ESCALATION

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SUPER-HEAVY UNITS OF THE 41ST MILLENNIUM

Contents

Produced by the Games Workshop Design Studio

INTRODUCTION

On the battlefields of the far future, colossal engines of war loom over the troops swarming around them like gods of battle. They are like armies unto themselves; the greatest asset available to a general, and the greatest prize for the enemy.

In the arms race for battlefield supremacy, each faction has developed its own versions of the ultimate war machine. From the enormous super-heavy tanks of the Imperial Guard to the walking effigy of the Ork gods known as the Stompa, all seek to dominate the combat zone. Nothing will crush the foe like a Super-heavy vehicle or Gargantuan Creature.

These hulking Lords of War shrug off incoming shots with contemptuous ease, and bear enough firepower themselves to level entire hab-blocks. Some of these vast engines of destruction can single-handedly offer more than a match for an enemy army. Yet they are not unstoppable, for with enough grit and the right tactics, a determined opponent can wear down and fell even these veritable giants.

WARHAMMER 40,000

If you are reading this book, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures. This book allows you to use your collection of Super-heavy vehicles and Gargantuan Creatures in your games of Warhammer 40,000.

Warhammer 40,000: Escalation contains the following:

- A background section introducing Lords of War units and their terrifying impact on the battlefield.
- All the rules needed to play with Super-heavy vehicles (including Flyers and Walkers) and Gargantuan Creatures, as well as rules for their potent wargear.
- An amended force organisation chart that allows players to choose Lords of War units as part of their standard Warhammer 40,000 armies.
- A portfolio of datasheets detailing each of the Lords of War units available to the armies of the 41st Millennium. Each datasheet describes the unit's role on the battlefield, and sets out its weapons and special rules, and its points cost and characteristics.
- A showcase of expertly painted Lords of War models from the studio collection.
- New Altar of War and Gauntlet Challenge missions that highlight the awesome power of Lords of War units in your Warhammer 40,000 battles.

ESCALATION OF WAR

When a super-heavy war engine arrives upon the battlefield, it brings with it the colossal rumble of impending doom. The ground shudders in its mighty shadow and even the brave quail at its approach. It bears the destructive power to shatter cities, to mow down entire regiments with the weight of each sweeping fusillade. These behemoths are the pinnacle of a race's destructive power and their deployment escalates any conflict into a momentous clash.

The 41st Millennium is a time of war, an era marked by a rising crescendo of violence that rages across the entire galaxy. Battles take place in the cold blackness of space and on the surfaces of unknown planets. The besieged Imperium of Mankind is beset by foes, its citizens gazing out from the ramparts of a million worlds, looking to the skies above for the telltale signs of their approaching doom.

The galaxy is an unimaginably vast place, with countless populated domains and territories scattered across immense empty gulfs of space. Yet Mankind has not found peace amongst the stars – even the most well guarded or remote havens have succumbed to corruption and heresy or been the target of merciless xenos invasion. In a war-riven galaxy, battles have a way of spiralling. Rebellions and probing attacks can blossom into planet-wide wars of conquest; clashes intensify as reinforcements are rushed to join the fray. Sensing an opening to exploit for their own benefits, other forces send troops into the area and whole star systems become consumed, roiling war zones of great proportions.

OVERKILL

In an age of total war, every conflict represents a potential tipping point that could propel a campaign towards ultimate victory or crushing defeat. As such, a commander will stop at nothing to gain supremacy, seeking any edge he can find through superior tactics, resolve or armament. At the pinnacle of any race's weapons technology are those vehicles or creatures that the Imperium's tacticians would designate 'super-heavy'. A leader lucky enough to have one of these mighty assets in his order of battle has the perfect unit to lead a shock assault or anchor an impregnable defence.

From the lumbering Baneblade tanks of the Imperial Guard to the bio-engineered behemoths of the Tyranids all vehicles or creatures of such size are capable of vapourising entire enemy armies. The appearance of one of these apex destroyers changes the very nature of not just a battle, but an entire campaign. Regularly deployed in the largest engagements, the might of these massive engines is conserved by generals for the most vital missions.

A STORIED HISTORY

All the major factions in the 41st Millennium have developed or make use of some form of super-heavy threat, although these vary greatly according to the nature of the race that employs them. For instance, the Space Marines are commonly associated with the Thunderhawk Gunship – an enormous orbital dropship whose transport capability and combat versatility complement the rapid-strike, mobile brand of warfare favoured by the Emperor's Finest. The massive war machines built by Orks, on the other hand, are much like their creators: far from subtle. As a hallmark of their race, they are crude and ramshackle in appearance. However, each bristles with oversized guns and gigantic blades and klaws, making them deadly up close or from afar.

The sheer size and might of these monstrous creations inspires awe from all sides of the battlefield. During the Battle for Macragge, the Imperium's forces on Ultramar – both the Defence Force Auxilia and the Ultramarines themselves – felt nothing but loathing for the attacking xenos. Yet they could not help but be amazed by the sheer power and ruthless ferocity of their foe, and none were more imposing than the immense Harridan that came to be called the Great Reaper. Sent by the Hive Mind to sow destruction while the Tyranids' main offensive landed elsewhere, the Great Reaper single-handedly tore through the defensive installations south of Cold Steel Ridge. The vast, swooping horror swept through regiments of Auxilia, tossing aside battle tanks and descending upon gun emplacements with talon and fang. With the bulk of the Ultramarines Chapter engaged in combat, it fell primarily to the Defence Force Auxilia to hunt down and eliminate the great soaring beast – and perhaps the task was too much for them. Through three days of running clashes, the Great Reaper avoided every trap and slaughtered every ambush, smashing its way through each force set to thwart its rampage. The beast was stopped at last when artillery barrages shattered the ice-cliff walls of a pass through which it was gliding, burying the monster beneath a thundering avalanche. Whether the Great Reaper was slain, or perhaps lies frozen atop the towering pass to the north of Macragge's largest plasma reactor is, to this day, still unknown.

Such tales shadow every one of these super-heavy engines, for most have partaken in countless battles, often playing leading roles in the subjugation of their foes. Most have known nothing but victory, but even in defeat they perform deeds worthy of legend.

THE ULTIMATE WAR MACHINES

The deployment of any of these ultimate war machines constitutes a major commitment. By their bulk alone, these mightiest of weapons represent a vast investment of resources – be it in wraithbone, bio-mass, or manufactorum-processed metals. But their worth is more than the materials that bind them, for each, in their own way, symbolises the army for which it fights – an icon of that race's approach to war. Most armies will stop at nothing to recover damaged or destroyed super-heavy vehicles, both in recognition of their bloody deeds of carnage and to prevent such destructive weapons from falling into enemy hands.

Each super-heavy tank of the Imperium is an honoured relic, revered for its legendary past. To the Orks, the Stompa is naught less than a walking, fighting idol of their god Gork (or possibly Mork), and the greenskins flock to fight in its blood-stained feet. A Tesseract Vault imprisons the Necrons' worst enemy – a captured fragment of the hated star-gods themselves. The idea of losing one of these devices (and the possible release of its prisoner) is abhorrent to the Necrons. So it is with each race – even the efficient but unfeeling Hive Mind closely monitors the massive investment of precious bio-mass required to birth a Harridan upon a world.

Thus, the decision to commit a super-heavy asset to any battle is a double-edged sword. On the one hand, any commander able to do so has at his behest the pinnacle of his race's killing power. However, should the foe succeed in destroying such a powerful unit, harsh repercussions usually follow. For example, in 999.M41 Colonel Krazchek unwisely survived the battle that erupted over the Spire Gates on Armageddon. It was then his duty to report the unrecoverable loss of the Baneblade *Mordian Honour* – a tank that had served the 3rd Heavy Tank Company of the Mordian Iron Guard with distinction for over two millennia. Krazchek refused execution by bolt pistol and chose instead to lead a penal battalion in an attempt to recover the abandoned Baneblade. He never returned from that mission, and his name has since been struck from the rollcall of tribute that lists the heroic Mordian dead.

UPRISING ON OBSUS PRIMA

The Time of Ending has arrived, and in the growing dark those loyal to the Imperium are told to maintain faith. Where the servants of the Emperor falter or fall, retribution must be swift and terrible lest the enemies of the Imperium gain a foothold.

The corruption of the manufactorum world Obsus Prima is a tale of traitors, massacre and despair. The tragedy is used as a lesson in the instruction of Inquisitors, a cautionary tale on taking half measures and the dangers of not following one's convictions. However, these teachings are of no comfort to those who fought and died there.

INSURRECTION AGAINST THE EMPEROR

Despite the usual signs, such as a proliferation of dark cults and growing acceptance of mutation, Obsus Prima was left to its own devices. Several Inquisitors visited the planet, but allowed their fears to be assuaged, which clearly suggests supernatural powers of persuasion were employed. Normally, when the whispers of sedition are heard, any suspected of being in the least bit complicit are relentlessly rooted out. As a general rule, it is the Inquisitorial way to err on the side of horrific brutality. However, before these anomalies could be properly pieced together, the attentions of logistars, Inquisitors and the whole of the Adeptus Terra were focused elsewhere as the Eye of Terror once more threatened to burst forth with new horrors, and neighbouring sectors were exposed to the plots and treacheries of their age-old foe.

The uprising's timing was well orchestrated, as the rebels waited until the disasters in surrounding sectors drew off reinforcements. Grand-Marshal Durov of Vostroya and his army group had left to answer distress calls from the Finial Sector, when, on Obsus Prima, manufactorum workers rose up against their oppressive conditions. When the Planetary Defence Force was called upon to suppress the growing unrest, they themselves fractionalised. Within months there was open rebellion, and civil war followed. The population pulled itself apart and anarchy ruled.

With its defence forces shattered, it was not long before every major spaceport, orbital station and comm-tower on Obsus Prima was held by the rebels. However, the primary plasma reactor – a vast walled complex that dominated the world's largest island – was still in the hands of the Adeptus Mechanicus. It had become the refuge of loyalists, yet their numbers were few and they could not hope to hold out for long, especially when more dangerous enemies than the cultists began to appear upon Obsus Prima.

STEEL DEFIANCE

The only Imperial force that could reach Obsus Prima in any reasonable amount of time was the Vostroyan 39th armoured regiment – a regiment whose spine was much stiffened by the attachment of the Baneblade *Hammer of Vostroya*. By a quirk of fate, a failure in their transport's Warp-engine had forced their craft to make an early exit from the Immaterium. It was not easy getting past the cordon of orbital stations, or landing on the island's

makeshift air dock – but the loyalists welcomed them, cheered in particular by the sight of the immense super-heavy tank. The soldiers of the Vostroyan regiment divided, positioning their battle tanks as defensive bulwarks at each of the three main entrances: the Blacksea docks, the Northgate, and the Ascension Gate.

Within days, attacks began against the complex. Vast barges used to haul industrial sludge now bore rebel artillery companies and bombardments rained down upon the island. Although a reactor and not a fortress, the Adeptus Mechanicus complex was ringed with defensive batteries and weapons emplacements. Soon enough, battles raged around the few major entrances into the complex: the fortified gates where the Vostroyan tanks awaited. There, rebels landed flotillas of craft filled with cultists and traitorous soldiers. By the thousands they advanced, seeking to blast their way in. As their foes bore few heavy weapons, *Hammer of Vostroya* reigned triumphant, each shot blowing bloody chunks out of the enemy attack waves while facing little threat to its own survival. So it went for days, with assault after assault being bloodily repulsed.

DISASTER AT THE BLACKSEA DOCKS

The crew of the Leman Russ Demolisher *Indomitable* did not see the new threat that entered the battle zone until they felt the thick armour of their tank reverberate to the blast of a powerful weapon. Commander Zuminov threw open the top hatch to search for what had struck his vehicle and instantly recognised his new foe. The Iron Warriors had arrived. A Daemon Engine was advancing, flanked by a pair of battle tanks. Their guns were blazing and crimson streaks darted overhead, burning the air around them. Barked orders soon had the *Indomitable's* turret tracking the incoming threat alongside those of her sister tanks, *Iron Fist* and *Sorrowing*. Shots were traded, their booming reports rolling along the shoreline. *Iron Fist* erupted in a geyser of flame and scorching shrapnel, yet moments later the ground shook as *Hammer of Vostroya* joined the fight. The Baneblade's guns thundered, and a rippling curtain of massive blasts obscured the Iron Warriors' war engines. As the smoke cleared, little remained but wreckage.

Any joy in the loyalists' victory was short-lived, however, as they realised that while they were blasting apart the Chaos Space Marine vehicles, the Iron Warriors had deployed traitor Vindicators and specially equipped Hellbrutes to force entrance further down the line. Soon the *Hammer of Vostroya* was forced to pull back as cultists with heavy weapons outflanked her, now taking shots at the super-heavy tank's more vulnerable side and rear armour. The reactor complex was breached and a fighting retreat ensued, the Vostroyan tanks backing down access lanes framed by great coolant pipes and hulking generators.

HUNT THE INVINCIBLE

At Northgate, the slaughter of the cultists continued until red-armoured foes arrived. These were the Knights of Blood, merciless traitor Space Marines who were drawn to slaughter. In their midst roared a great tracked machine – an abominable mix of Daemon and engine of war. It spewed forth gouts of blood-ichor, a supernatural liquid with the power to melt even plasteel armour. After watching the beast absorb several direct hits from their battle cannons, Commander Vassky barked orders to his squadron of Leman Russ to reverse with all haste. The Daemon Engine's roaring challenge echoed after the tanks as they manoeuvred into the labyrinthine web of access paths, roadways and under-tunnels that traversed the enormous complex.

Thus began a long hunt, a cat and mouse game played out on a titanic scale. The Vostroyans were dangerous prey, setting ambushes and driving their tormentors back with sudden armoured charges. Yet by the time they reached the central core, the Lord of Skulls that pursued them had claimed two of their number – one with its thunderous firepower, and another shorn in half by the Daemon Engine's roaring cleaver.

COMPANY OF HEROES

The surviving tanks of the Vostroyan 39th were reunited before the reactor's citadel. They were battered and blasted, with only traces of peeled paint clinging to their blackened hulls. Yet there, in line abreast, they met the foe with *Hammer of Vostroya* in their midst. As the streams of the lost and damned filled the plaza before them, each commander gave the others a last salute before sealing their hatches. For a while, their firepower was a righteous thunder. The cultists turned to flee, rather than confront the fury raining down upon them, but they were to learn the fatal lesson that their new masters would just as willingly slaughter them.

