IMPERIAL ARMOUR
APOCALYPSE II

**NEW RULES FOR WARHAMMER 40,000
AND WARHAMMER 40,000 APOCALYPSE**

WARHAMMER
40,000
EXPANSION

IMPERIAL ARMOUR

APOCALYPSE II

CONTENTS

LEMAN RUSS ANNIHILATOR

A variant of the standard Leman Russ tank currently more commonly seen in armoured companies than normal line regiments, the Leman Russ Annihilator exchanges its standard battle cannon armament with a twin-lascannon. This shift in firepower makes the Leman Russ a very able tank-destroyer, although it is not as highly regarded in this fashion as the powerful Leman Russ Vanquisher. However, given the relatively straightforward nature of its armament as opposed to the increasingly rare technology required to create and maintain the Vanquisher cannon, the Annihilator finds favour in warzones where tank attrition rates are high and resupply problematic. Accordingly, both the mighty foundries of Mars and the primary Forge Worlds of Ryza and Accatran have begun producing the Leman Russ Annihilator in increasing numbers to meet battlefield losses. The pattern has already become a mainstay of Krieg and Tekarn armoured forces and is likely to become far more frequently encountered across the Imperium as supply increases to cope with losses in the field.

TWIN-LINKED LASCANNON

MARS ALPHA PATTEN TURRET WITH AUGMENTED FILTRATION [CHEM ZONE]

ENGINE EXHAUST

DRIVER'S VIEW PORT

TYPE: Vehicle (Tank)

WEAPONS AND EQUIPMENT:
- One turret–mounted twin-linked lascannon
- One hull–mounted heavy bolter
- Searchlight and smoke launcher

	ARMOUR		
BS	Front	Side	Rear
3	14	13	10

WEAPON	RANGE	STR	AP	SPECIAL
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Multi-Melta	24"	8	1	Heavy 1, melta
Plasma Cannon	36"	7	2	Heavy 1, 3" blast
Hunter-Killer Missile	72"	8	3	Heavy 1, single shot
Storm Bolter	24"	4	5	Assault 2
Heavy Stubber	36"	4	6	Heavy 3

OPTIONS

A Leman Russ Annihilator may replace its heavy bolter with a:
Heavy flamer .... free
Lascannon .... +15 pts

A Leman Russ Annihilator may take a pair of sponsons armed with:
Heavy bolters or heavy flamers .... +20 pts
Multi-meltas .... +30 pts
Plasma cannons .... +40 pts

A Leman Russ Annihilator may take any of the following:
Pintle-mounted heavy stubber or storm bolter .... +10 pts
Hunter-killer missile .... +10 pts
Dozer blade .... +10 pts
Extra armour .... +15 pts
Camo-netting .... +20 pts

SPECIAL RULES

Lumbering Behemoth: A Leman Russ that moves at Combat Speed or that has remained stationary can fire its turret weapon in addition to any other weapons it is usually allowed to fire in that turn (even if the turret weapon is Ordnance!) However, a Leman Russ travelling at Cruising Speed can only move up to D6+6" — roll every time it moves at this speed.

Leman Russ Annihilators can be used as part of a standard Leman Russ squadron, which is a Heavy Support choice in a Codex Imperial Guard army.

MANTICORE LAUNCHER TANK

The Manticore is a mobile multiple missile launcher built on the Chimera chassis. A venerable but advanced design, it can mount a variety of long range heavy rockets and missiles allowing it to fulfil many battlefield roles from heavy bombardment to air defence. The Manticore's sophisticated and often temperamental systems, including radar-guided targeting augers, predictive logic-engines and gyroscopic stabilizers are difficult to manufacture and make the Manticore less commonly seen than many other forms of Imperial ordnance. Demand for freshly built units from the Departmento Munitorum always outstrips supply and for a regiment or artillery company to be assigned new Manticores is often seen as a sign of prestige and favour by High Command.

- CREW ACCESS HATCH
- RADAR TRACKING AUSPEX
- MANTICORE MISSILES
- HULL MOUNTED HEAVY BOLTER

UNIT: One Manticore Tank

TYPE: Vehicle (Tank)

		ARMOUR	
BS	Front	Side	Rear
3	12	10	10

WEAPONS AND EQUIPMENT:

- Four Manticore missiles
- One hull-mounted heavy bolter
- Searchlight and smoke launcher

WEAPON	RANGE	STR	AP	SPECIAL
Manticore Missile	36"-300"	9	2	Ordnance 1, 7" blast
Sky Eagle Rocket	120"	9	2	Ordnance 1, AA mount, Heat Seeker
Storm Eagle Rocket	24"-120"	10	4	Ordnance, barrage D3, Large blast
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1

A Manticore is a Heavy Support choice in a Codex Imperial Guard army

OPTIONS

A Manticore may replace all of its Manticore missiles with Storm Eagle rockets for +15 pts or Sky Eagle anti-aircraft rockets for free.

A Manticore may replace its heavy bolter with a heavy flamer for free.

Any Manticore may take any of the following:

- Pintle-mounted heavy stubber or storm bolter ....+10 pts
- Hunter-killer missile ....+10 pts
- Dozer blade..+10 pts
- Extra armour...+15 pts
- Camo-netting ....+30 pts

SPECIAL RULES

Limited Ammunition: The Manticore carries a payload of four rockets or missiles, one of which may be fired per turn. Once the Manticore's launcher has fired four times, it has run out of ammunition and cannot be fired again during the same game.

(Sky Eagle Rocket) Heat Seeker: These rockets are fitted with heat seeking warheads to target power signatures and engine exhaust; as such they may re-roll misses against flyers.

MINOTAUR ARTILLERY TANK

The Minotaur is a relatively rare and undeniably ancient Imperial war machine, whose unusual design may predate even the Great Crusade. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform. Far greater both in terms of firepower and durability than the ubiquitous Basilisk that may well have superseded it in Imperial service, its systems are complex and there are few forge worlds that remain which are capable of constructing this venerable design. Heavily armoured,

the Minotaur's most unusual feature is its deck layout, which distributes its engines, drive system and ammunition storage very evenly across its superstructure and mounts its armament on a wide central axis point facing rearward away from the command compartment. This unusual design allows it 'reverse' into its firing position, making use of either prepared dugouts or ruined structures to protect it, and if needs be, allowing it to rapidly pull away for redeployment in the thick of enemy fire.

GUN DECK

ARMOURED COWLING

DOUBLE EARTHSHAKER CANNON

BATTERY IDENTIFICATION

BREACHING RAM

UNIT: One Minotaur

TYPE: Super-Heavy Tank, Open-Topped

STRUCTURE POINTS: 2

	ARMOUR		
BS	Front	Side	Rear
3	13	12	14

WEAPON	RANGE	STR	AP	SPECIAL
Double Earthshaker	*24-240"	9	3	Ordnance 1, 7" blast, twin linked, primary weapon

WEAPONS AND EQUIPMENT:

- One hull-mounted rear-facing double barrelled Earthshaker cannon mount.
- Searchlight and smoke launchers

OPTIONS

A Minotaur may be given the following upgrades from *Codex Imperial Guard*:

- Hunter-killer missile .... +10 pts
- Dozer blade .... +10 pts
- Enclosed Crew Compartment .... +15 pts
- Pintle-mounted heavy stubber or pintle-mounted storm bolter .... +10 pts

SPECIAL RULES

Indirect Fire: *The Minotaur's Earthshakers cannot be levelled for direct fire, and may only engage targets using the barrage rules with a minimum range of 24" (see page 32 of the *Warhammer 40,000* rulebook).

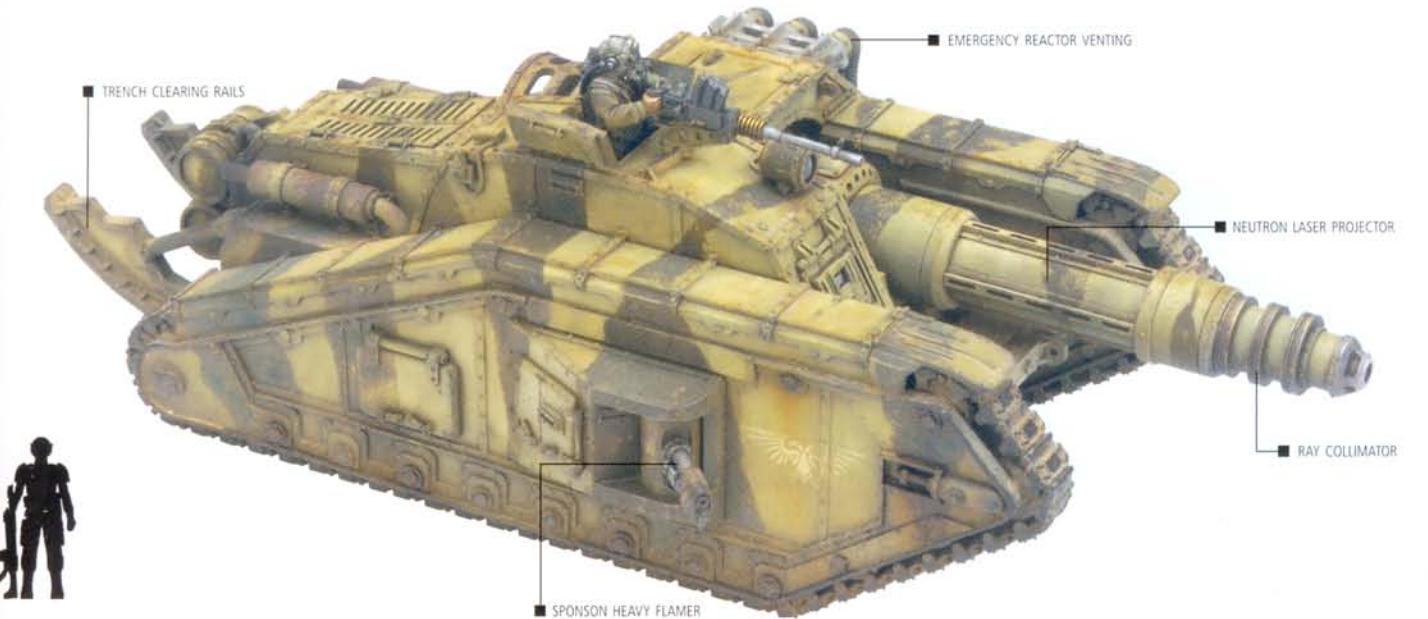**Engine Damage:** If the Minotaur suffers a Drive Damaged result it is immediately Immobilised.

Assaulting the Minotaur: Models attacking the Minotaur in an assault strike its weakest armour value (in this case the side value of 12) to represent the vehicle's vulnerable spots being hit.

VALDOR TANK HUNTER

An arcane variant of the Malcador super-heavy tank design, named it is said for a hero of Imperial antiquity, the Valdor is armed with a compact neutron laser projector, a powerful weapons system itself believed to be a relic of Mankind's might in the myth-shrouded days of the Dark Age of Technology. The neutron laser system and the Atomantic arc-reactors that power it consume much of the vehicle's interior space, and the relative lack of reactor shielding within can prove hazardous both to the crew that operates the machine and disastrous should enemy fire rupture its containment vessels. Another danger of the neutron beam is that if it fails to transfer its energy discharge entirely to its target, dangerous feedback damage can occur to the cannon itself. These powerful tanks are nevertheless greatly valued by those Imperial Guard regiments fortunate enough to possess them and are venerated as holy relics by the Adeptus Mechanicus Enginseers who tend and maintain them.

- TRENCH CLEARING RAILS
- EMERGENCY REACTOR VENTING
- NEUTRON LASER PROJECTOR
- RAY COLLIMATOR
- SPONSON HEAVY FLAMER

UNIT: 1 Valdor

TYPE: Super-Heavy Tank

STRUCTURE POINTS: 2

	ARMOUR		
BS	Front	Side	Rear
3	13	12	11

WEAPONS AND EQUIPMENT:
- One hull-mounted neutron laser projector
- One sponson-mounted heavy stubber
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Neutron Laser	72"	10	1	Ordnance 1, primary weapon, shock pulse, feedback
Heavy stubber	36"	4	6	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Autocannon	48"	7	4	Heavy 2

OPTIONS

A Valdor may be given the following upgrades from *Codex Imperial Guard*:
- Hunter-killer missile .... +10 pts
- Dozer blade .... +10 pts
- Pintle-mounted heavy stubber .... +10 pts
- Pintle-mounted storm bolter .... +10 pts

The Sponson mounted heavy stubber can be upgraded to one of the following:
- Heavy bolter .... +5 pts
- Heavy flamer .... +5 pts
- Autocannon .... +10 pts
- Lascannon .... +15 pts

SPECIAL RULES

Shock Pulse: The neutron laser pulse overwhelms a target vehicle's electronics and systems with a storm of electromagnetic radiation. Any non-Super-Heavy vehicle hit by the neutron laser suffers an automatic Crew Stunned result in addition to any damage caused by the weapon.

Feedback: If the neutron laser fails its penetration roll against a target's armour (note that successful saves do not count for this) roll a D6, if the result is a '1', dangerous energy feedback along the beam causes an automatic Glancing hit on the Valdor.

Unstable Reactor: The reactor used to power the Valdor's neutron laser is poorly shielded and inherently unstable. As a result the Valdor adds +1 to any rolls it makes on the Catastrophic Damage chart.

Engine Damage: If the Valdor suffers a Drive Damaged result it is immediately Immobilised.

BANEHAMMER SUPER-HEAVY TANK

POINTS: 450

Imperial Guard formations are not known for their mobility and rely on overwhelming firepower to achieve their battlefield objectives. As a result, many Imperial commanders nurse a deep loathing that borders on hatred for any foe that is able to advance swiftly enough as to reach Imperial lines before the massive bombardments have taken a sufficient toll. From such obsessions did the Banehammer super-heavy tank evolve. The Banehammer's tremor cannon fires massive shells that are fused to explode only after they have buried

some distance into the ground. The resulting shockwave is invariably as lethal to troops on the surface as conventional ordnance, but can also disrupt the enemy's advance for a considerable distance. Banehammers have proven particularly effective in the ongoing battle against Hive Fleet Leviathan. The larger Tyranid bio-monstrosities have proven notoriously resilient to even the heaviest weaponry, but a well-placed tremor cannon shell can slow them long enough for massed fire to bring them down.

- GUN DECK
- TREMOR CANNON
- TUNDRA CAMO SCHEME [FENRIGHT TITHE WAR]
- WEAPON SPONSON
- UNIT INSIGNIA

UNIT: 1 Banehammer

TYPE: Super-Heavy Tank

	ARMOUR		
BS	**Front**	**Side**	**Rear**
3	14	13	12

STRUCTURE POINTS: 3

TRANSPORT: The Banehammer has a transport capacity of 25.

FIRE POINTS: Up to 10 models may fire from the Banehammer's fighting platform.

ACCESS POINTS: The Banehammer is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:
- Hull-mounted tremor cannon
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Tremor cannon	60"	8	3	Ordnance 1, 7" Blast, Earthshock*, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

*Earthshock: When the final position of the tremor cannon blast is determined, place a suitable marker under the hole and roll 4D6. This is the size of the shockwave zone generated by the shot. The shockwave lasts until the start of the Banehammer's next turn. Any units moving through the shockwave zone will do so as if they were moving through difficult terrain. Any units moving through difficult terrain in the shockwave zone will roll a D6 less than normal to determine their maximum movement. Vehicles treat the shockwave zone as dangerous terrain – including skimmers (their motive systems are particularly vulnerable to boulders and rock shards being hurled into the sky).

OPTIONS

A Banehammer may be given the following upgrades from *Codex Imperial Guard*
- Hunter-killer missile .... +10 pts
- Pintle-mounted heavy stubber .... +10 pts
- Pintle-mounted storm bolter .... +10 pts

A Banehammer may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

DOOMHAMMER SUPER-HEAVY TANK

POINTS: 450

The thousand-year Siege of Ordana saw a new super-heavy tank design pressed into Imperial service –the Doomhammer. Confronted by a renegade forge world and its associated Titan Legions, the Ordana battle zone commanders were crying out for Shadowswords and other Titan-hunting vehicles. As the campaign dragged on, the attrition rate of such war engines swiftly outstripped supply. In the end, only the retrofitting of Banehammer tanks, exchanging tremor cannons for magma cannons, allowed the Imperium to maintain the war effort. A Doomhammer's magma cannon is closely modelled on the Volcano cannon employed by the famous Shadowsword design. Whilst it has a reduced range and area of effect when compared to its larger cousin, the magma cannon is still able to marshal a Titan-killing blast of epic proportions. At the same time, the space saved due to the smaller number of capacitors accords the Doomhammer a modest transport capacity and thus a more flexible battlefield role. This combination was to prove its worth many times over in the Siege of Ordana, and in many other warzones.

- ARMOURED ENGINE CASING
- STORE CANISTERS
- MAGMA CANNON
- TWIN-LINKED HEAVY BOLTER
- SPONSON TWIN-LINKED HEAVY BOLTER

UNIT: 1 Doomhammer

TYPE: Super-Heavy Tank

	ARMOUR		
BS	**Front**	**Side**	**Rear**
3	14	13	12

STRUCTURE POINTS: 3

TRANSPORT: The Doomhammer has a transport capacity of 25.

FIRE POINTS: Up to 10 models may fire from the Doomhammer's fighting platform.

ACCESS POINTS: The Doomhammer is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:
- Hull-mounted magma cannon
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Magma cannon	60"	10	1	Ordnance 1, 5" Blast, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

OPTIONS
- Hunter-killer missile .... +10 pts
- Pintle-mounted heavy stubber............................ +10 pts
- Pintle-mounted storm bolter................................ +10 pts

A Doomhammer may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

STORMLORD SUPER-HEAVY TANK

With a weapons configuration well-suited for comparatively short-range fire fights, the Stormlord's primary combat role is that of close support to infantry assault waves. As a result, Stormlord tanks are a rare sight in most Imperial armies and only the boldest and most confident commanders are prepared to jeopardise their careers (and lives) by risking such a valuable war machine in the very teeth of the enemy. Even so, the Stormlord's devastating close-range firepower and vast transport capacity makes it highly sought after by the more mobile Imperial Guard regiments, such as those raised on Catachan, Tallarn and Tingoya. Not only can the Stormlord's embarked Imperial Guard squads traverse the battle zone in relative safety, they can also be pressed into service to defend the Stormlord against waves of tank hunting enemy infantry.

TROOP BAY WITH HEAVY STUBBERS

COMMS ANTENNA

VULCAN MEGABOLTER

TALLARN

SACRED AQUILA

REGIMENTAL INSIGNIA

UNIT: 1 Stormlord

TYPE: Super-Heavy Tank

	ARMOUR		
BS	Front	Side	Rear
3	14	13	12

STRUCTURE POINTS: 3

TRANSPORT: The Stormlord has a transport capacity of 40.

FIRE POINTS: Up to 20 models may fire from the Stormlord's fighting platform.

ACCESS POINTS: The Stormlord is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:
- Hull-mounted Vulcan mega-bolter
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega-bolter	60"	6	3	Heavy 15, primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

OPTIONS

A Stormlord may be given the following upgrades from *Codex Imperial Guard:*
- Hunter-killer missile .... +10 pts
- Pintle-mounted heavy stubber.. +10 pts
- Pintle-mounted storm bolter... +10 pts

The Stormlord may be equipped with two additional heavy stubbers mounted on the sides of its fighting platform compartment at +10 points each. These weapons may only be fired while passengers are embarked.

A Stormlord may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 points.

SPECIAL RULES

All Power to Weapons! The Stormlord's commander can order all power from the tank's formidable reactor to be directed to the main weapon. 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).

BANESWORD SUPER-HEAVY TANK

The Banesword is an adaptation of the venerated Shadowsword design, exchanging the Titan-killing volcano cannon for the fortress-pounding fury of the quake cannon. The resulting combination of devastating siege gun and nigh-impenetrable armour is considered by many to be the last word in Imperial siegecraft. Indeed, Imperial combat doctrine holds an honoured place for the Banesword, and It is traditional for a Banesword to be named only after it has proved itself in battle. As a result, a freshly commissioned

Banesword will ordinarily be referred to by an abbreviation of its lengthy production number or its forge world of origin. A Banesword's final designation will only be determined by its deeds on the battlefield, often incorporating the name or title of one of its victims. Of course, a blast from a quake cannon rarely leaves enough of the target for positive identification, so a certain amount of artistic licence is doubtless applied in most cases.

THERMIC / GAS EXHAUST

TARGETING AUGER

QUAKE CANNON

WEAPON SPONSON (LASCANNON AND TWIN-LINKED HEAVY BOLTER)

DRIVER'S VIEW PORT

REGIMENTAL INSIGNIA

UNIT: 1 Banesword

TYPE: Super-Heavy Tank

STRUCTURE POINTS: 3

	ARMOUR		
BS	Front	Side	Rear
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Quake Cannon	24"-180"	9	3	Ordnance 1, barrage, 10" blast, primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

WEAPONS AND EQUIPMENT:

- Hull-mounted quake cannon
- Hull-mounted twin-linked heavy bolter
- Two sponsons, each with one lascannon and either a twin-linked heavy flamer or a twin-linked heavy bolter
- Searchlight and smoke launchers

OPTIONS

A Banesword may be given the following upgrades from *Codex Imperial Guard*:

- Hunter-killer missile .... +10 pts
- Pintle-mounted heavy stubber... +10 pts
- Pintle-mounted storm bolter... +10 pts

A Banesword may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

A Banesword may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer or heavy bolter for +100 pts

Command Tank: A Banesword may have the following upgrade at +25 pts . A high ranking officer is using the Banesword as a mobile HQ. All Imperial Guard units within 24" of a Banesword Command Tank may re-roll failed Morale checks.
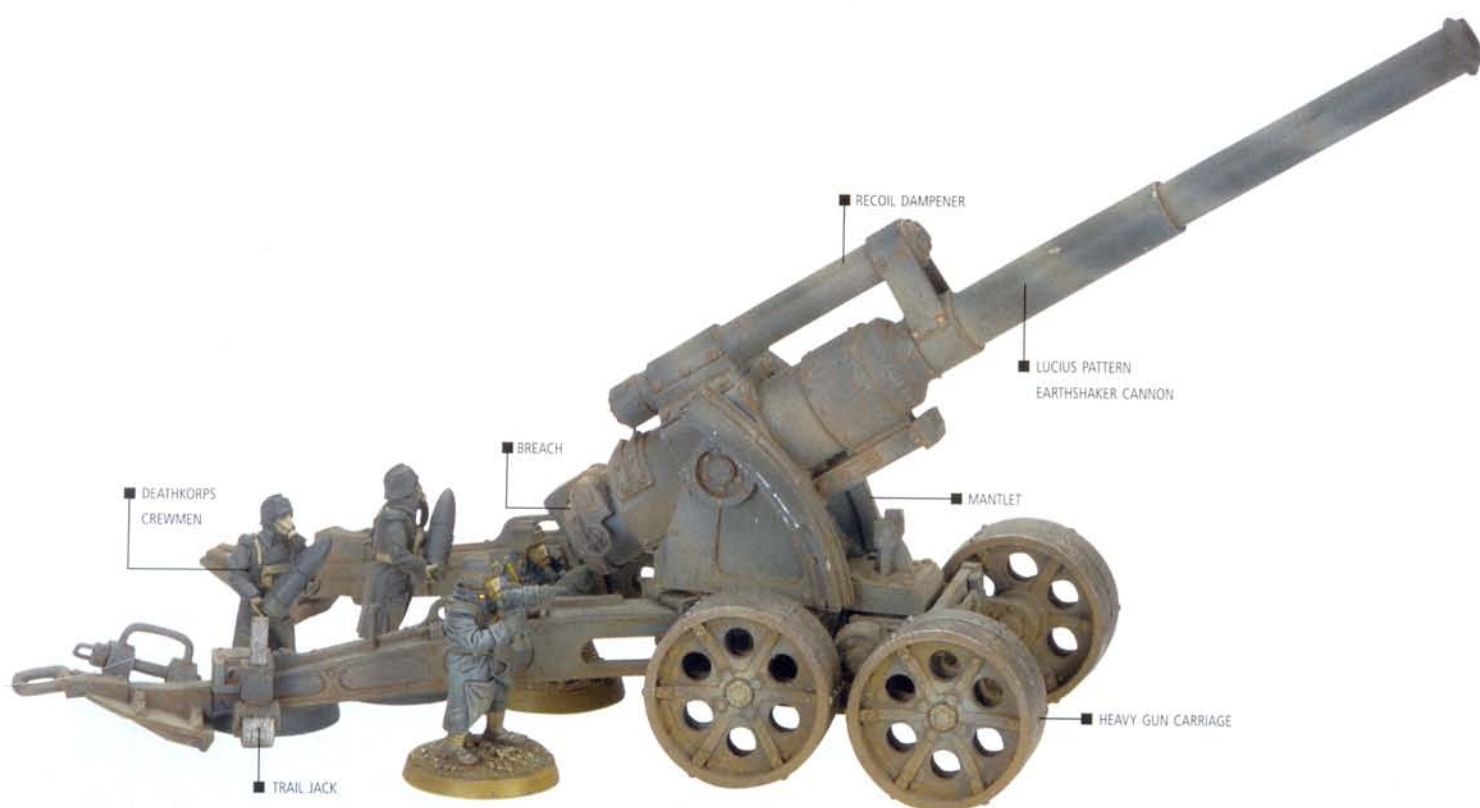
IMPERIAL GUARD HEAVY ARTILLERY BATTERY

EARTHSHAKER CANNON 75 POINTS EACH

MEDUSA SIEGE GUN 100 POINTS EACH

Although most Imperial Guard forces rely on mobile ordnance vehicles such as the Basilisk and Griffon, the backbone of specialised siege regiments has always been the 'big guns.' Best employed from behind defensive embrasures or towed into position behind the main lines, carriage mounted Earthshaker and Medusa cannon can sustain a withering barrage of shells hour after hour, pulverising enemy fortifications and trench lines, sustaining counter-battery fire or paving the way for attacks with deadly creeping barrages. The disadvantage of these heavy artillery pieces is their lack of mobility and protection, particularly if the tide of battle leaves them outflanked and isolated.

RECOIL DAMPENER

LUCIUS PATTERN EARTHSHAKER CANNON

BREACH

MANTLET

DEATHKORPS CREWMEN

HEAVY GUN CARRIAGE

TRAIL JACK

COMPOSITION: 1-3 heavy artillery pieces, each with four Imperial Guard crew.

UNIT TYPE: Artillery (immobile)

	ARMOUR		
BS	Front	Side	Rear
3	11	11	11

WEAPONS AND EQUIPMENT:
- Either an Earthshaker Cannon or Medusa Siege Gun
- Flak armour (crew)
- Lasgun (crew)
- Frag grenades (crew)
- Close combat weapon (crew)

CREWMAN								
WS	BS	S	T	W	I	A	LD	SV
3	3	3	3	1	3	1	7	5+

WEAPON	RANGE	STR	AP	SPECIAL
Earthshaker Cannon	36"-240"	9	3	Ordnance 1, 5" blast, barrage
Medusa Siege Gun	24"-120"	10	2	Ordnance 1, 5" blast, barrage
Medusa Breaching Shells	48"	10	1	Heavy 1, 3" blast, breacher*
Lasgun	24"	3	–	Rapid Fire

A single Heavy Artillery Battery is a Heavy Support choice for a Codex Imperial Guard Army.

OPTIONS

Medusa Siege Guns can be upgraded to use heavy Bastion Breacher shells for +5 points per model.

Any artillery piece may have up to four additional crewmen for +6 points each.

Any artillery piece may take Camo-netting for +30 points.

Any battery may also include Trojan towing vehicles for +35 points each, if this is chosen, one Trojan must be purchased for each artillery piece in the battery.

SPECIAL RULES

Immobile: Unless towed by an appropriate vehicle, an artillery piece may not move during the game, and may not pivot to face the enemy.

Breacher Shells*: Medusa Bastion-Breacher shells are designed to penetrate the most hardened defences. Roll an additional +D6 for armour penetration (for a total of 10 + 2D6) when firing this shell type.

TROJAN SUPPORT VEHICLE

The Trojan Support vehicle is an invaluable workhorse of the Imperial Guard, produced on hundreds of worlds for use in countless warzones. Primarily a towing tractor and munitions supply vehicle, the Trojan uses the same basic chassis and engine as the Chimera which is both extremely reliable, quick to manufacture and means the Trojan can share spares with the Chimera, making frontline repair and replacement very efficient. Although not intended as a combat vehicle itself, the Trojan is sufficiently armoured to survive the rigours of battlefield service and carries a heavy bolter for defence, enabling it to deliver vital supplies to the front lines and deploy artillery in the thick of the fighting.

CRANE HOIST

ACCESS HATCH

DEPARTMENTO MUNITORUM IDENT

ADDITIONAL STOWAGE

HULL-MOUNTED HEAVY BOLTER

DOZER BLADE

COMPOSITION: One Trojan Support Vehicle.

UNIT TYPE: Vehicle (Tank)

	ARMOUR		
BS	Front	Side	Rear
3	10	10	10

WEAPONS AND EQUIPMENT:
- Hull-mounted heavy bolter

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Bolter	36"	5	4	Heavy 3
Heavy Stubber	36"	4	5	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Storm Bolter	24"	4	5	Assault 2

OPTIONS

A Trojan may replace its heavy bolter for a heavy flamer at no additional cost.

A Trojan may take any of the following upgrades at the points cost shown:

Searchlight and smoke launcher	+5 pts
Pintle-mounted heavy stubber or storm bolter	+10 pts
Hunter-killer missile	+10 pts
Dozer blade	+10 pts
Extra armour	+15 pts
Camo-netting	+20 pts

SPECIAL RULES

Towing Vehicle: The Trojan's main battlefield role is as an artillery towing vehicle and supply hauler. To limber or unlimber an artillery piece or weapons platform takes an entire turn in which the Trojan cannot move and during this turn the weapon or artillery piece in question cannot fire. When a towed artillery piece or weapons platform is deployed from a Trojan, it may be placed facing any way the owning player desires.

Amphibious: Trojans are amphibious vehicles that can move through water logged terrain. As such they treat terrain features such as rivers and swamps, etc, as open terrain. However, if the Trojan is towing anything, this rule no longer applies.

HADES BREACHING DRILL

The Hades Breaching Drill is a powerful industrial machine pressed into military service. Its forward mounted rotary power-cutters and cyclic melta-blasters are capable of grinding and blasting almost any material in its path to rubble and molten slag while dragging the machine itself slowly forward. Used as a weapon of war, the drill can break through the most heavily armoured fortifications, undermine defences and rapidly blast a path to the surface from prior underground tunnelling and saps. The use of the Hades Drill in co-ordinated attacks allows specialised troops to pour into enemy positions in surprise attacks, quickly overwhelming them from within, or in the case of massive resistance, plant explosive devices and conduct sabotage missions and retreating before the enemy can rally and stop them. Most commonly deployed by Imperial Guard siege companies, the Hades is fielded in conjunction with highly trained and experienced squads of combat engineers to undertake the dangerous task of subterranean assaults and lighting raids. Technologically the Hades uses a rather crude 'brute force' method of tunnelling, rather than the more sophisticated

phase-field generator technology employed by the rare 'Termite' underground transporters used by the Mechanicus. This does however have the advantage of creating a massively powerful, albeit short ranged offensive capacity for the machine which can be used in desperation against enemy armoured vehicles and troops. Although as slow, vulnerable and unwieldy as the Hades is, this kind of attack is truly a last resort for Imperial commanders.

> "...Fear not my children, our walls are strong and our gates sealed, let the pitiable servants of the false god rain down their empty wrath on the glittering void shields of our beloved fortress-city! We are impregnable!..."
>
> From the last broadcast of the Tyrant-Governor of Hive Soricomorpha, The Calthamite Succession

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UNIT: 1 Hades Drill[1]

TYPE: Vehicle (Tank)

	ARMOUR		
BS	Front	Side	Rear
3	11	10	10

WEAPONS AND EQUIPMENT:
- One forward firing melta-cutter

WEAPON	RANGE	STR	AP	SPECIAL
Melta-Cutter	12"	8	1	Heavy 1, 3" Blast, Melta

[1] Each Hades Drill must also be accompanied by at least one squad of Engineers[2]. Other squads of Engineers may be attached to the drill and arrive behind it. What squads are attached to the drill must be declared or noted down before the game begins.

[2] Some regiments such as the Death Korps of Krieg have extensive specialised formations of engineers (see *Imperial Armour Volume Six*) that make use of the Hades, but for other Imperial Guard armies, use the Veterans entry in the *Imperial Guard Codex* to represent Engineers. These squads may not however take the *Forward Sentries* doctrine, and may not take a Chimera as a dedicated transport

A single Hades Breaching Drill is treated as an Elites Choice for Codex Imperial Guard armies, but does not take up a slot on the Force Organization chart

SPECIAL RULES

Power Cutter Assault: The Hades is not a true battlefield weapon but a piece of heavy engineering equipment, however it can be very effective in an assault.
- Against Infantry: The breaching drill counts as a tank and may Tank Shock units using the normal rules.
- Against Vehicles: The Hades may make a special ram attack, this always counts as a Strength 10 hit on the vehicle being rammed and this attack also has the Melta special rule. Damage against the drill itself is worked out as normal.
- Against Buildings/Bunkers, etc: The breaching drill scores an automatic hit at Strength 10.

