

WARHAMMER
40,000

DATASLATE



TYRANNIC WAR VETERANS

DATASLATE TYRANNIC WAR VETERANS

INTRODUCTION



DATASLATES & DATASHEETS

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

FACTION

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

ARMY LIST ENTRIES

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

FORMATIONS

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

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

ALLIED FORMATIONS

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

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

FORMATION SPECIAL RULES

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

FORMATION POINTS VALUES

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


APOCALYPSE FORMATIONS

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




**DATASLATE
TYRANNIC
WAR VETERANS**

BACKGROUND



'The swarm humbled our Chapter in a way no other foe had yet managed, and no other will ever achieve.'


- Chaplain Cassius, Ultramarines Master of Sanctity



TYRANNIC WAR VETERANS


The Tyrannic War Veterans are a specialist Ultramarines strike force. They were forged from the remnants of an atrocity committed by Hive Fleet Behemoth against the Ultramarines on their homeworld of Macragge. Numbering only in their dozens, these veterans are experts in the art of Tyranid warfare, and they have saved many worlds from being completely devoured by hive fleets. Whenever Tyranid bio-horrors begin to ravage a planet, these Ultramarines can be relied upon to strike a blow back against the swarm. Often in the face of impossible odds, they launch disciplined strikes against monstrous horrors and shred incessant bio-forms with a blaze of bolter fire. The presence of the Tyrannic War Veterans is enough to rouse other Imperial forces to achieve great deeds in their darkest hour.

Though each squad of Tyrannic War Veterans is led by a sergeant, the entire strike force is commonly directed by Chaplain Ortan Cassius, the Ultramarines' Master of Sanctity and oldest living member. Scarred by countless conflicts, Cassius leads his veterans from the front. He was chosen to lead the veterans not only because the idea of the strike force was his in the first place, but also because he is still afire with righteous fury at the violence the Tyranids committed against his Chapter during the First Tyrannic War. To attempt to rid the galaxy of the xenos scourge is a sacred duty for any Ultramarine. To see the Tyranids continue rampant throughout the galaxy is a reminder of the Ultramarines' ultimate failure to have truly defeated them during the First Tyrannic War. But for Chaplain Cassius and his strike force, taking the fight to the Tyranids, whenever and wherever they appear has become a way of life.



'Remember the names of the honoured fallen, recall their deeds and know that their sacrifice honours the Chapter. No son of Guilliman could wish for a more glorious death.'

- Chaplain Cassius, Ultramarines Master of Sanctity



Chaplain Cassius peered out from the highest tower of the cathedral. The skies were beginning to darken with the first signs of Leviathan's spores. An hour ago there had been nothing but bright double-sunlight, yet Cassius had known the Tyranids would strike here eventually.

'Let them come, then,' he muttered aloud, though no one was around to hear him.

Beyond the city wall, the plains were filled with the vehicles of the Imperial Guard. Ordinary men sat inside those tanks. They were waiting for the first Tyranids to start scuttling towards the city. Land Raiders belonging to a quarter of his veterans were among them, but Cassius knew better today than to waste honourable ammunition in the first skirmishes. To remain unpredictable against Leviathan was his true weapon, for the Hive Mind was always learning their ways. His tactics were constantly changing. Today his inclination was to save the best warriors to deal with the bigger creatures, as it would be those Tyranids would that influenced the outcome of this battle.

It never gets any easier, Cassius thought as he turned back inside. No matter how many decades he had spent fighting Tyranids, and no matter how many of the bio-horrors he had killed, the battle always remained a deadly and bitter challenge. To assume anything else would lead to disaster. The Tyranid scourge might never end, but no amount of dead xenos could repay what had happened all those years ago.

By the window, in the light of the second sun, Cassius rolled a hellfire round between finger and thumb. A rare glitch in his bionics interrupted the otherwise smooth motion. Two days ago he had inscribed the name 'Brother Cordus' upon the bolt. Cassius closed his aged eye and remembered seeing Cordus' dead face back on Macragge – well, the half of it that had remained. According to young Calgar's estimation after the incident, Cordus was one of the last to have died within the genitorium. He had been killed while protecting all that was sacred to the Ultramarines. Could there have been a better way for a battle-brother to go?

Cassius heard heavily armoured steps and a figure came into the doorway. 'Brother Chaplain, the squads await your orders.'

'Today the first of Leviathan's offerings will be vengeance for you, Brother Cordus,' the Chaplain declared, his eye opening slowly.