The tide of attackers pressed onwards, and one by one the Vostroyan tanks began to fall. Yet still *Hammer of Vostroya* fought on, her gun-barrels glowing with heat as the super-heavy tank fired again and again. From the midst of the traitor horde, the mighty Lord of Skulls rumbled forth, a horror of brass and blood that crushed all beneath its grinding tracks. The Vostroyan Baneblade's first shot left a deep crater in the chest-plate of its daemonic foe. Its second smashed through one brass-armoured shoulder and sent its rotary cannon crashing into the cultists' midst. Yet still the engine of Khorne's wrath could not be stayed, and with a horrible finality its great cleaver descended. It hacked down into *Hammer of Vostroya's* hull again and again, sparks raining outward in sheets from each dolorous blow. Finally, the cleaver's churning blades sank deep into the *Hammer's* power plant, triggering a blast of colossal proportions. The fireball of the exploding super-heavy wreaked terrible damage, cracking the nearby reactor and poisoning the air for thousands of miles. Long after the battle, amidst the massive craters, Tech-Priests retrieved as many fragments of the super-heavy tank as they could find, for both vehicle and crew deserved to be honoured as heroes of the Imperium.

WARHAMMER 40,000: ESCALATION RULES

Lords of War units are unusual in the way they operate on the gaming table, and often mount weapons whose destructive capabilities are beyond anything commonly seen outside of a game of Apocalypse. This section includes rules for powerful new unit types which allow you to represent the sheer might of these units in your games, and additional weapon types and special rules so you can unleash their devastating armaments on your foes on the tabletop.

LORDS OF WAR

Throughout this book you will see references to 'Lords of War'. Where you see this in rules text, it is a catch-all term that covers all of the new unit types presented in this book. Where a specific unit type, such as Super-heavy Walkers or Gargantuan Creatures, is referenced, the rules instead apply only to that particular type of unit.

ESCALATION UNIT TYPES

All Lords of War units have one of the following new unit types, which are explained in detail in this section: Super-heavy vehicles, Super-heavy Walkers, Super-heavy Flyers, Gargantuan Creatures and Flying Gargantuan Creatures. Each Lords of War unit has its own datasheet (see pages 40 to 89) which specifies which unit type it has, and refers back to these rules.

APOCALYPTIC WEAPONS

Many Lords of War units sport weapons so powerful that they have different weapon types, special rules and blast markers to those in the *Warhammer 40,000* rulebook. The new weapon rules needed for these are also presented in this section. This includes rules for: Primary weapons, Destroyer weapons, Hellstorm weapons, Apocalyptic Blast, Apocalyptic Barrage, Massive Blast, and Apocalyptic Megablast. Many of the weapons on the Lords of War datasheen refer back to these rules.

SUPER-HEAVY VEHICLES

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

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

MOVEMENT

Super-heavy vehicles cannot use the Jink special rule.

SHOOTING

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

VEHICLE DAMAGE

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

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

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

CATASTROPHIC DAMAGE

Immediately after a Super-heavy vehicle loses its last Hull Point, it suffers Catastrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker (pg 19) over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

CATASTROPHIC DAMAGE TABLE

Resolve the hits as described on page 19. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion.

D6	Result	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/5	2/3/4

SUPER-HEAVY TRANSPORTS

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

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

SPECIAL RULES

Super-heavy vehicles have the following special rules:

Fear, Move Through Cover.

Invincible Behemoth: A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not effect it. Because of this, any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead.

In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

THUNDERBLITZ

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

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

THUNDERBLITZ TABLE

D6	TANK SHOCK RESULT	RAM RESULT
1	**No Effect:** Carry on with the remainder of the Tank Shock as normal, using the rules from the *Warhammer 40,000* rulebook.	**No Effect:** Carry on with the remainder of the Ram as normal, using the rules from the *Warhammer 40,000* rulebook.
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP4 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.	**Kerr-smash:** The Super-heavy vehicle adds D6 to the armour penetration roll for the Ram. Then, carry on with the remainder of the Ram using the rules from the *Warhammer 40,000* rulebook.
6	**Overrun:** The unit being Tank Shocked suffers 2D6 Strength 10 AP2 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

SUPER-HEAVY WALKERS

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

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

SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (pg 13).

MOVEMENT AND SHOOTING

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

STOMP

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. The Stomp attack is made in addition to the Super-heavy Walker's normal attacks. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at the Initiative 1 step.

A Stomp attack consists of D3 Stomps. To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker model (or the Super-heavy Walker model's base, if it has one). Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table (see opposite) to determine what happens to it. Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

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

SPECIAL RULES

All Super-heavy Walkers have the following special rules:

Fear, Hammer of Wrath, Invincible Behemoth (pg 13), Move Through Cover, Relentless, Smash, Strikedown.

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

STOMP TABLE

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

SUPER-HEAVY FLYERS

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

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

SUPER-HEAVY

Super-heavy Flyers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (pg 13). In addition, they cannot Evade.

CATASTROPHIC DAMAGE

Do not use the Crash and Burn rules for Super-heavy Flyers. Instead, a Super-heavy Flyer suffers Catastrophic Damage when it loses its last Hull Point. Resolve the Catastrophic Damage on the Super-heavy Flyer and any units it is transporting in exactly the same manner as you would for a Super-heavy vehicle (pg 13).

SPECIAL RULES

All Super-heavy Flyers have the following special rules:

Fear, Invincible Behemoth (pg 13).

GARGANTUAN CREATURES & FLYING GARGANTUAN CREATURES

Gargantuan Creatures are of such immense size that they can take on entire armies. They tower over the battlefield, making the ground shudder as they advance upon the foe, crushing lesser creatures beneath their feet as they lumber forwards. Only the Tyranids use such creatures as a matter of course, but there are numerous examples of Gargantuan Creatures found across the galaxy, including Ork Squiggoths and the Transcendent C'tan.

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

MOVEMENT

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

SHOOTING

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

STOMP

Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers (pg 15).

UNSTOPPABLE

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

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

SPECIAL RULES

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

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

APOCALYPTIC WEAPONS

Many Lords of War units are armed with weapons that are so powerful that their effects cannot adequately be covered by the weapon rules in the *Warhammer 40,000* rulebook. The following new rules for apocalyptic weapons allow you to level suitably devastating attacks in your games of Warhammer 40,000.

PRIMARY WEAPON

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

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

DESTROYER WEAPONS

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

If a weapon has a D instead of a Strength value in its profile, it means it is a 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 for armour penetration. No saving throws of any kind are allowed against damage from a Destroyer weapon, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

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

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.

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

HELLSTORM TEMPLATE

Hellstorm weapons swathe a vast area in burning flames or corrosive acid. From the flaming death spewed forth by the Warhound Titans' massive inferno guns, to the deadly shockwave of sound emitted by the sonic lances of Eldar Revenants, there is no hiding from such furious attacks.

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

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

APOCALYPTIC BLAST WEAPONS

The weapons carried by certain Lords of War units are so devastating that they use larger blast markers than those normally seen in Warhammer 40,000. The rules for these various blast markers are explained here.

APOCALYPTIC BARRAGE

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

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

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

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

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

Designer's Note: *Veteran players may still have the original version of the apocalyptic barrage marker — essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*
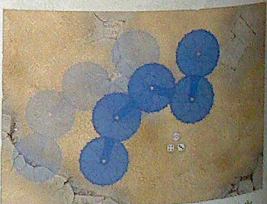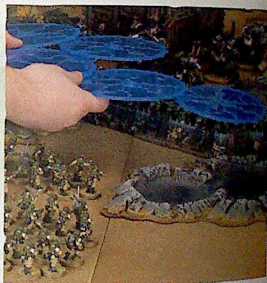
The barrage template scatters 7" to the right – be careful to maintain the template's configuration as you move it. Once the final position is determined, you can work out where the strikes land, following the rules above.

Massive Blast (7")

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

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

Apocalyptic Blast (10")

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

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

Apocalyptic Mega-blast (5"/10"/15")

Apocalyptic Mega-blast weapons are amongst the largest weapons used by the armies of the 41st Millennium. Whatever is standing at the epicentre of an attack from an Apocalyptic Mega-blast weapon is almost totally vaporised, and even the surrounding area will suffer a level of devastation that wreaks terrible damage on unprotected troops.

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

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value is used for the middle zone, and the third Strength and AP value are used for the outer zone.

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

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

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

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

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

Apocalyptic Mega-blast			Apocalyptic Blast	Massive Blast
5" Inner/Large Blast	5"-10" Middle	10"-15" Outer		

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

SHOWCASE

Super-heavy war engines are towering statements of might, each one a spectacular centrepiece for any model collection. From slab-sided mountains of armour like the Imperial Guard Baneblade or the Ork Stompa, to arcane engines of annihilation such as the Necron Tesseract Vault, each super-heavy unit has a wealth of exciting detail on display.
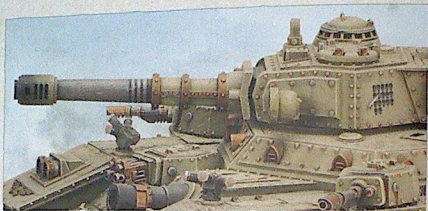
The formidable Baneblade cannon
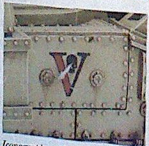
Baneblade Commander

Iconography and kill-markings

Super-heavy tank crewmen directing the fury of their mighty guns

Each super-heavy tank has a construction number from its forge world of origin.

This Baneblade is part of the Cadian 4th army, as shown by its vehicle insignia.

The Shadowsword, most famous of all Baneblade variants, mounts a volcano cannon capable of blasting an enemy Titan in half with one shot.
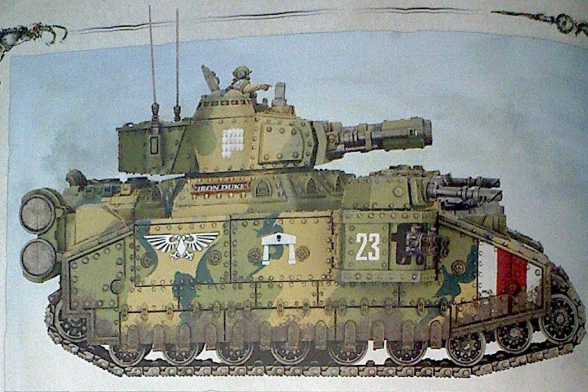
The Hellhammer is a super-heavy tank built for brutal urban warfare.

Hellhammer painted in the colours of an Cadian armoured regiment
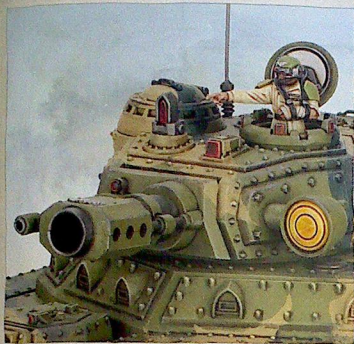
The short ranged but incredibly powerful hellhammer cannon

Sponson fitted with lascannon and twin-linked heavy flamer

Super-heavy tanks are commonly identified by their own individual hull markings.

This Cadian Hellhammer displays its company identification markings and campaign badge.
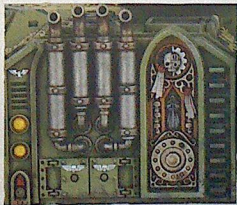
The rear of each Imperial super-heavy tank houses an Adeptus Mechanicus shrine to honour the machine spirit.
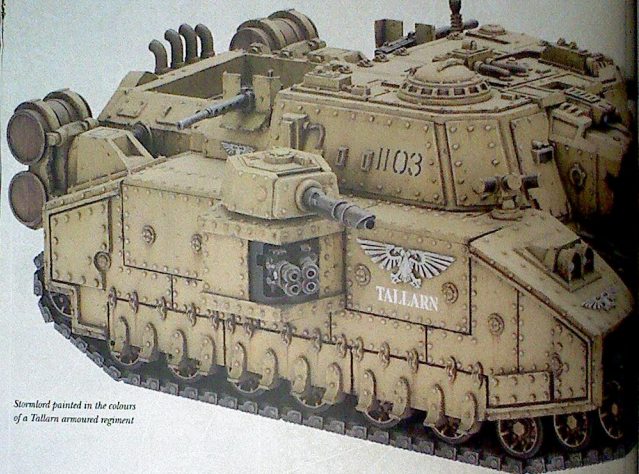
Stormlord painted in the colours of a Tallarn armoured regiment
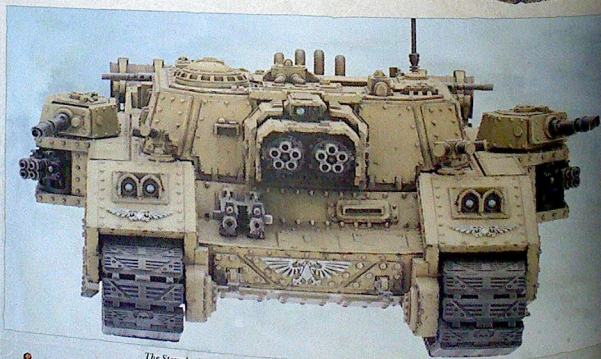
The Stormlord mounts a Vulcan mega-bolter and still has room to carry 40 passengers to war.

TALLARN

Most Stompas are infested with dozens of Grots.

A Stompa painted in the colours of the Evil Sunz clan

Many Stompas are festooned with additional weaponry; this one sports a rack of supa-rokkits.

The Kaptin directs the Stompa's massed batteries of weapons fire.

The Lord of Skulls draws much of its power from the cauldrons of boiling murderers' blood at its rear.

This vile creation is a blend of flesh, Daemon and machine, clad in thick plates of armour.

Khorne Lord of Skulls, armed with a great cleaver of Khorne, a gorestorm cannon and a skullhurler

Necron Tesseract Vault

Canoptek guardian-beast

Worker scarabs swarm across the surface of each Tesseract Vault, ensuring its systems remain ever operational.
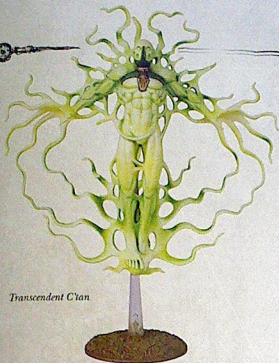
Transcendent C'tan
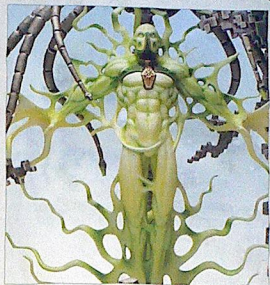
Each Transcendent C'Tan is a god-like being
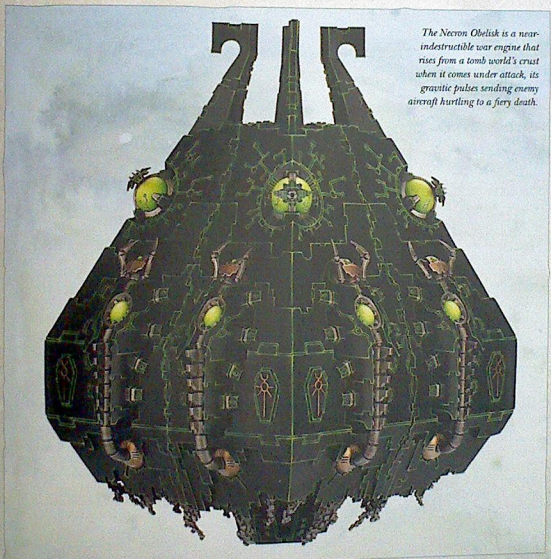
The Necron Obelisk is a near-indestructible war engine that rises from a tomb world's crust when it comes under attack, its gravitic pulses sending enemy aircraft hurtling to a fiery death.