Lumbering: The breaching drill can only move a maximum of 6" per turn, but it may always fire its melta-cutter.

SUBTERRANEAN ASSAULT

Deployment: The Breaching Drill always begins play in Reserve along with at least one squad of Engineers and will always arrive in play via the Deep Strike special rules below.

In games of Apocalypse, the Drill and any Engineers are automatically placed into the owning player's Strategic Reserve (see page 23 of *Warhammer 40,000 Apocalypse*) but are dealt with separately. The Hades Drill enters play on the second game turn, while the Engineers enter on the third turn following the special Deep Strike rules below:

Deep Strike: The Hades Drill arrives on the table using a variation of the standard Deep Strike rules that represent it burrowing up from under the ground. Firstly place the large (5") blast marker where you wish the drill to emerge, roll to scatter, if a hit is scored then the drill emerges on target, if an arrow is rolled it deviates in that direction 2D6".

If there are no enemy models under the template, then place the drill centred on the point it emerges from.

If any models (including bastions, etc) are touched by the template, they are hit by the breaching drill's melta-blast and whirling powerblades as it emerges, and each model suffers a single Strength 10, AP 1 hit with the Melta special rule. Vehicles which are hit are struck as if using its side armour value. The drill is then centred on the point it emerges from and any surviving models caught in the blast are moved 1" away from the drill. Squads should be moved so they retain squad coherency.

Dangerous or Difficult terrain has no effect on the emerging drill as it is shredded by the blast and cutters, and small removable terrain should be taken off the table. In the case of large pieces of terrain, move the drill as it emerges so it is as close to the target point as you can get it.

Follow-up Attack: Any Engineer squads attached to the drill will automatically arrive the turn after it does, and may be moved on the table from the point from which the drill emerged. These squads may move, shoot and assault as normal on the turn they arrive and do not count as having arrived via Deep Strike.
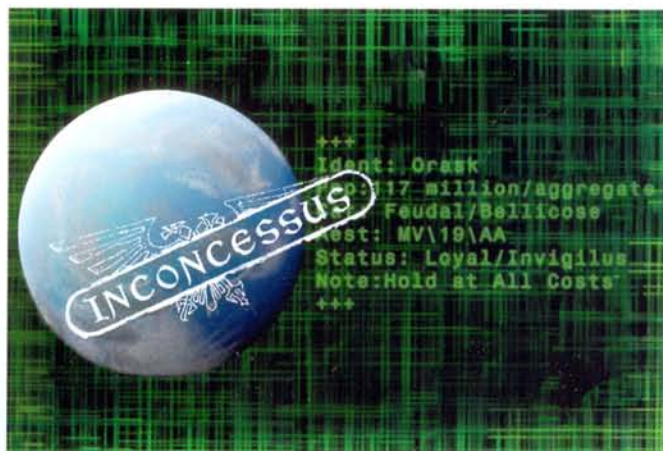
HYDRAULIC ARMS

MOTIVE CARRIAGE

ROTATING CUTTING HEAD

DEATH KORPS
ENGINEER SQUAD
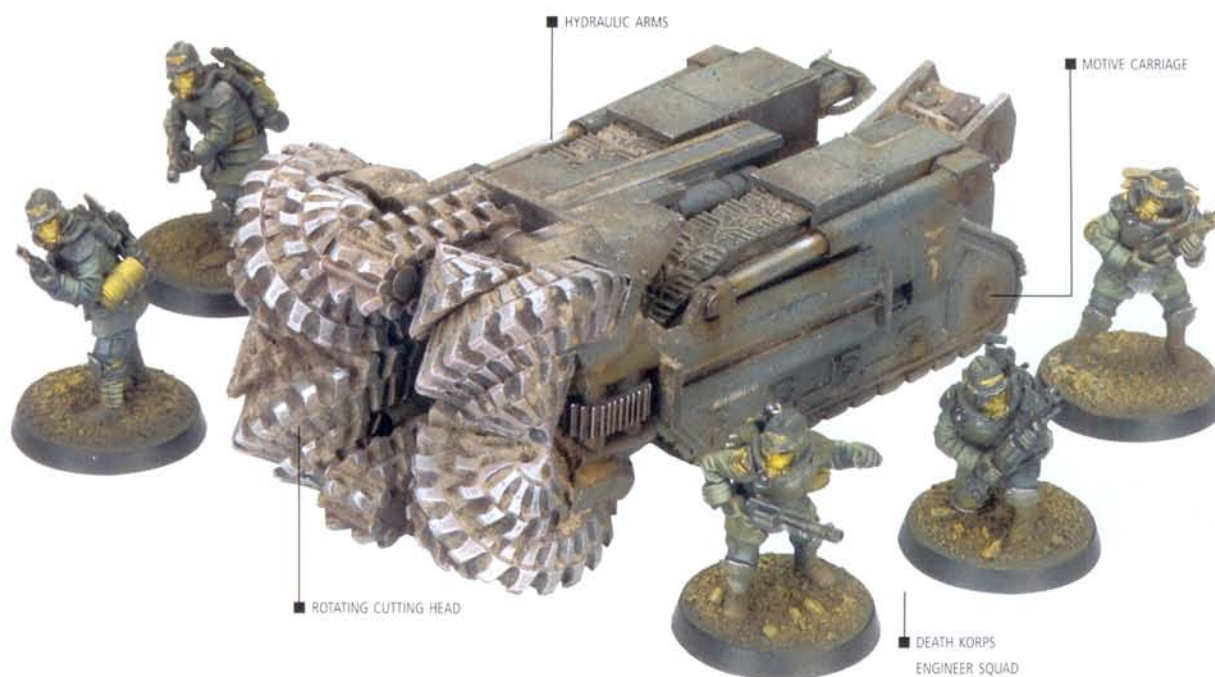
WORLDS OF WAR

The Imperium spans much of the galaxy, and at any one time it is fighting scores of major conflicts which engulf whole star systems and even entire sectors in war, as well as countless minor defensive actions, civil suppressions and bloody pogroms against heresy. Just as these wars are without number so are the worlds on which they occur, from the fertile plains and verdant fields of Agri-worlds, to poisoned industrial wastes and the hellish nightmare ruins of shattered Hive cities. There are however even more extreme and exotic environments the forces of the Imperium must contend with at times, each with their own unique challenges that must be overcome. Victory must be achieved no matter what the cost in lives and material if the world's strategic value is high enough, regardless how perilous their battlefields, be they the corrosive swamps of primordial Chem-worlds, or the labyrinthine depths of mining planets where sometimes thousands of miles of passageways and galleries honeycomb deep into the rock.

On worlds where the war must be waged deep beneath the surface, the Adeptus Mechanicus and the Departmento Munitorum release specialised equipment for use by Imperial forces. Commonly this includes tunnelling devices such as the Hades Breaching Drill and the rare and powerful Coronides Pattern Chthonic-Leviathan, as well as specialised survival gear

without which no hope of victory would be possible. The most vicious of these subterranean wars in recent centuries is judged by the Collegeia Tactica to have been the savage sixty-year exterminatus campaign against the cannibalistic subhuman population of the once loyal world of Adivun Prime. Some details of this action, conducted by the Death Korps of Krieg and the Angels Sanguine to reclaim this vital mining world during the Asphodel Wars, still remains sealed by Inquisitorial edict to the present day.

Ident: Orask
...17 million/aggregate
Feudal/Bellicose
...ost: MV\19\AA
Status: Loyal/Invigilus
Note:Hold at All Costs

INCONCESSUS

IMPERIAL SUPPORT WEAPONS PLATFORM

HYDRA: 50 POINTS EACH

MANTICORE: 100 POINTS EACH

Imperial support weapons platforms are usually deployed as static defences to guard important command posts or forward supply dumps and to reinforce battlefield strong points with extra firepower. The most common armaments for these platforms are either Hydra autocannon or Manticore missile launcher systems. Hydra platforms are principally intended to provide defence against air attack, while

the Manticore launcher armed platforms are often used offensively from forward positions to provide massive long-range firepower for any besieging attacker. In this role they are able to shower heavy ordnance against a target with great speed, saturating fire zones, collapsing void shields and shattering armoured structures.

- MANTICORE LAUNCHER
- ROCKET EXHAUST
- HYDRA AUTOCANNON
- TRACKING ARRAY
- FIELD DEPLOYED PLATFORM

UNIT: 1-3 Support Weapons Platforms

TYPE: Artillery (Immobile)

		ARMOUR		
BS	Front	Side	Rear
3	11	11	11

WEAPONS AND EQUIPMENT:
- **Manticore Platform:**
  - Four Manticore missiles
- **Hydra Platform:**
  - Two turret–mounted twin-linked Hydra autocannon
  - Auto-targeting system

WEAPON	RANGE	STR	AP	SPECIAL
Hydra Autocannon	72"	7	4	Heavy 2, Auto-targeting, AA mount
Manticore Missile	36"-300"	9	2	Ordnance 1, 7" blast
Sky Eagle Rocket	120"	9	2	Ordnance 1, AA mount
Storm Eagle Rocket	24"-120"	10	4	Ordnance, barrage D3 large (5") blasts

A unit of 1-3 Support Weapon Platforms are a single Heavy Support choice for a Codex Imperial Guard army.

OPTIONS

Any Manticore equipped platform may replace all of its Manticore missiles with Storm Eagle rockets for +15 points or Sky Eagle Anti-Aircraft rockets for free.

Any Weapons Platform may take Camo-netting for +20 points.

Any Weapons Platform Battery may also include one Trojan towing vehicle per platform for +35 points each.

SPECIAL RULES

(Manticore) Limited Ammunition: The Manticore carries a payload of four rockets or missiles, one of which may be fired per turn. Once the Manticore's launcher has fired four times, it has run out of ammunition and cannot be fired again during the same game.

(Manticore/Sky Eagle Rocket) Heat Seeker: These rockets are fitted with heat seeking warheads to target power signatures and engine exhaust; as such they may re-roll misses against flyers.

(Hydra) Auto-targeting system: Skimmers cannot claim the cover save gained due to moving flat out against the Hydra's autocannon. Similarly, bikes cannot claim the cover save gained due to turbo-boosting against shots fired by the Hydra's autocannon or flyers their usual cover save against ground fire (see page 104 of this book).

IMPERIAL SENTRY GUNS

Sentry guns are light automated weapons systems controlled by machine spirit augers, small enough to be transported into action by regular troop transports. Used in a variety of roles, sentry guns (sometimes referred to as 'Tarantulas' by the Imperial Guard) are often placed to cover the approaches to key battlefield positions, or used to defend forward strongpoints and deny ground to the enemy. Although immobile once deployed and limited in action somewhat by their basic logic engines, sentry guns have

the advantage of being tirelessly vigilant, and once deployed will continue to fight until their ammunition runs out or they are destroyed. Most Imperial sentry gun patterns are either equipped with a twin–linked heavy bolter for anti-infantry use or, more rarely, twin–linked lascannon to deal with armoured targets. Other branches of the Imperium, such as the Space Marines and Adeptus Arbites also sometimes make use of sentry guns, often with more exotic armament

TWIN-LINKED HEAVY BOLTER

POWER CELL

MACHINE SPIRIT HOUSING

DEPLOYED PLATFORM

TWIN-LINKED LASCANNON

TARGETING AUSPEX
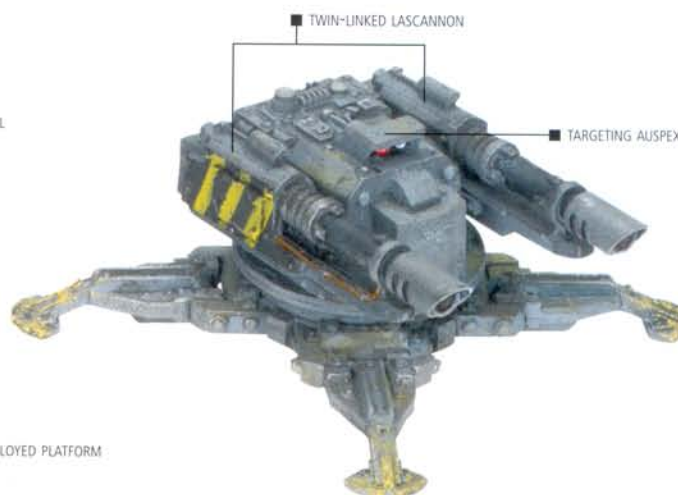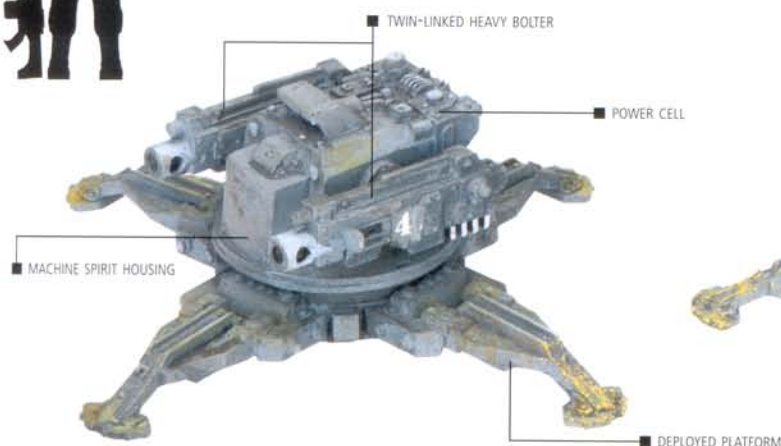
UNIT: 1-3 Sentry Guns form a single Sentry Gun detachment

TYPE: Artillery (Immobile)

	ARMOUR		
BS	Front	Side	Rear
2	10	10	10

WEAPONS AND EQUIPMENT:
- One twin-linked heavy bolter

WEAPON	RANGE	STR	AP	SPECIAL
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

A Sentry Gun detachment is a Heavy Support choice for an Imperial Guard army

OPTIONS

Any Sentry Gun can replace its twin-linked heavy bolter with twin-linked lascannon for +10 pts.

Any Sentry Gun may have Camo-nets for +10 points.

SPECIAL RULES

Firing Modes: Sentry Guns are machine spirit controlled weapons with limited targeting abilities and must be pre-set to operate in a particular mode before battle. The owning player must declare what mode a particular Sentry Gun is using before the game begins, and once determined this cannot change during play. The three firing modes are as follows:

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc, usually providing covering fire over a particular area of the battlefield. In this mode the sentry gun can engage enemy targets up to 36" away which are within a fixed 90° arc to its front.

Sentry Mode: In this mode, the Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight. In this mode the sentry gun can fire all around it.

Interceptor Mode (Planetstrike games only): In games using the Planetstrike Expansion and rules, Sentry Guns can be set to fire in interceptor mode (see page 18 of Planetstrike), if this is done, they may only fire as interceptor guns for this game.

Targeting: Which enemy unit within range is the Sentry Gun's preferred targeted is determined by its armament. If no preferred target exists in its line of sight it will simply attack the nearest enemy target in range.
- A heavy bolter equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its fire mode.
- A lascannon equipped Sentry Gun will fire at the nearest enemy vehicle or Monstrous Creature according to its firing mode, (note that immobilised vehicles are still counted as viable targets, only destroyed vehicles will be ignored).

IMPERIAL GUARD HEAVY QUAD-LAUNCHER

POINTS: 50

The Lucius Pattern Heavy Quad-Launcher is one of a number of multi-barrelled light field artillery pieces often referred to as 'thud guns' by the Imperial Guard regiments in which they serve. Effectively four mortars mounted on a single carriage, these weapons were once far more common with the Imperial Guard than they are currently, although they are still highly sought after particularly by siege regiments and better-equipped garrison forces. The quad-launcher has a powerful rate of fire and is an

excellent suppression weapon, able to quickly saturate targeted areas with shells, breaking up the most resolute advance in a storm of shrapnel or forcing the enemy into cover in support of an assault. The quad-launcher's main drawback however is its limited ammunition capacity which can be quickly expended during prolonged use. This problem often requires a time-consuming reloading of its four magazines in the face of enemy counter-attack.

■ LUCIUS PATTERN HEAVY QUAD LAUNCHER

■ DEATH KORPS GUNNERS

■ ELEVATION

■ GUN CARRIAGE

UNIT: 1-3 Heavy Quad-launchers each with three crewmen.

TYPE: Artillery (Immobile)

	ARMOUR		
BS	Front	Side	Rear
3	10	10	10

CREWMAN								
WS	BS	S	T	W	I	A	LD	SV
3	3	3	3	1	3	1	7	5+

WEAPONS AND EQUIPMENT:
- One Quad-launcher
- Flak armour (crew)
- Lasgun (crew)
- Frag grenades (crew)
- Close combat weapon (crew)

WEAPON	RANGE	STR	AP	SPECIAL
Quad-launcher	12"- 60"	5	5	Heavy 4, 3" blast, barrage, Shell Shock
Lasgun	24"	3	—	Rapid Fire

OPTIONS

Each Heavy Quad-launcher may have up to two additional crewmen for +6 points each.

A Heavy Quad-launcher may take Camo-netting for +20 points.

A Heavy Quad launcher may also include a Trojan towing vehicle for +35 points or a Centaur Artillery Tractor for an additional +45 points each (see *Imperial Armour Volume 5* for details of the Centaur.)

SPECIAL RULES

Slow Rate of Fire: It takes time to reload each Quad-launcher between volleys. The Quad-launcher can fire for two turns but then must miss a turn whilst it reloads. i.e., it can fire for two turns in succession in a game before it must spend a turn

reloading and may not fire. The Quad-launcher can however be reloaded on a turn when it is being towed.

Shell Shock: Due to the repeated rapid impact of the Heavy Quad-launcher's shells, Pinning tests taken against its attacks are at -1 to the target's Leadership.

Immobile: Unless towed by an appropriate vehicle, the Heavy Quad-launcher may not move during the game, but may pivot on the spot to target enemies.

A battery of 1-3 Quad-launchers is an Elites choice for a Codex Imperial Guard army

'HELL RAKER' ASSAULT BATTERY

Minotaurs are far more heavily armoured than more commonplace mobile artillery tanks such as the Basilisk or Colossus, and are able to operate at the forefront of the most hostile battlefields. Many siege regiments and armoured companies fortunate enough to have these war machines in numbers often take advantage of their survivability by deploying them in 'Hell Raker' assault batteries to maximise their effectiveness. These batteries' crews are chosen

for their proven courage in battle, and extensively trained to help them coordinate their fire to eliminate their chosen targets with the devastatingly swift application of overwhelming force. Striking at enemy command vehicles, strong points and fortifications, these assault batteries are often able to swiftly turn the tide of a battle where other forces would be quickly crushed by counter-battery fire before they could bring their weapons to bear.

BANEBLADE

Command tank
'Vulta Rex'

MINOTAUR

'Dread Maker'

MINOTAUR

'Doomsday Chorus'

MINOTAUR

'Lucky Four-fifty'

12th battery
55th Tallarn rgt.

FORMATION:
– Three Minotaur Artillery tanks and one company command vehicle chosen from either a Baneblade (see *Apocalypse*) or a Stormlord which must be purchased with the Command Tank upgrade.

BATTERY SPECIAL RULES

Barrage Patterns: If at least two of the Minotaurs in the battery are within 24" of the company command vehicle, they may opt to combine the fire of their Earthshaker cannon into one of the following barrage patterns each turn. *Note that this attack replaces the Earthshaker cannon fire from all the participating Minotaurs that turn:*

Mode	Range	STR	AP	Special
Concentrated Fire	24"-120"	10	2	Ordnance 1, 7" (¹) blast, twin-linked
Fire for Effect	24"-120"	9	3	Ordnance, apocalyptic barrage (²)

¹: The listed profile is for two Minotaurs combining their fire, if three combine their fire the blast size is increased to 10"

²: The Barrage rating for two Minotaurs combining their fire is (4) and for three Minotaurs it is (6).

Strike Force: All vehicles in the company must be deployed within 24" of the company command vehicle or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

'CASTELLAN'
SENTRY GUN DEFENCE FORCE

POINTS: 50 + MODELS

Although the regiments of the Imperial Guard pride themselves on their strength in numbers, there are times when even they find themselves overwhelmed by a more numerous enemy or cut off from reinforcements. In such engagements automated sentry gun detachments can provide invaluable additional firepower for drop regiments, hold vital strategic areas while larger forces are redeployed elsewhere or defend a line of retreat with the minimum expenditure of lives and material. One tried and tested sentry gun formation is the 'Castellan,' composed of several three-weapon detachments and controlled by a dedicated command unit to direct its fire. Nicknamed the 'bitter enders' by some Guard regiments, the dangerous duty of guardsmen and officers assigned to Castellan units is seen by some as a short route to commendation and promotion, but by others as a straight road to a martyr's death.

Detachment Delta 9-5, 121st Elysian Regiment. Met an honoured death, retreat from the Covus Pass 2nd Pavonian War,

FORMATION:

—One Imperial Guard Platoon Command Squad (See the *Imperial Guard Codex*) and two to four Sentry Gun detachments, each composed of three Sentry Guns. The formation may also include up to two Sabre Weapons Platforms (see *Imperial Armour Volume 5*)
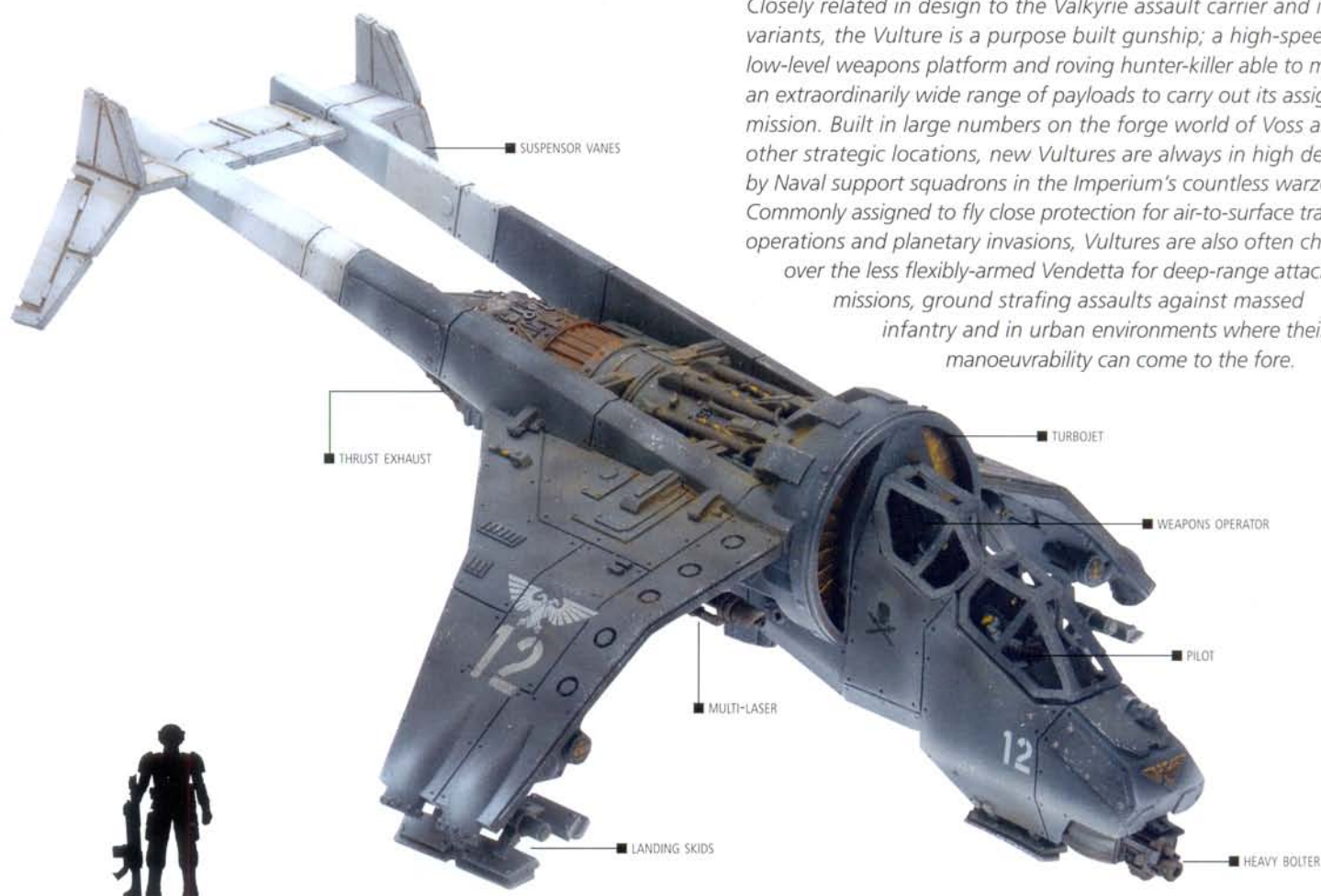
SPECIAL RULES

Forward Deployment: The formation is always deployed using the Infiltrators universal special rule. All Sentry Guns and weapons platforms must be deployed within 18" of the Platoon Command squad.

Fire Control: While Sentry Guns in the formation are within 18" of the Platoon Command squad (and the squad is not falling back or pinned), their fire mode may be changed at the start of each turn. Make a note which mode each detachment is using for that turn.

VULTURE GUNSHIP

POINTS: 105

SUSPENSOR VANES

THRUST EXHAUST

TURBOJET

WEAPONS OPERATOR

PILOT

MULTI-LASER

LANDING SKIDS

HEAVY BOLTER

Closely related in design to the Valkyrie assault carrier and its variants, the Vulture is a purpose built gunship; a high-speed, low-level weapons platform and roving hunter-killer able to mount an extraordinarily wide range of payloads to carry out its assigned mission. Built in large numbers on the forge world of Voss and at other strategic locations, new Vultures are always in high demand by Naval support squadrons in the Imperium's countless warzones. Commonly assigned to fly close protection for air-to-surface transport operations and planetary invasions, Vultures are also often chosen over the less flexibly-armed Vendetta for deep-range attack missions, ground strafing assaults against massed infantry and in urban environments where their manoeuvrability can come to the fore.

UNIT: 1 Vulture Gunship

TYPE: ¹Vehicle (Flyer, Hover Mode)

WEAPONS AND EQUIPMENT:
- One nose-mounted heavy bolter
- One twin-linked multi-laser
- Two Hellstrike missiles
- Searchlight
- Extra armour

¹ *The Vulture counts as a Fast Skimmer in non-Apocalypse games.*

	ARMOUR		
BS	**Front**	**Side**	**Rear**
3	12	12	10

WEAPON	RANGE	STR	AP	SPECIAL
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Multi-laser	36"	6	6	Heavy 3
Missile Launcher (Frag)	48"	4	6	Heavy 1, blast
Missile Launcher (Krak)	48"	8	3	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3
Hellstrike Missile	72"	8	3	Ordnance 1, single shot
Hellfury Missile	72"	4	5	Heavy 1, 5" blast, no cover saves, single shot
Hunter-killer Missile	72"	8	3	Heavy 1, single shot
Bombs	Bomb	6	4	Apocalypse barrage (1)², single use
Punisher Cannon	24"	5	—	Heavy 20
Multiple Rocket Pod	24"	4	6	Heavy 1, 5" blast

OPTIONS

A Vulture may replace its multi-lasers with:

Twin-linked autocannons...free
Twin-linked missile launchers.......................................+10 pts
Twin-linked lascannons..+15 pts
Two Multiple Rocket Pods...+20 pts

A Vulture may replace its two Hellstrike missiles with:

Two Hellfury Missiles..+20 pts
Six bombs..+40 pts
Six hunter-killer missiles...+40 pts
Two multiple rocket pods...+30 pts

A Vulture may replace both its multi-lasers and Hellstrike missiles with:
One twin-linked Punisher Gatling cannon ....+50 pts

The Vulture may take any of the following:
Flare/chaff launcher +10 pts, Armoured cockpit +20 pts, Illum flares +5 pts, Infra-red targeting +5 pts, Distinctive paint scheme/decals +10 pts (see page 81)
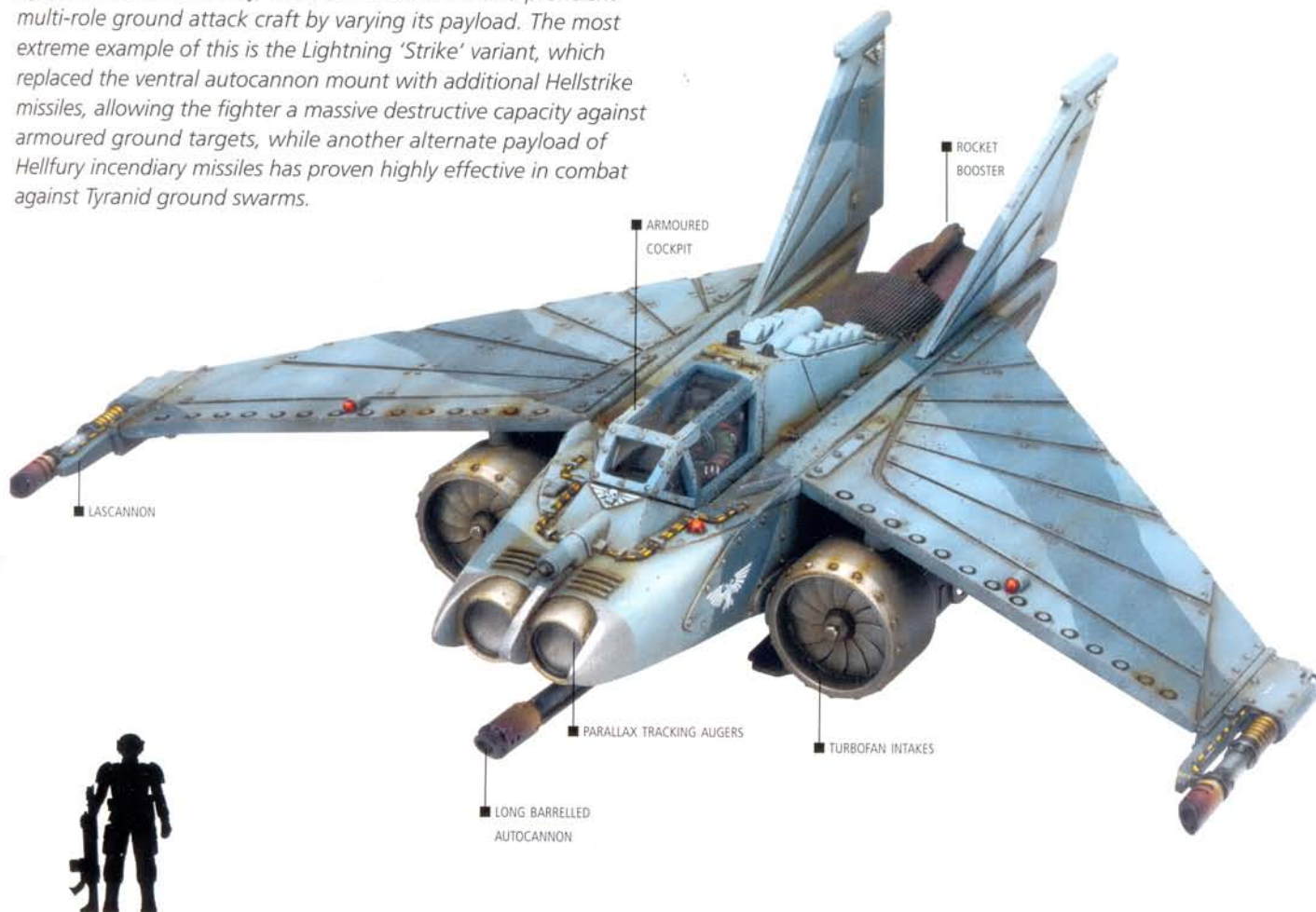
² *Bombs: When in Flyer mode, you can elect to have the Vulture drop as many bombs as you wish in a single bombing run –for each bomb dropped, roll once on the Apocalyptic Barrage template. Each bomb however can only be dropped once!*

A Vulture Gunship is a Fast Attack Choice for an Imperial Guard army.

LIGHTNING

A relatively recent addition to the Imperial arsenal, the Lightning was discovered during the Saint-Sean Crusade, with the fighter's STC template given over to the Mechanicus Lords of Cypra Mundi for dissemination. The Lightning's main role is as an air superiority fighter, a role it fulfils ably, but it can also double as a proficient multi-role ground attack craft by varying its payload. The most extreme example of this is the Lightning 'Strike' variant, which replaced the ventral autocannon mount with additional Hellstrike missiles, allowing the fighter a massive destructive capacity against armoured ground targets, while another alternate payload of Hellfury incendiary missiles has proven highly effective in combat against Tyranid ground swarms.

ROCKET BOOSTER

ARMOURED COCKPIT

LASCANNON

PARALLAX TRACKING AUGERS

TURBOFAN INTAKES

LONG BARRELLED AUTOCANNON

UNIT: 1 Lightning

TYPE: Vehicle (Flyer)

WEAPONS AND EQUIPMENT:
- One long barrelled autocannon
- One twin-linked lascannon

	ARMOUR		
BS	Front	Side	Rear
3	10	10	10

WEAPON	RANGE	STR	AP	SPECIAL
LB Autocannon	72"	7	4	Heavy 2, AA mount
Lascannon	48"	9	2	Heavy 1
Hellstrike Missile	72"	8	3	Ordnance 1, single shot
Hellfury Missile	72"	4	5	Heavy 1, 5" blast, no cover saves, single shot
Bombs	Bomb	6	4	Apocalyptic barrage (1)[1], single use
Skystrike Missile	60"	7	3	Heavy 1, AA mount, Heat Seeker, single shot

OPTIONS

The Lightning may replace its long barrelled autocannon with two hellstrike missiles or two bombs for free.

