VOLUME TWO - SECOND EDITION WAR MACHINES OF THE ADEPTUS ASTARTES



EXPANSION







# WAR MACHINES OF THE ADEPTUS ASTARTES







**VOLUME TWO – SECOND EDITION** 

forge World'

WARHAMMER

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# Using This Book

This book contains profiles for a variety of different units, both units introduced in the Warhammer 40,000. Apocalypse expansion and those intended for use in standard games of Warhammer 40,000. In order to make it clear at a glance what type of unit a given profile represents, you will find a number of stamps; used on the entires in this book, as shown below.



This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and Force Organisation charts. As with all our models these should be considered 'official'; but as they may be unknown to your opponent, it best to make sure they are happy to play a game using Force World models before you start.







These units are intended for use in games of Wahammer 40,000. Apocalypse and in larger games utilising Lords of War units, within the game restrictions decided upon beforehand. As with other Forge World units these should be considered "official", but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

#### INTRODUCTION

Welcome, battle-brother, to Impenal Armour Volume Two - Second Edition

At the time of writing, the first edition of this mighty tome has been around for almost a decade and in that time has done sterling service to collectors of Space Manne armies, as well as those with an interest in fielding the war machines of the inquisition and the Sters of Battle. Nothing stays the same however, and in those ten years or so several editions of Coder Space Mannes, as well as the game of Warhammer 40,000 itself, have come along in addition, forge World has added many and varied engines of war to the screaks of the Adeptiva Statters, on least those introduced in the Horus Herety series. Clearly, it was time to revisit imperial Armour Volume Two, to rewrite that venerable book and to put the war machines of the Space Mannes night back where they belong—leading the charge against the numerous enemes of Manning.

This book has been completely revised in line with the current edition of Codor. Space Mannes and takes into account the numerous developments introduced in recent editions of the Warhammer 40,000 game. But that's just the beginning Every single entry has been updated – new background detail has been added, previously unknown facets of lore uncovered and, of course, the rules for each vehicle have been revised. As if that weren't enough, many of the vehicles introduced by Forge World in recent years have been integrated, making this is substantially more detailed tome.

The aim of producing this second edition of *Imperial Armour Volume* Tivo has been to make it a one-stop resource for fire the member of the incredible vehicles first featured in the Horus Herey series and imagined how they might perform in your Warhammer 40,000 army, in many cases it is now possible to find out. We haven't provided rules for every angle one of those tooms war machines of the Great Cruadea and the Horus Herey, for many of the technological wonders of that distant age are lost to the 41° Millennum. Those that remain might have been numerous at the height of the Great Cruadea, but they are impossibly andered, venerated relies at the close of the Age of the limperum. Such vehicles are a remainder of former glones (and ginomines) to the Adeptus Astartes, and so we've included a set of optional rules you can use to mark your war machines as veterans of the legendary battles of the Horus effects).

As ever, this update has been made possible by the continued feedback provided by dedicated hobbysts the world over It also draws heavily on previous Space Mannes Codeces, whose ongoing development as part of the Warhammer 40,000 setting provides continuous inspiration to all Furthermore, a staggering amount of work has been undertaken by the numerous writers and editors who have contributed to Black Library's Space Mannes and Horus Heresy novels, allowing us to explore countless new elements of the setting we all thought we knew so with

Ultimately, of course, none of this would be possible without the work of the Forge World designers, who make the amazing models this book describes. To them, and everyone else who has contributed to the ongoing success of the Imperial Armour series, we offer our hearfelt thanks.

The Forge World Team

# DOMAINS OF THE

Segmentum Tempestus Proximal 998,M41

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Deliverance In

Stygia-Aquilon

Lavantia

Thanalos Crusade



# ARMOURIUM ASTARTES

"We attack without warning, mercy or hesitation. Let the enemies of Mankind know that we will purge every last one of them, and let them shake in fear."

Commander Pugilis, Iron Knights Chapter



The Importum is the largest human empire ever to have bearridden the galaxy and it numbers a million worlds and more. Countless fees oppose Mainkind's domnance of the galaxy, from rebels and heretics to ravening alien monstroates, and the Imperium's borders wax and ware in an eternal cycle of conquest and expansion, secrifice and loss for each planet devoured by zeros invaders or torn down by recordists, another is claimed in the name of the Emperor, who has sat upon his Golder Throne for the Hostand years, his god-like powers all that keeps the damnation of Mankind's soul at bay.

his vast, war forn realm is defended by a mynad of armed orces, from the unnumbered hosts of hie Imperial Guard to he crystreed, space-going war ships of the Imperial Nay, he greatest of humanity's warriors, however, are the Space, Marines of the Adeptus Astartes. Though they number but a housand Chapters of a thousand warriors each, the Space Marines are Manind's ultimate champions.

Each is a peedes warnor, his skill, courage and devotion unmatched. Having been selected at a young age from the strongest and fistresst warnors amongst the most warfille of cultures, would be Space Mannes begin a decede long process of implantation, indoctrination and genetic and physical enhancement, a process which few survive. Those who do are fated to a life of duty and spacifice, their humanity set aside in the defence of the Imperium of Man.

Though entire Chapters have been lost throughout the ten thousand years the Imperium has stood, few and far between are those that have flinched in their duty. Without the Adeptus Astartes, humanity might have fallen millennia ago, consumed by the darkness that gibbers and seethes within, without and beyond.

The Space Mannes of the Adeptus Astartes are blessed and entrusted with custodnaship over some of the most potent war machines in the service of the Imperium. Most owe their origins to the Standard Template Construct system (often abbreviated to 'STC') of the all but forgotten Dark Age of Technology, Developed to supply colonists with reliable; easy to manufacture technology as humanity expanded into the cosmos, the basic STC designs later became the backbone of lighting vehicle patterns deployed during the Great Crusade. The standard Rhino hull is a prime example. It is one of the oldest STC designs still in use and provides the basis for many other armoured fighting vehicles, from Whirlwinds to Predators to the Sisters of Battle Immolator.

Just as it can be said that the Great Crusade forged the Space Marines; it was the demands of flighting against a myraid of foes on every type of battlefield imaginable that created many of the Space Mannes' most common fighting vehicles. At the time they were also not just restricted to use by the Space Marine Legions and there is evident on that the Imperial Army Indianal Continuation of the Common formation of the Properties of the Marine Legions and there is evident of the time the Marine Legions. All the Marine Legions with the Marine Legions and there is evident of the Marine Legions. The Marine Ma

In the thousands of years since those legendary times many vehicle designs have been lost, and knowledge and science have become so debased that the Adeptus Mechanicus is unwilling to court the wrath of the Machine God by attempting to recreate them. STC patterns might be discovered, see considerable use and then fall into disfavour for a myriad of possible reasons. Recently discovered archives describe a battle tank used by the Space Marine Legions during the Great Crusade that is similar to one fielded in large numbers by the followers of the so-called Blind King during the terrible wars of the Occlusiad of mid M37 for example This medium sized, tracked vehicle was equipped with a remotely operated turret-mounted weapons system thought lost since the time of the Scouring, and outclassed many of the tanks fielded by the Imperium against the rogue Tech-Priests serving the Blind King

Some vehicles currently in usi by the Adeptus Astartes, such as the Land Raider, have been lost and then rediscovered, whilst other patterns have been handed down from generation to generation, for rhousands of years, with very few changes. It is generally held that many other patterns adde from those used in the 41<sup>st</sup> Millennium have existed, and may still exist on distant worlds. Mankind reached during its earlier expansion across the galaxy.

#### The Chapter Forges

Each Space Marine Chapter has its own base, a home world or space-born e fortress-monstery within which are various facilities such as the Chapter's Apothecanon, Chaples and Armoury, Construction of most Space Manne vehicles takes place in the Chapter forges, each Chapter having an officer known as the Master of the Forge who is responsible for ensuring its armounes receive a steady supply of vehicles and munitions. This is a high ranking and honourable position amongst the Chapter Master's headquarters staff that reports directly to the Chapter Master and is supported by an extensive staff comprising Techmannes, Artificers, Servitors, Techmo-mast and the forges slave workers.

Anongst their many duties, the Techmannes oversee the construction of new vehicle chasis, and although each Chapter has its own traditions and rituals of construction, they all follow a broadly smallar pattern. The Chapter forges manufacture and assemble the required components, then the complete chasis—be it Rhino, Land Raider, Land Speeder, etc., is blessed and omens are read. Interpreting the omens indicates what specific type of which is to be constructed from the metallic skeleton, so, for example, a Rhino chassis may then be earmarked to become a Predator Annihilator, Razorback or Vindicator, and the vehicle is the neturned to the forges to be completed.

Once any additional equipment required has been fitted, the Ceremonies of Naming and Awakening are then performed, the naming ceremony giving each individual vehicle its unique



title. Examples include the Salamanders Rhino Moctume's Hainmen, or the Iron Hands Land Raiders Myrmer and Metallus Gravus Some Chapters proudly display this name on the vehicles exterior, while others believe it must be kept secret lest the enemy learn it and gain power over the vehicles machine spirit.

The Ceremony of Awakening sees the initiation of the vehicle's machine spirit not the Chapter The machine spirit within is awoken from its slumber and only once this ceremony is complete, and the whiche has been declared fit for service, is thanded to the armounes for storage until required. With the Chapters constantly fighting wars across the playa, attrition is high, and the Master of the Forge will allocate new vehicles to fighting companies in need of replacements, or if a new major offensive is planned, will store them as part of the Chapter's central reserve of heavy armour until they are needs.

Not all Chapters have the facility to make every vehicle they require. For example, the largest vehicles, such as Thunderhawk gunships, require vast manpower and ancient

#### The Beguest of Phaeton

In the final year of the 38th Millennium, the lords of the Forge World of Phaeton were stunned when their primary manufactorum produced a variant hull of the Land Raider not described in any archive of known machine canon. Outwardly, the hull differed little from the thousands produced before, yet its internal systems were constructed to such a high tolerance that, once the artificers had completed initial machine supplications, the result was declared superior amongst war machines. Subsequent investigations determined that the forge was operating under a deep-core production protocol that took millennia to cycle through, thus no Tech-Priest had ever witnessed it before. It seemed that at the dawn of the Imperium, some unknown magos had coded a slow-burn quota sequence into the forge's automated production nodes, so that it produced variants of common patterns of vehicle according to his pre-cognative calculations regarding what would be needed in the future in order to prosecute the wars of the Imperium.

To date, the forge has produced seven more variants of common Space Marine war machines, some exceptional examples of existing patterns, others entirely novel and never seen before or since. An entire sub-cult has emerged in recent years based around this, a body of Tech-Priests devoted to predicting the bounty of Phaeton's primary forge and working to ensure that its creations are given all due reverence. There are some within this cult who would enshrine such lordly war machines that all might adore them, while others hold that such engines are clearly destined to do great deeds and should be released into the service of the Adeptus Astartes that they might realise their glorious potential. The matter has yet to be settled, and it is likely that the next Bequest of Phaeton, when it comes, will precipitate a schism within the Tech-Priests of that mighty Forge World

and arcane processes to construct. So some Space Manne Chapters have ties to nearby Forge Worlds and can draw on these in times of need. The Adeptiss Mechanicus and the Space Mannes long ago swore mutual paths of service to the Imperium and ancient charters exist requiring Forge Worlds to supply Chapters with arms and armour when required.

In these cases yell-cles are constructed to order and can only be supplied to the specific Chapter Sirt monotrong ensures that they do not fall into less trustworthy hands, and once complete, the new whele is delivered to the Chapter's base of operations, often with great ceremony, renewing old these of featily or repaying ancient debts. The strict security around such arrangements is essential because Space Marines whiches rank amongst the most potent technology and deplete the program, and help to give the Space Marines an edge in battle. They cannot be allowed to fall into the hands of traitors, rebels, readvist or spies, who might turn them against those they were originally intended for

The Techmarines of the Adeptus Astartes are one of the very few bodies outside of the Adeptus Mechanicus inducted into the arcane rites of the machine, yet the two ancient institutions are so divergent in doctrine and demeanour that relations are often strained. The servants of the Machine God are rarely allowed within a Chapter's forge, except where long-standing ties between individual Forge Worlds and Chapters allow it. Despite this, some formal contact between the Adeptus Astartes and the Adeptus Mechanicus exists, and ancient treatises prevail whereby Techmarines receive training in the arcane arts of science and technology by serving an apprenticeship on a Forge World, some even travelling to Mars to learn from the master Techno Magi of the Red Planet. Each Techmarine is initiated into the ancient lore of machines before returning to their Chapter and a few may even one day rise to the honoured rank of Master of the Forge.

#### Techmarines and the Chapter Cult

Techmannes often occupy an unusual position within their Chapters, sepscally in relation to the particular Chapter Cult' they and their brethren follow. Each Space Marine Chapter Mais count radions and rulusla by which it venerates its Ermarch and other key figures from its long and glorious history, some of them highly idiosyncratic. To be initiated into a Chapter cult is a high honour, and grains the initiated knowledge that is only possessed by a small number of warnors across the imperium. Like their brethren, Techmannes are also initiated into the mysteries of their Chapter's cult, but they are also possessed of the socrets of the Cult of the Machine, into which they are initiated whilst learning their arcane craft alongside the Techmers of Mars or other Forge Worlds.

In most cases, the Techmarine is able to absorb and reconcile the divergent secrets of both his own Chapter cut and of the Culf Mechanicus, but in some instances the doctrines of the wo might be at odds in some way. They might both require certain oatlis of the initiate, which may clash at some point in the Techmarines' future, for example. The Dark Angels and their Successors are a case in point regards this, for the oaths of the Unforgiven are terrible indeed and demand the initiates' complete adherence. Namy Techmarines in the service

Septembra and the second secon

This strike force organisation represents the deployment by the Executioners Chapter of a pursuit force committed to Khymara during the Badab War. It contained elements of the 2nd, 7th, 8th and 10th Companies, under the command of Captain Belloch of the 2nd Company. Each company provided its own Rhino transports and Razorbacks, whilst the 7th Company provided all the Land Speeder variants and many of the crew for the vehicles drawn from the Armoury.