THE BATTLE FOR MACRAGGE

In the eastern fringes of the Ultima Segmentum, during 745.M41, Hive Fleet Behemoth assaulted a number of star systems. It was the Ultramarines who led the defence against them, and this conflict became known as the First Tyrannic War. The Ultramarines' home world of Macragge soon became the focus of the Tyranids' attack, and it was there, at the Battle for Macragge, that the entire Ultramarines 1st Company was brought low. The company was destroyed to the last man, but the rest of the Chapter rallied to save their home world, and eventually defeated the Tyranids. During the battle, Cassius was severely wounded by a Carnifex. So serious were his injuries that his body had to be rebuilt with many life-sustaining bionics.

For the Ultramarines' spiritual leader, the Tyranids could have committed no more grievous blow than the destruction of the 1st Company. Indeed, in the aftermath of this tragedy, many battle-brothers felt that there would be no greater privilege than to honour their fallen brethren by purging the universe of the Tyranids. Their loss had turned to guilt for not having arrived sooner on Macragge, and the veterans desired nothing more than to continue their service in the Ultramarines by avenging the events of that battle. During his rehabilitation, Cassius reflected on the matter greatly and designed a fitting solution.

As the Ultramarines began to recuperate their losses, Cassius, who was part of the Chapter elite overseeing the rebuilding of the 1st Company, petitioned Marneus Calgar for the formation of a specialist strike force. Cassius desired for this unique force to be made up of veterans from the previous campaign against the Tyranids. The Chaplain claimed that the combination of the veterans' reputation and their need to pay respect to the Space Marines of the fallen 1st Company could result in a formidable force.

Many battle-brothers suspected this rare formation might be a deviation from the Codex Astartes – the sacred treatise penned by Roboute Guilliman himself – particularly with regards to Chapter structure. Indeed, even Cassius declared that it would be a bold move if one took the doctrine at face value. For a proud and pragmatic Chapter which follows the Codex Astartes with dedication, the concept provoked much deliberation. At the Conclave of Hera, where each Ultramarine had his voice heard on the subject, the Chaplain declared that this strike force would honour the true spirit of the sanctified tome. Furthermore, it would be as much a beacon of hope to Mankind as it was a practical countermeasure against the Tyranids.

To test Cassius' theory, Marneus Calgar ordered a trial assemblage of veterans to prove their skills on Espandor, which had recently come under Tyranid assault. The new strike force demonstrated startling results. In an inferno of bolter fire, the veterans alone made short work of the Tyranid infestation. Cassius was proven right and, consequently, the Chapter Master had little hesitation in sanctioning the permanent use of Tyrannic War Veterans.

'The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination.'

- Chaplain Cassius, Ultramarines Master of Sanctity



HONOURING THE FALLEN 1ST

Tyrannic War Veterans stride to war garbed in power armour adorned with the heraldry of the Ultramarines 1st Company to which they had been promoted after Macragge. Many of the Tyrannic War Veterans display heraldry of a sword and Tyranid skull on their shoulder pads. These icons act as constant reminders to the veterans of their duty.

Artificers aboard the Tyrannic War Veterans' strike cruiser tend to their ancient armour plates, all of which had once been worn by those who had fallen at Macragge. These same menials are also responsible for cleansing the Space Marines' respirator grills to ensure all spores are removed before the next mission. Like Cassius' combi-flamer, *Infernus*, the veterans' bolters fire hellfire shells, each of which contains a mutagenic acid that can rapidly bring down the most horrific of bloated bioforms. The veterans' bolters themselves are revered artefacts. These weapons were salvaged from the dead of the 1st Company in the aftermath of the Battle of Macragge. The bolters were cleansed of every last drop of xenos gore, re-blessed, and then bestowed to the veterans personally by Marneus Calgar himself. Each weapon is therefore a reminder of the history and honour that the veteran holds within his gauntleted hands. Before every battle, a Tyrannic War Veteran will ritually clean his bolter whilst repeating ancient Chapter litanies and newer remembrances in honour of those who died at Macragge.

The core squad of Tyrannic War Veterans does not recruit for new members, for no others have earned the right to bear their burden of remembrance. It is therefore composed of ever dwindling numbers, but they seldom fight alone. Indeed, it is considered a great honour for other Space Marines veterans – particularly those who have expertise in fighting Tyranids – to fight alongside such legends. Though none are permitted to join their ranks directly, many experienced warriors from both the Ultramarines and their Successor Chapters have since fought alongside Cassius and his legendary veterans, forming an even larger force.

'Permit? There is nothing to permit here. Cassius is indeed correct in declaring that such a force would be in accordance with our Primarch's wishes. Therefore Cassius will lead the veterans, and together they will carry the very spirit of our Chapter.'