The Lightning may also be armed with either four Hellstrike missiles for +40 pts, four Hellfury missiles for +40 pts, four bombs for +40 pts or six Skystrike missiles for +50 pts.

The Lightning may be equipped with the following additional equipment: chaff launcher +5 pts, armoured cockpit +20 pts, infra-red targeting +10pts, illum flares +5pts, distinctive paint scheme/decals +10pts (see page 81).

SPECIAL RULES

[1] *Bombs: You can elect to have the Lightning drop as many bombs as you wish in a single bombing run —for each bomb dropped, roll once on the Apocalyptic Barrage template. Each bomb however can only be dropped once!*

(Skystrike Missile) Heat Seeker: These missiles are fitted with heat seeking warheads to target power signatures and engine exhaust; as such they may re-roll misses against flyers.

'CARRION CLAW' VULTURE STRIKE WING   POINTS: 50 + MODELS

The 'Carrion Claw' is an Imperial Navy designation for a strike wing of Vulture gunships specifically trained and practiced in co-ordinating their firepower in devastating low-level attack sweeps and undertaking deep-range search and destroy missions. Against massed infantry, supply convoys and other tightly packed targets, a Carrion Claw wing can inflict a devastating concentrated attack to decapitate and scatter a targeted foe, before the individual Vultures break formation to engage and hunt down targets of opportunity with merciless precision. In practice only the most experienced Vulture pilots are assigned to this hazardous duty as the demands of the tight-formation flying and exposure to the heaviest enemy fire would quickly prove fatal to anyone but skilled combat veterans.

VULTURE GUNSHIP

'Sandstorm'

STRIKE LEADER

'Butcher'

*Blackwing Squadron,
The Malacant Prime Purgation Campaign;
Thirty-seven confirmed vehicle kills during the
Battle for Harrowing Vale*

VULTURE GUNSHIP

'Graveyard'

FORMATION:
– Three to Six Vulture Gunships, one of which must be designated as the Strike Leader.

SPECIAL RULES
Hail of Fire: Once per game the entire Vulture Squadron can forego their normal shooting in order to concentrate their fire to rake a target zone with the full fury of their weapons, scouring the area clean in an indiscriminate hail of fire. This counts as an attack with the following profile:

	Range	Strength	AP	Notes
Hail of Fire	24"	5	3	Barrage (¹), no cover saves, one use

¹This attack uses the Apocalypse Barrage template and has a rating of 1+ the number of Vultures firing (so a Hail of Fire from three Vultures would have a rating of 4).

Only Vultures which are part of this formation and within 18" of the Strike Leader can take part in the Hail of Fire. Only one Hail of Fire attack can be made per formation, per game. Line of sight and range for this attack is drawn from the nose of the Strike Leader's Vulture. If the Strike Leader has been destroyed, this ability cannot be used.

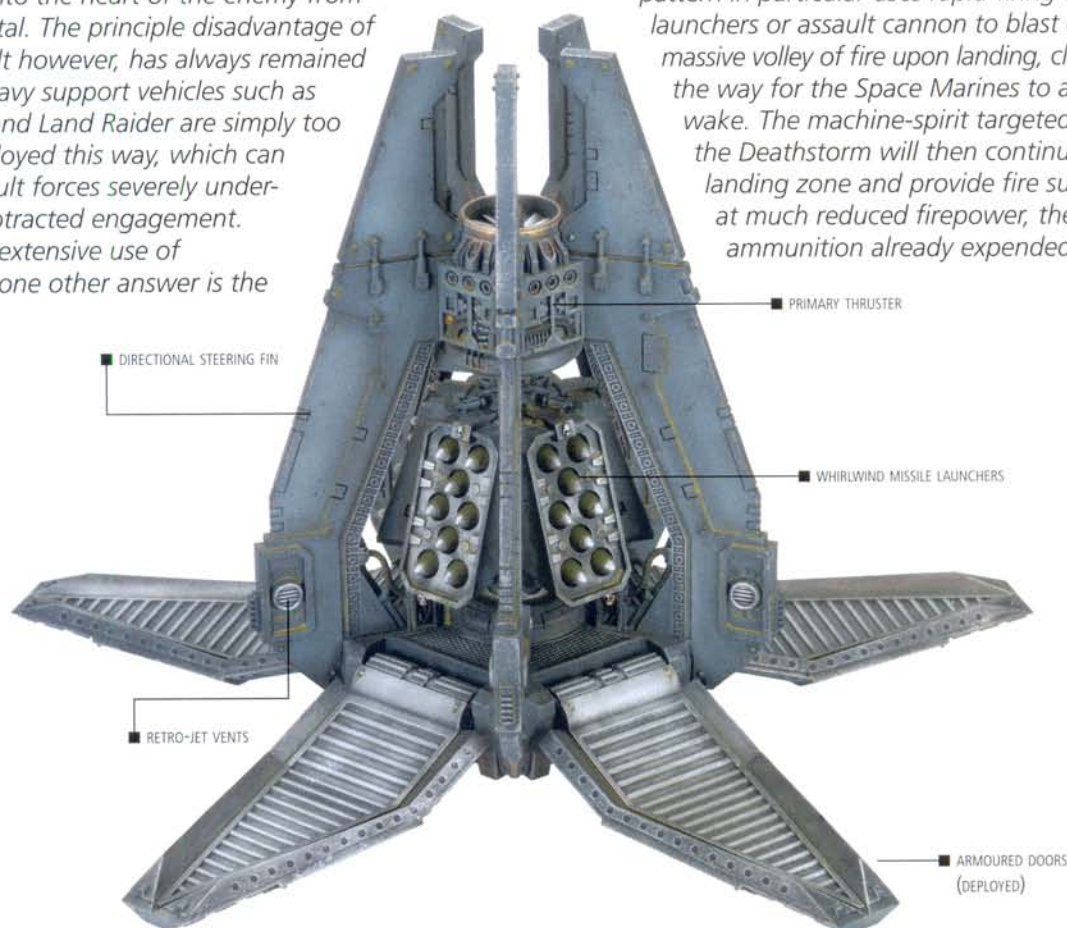*Note that none of the Vultures in the formation use up single shot weapons in carrying out this attack.*

Strike Leader: One Vulture in the formation must be designated as its Strike Leader. No Vulture in the formation may be deployed further than 18" away from the Strike Leader, or if entering play from reserve more than 18" away from the point at which the Strike Leader arrived.

DEATHSTORM DROP POD

Drop pods have long formed a cornerstone of Space Marine tactics, and their ability to rapidly deploy troops into the heart of the enemy from orbit remains vital. The principle disadvantage of drop pod assault however, has always remained the fact that heavy support vehicles such as the Vindicator and Land Raider are simply too large to be deployed this way, which can leave drop assault forces severely under-gunned in a protracted engagement. Aside from the extensive use of Dreadnoughts, one other answer is the

use of automated weapons systems mounted within a drop pod's confines instead of troops. The Deathstorm pattern in particular uses rapid-firing whirlwind missile launchers or assault cannon to blast clear an area in a massive volley of fire upon landing, clearing the way for the Space Marines to assault in their wake. The machine-spirit targeted weapons of the Deathstorm will then continue to sweep the landing zone and provide fire support, although at much reduced firepower, the bulk of their ammunition already expended on their arrival.

- PRIMARY THRUSTER
- DIRECTIONAL STEERING FIN
- WHIRLWIND MISSILE LAUNCHERS
- RETRO-JET VENTS
- ARMOURED DOORS (DEPLOYED)

UNIT: 1 Deathstorm Drop Pod

TYPE: Vehicle, Immobile (once landed), Open Topped (once landed).

	ARMOUR		
BS	Front	Side	Rear
2	12	12	12

WEAPONS AND EQUIPMENT:
- One set of automated Whirlwind launchers

WEAPON	RANGE	STR	AP	SPECIAL
Whirlwind Launcher	48"	5	4	Ordnance 1, 5" blast, barrage
Assault Cannon	24"	6	4	Heavy 4, rending

OPTIONS

A Deathstorm may replace its automated Whirlwind Launchers with automated Assault Cannon for +20 points.

SPECIAL RULES

Drop Pod Assault: Drop Pods always enter play using the Deep Strike special rules. At the beginning of the first turn, you must choose half of your Drop Pods (combining all types of Drop Pod if more than one is present and rounding up), to make a Drop Pod assault. Units making a Drop Pod assault arrive on a player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

In Apocalypse: Drop Pods should always be placed in the owning player's Strategic Reserve, with half arriving on the first turn as stated previously, and the remainder arriving normally according to the Strategic Reserve rules.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised result (that cannot be repaired).

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Automated Weapons: When a Deathstorm Drop Pod lands, it opens fire indiscriminately in its first Shooting phase. Each unit (enemy or friendly) within 12" of the model's weapons mounts comes under attack from a hail of fire which sweeps the surrounding area. Each target caught in this area suffers either D3 Whirlwind attacks or D3 assault cannon attacks as per the Drop Pod's armament, resolved using the Deathstorm's BS of 2. (So, if a targeted unit is hit by two assault cannon attacks, that would be a total of 8 shots resolved at BS 2).

In subsequent turns the Deathstorm may continue to fire, picking a single enemy target within its weapon's normal range and line of sight, resolving the attack as normal.
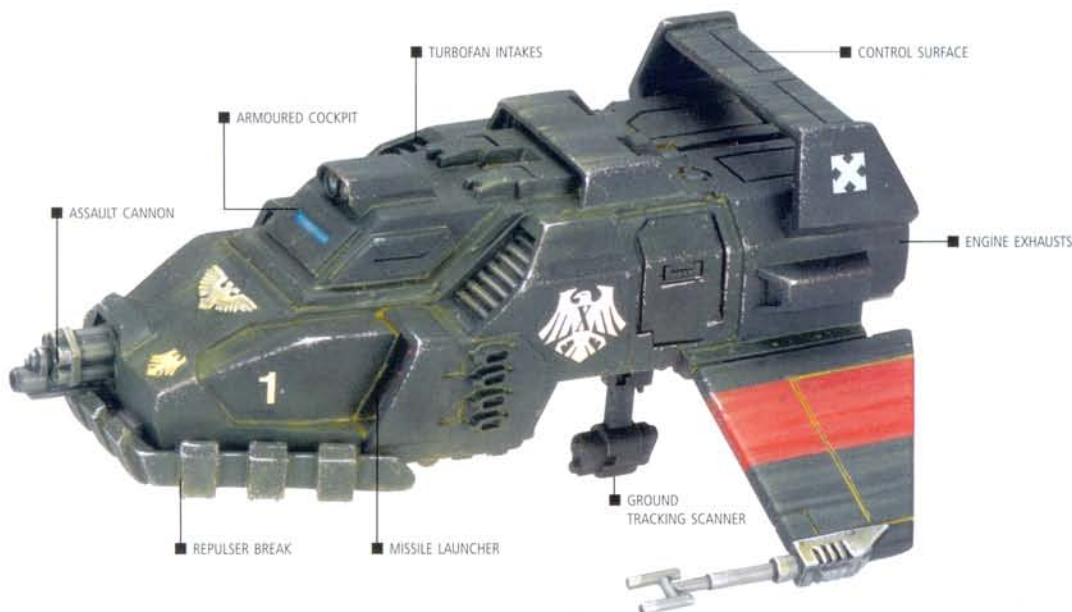
A Deathstorm Drop Pod is a Heavy Support choice in a Space Marines, Blood Angels, Black Templars, Space Wolves or Dark Angels army.

LAND SPEEDER TEMPEST

A variant of the standard Land Speeder, the Tempest is extensively modified with a single-seat armoured cockpit, more powerful engines and integrated weapons systems, allowing it to act as a gunship and low-level interceptor. The first use of the Tempest was recorded during the evacuation of Barac in M.38 by the White Scars Chapter, and the original prototypes were most likely field modifications by their Techmarines. Since this time the Tempest has become an accepted pattern by many

Space Marine chapters and it is particularly valued for its ability to take on enemy flyers in close defence of ground forces. Although it is not as commonplace as the Tornado or Typhoon variants, the Land Speeder Tempest continues to hold pride of place particularly in the armouries of the White Scars and their successor chapters, not simply because of their pride in its creation, but also because as a weapon it is well suited to their preferred swift style of mobile warfare.

TURBOFAN INTAKES

CONTROL SURFACE

ARMOURED COCKPIT

ASSAULT CANNON

ENGINE EXHAUSTS

1

GROUND TRACKING SCANNER

REPULSER BREAK

MISSILE LAUNCHER

UNIT: 1-3 Land Speeder Tempests forming a squadron

TYPE: Vehicle (Skimmer, Fast)

	ARMOUR		
BS	Front	Side	Rear
4	11	10	10

WEAPONS AND EQUIPMENT:

- One nose-mounted assault cannon
- One fuselage-mounted twin-linked missile launcher
- Extra armour

WEAPON	RANGE	STR	AP	SPECIAL
Assault Cannon	24"	6	4	Heavy 4, rending
Missile Launcher (Frag)	48"	4	6	Heavy 1, 3"blast, AA mount
Missile Launcher (Krak)	48"	8	3	Heavy 1, AA mount

SPECIAL RULES

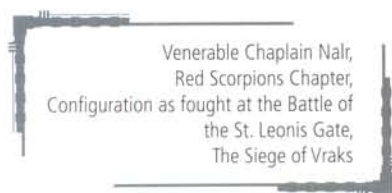**Deep Strike:** The Land Speeder Tempest may deploy using the Deep Strike special rules.

(In Apocalypse) Thruster Burn: In games of Apocalypse, Land Speeder Tempest squadrons may employ a thruster burn to rapidly traverse the battlefield. For this turn the Tempests in the squadron are treated as flyers in the Movement phase and act as flyers as per the Apocalypse rules, (i.e. may only move a minimum of 36" and are targeted as if they were aircraft, etc), but may not fire their weapons on this turn.

A Land Speeder Tempest Squadron is a Fast Attack choice in a Space Marines, Blood Angels, Black Templars, Space Wolves or Dark Angels army.

CHAPLAIN DREADNOUGHT

POINTS: 175

For most loyalist Space Marine chapters, a Dreadnought represents both a living link to the martial glory and wisdom of the past and a powerful war machine in its own right. It is not only valiant battle brothers and chapter heroes that are interred within a Dreadnought's mighty sarcophagus, but also specialists such as Chaplains whose spiritual leadership is valued long beyond the destruction of their physical bodies when they can be saved. A Chaplain afforded the honour of such a transformation becomes a living shrine to the glory of the chapter. Encased in their ornate shell of armoured ceramite and adamantine, and armed with the Dreadnought's powerful weapons, their fury against the enemies of Mankind remains undimmed through the centuries.

CHAPLAINCY ICONOGRAPHY

REACTOR EXHAUST

ARMOURED SARCOPHAGUS

TWIN-LINKED LASCANNON

STORM BOLTER

OSSUARY

RELIQUARIES

DREADNOUGHT CLOSE COMBAT WEAPON

Venerable Chaplain Nalr,
Red Scorpions Chapter,
Configuration as fought at the Battle of
the St. Leonis Gate,
The Siege of Vraks

UNIT: 1 Chaplain Dreadnought

TYPE: Vehicle (Walker)

DEDICATED TRANSPORT:
The Chaplain Dreadnought may select a Drop Pod at the appropriate cost.

WEAPONS AND EQUIPMENT:
- Multi-melta
- Dreadnought Close Combat Weapon with Storm Bolter
- Searchlight and Smoke Launchers

WS	BS	S	Front	Side	Rear	I	A
5	5	6(10)	12	12	10	4	2

WEAPON	RANGE	STR	AP	SPECIAL
Multi-melta	24"	8	1	Heavy 1, melta
Assault Cannon	24"	6	4	Heavy 4, rending
Heavy Bolter	36"	5	4	Heavy 3
Autocannon	48"	7	4	Heavy 2
Plasma Cannon	48"	7	2	Heavy 1, 3" blast
Lascannon	48"	9	2	Heavy 1
Heavy Flamer	Template	5	4	Assault 1
Flamestorm Cannon	Template	6	3	Heavy 1

OPTIONS

The Chaplain Dreadnought may exchange its Multi-melta for one of the following weapons:
- Twin-linked heavy flamers ....Free
- Assault cannon ....+10 pts
- Twin-linked heavy bolters...+5 pts
- Twin-linked autocannon...+10 pts
- Plasma cannon ....+10 pts
- Flamestorm cannon ....+20 pts
- Twin-linked lascannon...+30 pts
- Dreadnought close combat weapon with storm bolter (+1 Attack) ......+15 pts

The Chaplain Dreadnought may exchange one of its storm bolters for a heavy flamer for +10 pts and may take Extra Armour for +15 pts.

SPECIAL RULES

Venerable: Chaplain Dreadnoughts are very hard to destroy. Whenever a Chaplain Dreadnought suffers a Glancing or Penetrating hit, the owning player may ask their opponent to re-roll the result on the Damage chart, however the second result stands even if it is worse!

Litany of Hate: Even though encased in a Dreadnought sarcophagus, the Chaplain's ire for the enemies of the Imperium remains undimmed. On a player turn in which the Chaplain Dreadnought charges, they may re-roll failed rolls to hit in assault.
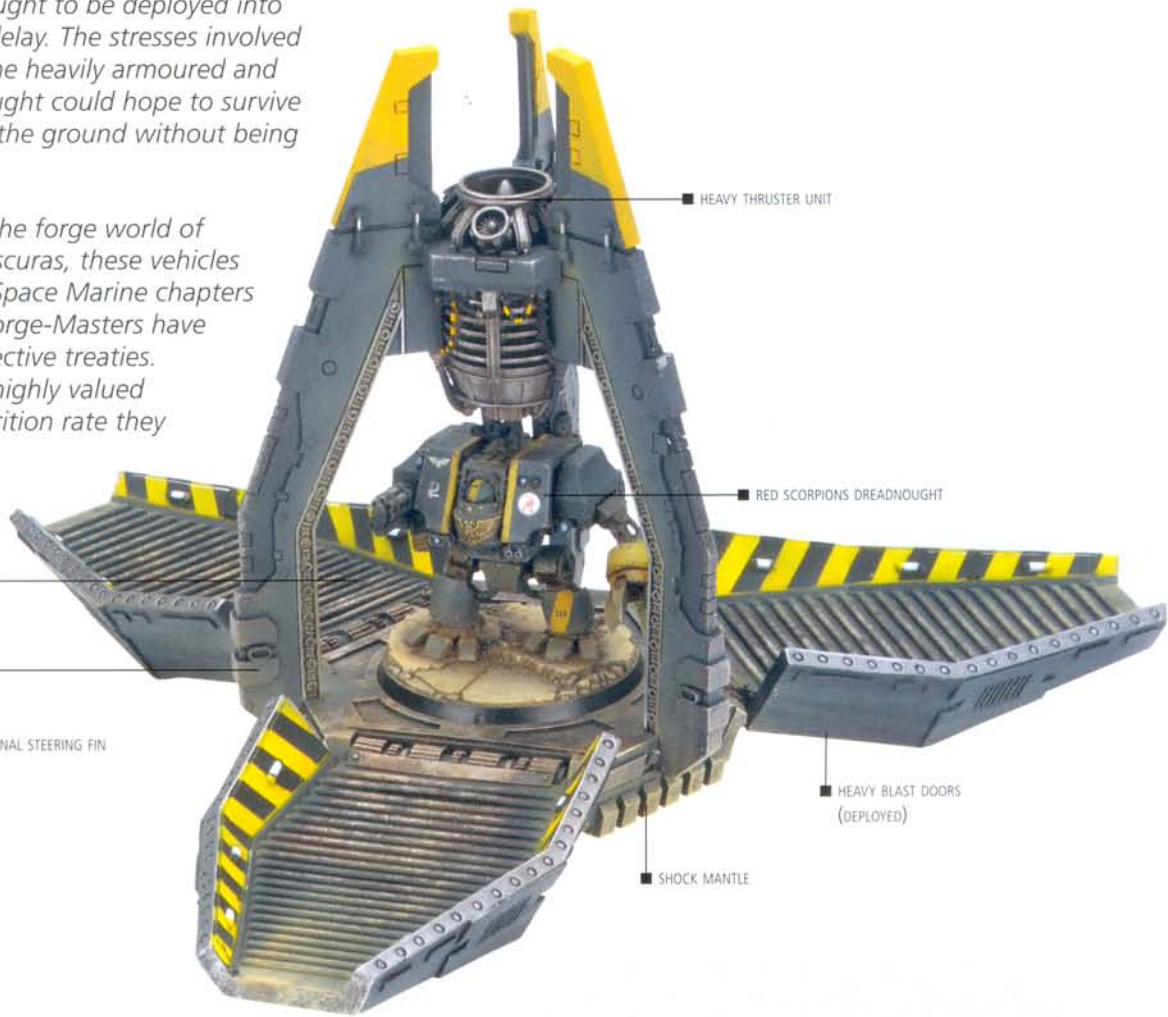
A Chaplain Dreadnought is an Elites choice in a Space Marines, Black Templars or Dark Angels army.

LUCIUS PATTERN DREADNOUGHT DROP POD

POINTS: 50

The Lucius pattern heavy drop pod is somewhat larger than the standard drop pods of the Adeptus Astartes and has a more powerful engine. It also lacks many of their internal support systems and armament, but its design allows a single transported dreadnought to be deployed into battle with the minimum of delay. The stresses involved however are such that only the heavily armoured and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without being wrecked or pulverised.

Manufactured principally by the forge world of Lucius in the Segmentum Obscuras, these vehicles are tithed directly to various Space Marine chapters with which the Archmagos Forge-Masters have ancient ties of debt and protective treaties. Dreadnought Drop Pods are highly valued especially considering the attrition rate they commonly suffer in battle.

HEAVY THRUSTER UNIT

RED SCORPIONS DREADNOUGHT

TRANSIT COMPARTMENT

DIRECTIONAL STEERING FIN

HEAVY BLAST DOORS
(DEPLOYED)

SHOCK MANTLE

UNIT: 1 Dreadnought Drop Pod

ACCESS POINTS: All round (its doors open when drop pod lands).

UNIT TYPE: Vehicle,
Immobile (once landed),
Open Topped (once landed)

	ARMOUR		
BS	Front	Side	Rear
—	12	12	12

TRANSPORT: The Lucius Pattern Dreadnought Drop Pod can be purchased as a dedicated transport for any type of Space Marine Dreadnought that would usually be allowed a standard Drop Pod as a transport option.

WEAPONS AND EQUIPMENT:
- None.

SPECIAL RULES

Drop Pod Assault: Drop Pods always enter play using the Deep Strike special rules. At the beginning of the first turn, you must choose half of your Drop Pods (combining all types of Drop Pod if more than one is present and rounding up) to make a Drop Pod assault. Units Making a Drop Pod assault arrive on a player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

In Apocalypse: In games of Apocalypse, Drop Pod equipped units are always counted as being part of the player's Strategic Reserve. Half may assault on the first turn as previously shown, and the remainder of the player's Drop Pods (those not landing in the first turn), arrive instead using the normal Strategic Reserve rules.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised result (that cannot be repaired).

Assault Vehicle: A Dreadnought disembarking a Lucius Pattern Dreadnought Drop Pod can launch an assault the turn it does so. (Note that this differs from the rules for normal drop pods, and reflects the Dreadnought Drop Pod's special design and larger size).

LAND RAIDER HELIOS

Created by the Techmarines and artificers of the Red Scorpions chapter during the legendary Siege of Helios in late M.38, the Land Raider Helios is a heavy support variant pattern that sacrifices troop capacity for the long range firepower of the Whirlwind missile launcher. This modification turns the Land Raider into a hugely durable bombardment platform able to survive in high intensity assault conditions where more lightly armoured vehicles would soon be destroyed. The Red Scorpions are a notoriously independent-minded chapter and one reason they opted for the radical step of creating a new variant of the sacred Land Raider chassis was a reluctance to depend entirely on allied Imperial Guard assets in battle, a factor perhaps that holds true for the other Space Marine chapters that have since adopted the Helios in their own armouries as well.

WHIRLWIND LAUNCHER

TWIN-LINKED LASCANNON

CHAPTER INSIGNIA

ASSAULT RAMP

HEAVY CERAMITE ARMOUR

UNIT: 1 Land Raider Helios

TYPE: Vehicle (Tank)

TRANSPORT: 6 models

ACCESS POINTS: One front access ramp, and one door on each side.

	ARMOUR		
BS	Front	Side	Rear
4	14	14	14

WEAPONS AND EQUIPMENT:
- Two sponson-mounted twin-linked lascannon
- One turret-mounted Whirlwind missile launcher†
- Searchlight and smoke launcher

†: The Whirlwind launcher has two ammunition types, -Vengeance and Castellan missiles. Declare which you are using each time before you fire.

WEAPON	RANGE	STR	AP	SPECIAL
Lascannon	48"	9	2	Heavy 1
Vengeance missiles	12"-48"	5	4	Ordnance 1, 5" blast, barrage
Castellan missiles	12"-48"	4	5	Ordnance 1, 5" blast, barrage, Ignores cover saves
*Hyperios Launcher	48"	8	3	Heavy 1, AA mount
Storm Bolter	24"	4	5	Assault 2
Hunter-Killer Missile	72"	8	3	Heavy 1, single shot

*A Hyperios Launcher may only be fired at aircraft, it cannot engage ground targets.

OPTIONS

A Land Raider Helios may take any of the following:
- Pintle-mounted storm bolter...+10 pts
- Hunter-killer missile ....+10 pts
- Extra armour...+15 pts

The Land Raider Helios may replace its Whirlwind launcher with a Hyperios anti-aircraft launcher for +20 points.

SPECIAL RULES

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its movement speed. This weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.
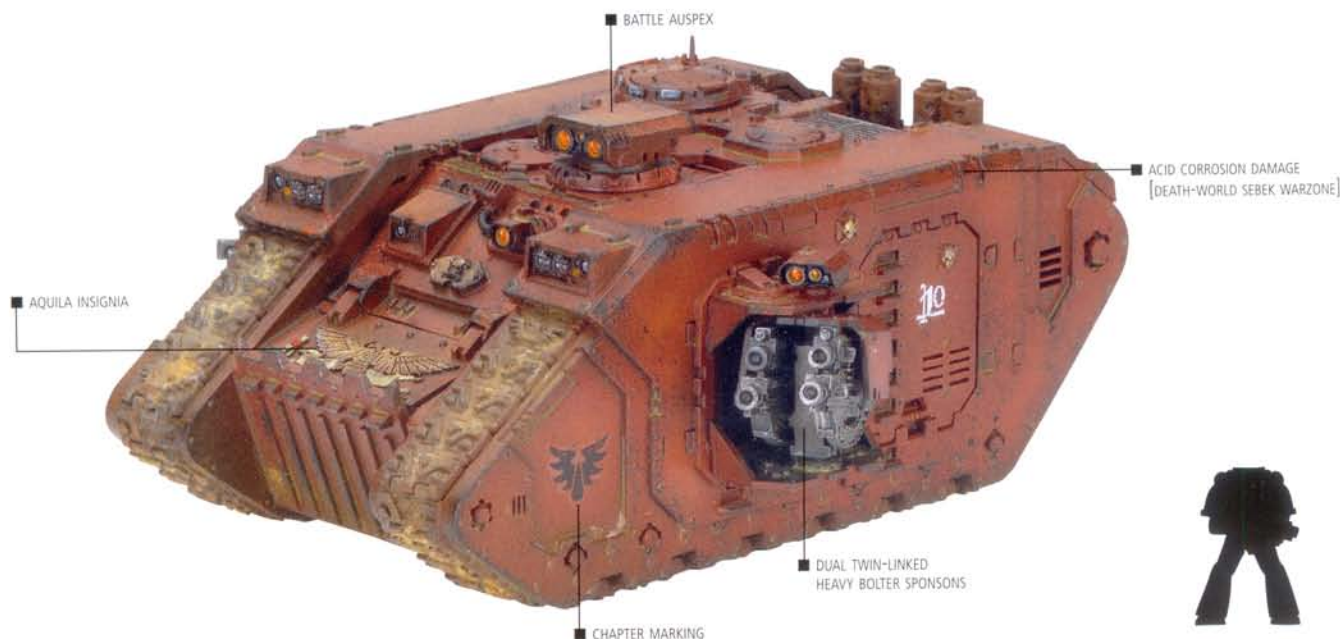
A Land Raider Helios is a Heavy Support choice in a Space Marines, Blood Angels, Black Templars, Space Wolves or Dark Angels army.

LAND RAIDER PROMETHEUS

The Prometheus is a relatively rare variant pattern Land Raider of uncertain origin designed as a command and control vehicle. The Prometheus features highly sophisticated battle auspex scanners, interpretive logic-engines and a powerful comms array which boost the power and abilities of the on-board holosphere and squad-monitoring systems found on all Land Raiders. This allows the tank to act as a highly effective battlefield communications hub for a Space Marine task force, as well as enabling the interception and monitoring of enemy movements and comms traffic.

The Prometheus also has the advantage of being a front line vehicle, with the Land Raider's legendary survivability and a powerful anti-infantry armament of heavy bolters, making them a favoured vehicle for many Command squads. Such is the sophistication of the Prometheus' systems that few Space Marine chapters can maintain more than a handful of these war machines, and fewer yet can produce their own. As such these vehicles are viewed with great pride and held in high honour by the Techmarines that tend them as a symbol of their chapter's power.

BATTLE AUSPEX

ACID CORROSION DAMAGE
[DEATH-WORLD SEBEK WARZONE]

AQUILA INSIGNIA

DUAL TWIN-LINKED
HEAVY BOLTER SPONSONS

CHAPTER MARKING

UNIT: 1 Land Raider Prometheus

TYPE: Vehicle (Tank)

TRANSPORT: 10 models

ACCESS POINTS: One front ramp and one door on each side.

	ARMOUR		
BS	Front	Side	Rear
4	14	14	14

WEAPONS AND EQUIPMENT:
- Two sponsons each with two twin-linked heavy bolters
- Searchlight and smoke launcher

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Bolter	36"	5	4	Heavy 3
Storm Bolter	24"	4	5	Assault 2
Hunter-killer Missile	72"	8	3	Heavy 1, single shot

OPTIONS

A Land Raider Prometheus may take any of the following:

Pintle-mounted storm bolter ....+10 pts
Pintle-mounted multi-melta ....+10 pts
Hunter-killer missile ....+10 pts
Extra armour ....+15 pts

SPECIAL RULES

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its movement speed; this weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Battle Auspex: Thanks to its sophisticated auspex array, the Prometheus has the Night Vision universal special rule, in addition the cover saves of enemy targets it fires on are reduced by one (so a 4+ cover save becomes a 5+ and so on).

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

Improved Comms: The Prometheus ties its sophisticated scanners into a powerful comms system to co-ordinate attacks. The presence of one or more Land Raider Prometheus on the battlefield adds +1 to the results of the owning player's reserve rolls (note that this effect is not cumulative with other bonuses).

In Apocalypse: The presence of one or more Land Raider Prometheus in an army adds a Flank March Strategic asset while the Prometheus is on the table (i.e., the Land Raider Prometheus is not itself held in reserve or destroyed).

A Land Raider Prometheus is an Elites choice in a Space Marines, Blood Angels, Black Templars, Space Wolves or Dark Angels army.

LAND RAIDER 'CITY-BREAKER' SQUADRON
POINTS 50 + MODELS

Although most Space Marine chapters prefer never to become bogged down in attrition warfare or the savage and slow progress of taking an enemy held city block by bloody block, there are nevertheless times when such desperate battles are unavoidable. One method advocated by the Codex Astartes for dealing with such situations is concentrating Land Raiders together in 'City Breaker' squadrons. Exploiting the near-impregnable all round armour of the Land Raider allows these squadrons to forge ahead through the worst urban warzones using their heavy weapons to swiftly crush enemy strong points. These squadrons are usually fielded as a spearhead for a larger assault to smash their way through the ruins and act as a lightning rod for enemy counter-attacks, often supported by Vindicators and assault squads to eradicate any survivors, with the bulk of the Space Marine force following close behind them.

LAND RAIDER

Phobos Pattern
'Belasarius'

Squadron Thoros, Red Scorpions Chapter,
Defence of Hive world M'kond
from Waaagh! Gulgrag, 321.M40

COMMAND VEHICLE

Helios Pattern
'Iron Seraph'

LAND RAIDER

Hecate Pattern
'Judgement of Fire'

FORMATION
- Three to Five Land Raiders of any type, one of which must be designated as the squadron's command vehicle.

SPECIAL RULES

Command Vehicle: One Land Raider in the formation must be nominated as the Squadron Command vehicle. All Land Raiders within the formation must be deployed within 12" of the Command vehicle, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Command vehicle.

