remains difficult, and poses the danger of one getting loose within a Biologis laboratory.

RULES



FLESHBORER

Fleshborer: The fleshborer is a compact brood nest for sharp-fanged borer beetles. When the weapon is fired, a frenzied borer beetle will hurtle itself forward with a single flick of its flea-like legs. The beetle then spends its remaining life energy in a few seconds, frantically boring through the armour, flesh and bone of the first thing in its path.

Range: 12"

Strength: 4

AP: 5

Type: Assault 1



Fleshborer Hive: The fleshborer hive is a seething colony for the very same borer beetles found in a Termagant's fleshborer. The fanged creatures stored in the bloated sacs of the hive lay thousands of eggs that hatch and mature at an astonishing rate within the cavernous chambers of the brood nest. Indeed, the fleshborer hive must eject the beetles at regular intervals to prevent the Tyrannofex from bursting apart from the creatures birthed within it.

Range: 12"

Strength: 4

AP: 5

Type: Assault 20

Fleshborer

FLESHBORER

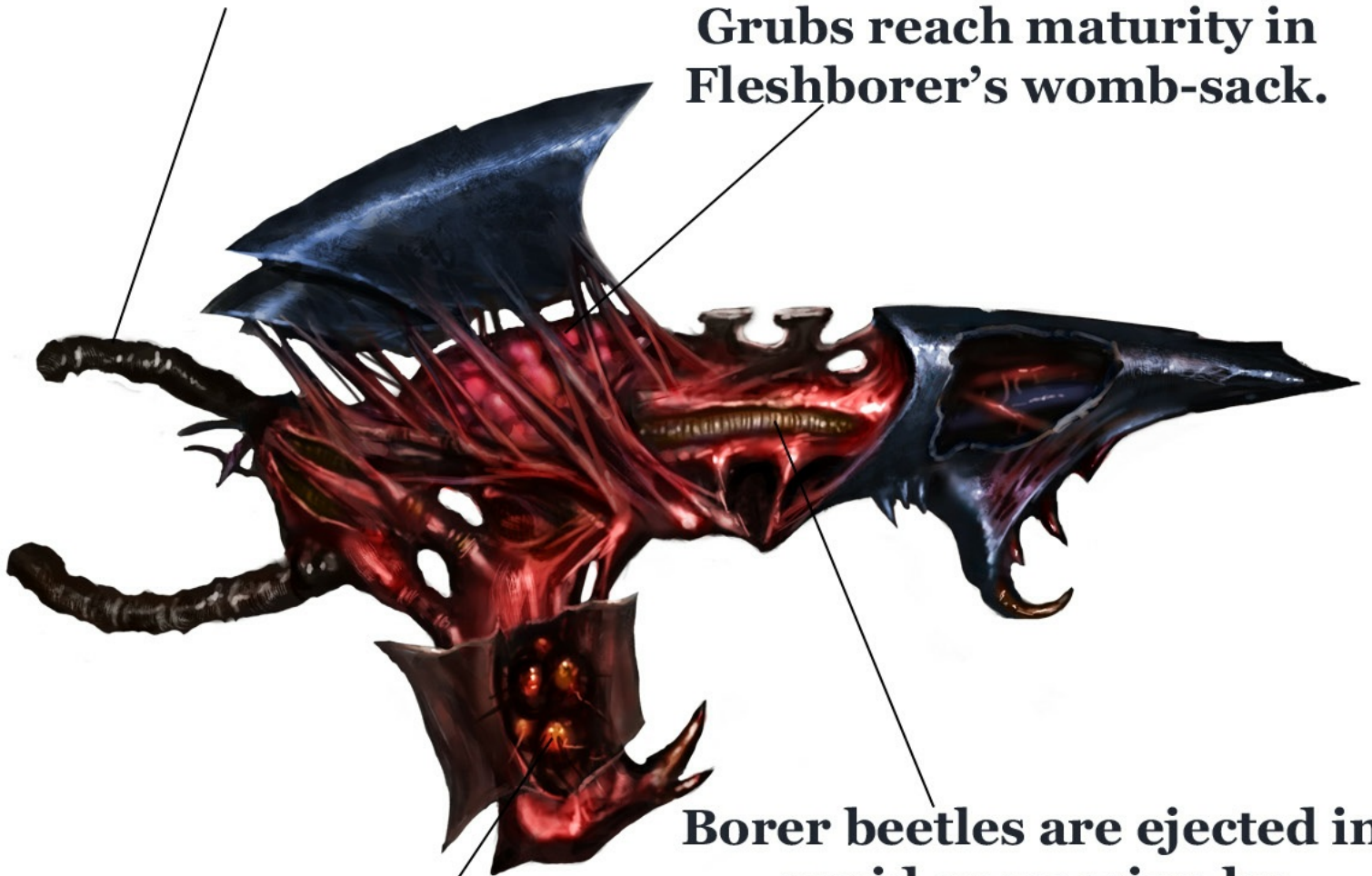
The Fleshborer gun is a living semi-symbiotic organism in it's own right.



FLESHBORER

**Fleshborer and bugs
sustained by nutrients from
host organism.**

**Grubs reach maturity in
Fleshborer's womb-sack.**



**Borer beetles are ejected in
rapid succession by
hyper-biomuscular spasms.**

**The weapon-organism's
lower chamber contains
larval forms of the borer
beetles.**

FLESHBORER

Lacking many complex organs, the beetle's thorax contains little more than a primitive digestive system.

Sensor spines allow the otherwise blind beetle to locate edible soft tissue.



Incredibly thick armour plating on the head, reduces the risk of death due to high velocity impact.

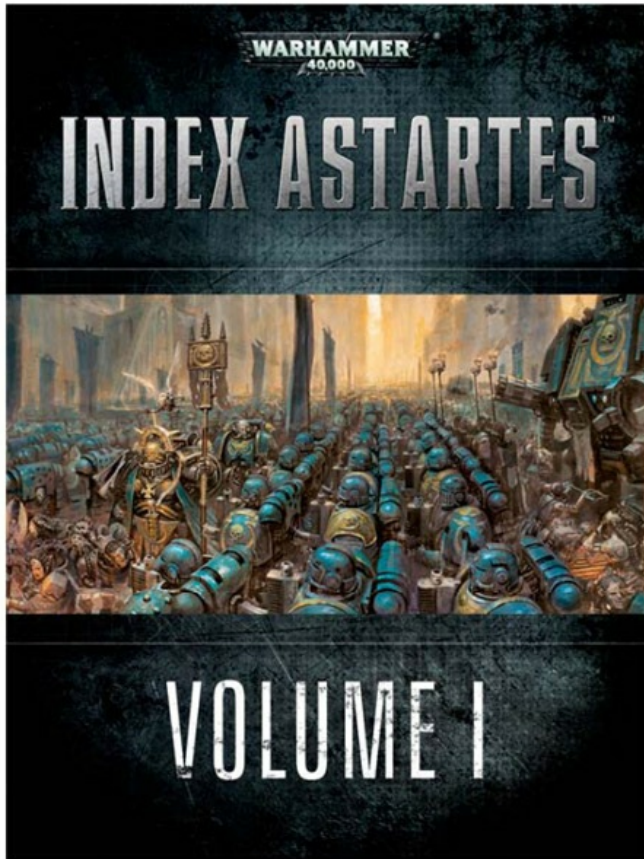
A wicked barb ensures the borer beetle embeds itself into the target on impact.

Borer beetles live very short and violent lives.



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