- Marneus Calgar at the Conclave of Hera



DEPLOYMENT OF THE VETERANS

When the hive fleets overwhelm a planet, there are many options available to Imperial commanders – the mobilisation of huge swathes of Imperial Guard regiments, fortification of Imperial placements or even Exterminatus. However, when a planet is of particular importance to a star system, Marneus Calgar mobilises Cassius' Tyrannic War Veterans, who then deploy from the Vengeance of Macragge into a battlezone.

With all the pragmatism and tactical nous of the Ultramarines, these veterans are trained to deal with any scenario on the ground, and local Imperial officers are often honoured to co-operate with the battle doctrines of these revered warriors. Whether the planet has a large contingent of domestic forces or has only limited numbers garrisoned there, whether they have to deal with harsh environmental conditions or terrain ill-suited to defensive actions, the Tyrannic War Veterans will process and execute a plan to deal appropriately with the Tyranid threat.

Once engaged, the Tyrannic War Veterans smash through seas of chitin in Land Raiders. The vehicles' heavy-bolters and lascannons are able to eviscerate broods of Gaunts, fell Hive Tyrants and Tervigons alike. Once into the thick of battle, the veterans charge down the vehicles' ramps and continue their slaughter of the hungry bio-forms. Tyrannic War Veterans are trained to read the movement of the swarm and understand the baser xenos instincts, so the Space Marines excel at guiding the battle at range. However, the veterans enjoy nothing more than to face the bio-horrors close enough to smell their burning carapaces and spilt ichor. These sensations go some way towards satisfying the veterans' urge to avenge the warriors of the fallen 1st.

Over the years, the Tyrannic War Veterans have learnt to observe different behaviours in the hive fleets. Whereas Behemoth preferred blunt attacks, overwhelming planets with war beasts, Kraken proved more insidious. As a consequence, the strike force has adjusted its tactics. Against the remaining splinters of Hive Fleet Behemoth, Cassius maintains rigorous fortifications on the ground, but often attacks off-world from their Strike Cruiser, Vengeance of Macragge, in order to weaken the coming Tyranid assault. Against Kraken, however, Cassius often takes the fight to the Tyranids themselves. On the shrine world of Saint Theresta, Cassius led a stealth mission into capital's hab shrine. The veterans flushed out hordes of Kraken's genestealers, which had been skulking within the many hundreds of levels, and burned their rotten forms.

Whether fighting as their own force or assisted by veterans from other Chapters, Cassius' strike force continues its crusade to save key Imperial worlds from Tyranid invasions. Given the unpredictable presence of Hive Fleet Leviathan, there are always a number of vital planets suffering from the incessant attacks of the swarm. Cassius' work is endless. Yet it is thought by those Space Marines who sometimes fight alongside the Tyrannic War Veterans that Cassius has observed some pattern in the movement of the hive fleets. With his closest battle-brothers, Cassius discusses his prime theory concerning Leviathan. He is convinced that the hive fleet is seeking to cut off Segmentum Tempestus from the rest of the galaxy in order to create a vast Tyranid breeding ground. All that remains certain is that few Space Marines are better skilled in the subtleties of warfare against Tyranids than Cassius and his legendary Tyrannic War Veterans.



The ramp crashes down, sending up a cloud of dust. Sergeant Voronus gives the order and, from out of the back of Guilliman's Judgement, a dozen veterans clad in gleaming blue armour march onto the battlefield. With their arms raised, their bolters begin to flare. As the lesser creatures of Kraken swarm around the vehicle, hellfire rounds pummel into them. Bone shrapnel whizzes through the air, clattering against the side of the vehicle and into power armour. Amidst the horrific grasping tongues and vast maws, the veterans implacably send searing hot bolts into smoking carapaces. Metal bursts through chitin. Creature after creature buckles under the weight of ammunition and, finally, the veterans create enough room for further manoeuvre.

For a fraction of a second – and no more – Voronus takes his eye off the swarm. Another vehicle slams to a halt nearby and another squad of Ultramarines emerges. Only their flashing bolter muzzles can be discerned as the blood and dust swirls around them.

The two squads are not so much pushing back the devouring swarms as merely holding them off. Leviathan is throwing everything at them, assaulting them with its myriad forms and incessant organisms. Somewhere behind Voronus, the Cadian 7th and 44th are reorganising after being overwhelmed by the Hive Fleet's creatures. Voronus knows that the Imperial forces are crucial to holding the shrine complex and they must sort themselves out immediately. But that is not the reason the veterans have chosen this spot to strike. Moments earlier, Cassius discerned that the Swarmlord is out here, somewhere, and this time the honour of killing the creature falls to Voronus's squad.