Bringing Down the Walls: While the Command vehicle survives and is in play, the formation may nominate a single target at the start of each Shooting phase which must be a building, fortification, bunker, wall, bastion or other structure; against this target the formation's Land Raiders may re-roll any rolls To Hit or to penetrate its Armour Value.

City-Breakers: Land Raider crews within these formations are experts in the perils of tank warfare in built-up areas and their war machines are further modified to assist their task, with interlinked battle-augers, spike-tracks and other aids. All Land Raiders within the formation may re-roll Difficult and Dangerous terrain tests while travelling at Combat Speed, and in addition may fire twice with any pintle-mounted weapons they possess at infantry targets up to 12" away.

SPACE MARINE 'IRON CYCLONE' DREADNOUGHT DROP STRIKE

POINTS: 100 + MODELS

Intended to make short work of the heaviest defences, the 'Iron Cyclone' is a favoured drop pod deployment of several Space Marine chapters who prefer the brutal use of overwhelming force to smash key enemy ground defences and strategic targets. This formation was believed to have been so-named by the Black Templars who used this tactic repeatedly during the Aegisine Crusade against the rebel Drift Worlds of the Mandragora sector in M.39. During this

bitter war, the formation was deployed directly from strike cruisers under merciless ground fire to overwhelm the traitor bastions and silence their guns despite suffering heavy losses. Lauded for breaking a deadlock that had tied up Imperial forces for decades. The use of this tactic rapidly spread to other Adeptus Astartes forces taking part in the Crusade such as the Red Seraphs, Marauders and Fire Angels chapters who have disseminated it yet further.

Drop Force Nalr, Red Scorpions Chapter

DREADNOUGHT & DROP POD

Chaplain Nalr

DREADNOUGHT & DROP POD

Brother Galtus

DREADNOUGHT & DROP POD

Brother Justinian

DEATHSTORM DROP POD

Strike Alpha
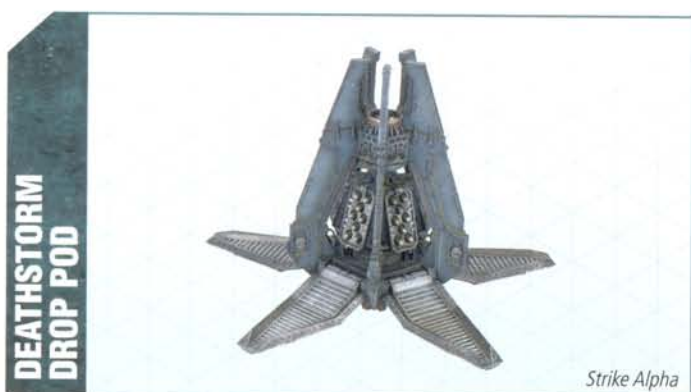
DEATHSTORM DROP POD

Strike Lambda

FORMATION:

- Three to Five Space Marine Dreadnoughts of any type, each of which must have a dedicated transport of either a Drop Pod or Lucius Pattern Dreadnought Drop Pod.
- Two to Three Deathstorm Drop Pods.
- Zero to Two Terminator Assault squads or Sword Brethren Terminator squads in Drop Pods.

SPECIAL RULES

Staggered Assault: Models assigned to this formation are automatically placed in the owning player's strategic reserve and arrive according to a modified form of the usual Drop Pod assault rules.

During the owning player's first turn in the Movement phase, select a point on the battlefield to be the centre of the formation's assault. Then immediately resolve the pattern bombardment (as detailed below) centred on this assault point and bring down the formation's Deathstorm Drop Pods within 24" of the assault point using their usual rules.

On the player's second turn bring down the remaining units in the formation within 18" of the assault point using their usual rules, re-rolling the Scatter dice if desired.

Pattern Bombardment: The cluster warhead torpedo that precedes the Drop Pods into battle breaks apart into dozens of smaller sub-munitions that pave the way for their assault. This uses an Apocalypse Barrage (6), with Strength 7 and AP 4.

SPACE MARINES 35

THUNDERHAWK INTERDICTOR STRIKE FORCE

It is often said of the Space Marines that they strike with the precision and fury of a thunderbolt, and this is never more true than in the case of an Interdictor strike force. First pioneered by the Raven Guard Space Marine Legion during the Great Crusade, and more recently augmented by the inclusion of the Tempest pattern Land Speeder instead of the increasingly rare Crusade-era Harpy interceptor.

One of the most infamous uses of the Interdictor Strike Force in recent times has been during the savage conflict of the Badab War. During this brutal internecine war between Space Marine chapters, the then renegade Mantis Warriors

used their extensive fleet of Thunderhawk gunships in Interdictor formations to ambush and systematically ravage the loyalist Marines Errant during fighting on the industrial moon of Bellerophon's Fall. Using this tactic they succeeded in slaying the Marines Errant's Chapter Master and Third Company Captain, decapitating their command structure in a series of lightning raids. The effect of which proved ultimately to be a telling factor in the withdrawal of the Marines Errants contingent from the Badab War. This has since created an abiding ire in the Marines Errant and many other chapters with ties to these honoured Adeptus Astartes toward the now penitent Mantis Warriors.

THUNDERHAWK GUNSHIP

Raven Guard Chapter:
Strike Interdictor Reaper-One
The Desperax Campaign

Thunderhawk 'Black Reaper'

TEMPESTS

Attack Wing Laniidae

TEMPESTS

Attack Wing Gyrfalcon

FORMATION:
- One to three Thunderhawk Gunships
- Two to six Land Speeder Tempest squadrons

SPECIAL RULES

Precision Strike: All the models in this formation, and any units assigned before the game begins to be transported by its Thunderhawks are set aside both from the owning player's normal deployment and their Strategic Reserve. This formation may then arrive on any one of the player's first three turns as chosen (arriving on the third turn regardless). They arrive in addition to any other forces they are entitled to deploy from their reserve that turn. When they first arrive, the Thunderhawks and Land Speeder Tempests in the formation must deploy within 36" of each other.

Close Escort: Land Speeder Tempests deploying as part of this formation count as Flyers on the turn they arrive on the battlefield.

REAVER BATTLE TITAN

The Reaver is a Battle Titan, smaller and lighter than the massive Warlord class, but it is still a vast machine, protected by thick adamantine armour plates and carrying devastating firepower. A truly ancient design, each Titan Legion maintains an active number of Reavers of various patterns and in particular the Mars Pattern Reaver is said to be older than any other Titan still in Imperial service, its origins long predating even the Great Crusade. Each God-Machine is regarded as a holy-of-holies by the Adeptus Mechanicus; a reflection of the divine Omnissiah's wrath that has brought destruction to their enemies and shielded their brethren from harm for countless centuries back into the long night of the Age of Strife.

The Reaver carries three weapons mounts: its single carapace weapon is the equivalent of a smaller Warhound-sized weapon but may also carry an Apocalypse missile launcher, while its arm mounts can carry even larger, Battle Titan weapons capable of slaughtering entire regiments in a storm of fire. The appearance of a Reaver on the battlefield has been known to sway the tide of a conflict without even a shot being fired, as the enemy flees in panic and terror before this striding colossus whose footsteps shake the earth. Only another war machine of similar power or heavily massed armour has any hope of defeating a Reaver Titan in the field, as against the Reaver's void shields and devastating weapons, conventional ground troops and defences stand little chance.

WS	BS	S	Front	Side	Rear	I	A
2	4	10	14	14	13	1	2

UNIT: 1 Reaver Titan

TYPE: Super-Heavy Walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:
The Reaver Titan must select three weapons in total from the following list:

One carapace weapon from the following list:
- Double-barrelled turbo-laser
- Plasma blastgun
- Inferno gun
- Vulcan mega-bolter
- Apocalypse missile launcher
- Vortex support missile

Two arm weapons from the following list:
- Gatling Blaster
- Melta Cannon
- Volcano Cannon
- Laser Blaster
- Titan close combat weapon

WEAPON	RANGE	STR	AP	SPECIAL
Apocalypse Launcher[1]	24"-360"	7	3	Apocalyptic barrage (5), primary weapon
Gatling Blaster	72"	8	3	Heavy 6, 5" blast, primary weapon
Laser Blaster	96"	D	2	Heavy 3, 5" blast, destroyer, primary weapon
Melta Cannon	72"	10	1	Ordnance 1, 10" blast[2], primary weapon
Volcano Cannon	180"	D	2	Ordnance 1, 7" blast, destroyer, primary weapon
Vortex Missile[3]	48"-480"	n/a	n/a	Ordnance 1, 10" blast, one shot, primary weapon
Double-barrelled turbo laser destructor	96"	D	2	Heavy 2, 5" blast, destroyer, primary weapon
Plasma Blastgun[4]				
(rapid)	72"	8	2	Ordnance 2, 7" blast, primary weapon
(full)	96"	10	2	Ordnance 1, 10" blast, primary weapon
Inferno Cannon[5]	Hellstorm	7	3	Heavy 1, primary weapon
Vulcan Mega-Bolter	60"	6	3	Heavy 15, primary weapon

[1] The Apocalypse Launcher fires an ordnance barrage but does not scatter, and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

[2] Roll 3D6+10 for the armour penetration against targets under the marker's central hole, and 2D6+10 against other targets under the marker.

[3] This is a one-use weapon. After determining the final position of the marker, any models and removable terrain features touched by the blast are destroyed and removed from the game (flyers are not affected.) Don't even think about making any saves of any kind; the Vortex is not interested in Adamantine Mantles, Synapse or other special rules. Just remove them. Gargantuan Creatures are not removed, but automatically suffer D6 wounds (no saves of any kind allowed!) Super-Heavy vehicles are not removed but automatically lose D3 Structure Points.

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

[5] To fire the Inferno Gun, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is treated like any other template weapon. It is not affected by the carapace weapon's minimum range restriction.
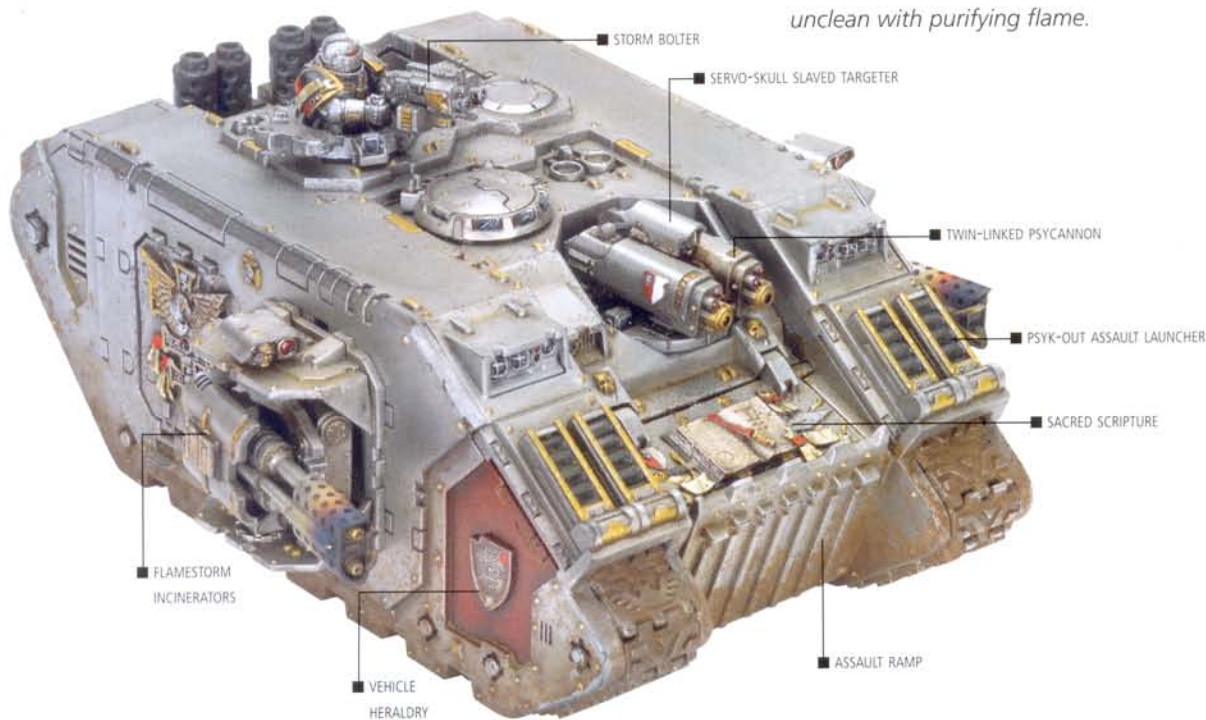
SPECIAL RULES

Reactor Meltdown: If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion except that the range of the blast is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers the following limitations:
- The carapace mounted weapon on the Reaver has a minimum range of 18"
- A Reaver Titan's close combat weapon can only be used against gargantuan Creatures and Super-Heavy Vehicles.

APOCALYPSE MISSILE
LAUNCHER

LEGIO ASTORUM INSIGNIA

PRINCEPT'S COMMAND
CHAMBER

MELTA CANNON

TITAN POWER FIST

ADEPTUS TITANICUS WAR GLYPH

HEAVILY ARMOURED GUARDS

Mars Pattern Reaver Titan
'Imperator Vigilatus'

GREY KNIGHTS LAND RAIDER REDEEMER

POINTS: 270

That most arcane and secret of all the Space Marine chapters, the daemon-hunting Grey Knights were quick to adopt the Redeemer pattern Land Raider shortly after its introduction by the Fire Lords during the Purging of Grissen. Given their specialised role and the unique weapons and occult technologies they have access to however, the masters of their Chapter Foundries on Titan were quick to add their own specialised modifications to the design.

At the tank's core sacred unguents and micro-etched runes of warding are incorporated into its structure to proof the vehicle against spiritual contamination, while its armament is further augmented for use against the daemon, with its flamestorm cannons fuelled with holy promethium, and the Redeemer's usual centreline armament replaced with twin psycannon. So armed, a Grey Knight Redeemer can carry its lethal cargo of holy warriors into the heart of the most terrible daemonic incursion to purge the unclean with purifying flame.

STORM BOLTER
SERVO-SKULL SLAVED TARGETER
TWIN-LINKED PSYCANNON
PSYK-OUT ASSAULT LAUNCHER
SACRED SCRIPTURE
FLAMESTORM INCINERATORS
VEHICLE HERALDRY
ASSAULT RAMP

UNIT: 1 Land Raider Redeemer

TYPE: Vehicle (Tank)

ACCESS POINTS: One front and one on each side.

TRANSPORT: 12 models

	ARMOUR		
BS	Front	Side	Rear
4	14	14	14

WEAPONS AND EQUIPMENT:

- Two sponson-mounted flamestorm incinerators
- One hull-mounted twin-linked psycannon
- Psyk-out assault launcher
- Searchlight and smoke launcher

WEAPON	RANGE	STR	AP	SPECIAL
Flamestorm Incinerator	Template	6	3	Heavy 1, special*
Psycannon	36"	6	4	Heavy 3, special*
Storm Bolter	24"	4	5	Assault 2
Hunter-Killer Missile	72"	8	3	Heavy 1, single shot

Special*: Invulnerable saves may not be taken against attacks from this weapon, armour saves may be taken as normal.

OPTIONS

The Redeemer may take any of the following:

Pintle-mounted multi-melta	+10 pts
Dozer blade	+5 pts
Pintle-mounted storm bolter	+10 pts
Hunter-killer missile	+10 pts
Extra armour	+15 pts
Blessed‡	+10 pts
Sacred hull‡	+15 pts

‡: See Codex Daemonhunters for rules.

SPECIAL RULES

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its movement speed; this weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Assault Vehicle: Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

Psyk-Out Assault Launcher: When assaulting directly from the Land Raider, a Grey Knights squad counts as having Initiative 10 for the first turn of an assault, including when assaulting into cover.

A Grey Knights Land Raider Redeemer is a Heavy Support Choice for a Codex Daemonhunters army.

CHORUS OF FAITH

During their wars of faith, the Sisters of Battle of the Adepta Sororitas are often confronted by renegades and apostates with access to heavy armour, and even infernal war machinery to aid them in resisting the Sisters' divinely ordained judgement. In such battles the Sororitas rely largely on their arcane Exorcist tanks to deal with such resilient targets, often combining them on the battlefield in a 'chorus of faith' whose massed firepower can obliterate even a scout Titan in a hail of melta missiles.

Exorcist tanks themselves are little understood weapons whose origins are shrouded in the dark days of the Age of Apostasy. They can be found in a number of different designs, some resembling ornate works of ecclesiastical art more closely than war machines, and many are further bedecked in reliquaries and icons, inspirational music blasting forth from their laud hailers to spur on the faithful in battle.

> "Sisters let us raise our song to the Golden Throne! 11th Movement, 'We Bless the Sinner as He Burns' All Exorcists target heretic Warhound 17 by 12, commence Adagio and engage!"
> —Palatine-Mistress Emilia Nihlus
> The Battle of Saints Landing

EXORCIST

'Redemptor Signis'

MISTRESS OF THE CHOIR

'Gathamite Martyr'

EXORCIST

'Medicantus'

The Seventh Chorus 'The Ashen Souls'
Battle of Saints Landing

FORMATION:

Three to five Exorcists, one of which must be designated as the Mistress of the Choir.

SPECIAL RULES

Strike Force: One Exorcist in the formation must be designated as the Mistress of the Choir. No Exorcist in the formation may be deployed further than 12" away from the Mistress of the Choir, or if entering play from reserve from more than 12" away from the point at which the Mistress of the Choir arrived.

Exultation of Judgement: Once per game the formation may combine its fire against a single target. This target must be within range and line of sight for all of the Exorcists involved in the attack, and none of the Exorcists in the formation may fire at any other target that turn regardless. Each Exorcist fired at the chosen target

rolls 2D6 rather than D6 for each Exorcist launcher for the number missiles launched this shooting phase by each tank. Exorcists used in this way may not fire their Exorcist Launchers in the following turn.

The Emperor's Chorus: All the Exorcists in the formation are outfitted to bring terror to the enemies of the God Emperor and succour to the faithful by the power of their blasting orchestrations. They all count as being equipped with both the Laud Hailer and Holy Icon upgrades (see *Codex Witch Hunters* for details), the cost of which is already included in this formation's cost.

CONVOCATION OF WRATH

The 'Convocation of Wrath' is a tried and tested Adepta Sororitas battlefield formation; a heavily armed, mobile assault force with only one purpose – the purging of heretics and sinners in a storm of cleansing fire. The visitation of such a final judgment is no small matter to the Sisters, and on the eve of battle or before the hour appointed for the assault on a heretic settlement or stronghold, the Battle Sisters assigned to this onerous duty undergo a cleansing vigil and their own ritual trials by fire to determine their moral and spiritual worth to carry out the attack. Then when the fight comes, anointed with sacred prayers, ashen-faced and cold of eye, the Sisters of the Convocation of Wrath execute their duties with neither pity nor mercy, consigning all before them to the flame.

IMMOLATOR

'Nahasael'

HEROINE & BODYGUARD

'Aldrathi's Celestians' with the Immolator 'Vespite'

IMMOLATOR

"Aceldamal"

BATTLE SISTERS

Battle Squad Ursula

BATTLE SISTERS

Battle Squad Seiya

Legatine Aldrathi's Convocation of Wrath, Cross-Order Taskforce, Nemesis Tessera Warzone, 13th Black Crusade

FORMATION:

- One Adepta Sororitas Heroine with a bodyguard of five Celestians in an Immolator
- Two Immolators with Heavy Flamers
- Two to four squads of ten Battle Sisters each with either a Rhino or Repressor transport. Each Battle Sister squad must be armed with a Heavy Flamer.

SPECIAL RULES

Strike Force: The formation must begin the game with all of its infantry models deployed inside their dedicated transport vehicles. The Heroine's Immolator is designated as the formation's strike leader. No vehicle in the formation may be deployed further than 12" away from the strike leader, or if entering play from reserve from more than 12" away from the point at which the strike leader arrived.

Implacable Wrath: Vehicles in the formation may re-roll Difficult and Dangerous terrain tests, regardless of the speed at which they move.

Cleanse & Burn: While the formation's Heroine is on the battlefield, the sacred prayers of purgation are in effect, and all models (including vehicles) in the formation may add +1 to the Strength value of any flamer or heavy flamer they are using (so flamers are treated as Strength '5' for example). Additionally, all Adepta Sororitas models in the formation gain the Stubborn universal special rule.

ORK MEGA-DREAD

The Mega-Dread is a hulking, armour plated monster of a walker, much larger and considerably more powerful than the more commonly encountered Killa Kans and Deff Dreads in the Orkish arsenal. Mega-Dreads are usually fitted with a combination of weapons, including some such as the Killkannon which are simply too powerful for their smaller counterparts to carry, and Rippa claws; gigantic shear-bladed pincers able to rip open heavily armoured tanks like ripe fruit. Some mekboyz specialize in building these eccentric creations with no two exactly alike. They fit enormous hydraulic power in a relatively compact frame which makes them extremely flexible on the battlefield, as opposed to the much larger but less mobile Stompa, (which while mounting a plethora of guns is more akin to a walking fortress than a dreadnought in battle). Mega-Dreads are highly prized by Ork warbosses, many of whom are willing to hand over a fortune in teef to acquire them. Few Big

Meks have the skill to create them and the competition to pilot these monstrosities is fierce. Orks that do so often go quite insane with joy over the damage their machines can inflict.

BELCHING EXHAUSTS

ARMOUR PLATES

RIPPA KLAW

BIG SHOOTA

KILLKANNON

IRON GIT STOMPAS
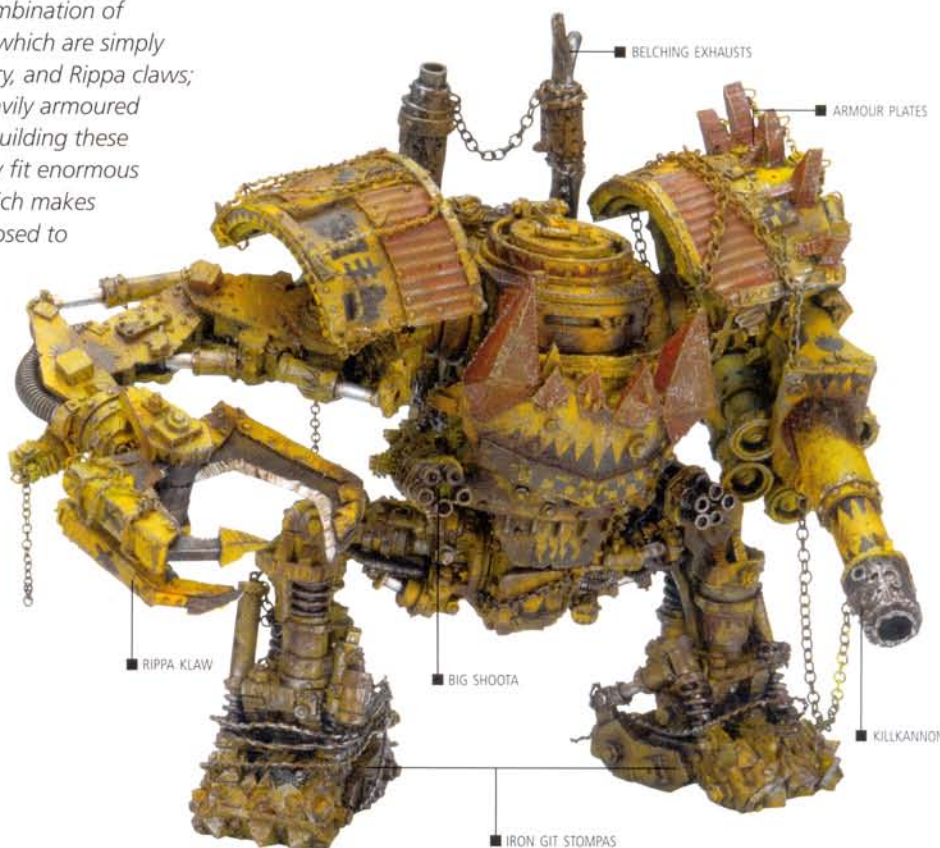
COMPOSITION: 1 Ork Mega-Dread

UNIT TYPE: Vehicle (Walker)

WEAPONS AND EQUIPMENT:
- Killkannon
- Rippa Klaw
- Two Big Shootas
- Armour Plates

A single Mega-Dread is a Heavy Support choice for an Ork army.

	WS	BS	S	Front	Side	Rear	I	A
	4	2	8(10)	13	13	11	2	3

WEAPON	RANGE	STR	AP	SPECIAL
Killkannon	24"	7	3	Ordnance 1, 5" blast
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1
Mega-Blasta	24	8	3	Assault 1, Gets Hot!

OPTIONS

The Mega-Dread may replace its Killkannon with an additional Rippa Klaw (granting it +1 Attack) for free.

The Mega-Dread may replace its Rippa Klaw, upgrading its Killkannon to become twin-linked (losing -1 Attack) for +35 pts.

The Mega-Dread may replace one or both of its Big Shootas for Skorchas for free, Rocket Launchas for +5 pts each, or Mega-Blastas for +10 pts each.

The Mega-Dread may have Grot Riggas for +5 pts

The Mega-Dread may have a Mega-Charga for +15 pts

SPECIAL RULES

Ramshackle Monster: The Mega-Dread is a smoke-belching monstrosity, heavily plated with ablative armour and is a difficult machine to stop once it's gotten going! It has a 5+ Invulnerable save against attacks.

Rippa Klaw: The Rippa Klaw is counted as a Dreadnought close combat weapon, and adds +1 to the result rolled on the Vehicle Damage chart. Additionally in Cities of Death games, a model equipped with a Rippa Klaw always counts as having a Wrecker Stratagem.

Mega-Charga: This upgrade may be used once per game. At the start of the Movement phase, roll a D6, on the roll of a 1 the Mega-Dread is immobilised (note the Ramshackle Monster rules do not apply to this damage). On any other result, the Mega-Dread gains the Fleet universal special rule for this turn.

ORK MEKBOY JUNKA

Young mekboyz are always looking for a chance to prove themselves and earn some teef to fund their 'projektz.' Sensibly enough however most nobs (let alone warbosses) won't let these crazed upstart ne'er-do-wells anywhere near anything important unless they can prove their skills. The answer for many, particularly in the Evil Sunz clan, is to build their own kustom ride to showcase their talents, rigs which no matter what fancy title the builder gives them, are usually derisively nicknamed 'junkas' by their peers. Junkas are sometimes scratch built and sometimes modified from looted prizes, but are all usually crazed and ramshackle looking vehicles resembling a cross between a mobile workshop and a battle tank. Each junka is unique, incorporating the mekboy's own special 'innovashuns,' the best weapons and gubbins they can devise, and are usually capable of a phenomenal turn of speed for their bulk, even if their reliability is doubtful at best.

MEK POLE

TURBO-CHARGA

SKORCHA GUBBINS

SQUISHIN' BITS

GO FASTA RED

DEFF ROLLA
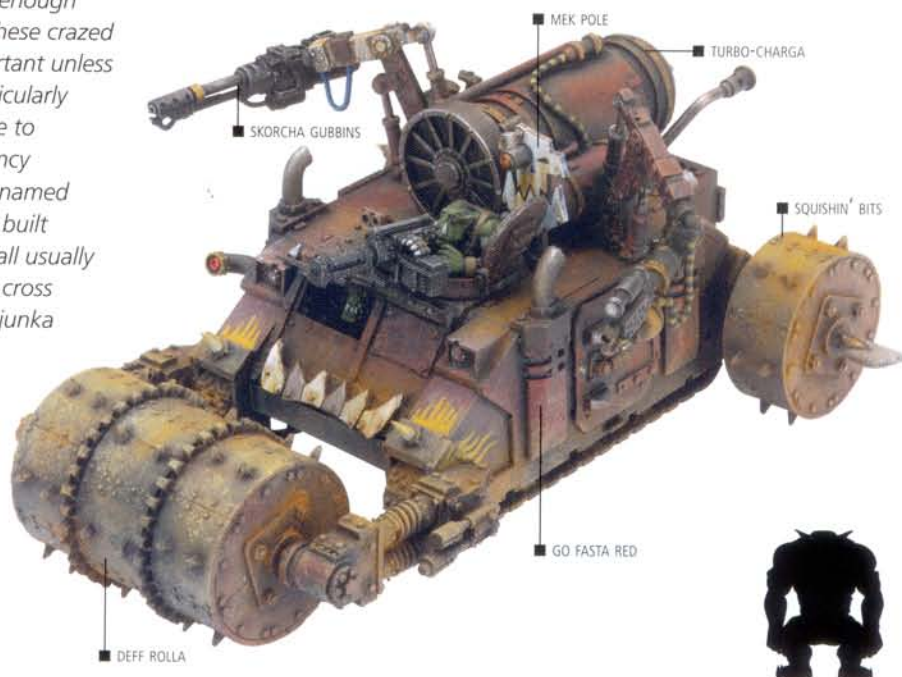
UNIT: 1 Mekboy Junka

TYPE: Vehicle (Tank, Open Topped)

	ARMOUR		
BS	Front	Side	Rear
2	11	11	10

TRANSPORT: The Mekboy Junka has a transport capacity of 10 Orks and may only carry infantry (Mega-armoured Orks count as two models).

FIRE POINTS: If given an 'Ard' case, two transported Orks may fire from its top hatch.

WEAPONS AND EQUIPMENT:
- Three pintle-mounted Big Shootas
- Grot Riggers
- Turbo-Charga
- One of the following; Reinforced Ram, Deff Rolla, Wreckin' Ball or Grabbin' Klaw

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1
Mega Blasta	24"	8	3	Assault 1, Gets Hot!
Big-Zzappa	36"	2D6*	2	Heavy D3
Supa-Scorcha	Template	6	4	Assault 1
Shokk Attack Gun	60"	2D6*	2	Ordnance 1, 5" blast (see the *Ork Codex*)
Grot Bomm	24"-72"	8	3	Ordnance 1, 5" blast, Barrage, one use, twin-linked

*Roll 2D6 for the Strength of each shot fired, if a result of '11-12' is rolled that shot is wasted.

OPTIONS

The Junka may have any of the following upgrades:
- 'Ard Case .... +10 pts
- Stikkbomb Chukkas .... +5 pts
- A Red Paint Job .... +5 pts
- The Mekboy Junka may exchange any of its Big Shootas for one of the following:
  - Skorcha .... free
  - Rokkit Launcha .... +5 pts each
  - Twin Big Shoota .... +10 pts each
  - Twin Rokkit Launcha .... +15 pts each
  - Kustom Mega Blasta .... +15 pts each
- The Mekboy Junka may be equipped with one of the following pieces of 'Speshul Gear' at the points cost listed, but if it does, its transport capacity drops to 6:
- Turret-mounted Supa-Scorcha .... +20 pts
- Turret-mounted Big-Zzappa .... +30 pts
- Up to two Grot Bomms .... +15 pts each
- Kustom Force Field Generator[1] .... +75 pts
- Turret-mounted Shokk Attack Gun[2] .... +100 pts

[1]: The force field effect covers the Junka and extends out from its main hull edges.

[2]: When the Shokk Attack Gun misfires, treat references on the chart to the 'Mek' as referring to the Junka, on a 'Zoink' result, treat the targeted model as being either tank shocked (or rammed at full speed if the target is a vehicle) by the Junka.

SPECIAL RULES

Turbo-Charga: Mekboyz take pride in adding nitro-injectors, mag-velocitators, volatile squig-squeezers and other insane devices to their Junkas; all so they can be sure of leaving their rivals in the dust,...well, most of the time anyway! At the start of its movement, the owning player can nominate that the Junka is using its turbo. Roll a D6, on the result of a '1' the Junka is immediately Immobilised, on any other result it counts as a Fast vehicle that turn.

A Mekboy Junka may be taken as an Elites choice in an Ork army, or as a dedicated transport option for an Ork Big Mek.

ORK BIG TRAKK

Orks love their trukks, but when it comes to fighting in the rough terrain of a shattered hive city or the sinkholes of an ash waste, most trukks just won't cut it for long without getting bogged down or shaking themselves to bits, and something heavier is needed to get the boyz around in. For some meks without the parts and watzits to build lots of fully-fledged Battlewagons, the answer is to build Big Trakks. These are basically up-armoured trukk chassis or rigs scavenged from battlefield wrecks and fitted out with bigger, (and importantly) louder engines and heavy gauge tank treads able to cope with the roughest terrain. What they lack in speed over trukks, big trakks make up for in raw power, not to mention the fact they make excellent gun carriers as well; able to mount the larger Big Gunz such as the Big-Zzappa or the Killkannon. Some meks even go as far as to mount huge bore 'Supa-Kannon' on big trakks despite the fact these weapons are almost the size of the vehicle itself! This however is much to the

Orks' amusement as a Supa-Kannon armed Big Trakk rears up like an enraged tusker from the recoil every time it's fired.

There are a profusion of Big Trakk designs favoured by different meks and clans, from the Blood Axes who often ape Imperial patterns to ostentatious 'kustom'-built Bad Moon gun platforms. And while some Ork Speed-Freek warbands decry them for their lack of, well, speed, both the Goffs and the Death Skulls make extensive use of Big Trakks but for different reasons. The Goffs because they keep the big gunz mobile and can get stuck in rather than having to 'pansy' about on the back line in a battle, while the Death Skulls like them because they are able to haul a great deal of loot and plunder about. Indeed many of this clan's blue-daubed trakk-rigs quickly grow to resemble heavily armed moving piles of junk and scrap during any war where the loot is good (from either friend or enemy!)