LORDS OF WAR DATASHEETS

This section includes a dataset for each Lords of War unit, including their rules, their profiles and their points cost. The rules on these pages enable you to field a Lords of War unit as part of your Warhammer 40,000 army, and represent the impact such a powerful model will have upon the battles that you fight.

LORDS OF WAR IN WARHAMMER 40,000

If you wish, you can take a Lords of War detachment when choosing your force. This is an optional detachment just like Fortifications and Allied detachments, as shown in the Force Organisation Chart opposite. All Lords of War units have a datasheet and each uses up a single Lords of War slot on the Force Organisation chart. The Lords of War unit described in a datasheet is considered to come from the same codex as your primary detachment for all rules purposes.

If one or more players choose to include a Lords of War unit in their army, the additional mission special rule and secondary objective described below automatically apply in any mission that you play.

Furthermore, if your opponent has a Lords of War unit as part of their army, your Warlord can choose to roll on the Escalation Warlord Traits table shown right instead of one of the Warlord Traits tables normally available to your Warlord.

ESCALATION MISSION SPECIAL RULE

Impending Doom

If one player has a Lords of War unit as part of their army, and their opponent does not, then their opponent receives a +1 modifier to any roll to Seize the Initiative.

ESCALATION SECONDARY OBJECTIVE

Through Attrition, Victory

At the end of the game, you score 1 Victory Point for every 3 full Hull Points or Wounds that have been lost by an enemy Lords of War unit. Note that Hull Points or Wounds that have been lost but subsequently recovered due to Repair rolls, It Will Not Die or by any other means are not counted when determining these Victory Points.

LORDS OF WAR TACTICS

*Lords of War are powerful and rare, and their presence in a battle will have a profound effect on its outcome. Except in the very largest of battles, they will almost always become the main focus of the conflict, and the damage they inflict or suffer will dictate who will be the winner of the encounter. This is as it should be, for the presence of war machines as precious and deadly as these means that the opponent's primary goal must become their destruction. A wise Warlord will therefore ensure that any battle force he commands is equipped with weapons that can inflict damage upon even such a lumbering behemoth as a Lords of War unit. By the same token, when a Lords of War unit is under your command, take care to protect it well and use its prodigious firepower to maximum effect, as otherwise you will surely be crushed.*

ESCALATION WARLORD TRAITS

D6	Result
1	**Maximise Firepower:** *This Warlord has learnt through bitter experience to train his forces' fire on the biggest target.* While your Warlord is alive, his ranged weapons – and those of his unit – have the Twin-linked special rule when shooting at a Lords of War unit.
2	**Super-heavy Hunter:** *This Warlord has studied in detail the few known weak points of the gargantuan foes he is facing.* Your Warlord has the Preferred Enemy (Lords of War) special rule.
3	**Slayer of Giants:** *A hero amongst his men, this Warlord has performed legendary feats and defeated the very largest of foes against the odds.* While in close combat with a Lords of War unit, your Warlord's attacks gain the Armourbane and Fleshbane special rules.
4	**Uncanny Defence:** *Surely this Warlord is favoured by a powerful deity: he and the men around him emerge time and time again from attacks that should have laid them low.* Any rolls made on the Destroyer Weapon Attack Table, the Thunderblitz Table or the Stomp Table against your Warlord and/or his unit suffer a -1 modifier to a minimum of 1.
5	**Kill Mission:** *This Warlord prioritises the destruction of the foe's lynchpin above all else, dedicating specific reserve forces to its destruction.* Whilst your Warlord is alive, units in your army arriving from Reserves using the Deep Strike special rule will not scatter if they are placed within 6" of an enemy Lords of War unit.
6	**Perfect Volley:** *Marshalling the firepower of those around him into a precisely coordinated strike, this Warlord seeks to overwhelm his target with pinpoint fire.* One use only. Declare your Warlord is using this ability at the start of your Shooting phase. For the duration of that Shooting phase, any ranged attacks made by your Warlord or his unit that are targeted against an enemy Lords of War unit have the Rending special rule and are considered to be AP1.

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DATASHEETS

All Lords of War units have a datasheet that contains all the information you'll need to use them in your games. The datasheets that follow are split into nine sections: Imperial Guard, Imperium, Space Marines, Forces of Chaos, Necrons, Orks, Eldar & Dark Eldar, Tau Empire and Tyranids.

The introduction to each of these sections introduces how the army or faction it represents fields Lords of War, and what role they play on the battlefield. Certain Lords of War units are only available to armies with primary detachments chosen from a particular codex – a Stompa may only be taken from an army whose primary detachment is selected from *Codex: Orks*, for example – and these introductions also specify which codexes the primary detachment must come from in order to access the datasheets in that section. In the case of the Imperium, Forces of Chaos and Eldar & Dark Eldar Lords of War units, armies chosen from more than one codex have access to them.

Each datasheet contains the following information:

① **Unit Name:** *The name of the unit, alongside its points cost before any upgrades are added.*

② **Unit Profile:** *The characteristic profile of the Lords of War unit.*

③ **Unit Type:** *This refers to the unit type rules in the Warhammer 40,000 rulebook and the Escalation Rules section of this book.*

④ **Wargear:** *This section details the weapons and equipment the model is armed with. Many of the weapons listed here use the new weapon types and special rules from the Escalation Rules section.*

⑤ **Special Rules:** *Additional special rules the Lords of War unit has are listed here. These are either explained in full here, in the codex for the army the Lords of War unit can be included in, or in the Special Rules section of the Warhammer 40,000 rulebook.*

⑥ **Options:** *This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each.*

FORCE ORGANISATION CHART

PRIMARY DETACHMENT
(Required)

| TROOPS | TROOPS | ELITES | FAST ATTACK | HEAVY SUPPORT |

COMPULSORY
1 HQ
2 Troops

OPTIONAL
1 HQ
4 Troops
3 Elites

OPTIONAL
3 Fast Attack
3 Heavy Support

FORTIFICATION
(Optional)

ALLIED DETACHMENT
(Optional)

LORDS OF WAR
(Optional)
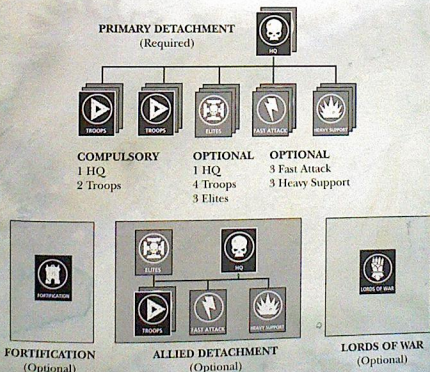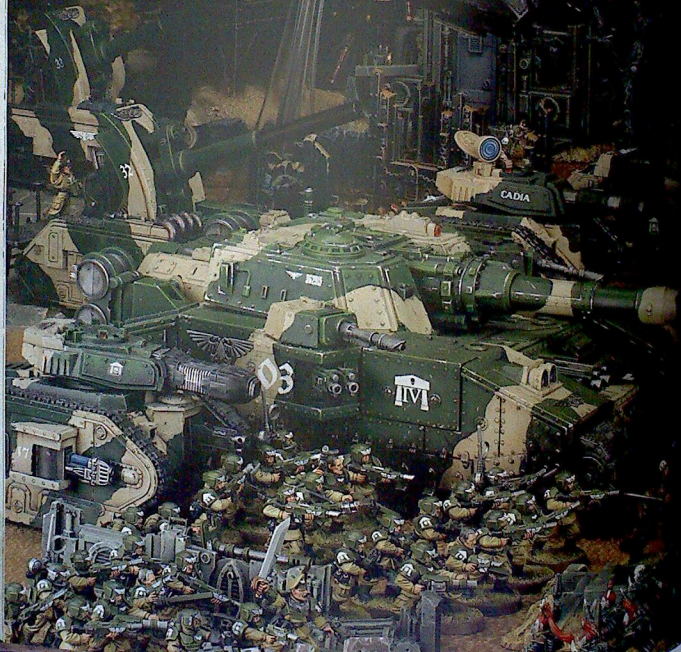
IMPERIAL GUARD

The strength of the Imperial Guard lies in their near-limitless numbers, a core strategic principle that applies across nearly all arms of this war machine. Supreme Commanders can hurl billions of men against their foes' defences, crush them beneath the treads of countless armoured fighting vehicles, or darken the sky with waves of gunships. Everything the Imperial Guard does, it does by the simple expedient of drowning the enemy in expendable manpower and readily manufactured vehicles.

The exceptions to this rule are the mighty super-heavy battle tanks that form the pinnacle of the Imperial Guard's arsenal. Such machines are relics from a greater age, marvels of ancient technology that bear an almost holy significance alongside their considerable military might. A single super-heavy tank, such as a Baneblade, Hellhammer or Shadowsword, represents an irreplaceable investment of military hardware. Many of the greatest and most potent secrets of the Adeptus Mechanicus are involved in the production of these behemoths, and the Priests of Mars do not part lightly with them. Nor will they rush the production of so venerated an embodiment of the Omnissiah's will; most super-heavy vehicles take many thousands of work-cycles to construct amid billowing clouds of incense and the tirelessly whirring mechanisms of the STC machines. In the same time that one forge world might produce a single company of Baneblades, another can spew forth a hundred times that number of the redoubtable Leman Russ, making the super-heavy tanks of the Imperial Guard a carefully husbanded resource indeed.

Working in concert with air and ground support, an Imperial Guard super-heavy unit can prove all but unstoppable. Terrified foes find the ground shaking beneath their feet as the huge tank grinds closer, the rubble of the battlefield clattering in syncopated counterpoint to the super-heavy tank's bellowing engine. Platoons of Guardsmen advance alongside their assigned war engine, their volleys of lasgun fire driving back enemy infantry that might threaten the vehicle's flanks. The monstrous firepower of the super-heavy tank blasts bloody holes in the foe's lines with every shot, bodies and wreckage hurled high into the air.

The datasheets in this section may only be chosen if your primary detachment is from Codex: Imperial Guard. They may only transport units from Codex: Imperial Guard. The weapons, wargear and special rules referenced here will be found in Codex: Imperial Guard or the Warhammer 40,000 rulebook.

BANEBLADE

The Baneblade is an unmistakable icon of the Imperium's armoured supremacy, and many of these honoured machines have served in countless war zones across several millennia of war. The secrets of the tank's construction are jealously guarded by the Adeptus Mechanicus, with many Baneblades still rolling directly off the Manufactorum lines of Mars itself. This versatile tank serves equally well as the mailed fist of an Imperial Guard offensive or as the unassailable lynchpin of even the most desperate defence. Possessed of overwhelming firepower, exceptionally thick armour, and a roaring power-plant that allows it to surge into battle with surprising speed, the Baneblade is a truly deadly foe in any conflict.

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

UNIT TYPE: Vehicle (Super-heavy vehicle).

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

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile ....10 pts
  - Storm bolter or heavy stubber ....5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter....50 pts/pair

	Range	S	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast

BANEHAMMER

The Banehammer excels at blunting enemy offensives. Quite apart from its dense armour and its ability to transport a sizeable infantry force in relative safety, the Banehammer's notorious tremor cannon makes it an excellent defensive asset. This monstrous weapon generates crippling shockwaves, and many an enemy charge has foundered amid the mayhem of multiple tremor cannon blasts. Records tell how, before the walls of the Adamant Fastness on Herculae II, the Banehammer Wrath Beyond Reason halted the countless hordes of Waaagh! Gutrippa long enough for Basilisk barrages to utterly annihilate the xenos threat.

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

UNIT TYPE: Vehicle (Super-heavy vehicle, Transport).

WARGEAR:
- Tremor cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

	Range	S	AP	Type
Tremor cannon	60"	8	3	Primary Weapon 1, Earthshock, Massive Blast

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

TRANSPORT:

Transport Capacity: Twenty-five models.
Fire Points: Ten models can fire from the troop bay.
Access Points: A Banehammer has one Access Point at the rear.

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free

BANESWORD

The Banesword is popular with Imperial Guard commanders and foot-slogging infantry alike for its ability to utterly obliterate enemy fortifications. Such strongpoints can prove insurmountable to Imperial Guardsmen, as their foes can hunker behind impenetrable walls while fire rains down upon the hapless soldiers below. In such circumstances the presence of a single Banesword can mean the difference between victory and defeat, for the shells fired by its quake cannon can punch through reinforced plasteel and ferrocrete to reduce even the most resilient bastion to smouldering, corpse-strewn rubble.

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

UNIT TYPE: Vehicle (Super-heavy vehicle).

WARGEAR:
- Quake cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

Quake cannon	Range	S	AP	Type
Quake cannon	24-180"	9	3	Primary Weapon 1, Apocalyptic Blast

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free

DOOMHAMMER

The Doomhammer is a deadly tool in the arsenal of the Imperium. These tanks combine a sizeable transport capacity with a main gun that can lay even a Titan low at close range. Coupling this with their ability to shrug off all but the heaviest firepower, the Doomhammer excels at forcing breaches in enemy lines. If such a potent asset becomes available, many Imperial Guard commanders will hold it back until the perfect moment. When its time comes, the Doomhammer will advance unstoppably upon the disordered foe, its interior packed with crack troops and its magna cannon spitting fury.

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

UNIT TYPE: Vehicle (Super-heavy vehicle, Transport).

WARGEAR:
- Magna cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

	Range	S	AP	Type
Magna cannon	60"	10	1	Primary Weapon 1, Large Blast

TRANSPORT:
Transport Capacity: Twenty-five models.
Fire Points: Ten models can fire from the troop bay.
Access Points: A Doomhammer has one Access Point at the rear.