Compiler's Note: The Executioners Chapter were at the time of this deployment engaged in the Secessionist uprising that overwhelmed the Maelstrom Zone in the early years of this century. The Chapter's assault on the blessed Howling Griffons Chapter at Khymara very nearly cost the Executioners the Grace of the Emperor, a sin for which they have yet to complete their penance.

> Captain Belloch Master of Blades, the Unconquered



Cited by Chapter Cult 'Rite of Blessed Steel' Brother-Sergeant Amalros, Brother Sergeant Zoarello (Fell in Glory). Battle-Brother Trokaro, Battle-Brother Xanak and Codicier Trankar. Due to Chapter status as Secessionist at the time of these honours being listed, none are recognised by Segmentum or Terran authorities nor entered into the Greater Roll of Honours of the Adeptus Astartes.

2 Predator Destructors

1 Damocles

of the Unforgiven Chapters are often a class apart from their brethren, party to many secrets of both cults but never fully inducted into the deeper truths known only to the grim-faced masters of the Inner Circle.

#### Rites of Battle

Adeptus Astaries combat doctrine is very different to that of imperial Guard forces and is largely dictated by the size of chapter and the nature of the mission, who are only required to take on the most tidal and articus of operations. Combat doctrine can generally be described in terms of rand response and ragd strike, although all Space dharies are masters of all forms of warfare. Most Chapters lack the numerical strength and indeed the inclination to held on to or dominate large areas of ground, instead providing forces for short deployments with specific and strategically vial objectives.

Chaptes operate a very flexible command structure and statistics of the command structure and statistics of the command structure and statistics of the command structure of the command structure and structure and

Each company will have its own complement of fransport whiches, but the beaver amour is manably drawn from the central Chapter Armoury – the exception to this is the Chapter's 1° Company, which often maintains its own Land Radies and Stormanness as transports for its Terminator squads. Companies do not generally maintain Predators, Vindicators, Hunters or Whithwinds as part of their permanent strength as such valuable and revered assets are more likely to be allocated on a mission-by-mission basis. When a strike force is dispatched, its commander will request assets from the Armoury. The Master of the Forge, in consultation with the Chapter Master's headquarters and the strike force commander. Will then allocate evidence suitable for the task

The exect for a Chapter's amoured vehicles comprise solely Space Maines, many assigned as regulared from the Tockral spaced for the Chapter's 6" and 7" Companies, All Space Maines are trained in the operation of amoured vehicles and amoured formation tractics as part of their core indoctrination – some going on to specialise in amoured operations, but some properties of the properties of the companies of the space and the space and the space and the basic maintenance tasks. All Space damine vehicles are distributed with spiral interfaces that link with the custodian's body by plugging into his power amour and back carapace. This allows them to become part of the vehicle, granting intuitive communion with its controls and systems.

# Deployment of Armoured Units

Infantry are the core lighting force of all Adeptus Astartes Chaptes, Heavily armed and armoured, and operating in Assauti, Tactical and Devastation squads, they form the backbone of most Space Marine strike forces. Other arms are primarily deployed in support of these eiter infantry warmors, although some do occasionally operate independently when the situation requires them to do so.

The role of a Space Manne armoured unit is to deliver the docume blow to an enemy at the includa point in the battle. It is deployed to break an enemy defensive system and, in doce coordination with other arms, to destroy the most draggrous hostile units. The paramount principle of a Chapter's tank deployment and tactics is cooperation with its infantry squads, the infantry-tank assault force concentrating a Chapter's fire and shock power into a narrow sector for breakthrough and deep penetration operations. This is the preferred offensive method used by most Chapters for ground operations in the open field

The deployment of heavy armour by Chapters is always for a specific mission or role. Tanks are rarely used for general advances, holding ground or for prolonged siege warfare, although none of these capabilities is beyond the Adeptius Astartes, and some may excel at them where necessity dictates.

A Chapter of around only a thousand warriors cannot sustain long deployments and such are the foes assaling Mankind, that there are ever more emergencies to avert elsewhere The Space Marines' modus operandi focuses therefore on short term operations and rapid strikes, attacking fast with overwhelming force before redeploying to another war zone. During rare extended campaigns, after each deployment troops will usually be recalled to their battle barge to re-arm and refit, before being redeployed to the surface for subsequent assaults

Some war zones preclude the use of heavy armour. Examples include ship-to-ship boarding actions, inflitation missions for sabotage or intelligence gathering (often carried out by lightly equipped Scout units), tunnel fighting and planet strikes. Orbital drops require a landing zone to be secured before heavier equipment can be landed safely, unless a Thunderhawk Transporter is available to deliver Phinos or event Land Raiders directly into battle.

As well as armour and infantry units, strike forces also include artillery sastes. To a Space Marine commander, traditional artillery is of little value. The nature of Space Marine operations means that there is often little time to establish artillery positions or for the lengthy work of reducing an enemy's flighting strength by attinional bombardment. Artillery is invariably of the mobile, close support vanety, able to move with the rest of the force and deliver short, sharp salvoes of fire to saturate a target immediately before or even during an ongoing assault. Few Space Manne Chapters possess heavy artillery capable of reducing enemy bunkers, pillboxes or walls to rubble at long ranges, and where they do, such war machines are often the relics of the earliest days of the Legiones Astartes and rarely used by the Chapters of the Aspet of the Imperium.

The heavest firepower available to a force commander is provided by the Chapter's fleet. Orbital bombardment by the macro weapons of a battle barge or strike cruser is a very blunt tool for a surgical strike force inaccurate, although devastating, an orbital strike is used to prepare the ground for a major assault, for destructive fire against large targets, for harassing fire or as a weapon of last resort. It might be able to hit a city or a map grid, but it cannot be relied upon to hit a specific traget such as an individual bunker within that city or a moving target such as an enemy tank column. It lacks the speed to react to new targets or the accuracy for counter-artillery battery fire. Other factors also restrict its use Spaceships must be pre-positioned in low orbit, which is not always possible or desirable during rapid assaults or where the world in question possesses effective orbital defences.

#### The Rites of Modification

The Tech-Priests of the Adeptus Mechanicus claim stewardship over all forms of machine utilised across the million and more worlds of the Imperium, and it is certainly true that without their constant ministrations the vast majority of those machines would fall silent, and with them many of the cultives they sustain. The servants of the Comissian abhor almost all forms of progress, distribution of advancements that might cause machine to turn upon man, as indeed it is held by some once happened. New var machines therefore are not invented but discovered, beneath the dust of ancient battlefields or in crumbing tomes in continent-sized libraria. The Space Marines exist apart from the bulk of humanity however, and the technology they utilise is of a distinctive class visibly different from that available to most within the Imperium. This difference

extends further than mere aesthetics, for the Techmarines of the Adeptus Astartes know that their war machines are more favourably disposed to modification and augmentation than those utilised by the Imperial Guard or other divisions within the Imperium's sprawling military. Thus, it is not unusual to uncover accounts of Space Marine commanders confronted with novel tactical situations ordering their Techmarines to modify their vehicles or weapons in some manner, and for a solution to be forthcoming. Such accounts enrage the servants of the Machine God, who regard it as blasphemy and an affront to all they hold sacred, and it is far from uncommon for delegations of Tech-Priests to demand access to a Chapter's forge having heard of such modifications being undertaken, but few Masters of the Forge are likely to suffer such an insult. Nevertheless, even the mighty Space Marines must rely upon the Adeptus Mechanicus at times, and so wise Chapter Masters act to ensure that the Tech-Priests are appraised of the Forge's developments and, where necessary, new patterns are ceded to them for further study.

#### The Machina Animus

Mankind is instilled with a deep-seated distriust of machines, despite that life on many words, and certainly travel between them, would be impossible otherwise. Though few but the highest-ranked Tech-Preises have any suspicions as to the source of this distriust, its roots likely lie in the dim and distant era known as the Dark Age of Technology turned upon him, artificially wrought thinking machines plunging countless words into an age of night. The horrors of that time are in the main forgotten that lingers in the soul of humanity thousands of years later Since them machines that think like men have been declared anathema, the worst kind of machine heresy and an affront to the Omnissah and all of Mankind.

Yet, the Imperium relies still on logic engines for numerous tasks. Such machines are the subject of countless. superstitions, and their workings and the secrets of their creation are known only to a scant few Tech-Priests. Some may verge on the thinking machines of old, while others no doubt utilise harvested or artificially cultured biological matter at their core. Regardless of the specifics, many are held to contain a 'machine spirit', a machine anima that transcends its physical form like the soul of a living being. It is to this ill-understood core that a Tech-Priest. makes obeisance before performing maintenance, and to it that an operator must pray before striking the Rune of Awakening. Some machine spirits, especially those of the mightiest of war machines, are even said to develop certain characteristics for which they become known. Some are particularly bellicose, others fiercely loyal to their custodians. Some are capricious and might refuse an operator's commands, while others respond flawlessly.

Whatever the case, the machine spirit is held to be far more than a machine process, for were it not, it would transgress the most fundamental tenets of Machine Lore.



Estrated from the archives of the Household of the Leed Annuarial in the Chamilton of the Estate Imperious in per Sentenzas Imperials Order in Council KXV 20037-610-014/05/20. Personal is the 2° Cound Crean Annuarial of the Adoptio Assister, by incorporate analysism data from the Leed of Expirits of the Adoption Assister.

# 860.M33 - The Pentarchy of Blood

During the War of the False Primarch, a dark and bloody episode of the Imperion's history, now largely fost to most and purged inon the record, which planned the Segmentum Pacificus unto amorthy, the Pentarthy of Blood was convented by the High Dords of Terra to creat their pudgment. It res Chapters, the Red Falson, the Death Eagles, the Cardanodoss, the Floh Earers and the Chamel Goard are used to systematically destroy eleven Chapters of the Adeptus Astartes judged Trainer Profits and by swarts to their home worlds, finally drawing the eight decade conflict to a close.

#### 953,M33 - The Siege of Lakadamon

The sens of Guilliann Chapter, deriguels exvert Tekan armined regimes are besign in the define, of the law world of Jakadimon by the horders of the Ok Warbos Vorlaged Booding. Physics early even given by the Jakadimon by the horders of the Ok Warbos Vorlaged Booding. Physics early even for the World Robert holds the plane's defense for three years until the siege is broken by the combined forces of the Night Resports and War Booten, Chapters, fighting alonguide a major tradforce from Battheet. Trampents to break the orbital blockade that encreiches there chapters, fighting alonguide among the statement of the control of the statement of the control of t beleaguered world

#### 118.M33 - The Sorrowful Pursuit

Chapter Master Khardin Gol of the Black Wings Chapter and numerous Lords of the Imperium are brutally murdered during the infamous Hour of Shadow, which plunged the world of Lorin Alpha into riot and madness. In the aftermath, the Black Wings Chapter pursue the Chaos renegades known as the Tenebrae into the Veiled Region beyond the edge of Imperial space seeding revenue. Three centuries later, a single damaged strike cruiser returns from the outer word bearing a handful of survivors, seeding revenue to the control of the damaged strike cruiser seeding revenue to the control of the liquidition. The Chapter is shocked reading to the one save the Ordo Maled control of the liquidition. The Chapter is shocked reading to the order to control of the damaged to the control of the damaged to the control of the damaged to the damaged to the damaged to the damaged the damaged to the dam Tenebrae and its nightmarish works.

#### 490.M34 - The Dabenlar III Campaign

The 6° Company of the Rampagers Chapter advances 3,000 kilometres in a bold, armour-home operation, crossing the Burning Plains of Dabenlar III's equatorial deserts and topping the outllanked and all-prepared reld theorease in a single might of terribution and bloodshed. The Rampagers instigate a brutal purge of the populsion, after which the people of Dabenlar III are declared free of heresy. Before taking their leave of the war zone, the Chapter asserts recruitment rights over the population, from which it draws aspirants to this day

#### 173.M35 - Achernar Invasion

The 3<sup>rd</sup> Company of the Blood Angels Chapter is withdrawn from operations against secessionists in the Howling Deeps to counter a sudden rise in Ork attacks perilously close to honoured Terra. The Orks prey upon Imperial shipping for several months before the bold sons of Sanguinius descend upon them with patrous vengeance, wiping them out so effectively that no more greenskins are seen within a dozen light years of Achernar for millennia to come

#### 700.M35 - Cleaving of the Black Wings

Five entire companies of the Black Winge Chapter renounce their rows of service, turning upon their brethern at the height of the Chapter's centernial Ritual of Remembrance. The bank that follows sees hundreds that and several states cruises destroyed, and lays waste to much of the Chapter's fortrest-monattery before the renegades are finally drivers of The case of this law. teethy was to must to the Ampter's forme-smonatory before me tringages are many direction. If cause of this base troubler is never fully accentance, although some known to superia deep send wayming that took not in the Depart's soul centuries before, slowly testing the Chapter's must and decrines. The last of the property of the sum of the control of the common amount black until soft in one as the createst bestoring with the last of the property of the common amount black until soft in one as the createst bestoring with the last of the pay for their bemous crime.

831.M35 - Barbarus Incursion

# 543.M36 - Second Lastrati Punitive Campaign

Following the Scouring of Lastrati during the Athalor Crusade by forces of the Black Templars Chapter commanded by Marshal Gerybart, inhibite pentience calls rus from the ashes and threaten to drug the entire sub-sector into anarchly. The Storm Guants Chapter launches a series of punitive operations against key demagogue coverns and their followers, restoring order with an iron fut.