Voronus cannot fail, cannot dishonour Macragge.

The air becomes thick with all manner of foul and foetid clusters and spores. The Land Raiders' weapons rage louder than the swarm, and drop the base creatures from the sky.

Voronus's squad stride forward through the churned muck, blasting off the needle-sharp appendages that continue to lurch at them. With each of Voronus' steps comes a cracking of bone, and a dead or half-dead creature capitulates under his boots. Something screams – whether in pain or a war cry, he has no chance of knowing.

But the onslaught diminishes. This wave of Tyranids suddenly, strangely, peters out. Beyond the sullied air there are things still lurking, but the fighting – for a few heartbeats at least – has ceased.

One shape stands out as a silhouette. Its monstrous form is comprised of chitinous vents, huge serrated legs and outstretched blades. Voronus recognises it instantly as his target, the Swarmlord. But the sentient creature is holding back, waiting. It is a most unnatural sight and a bizarre sensation to witness: the lack of attack, the hesitation.

Voronus orders his men and those of the other squad to fall back towards their vehicles. The veterans – still facing the swarm – retread their way through the mire, back to their Land Raiders, back up the ramp and inside. This takes less than a few seconds to happen, but in that moment a bigger foe enters the fray. It towers five or six times the height of the tank and its bulging cysts are writhing with unformed horrors. Just one of its limbs is bigger and heavier than a Deathstrike missile, and that limb comes crashing down inches from the quickly retreating vehicle, rocking the ground like an explosion.

Inside Guilliman's Judgement, Voronus hears Cassius's voice crackling across the vox, the Chaplain barely stifling a grim laugh. 'You wished to kill the Swarmlord, Sergeant. It appears you spotted a larger foe to contend with.'

'I did indeed, Brother Chaplain,' Voronus replies, barely out of breath. 'Is the honour still mine?'

'What is your likelihood of victory against this beast?'

Voronus avoids a precise answer. The Chaplain wants calculations, but Voronus provides only fervour. 'It is big, but moves too slowly. We will endure, for Macragge.'

A pause, as the Chaplain considers his response. 'Then the honour remains yours, though I suggest you do so from within the Judgement.'

Voronus shouts back the order and repeats it down the vox speaker. In unison the two Land Raiders turn full circle, direct their lascannons at Leviathan's new monster, and red-hot lasers begin to scorch towards the creature's legs.



HONOUR AND VENGEANCE

The work of the Tyrannic War Veterans is never complete against a foe as unyielding as the Tyranids. Cassius' veterans travel the length and breadth of the galaxy, striking blows against the hive fleets whenever the opportunity presents itself. Here is a selection from Imperial records of some of their more famous deeds.

747.M41 A STRIKE FORCE FORMED

Following the Conclave of Hera and deeds on Espandor, Marneus Calgar sanctions the Tyrannic War Veterans. They commence immediate training under the guidance of Chaplain Cassius.

867.M41 BRETTIKS'S FURNACE

On the manufactorum-choked plains of Brettik V, a world that generates promethium for the sector's ships, the Tyrannic War Veterans set a trap for the swarm of Hive Fleet Kraken. After the Tyranids make planetfall, the veterans funnel the bioforms through the labyrinthine capital, whose civilian populace has evacuated. Cassius' squad continually baits the swarm until millions of creatures are concentrated within the city's streets. Having previously disabled the city's manufactorums, a squad led by Sergeant Trajus detonates the platforms of several drilling rigs and redirects their promethium flows to flood the streets. The veterans ignite the rampant creatures with grenade explosions. Though the city becomes inhabitable, the Tyranids advance no further in the star system.

939.M41 LEVIATHAN MAIMED

On board the Vengeance of Macragge, Chaplain Cassius tracks down a tendril of Hive Fleet Leviathan passing close to an asteroid belt to enter the star system of Jomm. The Ultramarines Strike Cruiser partners with Battle Barges from the Howling Griffons and Aurora Chapter, and destroys the nearby moon of Vendorak. The resulting explosion sends a shock wave through the asteroid field and its debris crashes down onto the planet. The hive fleet is severely depleted by the attack and is consequently unable to reach the planets of Jomm.

991.M41 CALGAR'S ORDERS

A Genestealer infestation rises on Ichar IV. The Ultramarines, led by Marneus Calgar, engage in a bitter conflict with Hive Fleet Kraken. The Tyrannic War Veterans join the rebuilt – but under strength – 1st Company. Together they help drive the Swarmlord directly into the path of Marneus Calgar, in order for their Chapter Master to exact vengeance for Macragge. Calgar engages in combat with the Swarmlord and eventually slaughters it. The Ultramarines proceed to annihilate every last Genestealer, though they are too late to save the planet.