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free

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HELLHAMMER

With their armament optimised for close-range warfare, Hellhammers are often attached as lone assets to support the Imperium's armies fighting through dense urban terrain. These tanks have a storied history amongst Imperial Guard forces, and there are numerous occasions when a single Hellhammer's advance has turned the tide of a desperate battle. Whether bulldozing through enemy-infested hab-stacks, hunting enemy tanks amid the blazing ruins of a fallen city, or blockading a crucial crossroads with blunt finality, the Hellhammer provides Imperial forces with invaluable and indomitable close-ranged support.

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

UNIT TYPE: Vehicle (Super-heavy vehicle).

WARGEAR:
- Hellhammer cannon
- Autocannon
- Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free

	Range	S	AP	Type
Hellhammer cannon	36"	10	1	Primary Weapon 1, Ignores Cover, Massive Blast

SHADOWSWORD

So deadly is the immolating fury of the Shadowsword's volcano cannon that these tanks are singled out by their foes with a frantic ferocity. Shadowsword crews are disdainful of such threats, even taking a perverse pride in being 'the scariest thing on the battlefield'. Despite their immense size, Shadowswords work best as ambush hunters. In this role a single Shadowsword will plough its way into concealing cover, waiting for supporting forces to draw the wrath of enemy super-heavy armour. The moment such a worthy target makes itself known, the Shadowsword will strike, annihilating the enemy war engine in a single, searing blast.

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

UNIT TYPE: Vehicle (Super-heavy vehicle).

WARGEAR:
- Volcano cannon
- Searchlight
- Smoke launchers

	Range	S	AP	Type
Volcano cannon	120"	D	2	Primary Weapon 1, Large Blast

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free
- May take an additional twin-linked heavy bolter or heavy flamer .... 10 pts
- May replace two of the lascannons on its side sponsons with targeters (+1 BS) .... free

STORMLORD

The Stormlord has been likened to a mobile fortress. With its impressive transport capacity, massively armoured hull, and overwhelming firepower, this tank excels in an infantry-support role. In the vernacular of the common Guardsman, Stormlords are often referred to as 'safehouses', for in the midst of a hostile battlefield there are few places more secure. These vehicles have proven especially popular amongst those forces facing the endless swarms of the Tyranid menace; the Stormlord's hull is proof against all but the largest xenos horrors, while its vast rate of fire can pound even the largest monsters into unrecognisable paste.

	BS	F	S	R	HP
Stormlord	3	14	13	12	9

Armour

UNIT TYPE: Vehicle (Super-heavy vehicle, Transport).

WARGEAR:
- Vulcan mega-bolter
- Twin-linked heavy bolter
- Two heavy stubbers
- Searchlight
- Smoke launchers

	Range	S	AP	Type
Vulcan mega-bolter	60"	6	3	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).

TRANSPORT:
Transport Capacity: Forty models.
Fire Points: Twenty models can fire from the troop bay.
Access Points: The Stormlord is treated as Open-topped for embarking and disembarking purposes.
The +1 damage modifier for Open-topped vehicles does not apply to a Stormlord.

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers .... free

STORMSWORD

First constructed from salvaged Shadowsword hulls during the bloody siege of Coldarkh Hive, the earliest Stormswords mounted heavy siege guns and were something of a desperate measure. During the siege's final battle, the Stormsword Majestic Retribution played a key part in levelling the heretics' defences, and secured the future of this new mark of reverse-engineered super-heavy tank in the process. Now equipped by the Adeptus Mechanicus with dedicated Stormsword cannons, these tanks continue to support Imperial forces in the field with brutal efficiency to this day.

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

UNIT TYPE: Vehicle (Super-heavy vehicle).

WARGEAR:
- Stormsword siege cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

	Range	S	AP	Type
Stormsword siege cannon	36"	10	1	Primary Weapon 1, Apocalyptic Blast, Ignores Cover

OPTIONS:
- May take one each of the following:
  - Hunter-killer missile .... 10 pts
  - Storm bolter or heavy stubber .... 5 pts
  - May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy flamer .... 50 pts/pair
- May replace any of its sponsons' twin-linked heavy flamers with twin-linked heavy bolters .... free
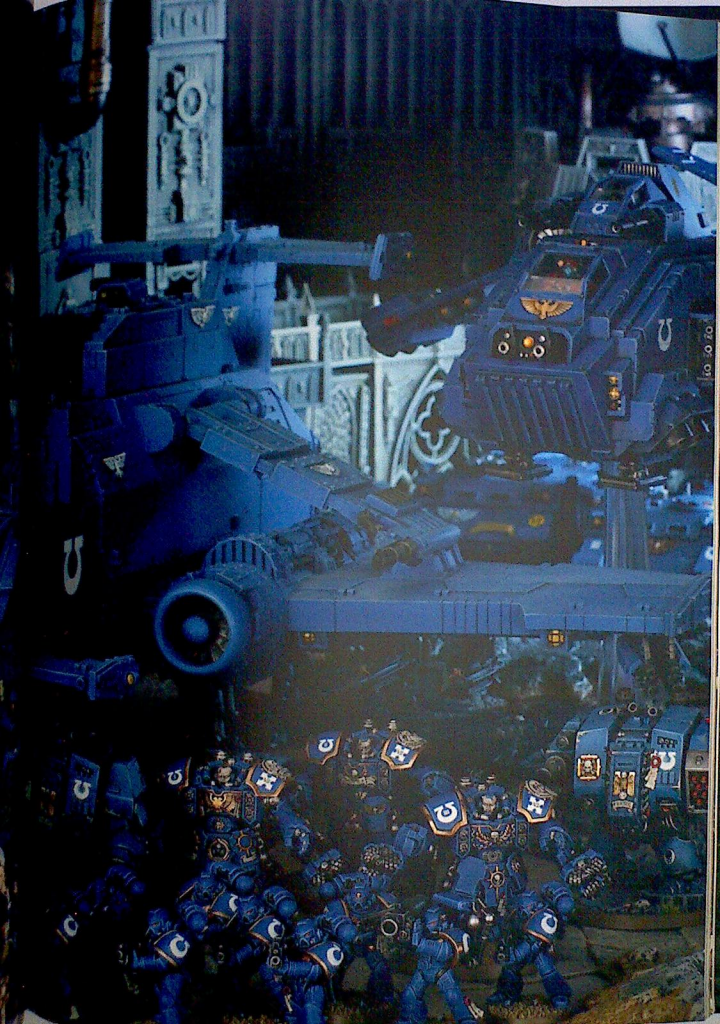
SPACE MARINES

Where the Imperial Guard win their battles by steadily grinding their foes into bloody ruin, the Space Marines achieve victory through the swift application of direct and overwhelming force. Accordingly, those super-heavy units regularly utilised by the Adeptus Astartes must fulfil an unusual set of criteria.

They must be able to keep pace with shock assaults and rapid redeployments, play their part in ferrying Space Marine strike forces to key locations, and still stand ready to lay down punishing fire while the Marine forces complete their mission. Larger and more powerful than the more commonly seen Stormraven Gunship, the Thunderhawk Gunship can fulfil all of these roles at once, and thus finds a regular place amongst the forces of the Space Marines. Indeed, many Thunderhawks are honoured Chapter relics that serve not only as valuable assets in battle, but also as proud links to the storied past of their Chapter. The Thunderhawk *Oath of Guilliman* was first taken to battle by the Ultramarines during the final days of the great crusade, blooding its claws in the pacification of the Yam'chi Paracitocracy. Chapter records show that this venerable craft later took part in no less than seventeen separate actions against rebel forces during the Horus Heresy, finally being brought down by lascannon fire during the battle for Kharynna Spaceport. Lovingly restored in the wake of that catastrophic battle, the *Oath* has flown in support of its noble Chapter ever since, covering itself and its successive crews in ever greater glory.

The Thunderhawk is not the only super-heavy war engine alongside which the Adeptus Astartes find themselves fighting. In their role as the Imperium's elite, Space Marine strike forces are often hurled into the very heart of war's furnace, and such battlefields are the natural duelling grounds of super-heavy war engines. The Angels of Death advance undaunted, fighting block by block to clear out threats to Imperial Knights and super-heavy tanks, or hunting down and destroying the immense engines and beasts of the foe. It is said that the Space Marines know no fear, and never is that unbending force of will more crucial than when standing against a rampaging collossus of war.

A Thunderhawk Gunship may only be chosen if your primary detachment is from Codex: Space Marines, Codex: Blood Angels, Codex: Dark Angels, Codex: Grey Knights or Codex: Space Wolves. It may only transport units from these codexes. The weapons, wargear and special rules referenced here will be found in one of these codexes or the Warhammer 40,000 rulebook.

THUNDERHAWK GUNSHIP

By the time the foes of the Imperium hear the roar of the Thunderhawk's mighty engines it is already too late. The primary means of combat deployment for many Chapters of Space Marines, the distinctive silhouette of the Thunderhawk Gunship is identified across the galaxy with the terrifying shock assaults that are the hallmark of the Emperor's Finest at war.

The Thunderhawk was first used by Space Marines during the Great Crusade. Although it was initially designed only to airlift Space Marines into the heart of a battle zone, the Thunderhawk's hardened ceramite armour, substantial transport capacity and devastating array of weapons allow the versatile craft to perform a number of battlefield roles.

	BS	F	S	R	HP
Thunderhawk Gunship	4	12	12	10	9

Armour

UNIT TYPE: Vehicle
(Super-heavy Flyer, Hover, Transport).

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

SPECIAL RULES:
- Assault Vehicle
- Power of the Machine Spirit

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

TRANSPORT:
Transport Capacity: Thirty models. A Thunderhawk Gunship can also transport Jump Infantry and Bikes.
Fire Points: None.
Access Points: A Thunderhawk Gunship has one Access Point on each side and one at the front.

OPTIONS:
- May replace Thunderhawk cannon with a
  turbo-laser destructor .... 90 pts
- May replace all six hellstrike missiles with
  six Thunderhawk cluster bombs .... 60 pts

	Range	S	AP	Type
Hellstrike missile	72"	8	3	Ordnance 1, One use only
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast
Thunderhawk cluster bomb	-	6	4	Heavy 6, Bomb, Apocalyptic Barrage, One use only

Bomb: The rules for bombing runs are found in the *Warhammer 40,000* rulebook.

FORCES OF CHAOS

From the most forsaken haunts of the galaxy come the Traitor Legions and Renegade Space Marines. They burst forth out of places such as the Eye of Terror, having suckled and grown strong from the powers of the Warp, and horrifying Daemons march alongside them, hungry to despoil the mortal empires before them. They spread slaughter across the stars, and amongst their number can be seen gigantic battle machines – great engines of annihilation.

The Dark Mechanicum forges most of the enormous vehicles that fight alongside the forces of Chaos. By foul ritual the Brotherhood of Warpsmiths make such monstrosities, piloted by imprisoned Daemons rather than directed by living crews. This alone explains the maniacal rage that grips these possessed machines – for they fight with a supernatural ferocity that is awe-inspiring to behold.

Facing the forces of Chaos in battle is a terrifying prospect, yet worse still is to face such an army accompanied by the largest and most devastating units they can muster. Like their loyalist counterparts, Chaos Space Marines value fast-striking assaults that rip the heart out of their foes. At the forefront of many of these shock assaults can be found a towering metal behemoth, its fury unleashed while the remainder of the troops follow in its blood-stained wake. Many foes flee after watching their weapon salvoes ricochet harmlessly off an onrushing Daemon Engine's blood-slick carapace, or witnessing the the gruesome display of butchery that inevitably follows.

There are some engines of destruction that have wrought such wanton carnage across the galaxy over the millennia that they have become the subject of legend. The tales of these mighty killers are whispered by troops throughout the Imperium and the mere rumour of their presence upon the battlefield can alter opposing commanders' tactics and the very outcome of a war. The Lord of Skulls known as Skathradraxx the Reaper dogged the Cadian 447th over 700 years, hunting them across a hundred battlefields and a dozen war zones. It became a figure of nightmare to generations of Guardsmen until the regiment was eventually wiped out to a man.

> *A Khorne Lord of Skulls may only be chosen if your primary detachment is from Codex: Chaos Space Marines or Codex: Chaos Daemons. The weapons, wargear and special rules referenced here will be found in one of these codexes or the Warhammer 40,000 rulebook.*

KHORNE LORD OF SKULLS

The Lord of Skulls is a towering Daemon Engine, a triumph of the Warpsmiths' art. Given life by the bound, ever-raging presence of a Bloodthirster of Khorne, and fuelled by a boiling concoction of murderers' vitae and Warp-fermented ichor, this monstrosity grinds forward on clanking tracks of brass that crush all before it. Its devastating guns reduce swathes of victims to red ruin, and when it reaches the enemy the Daemon Engine wields its roaring chain-cleaver with terrifying anger and skill. Tanks, Titans and monstrous beasts alike are hacked apart with wild ferocity, while whole squads of infantry are ground into slicks of gore. All the while the Engine's hull teknuts all but the most catastrophic damage almost as quickly as it is sustained. Nothing but the Lord of Skull's total obliteration can stop the slaughter.

				Armour					
	WS	BS	S	F	S	R	I	A	HP
Lord of Skulls	4	3	10	13	13	11	3	4	9

UNIT TYPE: Vehicle (Super-heavy Walker)

WARGEAR:
- Gorestorm cannon
- Hades gatling cannon
- Great cleaver of Khorne
- Daemonic Possession

SPECIAL RULES:
- Daemon
- Daemonforge
- Fleet
- It Will Not Die
- Rage

OPTIONS:
- May replace gorestorm cannon with one of the following:
  - Ichor cannon .... 10 pts
  - Daemongore cannon .... 65 pts
- May replace hades gatling cannon with a skullhurler ...... 60 pts

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

Tracked Behemoth: A Khorne Lord of Skulls may Tank Shock or Ram using the Thunderblitz table (pg 14), in the same manner as a Super-heavy vehicle, but it may not make Stomp attacks.

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

Gnaw: Successful saving throws against this weapon must be re-rolled.

NECRONS

Necron techno-sorcery is a cornucopia of arcane marvels, built upon principles so complex and far-reaching that none others save the Eldar stand the slightest chance of comprehending them. Powered by fragments of captive gods, channelling the focussed forces of creation itself, the super-heavy war engines of the Necrons are no exception to this rule.

The behemoths that some Necron Overlords can summon to war amongst the greatest weapons of the Tomb Worlds, symbols of great status and power that are most commonly encountered amongst the ranks of such dynasties as Sautekh, Atun or Ogdobekh.

Many learned Adeptus Mechanicus explorators have theorised that humanity has, as yet, seen only a small selection of the greatest weapons at the Necrons' disposal. Considering the terrifying power of those that have already been turned to bear upon the defenders of Humanity, this is a truly disquieting thought. Anything could lie beneath the surface of those Tomb Worlds still slumbering, and if the Necron engines so far encountered are anything to go by then the Imperium may have a great deal to fear from these unknown relics of an ancient empire.