Mentale Bogar, Tradet Tarts Admired Bodar is tasked by the High Lords themselves with penetrating the benighted Veil When the Bogar. Tradet Tarts Admired Bodar is tasked by the High Lords themselves with penetrating the benighted Veil of Kauthi, in earts of the falled Bera Garmon System, he invokes americal familial bonds and secure a demic company of the KNew Statist Chapter or and him in this persons of proceedings of the Statistics of th

A most dorre of Spine Marine Chapters, built around the 5° Company of the Raptors Chapter, imposes a ring of steel about A most dorre of Spine Marine Chapters, built around the 5° Command. For almost a decade enabling gets in or cast despite to all the world of Orac part the direct request of Segmentin High Command. For almost a decade enabling gets in or cast despite to all the world of Orac part the direct request of Segmentin High Command. When all as the wair is own and the behavior between the securing participant of Orac participant, but he below the control of the marine much as a sun-decaded skeleton remaining of the error enemies participant of the orac participant of the security of of Ongo it found to have been accurred clean, not so much as a so-detected spacetor, retaining or the once teerning population.
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What apocalyptic forces were unleashed upon the turke or Origo while the blockale was being manufained remains a mystery, and several down highly marked todo of the Inquisitions in particular those of the Ordo Nenos, have vanished attempting to and several down in highly marked todo of the Inquisitions in particular those of the Ordo Nenos, have vanished attempting to any other particular those of the Ordo Nenos, have vanished attempting to

The gern mines of the moon of Bellis prove so lucrative that their masters come to believe themselves beyond the rule of The gem mines of the moon of Bellas prove so harative that their masters come to betieve themselves beyond the rule of Terra. Having built up formidable defences and equipped their protect armitise with the finiest arms and armour they can obtain, the large of Bellia defare their accessain from the limper time. The Imperium's response is a year in coming, but when obtain, the large of Bellia defare their accessain from the limper time. The Imperium's response is a year in coming, but when the property of the limper time of the limper time of the Dark Angelic Chapter descending to the surface in force it as centually delivered takes the form of a battle company of the Dark Angelic Chapter descending to the surface in the releast are cantiled and the masters of bellia subjected to the less than tender mercies of the Interrogator-Chaptains as just.

The ?\* Back Chaude - called by some the Ghost War - decends upon the basion worlds about the Eye of Terror. The Blood Augist Chapter bears the brunt of the coulaught, suffering horrendous bases upon the careed ground of Mackan despite the efforts of the Rampages Chapter to remote their bruber Adoption Matters.

#### 999.M37 - Azoth Drop

The Revelor Chapter launches a bold planeturike operation against the daemonic horder infesting the Plains of Azoth. Despite shocking loses the Chapter emerges victorious, although many survivon must undergo misemonic purgation protocols lest any tainst of corrupton result from the Warn-password manual each vitiessed.

#### 089 M38 - Zarona Intervention

Inquisitor Galleus (akes to the battlefield in person and leads a force of Dark Humen. Space Marines and Cadian Imperial Guard against the traitors of Zarona. The Inquisitors posteriors all to choose a rift from which the traitors are drawing societies power, though some mystic claim be live; trapped poyed the lability of any to rescue him.

#### 555 M38 - First Savaven Crusade

Having fallen prey to a cult uprising amongst its bloated population of crypt-dwelling tomb-helots, the cardinal world of Savaven is retaken by the Battle Sisters of the Order of the Valorous Heart in a decade-long crusade of fire and zeal.

#### 755.M38 - Siege of Balle Alpha

When the Orks of Waaaghi Gogard besiege the walled capital of Balle Alpha, they find themselves drautically outmatched. Bolstered by a detachment of Imperial Fists, the defenders inflict grievous losses upon the advancing greenskin horde and when a Blood Angels relic force arrives, the barbapous aligns destruction is assured.

# 857.M38 - The Siege of Helios

The Red Scorpions Chapter delivers the manufactory world of Helios from a massive Ork invasion. For returning the planet and bits resources to the Adeptian Red-hankers, the Helios pattern misers delivated from the Chapter. The world was seasoned by the barbarous greenkins on intimerous subsequent occasions, and each time the Red Scorpions would answer the call for aid

# 948.M38 - First Scouring of Coriolanthe

Night Lords Chaos Space Marines supported by an unidentified Traitor Titan Legion lay waste to the once gleaning markle cases of Corolambir. The Grey Kinghia and the forces of Inquisitor Lord Naburus Baum and the Red Talons Space Marines attempt to half the servance of the Rumans Forces, but the Inquisitor and most of the Grey Kinghia are overhead when counter-attacked by Traitor Titans.

#### 364.M39 - Assault on Fort Moros

When the lynchpin bastion of Fort Moros falls to Chaos-inspired rebellion, the 23rd Elysian Drop Troops Regiment is tasked with When the syncipia assumed it is a small property of the state of the s answers the call, diverting from its current mission to relieve the beleaguered Drop Troops and crush the heart of the uprising

#### 670,M39 - The Vaust Perfidy

When the insideous Dark Edur use prycho-scrive points to sow anarchy and madness in the population of the lace world of the production of the lace world of the production of the lace world of the production of the production of the lace world of the production of the lace world of the production of

#### 814.M39 - Relief of Rael's World

The Penal facility on Rael's World is the target of a concentrated assault by a coalition of Alpha Legion warbands, many amongst Segmentam High Command unwilling to expend overticated assault by a coatmon of Applia Legon's variants, many among Segmentam High Command unwilling to expend overtiched resources in its relief. Then, with no warning or explanation, a Dark Angels strike force intervenes. The enemy are routed and their leader captured by the Dark Angels, the deliverance of Raels World seemingly a beynothor of the Chapter's orogong that not for the Falen.

#### 932.M39 - Jotun Repression

The Practors of Orpheus Chapter form Task Force Naastrka and lead the assault against the army of turncoat Imperial Guard general Lord Kazanlak. Only at the last is the true cause of Kazanlak's rebellion uncovered, an endoparasitical xenos life form spawned within his skull which is controlling his actions and slowly consuming his soul. When the truth is revealed, Kazanlak's army turns upon their traitorous master and are later granted a pardon by the Space Marines strike force comm

#### 978.M39 - Thule Intervention

A conclave of Eldar Farseers from the Iyanden Craftworld appears without warning in the throne chamber of the High King of Thule. The inscrutable senso issue the planetary ruler with a simple demand – the entire human population must depart Thule within the month or he ejected by force. Before the High King can answer, the Farseers vanish, but he soon decides to flee Thule and abandon his people to their fate rather than face the wrath of the Eldar A month later, a large Eldar army arrives at Thule, only to find a deployment of Space Marines from the Crimson First Chapter arrayed in force against them. Finding themselves trapped the Eldar attempt to withdraw, the Crimson Fists inflicting heavy losses before the last of the xenos escape

#### 300 M40 - Aschen War

The Exorcists Chapter engages in the most costly and glorious battle of its existence when it confronts the baleful Daemon Prince known as the Horned God. Though it costs the Chapter fully a third of list berthera, the beast is slain, bringing about the doom of its followers across the entire region and drawing a close to the bloody Aschen War.

#### 409.M40 - Relief of Jakal II

A strike force from the Warmongers Chapter, based ground the 2<sup>nd</sup> Company and reinforced by squads of the 1<sup>n</sup>, 8<sup>nd</sup> and 10<sup>nd</sup> Companies, deploys by Thunderhawk to the defined Sanne-World of Jakal II. The month-long operation effectively destroyed Dark Eddar Kadal of Crimson Tears, though what the Winnessedgord terves was never ascentiated.

#### 617 M40 - Deaviso Incursion

#### 649.M40 - Garanhir Rebellion

The militant Inquisitor Malphas Kroh of the Ordo Malleus employs a precog-coven to predict an assault by Chaos Space Marines of a World Eaters warband at Garanhir. His punitive intervention sparks a general uprising which he puts down a mere day before the berserkers attack. The World Eaters find the Inquisitor and a large force of Grey Kinghts, as well as Dark Swords and Black Wings Space Marines, waiting for them and are slain wholesale, though not without significant cost to the Imperium's forces.

#### 688,M40 - Second Abonian Genocide

Inquisitor Halan Jentz of the Ordo Hereticus declares the entire population of the Abonian sub-sector 'diaboles incultatus' and gathers together a Crusade army that includes elements of the War Bearers, Red Hunters and Subjugators Chapters, as well as the Orders of the Blue Robe and the Black Sepulchre of the Adepta Sorontas. The Crusade rages for a decade before the Inquisitor declares the sub-sector's crimes accounted for

#### 071.M41 - Relief of Hive Ferax

Nha they Face on Danan Pennan fall pery to a cambid chi uprang from the bodes undersame, a number of gearly Chaptern mater in reporte. Loft Commander Jack Blann of the Armadoc Chapter, the Theracian Reponse Force ephoys in the waster about the live. Maddened by Bunger having sourced the interior of prey, the cannibals surge outwards in a vait horde and are subsequently destroyed by the massed guas of the Space Marines.

#### 109.M41 - Dennar IV Suppression

The Howling Griffons Chapter responds to a desperate plea for aid by the people of the agri-world of Dennar IV. Under siege by legions of possessed madmen and frobling hereitis, the few still standing cities are packed with refugees and their defences are on the brink of collapse. Though massively outunubered, the Howling Griffons utilise their advantages in frepower, armour and speed by launching a series of devastating lightning attacks against the hordes before relieving the cities. Side by side, the Space Marines and the surviving planetary forces scour Dennar IV of the enemy, forging debts of blood and honour that remain to this day

The fill strength of the Husback Gotton, Chapter, renforced still further with clements of the Ultramatorican's board Organical Berngth of the Husback Gotton, Chapter, renforced still further with clements of the trucker lapperial Guard General Jonan and the Life James Gotton, and the Life Lapperial Guard General Jonan and the Lapperial Guard General Jonan and the Lapperial Guard General Jonan and the Lapperial Guard General Guard Gotton, and the Lapperial Guard General Guard Gotton, and the Lapperial Guard Gotton, and the Lapperial Guard General Guard Guard

When the followers of the Carl of Balthalama planner, Magdellan Prime into anarchy and bloodshed, the Baule Stiters of the Order of the Don Chairbe chair the brust of the followers of the Carl of Balthalama planner, Magdellan Prime into anarchy and bloodshed, the Baule Stiters of the Order of the Ebon Chairbe chair the brust of the followers of the Baule Stiters and the Green and Carl of Spare Marries of the Irve Ages, South of the Carl of Spare Marries of the Irve Ages, South of the Karlen and Red Serapha arrives, the Battle Sisters have begin a determined of Spare Marries of the Irve Ages, South of the Karlen and Red Serapha arrives, the Battle Sisters have begin a determined of Spare Marries of the Irve Ages, South of the Karlen and Red Serapha arrives, the Battle Sisters have begin a determined of Spare Marries of the Irve Ages, South of the Ages Ages and Red Serapha arrives, the Battle Sisters have begin a determined of Spare Marries of the Irve Ages, South of the Ages Ages and Irve Ages an counter-attack and victory is ultimately won.

#### 143-151.M41 - Fall of Belatis IV

Faced with planetary death at the hands of Abaddon the Despoiler's dread Planet Killer warship, the Imperium is forced to raced with planetary death at the hands of Abaddon the Depositor deetsal Funct State State in the important is forced to a handon the world of Behin N. Even as key min and are world-aren, collust shiring amongst the epopulation rise up against the servants of the Empiror, parely and an extension of the American Comparison of the Behin Chaler composit themselves with Sall, courses and honoring secretarily executing municipals versacing municipals when the objects and recovering several implicates their behind the desired production of the Behin Chaler composit themselves and sold in the secretary of the Behind Sall courses and honoring secretarily several implicates the relative behind the secretary of the Behind Sall courses and the secretarily several implicates the secretarily several implicates the secretarily several implication of the secretarily secretarily secretarily several implication of the secretarily secretarily several implication of the secretarily secretarily several implication of the secretarily secretarily several implication of the secretarily several implication of the secretarily several implication of the secretarily several secretarily several implication of the secretarily several implication of

#### 339.M41 - Sancta Angelis Campaign

Whilst operating against the Orks of Waaagh! Irongol in the Sancta Angelis Cluster, a force from the Raptors Chapter is cut Note operating against the OFR of Waxage! Integed in the Since a night schoice; a force from the Explore Chapter is ceit
off; by Ways storm. Vowing to complete the mission regardless, the Raptor energie in a protegrated gueralla was deep mode
Ock territory. The Space Marines are so effective in sowing chaos and confusion amongst the already function or
operating the analysis of the Complete of t storms and return to their Chapter

#### 371.M41 - Acata Uprising

The Fiesh Tearers nuthlessly crush what is later determined to be a xenos-inspired uprising amongst the void-clans of the Acata Ring. The Flesh Tearers utilise specialised void combat battle rites to fight across the airless surface of the asternids and to cross from one to the next, destroying the foe in a series of focused and coordinated, yet brutal and bloody assaults that systematically destroy the foe.

# 447.M41 - Godjera Incursion

When the Godjera Cluster falls previous Class incursion from beyond the Jephthati Rift, the Grey Knights mobilise two entire Brotherhoods to half a tide of darmone falls. The followers of the Dark Gods account for twelve systems and uncounted billions

Brotherthoods to halt a ude of darmonic toth. Pheysgow of dead before the rift is scaled.

508.M41 - Imbach Genocide INCON

#### 650.41 - Goru Heresy

When a Chaos-inspired minlo-cult usurps power in the Goru system, the Aurora Chapter executes a lightning campaign that decapitates the hereito' inner circle and restores order to the region within ten days of their deployment. There is some case for exchange however, as the Chapter's master, Lord Herak Nhuson, is killed when the hereite leader unleathes a warp feelled pasourtex as a dying act of pate.

#### 712.M41 - Magdelon Confrontation

Ration Illicomment of the Space. Widese lead his brothern search a plainer evaluated of the 1920-26 like & productheed the two forces classing in the abstract of must of Magelotto's (Coyala City, Halang) been reported from the best for the leads to the search of the 1920-26 like & productheed the 1920-26 like & 1920-26

#### 721.M41 - Task Force Iscon

Captain Iscon of the Angels Sanguine Chapter leads a mixed strike force drawn from his own and several other Chapters against Eldar Corsairs plaguing the mining world of Volyn. At the height of the campaign, Iscon corners and slays the Corsair Prince Nhilus the Ardent in an epic duel that has since become a legend of the Chapter

# 762.M41 - Purging of Gladrinus VI

Which Hunter Tyrus of the Ordo Hereticus orders the purging of Gladrims VI as punishment for generations of mass adoration of false gods. Tyrus orders that every war machine in the force executing his order be adorned with passages from the Scood Book of Ordeals, that the heretics might know their crime even as they die.