999.M41 THE DEFENCE OF SAINT TYLUS

The Tyrannic War Veterans reinforce the Ultramarines 3rd Company on the Shrine World of Saint Tylus in the face of an assault from Hive Fleet Leviathan. Cassius takes grim delight in utilising the aerial superiority of the agile Stormtalons against the swarm. As Gargoyles, winged Hive Tyrants, Sky-Slasher Swarms, Harpies and Hive Crones assault the enormous walls outside the central Hab Cathedral, Stormtalons outflank the masses. The aircraft pummel the hordes with bolter fire and explode the largest beasts with Skyhammer missiles. As Leviathan's control quickly wanes, the veterans roll out through the streets in Land Raiders and obliterate the remaining Tyranids. One of the swiftest victories known against a Hive Fleet assault, success is attributed to Cassius' tactics.



DATASLATE TYRANNIC WAR VETERANS

RULES



DATASHEET:

TYRANNIC WAR VETERAN SQUAD

ELITES

FACTION: SPACE MARINES

92 POINTS

The Tyrannic War Veterans are a specialist Ultramarines strike force. They were forged out of an infamous event in the Chapter's history known as the First Tyrannic Wars. Comprised of veterans who are highly skilled in warfare against Tyranids, their highly disciplined strikes have saved many worlds from destruction, often in the face of impossible odds.



TYRANNIC WAR VETERAN

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Tyrannic War Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

Unit Type:

- **Tyrannic War Veteran:** Infantry
- **Veteran Sergeant:** Infantry (Character)

Unit Composition:

- 3 Tyrannic War Veterans, 1 Veteran Sergeant

Wargear:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Special issue ammunition (hellfire rounds only)

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Combat Squads
- Preferred Enemy (Tyranids)

Avenge the Fallen 1st: All models in the unit have the Zealot special rule if the enemy army includes one or more models from *Codex: Tyranids*.

Options:

- May include up to six additional Tyrannic War Veterans - *23 pts/model*
- The Veteran Sergeant may take melta bombs - *5 pts*
- The unit may select a Drop Pod or Land Raider of any type as a Dedicated Transport. (The rules for these can be found in *Codex: Space Marines*.)



DATASHEET:

SAINT TYLUS BATTLE FORCE

FACTION: SPACE MARINES

Formation

A Saint Tylus Battle Force consists of the following units, chosen from this Dataslate and from *Codex: Space Marines*:

- Chaplain Cassius
- 1+ Tyrannic War Veteran Squads
- 0-6 Stormtalon Gunships

Options and Formation Restrictions:

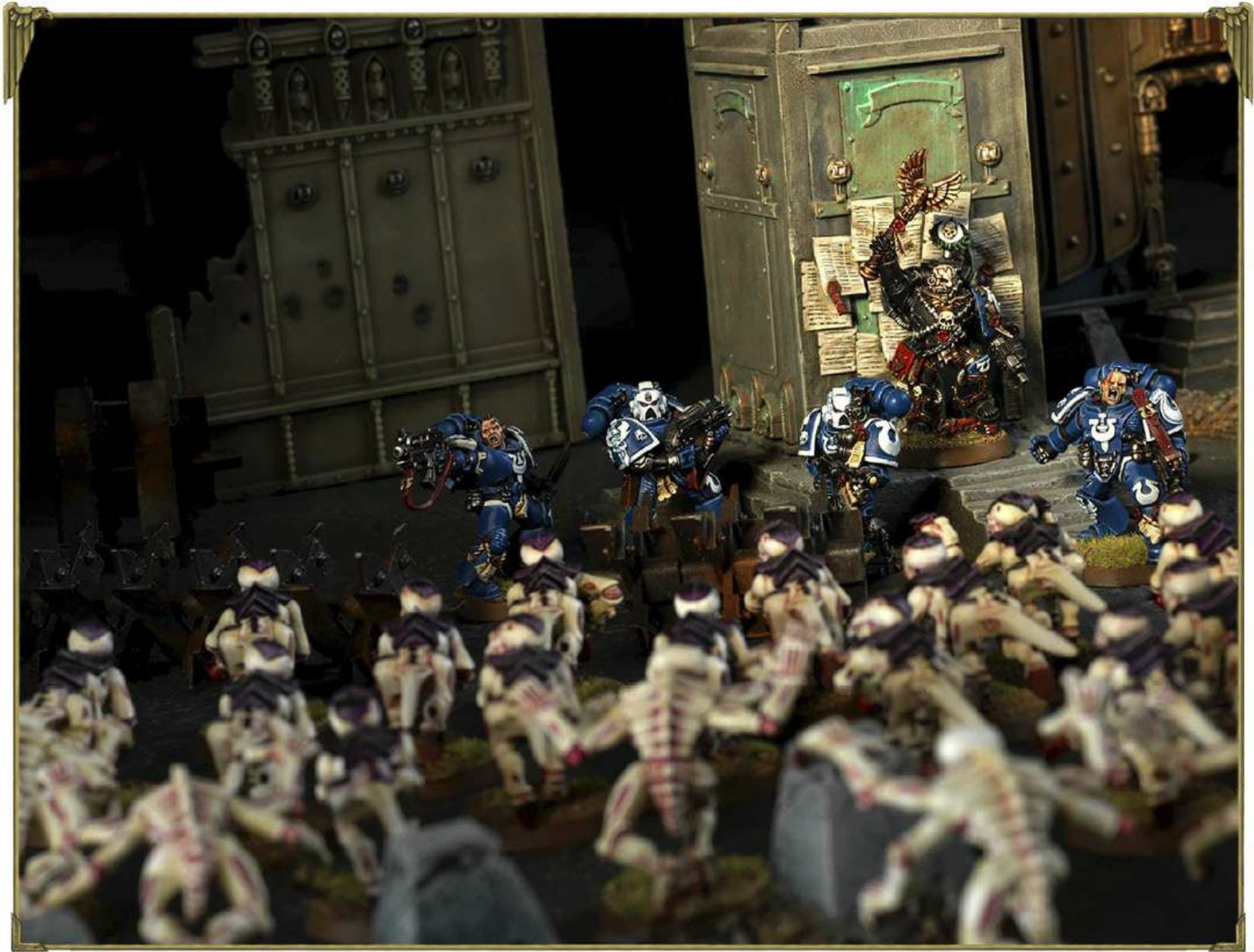
The Tyrannic War Veteran Squads may not take Drop Pods as Dedicated Transports.

Formation Special Rules:

Aerial Superiority: The Stormtalon Gunships from this formation have the Infiltrate special rule. In addition, they do not have to deploy in Reserve (even though they are Flyers). If they deploy on the battlefield at the start of the game, then they start the battle in Hover mode.

Designer's Note: *The Stormtalon's Infiltrate special rule reflects the way that Cassius deployed and used them, rather than an ability to sneak up upon the foe unseen.*

Pummelled by Fire: If a Stormtalon Gunship from this formation hits an enemy unit in the Shooting phase, then for the remainder of that Shooting phase, all subsequent shooting attacks made against that unit by Tyrannic War Veteran Squads from this formation have the Ignores Cover special rule.



HQ



CHAPLAIN CASSIUS

Profile

Chaplain Cassius

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	6	2	4	2	10	3+

Points: 130

Unit Type:

- Infantry (Character)

Unit composition: 1 (Unique)

Wargear:

- Power armour
- Bolt pistol
- Crozius arcanum
- Frag grenades
- Krak grenades
- Rosarius

Chapter Relics:

Infernus: *Infernus is an ornate combi-flamer crafted and sanctified by Cassius himself. Infernus is loaded with specialised hellfire rounds whose warheads are filled with a powerful mutagenic acid. Since the First Tyrannic War, every one of these rounds has been painstakingly inscribed by Cassius with the name of a battle-brother slain by the Tyranids.*

	Range	S	AP	Type
Bolter (with hellfire rounds)	24"	1	5	Rapid Fire, Master-crafted, Poisoned (2+)
Flamer	Template	4	5	Assault 1, One use only

Warlord Trait:

- Angel of Death

Special Rules:

- Chapter Tactics (Ultramarines)
- Feel No Pain
- Independent Character
- Preferred Enemy (Tyranids)
- Zealot



ELITES



TYRANNIC WAR VETERAN

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Tyrannic War Veteran	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

92 Points

Unit Type:

- **Tyrannic War Veteran:** Infantry
- **Veteran Sergeant:** Infantry (Character)

Unit Composition:

- 3 Tyrannic War Veterans, 1 Veteran Sergeant

Wargear:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades
- Special issue ammunition (hellfire rounds only)

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Combat Squads
- Preferred Enemy (Tyranids)

Avenge the Fallen 1st: All models in the unit have the Zealot special rule if the enemy army includes one or more models from *Codex: Tyranids*.