In practical terms, the employment of weapons such as a Tesseract Vault or Transcendent C'tan can vary enormously from one Phaeron to the next. Some Necron regents see them as a resource to be employed reluctantly, and only when a dire foe threatens their territory. Such individuals may see the employment of these mighty tools as somehow unfair, for what recourse can the young and ignorant peoples of the galaxy have to defend themselves against such preeminent marvels?

The rulers of more aggressive Tomb Worlds take great delight in unleashing such weapons, seeing them as ideal tools with which to demonstrate Necron superiority over their backwards foes. To other lords this practice is considered gauche, dishonourable or simply wasteful. After all, one does not take up a sacred ceremonial sword simply to swat an annoying fly, a fact that the ever honourable Triarch Praetorians are quick to point out. .

The datasheets in this section may only be chosen if your primary detachment is from Codex: Necrons. The weapons, wargear and special rules referenced here will be found in either Codex: Necrons or the Warhammer 40,000 rulebook.
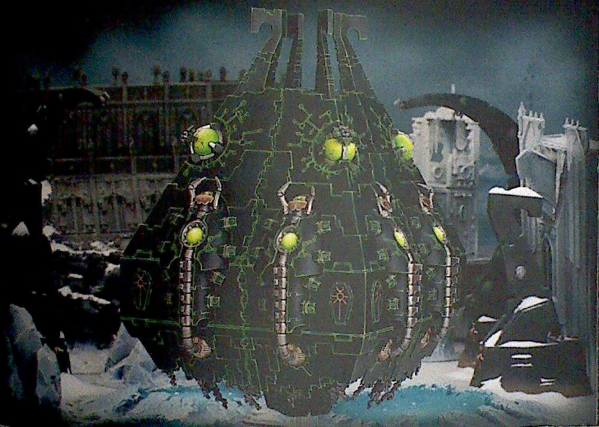
OBELISK

The Obelisk is a deadly air defence weapon whose gravity pulse can tear enemy aircraft out of the sky, smashing them to flaming ruin on the ground below. Similar in aspect to a Necron Monolith – yet far larger and stranger – the Obelisk hovers low over the battlefield, the somnolent hum of its gravitic repulsors sowing dread in the hearts of the foe. It was during the days of the Great Sleep, as the Necron menace consigned itself to the cold silence of the stasis crypts, that the Obelisks were placed in a state of quiescent watchfulness. Should an incautious threat present itself, an Obelisk will awake in full and potent wrath, glowing tesla-spheres irising open as it prepares to unleash the fury of its creators upon the luckless transgressors.

	┌──Armour──┐				
	BS	F	S	R	HP
Obelisk	4	12	12	12	6

UNIT TYPE: Vehicle (Super-heavy vehicle, Skimmer)

WARGEAR:
* Four tesla spheres

SPECIAL RULES:
* Deep Strike
* Living Metal

	Range	S	AP	Type
Tesla sphere	24"	7	–	Assault 5, Tesla

Sleeping Sentry: When you deploy an Obelisk, you can choose whether it is powered up or powered down. If it is powered up, it follows the normal rules for a vehicle of its type. If it is powered down, it may not move or shoot, but has a 3+ invulnerable save. You can choose to power up the Obelisk at the start of any of your Movement phases. An Obelisk that arrives by Deep Strike is automatically considered to be powered up. Once powered up, an Obelisk cannot power down later in the game.

Gravity Pulse: At the start of every Shooting phase (friendly and enemy) any enemy Flyers or Skimmers within 24" of a powered up Obelisk suffer a Strength 8 AP4 hit, resolved against their side armour.
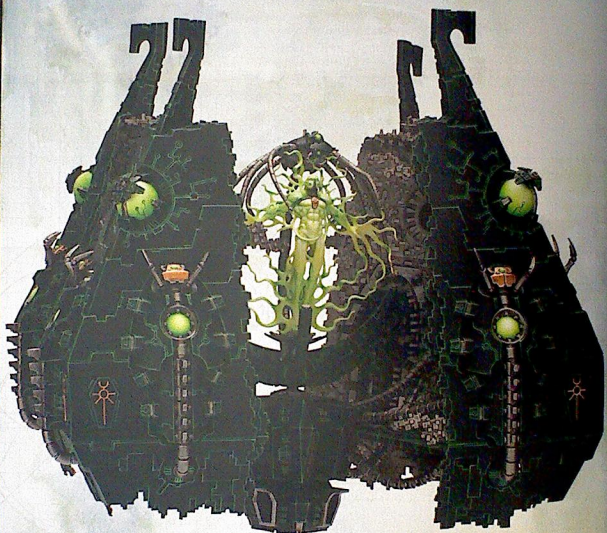
TESSERACT VAULT

Only a race as ruthless and self-serving as the Necrons would think of unleashing a Tesseract Vault to further their own aims. Although such weapons have power enough to turn the tide of a battle, they pose a risk that is galactic in nature, for no mere C'tan Shard is housed within the monolithic Tesseract Vault – instead, this towering, floating edifice contains a Transcendent C'tan. Surrounded by arcs of raw power, the bound fragments of what was once a star-god can cause reality-warping devastation. To serve the Necron cause, this being is confined within a cage made of living metal, a vast rippling alloy that serves as both prison and conduit. Each quadrant of its thick hull contains layers of complex node matrices, eldritch technology that redirects the energies of the Transcendent C'tan itself, using its own titanic forces to fuel the device.

	Armour				
Tesseract Vault	BS	F	S	R	HP
	5	14	14	14	9

UNIT TYPE: Vehicle (Super-heavy vehicle, Skimmer).

SPECIAL RULES:
- Living Metal

Power of the C'tan: When a Tesseract Vault makes shooting attacks, measure line of sight and distance from the C'tan itself.

Vengeance of the Enchained: When a Tesseract Vault loses its last Hull Point, it always suffers a Titanic Explosion! – there is no need to roll on the Catastrophic Damage table.

OPTIONS:
- A Tesseract Vault **must** take two different Ascendant Powers (weapons) from the following:
  - Cosmic Fire .... 60 pts
  - Sky of Falling Stars .... 115 pts
  - Transdimensional Maelstrom .... 120 pts
  - Wave of Withering .... 120 pts
  - Antimatter Meteor .... 150 pts
  - Seismic Assault .... 200 pts
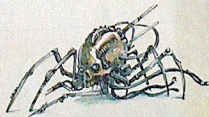
	Range	S	AP	Type
Antimatter Meteor	48"	10/8/6	1/3/5	Primary Weapon 1, Apocalyptic Mega-blast
Sky of Falling Stars	48"	7	3	Primary Weapon 6, Apocalyptic Barrage
Transdimensional Maelstrom	48"	9	2	Primary Weapon 1, Apocalyptic Blast
Wave of Withering	36"	9	2	Primary Weapon 1
Cosmic Fire	Hellstorm	D	1	Heavy 1
Seismic Assault	Hellstorm	6	2	Heavy 1
	48"	8	3	Heavy 6D6

TRANSCENDENT C'TAN

A warrior of blazing star-matter, a Transcendent C'tan is a captive god of almost unlimited power. Far greater and more deadly than typical C'tan Shards, Transcendent C'tans are an aggregate of anywhere between a dozen and one hundred such shards. Should such a creature find itself amidst the enemy's ranks it will inflict untold horrors in a matter of seconds. Only the greatest weapons can harm the Transcendent C'tan, and even should they slay the beast, the price to its enemies may well prove insupportable.

	WS	BS	S	T	W	I	A	Ld	Sv
Transcendent C'tan	6	6	9	9	5	8	10	3+

UNIT TYPE: Gargantuan Creature.

SPECIAL RULES:
Transcendent Necrodermis: This model has a 4+ invulnerable save. If the Transcendent C'tan loses its last Wound, all models within 4D6" suffer a Strength 10 AP2 hit.

OPTIONS:
• A Transcendent C'tan **must** have one of the following powers:
- Storm of Heavenly Fire .... 50 pts
- Seismic Shockwave .... 60 pts
- Transliminal Stride .... 120 pts
• A Transcendent C'tan **must** take two Ascendant Powers (weapons) from the following list:
- Cosmic Fire .... 60 pts
- Sky of Falling Stars .... 115 pts
- Transdimensional Maelstrom .... 120 pts
- Wave of Withering .... 120 pts
- Antimatter Meteor .... 150 pts
- Seismic Assault .... 200 pts

UPGRADES:
Storm of Heavenly Fire: At the end of the Transcendent C'tan's Movement phase, place the large blast marker centred over the C'tan. All models under the marker (friend and foe, other than the C'tan) immediately suffer a single Strength 6 AP3 hit with the Ignores Cover special rule. Vehicles are hit on their side armour.

Transliminal Stride: Instead of moving normally, a C'tan can choose to move 18" in a straight line, ignoring intervening models and terrain. Any models passed over (friend and foe) suffer a Strength D AP- hit. A C'tan cannot charge in the same turn it uses this ability.

Seismic Shockwave: The C'tan's Stomp attacks are resolved using the large blast marker rather than the blast marker.

	Range	S	AP	Type
Antimatter Meteor	48"	10/8/6	1/3/5	Primary Weapon 1, Apocalyptic Mega-blast
Sky of Falling Stars	48"	7	3	Primary Weapon 6, Apocalyptic Barrage
Transdimensional Maelstrom	36"	9	2	Primary Weapon 1, Apocalyptic Blast
Wave of Withering	Hellstorm	D	1	Primary Weapon 1
Cosmic Fire	Hellstorm	6	2	Heavy 1
Seismic Assault	48"	8	3	Heavy 6D6
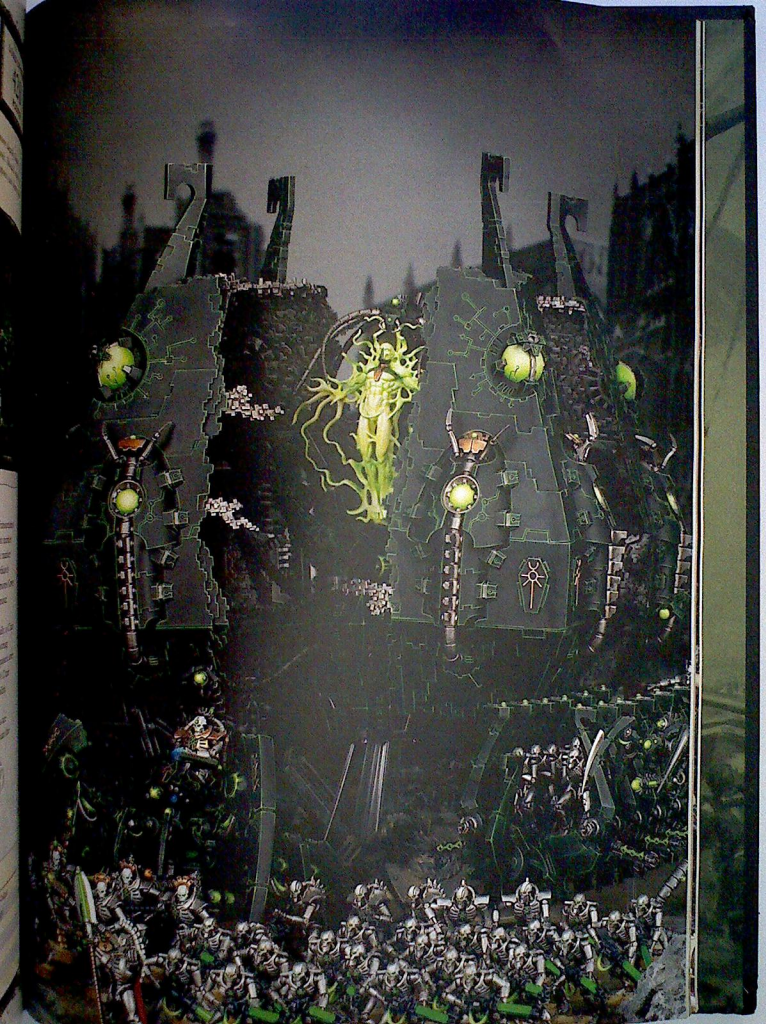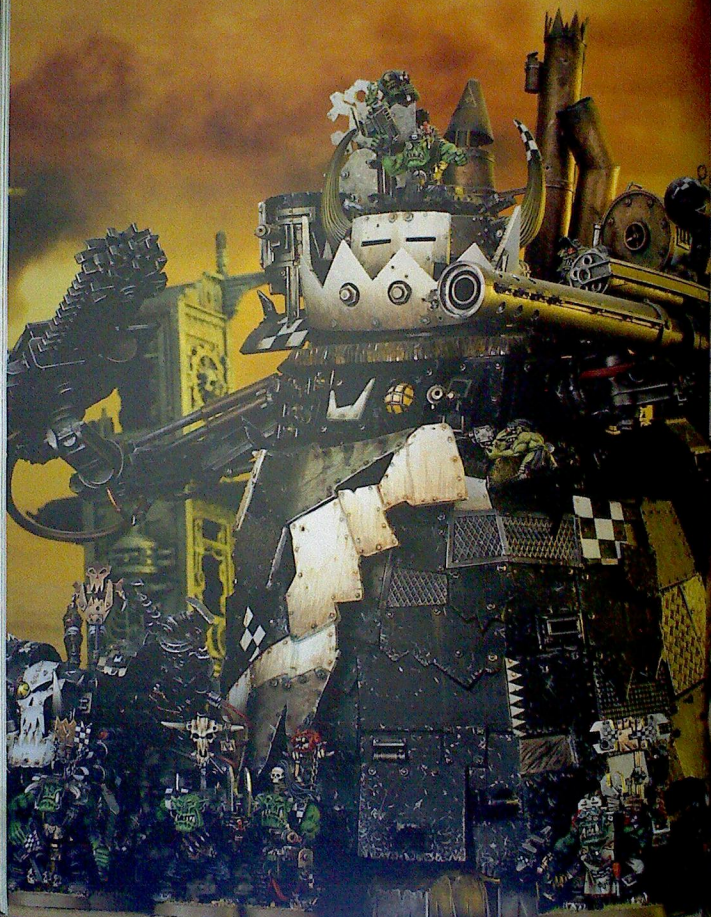
ORKS

The Orks believe that might makes right. Bigger is always better, and the more dakka something has, the more destruction it will cause. Nowhere is this simple philosophy more obvious than in their super-heavy engines of war. Filling the dual roles of mobile fortress and effigy of war, even a single Stompa can turn a rag-tag Ork horde into an unstoppable avalanche of death and destruction.