#### 801.M41 - Judgement of Hellenus

Inquisitor Hector Rex assumes direct control over the entire 297th Assault Armada of the Imperial Navy and orders the mutant population of Helicinis purged for crimes against genetic purity. At the height of this purity, a combined strike force consisting of Space Mannes from the Sons of Guillianan, Stall Bearers and from Lords Chapters is galartered together to confront the matural adominations before the energy and the property of the pr hideous gene-taint, forcing their fellow Space Marines to purge them too.

#### 812.M41 - Luxor Uprising

An Alpha Legam marked and supported upname, amongst the industried workers of Lawer threaten the upply of twar material behaviored to the control of the control of the Charamante Lawer A during controlleravious and and having decimated the untested rebels, finally corner the Chaos Space Marines as the captal's stapper. The traitors are shain and the few surviving loads workers falled, the Space Marines and lovaling to jump forces to hund down and decisory the law twenges of rebellion over the coming months.

#### 813-830.M41 - Siege of Vraks

The tage Cardinal Schlots integers a worklook unring on the manuscum arenal world of Vraka. A graelling wor of annion develop, between consulters String eiger troops and Schlots in trainton offeriner, which some catalets are Clause Space Manusco join the war, drawing in Imperial Space Manusc, including the Dark Angels Chapter. Umprecedented levels of bloodshed draw the demzent of the Warp and only the direct intervention of Inquisito Lord Hetter Research as abassamal number of Grey. Knights averts a full scale daemonic incursion. The war ends after eighteen years, a pyrrhe victory for the Imperium. Cardinal Xaphan's reward is transformation into a Chaos Spawn, the fate that awaits the vast majority of those who would ally with the Ruinous Powers.

# 844.M41 - Chinchare Hrud Infestation

The Dark Hands Space Marines Chapter and the 30th Cadian Shock Trooper Regiment rid several worlds in the Chinchare system of the xenos Hrud, halting what is later determined by Ordo Xenos investigators to have been the beginning of a potentially devastating entropic infestation.

#### 850.M41 - The Anphelion Incident

Unnamed agents belonging to the Ordo Xenos establish a secretive and isolated research facility on the moon Beta Amphelion IV in order to study captured Tyranid specimens, with a view to combating the species inexorable advance. When contact is lost with the facility in \$50.M41, Inquisitor Solomon Lok leads an expedition of Red Scorpions Space Marines, Cadian Shock Troopers and an Adeptus Mechanicus field cohort. Lok discovers that the Application Base's containment protocols have utterly failed and the moon's jungles are overrun by countless Tyranid bio-forms. In the battles that ensue, a force of Red Scorpsons warriers is cut off and Lok orders the warriers abandoned to their fate, an order their battle-brothers ignore. Amidst bitter recommandon, the Red Scorpions abandon Apphelion, as well as Inquisitor Lok, to the Tyranids. All contact has since been lost with the world.

#### 861.M41 - Battle of Arconar

Marneus Calgar, celebrated Master of the Ultramarines Chapter, leads his brethren against an Eldar incursion on the feral world of Arconar. The ensuing battle sees the Eldar presence entirely eradicated and many battle honours won by the sons of Roboute Guilliman

#### 894.M41 - Betalis Campaign

Seeking the armour of a long lost Phoenix Lord, a coalition of Eldar Craftworld and Corsair forces assault the isolated Imperial seeing the armout of a role good recommend of the state o

#### 897.M41 - Battle of Centius Prime

The Ork warlord known as Big Boss Gigagob leads the invasion of the feudal world of Centius Prime, searching for loot with which to arm his forces for a planned Waaagh! Finding the world has hitle technology more advanced than the crossbow he indulges in a campaign of vengeful wrath, only to be halted by a combined force of Space Wolves and Mantis Warriors Space Marines answering the planet's astropathic distress call.

#### 901-912.M41 - The Badab War

Lugft Huron, Chapter Master of the Astral Claws instigates a civil war that consumes the regions about the MacIstrom and sees the involvement of numerous Space Marine Chapters. Three other Chapters - the Executioners, the Lamenters and the Mantis Warnors - join Huron in his rebellion, the initial cause of which is never fully established. By the end of the war the Astral Claws are defeated, though many survive having fled into the MacIstrom, while the other there revel Chapters are eventually granted forgiveness subject to strict censure and a century-long penitent crusado

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#### 913.M41 - Molov Massacre

Profer of the Inpainton Representative and as ranfeel in council by the Senatorum Imperials, three task forces drawn from By order of the Inpaintonal Representative and as ranfeel in council by the Senatorum Imperials, three tasks forces drawn from the Red Hunters. Chapter, asking with elements of the Officio Assautonoum, the Inquisition and other Adepton Assauts units, are wholetown from current deployments and ordered to shadow the penirent crusades of the three rebel Chapters that saled with the Avail Class dumple to Balds War.

A strike force from the Eagle Warrior: Chapter is ambushed during operations against Feral Orks in the central lowlands of Babar's primary continent. The only nurvivor is Veteran Sergeant Nzahan, who is later entombed within the armoured sarcophagus of a rare Contemptor class Dreadnought.

The Death Strike Chapter's 5<sup>rd</sup> Company is body mauled fighting overwhelming numbers of recidivits during the Verdan II Comerserist. The 3<sup>rd</sup> are saved from total destruction when there more fail strength companies are deployed to relieve its beleaguered squadd during the subsequent Verdan II Strancion. Having completed the extraction, the Chapter's Mauter of the Peter order's Verdan II deviated from order, undeathing a mass yield orbital bombardment which leaves nothing living on the Peter order's Verdan II deviated from order, undeathing a mass yield orbital bombardment which leaves nothing living on the

Chef Libarana Tigorius of the bonomered Utramannes, Chapter leads the charge of the 4<sup>th</sup> Compain to victory at Bonos, unleashing a staggering display of psychic helline that interestic unconsisted prevastion and the foot of the foods. As a result of this great victory, the perturally disastorize exposmon of the Ost conject of Charadhan is black, for a time at least.

#### 951 M41 - Return to Truan

A taskforce from the Doom Warriors Chapter detects sorcery in the ruins of a long dead city on Truan IX and diverts to A manure from the IARON Warrors Chapter detects sorcery in the name of a long coast one on trust 1X and ouvert for investigate. The bands-brother discover a pac-ula training to commune with dimbering mand of incalculable power they believe to be entombed far beneath the surface. The Doom Warrors banch a devastating assault that halts the blaspherious mud before its completed and aversu truininguable wor.

#### 956.M41 - Hunter's Moon

Denote: Funders Moon

The Bad force augment to track the Mantis Warriors after the Badab War vanishes traversing the lost moons of Lomea. It is thought that an entire company of the Red Hunter Chapter formed part of this tack force, as well as several his/beamang languistions and there one retinues. Whatever the Lefel the sak force is not shareh being with Variors and the results of all subsequent investigations are easied by the highest possible authors.

35.3.M41 – Parging of Ganymede

964.M41 - Tyrama Secundus Campalan

A prevously unknown series species rises from the dark occars of Tyrama Secundus and sets about endaving the human population, charging millions to a watery dense. Irjunitor Gruberman of the Ordo Xenos donguide Subjugators and Deathworks Species. A Annue Leda a 'sacondal caniging a gambe the alterns and case done ther eyelepean oceanic fune-cities.

# 972.M41 - Cleansing of Opridia

Inquisior Lord Coteax of the Ordo Malleto leads the planet-wide exorcism of Opridis, casting out a million Daemonhosts and slaying the Daemon Prince More Daemon Prince (and the Company of the Expression Chapter Coult (and the Company of the Exorcism Chapter) Prince More Daemonhost and Salving the Exorcism Chapter (and the Company of the Exorcism Chapter) Prince (and Expression Ch

#### 977.M41 - Defence of Orask

The hands would of Orack has long defended the Iqualian Deep squine the full horner of the Ghod Sine. The symm's defender are sword proceed when a quitter of the extern the feet of the Tyrach and monate appearing domained and model is passage through the Ghod Sine, and fall on the Orack System like a starving best of prey. The great battle that emust be thereful to Moody, and as the Tyractic erraces but the emoly-down comin the authors they are residently by the gins and masted 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 fight against battle cannon, shell and bolt, and despite casualties that mount in mere days into the tens of thousands, the Tyrand horrors are first pushed back, contained and then purged from Orack's blasted surface. Evidence pensists however that some harbinger organisms escaped to the outer systems, and Orask may not have been defined the Great Devourer.

#### 989.M41 - Defence of Rynn's World

999,5441 - Decence or Kymn - From

The Gorges-measury of the Crimon Fiss Chapter is destroyed by a catastrophic incident during the Ork invasion of the
Chapter for for Kymn World Chapter Marter Kamor and a handful of his brethers survive and launch as materful defence
and running Ork historical Exercise robot until handing up with other must, including the Dark Angels, and eventually

and eventually

#### 992.M41 - Raid on Kastorel-Novem

With Waaagh! Garagak threatening to overwhelm the Forsar Sector, a combaned force of the Raven Guard Chapter of the Adeptos Attures and the 181º Elysian Drop Troop Regiment of the Imperial Guard launches a during planetostic operation against the world of Kastorel-Novem, the centre of the Orkin production of tours and other leaves (engines of war When the Elysian Sace defeat, Captain Korvydae leads his Raven Guard force to their relief, but his noble deed surrenders the initiative and leads to the Imperial Force's ultimate defeat, As a conveyance, the entire sector is lost beneath the green tide of Orbs.

#### 992.M41 - Defence of Ichar IV

The Second Tyrannic War is foreshadowed by the infestation of the hive world of Ichar IV by a swarm of ravening Genestealers. Chapter Master Marneus Calgar leads the Ultramarines relief effort and the hive world is cleansed of xenos taint.

#### 993.M41 - Defence of Miral Prime

The battle-brothers of the Scythes of the Emperor Chapter make a courageous rand tagainst the uncounted bordes of live Fleet Kraken on the death world of Miral, all but a handful marryring themselves for the sake of bonour and daty. In the aftermash of thick cataclysme battle, the Chapter can mass barely a single company of variors. The Scythes of the Emperor seek to rebuild their numbers and to exact revenge upon the Tyrands, but in truth their fate hangs in the balance and it is far from certain the Chapter will ever recover from its termble losses.

#### 993.M41 - The Hunters Turned

The Lamenters Chapter engages Hive Fleet Kraken and sustains terrible losses, barely three companies worth of battle-brothers surviving. The Red Hunters Chapter sulfers losses too, for the task force assigned to track the Lamenters on their century-long pentient crussed also had to make a stand against the hive fleet.

#### 997.M41 - Defence of Valedor

The Tyranii Hive Peet Levahan overmus the Ecclearchy would of Valedori an amater of loours, laughtering the entire population of piperin and Ministorium adopts, awed las overwhelming a hantle barge of the from Lords Chapter A small force of Battle Satten from the Order of the Sacred Rose represents the only humans to bear witness to the event, having barely fought their way clear of the camage

#### 997.M41 - The Piscina Campaign

The Ork Warlord Ghazghkull Mag Uruk Thraka assaults Piscina IV as a preduct to his return to Armageddon. While ultimately defeated by the Dark Angels and, according to uncorroborated reports, the Harbungers Chapter, Thraka is able to field test a number of 'tellyporta' devices with which he intends to bypass Armageddon's formitable defences.

# 998.M41 - Taros Campaign

Elements of the Raptors Chapter lead the Imperium's effort to reclaim the mining world of Taros, the sense Tau having annexed it with the collusion of the traitorous Imperial commander. Though many individual glones are earned, the Imperium sustains heavy losses and a forced to abandon the planet and its turnicost population to their new alten overfords.

#### 998.M41 - Darkness falls on the Orpheus Sector

The Opheus Sector, an ancient domain long beach by the Orks from without and the perifyly of the Rumous Powers from within, is command in bloodhed as the Nevron Maynarid, Dynasty ruses from cold sais simbure to reclam the stars. Segmentum, High Command soon realises that the sector cannic be saved and institutes a drastic campaign to contain the threat, devastating confuels Imperial worlds that the implicable action in ophic to contained and other sectors such contains the treat, devastating confuels Imperial worlds that the implicable action in ophic to contained and other sectors such contains the contained and other sectors such as

#### 998,M41 - Third War for Armageddon

Ghazphiull Mag Uria. Thraka launches the largest Ork Waasph winnesed since the dawning of the Age of the Impertum when he returns to the hew would of Armagodelon. Dozens of Space Alarne: Chapters contribute forces to the deferice of Armagodelon's bias center and while Uriaka is republed, his ulmane fare treams a mystery. Even without Thraka, the was grinds on and shows the center and while Uriaka is republed, his ulmane fare treams a mystery. Even without Thraka, the was grinds on and shows the center of the contribution of the contribution of the contribution of the center of the contribution of th

#### 998.M41 - Death Quest

Over eight deades into their century-long penitent cruade and having hattled refemlessly across vast washes of the Imperium and beyond, the Executioners Chapter conest upon the ruins of the Originum Sector Discovering a realm decemanded by war, the boness of countless heroes being picked over by serminous zenos, the Executioners vow that their death quest will be completed upon the cratered hautfields of Originum and Chapter of the Country of the Count

Unheralded, the task force assigned to track the Executioners on their crusade arrives in the region several days later, and a series of high level Astropathic transmissions are directed at Terra and the Inquisitorial representative on the Senatorum Imperialis.