Options:

- May include up to six additional Tyrannic War Veterans - *23 pts/model*
- The Veteran Sergeant may take melta bombs - *5 pts*
- The unit may select a Drop Pod or Land Raider of any type as a Dedicated Transport. (The rules for these can be found in *Codex: Space Marines*.)

FAST ATTACK

STORMTALON GUNSHIP

Profile	BS	Armour			HP
		F	S	R	
Stormtalon Gunship	4	11	11	11	2

Points: 110

Unit Type:

- Vehicle (Flyer, Hover)

Unit composition: 1 Stormtalon Gunship

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Ceramite plating

Special Rules:

- Escort Craft
- Strafing Run

Options:

- May exchange twin-linked heavy bolter for one of the following:
 - Skyhammer missile launcher - *15 pts*
 - Twin-linked lascannon - *30 pts*
 - Typhoon missile launcher - *35 pts*



**DATASLATE
TYRANNIC
WAR VETERANS**

SHOWCASE



Chaplain Cassius



Veteran Sergeant



Tyrannic War Veteran



Stormtalons can be equipped with a variety of weaponry depending upon their target.



**Stormtalon Gunship
with twin-linked
assault cannon and
skyhammer missile
launcher**



Tyrannic War Veteran

**DATASLATE
TYRANNIC
WAR VETERANS**

GLOSSARY



GLOSSARY

AND THEY SHALL KNOW NO FEAR

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


ANGEL OF DEATH

The Warlord and his unit have the Fear special rule.

ASSAULT

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

ASSAULT CANNON



Range	S	AP	Type
36"	5	4	Heavy 3

BLAST & LARGE BLAST

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

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

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

Roll for the blast marker to scatter and subtract the firer’s Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon’s maximum or minimum range and line of sight.

In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table’s edge, the shot is a complete miss and is discarded.

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

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

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit’s shots, as normal.

Blast Weapons and Re-rolls

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

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

BOLT PISTOL

Range	S	AP	Type
12"	4	5	Pistol

BOLTGUN

Range	S	AP	Type
24"	4	5	Rapid Fire

CERAMITE PLATING

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

CHAPTER TACTICS (ULTRAMARINES)

Combat Doctrines

This detachment can utilise each of the following Combat Doctrines once per game. To do so, at the start of your turn, state which doctrine you wish to use (if any) – that doctrine is in effect until the beginning of your next turn. You can only use one Combat Doctrine per turn.

Tactical Doctrine

Models in this detachment re-roll all To Hit rolls of 1 made in the Shooting phase. Models in the detachment's Tactical Squads instead re-roll all failed To Hit rolls made in the Shooting phase.

Assault Doctrine

Units in this detachment can re-roll their charge range. Models in the detachment's Assault Squads, Bike Squads and Attack Bike Squads instead have the Fleet special rule.

Devastator Doctrine

Models in this detachment may re-roll To Hit with Snap Shots (including Overwatch shots). In addition, models in the detachment's Devastator Squads have the Relentless special rule unless they disembark from a Transport in their Movement phase.

CHARACTER

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

COMBAT SQUADS

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two, five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three and the Attack Bike.

CONCUSSIVE

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

CROZIUS ARCANUM

Range

-

S

+2

AP

4

Type

Melee,
Concussive

ESCORT CRAFT

A Stormtalon Gunship can be assigned to escort any friendly unit in reserve from the same detachment, with the following exceptions:

- A Stormtalon cannot escort a unit that enters play using the Deep Strike or Outflank special rules.
- One Stormtalon cannot escort another Stormtalon.

A maximum of one Stormtalon can escort each unit. If multiple units are defined by the Reserves rules as arriving 'together', they are considered, for the purposes of this special rule only, to be a single unit and thus may only have a maximum of one Stormtalon Gunship assigned to them as a whole. A maximum of one Stormtalon Gunship may be assigned to each unit or group of units for which you make a single reserves roll.

If this is done, do not make Reserve Rolls for the Stormtalon. Instead, it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered from.

EXTRA ARMOUR

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

FEAR

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

FEEL NO PAIN

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

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

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

FLYER

Flyers are described on page 80 of the *Warhammer 40,000* rulebook.

FRAG GRENADES

Frag grenades are assault grenades as described on page 61 in the *Warhammer 40,000* rulebook.