Ork Mekboyz are nothing if not ambitious. With enough raw materials, a Mek can build almost anything providing its stated purpose is to blow people up, set them on fire, or chop them into bloody chunks. When enough Meks get together under the patronage of a suitably powerful Warboss, there is no telling what smoke-belching mechanised monstrosities they will end up churning out. However, the most commonly built super-heavy war engines of the Orks are the towering mountains of armour and guns known as Stompas. Looming to the height of a hab-block and standing almost as wide as they are tall, Stompas are ground mobile gunforts built to echo the aspect of the Ork gods Gork and Mork. What a Stompa cannot blow to pieces with its guns, it will merrily stamp flat, beat into submission or simply barge aside with its monumental bulk. The commanders of such massive and seemingly invulnerable war engines will waste no time in charging it straight toward the enemy. Buildings, battlefield debris and numerous incautious greenskins are obliterated without a thought as the Ork war engine thunders toward the foe.

Control of so powerful and deafeningly noisy a war engine tends to go rather to the heads of the Orks and Grots crewing it, and any thought of caution is eclipsed by the overwhelming desire to get stuck in as fast as possible.

Orks are not patient creatures, and have little conception of building up their forces. Thus it is far from uncommon for a tribe of greenskins – having built or raised a single such super-heavy weapon of war – to presume themselves now entirely invincible. Such tribes will set off on an immediate rampage, eager to bring their new death-machine to bear on all and sundry and enjoy the spectacular results.

> *A Stompa may only be chosen if your primary detachment is from Codex: Orks. It may only transport units from Codex: Orks. The weapons, wargear and special rules referenced here will be found in either Codex: Orks or the Warhammer 40,000 rulebook.*

A Stompa is a walking weapons platform built by the Orks to pay tribute to their brutal god Gork (or possibly Mork). Built in typical Ork slap-dash fashion, the Stompa's bulk is covered in overlapping metal plates. These great iron slabs are bolted atop one another to present a formidable frame and allow the Stompa to shrug off an enormous amount of incoming firepower. It has a large crew of Orks and dozens of Grot riggers to keep its vast engine going and its weapons blazing away. And Stompas are festooned with weapons – ranging from big shootas and a skorcha poking out from between its protective plates to the deff kannon, an enormous piece of ordnance, and the high velocity firing supa-gatler. A Stompa can also carry within its hold a full mob of battle-hardened Orks, ready to jump out bash in heads at a moment's notice. Once in combat, a Stompa wields its mega-choppa – a massive whirring blade that can cleave a bastion in two or hack a Titan down to size in a flurry of roaring violence.

SPECIAL RULES:

Effigy: All friendly units chosen from *Codex: Orks* within 6" of a Stompa have the Fearless special rule.

TRANSPORT:

Transport Capacity: Twenty models.

Fire Points: Four; three in its belly, one in its head.

Access Points: A Stompa has one Access Point at the rear (the rear hatch).

OPTIONS:

- May take up to two additional supa-rokkits .... 20 pts each

		Armour							
	WS	BS	S	F	S	R	I	A	HP
Stompa	4	2	10	13	13	12	1	4	12

UNIT TYPE: Vehicle (Super-heavy Walker, Transport).

WARGEAR:
- Three big shootas
- Deff kannon
- Supa-gatler
- Three supa-rokkits

- Skorcha
- Twin-linked big shoota
- Mega-choppa

	Range	S	AP	Type
Deff kannon	72"	10	1	Primary Weapon 1, Massive Blast
Skorcha	Template	5	4	Assault 1
Supa-gatler	48"	7	3	Heavy 2D6, Psycho-Dakka-Blasta!, Whirrrr Click-click
Supa-rokkit	Infinite	8	3	Heavy 1, Large Blast, One use only
Mega-choppa	-	D	1	Melee

Psycho-Dakka-Blasta!: The supa-gatler makes three shooting attacks with the profile above each time it fires. Completely resolve each shooting attack before moving onto the next one. A new target may be chosen for each attack.

Whirrrr Click-click: If a double is rolled when determining the number of shots for any of the supa-gatler's shooting attacks, then it runs out of ammunition after that attack has been resolved, and may not shoot again for the rest of the battle. This rule does not apply to the very first shooting attack a supa-gatler makes in a battle (so it will fire a minimum of two times before running out of ammunition).

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ELDAR & DARK ELDAR

The Eldar are long removed from the days when they ruled the galaxy. They no longer dictate the course of events, but their mysterious Seers read the strands of fate and set their race on the correct path to best manipulate the outcome. Eldar armies strike without warning and without mercy – acting upon their own unfathomable motives. It can be difficult for outsiders to identify which of the different factions – the Eldar, the Corsairs, or the Dark Eldar have committed which act of war.

The Eldar way of war is swift and precise. They use their small but highly skilled forces and sophisticated technology to first misdirect and then carve up their foe. All Eldar craftworlds regularly employ vast engines of war as part of their swift strike forces, but it is hard to compare the lithe war engines of the Eldar to the lumbering hulks of other races. Made of the unique psychoplastic material known as wraithbone, even the largest and deadliest units of the Eldar war arsenal are still lightweight and manoeuvrable. Even Eldar Titans are swifter and more nimble than the ponderous works of other races. Although eschewing the proliferation of guns borne by many other super-heavy engines, the weapons they do carry are devastatingly effective. It was a lone Revenant Titan, accompanied by a small strike force of Aspect Warriors, that halted the Blitz-brigade Waaagh! of Warlord Grizwalla. Despite the thick frontal armour of the onrushing Battlewagons, the Revenant's twin pulsars were more than capable of turning each of the Orks' howling charges into retreats that left behind burnt heaps of wreckage and strewn bodies.

The Eldar use these war machines to spearhead attacks or provide long-range fire support. Their advanced weapons are feared tank-killers, and during their inexplicable raids on forge worlds and Knight worlds Eldar Titans have proven capable of holding their own against even the largest Imperial walkers – at least for as long as their holo-fields hold up. The ingenious holo-field defence misdirects enemy fire, giving protection as efficient as the thickest armour.

A Revenant Titan may only be chosen if your primary detachment is from Codex: Eldar or Codex: Dark Eldar. The weapons, wargear and special rules referenced here will be found in one of these codexes or the Warhammer 40,000 rulebook.

REVENANT TITAN

The Revenant Titan advances with uncanny speed and grace, its jump jets and gravitic motors giving it mobility unmatched by other Titans. Most Revenants are armed with a pair of pulsars, capable of disabling even the mightiest Imperial Titan. Some instead wield sonic lances – deadly weapons that shake targets apart regardless of their armour. Despite its size, the Titan is crewed by a single Eldar, who is supported by the collective consciousness and experience of the many spirits which dwell in the Titan's wraithbone core. If hard-pressed, a Revenant will vault away, its wraithbone construction is comparatively lightweight which can leave it vulnerable to sustained firepower. Therefore holo-fields project from its rear wing which bend and blur its image, causing enemies to waste their shots against spectres.

	WS	BS	S	F	S	R	I	A	HP
				Armour					
Revenant Titan	3	4	10	12	12	10	2	1	9

UNIT TYPE: Vehicle (Super-heavy Walker).

WARGEAR:
- Two pulsars
- Revenant missile launcher
- Eldar Titan holo-fields

Eldar Titan Holo-fields: Before making an armour penetration roll or rolling on the Destroyer Weapon Attack table for attacks against this model, the attacker must roll a D6 to see if the attack hit the target or a holo-field image. If this model moved in its last turn, it is hit on a roll of 4+. If not, then it is hit on a roll of 3+. Only make armour penetration rolls or rolls on the Destroyer Weapon Attack table for attacks that hit the target.

SPECIAL RULES:

Agile: In the Shooting phase, the Revenant Titan can choose to either:
- Fire all available weapons.
- Fire a single weapon and then Run.
- Fire no weapons at all and Run twice.

Jump Jets: The Revenant may move up to 36" in the Movement phase. When moving, charging or falling back, it can move over all other models and all terrain freely. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is actually possible to place the model on top of it.

OPTIONS:
- May replace both pulsars with sonic lances .... *free*

Pulsar	Range	S	AP	Type
Sonic lance	60"	D	2	Primary Weapon 2, Large Blast
Revenant missile launcher	Hellstorm	X	2	Primary Weapon 1, Pinning, Soundquake
	24"	5	3	Heavy 4

Soundquake: To fire the sonic lance, place the hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. Models under the template are wounded on a 3+ regardless of their Toughness. Against vehicles, the sonic lance is Strength 1 and rolls 3D6 for armour penetration

TAU EMPIRE

On the Eastern Fringe the Tau Empire is once again in a phase of rapid expansion. Free of superstitious doctrine, the Tau are willing to share their advanced technology and Greater Good philosophy with all sentient creatures they encounter. Those alien populations not willing to join the Greater Good are soon shown the error of their ways by the Fire caste, the military wing of the Tau Empire.

Tau cadres approach warfare in a systematic and disciplined manner, coordinating their efforts with the atmospheric fighters of the Air caste. Although Tau ground forces have not, as of yet, deployed units that match the sheer scale of the largest opponents they face, the air fleet regularly does. The largest Tau vehicles are spare-faring transport vessels and dropships which are rarely deployed in battle except in the most apocalyptic of war zones. The most commonly seen super-heavy vehicle used by the Tau is the versatile and deadly Tiger Shark.

The Tiger Shark is designed to facilitate the Tau's preference to keep foes at an arm's length where they can be safely eliminated by fire from the cadre's long-ranged and high-powered weapons. A Tiger Shark's strafing run can quickly counter enemies that threaten to reach Tau gunlines. Tiger Sharks can also seed drones – air-dropping Gun Drones to enable rapid reinforcement 'on the ground' and also to place a unit to intervene between the foe and their gunline.

This gives the warriors of the Fire Caste more time to re-position and to pour more deadly volleys into the enemy. Working in concert with formations of Razorshark Strike Fighters and Sun Shark Bombers, this organised choreograph of death has paved the way for many successful invasions for the Tau Empire.

A Tiger Shark may only be chosen if your primary detachment is from Codex: Tau Empire. The weapons, wargear and special rules referenced here will be found in either Codex: Tau Empire or the Warhammer 40,000 rulebook.

TIGER SHARK

The Tiger Shark is only deployed during major operations. It is faster and more manoeuvrable than the Imperium's Marauder bomber, but lacks the large bomb payload. Instead, the Tiger Shark's main role is to support the ground troops with its cannons, and to deploy showers of gun drones – either to deliver more firepower where it is needed most, or to slow down enemy forces, keeping them in designed kill zones until they can be eradicated. The Tiger Shark requires only two Air Caste crew – a pilot and navigator/weapons operator, as artificial intelligences coordinate many of the minor systems aboard. In battle the Tiger Shark will skirt the enemy like a predator, picking off unsupported scouts or vehicles while laying units of drones, before accelerating to top speed to perform deadly strafing runs.

		Armour			
	BS	F	S	R	HP
Tiger Shark	4	12	12	10	6

UNIT TYPE: Vehicle (Super-heavy Flyer).

WARGEAR:
- Twin-linked ion cannon
- Twin-linked missile pod
- Two burst cannons
- Fourteen gun drones

SPECIAL RULES:
- Strafing Run
- Supersonic

Drone Rack: The Tiger Shark may deploy Gun Drones at any point during its Movement phase. It may only deploy a maximum of one squad of Gun Drones each turn, which must consist of up to 14 models, and these are treated as a single squad of Gun Drones from that point onwards for the remainder of the game. To deploy a squad of Gun Drones, nominate any point over which the Tiger Shark moved, and deploy the squad as if it were Deep Striking onto that point, except that these models do not take Dangerous Terrain tests and do not scatter.

OPTIONS:
- May replace its Gun Drones and the Drone Rack special rule with six seeker missiles............... free
- May take items from the Vehicle Battle Systems list (see *Codex: Tau Empire*, pg 95)

TYRANIDS

The Tyranid way of war is utterly alien and entirely incomprehensible to those races upon whom they prey. Where other civilisations fight to expand their borders, capture resources, impose their ideologies or avenge perceived wrong-doings, the Tyranids simply consume. The Hive Mind and its creatures, from endless swarms to towering bio-titans, present themselves as a single, unified super-predator, whose endless hunger drives it ever onward in search of living matter to devour.

The Tyranid hive fleets grow their every weapon and warrior, creating parasitic living implements that in turn latch themselves onto those larger and more complex beasts who will wield them. These monstrous fusions of warrior and bio-weapon are borne to the surface of the prey world in pods or craft which are, themselves, alive and bio-engineered for just that purpose. The digestion pools that deform the surface of an invaded world, the blades and guns that are wielded to slaughter the prey world's defenders, even the interstellar leviathans that create these swarms of horrors and bear them across the void of space; all are created from raw bio-mass to the specifications of the Hive Mind.

A key difficulty of the ongoing battle against the Tyranid threat is the incredible speed at which the Hive Mind is able to adapt its manifold bio-constructs. Many of the races whose empires now bestride the galaxy have fought in much the same way, and with an arsenal largely unchanged, for many thousands of years. Yet in the space of a single campaign – even a single battle – the Hive Mind can gauge the capabilities and tactics of a particular foe and take steps to counter them. This can be exceptionally difficult for an enemy to cope with, for most cannot alter their way of war with a speed that can match the Hive Mind's versatility. The gargantuan creatures that the Hive Mind deploys in extremis are perhaps the ultimate expression of this lethal adaptability. When faced with an enemy that it simply cannot overwhelm through numbers or instinctive cunning, the Hive Mind will resort to unstoppable brute force. Requiring vast expenditure of precious bio-mass, the creation and deployment of such monstrous beasts is only ever committed to when their immense durability and unstoppable strength is the only thing that can overcome the defences of the prey.

A Harridan may only be chosen if your primary detachment is from Codex: Tyranids. *The weapons, biomorphs and special rules referenced here will be found in either* Codex: Tyranids *or the* Warhammer 40,000 *rulebook.*

HARRIDAN

Terror of the skies, a Harridan is an enormous chitin-covered killing machine, an airborne reaper that seeks to sweep the skies clear of foes before plummeting downwards to smash apart key enemy ground assets. A Harridan's underside appears to writhe, as a brood of Gargoyles cling underneath, hideous clusters of scaly limbs and furled wings. When the time is right the Gargoyles unlatch their claws, breaking off from their brood-mother, a flapping mass eager to seek out its own victims to assail. A Harridan's preferred method of attack is to soar over the battlefield, using its mobility to strafe foes below with revolting bio-cannons. However, it is more than capable in close combat; its raking talons can pluck up a grav-tank and rip it in two and its jaws are powerful enough to shear through a Stormraven Gunship.

	WS	BS	S	T	W	I	A	LD	Sv
Harridan	4	3	10	8	8	3	4	10	3+

UNIT TYPE:
Flying Gargantuan Creature.