UNIT: 1 Big Trakk

TYPE: Vehicle (Tank, Open Topped)

		ARMOUR	
BS	Front	Side	Rear
2	12	11	10

TRANSPORT: The Big Trakk has a transport capacity of 12 Orks and may only carry infantry (mega-armoured models count as two models each).

ACCESS POINTS: If given an 'Ard case the Big Trakk has a rear access door.

FIRE POINTS: If given an 'Ard case the Big Trakk has two fire points on each side.

WEAPONS AND EQUIPMENT:
- Two Big Shootas
- Armour Plates

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1
Kannon (Frag)	48"	4	5	Heavy 1, 3" blast
Kannon (Krak)	48"	8	3	Heavy 1
Lobba	48"	5	4	Heavy 1, 3" blast, barrage
Zzap Gun	36"	2D6*	2	Heavy 1
Killkannon	24"	7	3	Ordnance 1, 5" blast
Big-Lobba	48"	6	4	Ordnance 1, 5" blast, barrage
Big-Zzappa	36"	2D6*	2	Heavy D3
Supa-Scorcha	Template	6	4	Assault 1
Flakka-Gunz	48"	7	4	Assault 4, AA mount
Supa-Kannon	60"	9	3	Ordnance 1, 5" blast

*Roll 2D6 for the Strength of each shot fired, if a result of '11-12' is rolled the shot is wasted.

OPTIONS

The Big Trakk may exchange either of its Big Shootas for one of the following:
- Scorchas .... +5 pts each
- Rokkit Launchas .... +10 pts each

The Big Trakk may also mount one of the following Big Gunz, however if it does so, the Big Trakk's transport capacity is reduced to 6 models:
- Kannon .... +10 pts
- Lobba .... +10 pts
- Zzap gun .... +15 pts
- Supa-skorcha .... +10 pts
- Big lobba .... +20 pts
- Killkannon .... +45 pts
- Flakka-gunz .... +40 pts
- Big-zzappa .... +30 pts
- Supa-kannon* .... +70 pts

*if this is chosen the Big Trakk loses its transport capacity entirely!

The Big Trakk can also have up to two additional pintle mounted weapons; these may be either:
- Big shootas .... +5 pts each
- Scorchas .... +10 pts each
- Rokkit launchas .... +15 pts each

The Big Trakk may also take any of the following upgrades:
- Boarding plank .... +5 pts
- 'Ard case .... +10 pts
- Stikkbomb chukkas .... +5 pts
- Red paint job .... +5 pts
- Grot riggers .... +5 pts

The Big Trakk may also have one of the following:
- Reinforced ram .... +10 pts
- Deff rolla .... +10 pts
- Wrekin' ball .... +10 pts
- Grabbin' klaw .... +10 pts

The Big Trakk may also have up to two Grot sponsons .... +5 pts each

SPECIAL RULES

Rumbler: The Big Trakk's heavy treads enable it to rumble over the most adverse terrain with ease, all the better for any boyz on board to get to grips with any sneaks trying to hide from a good kicking! The Big Trakk may re-roll Difficult and Dangerous Terrain tests as long as it is moving at Combat Speed.

A squadron of 1-3 Big Trakks may be chosen as a single Heavy Support choice for an Ork army.

MUZZLE LOUDNER

ARMOURED MANTLE

SUPA-KANNON

MEK BITZ

BIG SHOOTA

TURBOJET ENGINE

RUMBLA TRACKS

SQUIGGOTH TUSK RAM

BIG ZZAPPA

ATOM SMASHER

BATTLE CAB

GOFF CLAN GLYPH

ROAD WHEELS

'EAVY ARMOUR PLATING

GLYPH PLATES

SLASHA
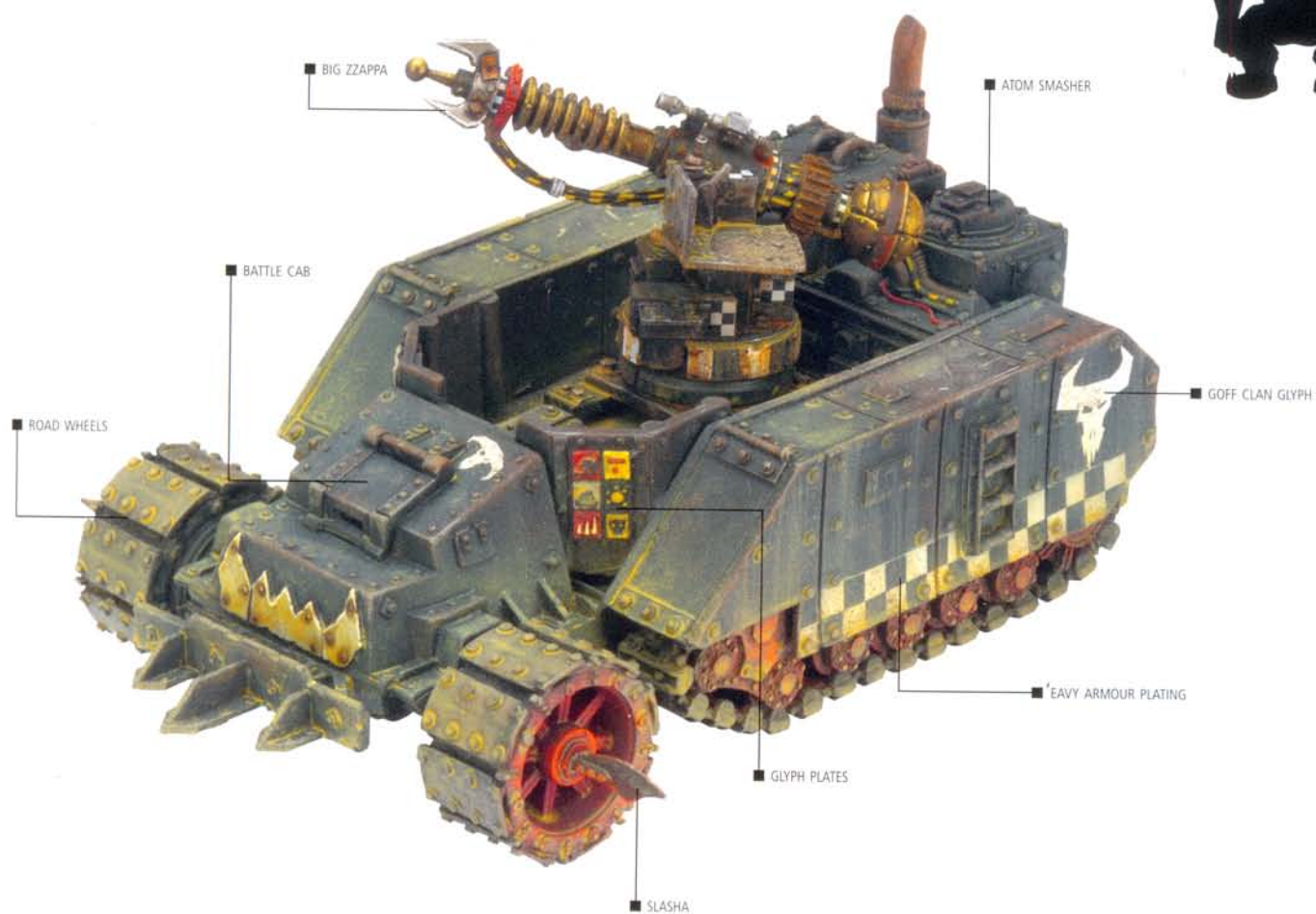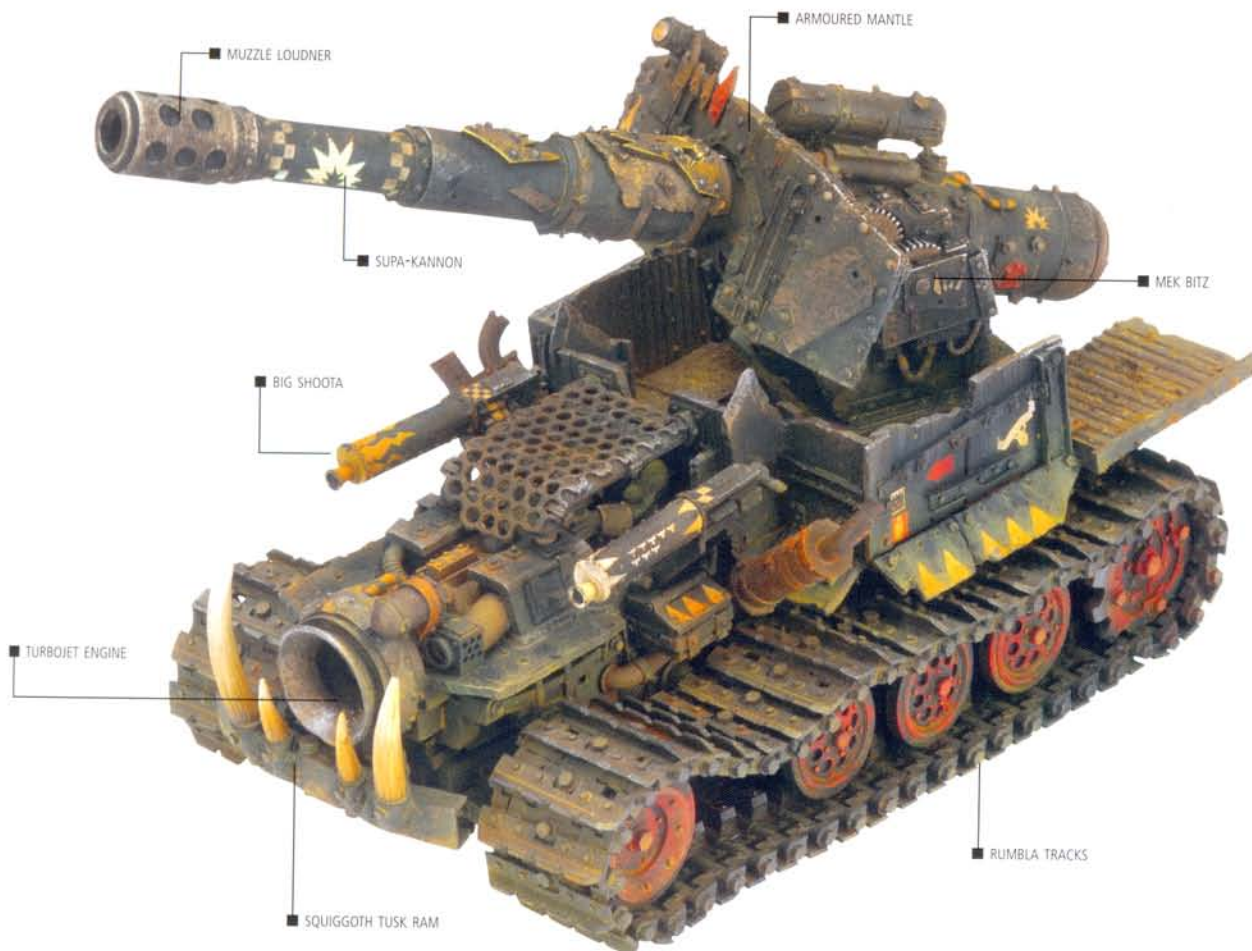
ORK 'KUSTOM' BATTLE FORTRESS

POINTS: 355

Ork battle fortresses are huge armoured vehicles; monstrosities bristling with weapons and covered in armour plates, and these war machines are often large enough and mean enough to give any enemy short of a Scout Titan pause for thought in combat. Any Ork vehicle of sufficient size will be called a battle fortress by the Orks. As with the work of many mekboyz each trying to out-do each other and many quite insane even by Ork standards, there is very little standardisation as to their shape, size or armament, although there is some rough distinction based on weapons fit such as the relatively small 'Goreburnas' to the huge heavy gun armed 'Skullhamma' battle fortresses. These classifications are more to do with their intended role rather than any set design on the Ork's part, with the likes of a 'DeathRolla' intended to crush enemy infantry to paste and the 'Rokkitspitta' being little more than a massive tractor platform with dozens of warheads crammed dangerously on it like a fireworks display.

More elaborate and heavily 'kustomized' battle fortresses are just as common however as the 'named' variants and while some are almost accidental in design; being the product of whatever the builders had on hand or could scavenge from the battlefield, others are conglomerations of cut and shut salvaged tanks, and some are little more than dangerously overgrown battle wagons or purpose built to the often crazed designs of the Big Meks. All that matters to most Orks however is that battle fortresses are "Big, 'ard, dead shooty and can carry lotz of ladz!"

UNIT: 1 Battle Fortress

TYPE: Super-Heavy Tank (Open Topped)

STRUCTURE POINTS: 3

	ARMOUR		
BS	Front	Side	Rear
2	14	13	11

TRANSPORT: The Battle Fortress has a transport capacity of 30 Orks and may only carry infantry, with Mega-armoured Orks counting as two models each.

ACCESS POINTS: If the Battle Fortress has an 'Ard case, it has three access points: left side doors, right side doors and a top hatch.

FIRE POINTS: If the Battle Wagon has the 'Ard case upgrade then two transported Ork models may fire from each side and two from the rear.

WEAPONS AND EQUIPMENT:
- Dethrolla or Reinforced Ram
- One turret-mounted Kannon
- Two turret-mounted Zzap guns

WEAPON	RANGE	STR	AP	SPECIAL
Kannon (Frag)	48"	4	5	Heavy 1, 3" blast
Kannon (Krak)	48"	8	3	Heavy 1
Lobba	48"	5	4	Heavy 1, 3" blast, barrage
Zzap Gun	36"	2D6*	2	Heavy 1
Killkannon	24"	7	3	Ordnance 1, 5" blast
Big-Lobba	48"	6	4	Ordnance 1, 5" blast, barrage
Big-Zzappa	48"	2D6*	2	Heavy D3
Supa-Kannon	60"	9	3	Ordnance 1, 5" blast
Supa-Lobba	48"	7	4	Ordnance 1, barrage, 7" blast
Flakka-Gunz	48"	7	4	Assault 4, AA mount
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1
Grot Bomm	24"-72"	8	3	Ordnance 1, 5" blast, barrage, one use, twin-linked
Shoota	18"	4	6	Assault 2
Supa-Rokkit	72""	8	3	Heavy 1, one shot, grot guided

OPTIONS

The Battle Fortress may have any of the following upgrades:
- Grot Riggers .... +10 pts
- 'Ard Case .... +25 pts
- Up to four Grot Sponsons .... +5 pts each
- Boarding Plank .... +10 pts

The Battle Fortress may also have either:
- a Grabbin Klaw or Wreckin' Ball .... +15 pts

The Battle Fortress may be equipped with up to:
- three Grot Bomms (one use each) .... +20 pts each
- or three Supa-Rokkits (one use each) .... +15 pts each

The Battle Fortress may replace any of its Kannon or Zzap guns with another big gun, (either a lobba, Kannon or another Zzap gun) for free! This means it may have three Big Gunz in any combination at no extra cost.

The Battle Fortress may be given up to a total of four extra pintle-mounted weapons chosen from the following list:
- Big shoota .... +5 pts each
- Skorcha .... +5 pts each
- Rokkit launcha .... +10 pts each
- Twin-linked big shoota .... +15 pts each
- Twin-linked rokkit launcha .... +20 pts each

Instead of replacing its turret mounted Big Gunz for another big gun for free, they may be upgraded to an even bigger gun! Any one of them may be upgraded to one of the following:
- Killkannon .... +35 pts
- Big-lobba .... +25 pts
- Big-zzappa .... +30 pts
- Flakka-gunz .... +35 pts
- Supa-kannon .... +65 pts
- Supa-lobba .... +45 pts.

For each Supa-Kannon or Supa-Lobba chosen, the Battle Fortress's transport capacity is reduced by ten.

SPECIAL RULES

Grot Guided (Supa-Rokkit): A Supa-rokkit is a grot-guided weapon that hits on a 2+. It may only be fired once per game.

Roll 2D6 for the Strength of each shot fired, if a result of '11-12' is rolled that shot is wasted.

"This 'ere fortress started out as me old wagon 'Blitzspear,' then we fought dem red beakies on Mernow. Dat was a good scrap, but me wagon got torched, but then again so did lots of da enemy carts, and dat's why me fortress has some fasta red bits!"

Tanka-Boss Scarburna
Bad Claw Freebooters

FLAKKA GUNS

BIG SHOOTA

BIG-ZZAPPA

GUN PORTS

SUPA-KANNON

ARMOURED KAB

SCALING LADDER

DEATH SKULL 'LUCKY' PAINT JOB

STIKKBOMB CHUCKAS

ORK KILL KRUSHA 'EAVY TANK

POINTS: 275

Kill Krushas are an Ork heavy tank design, based around the twin Ork loves of speed and extreme violence. These hulking, slab-sided machines are extremely durable and have a heavily armoured prow suitable for ramming their way through any obstacles in their path, while much of their mass is made up of engines and drive mechanics which, while temperamental, can propel the tank far faster than an equivalent Imperial machine of its size.

The tank's main gun, the Krusha Kannon which gives it its name is its most noteworthy feature however. A heavy bore, high velocity weapon capable of firing a variety of different shells, it has quickly gained a well deserved reputation for making the Kill Krusha a highly dangerous and unpredictable opponent with the Imperium's own armoured regiments. As well as standard explosive rounds known as 'boom shells' easily equal in power to an Imperial Earthshaker shell, the Krusha Kannon can use armour-piercing 'Tankhammas' to blast apart enemy vehicles, shrapnel-filled 'Scrap Kanisters' able to rip through swathes of enemy infantry and incendiary 'Blast Burnas' which can drench fortifications with burning chemicals to roast alive anyone caught inside. In addition to its heavy main gun, individual Kill Krushas sport an array of shootas and rokkit launchas largely arrayed accordingly to the whim of the meks that built it, and while not intended as a troop transport, Orks boyz will do their best to hang off the outside of the notoriously speedy tank in order to get into the fight as fast as possible.

The first Kill Krushas were believed to have been produced by the infamous Murda-Meks of Tigrus, and is only one of the numerous wagon and tank designs to have come from this blight on the galaxy. Once an Imperial forge world, Tigrus was overrun by the Orks of Arrgard the Defiler in M.35 and has been churning out weapons and war machines for the highest Ork bidder ever since, spreading the design of the Kill Krusha to numerous Waaaghs and warbands across the galaxy, and into the hands of other big meks who have tried to build their own and 'improve' the design. It is said that the Overfiend of Octarius has placed a standing order with Tigrus's Murda-Meks for as many Kill Krushas, Bowel Burnas and Deth Rams as they can make to fight in his ongoing war against the Tyranids of Hive Fleet Colossus in which his savage empire is embroiled in conflict.

UNIT: 1 Kill Krusha

TYPE: Super-Heavy Tank, Fast

STRUCTURE POINTS: 3

	ARMOUR		
BS	Front	Side	Rear
2	14	12	10

TRANSPORT: The Kill Krusha has a transport capacity of 12 (the Orks in this case actually clinging to the outside) and counts as open topped only for the purposes of assaulting and embarking/disembarking, not for damage or other means.

WEAPONS AND EQUIPMENT:
- Turret-mounted Krusha Kannon (choose and declare which shell type you wish to use each time this Kannon is fired).
- Grot Riggers
- Reinforced Ram

WEAPON	RANGE	STR	AP	SPECIAL
Krusha Kannon	-	-	-	Primary weapon
- Boom Shell	60"	8	3	Ordnance 1, 5" blast
- Tankhamma shell	60"	10	2	Ordnance 1
- Scrap Kanister	Hellstorm	5	4	Heavy 1
- Blast Burna	48"	4	5	Heavy 1, 7" blast, no cover saves
Big Shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit Launcha	24"	8	3	Assault 1
Grot Bomm	24"-72"	8	3	Ordnance 1, 5" blast, barrage, one use, twin-linked

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OPTIONS

The Kill Krusha may be given up to a total of five extra weapons chosen from the following:
- Big Shoota .... +5 pts each
- Skorcha .... +5 pts each
- Rokkit Launcha .... +10 pts each
- Twin Big Shoota .... +10 pts each
- Twin Rokkit Launcha .... +15 pts each

The Kill Krusha may replace its Ram with a Deff Rolla for +25 pts.
The Kill Krusha may be equipped with up to two Grot Bombs for +20 pts each.
The Kill Krusha may have up to two Grot Sponsons at +5 pts each.

SPECIAL RULES

Loader Gubbins: While the Krusha Kannon's grot-served auto-loader gubbins are a miracle of Orky design, they don't always work as they should. Every time the Kannon is fired, declare which kind of shell you are trying to use and roll a D6. If you roll a '1' then roll again on the following table:

1-2: Dud: The gun jams, the grots get caught in the gears or the elastic breaks, no shot is fired this turn.

3-5: You mean 'dis one? The Kannon fires a boom shell regardless of the type the Ork Kommander is bellowing for. Grots love the boom!

6: Not that way! The shell is fitted in backwards or something equally catastrophic occurs, the Kill Krusha suffers an automatic Glancing Hit and no shell is fired.

Highly Sprung: If the Kill Krusha suffers a Drive Damaged result on the Super-Heavy Damage table; then the tank's track springs fly everywhere and vital bits fall off. Treat this as an Immobilised result instead.

"*Left, no my left you stinkin' Grot-swill, left! Load kanister! Fire! Fire! Roll right, crush them scuttlers. Faster! Faster! ..Hur..Hur..Hur..I loves it when you can hear tha spines splinta!..Rotgul rake em high! Give them bat-things the shootas! Rip em up! ...Quick load me a Boomer, ready to repel boardas lads! Another swarm coming over da hill. Waaagh!*"

Tankboss Irongob Haka,
the Battle of Badrok Plane,
the Octarian War

■ TANK BOSS

■ SMOKESTACK

■ OXY-CHEM FUEL TANK

■ BIG SHOOTA

■ KILL GLYPHS

■ KRUSHA KANNON

■ BIG SPRING SUSPENSION

■ GOFF CLAN GLYPHS

■ TRACTION ARM

■ THICKLY ARMOURED RAMMING PROW

■ TRACK WORKINGS

ORK MEGA-RIPPA KREW

POINTS: 100 + MODELS

Ork Mega-Dreads are lurching, smoke-belching monstrosities that epitomise the Ork ideals of savagery, power and toughness, more than capable of ripping apart enemy tanks as easily as a Warboss might a handy grot. They are even more terrifying when used in large numbers and bound, however unreliable, into a single command, or 'krew', as like a pack of rabid wolves they can set their rippa claws to crushing, mangling and pulling apart armoured vehicles between them, all the better for the Meks to salvage later.

Mega-Rippa krews are particularly favoured by the Death Skull clan for just this reason; the quality and mass of the scrap their rampages leave behind offers a scavenger's bonanza (once the fires have been put out and the blood wiped off). Although just about any Warboss or Big Mek with multiples of these machines can't resist sending them into action together, regardless of their clan, just to see the massive carnage they can cause.

KREW BOSS

'Da Red Rippa'

MEGA-DREAD

'Bigtoof'

MEGA-DREAD

'Da Flash Dread'

*Road-Killaz Big Rippas,
Helsreach Warzone
3rd Armageddon War*

FORMATION:

- Three to five Mega-Dreads (these may have any combination of armament and equipment between them, but all count as having the Mega-Charga upgrade, the cost of which has been included in the points cost of this formation). One of the Mega-Dreads must be designated as the Krew Boss.

SPECIAL RULES

Krew Boss: One Mega-Dread in the formation must be designated as Krew Boss, and is (nominally) in charge of the formation. All other Mega-Dreads in the formation must be deployed within 12" of the Krew Boss at the start of the game, or if coming on from Reserve, enter play from within 12" of the point on the table where the Krew Boss enters.

Cut & Slam: Mega-Rippa Krews specialise in ganging up on and tearing apart tanks, bunkers and just about anything else that gets in their way, even titans when they get the chance! In any Assault phase where multiple Mega-Dreads from this formation are in combat against a single structure, vehicle or Super-Heavy of any kind, they may re-roll any failed attempts to penetrate their victim's armour.

Metal Waaagh!: While the Krew Boss is still alive and bellowing through his noise-casta, the Mega-Dreads can more or less successfully co-ordinate the use of their Mega-Chargas to create one thunderous onslaught of hydraulic-powered, steam belching death. If the Krew Boss is still mobile and in play, the Ork player can declare a Metal Waaagh! for the formation at the start of one of their Movement phases. This action uses up any remaining Mega-Chargas in the formation, each Mega-Dread successfully using their Mega-Chargas will move a full 6" in the Shooting phase rather than rolling for the distance when running.

ELDAR COBRA (II)

The Cobra is a powerful and highly advanced weapon of war, combining the agility and speed of a skimmer with a massively powerful main armament able to make a mockery of even the heaviest armour and the clumsy energy field technology of the younger races with ease. Ancient as they are, the Eldar maintain a number of different designs of their graceful war engines developed down the millennia, some of which have particular historic or cultural significance to the craftworld of its origin. Cobras are among the most powerful of the Eldar heavy skimmers, and have proved a bane to their enemies that most have never surpassed either in sophistication or destructive power. The Cobra is not without its limitations however as its powerful central armament leaves little room for secondary weapons systems making it a devoted heavy-armour hunter and vulnerable to any swarming attack it cannot use its speed to escape.

BRIGHT LANCE

PRIMARY THRUSTERS

DISTORTION CANNON

STABILISING THRUSTERS

ATMOSPHERIC COMBUSTION INTAKE

GRAVITIC PLANE
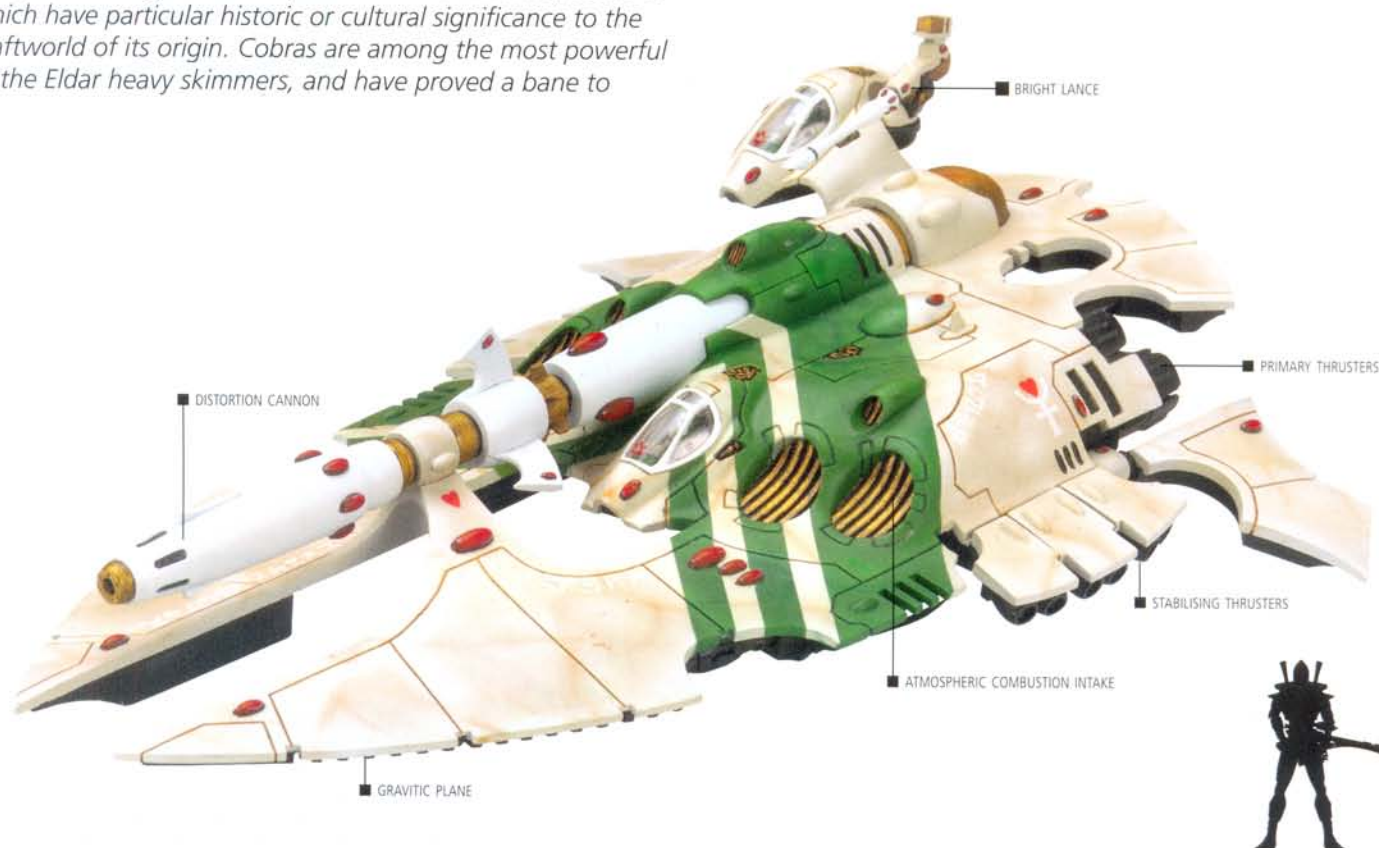
UNIT: 1 Cobra

TYPE: Super-Heavy Tank, Skimmer, Fast

STRUCTURE POINTS: 3

	ARMOUR		
BS	Front	Side	Rear
4	12	12	11

WEAPONS AND EQUIPMENT:
- Hull-mounted Distortion Cannon
- Turret-mounted Shuriken Cannon

WEAPON	RANGE	STR	AP	SPECIAL
Distortion Cannon	48"	D	2	Ordnance 1, 10" blast, barrage, destroyer, primary weapon, D-Cannon
Shuriken Cannon	24"	6	5	Assault 3
Scatter Laser	36"	6	6	Heavy 4
Eldar Missile Launcher				
(Krak)	48"	8	3	Heavy 1
(Plasma)	48"	4	4	Heavy 1, 3" blast
Bright Lance	36"	8	2	Heavy 1, lance
Starcannon	36"	6	2	Heavy 2

OPTIONS

The Cobra's turret-mounted shuriken cannon may be upgraded to one of the following:

Scatter laser .... +10 pts
Eldar missile launcher .... +15 pts
Bright lance .... +30 pts
Star cannon .... +20 pts

The Cobra may also be fitted with the following upgrades:
Vectored engines .... +40 pts
Star engines .... +30 pts

SPECIAL RULES

Eldar Titan Holo-Field: As long as the vehicle moved in the previous turn, it gains a 4+ invulnerable save against attacks.

D-Cannon: The distortion cannon uses the Eldar's sophisticated knowledge of warp-technology to project a spherical rift of seething energy as a weapon. This blast is able to bypass energy fields and tear apart whatever it strikes at a molecular level, scattering part of the target's mass into the realm beyond. As well as following all the usual rules for Destroyer-type weapons, the D-cannon's attacks bypass power fields and void shields.

ELDAR 'DEATH WEB'

Named by the Imperium for its nightmarish effect on the battlefield, the 'Death Web' is a deployment of Eldar Night Spinner grav-tanks able to co-ordinate their fire to create murderous, half-invisible clouds of monofilament wire that drift across the battlefield and can slice apart anything unfortunate enough to be caught in their path. The effect of such attacks is almost as damaging by terror as a direct assault, as suddenly seeing their comrades fall apart screaming into bloody chunks due to no obvious cause, can make even the most battle-hardened troops panic and flee. Even more terrifying is an attack of this kind at night, where the low ethereal howling of grav engines can cut through the darkness unexpectedly and the soft, ghostly glittering wire is not seen until mere seconds before it bites into flesh.

NIGHT SPINNER

The Skein of Mordent Grief
The Enunciate War

ARACHNAE

NIGHT SPINNER

"This is not war, it is a culling; the eradication of an animal grown too numerous and troublesome to tolerate..."
Autarch Miricalla Nightchild,
of the Altansar

FORMATION:
- One Falcon (The *Arachnae*) and two to six Night Spinners

SPECIAL RULES

Strike Force: The formation's strike leader is a specially fitted command falcon known as the *Arachnae*, all other models in the formation must be deployed within 12" of the *Arachnae*, or if entering play from reserve, they must do so within 12" of the point entered by the *Arachnae*.

Night Hunters: While the *Arachnae* is on the battlefield, all models in the formation gain the Night Vision/Acute Senses special rule.

Death Web: Using the power of the *Arachnae*'s command and control systems, the formation's Night Spinners can combine the firepower of their shadow weavers to create a 'death web'; an aerial storm of lethal monofilament wire that can rip apart any living thing caught within its deadly embrace.

Measure range for this combined attack from the *Arachnae* and use the Apocalyptic Barrage template to determine the attack's effect. The attack has a range of 60" a rating of Barrage (1 +1 per Night Spinner firing), a Strength of 6 and an AP of '–'. Additionally any unit affected by the attack moves as if they are in Dangerous Terrain for their next turn if they chose to move.