MARS PATTERN CAESTUS ASSAULT RAM



TIGRUS PATTERN
FELLBLADE SUPER-HEAVY TANK



MACRAGGE PATTERN DAMOCLES COMMAND RHINO



MARS PATTERN VINDICATOR



MARS PATTERN
PREDATOR DESTRUCTOR



MARS PATTERN PREDATOR ANNIBILATOR



DEIMOS PATTERN PREDATOR DESTRUCTOR



ATTERN RAZORBACK ARMED WITH MULTI-MELTA



DEIMOS PATTERN RHINO ARMOURED TROOP CARRIER



DEIMOS PATTERN PREDATOR INFERNUS
ARMED WITH MAGNA-MELTA



DEIMOS PATTERN PREDATOR INFERNUS ARMED WITH FLAMESTORM CANNON



SCORPIUS PATTERN WHIL



MARS PATTERN TYPHON HEAVY SIEGE TANK



ANVILUS PATTERN
CERBERUS HEAVY TANK DESTROYER





RAPIER LASER DESTROYER
CONFIGURATION



RAFIER QUAD HEAVY BOLTER CONFIGURATION



SICARAN BATTLE TANK TUNKNOWN PATTERNI



ANVILUS PATTERN MKIH LAND RAIDER PROTEUS



CONTEMPTOR PATTERN CONTEMPTOR MORTIS
DRIADNOUGHT PATTERN DREADNOUGHT





CASTRAFERRUM MKIV SIEGE DREADNOUGHT



CASTRAFERRUM MKIV DREADNOUGHT





DOMINICA VATTERN



DERHAWK TRANSPORTER

Y BOLTERS



PHACTON PATTERN WHIREWIND HYPERIOS





MARS PATTERN LAND RAIDER PHOBOS MKIIB



RHINO ARMOURED TROOP CARRIER



MARS PATTERN RAZORBACK ARMED WITH LASCANNON





CHOGORIS PATTERN LAND SPEEDER TEMPEST



# DEPARTMENTO ANALYTICUS

# ADEPTUS ASTARTES CARTA MILITARIS



MACRAGGE PATTERN MKVI LAND RAIDER PROMETHEUS



MARS PATTERN LAND RAIDER PHOBOS MKV WITH REINFORCED ARMOUR



MARS PATTERN LAND SPEEDER TORNADO



MARS PATTERN LAND SPEEDER TYPHOON



IULAS PATTERN MKVI ID RAIDER CRUSADER





LAND RAIDER MKIV HELIOS



RYPHONNE PATTERN MKII LAND RAIDER ACHILLES



OPHELIA PATTERN IMMOLATOR



ADEPTA SORORITAS OPHELIA PATTERN EXORCIST



GREY KNIGHTS VORTIMER PATTERN RAZORBACK



GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER

# ADEPTUS ASTARTES LAND RAIDERS

"We ride upon the wings of the storm. What hope of escape can our foes have?"

Sergeant Spiccare
Blood Angels 1st Company

The Land Raider is without doubt the most conic and pre-eminent Space Manne amoured whiche. The STC impinit on which it is based is believed to pre-date the imperium by many thousands of years, but after the Age of Strile was foot for many generations until it was rediscovered by legendary Machine-Archaeologist Arkhan Land, at the very dawning of the Age of the Impirium.

#### Land's Legacy

Legend has it that the Land Raider (called in some fragmentary records 'Land's Raider') was discovered during Machine-Archaeologist Arkhan Land's great expedition into the Libraries Omnis on Mars. The main aim of Land's expedition into the labyrinth catacombs sited deep beneath the surface of the Red Planet was to find functioning STC databases. In this he failed, but two discoveries were made which revolutionised machine lore for millennia to come. The first was a near complete dataslab imprint of STC information describing a heavily armoured assault tank. The second was the unearthing of data on rare anti-gravitic plates and theories on their use, which eventually led to the construction of the first 'Land's Speeder'. Arkhan Land would later vanish during a subsequent expedition, some claiming he was the victim of a psychic entity that destroyed his entire party. What secrets of the Dark Age of Technology were lost with him remains a mystery.

As the Emperor's fleets took to the stars in the Great Crusade, it is thought that they carried with them the first battle-ready Land Raiders. At that time all human forces were equipped with Land Raiders, and with this awesome war machine at their command they conquered world after world until the Emperor's Importum of Man bestode the calaxy.

Such was the demand for Land Raiders during the Great Crusade that an entire Forge World was founded just to manufacture them. Anvilus IX supplied thousands upon thousands of the vehicles to Mankinds forces, but the Great Crusade ended in disaster as Warnaster Horus rebelled against the Empeor and bloody civil war engulfed the Imperium Anvilus X tredf was captured by renegade Tech-Tests aligned

with Horus and is forges co-opted to their use. Other Forge Worlds seeded from the Imperum rather than join the fighting and overnight the Imperum's supply of Land Raiders was severely curtailed. It was a terrible blow, for the Land Raider was one of the few commonly available vehicles which could, when deployed with skill and in sufficient numbers, threaten enemy Tanas.

With Traitor forces advancing on Terra itself and Loyalist forces acong total debtat, the Emperor decreed that all remaining Land Raiders still in loyal service should be recalled and the Legiones Astartes, his favoured Space Mannes who stood at the forefront of Fera's deferree, be given exclusive use of these powerful war machines. The imperuum was saved when the Emperor deteated Horus in single combat but, terribly wounded, he was interred in the Golden Throne, never to speak again. After his ascension, none dared to change the Emperor's decree and the Land Raider has therefore remained a vehicle alimost exclusive to the Space Manner Chapters for the past 10,000 years. The few exceptions are those allocated to Inquisitors and especially influential Rogue Traders who utilise them in their private armies, both groups vested with ususual freedom in this and many other regards.

#### Honours Uncounted

Perhaps no other vehicle symbolises the renown, loyalty and long history of the Space Manne Chapters more than the Land Raider The mighty vehicle grinding forwards, weapons blazing, disgogriging Space Mannes into the very heart of a conflict is one of the definitive images of the legendary 'Angels of Death' Thus has it earned its reputation through 10,000 years of battle, and it is velil deserved.



# Terminus Ultra Pattern Land Raider

The Terminus Utin is a rise configuration of the standard pattern Land Radet that makes use of the vehicles inherent modularity. Being compatible with a range of weapon configuration, the vehicle index additional sponsion lisacation in place of its also assult hatches, and a turret-mounted twin biscamon in place of the usual heavy bottles. These weapons require an inordinate amount of power, the additional reactor systems required displacing the entirely of the Land Radier's troop carrying capacity. All of these weapons combine to make the Terminus Ultra one of the most potent armous-killes in the arsenal of the Space Mannes, but the configuration stretches the Land Radier's republiste to such a degree that the pattern remains rare and is only ever fielded in the direct of confusions.

The Land Raider has served in every major Space Manine campaign since the defence of the Emproor's Palace Famous incidents of Land Raides rengaging a fee are a thousand-fold Several of the more celebrated accounts include the Red Talons: Land Raide, Eggle's Claw, which saw action against Traitor forces during the Battle of Amnon. In a solor rampage that Land Raider was responsible for the destruction of robel supply bases and engaged retreating enemy units, causing such distriction to vall stockples that the enemys defences completely collapsed when following Impenal Guard units attacked en massi

Another famous engagement was the attack on Heat Sink 871 by Land Raiders of the ion Hands Chapter Commander Sien ided his five Land Raiders against overwhelming rebel forces, his own vehicle enduring a confirmed one hundred and thirty-two enemy weapon strikes during the capturing of the heat sinks

#### Beast of Iron

The Land Raider is arguably the most-advanced tank still in common service with Space Marrie forces, and contains many speculised and complex systems. Hermétically sealed, the Land Raider can operate in just about any environment from complete vocum to on the coen floor. Its amour can withstand hard radiation and micro-meteorite impacts, and its systems can hold at bay even the most lethal virus and chemical threats.

Every Land Raider contains a potent battle cogitation core that aids its crew in the operation of its ruinerous weapons and secondary systems. In the Phobos pattern which this is an M32 "Cyclops' class battle cogitator, one of the transt and most capable of these arcane processing engines. The machine spirit said to dwell within is known for its devotion to duty and to its crew, and some are even capable of independent operation indeed, there are several tales of machine spirits guiding a whiche and its passengers to safety after its Space Manne crew are incapacitated.

Primary power is provided by a Mais pattern adaptable themic combustor reaction engine situated at the rear of the whole. This engine is one of the most powerful of its class, able to propel the Land Radier across the most ardiusor of battelfield terrain and to smash aside the most stubioborn of obstacles. Secondary features of the pattern include atmospheric sampling equipment, rad-repellor, air filtration and purification unit, multi-spectral optic perisoognes around the turnet rings, gene-coded controls for security purposes and slaved remote targeting systems to control the sponson weapons.

Each Land Raider also carries a range of command and control equipment. Individual Screens allow a commander to monitor his unit's bio-status readouts via sensorium core ex-links in each battle-borber's armour, and these are relayed through the vehicle's communication conduits. There is also a holographic tactical display and direct interfaces to the battle cognitator. These provide the vehicle commander with access to all the battlefel information he needs and makes a Land Raider a mobile command centre as well as a front line fighting which and squard transport.





A celebrated feature common to many patterns of Land Raider is the consecrated 'apulat' track int. The thirteenth track ink bears the imperium's double-headed eaple symbol and represents the Emperor himself, the other twelve links standing for the tweelve High Londs of the imperium. During Space Marine operations, a planet's surface is thereby stamped with the authority of the Emperor as if he himself had set foot upon it.

#### Armoured Might

The Land Raider's armour plating represents the very prinade of the Adeptis Mechanicus's Knowledge, such techniques generally only utilised on much larger vehicles such as Titans. The adaptability of the STC design means locally available materials can be used to replace the advanced alloys if such field repairs are necessary, but if takes the consecrated systems and specialised skills of a Space Manner Chapter forge or an Adeptiss Mechanicus Forge World to manufacture the materials needed to produce new Land Raiders.

The inner armoured layer and structural supports of the Land Raider are constructed of admanutum, and above this is a transium/plasteel composite plate. This is used to reinforce the locations on the whole that are most exposed to enemy fire such as the assault bay, front glacis, outer hatch doors and hull side. Next is a thermo-plas fibre mesh and the first of two ceranite layers. The first layer abovits and disspates energy, an effective protection against high power laser weapons, are second is an ablative layer, the vehicle's first line of defence against extreme heat and metha weapons. The result is a skin of armour less than a third as thick as, but many times more resilient than almost any other material used by the armies of the Imperium or those of its enemies.

#### The Land Enigma

Disciples of the venerated Machine-Archaeologist Arkhan Land, discovered of the Land's Raider and Land's Specific STC pattern, form their own sub-cult within the Adeptius Mechanicus, falled Landites or Landists. They continue their founder's work and research the many potential STC warrants of Land's discoveries. This has led to a number of innovations, such as the Prometheus Land Raider warant.

The inner circle of the Landist cult, which includes some very senior Adeptus Mechanicus artisans, is rumoured to have evidence of a new vehicle, but to be keeping their discovery a secret. The cult's esoteric research has revealed that once, during the Great Crusade, there was an armoured vehicle which was heavier than the Predator, but lighter than the heavy assault transport of the Land Raider, and that within the blueprints of this revered war machine exist system compatibilities and redundancies, down to a microscopic level, that could help reconstruct the missing tank. Others within the Adeptus Mechanicus dispute this, and in M39 several members of the Landist cult were tried as hereteks and condemned to arco-flagellation for their crimes, meaning that ever since, the Landists have been highly secretive about their work. Many Tech-Priest disciples of Land have become obsessed with hunting down this pattern. but it seems that ultimate success has continually eluded them and the mythical missing tank remains an enigma to this day

#### LAND RAIDER CRUSADER

The Land Raider Crusader is designed to utilise the potent allround armour of the Land Raider against the heaviest enemy defences and fornifications. It is employed to small nito enemy lines before disporging Space Mannes into the heart of a fortified postion as its weapons unleash at orrent of fire in support. It is a brutal tactic, well suited to the Space Mannes' role as peefless shock warrors.

The Land Radar Crusader variant was first developed and deployed during the levals Crusade by the Black Templars Clarater and as such is a comparatively recent addition to the cann of Land Radarder variants. The Jerulas Crusade molved a gruelling campaign of segses of time crites and the Black Templars invanably led the final assaults when the bombardment lifted. To and there assault troops, the Chapter's Techmannes mounted hurricane patient botters in each sponson and twin-linked assault cannon on the hull. It was an immediate success and, as news of the Black Templars' magnificent victories on Jerulas spread, other Chapters requested the re-emament protocol and re-consecration rituals utilized although to this day, the Black Templars sill make wider use of the Crusader than any other Chapter

As word of the Crusader spread, a delegation of senior techadepts arrived from Mars demanding an audience with the High Marshal, intent upon investigating the modification, it is likely that the Tech-Priests feared a repetition of earlier instances of details of new patterns being deliberately withheld from their Order in 763 M39, after long debate and testing, the Crusader patter was given Chapter Approved status by the Fabricator-General of the Adeptus Mechanicus and was officially recognised in the caron of machine lose Even before its official sanction though, the Crusader pattern had found extensive use in the armounes of numerous Space Marine Chapter in the Space Marine Chapter in

The Crusader differs from more common Land Raider patterns in several ways. Both sponsors replace the standard lascannon configuration with hurricane pattern bollers – six boltguns slaved to a single mount. Coppled with this are twin-linked assault cannon in place of the hull-mounted heavy bolters to provide a formidable degree of suppressing frepower as the provide a formidable degree of suppressing frepower as the crusader closes on its farget. The final addition is a conversion of the standard turret ring printe-mount to allow an multi-meta to be fitted. The multi-meta was not included on the first Crusaders, but hard-won experience taught the Black Templas that the Land Raider often needed heavy frepower to force open breaches in deference and to clear barricades or anti-tank obstacles as it broke into a position.