WEAPONS & BIOMORPHS:
- Two bio-cannons
- Scything talons

SPECIAL RULES:

Gargoyle Brood: The Harridan may act as an Open-topped Transport for a single brood of up to 20 Gargoyles. If the Harridan is slain while Gargoyles are being transported, each Gargoyle takes an Initiative test. Those that fail the Initiative test are removed as casualties. Then, remove the Harridan model and place the surviving Gargoyles in the space it used to occupy, more than 1" from any enemy models. The brood acts normally from then on.

	Range	S	AP	Type
Bio-cannon	48"	10	3	Assault 6

ALTAR OF WAR: ESCALATION

When a Lords of War unit takes to the field, everything changes. Objectives that previously seemed vital in importance pale into insignificance compared to weathering the fury of so vast an engine of destruction. Stopping the behemoth's rampage becomes the most pressing concern of the enemy commander, and strategic locations previously thought inviolable find themselves now squarely in the line of fire. At such a time, only the most desperate and selfless actions will guarantee victory.

The *Warhammer 40,000* rulebook already includes a set of Eternal War missions, and when you multiply this by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, if not thousands of different ways to play.

However, we feel that you can never have too much variety, so this book has six new missions you can use if you or an opponent has a Lords of War unit in their army.

The new missions illustrate the different sorts of strategies used by armies that include Lords of War units – or those battling against them – and they will provide new tests of your tactical ability as a commander.

STRATEGY

Different armies use different strategies when they go to war, which affects the types of battle that they fight. Armies that include a Lords of War unit may be lent additional confidence by its mighty presence, striking at the most vital of targets or weathering wave after wave of lesser foes with

studied contempt. By comparison, those facing an army that includes such an immense and powerful unit will find their strategy dictated by its presence, holding their monstrous foe back from vital assets or pouring all their efforts into bringing the Lords of War unit low.

The missions in this book are themed around the ways in which Lords of War units change the nature of the battles fought around them. This gives you a chance to discover more about the strategies used by and against these massive units, and then to try these strategies out on the tabletop. It also means that the army you command can affect the types of battle you will be likely fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle as a Warlord commanding a Lords of War unit than you would as a general facing one.

TACTICS

The six missions included in this book are designed to provide players with games that will really challenge their tactical ability. Each of these missions is designed to be as balanced as possible, providing both sides with a new set of tactical problems to overcome.

This means that, in order to win, you will need to be prepared to think on your feet and quickly adapt to the new circumstances the missions will throw at you. You may be called upon to spearhead an attack or fight to hold a defensive position deep behind enemy lines. Tried and trusted tactics will need to be re-thought in the face of these new challenges, and you will need to be ready to think outside the box in order to win.

A GALAXY'S WORTH OF CHALLENGES

That, then, is what this section is all about, and on the following pages you will find out how to put these ideas into practice on your gaming table. We'll start off with an overview of how to incorporate the new Altar of War missions into your games of Warhammer 40,000, and then we'll provide the missions themselves.

HOW TO USE ALTAR OF WAR MISSIONS

It is very straightforward to use an Altar of War mission – it only requires a handful of minor modifications to the rules for fighting a battle in the *Warhammer 40,000* rulebook. These changes are explained in detail next, but they boil down to: roll-off if you want to use an Altar of War mission; if you win, you can roll on an Altar of War mission table instead of the Eternal War mission table. And that's it!

MISSIONS TABLE

D6	Mission
1	Trampled Underfoot
2	Slay the Beast
3	Armoury of Annihilation
4	The Approach of Doom
5	Ultimate Linebreaker
6	Crucible Extremis

THE MISSION

If either you or your opponent wish to use an Altar of War mission, then you must make a roll-off at the start of the Mission step of Fighting A Battle (see the *Warhammer 40,000* rulebook). The winner of the roll-off can choose either to roll on the Altar of War mission table, or instead to roll on the Eternal War mission table. These rolls will determine which mission is used for the battle. In the case of a player whose army includes a Lords of War unit, they must roll on the Altar of War: Escalation Table. This takes precedence over the Altar of War for the codex from which the player has chosen their primary detachment, and is the exception to normal Altar of War Mission Table rolls. Note that if their opponent does not possess a Lords of War unit but does have their army's Altar of War book, they may choose to roll on their army's Altar of War Table instead. A player whose army does not include a Lords of War unit may not roll on the Altar of War: Escalation table.

For example, Andy and Jeremy have arranged to play a game of Warhammer 40,000. Jeremy has brought along his Ork horde - complete with a Stompa - and the *Warhammer 40,000: Escalation* book, while Andy is using his Space Marines and has *Altar of War: Space Marines*. They roll-off and Jeremy wins. He decides to roll on the Altar of War mission table in this book. If Andy had won, he could have rolled on the Altar of War: Space Marines table instead.

THE ARMIES

In the case of all Altar of War: Escalation missions, players choose armies as described in the *Warhammer 40,000* rulebook. The Escalation player must choose a Lords of War unit from *Warhammer 40,000: Escalation*.

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Altar of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook.

DEPLOYMENT & WARLORD TRAITS

In the case of all Altar of War: Escalation missions, before deploying their forces, players should first roll for their Warlord Traits.

THE ENEMY

The player that won the roll-off and rolled on the Altar of War: Escalation mission table is known as 'the Escalation player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an Altar of War: Escalation mission even if they also have a Lords of War unit in their army.

RESERVES

Altar of War missions follow all the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in Reserve rather than deployed at the start as normal.

CARRY ON AS NORMAL

These changes aside, all of the rules from the Fighting A Battle section in the *Warhammer 40,000* rulebook are used as for a normal game.

SELECTING MISSIONS

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven't fought before or to hone your skills at missions you have previously fought.

TRAMPLED UNDERFOOT

Super-heavy units are sometimes tasked with the destruction of enemy monuments, grinding the hated works of the foe into rubble with their formidable weapons or sheer uncaring bulk. Thus is the enemy's will to fight shattered beyond all recovery.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Dawn of War deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

PLACE OBJECTIVE MARKERS

After setting up the terrain, but before determining table halves, take it in turns to set up a total of 5 objective markers as described in the *Warhammer 40,000* rulebook. Roll-off to see who places the first objective marker.

DEPLOYMENT

Players deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

If a player's Lords of War unit ends its Movement phase within 3" of an objective marker, that objective marker is removed from the table (it has been crushed!) and the unit's owning player scores 1 Victory Point. At the end of the game, each objective marker is worth 2 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker, Through Attrition, Victory (pg 40).

MISSION SPECIAL RULES

Impending Doom (pg 40), Night Fighting, Reserves.

SLAY THE BEAST

The deployment of a super-heavy threat changes the nature of a battle so completely that entire battlegroups will be charged with nothing less than its utter destruction. A wise commander knows to prioritise the neutralisation of such a foe while he is yet able.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Vanguard Strike deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

DEPLOYMENT

Players deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The enemy player goes first, unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, the Escalation player scores 1 Victory Point for every Hull Point or Wound remaining on their Lords of War unit. Conversely, at the end of the game, the enemy player scores 1 Victory Point for every Hull Point or Wound that has been lost by the Escalation player's Lords of War unit. This score is only calculated at the end of the game; Hull Points or Wounds that have been lost but subsequently recovered by the Lords of War unit due to Repair rolls or by any other means are not counted for scoring Victory Points. This mission does not use the Through Attrition, Victory secondary objective.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Impending Doom (pg 40), **Night Fighting, Reserves.**

Encircling Ambush: All units placed in Reserves by the enemy player have the Outflank and Acute Senses special rules for the duration of this game. If they already have these special rules there is no additional effect.

ARMOURY OF ANNIHILATION

In a war zone involving super-heavy threats, installations, weapons emplacements and defences that are capable of taking down such titanic combatants are hotly contested. Control of these objectives will swiftly dictate the outcome of the war.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Dawn of War deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

Place Objective Markers

After setting up the terrain, but before determining table halves, take it in turns to set up a total of D3+2 objective markers as described in the *Warhammer 40,000* rulebook. Roll-off to see who places the first objective marker.

DEPLOYMENT

The enemy player deploys first, anywhere in his deployment zone. The Escalation player then deploys.

FIRST TURN

The enemy player goes first, unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each objective marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker, Through Attrition, Victory (pg 40).

MISSION SPECIAL RULES

Impending Doom (pg 40), Night Fighting, Reserves.

Annihilator Objectives: The shooting attacks of a unit controlling an objective marker have the Armourbane, Fleshbane and Interceptor special rules. In addition, a unit controlling an objective marker can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.

In this mission, objective markers can be targeted with shooting attacks, charged and hit with close combat attacks as if they were an enemy unit. In close combat, an objective marker is hit automatically. Each objective marker has an Armour Value of 15 all around and a 4+ invulnerable save, but is destroyed and removed from play if it suffers a single glancing or penetrating hit.

THE APPROACH OF DOOM

The arrival of a super-heavy threat to the battlefield is heralded by thunderous roars and footfalls that shake the ground with the force of an earthquake. In these moments, warriors check their weapons and pray to their deities, and prepare for the coming of death.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Vanguard Strike deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

PLACE OBJECTIVE MARKERS

After setting up the terrain, but before determining table halves, take it in turns to set up a total of 5 objective markers as described in the *Warhammer 40,000* rulebook. Roll-off to see who places the first objective marker.

DEPLOYMENT

Players deploy as described in the *Warhammer 40,000* rulebook. Lords of War units are not deployed but use the Looming Reserves mission special rule (see below).

FIRST TURN

The player who deployed his army first goes first, unless his opponent can Seize the Initiative (see the *Warhammer 40,000 rulebook*).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000 rulebook*).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each objective marker is worth 1 Victory Point to the player that controls it. In addition, each player scores 1 additional Victory Point for each scoring unit in their army on the table.

SECONDARY OBJECTIVES

Slay the Warlord, Linebreaker,
Through Attrition, Victory (pg 40).

MISSION SPECIAL RULES

Impending Doom (pg 40), Night Fighting, Reserves.

Looming Reserves: In this scenario, Lords of War units start the battle in Looming Reserve. At the start of Turn 1, each player with a model in Looming Reserve must choose a point on their table edge where that model will enter the battlefield and mark it with a counter (a coin will do); the model will arrive at the beginning of game turn 2.

ULTIMATE LINEBREAKER

Super-heavy units are often employed to spearhead breakthrough missions, a role in which they excel. As the Lord of War thunders across no man's land into the prepared defences of the foe, weapons blazing, other formations follow in its wake and punch through the scattered survivors.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Dawn of War deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

DEPLOYMENT

The player who chose which table half to deploy in now deploys his army, followed by their opponent.

FIRST TURN

The player who deployed his army first goes first, unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game you score 1 Victory Point for each unit (except for Lords of War units) with one or more models in the enemy's deployment zone. Units that are falling back or that have gone to ground do not count.

A non-Zooming, Gliding or Swooping Lords of War unit scores 2 Victory Points for each of its turns in which it ends the Movement Phase in the enemy's deployment zone.

A Lords of War unit that was Zooming, Gliding or Swooping in that turn only scores 1 Victory Point for each of its turns in which it ends the Movement Phase in the enemy's deployment zone.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Through Attrition, Victory (pg 40).

MISSION SPECIAL RULES

Impending Doom (pg 40), Night Fighting, Reserves.

CRUCIBLE EXTREMIS

A duel between super-heavy threats rapidly leads to the destruction of everything and everyone in the vicinity. Simply surviving the horrors of such an encounter is a rare achievement afforded to very few warriors in the 41st Millennium.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Hammer and Anvil deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

PLACE OBJECTIVE MARKERS

After setting up the terrain, but before determining table halves, take it in turns to set up 3 objective markers as described in the *Warhammer 40,000* rulebook. Roll-off to see who places the first objective marker.

DEPLOYMENT

Players deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each objective marker is worth D3 Victory Points to the player that controls it. In addition, each player scores 1 additional Victory Point for each scoring unit in their army on the table.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker, Through Attrition, Victory (pg 40).

MISSION SPECIAL RULES

Impending Doom (pg 40), Night Fighting, Mysterious Objectives, Reserves.

Escalation Objective Taker: In Crucible Extremis, all Lords of War units are scoring units, even if Immobilised.

GAUNTLET CHALLENGE MISSIONS

Super-heavy vehicles and Gargantuan Creatures are the ultimate warbringers on the battlefields of the 41st Millennium. In addition to opening up new vistas of firepower and destruction, their almighty presence brings with it a host of new tactics and challenges for tabletop commanders.

This section is all about adding more ways to use your Lords of War unit on the battlefield. In addition to being centerpiece models – an awesome highlight of your collection – Super-heavy vehicles and Gargantuan Creatures just scream out fantastic gaming options and mission ideas. They are the equivalent of the thrown gauntlet – a challenge that only the bold will accept.

How long can your lone Stompa hold out against your opponent's entire army? Have you ever wanted to see if your Khorne Lord of Skulls could wreck an Imperial city, toppling buildings in its primordial hunt for prey? What about duelling super-heavy tanks, each vehicle commanded by an ace – a veteran with so many kill-rings on his gun barrel that it seems to be painted a solid colour. Who doesn't want to see two heavyweights of the Warhammer 40,000 universe square off in a death-duel? Who can resist yelling 'super-heavy scrap time!' in a shrill voice whilst cackling maniacally… OK, perhaps that's one step too far, strike that last one out.

Simply owning one of these mechanized monstrosities or bio-constructed horrors is an aspiration – but wait until you see them in battle. These scenarios and campaign ideas are for players daring enough to step outside the world of even-points battles. That doesn't mean these games are not playable or aren't in the least bit balanced, but rather they are more about telling a particular story or exploring an idea. It's rather doubtful that the player with the lone Lords of War unit can survive the entire game in the Defiant to the End mission, but that is exactly the point. For some commanders the mere thought of such a game is enough to inspire them to acts of greatness that will be remembered for as long as they keep telling their gaming group about them. If you are one of those that can rise to the challenge, then find an opponent who is up for such a battle and throw down the gauntlet!

USING GAUNTLET CHALLENGE MISSIONS

It is very straightforward to use a Gauntlet Challenge mission – it only requires a handful of minor modifications to the rules for fighting a battle in the *Warhammer 40,000* rulebook. These changes are explained in detail of each mission, but first you must find an opponent worthy of taking on this brand new challenge along with you. Then, between the two of you, choose your mission.