ELDAR CORSAIR NIGHTFIRE RAIDING FORCE

Among the Eldar are those who walk the Path of the Outcast, having themselves shunned or been driven from their Craftworld homes. Many of these forsaken individuals are skilled warriors and pilots with decades and even centuries of battle experience in human terms. Many of them pledge their services to the Eldar Corsair Lords, themselves beholden to no Craftworld or law save their own. These Corsairs may spend generations steeped in blood, destroying and raiding the 'lesser races' indiscriminately as the whim takes them. In many of these Corsair bands, the worst

sins and decadence of the Eldar's ancient past are reborn anew, and they sometimes use tools and weapons their more enlightened brethren have long since cast aside. One example of this is the use of what Imperial observers refer to as 'Nightfire' warheads by some Eldar Corsair raiding forces. These warheads release a volatile burning gas, purple-black in colouration, that coats and ripples along solid surfaces like a devouring liquid charring flesh to cinders in seconds and condemning those that it touches but does not kill outright to a slow and agonising death.

NIGHTWING

*Corsair Squadron,
Imperial code name 'Crimson Fury'
– Active Orpahr Sector*

STRIKE LEADER

PHOENIX

FORMATION:
- Two to three Eldar Phoenix or Void Dragon Phoenix (*See Imperial Armour Apocalypse for details*)
- One to three Nightwing Interceptors

Special Rules

Strike Force: One Phoenix or Void Dragon Phoenix within the formation must be designated as the raiding force's Strike Leader. All other models in the formation must be deployed within 12" of the Strike Leader, or if entering play from reserve, they must do so within 12" of the point entered by the Strike Leader.

No Hiding Place: The pilots that fly with the Eldar Corsairs have many decades of experience in conducting merciless ground assaults, and take particular pride in hunting down the terrified remnants of would-be defenders fleeing before their assaults. Indeed they often make it a game between them to dispatch as many

'vermin' as possible. All flyers within this formation may re-roll misses with their Shuriken Cannon against infantry models.

Nightfire Missiles: The Phoenix and Void Dragon Phoenix within this formation replace their usual missile payloads with volatile nightfire warheads, which use the following profile:

Weapon	Range	STR	AP	Special
Nightfire Launcher	48"	4	5	Heavy 3, 3" blast, no cover saves, pinning

XV-9 'HAZARD' CLOSE SUPPORT ARMOUR

POINTS: 75

PRIMARY SENSOR CLUSTER

VECTORED RETRO THRUSTERS

TWIN-LINKED BURST CANNON

REINFORCED CHASSIS

PHOTON CASTER UNITS

A new weapon in the armoury of the Tau Empire, the XV-9 'Hazard' Close Support Armour is a sophisticated and powerful battlesuit that has remained something of a controversy both among the more traditionalist Aun and elements of the Earth Caste. Though undoubtedly powerful, its armament is short ranged and the armour is more complex than any before it, requiring a veteran's skills to master in combat. The XV-9 itself requires a huge expenditure in resources to produce in useful numbers, — resources some argue are better expended elsewhere on building numerous examples of more tested designs. The results gained in service by the XV-9 have converted many Fire Caste war leaders to its cause. In particular the Fire Caste of Ke'lshan have mastered the use of XV-9s both in counter attacks and in holding up enemy advances, so allowing the bulk of a Tau mobile cadre to repeatedly redeploy into superior firing positions. This can prove a dangerous tactic for the XV-9s to execute, but for the solemn and determined Fire Warriors of Ke'lshan a worthwhile risk in the service of the Greater Good.

COMPOSITION: A XV-9 team consists of 1-3 Shas'vre in XV-9 armour

TYPE: Jump Infantry (Jet Pack)

WEAPONS AND EQUIPMENT:

- Vectored Retro-thrusters
- Multi-tracker and one other additional system which must be chosen from the options list below.
- Two twin-linked burst cannon

WS	BS	S	T	W	I	A	LD	SV
3	3	5	5	2	3	2	8	3+

WEAPON	RANGE	STR	AP	SPECIAL
Burst Cannon	18"	5	5	Assault 3
Phased Ion Gun	18"	4	4	Assault 4, rending
Fusion Cascade	12"	6	1	Assault D3, melta,
Pulse Submunitions Rifle	24"	5	6	Assault 1, 5" blast, no cover saves

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OPTIONS

The XV-9 may exchange one or both of its twin-linked burst cannon for one of the advanced weapons listed here:

Phased ion gun ....10 pts each
Fusion cascade ....15 pts each
Pulse submunitions rifle..20 pts each
The XV-9 must choose one of the following additional systems:
Blacksun filter ....5 pts
Drone controller* .... 10 pts (plus the cost of Drones)
Target lock ....5 pts
Shield generator..25 pts

*Drone Controller: XV-9 suits may have drones and still use their Vectored Retro-Thrusters to escape from close combat as per the Tau Empire Codex. If they choose to do so but also have drones, they abandon their drones which are destroyed but during the turn this occurs the XV-9 automatically passes its Initiative test to disengage.

SPECIAL RULES

XV-9 Armour: The XV-9 series is a considerably larger battlesuit armour than its more commonplace counterparts, and built to the highest specification the Tau Empire can produce on a substantial scale. As well as greatly augmenting the warrior within, the armour's in-built systems feature a powerful compact energy source that enables it to mount weapons of an unprecedented strength for its size based on experimental technology. XV-9 armour has the Acute Senses universal special rule, may deploy via Deep Strike, and their inbuilt photon casters mean that they count as having Defensive grenades.

Survivors to the Last: The Shas'vre assigned to pilot the XV-9 armour are all Crisis battlesuit combat veterans and survivors of deadly battles against the most savage enemies of the Greater Good. They may always attempt to regroup regardless of casualties.

1-3 XV-9 Hazards are a single Fast Attack choice for a Codex: Tau Empire army.

TAU BROADSIDE DESTRUCTOR PHALANX
POINTS: 50 + MODELS

The Destructor Phalanx is a Tau battle formation employed against very heavily defended positions and the most powerful enemy vehicles, and makes use of a special issue targeting matrix system controlled by a Crisis-suited Shas'el Commander. The Destructor Phalanx was first recorded in use against the Imperium in the Taros Campaign during the Battle of the Phyyra Heights. In this brutal fight, a single Destructor Phalanx accounted for seven confirmed armour kills against the 12th Tallarn Armoured Regiment in under thirty minutes of the engagement, including the famed Baneblade

Draco Rex, forcing the Tallarn's retreat and dealing a hammer blow to the usually stout-hearted Tallarn morale. Destructor Phalanxes have since seen repeated use in heavy conflict zones, such as against the Orks near Dal'yth and the push against the Imperium's borders in the later campaigns of the Third Sphere Expansion. They have their limitations however and wise Tau commanders know to provide them with sizable shielding units of infantry to keep them from being encircled and overwhelmed.

Destructor Phalanx "Sha v' Aun Kai"
(Heroic Blade of the Master)
recorded as responsible for five Ork super-heavy kills
including one Stompa, Battle of Obed-Mon.
Phalanx KIA

FORMATION:

- One Crisis Suit Shas'el Commander (the Destructor Shas'el)
- Two to four units each of three Broadsides
- Zero to two units of Heavy Gun Drones with Marker Lights
  (see *Imperial Armour Volume Three, The Taros Campaign* for details).

SPECIAL RULES

Destructor Shas'el: The Phalanx is led by a Shas'el Commander with extensive experience in Broadside tactics and battlefield engagements against heavy armour. The Shas'el uses a special Unified Targeting Matrix to co-ordinate the formation's attacks. This takes up one of their XV-8 armour support systems, but they may choose their remaining options freely.

Unified Targeting Matrix: Under the direction of their Shas'el Commander, the co-ordinated fire of the Broadside's Rail Guns can demolish the most heavily armoured target with comparable ease. While the Commander is in play, the Tau

player using this formation may nominate a single vehicle, super-heavy vehicle or building within 48" and line of sight of the formation's Commander at the beginning of the Shooting phase. All Rail Guns fired by the Broadsides within the formation may re-roll any failed attempts to penetrate this target's armour for this turn. However only Marker Lights used by models within the formation may be used to affect these attacks.

Destructor Force: The formation's members must begin the game deployed within 12" of the Shas'el Commander, or if coming on from Reserve, from within 12" of the point where the Commander arrived on the battlefield.

SWIFT PROTECTOR WING

The Swift Protector Wing is a special deployment used in the most hazardous warzones which utilises some of the most sophisticated technology the Fire Caste has at their disposal. Developed as a logical extension of the Fire Warrior counter-strike cadres first advocated by Commander Puretide during the Imperial assaults on the sept world of Dal'yth, the Swift Protector was the invention of the hard pressed Fire Caste of Ke'lshan. Made to take advantage of the newly issued XV-9 Hazard Support Armour the wing mounts a force of six of these advanced armour suits within a specially modified Orca transport to rapidly deploy them to the battlefield. The Swift Protector Wing allows a battlefront commander to rapidly redeploy a great deal of firepower to block breaches in their force's lines or apply further pressure to a point of attack where the enemy teeters on the brink of collapse. This dangerous duty is taken on as a matter of pride by the Shas'vre who pilot the XV-9s, who view deployment to a Swift Protector Wing as a great honour and readily embrace the task of standing between their fellow warriors and harm.

XV-9 TEAM

XV-9 TEAM

XV-9 TEAM

ORCA

*Swift Protector Wing El' Suvas,
- Alongside Kroot irregulars, held off invading alien forces for two hours while cadre successfully redeployed, 60% casualties sustained
- 2nd Defence of Nimbosa*

FORMATION:

- One Orca
- Three teams of two XV-9 Hazards
- Zero to two DX-6 'Remora' Drone Fighters

SPECIAL RULES

Rapid Deployment Force: The formation's XV-9 armour teams must begin the game deployed inside their Orca which must always be placed as part of its owning player's Strategic Reserve along with any Remoras in the formation. The entire formation counts as a single unit for deploying from Strategic reserve.

Strike Modified Orca: The formation's specially modified Orca transport allows the XV-9 teams onboard to deploy from it as a 'drop run' as normal from a flying transport, but they may re-roll the Scatter dice. Additionally, its modifications and the skill of its pilots mean that it counts as having a Hover mode and thanks to its defensive energy fields, a 5+ invulnerable save against attacks. The Orca in this configuration cannot transport normal troops or battlesuits however, only XV-9s.

DAEMON LORD – AETAOS'RAU'KERES, SLAYER OF SOULS

POINTS: 999

LORD OF HOSTS, DISTORTER OF WORLDS, THE SHADOW OF ALL COLOURS AND NONE, ASHENWING, RENDER OF VEILS, TZEENTCH'S MAD SATRAP, ETC.

Spoken of in hushed tones and shrouded ambiguities, even by those who worship the Great Conspirator, Aetaos'rau'keres is a dreaded and feared figure among daemon-kind, an entity of extreme power whose gaze pierces time and whose mastery of the Warp allows him to turn the power of other psykers against themselves. This Daemon, risen from the ranks of the Lords of Change, is an insane demigod who is doomed to serve for all eternity as Tzeentch's waster of worlds. He is a harbinger that heralds the end of sanity and life on any planet to which he is summoned, and is a living gateway for the ever-shifting host of horrors that follow in his wake.

Though known by many names and falsehoods, the true history of the being known to some as Aetaos'rau'keres has been lost even to the scholars of the arcane who prise their secrets from the mouths of bound daemons, though the Blue Scribes chatter that the Archdaemon in his madness has hunted down and extinguished every mortal soul or warp entity that knows the truth of his nature save for his overlord Tzeentch. What is certain is that Aetaos'rau'keres is not wholly the master of his own fate, for while his god has granted the Daemon Lord great power, Tzeentch has also fettered him in layer upon layer of ward-pacts, and riddling incantations, shattering his reason. So it is that when summoned with the right rituals, the daemon is forced to appear and vent his wrath on the mortal plane. Spite-filled and hateful, Aetaos'rau'keres is venerated only by the most apocalyptic of Tzeentchan cults, and they who seek to bring forth this Daemon Lord do so only to murder worlds.

WS	BS	S	T	W	I	A	LD	SV
9	6	8	8	9	9	5	10	3+

UNIT: Unique

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:
- The Staff of Cataclysm

ENHANCED DAEMONIC GIFTS:
- Daemonic Flight (20" movement)
- Soul Devourer
- Bolt of Tzeentch (with a 5" blast)
- Boon of Mutation (uses the flamer Template)
- Daemonic Gaze (48" Range)
- Master of Sorcery (Two extra powers/gifts per turn)
- We are Legion
- Transfixing Gaze

See Codex Daemons for further details of these Gifts.

SPECIAL RULES

Daemon: Aetaos'rau'keres is a Daemon, and all the special rules for Daemons outlined in *Codex Chaos Daemons* apply to him. His 3+ save is Invulnerable

Living Icon: Aetaos'rau'keres is a powerful embodiment of the Warp, and where he walks reality twists and buckles. Aetaos'rau'keres counts as a Chaos Icon.

Fearsome: Aetaos'rau'keres is a towering monster whose wings blot out the sun and shed the cinder ash of burned worlds, and whose gaze can drive the strongest mind mad in seconds. Any enemy unit forced to take a Morale check after losing a combat in which the Daemon Lord is involved do so at -2.

Mantle of Twisted Fates: All hostile Psychic powers, Sorcery and Daemonic Gift attacks that affect Aetaos'rau'keres are reflected back on their user on a roll of 4+ on a D6. Make this Reflection roll after the power is successfully used, but before any rolls to affect or wound the target. Reflected powers which are counted as shooting attacks hit their victim automatically, and in the case of blast markers, centre them back on the originator without rolling to scatter. Where both the user and the subject have to take a test, Aetaos'rau'keres counts as being the user.

Render of the Veils: As Tzeentch's Lord of Hosts, Aetaos'rau'keres can unleash torrents of daemons on the battlefield. This Daemonic Gift is used as a shooting attack that can target any point within Aetaos'rau'keres's line of sight with a range of 48" using the 5" Blast marker. Instead of causing damage, resolve where the attack lands and place a new unit of D6+3 Horrors there. These Horrors act exactly as if they have been summoned that turn, but may not fire in this Shooting phase. Horrors summoned by the Render of Veils may only be placed if the owning player has the correct models spare, and are destroyed if there is no space for them where the template lands. Horrors summoned by this power do not count towards the army's points cost, and are worth no Victory points or Kill points should these rules

be used in the game. Nor can they be added to 'bolster' an existing unit. In essence these Horrors are 'free' daemonic reinforcements whose costs have been figured into their master's points total already.

The Staff of Cataclysm: A potent artefact whose possession took endless tangled millennia of scheming and manipulation to acquire, the Staff of Cataclysm can unleash the seething channelled power of a Warp Storm to its user's will, although its incessant howling and gibbering can drive even a daemon mad.

In order to use the staff, Aetaos'rau'keres must remain stationary in the Movement phase and not use other gifts in order to summon the staff's power, and cannot use the staff if he is engaged in assault.

The staff's power manifests as a shooting attack. The attack is an Apocalypse Barrage (6 +D3) which can be placed anywhere on the board, all models affected by the barrage are wounded on a 4+ with an AP of 3 and vehicles suffer a Penetrating hit on a 4+, cover saves do not apply.

The gods of Chaos are fickle and not even an Archdaemon of Aetaos'rau'keres's stature can be certain of his mastery over the staff. Roll a test of the Daemon's Leadership value each time the staff is used; if this is passed, target the barrage normally, if it is failed, their opponent gets to target the attack.

Dark Jealousy: Aetaos'rau'keres is a bitter and twisted entity, fearful and paranoid that others of his kind would usurp his power. As a result if another Greater Daemon (including Lords of Change, etc), Daemon Prince or Daemon Lord is within 18" at the beginning of the owning player's Shooting phase, Aetaos'rau'keres must direct all of his ranged attacks against them (or if more than one is present, at the closest one) regardless of whether they are friend or foe.

SUMMONED HORRORS

IRIDESCENT WINGS

OCCULT TOTEM

RAZORED TALONS

STAFF OF CATACLYSM

BLOOD SLAUGHTERER OF KHORNE

The Blood Slaughterer is a massive, gore-splattered daemon engine of glittering brass and black iron; a possessed war machine forged and bound for the specific purpose of wreaking carnage on the enemy, rending and killing in indiscriminate fury as an act of profane worship to Khorne, the Blood God of Chaos. Such is the unholy rage of the savage daemonic entities that empower them that their barbed shells must lie empty and dormant between battles, only to be brought into unholy life by murder-filled sacrificial rituals on the eve of battle. Unleashed on the front lines to sow havoc, Blood Slaughterers themselves do not care who or what they kill, just that bodies are torn asunder in Khorne's name.

- HEAVY ARMOURED CARAPACE
- IMPALER (DAEMON POSSESSED)
- ICON OF KHORNE
- DREADNOUGHT CLOSE COMBAT WEAPON (POWER CLEAVER)

WS	BS	S	Front	Side	Rear	I	A
5	1	6(10)	13	12	10	4	3

UNIT: One to three Blood Slaughterers

TYPE: Vehicle (Walker, Fleet)

WEAPONS AND EQUIPMENT:

- Two Dreadnought Close Combat weapons (extra attack already included in profile)

WEAPON	RANGE	STR	AP	SPECIAL
Impaler	12"	8	3	Assault 1, Special Rules (see below)

OPTIONS

Any Blood Slaughterer may replace one of its Dreadnought Close Combat Weapons with an Impaler for +5 points. If this option is chosen then the Blood Slaughterer's basic attacks are reduced by 1.

SPECIAL RULES

Daemonic: Blood Slaughterers are gore-crazed machines bound with damned souls and powered by malevolent daemonic essence; they ignore all 'Shaken' and 'Stunned' vehicle damage results inflicted against them.

Rage: The Blood Slaughterer's hunger for lives is insatiable; in its Movement phase it must always move as fast as possible towards the closest visible enemy, and must consolidate towards the closest visible enemy after an assault. In the Shooting phase, they are free to decide whether to run or not, but if they do, it must be towards the closest visible enemy. If there is no enemy visible to the Blood Slaughterer, this rule does not apply.

Fury of Khorne: Consumed by battle-lust, a Blood Slaughterer is a whirling frenzy of death, smashing into the enemy lines. When charging into an assault, a Blood Slaughterer gains an additional +D3 attacks instead of the usual +1.

Impaler: The Impaler is a massive daemonically possessed barbed harpoon and chain designed to spear a large enemy and drag it into the Blood Slaughterer's reach. Using the Impaler counts as a shooting attack which hits on a 4+. If the harpoon strikes a successful Penetrating hit against a vehicle, or an unsaved wounding hit against a monstrous creature which survives its attack, then the daemonically empowered chain snaps back and the victim is abruptly dragged toward the Blood Slaughterer. Measure a straight line between the Blood Slaughterer and its target and move the victim 2D6" towards the Blood Slaughterer. If the target model moves into base contact with the Blood Slaughterer, the Blood Slaughterer then counts as having assaulted it (gaining D3 extra attacks).

A note on dragging models: Models may not be dragged though impassable terrain, monstrous creatures, vehicles or gaps they wouldn't be able to fit through, – in these cases the dragged target stops 1" away from the obstruction. Other terrain factors and infantry models in the way are ignored. Infantry can be repositioned if needs be once the dragged target comes to rest by their owning player to allow room for the Slaughterer, with the proviso that units already locked in combat must stay locked in combat. Buildings, Super Heavy Vehicles or Gargantuan Creatures cannot be dragged about by the Impaler!

Blood Slaughterers are a Heavy Support choice for a Chaos Daemons army or a Chaos Space Marine army which also contains at least one unit of Khorne Berserkers.

BLIGHT DRONE OF NURGLE

Bizarre and nightmarish fusions of machine and daemon insect, Blight Drones are hovering killers, their horrific weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in clusters and swarms on worlds falling to Chaos, Blight Drones act very much in the manner of carrion flies and ambush predators, drawn to ongoing bloodshed and concentrations of the dead. First encountered during the later stages of the bitter war for the apostate world of Vraks, unconfirmed reports spoke of these daemon-machines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying and sucking up the decaying sludge. The dull, maddening buzz of their droning engines in the poisoned fog of Vraks' skies rapidly became a fearful omen of doom to the Imperial forces, a sound dreaded even above the howls of Khorne's Berserkers or the whistling scream of incoming shells.

Since the Vraksian conflict, Blight Drones have been encountered fighting alongside the renegades known as the Purge and several other Death Guard splinter factions, as well as in Daemonic incursions in both the Auralis war zone and the fall of the Hive World of Mitra Prime during the Thirteenth Black Crusade.

AIR TURBINE

DAEMONIC TISSUE

RUSTED ARMOUR

BALEFUL OPTIC SCANNER

PUSTULANT DISCHARGE

MAW CANNON
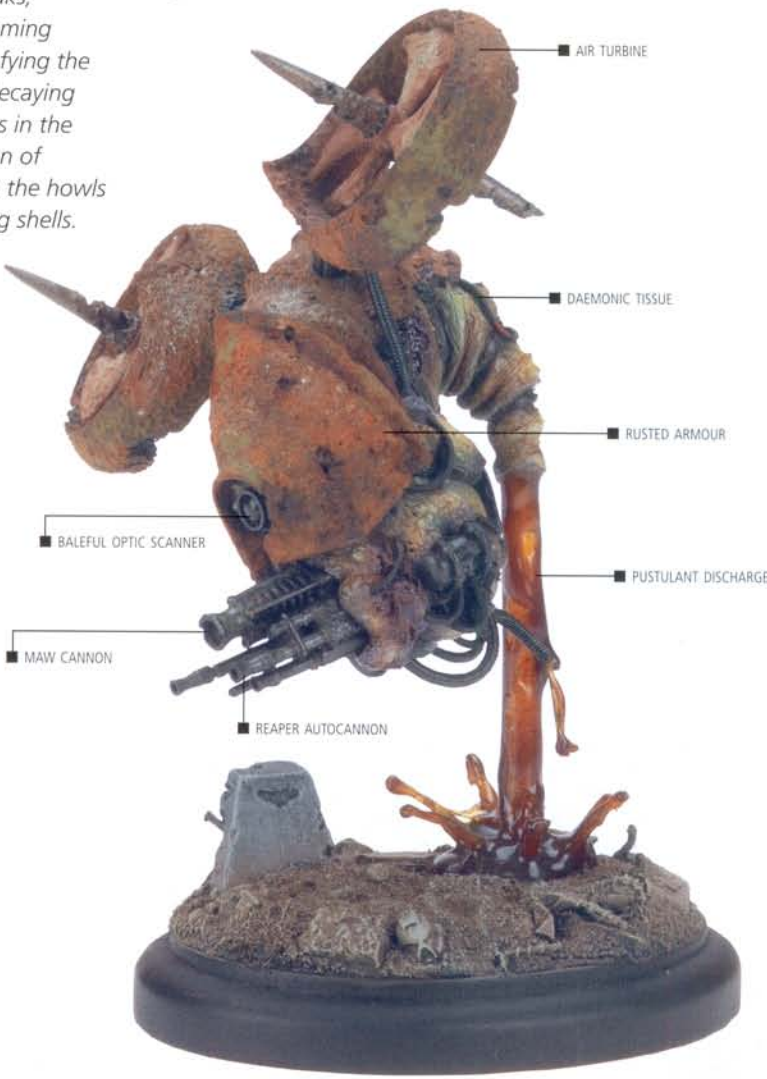
REAPER AUTOCANNON

UNIT: One to three Blight Drones

TYPE: Vehicle (Fast, Skimmer)

WEAPONS AND EQUIPMENT:
- One Mawcannon
- One Reaper Autocannon

		ARMOUR		
	BS	Front	Side	Rear
	2	12	11	10

WEAPON	RANGE	STR	AP	SPECIAL
Mawcannon (Vomit)	Template	6	4	Assault 1
Mawcannon (Phlegm)	36"	8	3	Assault 1, 5" blast
Reaper Autocannon	36"	7	4	Heavy 2, twin-linked

SPECIAL RULES

Daemonic: A Blight Drone is a daemon engine; a fusion of warped technology and hellish flesh, it is immune to 'Shaken' and 'Stunned' damage results.

Mawcannon: The noisome mawcannon has two firing modes, only one of which can be used in a Shooting phase; declare which one you are using before firing it.

Explosion of Pus: When a Blight Drone is destroyed, it invariably detonates in a shower of bile and pus. Treat all 'Destroyed -Wrecked' results on the Vehicle Damage table as 'Destroyed -Explodes' instead.

A squadron of Blight Drones is a Fast Attack choice for a Chaos Daemons army or a Chaos Space Marine army that includes at least one unit of Plague Marines.

MAMON, DAEMON PRINCE OF NURGLE

POINTS: 185

A recent addition to the ranks of Papa Nurgle's favoured children, Mamon was a false priest of the Imperial Creed whose treachery and betrayal led to the bloody siege of the Apostate world of Vraks and the deaths of many millions. Since his elevation to daemonhood, his tainted soul has fused with the dark essence of a Great Unclean One, and this former master spy and intriguer has become a reeking corpulent mass of flesh. Implanted with corrupt technology, he is now a living conduit for toxic filth and the foulest contaminations of the Warp. Mamon exists now only to destroy and pollute any living creature he comes across, leaving nothing but slime-drenched ruin and wasted earth in his wake. Since the final desperate battles for control of Vraks, during which the freshly transfigured Mamon fought alongside the Nurgle worshiping warband known as The Tainted, the foul rites to summon him have spread to several Nurgle worshipping cults and warbands.

ATTENDANT NURGLINGS

BLOATED
DAEMON FLESH

CONTAGION SPRAY
(FUSED INTO FLESH)

CLUB FIST

DISEASED NECROSIS

THE FLAYED SKIN OF VICTIMS

WS	BS	S	T	W	I	A	LD	SV
7	5	6	7	5	5	4	10	5+

UNIT: Unique

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT:
- Contagion Spray

DAEMONIC GIFTS:
- Mark of Nurgle (effects included in profile)
- Unholy Might (effects included in profile)
- Noxious Touch (Mamon's attacks are poisoned and always wound on a 2+ regardless of his target's Toughness, against vehicles his normal Strength is used instead).

SPECIAL RULES

Daemon: Mamon is a Daemon, and all the special rules for Daemons outlined in *Codex Chaos Daemons* apply to him. His 5+ save is Invulnerable.

Feel No Pain: Mamon can ignore any wound inflicted against him on a D6 roll of 4+ unless caused by attacks which cause Instant Death, are AP 1 or AP 2, or other wounds against which no save can be taken (power weapons, Destroyer attacks, etc).

Slow and Purposeful: Mamon's corpulent bulk makes him slow, and he always counts as moving through difficult terrain, including during assaults. As he is a Monstrous Creature however, this means whenever the model moves, roll 3D6

and pick the highest result; this is the maximum distance Mamon may move on this occasion.

Contagion Spray: A daemonic weapon fused to Mamon the Contagion Spray spews forth a tide of foulness and decay utterly lethal to all life it touches. This weapon uses the following profile:

WEAPON	RANGE	STR	AP	TYPE
Contagion Spray	Template	1	3	Heavy 1, Poisoned (2+)

Mamon is a HQ choice for a Codex Chaos Daemons army.

MAMON'S GET

When the heretic deacon Mamon was transfigured by the powers of the Lord of Decay, he dragged his most loyal followers with him into damnation. These men, once the commanders of the elite renegade 'Disciples of Xaphan', were themselves steeped in atrocity and corruption, and thanks to Nurgle the sickness within their souls was visited on their bodies as well. Possessed and transformed into Plaguebearers, dripping with the distilled rot and poison of

the countless war dead, their first task along with their master was to turn Vraks into a Plague world. Since the bitter Siege of Vraks, Mamon's Get have become bound to the newborn daemon prince, their polluted essences twisted with his in the nightmarish hell of the Warp, and where Mamon walks to blight the earth, they are seldom far behind.

PLAGUEBEARERS

PLAGUEBEARERS

MAMON & HERALD

+++ *Mamon's Get sighted , Horvax zone,
casualties high, dead rising, send re-* +++
- Last emergency distress call,
Inquisitor Caul's retinue, The Death of Astreron

FORMATION:

Mamon

One Herald of Nurgle

Two to five units of seven Plaguebearers

SPECIAL RULES

Daemonic Strike Force: All units in the formation count as a single unit when dividing your Daemon forces into two groups during deployment of a Daemonic Assault. When Mamon's Get become available, first deep strike Mamon as normal, then deploy all of the other Daemon units that are part of this formation within 18" of him (do not roll for scatter). Daemon units that cannot be deployed in this area are lost!

Poison Children: The Plaguebearers in Mamon's retinue are the accursed remnants of his former mortal followers; or at least what is left of them once their flesh was remade in Nurgle's image. While Mamon remains on the battlefield, their link to his vile energies remains strong and the potency of all of the Plaguebearer's

and the Herald's attacks increase so that they always wound on a 3+ regardless of their opponent's Toughness. However if Mamon is destroyed, this link is severed and each unit suffers an automatic D6 Wounds, (a Plaguebearer's invulnerable saves may be taken as normal against this, but not cover saves, Feel No Pain, etc).

Foul Defilement: Once per game this formation can destroy a single Strategic Objective. In order to do this one unit from this formation must spend a full game turn (from the end of its Movement phase to the beginning of its next), in base-to-base contact with the objective without themselves being either destroyed or engaged in assault. If this is successful, the objective is removed from the game and counts for neither side.

URAKA 'THE WARFIEND' DAEMON PRINCE OF KHORNE POINTS: 170

Once a barbarian warlord on an ancient forgotten world, as a mortal man Uraka's excess of bloodshed and plunder drew the attention of his people's dark god of war. Khorne looked on pleased at this favoured son's lifetime of pitiless massacres and savage martial victories; such that when he finally fell in battle his forfeited soul was taken to the Citadel of Brass in Khorne's warp-realm where he fought for the right to do slaughter for all eternity. Now a daemon prince with a bloodlust unfettered by mortal constraints or sanity and with his own legion of hellspawn at his command, Uraka 'The Warfiend' serves now as Khorne's headsman, slaughtering his god's foes and delivering his dark master's judgement on traitors and enemies alike.

OBSIDIAN HORNS

THE EXECUTIONER'S AXE

BRAZEN ARMOUR

"The day will not save them. And we own the night."
– attributed to Warmaster Horus before the assault on the Imperial Palace

TROPHY SKULLS

UNIT: Unique

TYPE: Monstrous Creature

	WS	BS	S	T	W	I	A	LD	SV
	7	5	7	5	4	6	5	10	3+

WEAPONS AND EQUIPMENT:
- Armour of Khorne (already included in profile)
- The Executioner's Axe

DAEMONIC GIFTS:
- Mark of Khorne (effects included in profile)
- Unholy Might (effects included in profile)
- Blessings of the Blood God

SPECIAL RULES

Daemon: Uraka is a Daemon, and all the special rules for Daemons outlined in *Codex Chaos Daemons* apply to him. He also has a 5+ Invulnerable save in addition to his armour save.

The Executioners Axe: Uraka's ornate and massive axe has taken many skulls for the Skull Throne in its time, and sees particular service in beheading traitors to Khorne. All of Uraka's attacks have the Instant Death special rule in addition to being Monstrous Creature attacks.

Blessings of the Blood God: Uraka has a 2+ Invulnerable save against wounds caused by psychic powers or force weapons.

Uraka is a HQ choice for a Codex Chaos Daemons army.

URAKA'S HEAD-HUNTERS

It is whispered among the savants of the dark arts, that there are those that the Blood God Khorne himself marks for death, be they traitors to his cause, arch-enemies to his worshippers or merely prize skulls he desires to add to his throne. The doom of these accursed individuals is certain, and on the battlefield Khorne's savage wrath

may be visited directly by Uraka, his favoured headsman. With this Daemon Prince comes his warpack of Bloodletters, chosen from the foremost of the Blood God's serried ranks of daemons, each a victor of countless battles and eager for the slaughter, a screaming storm of bloody gore heralding their arrival from the Warp.

URAKA & HERALD

BLOODLETTERS

BLOODLETTERS

BLOODLETTERS

"...Get it off me! Killing, ripped right through us, the blood, the blood everywhere! I can't get it off me! God Emperor save me, the blood, please... [screams interrupt testimony – 14 seconds] Blood! Blood for the Blood God! Ia![sound of a laspistol shot]"
– Testimony of Trooper Calis Bain, last survivor, Kepis 13th, executed for succumbing to Morale Threat, Battle of the Phantom Gate, Aegisine Crusade, 657.M39

FORMATION:
Uraka the Warfiend
One Herald of Khorne
Two to eight units each of eight Bloodletters
Zero to two units of either eight Bloodcrushers or eight Flesh Hounds

SPECIAL RULES

Daemonic Strike Force: All units in the formation count as a single unit when dividing your Daemon forces into two groups during deployment for Daemonic Assault. When Uraka's Head Hunters become available, first Deep Strike Uraka as normal, then deploy all of the other Daemon units that are part of this formation within 18" of him (do not roll for scatter). Daemon units that cannot be deployed in this area are lost!

Welter of Gore: The arrival of Uraka and his legions is accompanied by a howling wind driving a boiling mist of blood before it. The turn that this formation deep

strikes into play, at the start their Shooting phase, all enemy units not locked in close combat within 24" of Uraka must take a Pinning test.