The other main adaptation regards the Crusader is its increased transport capacity. The removal of the large generators required by the lascannon creates space for an additional six Space Maines. This gives the Crusader the largest transport capacity of any Land Raider variant – sixteen power amoured Space Maines or eight Terminators.





#### LAND RAIDER REDEEMER

The Land Rader Redeemer came into existence during a long and ardusous campaign known as the Bruging of Grissen, a cuil war fought between numerous factions and which saw the eventual delopyment of the fire Lords Chapter for restore order. The Space Mannes found the rebels of Grissen firmly enterched within their sprawing oldes and fortifications, and despite Impenal Navy bombardments on a near apocalyptic scale, the rebels had been able to hold out, even as their cites burned and their bastions fell about them. In fact, Munticrum Strategio-savanic seventually realised that the more the Impenal Navy vessels purmelled Grissen from orbit, the more cover the rebels were afforded by the twisted and anarchic runs, and that only the deployment of the eite Space Mannes could not the enemy from their positions.

Having answered the Munitorum's call for aid in ending the war, the Fire Loris Chapter soon determined that conventional battle rites would prove insufficient to defeat the enemy. The Chapter's commanders saw straight away that Grissen represented a city fight on a planetary scale, a type of warfare known for the high casally ratio it inflicts on both sides through each Space Manne was the equal of ten or more rebels, each was a precious resource that could not be expended in such a meatignifier battle if strategy dictated that the city must be taken, then an entirely new tacht would have to be developed to do developed to de developed to de

The answer for how to scour enemy forces from the dense ruins of Grissen was realised in the adaptation of the Fire Lords Chapter's Land Raider Crusaders, replacing their hurricane

bolters with deadly flamestorm cannon. Fuelled by large promethium servers, where wast flames proved peerless weapons in the hellish chaos of a city fight. The Land Raider is a formidable whiche in its own right, but one able to transport a space Manne squad directly into the heart of a battle and unleash direct two blasts of withering alchemical fire at the foe, proved invaluable in such a conflict. Its flame weapon completely negated any benefit the defenders might otherwise have derived from taking cover in the midst of a runned building or fortification, penetrating even the smallest gap to consume those hiding withinin

Armed with this fearsome combination of armour, frepower and troop-carrying capability, the Fire Lords launched their campaign. The victories came thick and fast, and within days the largest rebel faction was suing for peace. Those who refused to surrender to Imperial justice were burned in their own cities, and soon the planet was restored to the Imperium.

Following the success of the Redeemer pattern at Grissen, the fire Lords made it a standard element of their anenal Furthermore, the rituals of modification were disseminated to Chapters with close tes to the fire Lords, and soon entered the canon of the wair machines of the Adeptius Astartes. The webtice is to be found in server with almost every Space Marine Chapter and is the weapon of choice for strike force commanders faced with a determined enemy deeply enteroched within a dense city or smillar battlescape. Countless enemies have preferred to surrender and face the investable waith of the Emperor's servants than the horrific end they would otherwise meet should the Redeemer be deployed against them.

ADEDEUS DECHANICUS ARCSING

TECHNICAL SPECIFICATIONS

# MARK V PHOBOS PATTERN LAND RAIDER INTERIOR DETAIL

- 1. M33 MkIV pintle-mounted storm bolter
- Auto sealing crewman's hatch Auto sealing commander's hatch
- Armoured exhaust shroud 5. Ceramite/titanium bonded armour cowl
- Massada pattern 'Firefury' heavy bolters 7. Omni-directional, gene-coded,
- control column
- 8. Morphic commander's seat with spinal implant interface 9. MkVIII 'Avenger' hunter-killer missile
- 10. Armoured door hatch
- 11. Crewman's cupola cradle 12 'Mars' pattern B adaptable thermic
- combustor reaction engine
- 13. Nitro-ammunium cooling system
- 14. Primary drive wheel 15. Exhaust ducting
- 16. Nitro-ammunium canisters

- 17. Foot locker stowage bin
- 18 Access panel 19 System status display
- 20. Squad status displays
- 21. Auto-tarot reader 22. Tactical holo-sphere
- 23. Armoured heavy bolter magazin 24. Magnetic bolter rack
- 25. Assault ramp mechanism 26. Assault ramp
- 27. Commander's augur, linked to 'Cyclops'
- class machine spirit 28. Troop transport seating

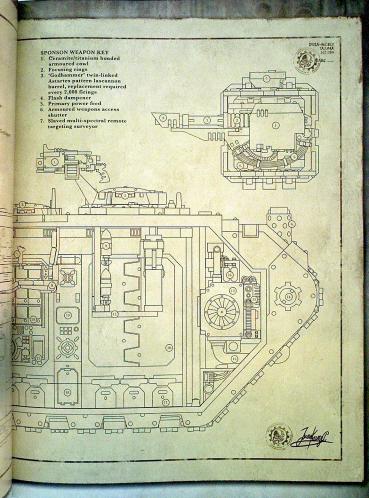
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# LAND RAIDER HELIOS

The Helics vanant of the Land Raider came about when the need anose to prowide a fast moving Space Manine heavy assault force with close-in armoured bombardment capable of operating in the close confines of a built-up area. Many missle tanks are comparatively lightly armoured and therefore less able to operate alongside heavier vehicles. The Helios solves this problem by mounting a Whritwind multiple missile launcher onto the hull of a standard Land Raider, providing Space Marine forces with close range bombardment capability, even in the most hotly contested of war zones.

The Helios was first developed by the Red Scorpions, a Chapter renowned for its especially puritancal beliefs and abiding mistrust of many other Imperial fighting forces, especially those who utilise abhumans or psykers. It is a highly independent Chapter that rarely allies itself with others, except those Adeptus Astartes Chapters it rates as loyal and pure.

in 857 Maß the Red Scorpions Chapter was engaged in the legendary Steep of Helics. The leading edge of Waaaght Gimgut had overwhelmed the manufactorums of the world of Helics and the Red Scorpions swore to regel them at any cost. The task was begond the imperial Guard, for the Orks, showing lyically low cumion, had set loose an infestation of Bemb Surgus which boiled forth from the sewers and destroyed any which boiled forth from the sewers and destroyed any which boiled forth from the swers and street. The answer to the need for switt armoured support for any Space Marine force seeking to engage the Orks came when the Achimagnos of Hile Manufactory 33 Detta Thule. an ordnance foundry which had long supplied missile launchers to the Red Scorpions, received what he later claimed was a vision granted to him by the Machine Good By fitting the foundry's weapons systems to the Red Scorpions Land Raiders, the attack force would be able to mount its own artillery support on vehicles all but immune to even the most concentrated effort to overwhelm them and the hive, and all of Helios, would be delivered.

Within twenty-four hours, every one of the dozen Land Raiders deployed to Helios had been converted to what would later become known as the 'Helios' pattern Land Raider. A Whirlwind missile launcher was mounted attor each war machine's hull and a dedicated targeting unit set in its forward weapons point in place of its heavy botters. A payload of missile was also mounted within the which's hull, leading to a reduction in its passenger capacity that was considered a worthwhile trade-off, given the vehicle's superior survivability compared to Whirlwind missile tanks and other lighter platforms.

In the resulting battle, the dozen Helios pattern Land Raddes ledt the Red Scorpions strike force deep into the Orkheld hie As predicted, tides of Bomb Squigs erupted from the sewests the Aspredicted, tides of Bomb Squigs erupted from the sewests cleared, the Land Radders were charred black and splatted in steaming Squig blood but otherwise intact, while the enter wave of Orkhold creatures had obliterated tiself to no effect whatsoever. The route into the hive was finally open and the down of the Orks of Waaaahl Grimmyut was at hair down of the Orks of Waaaahl Grimmyut was at hair from the March of Waaahl Grimmyut was the March and the March of Waaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March from the March of Waaaahl Grimmyut was the March of Waaaahl from the March of Waaaall from the March of Waaaahl from the March of Waaaall from the March of Waaaaall from the March of Waaaall from the March of Waaaaall from the March of Waaaall from the March of Waaaaall from the March of Waaa The lifting of the Siege of Helios saw the pattern named after in become a standard part of the Red Scorpinors Chapter armoury. In recognition of the deliverance of the hive, the masses of Manufactory 33 Delta Thus deed the pattern's sanctified specifications to the Red Scorpions, who have themselves disseminated into the small number of Chapters it has close relations with.

Since that time, the Helios remains an uncommon Land Raider warrant, only deployed when a Chapter is in need of extra artiller yapport that its Whitiwinds cannot provide due to extenuating or unusual battlefield conditions. Quite aside from enemy fire, the whelche has proved useful in traversing especially dangerous terrain subject to threats a Whirkwinds amour would not be able to withstand. Such war rones include those set within cannivorous jungles, magma seas and fractal crystal forests.

In later years, a further refinement of the pattern would be developed at Helios. Rather than mounting a standard Whirkward missile launcher, the Hypenios variant mounts an anti-aircraft viersion. This variant is felded by those few Chapters with access to it when conditions make the deployment of Stalker, Hunter or Hypenios Whirtward anti-air units undesirable because such vehicles would be vulnerable to enemy militations.

The main difference between the Helios and more common patterns of Land Raider is the Whirlwind missile launcher mount and the extra ammunition stowage space required for any spare missiles, reducing the vehicle's transport capacity to just six power armoured Space Marines. The positioning of

the launcher and its targeting unit also precludes the use of a pintle-mounted weapon and this means, without the standard heavy botters as well, that the Helios suffers from a lack of anti-infantry or point defence weapony. Wise strike force commanders remedy this by assigning Land Raider Crusaders or Redeemes to fight alongside the rare and valuable Helios

# Maximus, Land Raider of the Household of Chapter Master Marneus Calgar

It is common for many Chapter Masters of the Adeptus Astartes to retain a specific Land Raider for the exclusive use of themselves and their household. Many of these famous machines are ancient indeed and resplendent with battle honours won in the countless wars of the Age of the Imperium. Some are employed to transport the Chapter Master and his command staff across the battlefield, while others are reserved for ceremonal use.

Perhaps the most famed of all such personal transports is the tand Rader designated 'Maxomus', attached to the household of Chapter Master Marneus Calgar of the Ultramannes. This truly venerable engine of war is the very epitome of the artificier's calling. Its flanks are adorned with passages from the Codex Astartes and scenes from the Chapter's glonous history. Its armour is decorated with marble and gold details, and from its hull flutter banners and purty seals of honoured provenance. Truly, Maxomus is a worthy vehicle to carry into battle the greatest. Chapter Master of the Ultramannes since the days their Pinnarch fought alongside thems on many milleninia ago.



# LAND RAIDER PROMETHEUS

The Land Raider Prometheus is a variant of the standard Land Raider and is used by Space Marine forces as a battlefield command vehicle Fitted with additional sensor and communications equipment, the vehicle is a valuable asset to any strike force leader

The origins of the Land Raider Prometheus remain a mystery. Some tech-adepts believe it was first developed as a variant of the long-lost Tartaros pattern Land Raider, though little evidence to support this assertion has been forthcoming At least one archival record depicts the vehicle, or else one resembling it very closely, fighting on the side of the Loyalists during the early battles of the Horus Heresy. Others believe that it was first developed on Nocturne in the renowned forges of the Salamanders, and certainly that honoured First Founding Chapter retains more examples of the Prometheus than any other (although even they are thought to hold only four). The Salamanders deny being the source of the variant and it is unknown how many other Chapters still hold Prometheus deep within their armouries.

Outwardly, the most visible difference between common patterns of Land Raider and the Prometheus is its weaponry, with the quad-mounted heavy bolters in each sponson replacing the Land Raider's lascannon to provide a storm of fire to cut swathes through enemy infantry and light vehicles. It is standard practice that all Prometheus Land Raiders are armed with a pintle-mounted storm bolter for close-in antiinfantry defence. This is a substitute for the hull-mounted heavy bolters, which are removed to make space for the extra you net that facilitates the vehicle's primary role. Despite the lethality of this particular weapons configuration, the vehicle's main task is not to provide fire support, but to serve as a front line command vehicle. This is especially appropriate, for the leaders of the Adentus Astartes are every bit as much warriors as they are strategists, and their place is not behind the lines, but at the very leading edge of battle.

# The Masali Campaign

The most famous action involving the Prometheus in recent Imperial annals was the Masali Campaign, where Force Sicarius of the Ultramarines Chapter was engaged in bitter fighting against raiding Eldar pirates. Captain Sicarius used his Prometheus to turn the tide of battle exacting a heavy toll on the attacking Eldar jetbikes and infantry while simultaneously coordinating a counterattack by his own assault units from his vehicle. For his key role in defeating the pirates, Sicarius and his vehicle were awarded the First Class Marksman's Honour

As a dedicated command transport, the Prometheus utilises an extensive array of communications and sensor equipment. All Land Raiders carry a tactical holosphere and squad status displays, but the Prometheus augments this with a long-range signals amplex, a two-way signal booster, for squad-to-squad ground-to-air and ground-to-orbit sensorium and woxcommunion. The Prometheus has some features in common with the Damocles, a command variant of the Rhino armoured carrier, and can serve as a strike force command and control hub if a Damocles is not deployed or is somehow disabled. It utilises secure multi-band communications for coordination with allied forces and transmission monitoring equipment for intercepting and de-crypting enemy signals, and also incorporates a multispectral ground surveillance auspex for locating and tracking enemy forces. The information provided by this can then be shared with other Imperial forces as required.

The advantage the Prometheus has over the Damocles Rhino as a command and control hub is that it is also a front line combat vehicle. In battle it can lead from the front and whilst a Prometheus does not contain all the advanced features of the dedicated command Rhino, it makes a peerless front line command transport worthy of the most courageous and warfke leaders of the Adeptus Astartes.