FORGING A NARRATIVE

While this section provides 3 new Gauntlet Challenge Missions to try out, that's only the tip of the iceberg of what's out there. Trying come up with your own missions customized to the terrain and model collections used by yourself an your friends. Inspiration is everywhere – starting with the awesome Lords of War models themselves. How about a game where the super-heavy asset must be powered up, its few defenders desperately forming a shield around the vulnerable giant until its mighty machine spirit can be fully roused? Or an off-table target – a defense laser or shield generator – that can only be damaged by a Destroyer-class weapon. Warhammer 40,000 is a big galaxy with plenty of new battles and gaming options to explore…just remember, whatever happens, you will not be missed.

TAKING YOUR MISSIONS FURTHER

Once you've incorporated Super-heavy tanks and Gargantuan Creatures into your battles and you've had a go at making your own scenarios, what next? For truly enormous battles using all your model collection, you need to check out the Apocalypse supplement. Avid players might also want to try their hand at a campaigns or linked games. These are games where each battle has a consequence on the subsequent games, and they can also add a new dimension to your hobby. What if you rolled between games to regain Hull Points on your damaged Super-heavy units? Such new dimensions can really alter your tactics – for a cunning player can lose a battle, but still ultimately win the war. The truly ambitious might want to incorporate new skills, allowing for monstrous behemoths and super-heavy tank aces to develop new skills. For players wishing to pursue this line of gaming further, Planetary Empires and the Forge World line of campaign books are great places to begin. Good luck, and happy gaming!

DEAD CITY RAMPAGE

Lords of War are frequently deployed to lay waste to cities and population centres, either to flush out the few remaining survivors, deny its resources to the enemy, or simply to revel in the unbridled carnage and destruction they wreak.

THE ARMIES

Decide before the game, which side will be the attacker and which will be the defender. In this scenario only the attacker has access to a Lords of War unit (and they must take one!). Then choose armies as described in the *Warhammer 40,000 rulebook*.

THE BATTLEFIELD

This scenario is intended to be played across a battlefield with as many ruins as players can place down, although no ruins should be placed within 6" of any table edge.

PLACE OBJECTIVE MARKERS

Without the attacker looking, the defender now gets to place 3 hidden objective markers within the ruins, with a limit of one marker per ruin. This is best achieved by making a map and marking the secret locations.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits. The defender sets up first, placing his army anywhere on the tabletop, but not within 12" of any board edge. In this special scenario the attacker does not deploy, but instead moves his force onto the battlefield at the start of the first turn. The exceptions to this are the attacker's Infiltrators, which can be deployed as normal, and Flyers, which enter as Reserves.

FIRST TURN

The attacker gets the first turn and brings his models on from any table edge.

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000 rulebook*).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

The attacker scores 5 Victory Points for each objective marker they control at the end of the game or Bury in Rubble (see the mission special rules) during the game. Additionally, each ruin their Lords of War unit has Smashed to Rubble (see right) they gain 1 Victory Point.

The defender scores 5 Victory Points for each objective marker the attacker doesn't control or Bury in Rubble by the end of the game. Additionally, at the end of the game, the defender scores 2 Victory Points for every Hull Point or Wound scored against a foe's Lords of War unit.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.
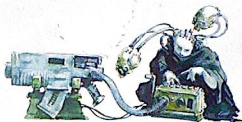
MISSION SPECIAL RULES

Night Fighting, Reserves.

Smashed to Rubble: For this scenario, a Lords of War unit has been outfitted with special equipment enabling it to destroy ruins. If the Lords of War unit ends its move within 3" of a ruin, it can choose to destroy it on a roll of 2+. If successful, remove the ruin and replace its footprint with rubble or a crater (difficult terrain). Any models (friend or foe) within the ruins must test as if they were in a transport that suffered an Explodes! result. If the attempt to destroy ruins is unsuccessful there are no effects.

Bury in Rubble: In this scenario, any objective marker that was in a ruin that was destroyed due to the Smashed to Rubble special rule is considered destroyed (and grants points to the attacker – see the Victory Conditions).

Lord Strygus Doom-handed looked over the horizon – the blackened and blasted ruins stretched as far as he could see. Somewhere out there the loyalist scum were holed up – doubtlessly hoping to safeguard their wounded, praying to their Emperor that they would survive until an evac off planet was arranged. A smile creased Strygus' twisted features as a Khorne Lord of Skulls rumbled forward and tested its rage-emanator – the blasting waves causing nearby structures to collapse, kicking up waves of dust that momentarily blanketed everything. The metal beast could be heard lumbering through the debris, heading towards its next target. 'They can run, but they cannot hide!' shouted Lord Strygus as he motioned his forces to follow up the grinding Daemon Engine that trundled before them.

DEFIANT TO THE END

The destruction of an enemy super-heavy class threat is a rare distinction, often won only by the gun crews of super-heavy vehicles. A lone Lord of War, cut off from its supporting formations, is the greatest prize to be won on the battlefield – if the enemy commander can yet finish it off.

THE ARMIES

Decide before the game, which side will be the attacker and which will be the Escalation player. In this scenario the Escalation player has only a single Lords of War unit chosen from *Warhammer 40,000: Escalation*. The attacker has exactly 1,000 points more than the defender's one-unit army and chooses his force as described in the *Warhammer 40,000 rulebook*. The attacker cannot select a Lords of War unit.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000 rulebook*. Use the Hammer and Anvil deployment map in the Warhammer 40,000 rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

PLACE OBJECTIVE MARKER

After setting up the terrain and determining table halves, the Escalation player places a single objective anywhere on the tabletop that is not in his own deployment zone.

DEPLOYMENT

The attacker should first roll for Warlord Traits, then the Escalation player deploys first. He may deploy anywhere in his table half that is at least 12" from his opponent's deployment zone. The enemy player then does likewise.

FIRST TURN

The Escalation player goes first unless his opponent can Seize the Initiative (see the *Warhammer 40,000 rulebook*).

GAME LENGTH

The length of this game is unusual – it lasts for seven turns or until one side is wiped out (most likely the Lords of War unit).

VICTORY CONDITIONS

In this mission, Victory Points are not used. Victory is determined solely by which of the following results occurs: be sure to make note of when the Lords of War unit is destroyed (if it is).

Survival Against All Odds. The Lords of War unit survives the entire game – glorious victory to the Escalation player, shameful defeat for the attacker.

Pyrrhic Victory. The Lords of War unit is destroyed in Turn 7. Minor victory to the Escalation player, minor defeat to the attacker.

Mutually Assured Destruction. The Lords of War unit is destroyed in Turn 6. Draw.

Felled At Last. The Lords of War unit is destroyed in Turn 3, 4 or 5. Victory for the attacker, defeat for the Escalation player.

Brought Down in Flames. The Lords of War unit is destroyed in Turn 1 or 2. Glorious victory for the attacker, shameful defeat for the Escalation player.

MISSION SPECIAL RULES

Night Fighting.

Always War: Any non-HQ units in the attacking player's army that are completely destroyed are placed to the side. At the end of the attacker's Movement phase roll a dice for each unit except for troops, as they automatically return. Fast attack and elites units come back to play on a dice roll of 3+, while heavy support units come back on a roll of 4+. All returning units enter play as per Reserves.

Repair Asset Objective: In this mission, the objective marker represents a worker drone, servitor, micro-scarab or some other repair only asset. If, at the start of a friendly turn, a Lords of War unit is within 6" of the objective marker, then a single lost Hull Point or Wound can be restored to the Lords of War unit on a D6 roll of 4+. This repair cannot take the unit over its starting number of Hull Points or Wounds, nor can it fix a unit that has been reduced to 0 or fewer Hull Points or Wounds.

This is a fast-playing scenario and a perfect one to swap sides and re-fight once you've finished. For the ultra-competitive out there, try recording how many enemy units each player can destroy with the Lord of War unit. Try optimising armaments for full-scale slaughter, or perhaps even trying out which Super-heavy vehicle or Gargantuan Creature will perform best in such a desperate solo action.

WHEN TITANS CLASH

The names and deeds of legendary super-heavy tank commanders and the designations of particular alien monsters and war-constructs are known to warriors across the galaxy. The inevitable meeting of two such near-mythic figures is often the turning point in a campaign.

THE ARMIES

Choose armies as described in the *Warhammer 40,000* rulebook. Both players must choose a single unit from *Warhammer 40,000: Escalation*.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook. Use the Vanguard Strike deployment map in the *Warhammer 40,000* rulebook. The players then roll-off and the winner chooses which table half they will deploy in. The opposing player will deploy in the opposite table half.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits and a Lord of War Trait (see below) for their Super-heavy vehicle or Gargantuan Creature. Players may then deploy as in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed his army first, goes first unless his opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Additionally, at the end of the game, each player scores 1 Victory Point for every Hull Point or Wound scored against his foe's Lords of War unit.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Night Fighting, Reserves.

LORD OF WAR TRAITS

D6	RESULT
1	**Master of Manoeuvres:** The Lords of War unit adds D3 to its Movement value each turn and gains the Outflank special rule.
2	**Slayer of Giants:** The Lords of War unit gains the Titan Hunter special rule (this is the Tank Hunter special rule but it also works against Super-heavy vehicles).
3	**Heavy Class:** A Super-heavy vehicle with this trait gains +D3 Hull Points. A Gargantuan Creature gains +D3 Wounds.
4	**Present Maximum Armour:** One use only. In any of the player's turns, they can declare that the Lords of War unit is using this trait. A Super-heavy vehicle gains +1 to all of its Armour Values until the beginning of its next turn. A Gargantuan Creature gains +1 Toughness and can re-roll failed Armour Saves until the beginning of its next turn.
5	**God of War:** The Lords of War unit gains +D3 to its WS (if it has WS on its profile) and +1 to its BS (if it has BS on its profile).
6	**Indomitable:** The Lords of War unit gains the It Will Not Die special rule. If it already had this special rule, once per game, at the beginning of its turn, the player can declare that the Lords of War unit is using this trait – it can then re-roll failed It Will Not Die tests until the beginning of its next turn.

REFERENCE

	Range	S	AP	Type
Antimatter Meteor	48"	10/8/6	1/3/5	Primary Weapon 1, Apocalyptic Mega-blast
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast
Bio-cannon	48"	10	3	Assault 6
Cosmic Fire	Hellstorm	6	2	Heavy 1
Daemongore cannon	Hellstorm	9	3	Primary Weapon 1, Gets Hot, Instant Death
Deff kannon	72"	10	1	Primary Weapon 1, Massive Blast
Gorestorm cannon	Hellstorm	8	3	Primary Weapon 1
Great cleaver of Khorne		D	1	Melee
Hades gatling cannon	48"	8	5	Heavy 12, Pinning
Hellhammer cannon	36"	10	1	Primary Weapon 1, Ignores Cover, Massive Blast
Hellstrike missile	72"	8	3	Ordnance 1, One use only
Ichor cannon	48"	7	2	Primary Weapon 1, Large Blast
Inferno gun	Hellstorm		3	Primary Weapon 1
Mega-choppa		D	1	Melee
Pulsar	60"	D	2	Primary Weapon 2, Large Blast
Quake cannon	24-180"	9	3	Primary Weapon 1, Apocalyptic Blast
Revenant missile launcher	24"	5	3	Heavy 4
Seismic Assault	48"	8	5	Heavy 6D6
Skullhurler	60"	9	3	Primary Weapon 1, Apocalyptic Blast, Gnaw

	Range	S	AP	Type
Sky of Falling Stars	48"	7	3	Primary Weapon 6, Apocalyptic Barrage
Stormsword siege cannon	36"	10	1	Primary Weapon 1, Apocalyptic Blast, Ignores Cover
Sonic lance	Hellstorm	X	2	Primary Weapon 1, Pinning, Soundquake
Supa-gatler	48"	7	3	Heavy 2D6, Psycho-Dakka-Blasta!, Whirrrr Click-click
Supa-rokkit	Infinite	8	3	Heavy 1, Large Blast, One use only
Tesla sphere	24"	7	-	Assault 5, Tesla§
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast
Thunderhawk cluster bomb		6	4	Heavy 6, Bomb, Apocalyptic Barrage, One use only
Transdimensional Maelstrom	36"	9	2	Primary Weapon 1, Apocalyptic Blast
Tremor cannon	60"	8	3	Primary Weapon 1, Earthshock, Massive Blast
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast
Volcano cannon	120"	D	2	Primary Weapon 1, Large Blast
Vulcan mega-bolter	60"	6	3	Heavy 15
Wave of Withering	Hellstorm	D	1	Primary Weapon 1

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.

WARHAMMER 40,000
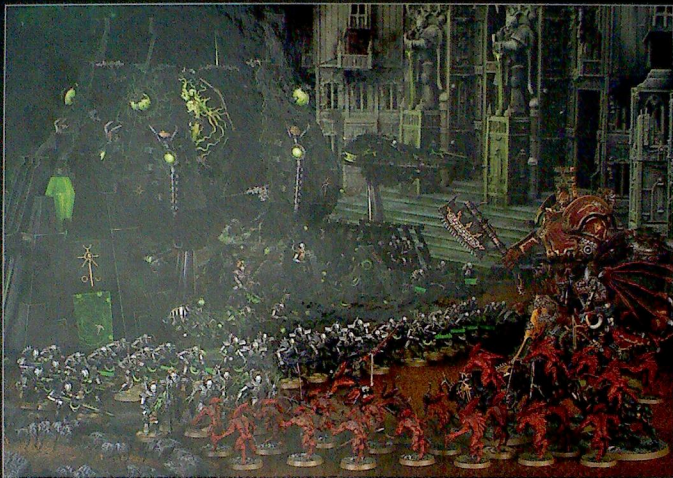
UNLEASH THE BEHEMOTHS OF WAR!

Across the battlefields of the 41st Millennium, desperate commanders loose their greatest weapons of war. Armour-clad colossi wade contemptuously through their foes, guns spitting fury. Rumbling super-heavy tanks lay down withering bombardments, supporting the warriors advancing in their shadows. Massive drop ships scream overhead, while amid the mayhem xenos war engines and bellowing, alien monsters advance relentlessly upon their doomed foes. Classified 'Lords of War' by the Imperium of Man, these vast and deadly assets bring a new level of destruction to the galaxy's eternal war.

This supplement contains a collection of new content that brings together all the most exciting elements of Super-heavy vehicles and Gargantuan Creatures in Warhammer 40,000.

Inside you will find:

ESCALATION OF WAR: A history of Lords of War units and their construction, deployment and notoriety upon the battlefields of the 41st Millennium.

NEW RULES: Full rules for Super-heavy vehicles, Gargantuan Creatures and the horrendous weaponry they employ on the tabletop.

LORDS OF WAR DATASHEETS: A selection of datasheets providing rules for the Lords of War units available to Warhammer 40,000 commanders.

NEW MISSIONS: A selection of exciting Altar of War and Gauntlet Challenge missions, exploring the unique strategic challenges presented by deploying Lords of War units in battle.