Death to the Damned: Once per game you may specify a single enemy Independent Character, Greater Daemon, Daemon Prince, Hive Tyrant or similar as being the subject of the Blood God's ire. For the following turn all models in the formation may re-roll failed to wound rolls against this target. If a model in the formation destroys this specified target (i.e. takes its last wound causing it to be removed from play) they count as having an additional Strategic Objective at the end of the game.

CHAOS REAVER BATTLE TITAN

The Reaver is a Battle Class Titan, an earth-shattering engine of war that few forces alone can ever hope to match. Within the forces of Chaos, battle titans such as the Reaver are often ancient and irreplaceable relics of the Horus Heresy, the remnants of those traitor Titan Legions who sided with the renegade Warmaster during those dark times and whose names such as the Legio Vulcanum still echo with dread thousands of years later. Most of these monstrous war engines have seen millennia of service with the renegade forces and long since have become utterly corrupted by the touch of the Warp, while others salvaged from the battlefield as the spoils of war to the eternal shame of their former masters have been subjected to bloody rituals in order to consecrate them to the service of the Chaos gods. Over time Chaos titans often become as much daemon as they are machine, their once living crews fused to the controls and their souls subsumed into the titan's tainted machine spirit, the war machine itself now a single being dedicated to destruction and butchery, reborn to spend an eternity crushing countless lives beneath its feet.

WS	BS	S	Front	Side	Rear	I	A
2	4	10	14	14	13	1	2

UNIT: One Chaos Reaver Titan

TYPE: Super-Heavy Walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:
The Chaos Reaver Titan must select three weapons in total from the following list:

One carapace weapon from the following list:
- Double-barrelled turbo-laser
- Plasma blastgun
- Inferno gun
- Vulcan mega-bolter
- Apocalypse missile launcher
- Vortex support missile

Two arm weapons from the following list:
- Gatling Blaster
- Melta Cannon
- Volcano Cannon
- Laser Blaster
- Titan close combat weapon

WEAPON	RANGE	STR	AP	SPECIAL
Apocalypse Launcher[1]	24-360"	7	3	Apocalyptic barrage (5), Primary weapon
Gatling Blaster	72"	8	3	Heavy 6, 5" blast, Primary weapon
Laser Blaster	96"	D	2	Heavy 3, 5" blast, Destroyer, Primary weapon
Melta Cannon	72"	10	1	Ordnance 1, 10" blast[2], Primary weapon
Volcano Cannon	180"	D	2	Ordnance 1, 7" blast, Destroyer, Primary weapon
Vortex Missile[3]	48"-480"	n/a	n/a	Ordnance 1, 10" blast, one shot, Primary weapon
Plasma Blastgun[4]				
(rapid)	72"	8	2	Ordnance 2, 7" blast, Primary weapon
(full)	96"	10	2	Ordnance 1, 10" blast, Primary weapon
Inferno Cannon[5]	Hellstorm	7	3	Heavy 1, Primary weapon
Vulcan Mega-Bolter	60"	6	3	Heavy 15, Primary weapon
Double-barrelled turbo laser destructor	96"	D	2	Heavy 2, 5" blast, Destroyer, Primary weapon

[1] The Apocalypse Launcher fires an ordnance barrage but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

[2] Roll 3D6+10 for armour penetration against targets under the marker's central hole, and 2D6+10 against other targets under the marker.

[3] This is a one-use weapon. After determining the final position of the marker, any models and removable terrain features touched by the blast are destroyed and removed from the game (flyers are not affected). Don't even think about making any saves of any kind; the Vortex is not interested in Adamantine Mantles, Synapse or other special rules. Just remove them. Gargantuan Creatures are not removed, but automatically suffer D6 wounds (no saves of any kind allowed!) Super-Heavy vehicles are not removed but automatically lose D3 Structure Points.

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

[5] In order to fire the Inferno Gun, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is treated like any other template weapon. It is not affected by the carapace weapon's minimum range restriction.

SPECIAL RULES

Reactor Meltdown: If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion except that the range of the blast is 6D6", and models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for the Reaver to engage targets that are too close. It suffers the following limitations:
- The carapace mounted weapon on the Reaver has a minimum range of 18"
- A Chaos Reaver Titan's close combat weapon can only be used against Gargantuan Creatures and Super-Heavy vehicles.

Possession: Some Chaos Titans become unholy, half-living things and their crew's twisted bodies, fused to their mutated hulls, become slave to a single overriding daemonic intelligence. Chaos Reaver titans can up upgraded to being Possessed for +100 points. Possessed Chaos Reaver Titans are immune to Gun Crew Shaken and Driver Stunned results on the Super-Heavy Damage chart, simply disregard these.

APOCALYPSE MISSILE LAUNCHER

ARMOURED SHOULDER GUARDS

HERETICAL ICON
(EYE OF HORUS)

GATLING BLASTER CANNON

TITAN POWER CLAW

MUTATING ARMOUR
(WARP CONTAMINATED)

Corrupted Chaos Reaver Titan *'Mori Incunabula'*,
Legio Vulcanum

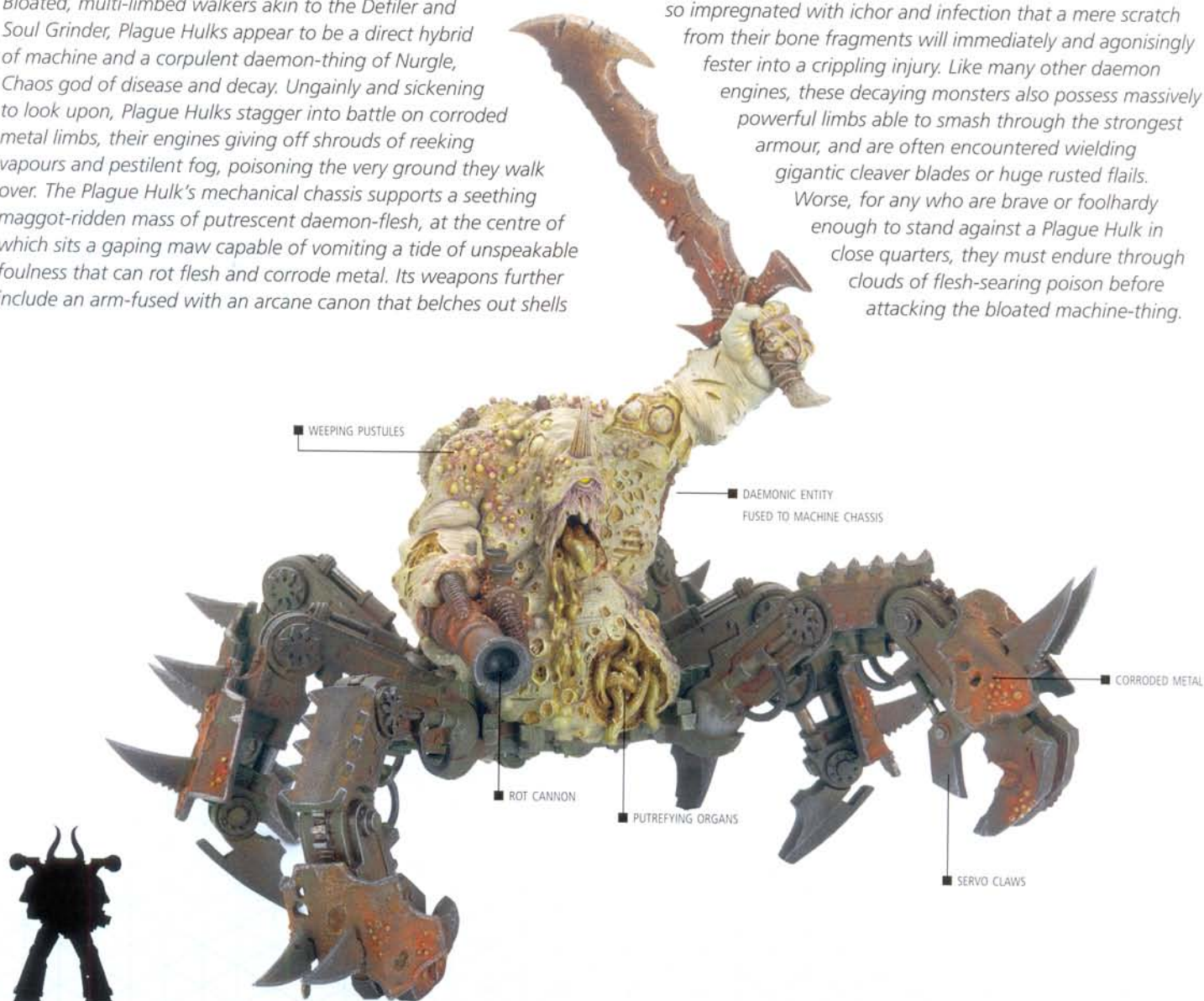# PLAGUE HULK OF NURGLE

Bloated, multi-limbed walkers akin to the Defiler and Soul Grinder, Plague Hulks appear to be a direct hybrid of machine and a corpulent daemon-thing of Nurgle, Chaos god of disease and decay. Ungainly and sickening to look upon, Plague Hulks stagger into battle on corroded metal limbs, their engines giving off shrouds of reeking vapours and pestilent fog, poisoning the very ground they walk over. The Plague Hulk's mechanical chassis supports a seething maggot-ridden mass of putrescent daemon-flesh, at the centre of which sits a gaping maw capable of vomiting a tide of unspeakable foulness that can rot flesh and corrode metal. Its weapons further include an arm-fused with an arcane canon that belches out shells

so impregnated with ichor and infection that a mere scratch from their bone fragments will immediately and agonisingly fester into a crippling injury. Like many other daemon engines, these decaying monsters also possess massively powerful limbs able to smash through the strongest armour, and are often encountered wielding gigantic cleaver blades or huge rusted flails. Worse, for any who are brave or foolhardy enough to stand against a Plague Hulk in close quarters, they must endure through clouds of flesh-searing poison before attacking the bloated machine-thing.

WEEPING PUSTULES

DAEMONIC ENTITY
FUSED TO MACHINE CHASSIS

CORRODED METAL

ROT CANNON

PUTREFYING ORGANS

SERVO CLAWS

WS	BS	S	Front	Side	Rear	I	A
3	2	7(10)	13	13	11	2	4

UNIT: One Plague Hulk

TYPE: Walker

WEAPONS AND EQUIPMENT:
- Two Dreadnought Close Combat weapons (extra attack already included in profile)
- Rancid Vomit Attack
- One Rot Cannon

WEAPON	RANGE	STR	AP	SPECIAL
Rancid Vomit	Template	5	3	Assault 1, poisoned (3+)
Rot Cannon	36"	6	3	Ordnance 1, 5" blast, rending

SPECIAL RULES

Daemonic: Plague Hulks are festering, twisted fusions of corpulent daemonic tissue and corroded metal; they ignore all 'Shaken' and 'Stunned' vehicle damage results inflicted against them.

Rancid Vomit: The Plague Hulk can spray forth a nightmarish gout of vile putrescence from its maw utterly inimical to life, capable of corroding through metal and rotting flesh into decayed slime in moments. Against models with a Toughness characteristic, this attack always wounds on a 3+.

Necrotic Fumes: Plague Hulks are surrounded by a choking, poisonous fog produced by their thundering engine stacks. These toxic vapours blight and corrode the ground they pass over, leaving slime-covered and maggot strewn desolation in their wake. As a result of these necrotic fumes, Plague Hulks count as being equipped with both Assault and Defensive grenades (see the *Warhammer 40,000* rulebook) and gain a Cover save of 5+ against shooting attacks.

Plague Hulks are a Heavy Support choice for a Chaos Daemons army or a Chaos Space Marine army which also contains at least one unit of Plague Marines.

GREATER BRASS SCORPION OF KHORNE

POINTS: 550

A towering monster of armour plate and hellish flesh, powered by burning souls and bearing an arsenal of murderous weapons, a Brass Scorpion is an animate altar to Khorne, Chaos god of bloodshed and battle. Brass Scorpions are devastating, half-crazed entities, more rampaging beast than war machine. They seem to delight in the slaughter of the enemy, tossing aside wrecked vehicles in their path like scattered children's toys, and crushing the bodies of the slain beneath their hydraulic claws.

First encountered in substantial numbers in Chaos assaults during the later Black Crusades, there seems now to be several variants of the Brass Scorpion with earlier machines for the main displaying closer similarities in construction to the Defiler, while later variants have had more outlandish and distinct shapes and in some cases greatly increased size, rivalling in some cases that of a Scout-class Titan. Whether this development indicates some deliberate progression of technology, the work of Dark Magos or simply the tenancy of Chaos to twist and change of its own accord remains unknown.

KHORNATE ICON

SCORPION CANNON

DOOMSDAY REACTOR

DEMOLISHER CANNON

CLAW SHIELDS

HYDRAULIC CLAWS

CLAW SHIELDS
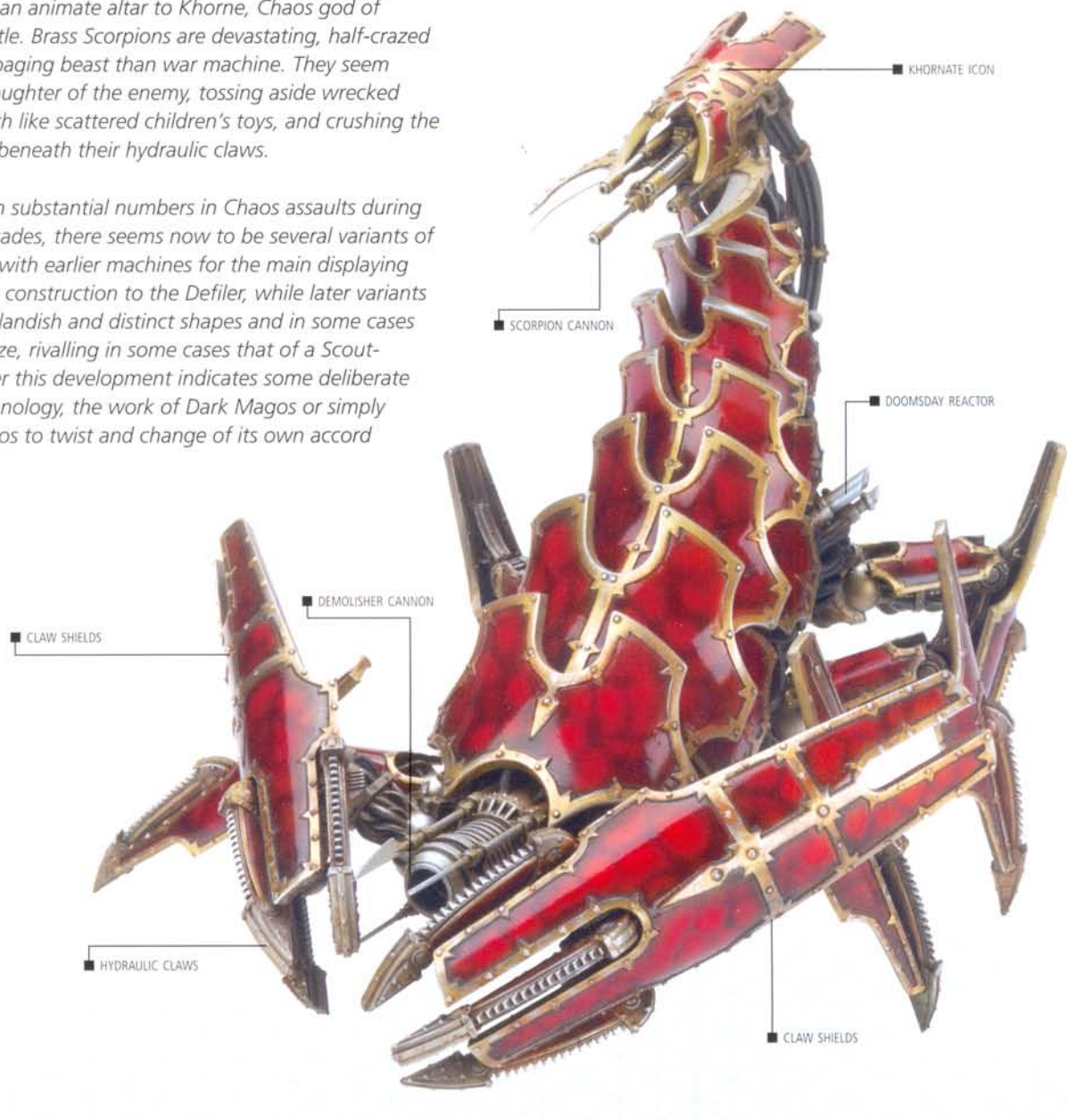
WS	BS	S	Front	Side	Rear	I	A
3	3	10	14	13	10	3	6

UNIT: One Greater Brass Scorpion

TYPE: Super-Heavy Walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:
- One Scorpion Cannon
- One Demolisher Cannon
- Two Hellmaw Cannons

WEAPON	RANGE	STR	AP	SPECIAL
Scorpion Cannon	36"	6	3	Heavy 10, Primary weapon
Demolisher Cannon	24"	10	2	Ordnance 1, 5" Blast
Hellmaw Cannon	Template	6	3	Assault 1

SPECIAL RULES

Daemonic: The Greater Brass Scorpion ignores all 'Driver Stunned' and 'Gun Crew Shaken' results inflicted against it

Frenzied Charge: The Greater Brass Scorpion can cover all manner of terrain at great speed; it assaults 12" rather than the usual 6".

Runes of the Blood God: Any Psyker that targets the Greater Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic power.

Doomsday Reactor: The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table for damage inflicted against it.

PLAGUE OGRYNS

Plague Ogryns are hideously distorted creatures; hulking masses of bloated, diseased flesh and twisted mutations. The effects of Nurgle's 'gifts' on the already massively strong and hardy Ogryn frame are particularly foul and they prove ideal breeding grounds for nightmarish plagues of all kinds. In battle these creatures can prove almost impossible to kill and their merest touch brings a horrific death. The first Plague Ogryns are believed to have been created by the mysterious renegade Astartes warband known as the Tainted on Vraks. A faction devoted to Nurgle in his aspect as a mortifier

of flesh they are said to have worked the darkest of their sorcerous arts on the already distorted and chem-augmented Ogryn slave stock being used by the rebel forces on Vraks. Since that war, Ordo Malleus savants believe the secrets of creating Plague Ogryns have been refined further by the Tainted, deep within the Eye of Terror, and they now trade these vile beasts among the servants of the Lord of Decay in return for fresh subjects on which to practice their twisted craft.

NECROTIZING TISSUE

TOXIN CANISTER

MUTATED FLESH

INSECTILE CLAW

SUPPURATING WOUNDS

DISEASED ORGANS

"No Flesh Shall Be Spared..."
-Necrosius the Undying,
at the Siege of Vraks

UNIT: Two to five Plague Ogryns

TYPE: Infantry

WS	BS	S	T	W	I	A	LD	SV
4	2	6	5	3	3	D6	8	5+

WEAPONS AND EQUIPMENT:
Filthy Claws, decaying limbs, brute strength, dripping ichor, etc

SPECIAL RULES
- Fearless
- Noxious Touch (Poisoned Attacks, 2+, roll a D6 each Assault phase to determine the Plague Ogryn's basic number of attacks).
- Feel No Pain
- Slow and Purposeful

Plague Ogryns are an Elites choice for a Servants of Decay army (see Imperial Armour Vol 7) or a Chaos Space Marine army which also contains at least one unit of Plague Marines.

COVENANT OF CORRUPTION

During the terrible closing stages of the brutal war for the Apostate world of Vraks, when the servants of Nurgle begin to warp the world to their will, many horrific and nightmarish creatures were born. Of these some of the most terrible were mutated from infected slave-stock, these deformed, hulking creatures were almost impossible to kill, diseased corpses returned to unholy life and daemon-possessed monstrosities who were walking hosts to

Nurgle's vile infections. After-action reports from scattered survivors hinted at the existence of worse horrors; Plague Ogryns whose touch caused the swiftly-rotting flesh of their victims to knit together into hideous decaying creatures that slavered after their own victims in the Plague Ogryn's wake. Since then, the servants of decay have brought these foul creatures back to the Eye of Terror, much to the horror of their enemies.

PLAGUE OGRYNS

PLAGUE MASTER

PLAGUE OGRYNS

Plague Ogryn covenant, sighted during the desecration of the Sabine Priory, 947.M41

FORMATION:
One Plague Master
Two to Three Plague Ogryn units

SPECIAL RULES

The Plague Master: One Plague Ogryn in the formation must be designated as the Plague Master, a daemon-possessed beast who is the focus of the formation. All Plague Ogryn units in the formation must be deployed within 12" of the Plague Master, or, if coming on from reserve, they must enter the table within 12"of the point entered by the Plague Master.

The Plague Master is a single model with the same profile and size as a normal Plague Ogryn but has a Leadership of 10 and a 4+ Invulnerable save. The cost of the Plague Master is included in the cost of the formation.

Plague Spawn: While the Plague Master remains on the tabletop, all infantry models killed by the formation's Noxious Touch attacks in the assault have a chance of being reanimated as Chaos Spawn. Roll a D6 individually for each model killed, on the result of a '5+' add a Chaos Spawn model to the unit which killed them. From this point on use the usual rules for mixed model units in Warhammer 40,000, and the model loses any prior abilities, characteristics and gear, etc, it had before becoming a Spawn. While there are Plague Ogryns present in the unit the Chaos Spawn's Mindless special rule does not apply. Only models killed directly in an Assault have the chance of becoming spawn (not models removed because of a Sweeping Advance, etc.) The player must have enough appropriate Chaos Spawn models to use in the game, if no more models are available, then no more Spawn should be added until some are free!

SLAANESH LAMENT OF THE DAMNED

POINTS: 75 + MODELS

An infamous battle formation first encountered among the forces of the Emperor's Children Traitor Legion, the so-called Lament of the Damned is a terrifying onslaught of Chaos Dreadnoughts bound to the service of Slaanesh, the depraved Chaos god of dark pleasures. Outfitted with the same destructive and mind-blasting arcane sonic technology as the Noise Marines, the Slaanesh Sonic Dreadnoughts that make up the Lament are shrouded in a howling discord that can drive their opponents mad and stagger the strongest of enemies. To be encased within a Dreadnought sarcophagus is a curse of eternal damnation for a Chaos Space Marine, and doubly so for a worshiper of Slaanesh as it robs them of the pleasures of the flesh, driving them completely insane.

The Lament of Lord Sothai,
bound to the service of the Exquisite Host,
13th Black Crusade.

FALLEN LORD

SONIC DREADNOUGHT

SONIC DREADNOUGHT

FORMATION:

Three to nine Chaos Dreadnoughts, all of which must be upgraded to Slaanesh Sonic Dreadnoughts (see below), one of which must be designated as the Fallen Lord.

SPECIAL RULES

The Fallen Lord: One Sonic Dreadnought in the formation must be designated as the Fallen Lord. No Dreadnought in the formation may be deployed further than 12" away from the Fallen Lord, or if entering play from reserve from more than 12" away from the point at which the Fallen Lord arrived.

The Fallen Lord represents a once mighty champion of Slaanesh enslaved eternally within a Dreadnought frame and daemon-bound with occult rituals. The Fallen Lord is a Sonic Dreadnought (see below) which also has the Daemonic special rule (and so can ignore 'Crew Shaken' and 'Crew Stunned' damage results inflicted on it.) The points cost for designating one Sonic Dreadnought as the Fallen Lord is included in the cost of this formation, but the Dreadnought must be paid for separately.

Cacophony of Madness: The combined effect of the Sonic Dreadnoughts' Dirge Casters and sonic weaponry can drive even the hardiest enemies insane merely by proximity as reality around them rebels and begins to mutate. Any model wishing to assault models in the formation must first pass a Morale check to do so, and if they fail they may not assault that turn (Fearless models and vehicles, etc, are immune to this effect).

Slaanesh Sonic Dreadnoughts: For a cost of +20 points, a Chaos Dreadnought can be upgraded to a Slaanesh Sonic Dreadnought, continuously broadcasting howling discords and screams of ecstasy and madness across the battlefield. The Dreadnought then counts as being equipped with a Dirge Caster and Assault grenades. In addition it may then exchange is twin-linked Heavy Bolters for two Sonic Blasters for free, its twin-linked Autocannon for a Blastmaster for free and/or its Heavy Flamer for a Doom Siren for free.

Chaos Dreadnoughts in Chaos Space Marine armies can also be upgraded to Slaanesh Sonic Dreadnoughts if the army also contains at least one unit of Noise Marines and must be equipped and painted appropriately.

This section of Imperial Armour Apocalypse II serves to add in a few extra options and alternatives for your Apocalypse games, and in particular brings together a lot of the different Forge World models you can use in your Apocalypse games such as Super-Heavy vehicles, Gargantuan Creatures and Flyers. In combination with this I would also suggest reading the excellent 'Beyond the Apocalypse' section in Apocalypse Reloaded for useful comments and guidelines for making up your own missions and fighting Apocalypse campaigns.

The following are optional rules for your games of Apocalypse that can be used either as part of a special mission or added to your normal games as you wish. Some of these rules can affect what forces you bring to the game, as well as how the game itself is played and won, and so add some entirely new dimensions to your battles. In all cases, using these optional rules should always be agreed upon by all parties well in advance of play!

OPTIONAL VICTORY RULES

These rules change the nature of your games by modifying or adding to the conditions of victory required to win. Even a small change in what's needed to win can have a very marked difference on how you play a game and how things unfold, forcing you to make very specific tactical decisions about what to target, what to defend and what to sacrifice!

KILL SCORE!

As well as seizing Strategic objectives, this optional rule allows just how much of the enemy you destroy to play a role in the outcome of your game and uses a modified version of the 'kill points' system found in the *Warhammer 40,000* rulebook.

Every enemy unit in the game is worth a single kill point if completely destroyed, with the exception of Gargantuan Creatures which are worth three kill points each and Super-Heavy vehicles which are worth one kill point for each of their starting number of Structure Points.

As the game progresses each player/side should keep track of every kill point they have scored. At the end of the game add these up and the side with the most kill points in total counts as holding an extra Strategic objective. If the number of kill points is a tie for any reason, then neither side gains the extra objective.

KILL THE GENERALS

Much as with the optional Kill Score! rules presented previously, this rule brings importance to the disposing of enemy commanders, with a kill point gained for every enemy Independent Character destroyed, and if the *Lord of War* rule is being used (see Mission Special Rules on page 82) the enemy Lord of War is worth three kill points.

As the game progresses, each player/side should keep track of every kill point they have scored. At the end of the game add these up and the side with the most kill points in total counts as holding an extra Strategic objective. If the number of kill points is a tie for any reason, then neither side gains the extra objective.

BOOTS ON THE GROUND

This optional rule uses a variant of the standard scoring unit rules from Warhammer 40,000 to focus victory in your Apocalypse games on the use of troops to take and hold on to Strategic objectives, particularly where those areas represent vital landmarks on the battlefield.

The only scoring units in the game are Troops with the unit type of Infantry, in addition all Strategic objectives should be placed in an area of ruins, woods or built up terrain with a footprint of at least 6" by 6". (It may prove easiest to do this, by placing some suitable terrain when you place the objective).

OPTIONAL FORCE SELECTION RULES

A normal game of Apocalypse is a fantastic free for all, fully intended to let you use just about everything you own in one giant game should you so wish, however if you are intending to use a specific kind of game mission, this freedom can result in some oddities and anomalies being thrown up. One way of controlling these factors or lending particular focus to the kind of game you're going to play is to impose some structure on what forces you pick before hand.

OPTION: WAR FACTIONS

This special rule lends definition to your Apocalypse forces by dividing them into particular War Factions, but without the extensive restrictions of using a force allocation chart.

Each force drawn from a particular Codex or army list controlled by a particular player, which is not itself part of a special Formation, a Legendary Unit or a War Machine is counted as a 'Faction' in their forces. For each army faction in your Apocalypse force which is not either a War Machine, Legendary Unit or part of a Formation, you must take at least one HQ choice and one Troop choice from the relevant Codex. Also, a faction may not have more than one HQ choice per two 'other' units in the faction.

For example: *A War Faction of Chaos Space Marines chosen for a game of Apocalypse is made up of two units of Obliterators, two squads of Noise Marines, a Land Raider and three units of Chaos Space Marines which have not been chosen as part of a Formation. This is a total of eight units, meaning that as part of their faction the Chaos Space Marine player must also include at least one HQ choice from the Chaos Space Marine Codex, and may include up to a maximum of four.*

TO RESTRICT FORCE SELECTION OR NOT?

Alan: While one of the great strengths of Apocalypse is the freedom to get lots of models on the table, some players can find this throws up all sorts of strange variables and confusion at times. One way round this is to impose some limits on what you can take beyond the allies matrix. There are some players, I know, who specifically use the standard force organisation charts found within the *Warhammer 40,000* Rulebook for their games, and insist that any unit not taken as part of an Apocalypse formation, etc, conform to it. (Some gaming groups even go as far as to divide up a percentage split of their Apocalypse force between a 'charted' army and datasheets, and even ban certain datasheets that they feel can be too unpredictable in play). While this certainly provides clarity, it can prove a little too restrictive for most. I think it also moves away from what Apocalypse is intended to be; massive epic battles where you can use great chunks of your model collection in a savage conflict to the last model standing! The optional special rules for force selection presented in this chapter here offer some far less extreme options but should still serve to focus your Apocalypse armies if needed, and prepare the players in advance for the kinds of battle they are going to fight, if not the exact nature of your opponent's forces!

Additionally, beneficial special rules and abilities (resurrection orbs, faith points, combat tactics, etc) used by a particular War Faction only apply to the members of that faction and not to enemies or allied models from other factions in the same Apocalypse force. (So, Chaos Icons in a Chaos Space Marines army cannot be used to aid a Daemon assault by an allied Chaos Daemons army faction, etc). This serves to prevent certain special rules becoming accidentally and disproportionately powerful in your games, or throwing off certain missions from working as intended.

Note: Certain powers/special rules with an unlimited range that specifically occur as part of an Apocalypse formation or Strategic Asset are not affected by this special rule.

OPTION: CLASH OF IRON

This optional selection rule focuses your Apocalypse games toward the clash of tanks and other heavy units. It will also serve to dramatically speed up play in larger Apocalypse games, particularly if used in conjunction with Rapid Wreck Removal (see further on).

No more than a third of the player's points total may be composed of models or units with the Independent Character, Infantry, Jump Infantry, Bikes, Jetbikes, Artillery or Beasts & Cavalry unit types. This includes any models chosen as part of datasheets. Therefore the remaining two-thirds of the player's points total must be made of up of either Vehicles, Super-Heavies, Monstrous Creatures or Gargantuan Creatures (including Legendary units of these types).

OPTION: BURNING SKIES

This optional selection rule focuses your games somewhat towards aerial combat and turns the skies above the battlefield into a source of deadly danger. It is best used when both players know before the game that each other have aircraft and want to use them!

At least third of the player's army points value must be made up from models with the Flyer unit type, (including Flyers with Hover Mode), the rest of the army may be selected as normal for the game you are playing.

Dogfighters! In games played using the Burning Skies rule, Flyers do not gain their usual Obscured saving throw (see page 101) against attacks by other Flyers from their rear (work this out from the direction the attacked aircraft is facing relative to the attacker). Note that this is an exception to the usual rules for shooting at flyers.

OPTION: GIANT KILLER

This rule is best employed when both sides know they are planning to field lots of Super-Heavies and other 'big stuff' and decide to make this a central feature of the game.

At least one half of each player's army points total must be made up of Super-Heavy vehicles (including Super-Heavy Walkers) or Gargantuan Creatures.

Only mobile Super-Heavies and Gargantuan Creatures can claim or contest Strategic objectives. In addition, at the end of the game each player must declare their most expensive (in term of points) Super-Heavy or Gargantuan Creature, if that has been destroyed or is off the table at the end of the game for any reason, their opponent counts as having gained an extra Strategic objective.

> *"No weapon in the arsenal of the Imperium or the Traitor equals the Titan on the battlefield, and a Legion of such war machines can bring any world to its knees. In truth a Titan has only three enemies: folly, hubris and another of its own kind."*
>
> -Grand Master Volkus,
> Ordo Sinister, Divsio Militaris

THE ORASK WARS

The sentinel world of Orask sits at the very edge of the Iquathan Deeps in the northern Ultima Segmentum, near the border of the feared area of void-space known as the Ghoul Stars. Orask is garrisoned not only by its own warlike people, a stoic breed who much like the peoples of Cadia or Mordian have long become accustomed to war, but also by additional Guard regiments, and even special detachments of the Adeptus Astartes and Titan Legions rotated through deployment there on a rolling basis. Such a powerful garrison is needed to man its planet-wide network of defences, and along with forces from Battlefleet Ultima, sally forth into the surrounding star systems should the need arise, for Orask is a world where conflict is never far away.