Shooting

When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade with the following profile, rather than using another shooting weapon:

Range	S	AP	Type
8"	3	-	Assault 1, Blast

Assault

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

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HEAVY

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

HEAVY BOLTER

Range	S	AP	Type
36"	5	4	Heavy 3

HOVER

A Flyer that has the Hover type can choose to Hover instead of Zooming. A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase. This means that, if the Flyer arrives from reserve, you must declare which type of movement it is using before placing it on the board. If a Flyer is in a squadron, all vehicles in the squadron must choose the same type of movement. If a Flyer is hovering, it is treated exactly as a Fast Skimmer, so it does not have the Skyfire special rule.

IGNORES COVER

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

INDEPENDENT CHARACTER

Independent Characters can join other units. They cannot, however, join vehicle squadrons or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir!

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

INFILTRATE

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

KRAK GRENADES

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade with the following profile, rather than using another shooting weapon:

Range

8"

S

6

AP

4

Type

Assault 1

Assault

Unless used against vehicles or Monstrous Creatures, krak grenades have no effect. When used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

Range

-

S

6

AP

4

Type

-

LARGE BLAST

See Blast & Large Blast.

LASCANNON

Range

48"

S

9

AP

2

Type

Heavy 1

MASTER-CRAFTED

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

MELEE

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

MELTA

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

MELTA BOMBS

Vehicles and Monstrous Creatures

When used in assaults against Vehicles or Monstrous Creatures, melta bombs have the following profile:

Range

-

S

8

AP

1

Type

Armourbane,
Unwieldy

ONE USE ONLY

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

OUTFLANK

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

PISTOL

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

POWER ARMOUR

Power armour confers a 3+ Armour Save.

PREFERRED ENEMY

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

RAPID FIRE

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

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

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

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

ROSARIUS

A rosarius confers a 4+ invulnerable save.

SKYHAMMER MISSILE LAUNCHER

Range	S	AP	Type
60"	7	4	Heavy 3

SPECIAL ISSUE AMMUNITION (HELLFIRE ROUNDS)

In addition to the normal profile for their boltgun (including boltguns that are part of a combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use the profile below until the beginning of their next Shooting phase. All models with special issue ammunition in a unit must use the same profile.

Range

24"

S

1

AP

5

Type

Rapid Fire,
Poisoned (2+)

STRAFING RUN

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill. Regardless of the target, the vehicle's shots also have the Pinning special rule.

STORM BOLTER

Range

24"

S

4

AP

5

Type

Assault 2

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

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

Template weapons cannot fire Snap Shots.

Multiple Templates

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

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires

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

Template Weapons & Focus Fire

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

TWIN-LINKED

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

Twin-linked blast weapons

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

Twin-linked template weapons

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

TYPHOON MISSILE LAUNCHER

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

UNWIELDY

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

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.



**DATASLATE
TYRANNIC
WAR VETERANS**

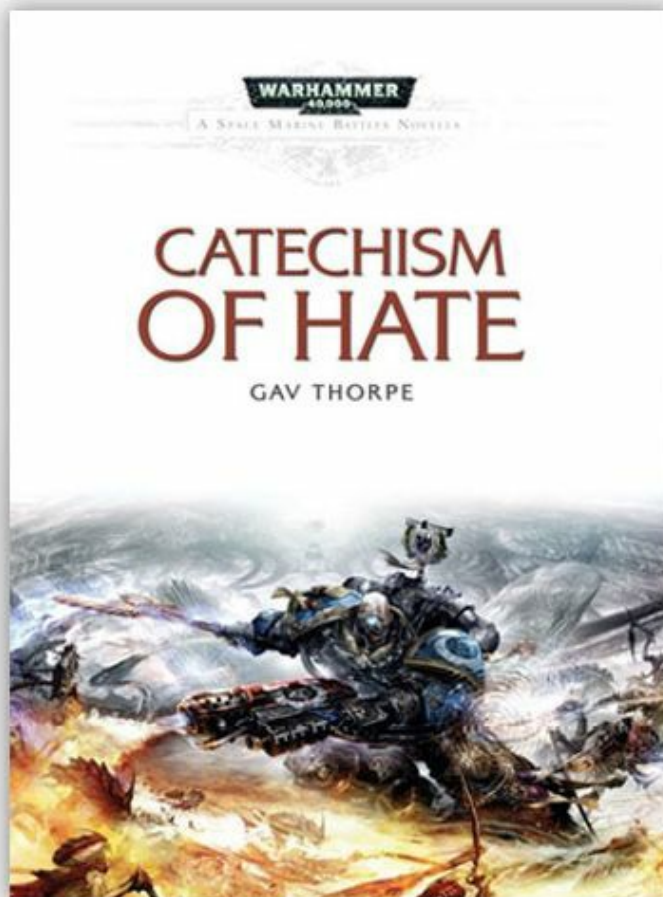
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