## LAND RAIDER PROTEUS

The ancent and wenerable Land Raider has served the Adeptus Astartes since its earliest beginnings and many variants and patterns are recorded in the data-stacks of Mars. Adepts of the hallowed Adeptus Mechanicus Collectively refer to the oldest of these as the 'Proteus' patterns, and examples of these mighty armoured vehicles that survive into the dark days of the 41° Millennium are held in the highest regard, war-relics beyond compare to the Chapters that possess them

Mechanicus tech-savants believe that the Land Raider Proteus is a precursor to the Phobos pattern vehicle now found amongst the armouries of the Adeptus Astartes. Bulkier and faster than the Phobos, ancent and forgotten data-looms describe the Proteus as a forward assault vehicle, commonly fielded in Explorator missions during the dawning days of Mankinds Hedgling palactic empling palactic empling palactic empling.

Believed by certain war-savants to be an example of sacred machine-evolution, the Land Raider Amoured Profusi displays early features of the Mkillo Land Raider. These include enclosing its twin-linked lascannon in bulky amoured sponsons and adding to this formidable anti-amour frepower with a limited traverse twin-linked heavy botter recessed into the forward hull amour.

It is likely that the Proteus was the most common mark of Land Raider used by the Imperial Army, the combined main line military of the Imperium that was split into the Imperial Guard and the Imperial Away in the galay-wide reorganisations that took place in the aftermath of the Horoux Perecy Of course, no Land Raiders of any pattern remain in the armouries of the Imperial Guard, the vehicle long since reserved for the near-exclusive use of the Adeptiva Startes.

Amongst the most revered of those few Land Raider Proteus still in existence are some that must surely have been utilised in the very earliest phases of the Great Crusade. Many of these

war machines were equipped with an array of scanners and cognis-interpreters that are likely to pre-date the Age of the Imperium by counties millenia. Such devices may only be awakened and operated by the most lore-steeped adepts of the Machine Golf, for they utilise machine processes and logis protocols otherwise unknown in the 41<sup>th</sup> Millennium. Referred to in hushed tones amongst Tech-Priests as Explorator Augury Webs, these devices were once used to coordinate the epic battles fought by the Emperor's Space Manne Legions as they re-united the scattered works of Humanity.

# Land Raider Proteus Simurgh Rex

While many Proteus Land Raiders still in use by the Adeptus Astartes in the 41st Millennium hark back to the Great Crusade, a small number have been returned to service having been lost for countless centuries. The Proteus known as the Simurgh Rex is another type of machine still, and has only recently entered the service of the Night Swords Chapter. The vehicle is the result of the combined effort of many generations of Night Swords Techmarines, who between them recovered the remains of over a dozen wrecked Proteus Land Raiders from as many battlefields the length and breadth of the Imperium. Though each vehicle was so badly damaged and decayed as to be entirely beyond repair, each contributed components to the construction of the Simurgh Rex, a Proteus pattern Land Raider completed in 330 M41 by the Night Swords Master of the Forge Isak Siavash. The very last component to be interred within the war machine was the Augury Web, five of which had been previously located over the millennia, all proving damaged beyond the ability of the Chapter's forge to repair. The work of his predecessors complete, Siavash now seeks a still greater challenge upon the battlefields of the Imperium and beyond, one so grand it too is not likely to be completed for many thousands of years.



### LAND RAIDER ACHILLES

The Achille's is considered one of the rarest of all Land Raider variants. It utilizes to many of the most arcane machine-artifice rites in its construction that each must be wrought individually and under the scrupulous gaze of the most sener adepts of the Machine God. It is therefore an extremely rare sight on the battlefelds of the 41th Millennium and any Chapter blessed with even a single example of this formidable war machine considers listed fromtate indeed.

The intent behind the enormous investment in resources required to construct even one Land Raider Arbilles to to create an assault vehicle that is as resistant to energy-based weaponing as is conevable for a which of its Catas. To adhieve this, every square centimetre of the vehicle's intenor structure, as well as the surface of every component, is etched with the most secret runes of the techno-mag, siglis inset with meta-conducting thrice-blessed zirconium that series to repel even the most powerful of energy weapons attacks. The result is a vehicle that can only be destroyed by energy weapons normally reserved for engaging far larger targets such as Tifans, by kinetic or explosive energy or by entirely unconventional weapons such as those utilised by certain of Manknods rivinst for domains certain of the stars.

According to surwing accounts committed to the Liber Armorum, the Achilles came into existence at the very dawn of the Imperium as the Emperor's Great Crusade swept across the galaxy and several Chapters of the Imperial First Leighor Gund themselves engaged against a sizable xenos empire whose warriors utilised fearsomely potent energy weaponry. Leigon Technanines, working in conjunction with the Archmagos Xan-Ebon, conceived the Achilles as a means of delivering elite warriors directly into battle in the face of the eliins' devastating weaponry and constructed the first examples of the new class. The deployment of the Achilles broke the impasse and the xenos empire was cast down so throughly that all records of its existence and its name are now dust.

Even at the height of the Great Crusade, when the Space Marine Legions confronted fiendish xenos weaponry at every turn, the Achillics was never a common vehicle. Then, as today each had to be constructed by the most skilled arthfices, the engraving of the microscopic, techno-arcane sight isn to structure a time-consuming process that could little match the constant demand for new vehicles to replace those destroyed in battle. The Imperial Fists Legion commissioned and fielded in battle. The Imperial Fists Legion commissioned and fielded yet the preference methods of waging year. Several other under their preferred methods of waging year. Several other

Legions, in particular those who served alongside the Imperial Fists, commissioned their own examples and so the avannat fists, commissioned their own examples and so the avannat probably existed in limited numbers in most if not all of the total regions. The Achilles continued to serve in the aftermath of the Horus Herey and when the Imperial First Legion finally agreed to be broken up into Chaptes, it was inherited by the armounes of the Imperial First Successors. Unlike many examples of the most potent veagons systems fielded during the calamitous days of the Horus Herey, the Achilles has remained in the cannon of machine lore and is still fielded by avanous Chapters of the Adeptus Statares as well the Ordo Reductor of the Adeptus Machania.

The primary role of the Achilles is that of a sege assault verbicd generally reserved for use against virtually imprepable fortifications defended by high energy weaponny, and mounts a combination of weapons' designed to combat these bastions of an enerry force. The vehicle's main weapon is a Thundefrite cannon, a system that must be operated by a Techmanine ordnancer and is capable of unleashing a range of different shell types to slay or suppress energy defenders. The vehicle mounts a pair of twin multi-metas in each of its sist epomons, reserved for use against the walls the tank is assaulting and well able to reduce even the most formidable of bastions to bubbling slag.

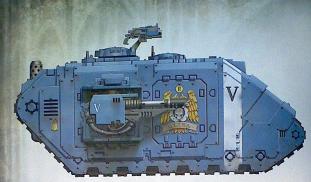
As destructive as these weapons are, the ultimate intention is to deliver Space Marines into the heart of an enemy Spotition. The Achilles itself has only a limited transport capacity, much of its internal space taken up by the Thunderfire cannon and its ammunition as well as the Techmanne ordinancer who mans it. For this reason, the Achilles is often fielded in conjunction with other patterns of Land Raider bearing the bulk of the assault units, in particular Land Raider Crusaders, their hurricane botters and assult cannon sything down any enemy who might have survived the destruction wrought upon their position by the Achilles itself.

# Land Raider Achilles Sire of Methusa

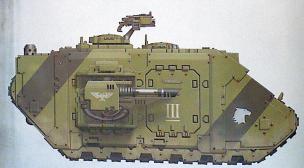
The most recently known Land Raider Achilles to have entered service with the Adeptix Astares is designated the Sire of Methusa. Fifty-two years into a one-hundred year long pentient crusade imposed upon them for their part in the Badab War, the Executioners Chapter encountered a region near the galactic core no imperial force is known to have visted for many millenna. In an area of high stellar density, the Executioners encountered a compact empire seemingly entirely solated from the Imperium and ruled by a caste of leaders descended from a Rogue Trader dynasty thought long dead. The Executioners made war upon what they declared was a secsions extended a here to promishable by death.

It was during the fighting for the pocket empires capital world that the Achilles was fielded against the Chapter's warriors, costing the lives of several of the Executioner's 1° Company veterans. When at length the Executioner's defeated the secession they claimed the Achilles as a spoil of war, renaming it the Sire of Methusa and granting it pride of place in the Chapter's fleet-borne assential.



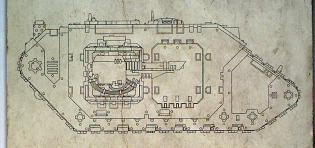


Land Raider with reinforced armour of the Ultramarines Chapter. This is the fifth vehicle of the Chapter Armoury, attached to the  $2^{\rm rel}$  Company during the Battle of Arconar.

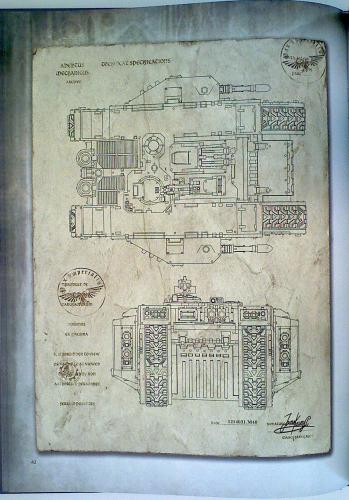


MkV Land Raider with spaced armour of the Raptors Chapter Note the 5<sup>th</sup> Company badge on the rear of the hull. This is the third vehicle of the Chapter Armoury, named 'Phraetus', deployed during the Orgo Blockade. **DECHANICUS** ARCSIVE

ADEPEUS TECHNICAE SPECIFICATIONS: PHOBOS PATTERN MkV LAND RAIDER

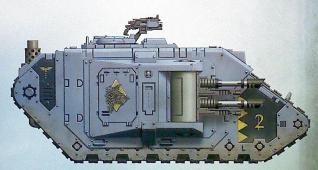


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product is	VERICE DESIGNACION	0120-766-0724-PR 113		vin-linked lascannon
The Chypartenco	venicce name	Land Raider (Phobos)	SECOPPARY ARTHOUGH TV	vin-linked
CANDESCEURODO	SORGE WORLD OF ORIGI	m Mars		-32° + 42°
	Known paccerns	n-xxvn	MAIN ADMUNICION Unlimites	d cell feed
nominus	crew:	Driver & Commander	SECONDARY ADDOUNTEION 2.6	00 rounds
🛰 💮 ех фасыпа	powerpcane	Adaptable thermic	ARODOUR	
	WEI885:		CURREC	N/A
it is sorbidden to view	cenece	10.3 m	superscructure	95 mm
THE TOW TO BE VIEWED	WIDE6:	6.1 m	oucc	95 mm
CORD BY non	661000	5 4.11 m	oun mancret	N/A
AGENORISED PERSONNEL	GROUND CLEARANCE:	0.45 m	ADDENDUO "Blessed be the	
	WAX SPEED ON ROAD	55 kph		
SERROD pocences	WAX SPEED OSS ROAD:	48 kph		
- 61 m		With auxiliary reactor	PAGE: 1213054,M40 SIGNACURE	arfavor





Mkilb Land Raider of the Red Scorpions Chapter, third vehicle of the Chapter's Armoury, Anphelion Incident. The Mkilb pattern is especially effective in hazardous environments, where its double hatch also serves as an airlock.

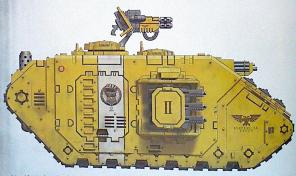


MkIIb Land Raider of the Space Wolves Chapter, the second vehicle of Ragnar Blackmane's Great Company.

This vehicle was thought lost during the Magdelon Confrontation, but was later recovered intact.



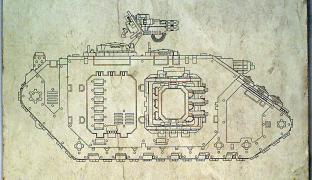
Land Raider Crusader of the Black Templars Chapter. The first vehicle of Strike Force Helbrecht, operating in the Ash Wastes of Armageddon during the third Ork invasion. Note: Extensive weathering due to environmental conditions



A Land Raider Crusader of the Imperial Fists Chapter, in this case the Armoury's second vehicle, attached to the 3<sup>rd</sup> Company. Fragmentary accounts link this vehicle to the Purging of Ganymede, few details of which exist within the archives of that war.

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VERICLE DESIGNACION _	0120-766-0724-PR 122
venicce namer	Land Raider Crusader
SORGE WORLD OF ORIGIN	Jerulas
known patterns	II-XI
CREW	Driver & Commander
powerpcane	Adaptable thermic
weiest:	
ceners:	10.3 m
WIDCO:	
66186C	4.11 m
ground crearance	0.45 m
wax speed on road:	50 kph
man speed off road:_	41 kph

ON IN ANCIAON INC.	6 x twin-linked bolters Assault cannon
CRAVERSE & CLEVACION:	& multi-melta 180° / -32° + 42°
WAIN ADDUNITION	4,000 rounds
SECONDARY ADDIVIDITION	2,000 rounds
ARDOUR	1
CURREC:	NIA
superscructure	95 mm
eucc	95 mm
oun manerer:	N/A
	assault/breaching

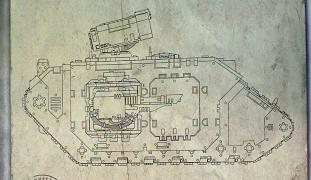
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With auxiliary reactor
Twin-linked





CECHNICAL SPECIFICATIONS: LAND RAIDER HELIOS DARC \_



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VERKEE DESIGNATION	0120-766-0724-PR 137
veticce namer	Land Raider Helios
SORGEWORLD OF ORIGIN	Helios
Known patterns:	III-JX
CREW	Driver & Commander
powerpcanc	
WEIGGE	combustion 73 tonnes
cenece:	10.3 m
WIDC6:	6.1 m
6e1660:	6.7 m
GROUND CCEARANCE	0.45m
MAK SPEED ON ROAD.	55 kph
WAX SPEED OSS ROAD:	48 kph

With	auxiliary	reactor

ON ID AND ADMIT	2 x twin-linked
	lascannor
secondary ardadienc	Whirlwine missile launcher
CRAVERSE & CLEVACION	180° / -32° + 42
MAIN AMMUNICION:	Unlimited cell feed
secondary appointion:	24 missiles
ARDOUR	
currec-	N/A
Superscructure:	95 mit
8UCC	95 mm
oun maneree	NI
Abbenbuo C	Configured to provide

artillery/anti-air support to rapid striking heavy assault columns (Vol V, Chap XX, Ver LV, Apocrypha of Skaros)

DACC 1214034.M40





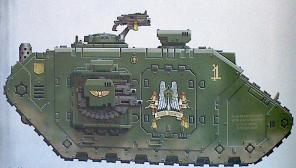
MkV Land Raider Helios of the Blood Angels Chapter. Sixth vehicle of the Armoury, deployed during the Achernar Invasion. Note that this Land Raider is equipped with additional spaced armour plates.