Situated at the nexus of one of the few viable warp-routes through the Deeps, Orask has for millennia been a battlefront and bastion that has guarded the Imperium from the terrors beyond. In M41 alone the defenders of Orask have held out against the savage attacks of Ork marauders, Chaos renegade warbands, the assault of a previously unknown xenos species and the forces of the arch-heretek Explorator-Magos Cykor Marlowe. The most terrible assault on Orask in recent times occurred in 977.M41 when a splinter of the Eastern Hive Fleets of the Tyranid menace appeared, disorientated and twisted by its passage through the Ghoul Stars, and fell on the Orask system like a starving beast of prey. The great battle that ensued was brief but bloody, and as the Tyranid creatures hurled themselves down onto Orask's largely lifeless surface they were resisted by the guns and massed armour of its defenders, backed by a full company of the Red Talons Space Marines Chapter and a Titan maniple from the Legio Magna. Claw and acid venom was fought with battle cannon, shell and bolt, and despite casualties that mounted in mere days into the tens of thousands, the Tyranid horrors were first pushed back, contained and purged from Orask's blasted surface. Evidence persists however that some harbinger organisms escaped to the outer systems, and Orask may not have heard the last of the terror of the Great Devourer.

PLANETSTRIKE APOCALYPSE!

The *Warhammer 40,000 Planetstrike* Expansion offers some great material for playing planetary invasions and desperate last stands, including a host of extra rules and models to use to fight these kinds of battle. The very detailed Planetstrike rules are perfect for playing these games and are a lot of fun in their own right, but there's no reason you can't also add a flavour of them to your larger Apocalypse games as well without over-complicating things too much. Bastions, Defence Lines and Interceptor guns can all be easily integrated into your Apocalypse games by using specific Strategic Assets and changing the Apocalypse mission to suit the special rules for Planetstrike deployment. In order to get you started you can find some new defensive assets listed below and you can also use the Line Breaker mission on page 85 as a basis for your own variant games.

Using Interceptors: When using Planetstrike buildings and assets, certain defensive weapons with the Interceptor rule can be used to attack Deep Striking attackers. Instead of firing in the Shooting phase, at the end of the enemy Movement phase each gun with the Interceptor special rule may fire once, targeting one unit that has deployed by Deep Strike within the weapon's range and line of sight. This can include units deployed by a vehicle with the Deep Strike rule. Attacks by these weapons can cause a Morale test by causing sufficient causalities to a unit as normal. If this rule is used, the gun will not fire in the next player turn.

PLANETSTRIKE DEFENSIVE ASSETS

These assets allow the player to use Planetstrike defences and models in their games, and the use of them should be agreed by both sides beforehand. These defences may be placed anywhere within their own deployment zone and should be placed by the owning player after sides have been determined but before bidding for set-up time.

Use the rules presented for these defences in the *Planetstrike* rulebook.

DEFENCE NETWORK

The player gains 24" of Defence Line and one Bastion with four automated weapons to augment their defences (see pages 16 and 18 of the *Planetstrike* book). The Bastion may be exchanged for a single Landing Pad if wished. Unlike most Strategic Assets, a player may take this Asset multiple times.

DEFENCE FORTRESS

The player gains a single Indomitable Fortress with four automated weapons (see page 20 of the *Planetstrike* rulebook).

INTERCEPTOR GUNS

The player gains four extra Interceptor Guns of their choosing (see page 18 of the *Planetstrike* rulebook.)

> *"Yes... I remember the battle for the Heights...*
> *The Xenos filth slashed through our Russ like a sabre*
> *through rancid fat. When the Rex's reactor went critical,*
> *the burn-flash took my eyes and the shame our defeat was*
> *the last thing I ever saw... "*
>
> -Penitent-Confessor Diyarbakir,
> Former Sergeant, Tallarn 12th Armoured Rgt.
> The Taros Campaign

ADDITIONAL FORGE WORLD RULES

Our Imperial Armour books have also introduced a number of official extra options and rules for your Warhammer 40,000 games, those referred to in *Imperial Armour Apocalypse II* have been repeated here for your convenience.

GROT SPONSORS

For an Ork there's no such thing as too many 'gunz' on a vehicle, even if there's no more room for them in the hull. One solution to this problem is to cobble together some extra platforms and cages for the outside of a vehicle, fit them with some spare big shootas and strap in enthusiastic and completely disposable Grots to fire them. The Grots involved usually have short-lived but loud careers as gunners.

Rules: Each Grot Sponson is an additional Big Shoota which uses a BS of 3. Instead of being treated as a standard vehicle mounted weapon, the Grot Sponson uses the same rules for firing as transported models using Firing Points (see the *Warhammer 40,000* rulebook for more details,) and is not counted as a weapon for the vehicle itself taking damage. However, because of their precarious nature, every time a vehicle with Grot Sponsons suffers a Glancing or Penetrating hit, roll a D6 for each sponson which is destroyed on a D6 roll of '4+' as the Grot is either splattered across the hull or the whole rig simply falls off!

Any Ork vehicle with 'Tank' listed in its type can have up to two Grot Sponsons at +5 points each, while any Super-Heavy tank can have up to four at +5 points each unless otherwise noted in their description

IMPERIAL NAVY AIRCRAFT UPGRADES

The following upgrades are available to Imperial aircraft where listed in their profiles:

Flare or Chaff Launcher: (one use only) If the vehicle is subject to an Immobilised result on the Damage charts, they can re-roll this but must abide by the second result.

Armoured Cockpit: If the vehicle is subject to a Crew Shaken or Crew Stunned result on the damage chart, this may be ignored on a D6 roll of '4+'.

Infrared Targeting: The vehicle has the Night Vision/Acute Senses universal special rule.

Ilum Flare: (one use only) Used in missions where the Night Fighting special rule is being used, one target spotted by the carrying vehicle may also be illuminated with this flare, allowing any other friendly unit to target it in the next turn (as long as they are within range and line of sight, etc).

Distinctive Paint Scheme or Decals: (one use only) While the owning vehicle is in play, one friendly unit within line of sight to the vehicle may re-roll a single failed Morale test. Distinctive paint scheme/decals must be represented on the model.

ALTERNATE APOCALYPSE MISSIONS

While the standard Apocalypse mission represents a titanic clash on an open battlefield, other kinds of mission can offer different challenges for the players and are particularly fun as part of a narrative campaign of different battles. The following pages contain four new variations on the standard Apocalypse mission which you can either play exactly as presented here or modify to suit your own forces and ideas. They will also hopefully serve to springboard you into designing your own missions and games.

Unless specific exceptions are noted as to set-up, victory conditions and the like within the mission descriptions that follow, or if any strange anomalies are thrown up thanks to the idiosyncrasies of a particular army, assume that the usual ways things are done in the normal Apocalypse mission are correct or apply such other common sense resolutions as you can come up with!

The mission descriptions that follow feature both suggested force and table sizes to play, these are intended as guidelines and in all cases, the larger the forces you are using, the larger the play area should be.

EXPANDED RULES FOR THE ALTERNATE MISSIONS

Rather than the full free-for-all army selection intended for a standard mass apocalyptic battle, some restrictions are placed on the game so that a broadly 'level playing field' for these special missions can be maintained. These are as follows:

THE RANGE OF SPECIAL ABILITIES
Certain models have special abilities that are described as affecting "the whole army, the whole table, etc," or having unlimited range intended for use for non- Apocalypse games, this can be both unbalancing and cause confusion. In this case the maximum range of 'unlimited' attacks and powers is instead counted as being 72" from the model in question.

Note that specific weapons on Super-Heavy vehicles, etc, specifically intended for use with Apocalypse are not affected by this rule.

QUANTIFYING OBJECTIVES AND SCORING UNITS
In mission games, it's often a good idea to 'standardise' how you deal with Strategic objectives. In these alternate missions, physical Strategic objectives should be represented by a suitable, distinctive model or marker with a footprint about that of a 40mm round base which should be clearly visible at distance.

The following model types that are <u>not</u> able to claim or contest objectives in an alternate mission-based Apocalypse game are as follows:

- **Independent characters**
- **Immobilised vehicles or immobile models**
- **Flyers** (including those using Hover Mode to act as a Skimmer)
- **Units which are fleeing or pinned**

Other than this all other units and models can both claim and contest objectives unless stated within the mission special rules.

To claim or contest an objective, a model must be within 5" of the edge of the objective marker. No model or unit regardless of size may claim or contest more than one objective at a time; the owning player picks which if for some reason this becomes a factor.

An objective is only considered to be 'claimed' if no valid enemy models are able to contest it.

Objectives themselves are counted as impassable terrain but do not block line of sight at all. It is not permissible for vehicles or walkers to 'park' on top of objective for any reason.

Note also that owing to these modified rules for Strategic objectives, the Hold at All Costs Strategic Asset (see page 187 of the Apocalypse rulebook) is no longer relevant as listed and should not be used.

THE LORD OF WAR
Each player's force must have one nominated 'Master/Commander' who is in charge of their overall force: This must be an appropriate model with the Independent Character rule, a Super-Heavy Walker or Command Tank, or a single suitable Monstrous or Gargantuan Creature (such as a Daemon Lord, Hive Tyrant or C'tan, etc). Just who or what this is for each force must be noted down before the game begins.
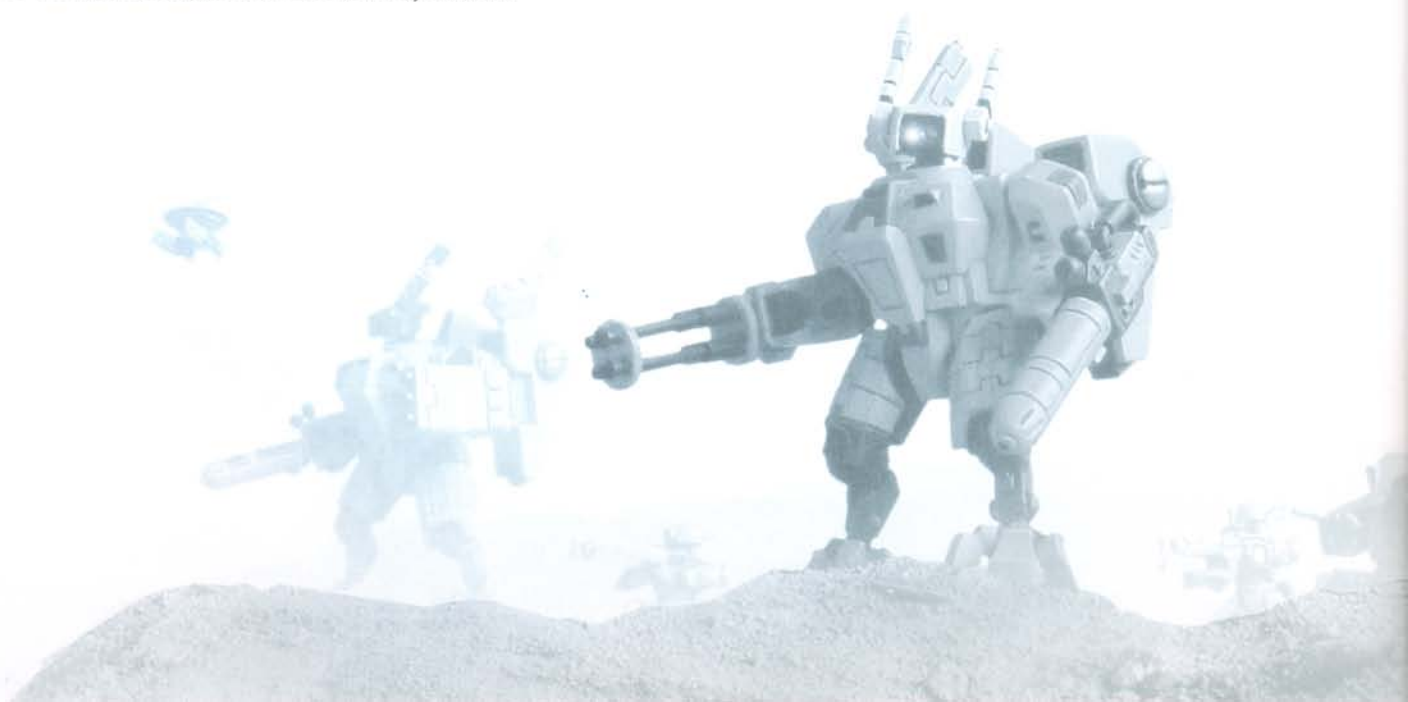
THE KILLING GROUND

In the grim darkness of the far future there is only war and the road to victory is paved with the crushed corpses of the enemy. Wars can last for century after century without any side achieving victory and ignorant armies fight constant battles of attrition over savaged blasted wastelands. This mission reflects such a conflict, where massed troops and resources are poured into battle for an otherwise worthless stretch of ground, or simply to kill and kill again until only one side remains standing.

Recommended Points Total: 6,000 -12,000 per side. The forces played should be as evenly matched in points per side as possible.

Overview: In this battle you fight not for valour or honour, but for a bloody patch of anonymous ground and to destroy as many of the enemy as possible.

SET-UP
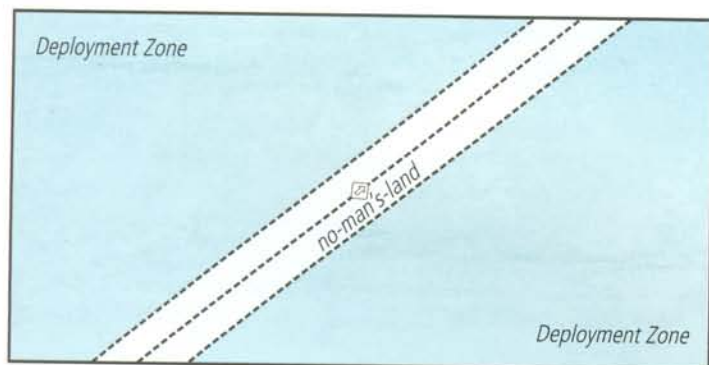
Set the board up as per a standard game of Apocalypse with the playing area divided diagonally by a No-man's Land as per pages 20-21 of the *Apocalypse* rulebook.

Choose table sides, divide forces, set time limit and deploy as per a standard game of Apocalypse.

When the forces have been set up, each side places a single Strategic objective in No-man's Land. These may be placed no closer than 12" of each other or any table edge.

VICTORY CONDITIONS

This scenario also uses the Kill Score! Victory conditions (see page 72), and the side with the highest number of Strategic objectives (including the extra one awarded for obtaining the highest Kill Score) wins.

SPECIAL RULES

All new Apocalypse mission rules on page 82, Kill Score! and any others as desired plus:

WAR WITHOUT END

The war is a ceaseless, uncaring meat-grinder into which troops and materiel is endlessly fed and fresh replacements are always waiting to take up the battle from the fallen.

Before the game begins, each side is assigned five War Without End tokens (any handy tokens, skull counters or poker chips, etc, are good for this).

During the course of the game, every time a war machine or Legendary Unit is completely destroyed, the owning side may opt to spend a War Without End token and place it back in their Strategic Reserve. The model or formation may then re-enter play normally on their following turn. These models represent fresh 'replacements' and they are completely undamaged, etc, and start with the normal basic profile.

Independent characters, Super-Heavies with more than five Structure Points as well as 'unique' creatures such as Daemon Lords may not benefit from this rule.

Note that transported units, etc, that are lost when something is destroyed are not returned with the replacement model.

STRATEGIC ASSETS/NOTES

Each side may pick a number of Strategic Assets equal to the largest number of players per side (to a maximum of three).

++Departmento Munitorium++
++File Ref. ED/7765/pv00++
++Adjunct Tertius++
++Sub/Ref. Disposition of forces en route:
    Yalanti War Zone++
++Legio Titanicus++
+++Legio Astorum -2 Maniples
+++Legio Crucius -1 Conquesta
++Legionaries Astartes++
+++Storm Lords -3 Companies
+++Iron Hands -1 Clan
+++Subjugators -1 Strikeforce
++Adepta Sororitas
+++Order of the Ebon Chalice -3 Perceptories
+++Order of the Wounded Heart -4 Missions
++Notable Imperial Guard Units
+++Cadian Shock Troops -6 Regiments
+++Tekarn Armoured -3 Regiments
+++Narsine Yeomanry -2 Battlegroups
+++Helocan Guard -2 Regiments
+++Inducted Penal Legion -7 Legions
++Continued in file ED/777-++
++Serve the Emperor to your Dying Breath++

THE BLOODY LAST STAND

Not all battles take place between equally matched combatants, far from it, and sooner or later an army will inevitably find itself seriously out-matched; either taken by surprise or cut off from reinforcements and forced to fight for its very survival. Such last stands, successful or not are the stuff of military legend, and often not quite so easy for the attacker as they may appear initially!

Recommended Points Totals: The attacking side should have between 6,000 -10,000 points from which to select their forces, the defending side should have roughly half (50%) of the attacker's points total. This is dependant on the attacker's initial points total, i.e. if the attacker has 8,000 pts the defender should have 4,000 pts and so on.

Attacker's Overview: You have cornered and cut off the enemy, catching them still preparing for your attack. You must strike swiftly and spare no effort in destroying them utterly by bringing your overwhelming forces to bear. Do not falter in your assault as victory can only be achieved by unrelenting fury.

Defender's Overview: You are alone and without help, suddenly surrounded and trapped by the enemy but you are far from helpless. You must make a last stand, sell your lives dearly and turn your enemy's assault into a bloody shambles if you can. Survival is victory.

SET-UP
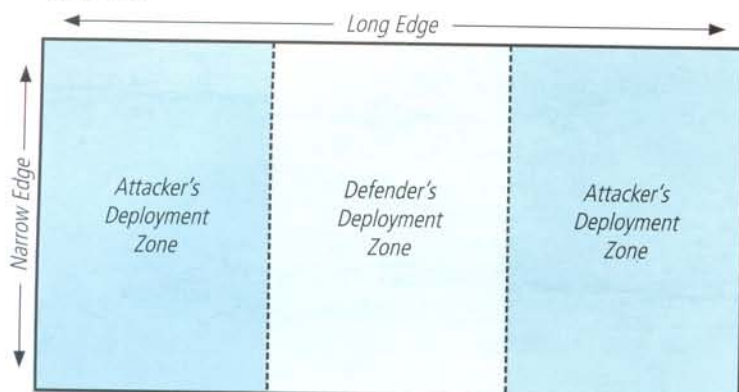
Divide a large rectangular battlefield at least 6' wide by 12' long into three sectors (see illustration).

Get together scenery equal in total footprint so that it will cover around a fifth of the total battlefield and distribute this in an agreeable fashion around the board.

This mission has a single physical Strategic objective which must be set up in the exact centre of the board.

DEFENDER'S SET-UP
The central sector is the defender's set-up area, their entire Apocalypse force except Flyers and any units they wish which are capable of Deep Strike or Infiltration must be set up within this central sector. The remainder of their forces are placed in Strategic Reserve.

The defender's forces are set up first rather than using the normal Apocalypse deployment procedure. Any units held in Strategic Reserve enter play normally.

The defending side has 15 minutes to deploy their forces; any time taken after this point is added to the attacker's set-up time. (So if the defenders take 26 minutes to set up, the attacking side gets an extra 11 minutes to set up their initial forces).

ATTACKER'S SET-UP
The attacking side may divide their forces normally as per the Apocalypse rules.

The attacking side's initial forces may be deployed up to 24" in from either narrow board edge in the side sectors of the board (see illustration). The attacking side has fifteen minutes to deploy their initial forces; any forces not deployed in this time are placed in their Strategic Reserve.

Other than units deploying via Deep Strike, etc, the attacker's reserves may enter play from any board edge within the two side sectors.

VICTORY CONDITIONS
Victory in the Last Stand Apocalypse mission is based around exterminating and scattering the defending force. This is represented by three different criteria for obtaining a Strategic objective:

- **Seize the Defender's Ground:** The single physical Strategic objective at the centre of the board represents the defender's rallying point.
- **Slaughter:** If at the end of the game the defender has any surviving scoring units left, they count as holding a Strategic objective. If no such units survive the attacker counts as holding a Strategic objective. *Note that units fleeing or not present in play for any reason at the end of the game count as destroyed.*
- **Decapitation:** Tally up any dead Lords of War at the end of the game; each one killed gains the enemy an extra Strategic objective.

If the attacker has a higher Strategic objective total than the Defender then they have gained a victory having destroyed or scattered the defender.

If the defender has a higher or equal Strategic objective total to the attacker, then they are victorious having lived through the onslaught and survived their last stand.

SPECIAL RULES
All new Apocalypse mission rules on page 82, any others as desired plus:

NOWHERE TO RUN
The defender's forces are surrounded, cut off from help and know death is all but certain should they run. All units in the defender's forces may re-roll failed Morale Tests (but not Pinning Tests, etc).

STRATEGIC ASSETS/NOTES
Each side may have a number of Strategic Assets equal to the largest number of players per side (to a maximum of three).

The attacking side may not take Battlefield or Front Line assets (see page 188 of the *Apocalypse* rulebook) or any other asset that provides them with a piece of terrain or static defence (such as the 'Strongholds' asset for the Imperial Guard).

The defending side may not take any Support assets (see page 189 of the *Apocalypse* rulebook) or the Flank March or Vital Objective assets.

LINE BREAKER

This mission represents a massive assault against a heavily defended enemy position. Such assaults are always bloody affairs in which the attacker must strike to overwhelm their entrenched opposition through sheer power and weight of numbers, while the defender must hold them back at any costs. In the 41st millennium the result of such assaults often means more than mere victory or defeat but survival itself, as humanity strives to hold off the devouring nightmare of the Tyranid Hive fleets, or fledgling empires such as the Tau seek to hold their gains against the savage Orks or the fury of the Space Marines.

Recommended Points Totals: The attacker's side should have between 6,000 -15,000 points from which to select their forces, while the defending side should have roughly two thirds (66%) the attacker's points total. This is dependant on the attacker's initial points total, i.e. if the attacker has 12,000 pts the defender should have 8,000 pts and so on.

Attacker's Overview: You must mount a desperate and resolute attack on a heavily defended enemy stronghold. Nothing matters except that you force a sustainable breach in the enemy's lines.

Defender's Overview: The enemy are massing for an all out attack; you must hold the line at all costs and make them pay in blood for every step they take across No-man's Land.

SET-UP

Deployment Zone

no-man's-land

Deployment Zone
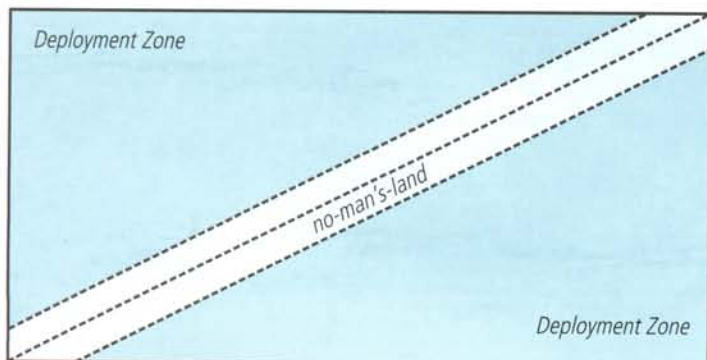
Create a large rectangular battlefield at least 6' wide by 8' long and divide it by creating a diagonal No-Man's Land which stretches 10" either side of the centre line (see illustration).

Set up scenery equal in total footprint to around a fifth of the total play area and distribute it roughly evenly over the entire board.

Roll off between attacker and defender, the winner may choose either side to be their deployment zone.

The defender may deploy any defensive assets they have selected in their deployment zone (see below).

Divide forces, set a time limit and deploy forces as per a standard game of Apocalypse.

This mission has three physical Strategic objectives all of which must be set up by the defender in their own deployment zone. This is done after both sides have deployed their forces. These Strategic objectives must be placed at least 8" apart and more than 12" away from any table edge.

VICTORY CONDITIONS

The Line Breaker is an assault to breach a defensive line at all costs, and success is measured only in ground taken.

In order to be victorious, the attacker must end the game in control of more Strategic objectives than the defender, if any other result occurs, the breach is not secured and the defender has won.

SPECIAL RULES

All new Apocalypse mission rules on page 82, any others as desired, plus:

INTO THE BREACH!

Troops used to undertake Line Breaker assaults are hand picked for their skill and resolve (or their desperation and disposability!), and well-know the price of failure; be it ignominy or a bullet in the back. As a result, all units in the attacker's forces may re-roll failed Pinning tests.

PREPARED GROUND

The defenders have the advantage of fighting over familiar ground, and know where the best cover and the best firing positions are to be found. All the defender's infantry units may add +1 to their Cover saves (to a maximum of '2+' including any other bonuses) while in ruins, buildings, trench works or other fortifications within the defender's deployment zone.

STRATEGIC ASSETS/NOTES

The defending side starts with two Battlefield assets (see page 186 of the *Apocalypse* rulebook) or Planetstrike Defensive assets (see page 81) of their choice and may take additional assets equal to the highest number of players per side, to a maximum of three.

The attacking side has one Support asset of their choice and may also take a number of additional Strategic assets equal to the largest number of players per side, to a maximum of three.

DEATH FROM THE SKIES

The Line Breaker mission is an excellent one to combine with elements of the Planetstrike expansion, with the attackers dropping from the skies to assault the beleaguered defenders. As well as using Planetstrike Defensive assets, you could also opt to have the attacker's forces benefit from the Shock Tactics and the defender's reinforcements subject to the Scramble! special rules to reflect a sudden and unexpected attack from the air (see page 13 of the Planetstrike expansion.)

If you do choose to do this however, the balance of the scenario will swing quite heavily in the attacker's favour and the value of the two sides should be even in points total for their forces. Also, Super-Heavy Vehicles and Gargantuan Creatures should not benefit from the Shock Tactic rules (unless you are looking for a particularly crazed game of course!) as one might imagine they make ground fall safely some distance away before proceeding to their targets.

ROLLING THUNDER

This mission allows you to play a mass tank battle of the kind that has decided the fate of worlds such as Armageddon, Tallarn and Medusa. Armoured forces and monstrous beasts clash across open ground in a titanic collision of unstoppable forces and immovable objects, but when the dust clears and the ground is littered with burning wreckage, who will be the victor?

Recommended Total Points: 5,000 -15,000 per side, forces played should be as evenly matched in points per side as possible.

Overview: This mission represents a huge armoured battle between mechanised armies where success will be decided by speed, brutality and sheer firepower. Aggression is the only path to victory and the demolition of the enemy's forces and seizing territory the principal aim.

SET-UP
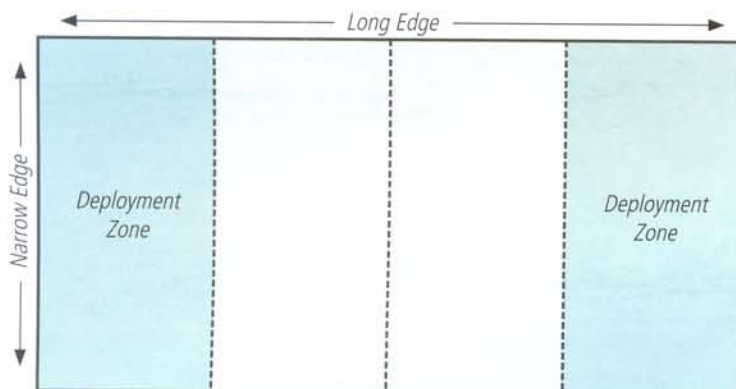
Create a large rectangular battlefield at least 6' wide by 8' long and divide this into four sectors (see illustration).

Set up scenery equal in total footprint to around a fifth of the total area distributed in a mutually agreeable fashion between the players.

Roll off between the two sides, the winner may then pick one of the sectors with the narrow table edges as their deployment zone and the loser takes the other.

Each side should divide their forces into two halves (using number of units rather than points costs) and select which force should deploy first and which should be held in Strategic Reserve.

Pick Strategic assets (see further on).

One Strategic objective should be placed in the exact centre of the board.

Each side then receives a number of additional Strategic objectives equal to the largest number of players on each side. So, for example, if two teams are playing, one composed of three players on one side and the other of two, then both sides would receive three additional Strategic objectives.

Each side then takes turn placing an objective in their opponent's deployment zone until all objectives have been deployed. Objectives should not be placed within 12" of each other or a board edge.

Each side should bid for time as per the standard Apocalypse mission (see page 23 of the *Apocalypse* rulebook) then deploy their initial forces in their deployment zone and fight the battle.

VICTORY CONDITIONS

The side with the most Strategic assets held at the end of the battle is the winner. If this number is equal; the side with the highest Kill score is victorious!

SPECIAL RULES

All new Apocalypse mission rules on page 82, Kill Score! and any others as desired plus:

BEASTS AND STEEL (FORCE SELECTION & SCORING UNITS)

At least 50% of the force selection points total of each side must be chosen from models with the Super-Heavy Vehicle, Super-Heavy Walker or Gargantuan Creature unit type. The remainder of the forces may be chosen either from these or other unit types with the limitation that infantry and Independent Characters must come with either a dedicated transport or begin the game assigned and transported within a vehicle (or on the back of a creature with a transport capacity, etc).

Only Super-Heavies and Gargantuan Creatures may claim or contest Strategic objectives.

ENEMY OBJECTIVE

The aim of the game is to seize what the enemy have, so a side may only ever claim the Strategic objectives outside of their own deployment zones at the end of the game. This means in effect that while they may try to deny the enemy any Strategic objectives on their side of the table, they cannot claim them to score with.

STRATEGIC ASSETS/NOTES

Each side may pick a number of Strategic assets equal to the largest number of players per side (to a maximum of three).

As this battle represents a clash between armies on an open and unprepared battlefield, players may only select Strategic assets from the Tactical, Universal and Army specific sections.

A CLASH OF TITANS

This mission focuses on creating an epic battle between the most powerful and dread-inspiring war machines and nightmare creatures of the 41st millennium, be they the colossal robotic god-engines of the Titan Legions, the towering bio-horrors of the Tyranid onslaught or the lords of the Warp-hells themselves.

Recommended Points Players: 3,000 -10,000 per side. The forces played should be as evenly matched in points per side as possible.

Overview: This meeting of titanic war machines and terrifying monsters is a true duel between giants, each capable of unleashing enough firepower to level city blocks and annihilate swathes of feeble infantry. Lesser war machines and troops have no place on this battlefield and the victory will go to the last colossus standing.

SET-UP
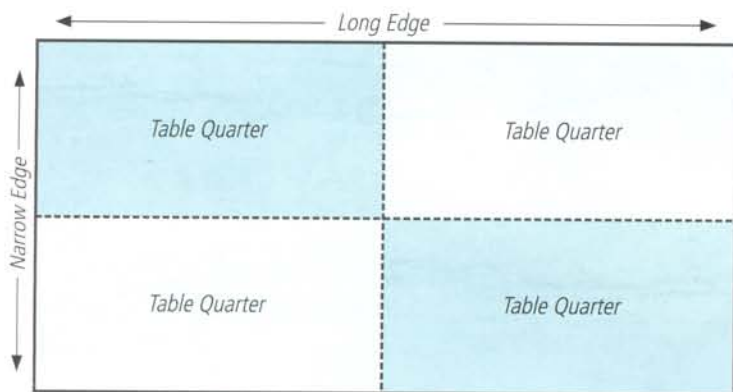
Create a large rectangular battlefield at least 6' wide by 12' long and divide this into four quarters (see illustration).

Set up scenery equal in total footprint to covering around a fifth of the total area distributed in a mutually agreeable fashion between the players. At least half of the scenery used should be at least three levels (or at least about 12" high) in order to offer some tactical worth to the giant creatures striding across the battlefield. Hab-blocks, cooling towers and other large buildings are best for this.

Roll off between the two sides, the winner may then pick one of the table quarters as their deployment zone, and the loser takes the opposite quarter as their deployment zone.

Each side should divide their forces into two halves (using number of units rather than points costs) and select which force should deploy first and which should be held in Strategic Reserve.

Pick Strategic assets (see below)

One Strategic objective should be placed by each side within their own deployment zone. Objectives should not be placed within 18" of a board edge, on top of a building or within 18" of each other for any reason.

Each side should bid for time as per the standard Apocalypse mission (see page 23 of the *Apocalypse* rulebook), then deploy their initial forces in their deployment zone but not within 24" of the centre of the board, and then fight the battle!

VICTORY CONDITIONS

The side with the most Strategic assets held at the end of the battle is the winner. If this number is equal then the side with the highest Kill score is victorious!

SPECIAL RULES

All New Apocalypse Mission Rules, Kill Score and any others as desired plus:

GODS OF WAR

At least 75% of the points total for each side's force selection **MUST** be chosen from units which have either the Super-Heavy Walker or Gargantuan Creature type listed in their profile. The remainder may be selected freely from the armies used.

Only Super-Heavy Walkers or Gargantuan Creatures may claim or contest Strategic objectives in this mission.

Only weapons and attacks with either the Destroyer special or Primary Weapon special rules may cause Chain Reaction! results on the Super-Heavy damage chart in this mission, treat the result of a '6' caused by other attacks as Structural Damage instead.

STRATEGIC ASSETS/NOTES

Each side may pick a number of Strategic assets equal to the largest number of players per side (to a maximum of three).

As this battle represents a clash between the mightiest of forces over contested ground, only assets from the Support and army specific categories may be selected.

> *"Sometimes the Imperium needs heroes, sometimes saints and other times it needs monsters, for the dark void of the stars is cold and has bred nightmare and treachery most could never dream of. So when some call him tyrant, world-burner, apostate and butcher, remember this: He commanded armies on a hundred worlds and spanned cursed stars where saints would fear to tread, and in doing so held back the night. Monster he may have been, but he was ours and I for one thank the God-Emperor for him."*
> Inquisitor Marr
> Speaking of Lord-Errant Cromhal,
> Supreme Commander of the Aegisine Crusade, M.39