Red Scorpions Land Raider Helios, the third vehicle of the Armoury. This vehicle was crippled climbing the Pilgrim's Way towards the St Leonis Gate, during the Siege of Vraks.



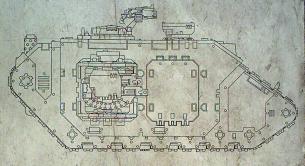
Land Raider Prometheus. This vehicle served as the command and control hub for Raven Guard forces counter-attacking Ork forces on Kastorei-Novem. It was destroyed during the fighting, its machine spirit commended to the Emperor in the battle's post-mortem.



Land Raider Prometheus 'Angels Imperator'. This was the personal transport and command vehicle of Supreme Grand Maste' Arrael during the Vraks campaign. It was seriously damaged during the battle, but was later recovered and repaired.

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VERKLEDESIONATION	0120-766-0724-PR 140
veniccename La	nd Raider Prometheus
SORGE WORLD OF ORIGIN	Macragge
known pacterns.	1-VI
CRÉW:	Driver & Commander
powerpcant	Adaptable thermic
Welego:	72 tonnes
cenera:	10.3 m
WIDC6:	6.1 m
061000	4.31 m
GROUND CLEARANCE	0.45 m
WAX Speed on ROAD	55 kph
DAX SPEED OSS ROAD:	48 kph

With auxiliary reactor

MAIN AND AMERO	4 x twin-linked
SECONDARY ARMADIENC	Pintle-mounted
CRAVERSE & CONACION	storm bolter 180° / -32° + 42°
MAIN ADMUNICION:	4,800 rounds
SECONDARY ADDIUNICION	1,000 rounds
ARCOUR	A Transfer
CURREC:	N/A
superscruccure:	95 mm
SUCC	95 mm
GUN CHANCIEC	N/A
	tes of Modification

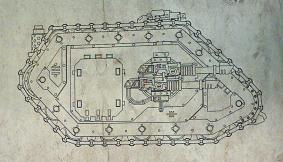
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ADEPUTES TECHNICAE SPECIFICATIONS LAND RAIDER PROTEUS





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VERICE DESIGNATION _	0120-766-0724-PR 142
venicce name	Land Raider Proteus
SORRE WORLD OF ORIGIN	Anvilus IX
known patterns	I-X
CREW-	Driver & Commander
powerpeane	Open-core plasma ioniser
WEIGHT:	71 tonnes
ceneco:	8.5 m
WIDC6:	5.2 m
661060	4.8 m
ground clearance	0.85 m
WAX Speed on road	52 kph
WAX SPEED OSS ROAD	44 kph
	With auxilian

With	auxiliary	reactor

	12 x twin-linked
ON IT AND ACTION	lascannon
SECONDARY ARCHADENC	Pintle-mounted
	heavy bolter
CRAVERSE & CLEVACION:	180° / +32° + 55°
MAID AMOUNTEION	Unlimited cell
	power feed
secondary addountcion	800 rounds
ARCOUR	A TOP IS
CURREC	NIA
superscructure:	93 mm
eacc.	95 mm
oun maneree	NIA
ADDINOUS S	tatus of Anvilus IX:

unknown Pattern manufactured in limited numbers elsewhere, under specific warrant of Fabricator-General

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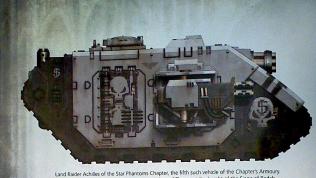




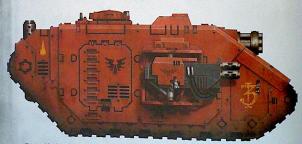
The honoured Land Raider Proteus 'Onogura' of the White Scars Chapter depicted during the 13<sup>th</sup> Black Crusade. The vehicle's title is derived from Chogoran, the tongue of the Chapter's home world, and translates approximately as 'ten heroes' or 'ten archers'



Land Raider Armoured Proteus 'Orlandra' of the Fire Hawks Chapter, during the Badab War, the inith vehicle of the Armoury It is named after Brother-Captain Narth Orlandra, one of the Chapter's greatest founding figures and is one of its most venerated war machine.



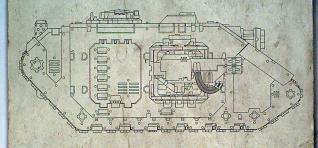
Land Raider Achilles of the Star Phantoms Chapter, the firth such venture of the chapter 3 Authors, This vehicle took part in the attack on the Palace of Thorris at the height of the Siege of Badab, having the honour of spearheading one of the many costly assaults against the Tyrant's stronghold.



This land Raider Achilles belongs to the Blood Angels Chapter, the single yellow blood drop symbol indicating its attachment to the Chapter's 2<sup>rd</sup> Company. Records indicate this wehicle participated in the Stege of Balle Alpha and was instrumental in the breaching of the Orics' lines during the counter-stege phase of the campaign. ADEPEUS DECHANICUS ARCOIVE CECONICAE SPECIFICATIONS: LAND RAIDER AGHILLES







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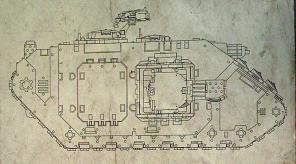
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VEDICCE DESIGNATION .	0120-766-0724-PR 148
Venicce name:	Land Raider Achilles
SORGE WORLD OF ORIGI	Mars/Gryphonne IV
known paccerns	II-IV
crew-	Driver, Commander
powerpeanc	
Welcoc:	76 tonnes
cenero	10.4 m
WIDC6:	6.2 m
661660	4.11 m
GROUND CLEARANCE	0,50 m
MAX SPEED ON ROAD:	50 kph
WAX SPEED OSS ROAD:	40 kph
	West Charles

BAIR AND ADMINE	2 x twin-linked
	multi-meltas
econdary armament:	1 x thunderfire
	cannon
RAVERSE & CLEVACION:	180° / -32° + 48°
DAIN ACCOUNTION	30 x 1 second blasts
SECONDARY ACHOUNICION	48 rounds
A CONTRACTOR OF THE PARTY OF TH	(variable payload)
ARDOUR	STATE OF THE PARTY
	STATE OF THE STATE
TURREC	N/A
superscructure	100 mw
100000000000000000000000000000000000000	
MICC	95-115 mm
BUN MANCCET	N/A
	CONTRACTOR OF THE PARTY OF THE
ADDENDUO:	
	pattern construct has
	produced and many
	tween individual war nes have been noted.
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ADEPCUS CHECHANICUS AKCONE CECONICAE SPECIFICATIONS:





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VERKCE DESIGNATION .	0120-766-0724-PR 132
venicce name:	Land Raider Redeemer
SORGE WORLD OF ORIGI	Mars/Jerulas
known patterns:	[-111
ckew-	Driver & Commander
powerpcane	Adaptable thermic combustion
welest:	
cenece	10.3 m
WIDCH:	6.1 m
661660	56 4.11 m
GROUND CLEARANCE:	0,45 m
MAX SPEED ON ROAD.	50 kph
MAN SPEED OSS KOAD:	41 kph

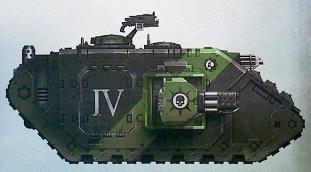
SECONDARY ARMADERO	flamestorm cannon Twin-linked
	assault cannon
CRAVERSE & CLEVATION	180° / -32° + 42°
WAID ACCOUNTION	20 x 3 second bursts
SECONDARY ADDUNICION	per weapon (variable) 2,000 rounds
ARDOUR	
CURREC:	N/A
superscructure	95 mm
surc'	95 mm
oun manccer	N/A
Abbenbuo	
0	riginal field modified ample remains in use
ex	in the 1" Company of

With auxiliary reactor DAGE 1214048 M40





The 'Heart of Blood', a Land Raider Redeemer belonging to the Executioners Chapter and attached to the 3<sup>rd</sup> Company. The vehicle spearheaded the Secessionist assault on Outpost Lambda in the Khymaran Drift during the Badab War.



Land Raider Redeemer 'Eurayalis' Bane' of the Atropos Clan Battle Company of the Sons of Medusa Chapter Whilst fighting in the Galen Subjugation during the Badab War, the vehicle exhausted its ammunition but continued to fight using its heavy mass to ram its foes.

	Armour				
	BS	Front	Side	Rear	HP
Land Raider Helios	4	14	14	14	4
Land Raider Proteus	4	14	14	14	4
Land Raider Achilles	4	14	14	14	4

**Unit Composition** 

. 1 Land Raider (of any type)

Unit Type (All) · Vehicle (Tank, Transport)

Transport Capacity

· A Land Raider Helios can transport six models.

· A Land Raider Proteus can transport ten models.

· A Land Raider Achilles can transport six models.

Access Points

· All types have one access point on each side of the hull

. The Land Raider Helios has a forward assault ramp.

Special Rules (All) · Power of the Machine Spirit

Special Rules (Specific)

· Land Raider Helios -Assault Vehicle

. Land Raider Achilles -Ferromantic Invulnerability Wargear (All)

· Searchlight

Smoke launchers

Wargear (Specific)

**Land Raider Helios** One Whirlwind

missile launcher . Two sponson-mounted twin-linked lascannon

**Land Raider Proteus** 

. Two sponson-mounted twin-linked lascannon

Land Raider Achilles

· One hull-mounted thunderfire cannon · Two sponson-mounted

twin-linked multi-meltas · Extra armour Armoured Ceramite

Fire Points (All) • None

Options (All)

· Any Land Raider may take up to one each of any of the

following (if not already so equipped):

- Hunter-killer missile +10 points - Dozer blade +5 points - Extra armour +10 points

· Any Land Raider may take one of the following pintle-mounted weapons:

- Storm bolter +5 points - Multi-melta +10 points

Additional Options (Land Raider Helios)

. The Land Raider Helios may replace its Whirlwind missile launcher with a:

- Hyperios air defence missile launcher +20 points

Additional Options (Land Raider Proteus)

. The Land Raider Proteus may be further armed with one of the following hull-mounted weapons:

- Twin-linked heavy bolter +20 points - Twin-linked heavy flamer +20 points

. The Land Raider Proteus may be upgraded with an - Explorator Augury Web ... +50 points

Additional Options (Land Raider Achilles)

• None

## **Explorator Augury Web**

The sophisticated scanners and cognis-interpreters built into the structure of the Proteus are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Techmania, these august can be used in conjunction with other assets to scan enemy protions in extraordinary detail, allowing enemy movements to be thiwarded or reinforcements to be called in with uncanny accurate.

A Land Raider Proteus with an Explorator Augury Web gains the Scout special rule.

While a Proteus with this upgrade is on the table, at the start of any of the controlling player's turns, before any Reserve rolls are made, they may declare that the Proteus' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- Disruption Mode: The opposing force suffers -1 to their Reserve rolls.
- Relay Mode: The controlling player's Reserve rolls may be re-rolled (whether failed or successfull) if they wish.

Note that the presence of multiple Explorator Augury Webequipped Proteus has no additional effect and only one mode may be chosen per turn.

If a Land Raider Proteus is fitted with an Explorator Augury Web, its transport capacity is reduced to eight.

# Ferromantic Invulnerability

The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achiles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition,

it reduces the effects of all rolls on the damage chart caused by Penetrating hits by -1 (other than by Destroyer type weaponry)

### Thunderfire Cannon

This is a multi-barrelled heavy weapon capable of hurling a variety of shells at great speed. Choose which of the fire modes listed you are using each time the weapon is fired:

Range Str

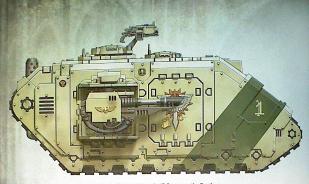
60"	6	5	Heavy 4,
			Blast (3"),
			Barrage
60°	5	6	Heavy 4,
			Blast (3"),
			Ignores Cover,
			Barrage
60*	4		Heavy 4,
			Blast (3"), Tremor,
	60*	60° 5	60* 5 6

Barrage

Tremor: Any unit hit moves as if in difficult terrain on its next turn. If it is already in difficult terrain, it rolls one less dice than normal to determine distance moved. Vehicles hit by the shell must take Dangerous Terrain tests if they move in the subsequent turn.

A Land Rader of any type is a Heavy Support chace for a Codex Space Manyper, Coder Blood Angels, Codex: Dark Angels or Codex: Space Wolves army it may also be used in all yards t spon army where it may be selected as an Astral Clave Chapter Support choice as detailed in Imperial Armour Niver. The Badab War - Part One, and a Space Manne Siege Assault Vanguard army as described in Imperial Armour Ten The Badab War - Part Too.





Land Raider of the Dark Angels 1st Company, the Deathwing. This vehicle bore a Terminator squad during the Siege of Vraks.



Land Raider of the Crimson Fists Chapter Fourth vehicle of the Chapter's 1<sup>st</sup> Company. This vehicle was destroyed during the Ork invasion of Rynn's World.

+10 points

#### Armour Front Side Rear Land Raider Prometheus 14 14 14

# **Unit Composition**

# . 1 Land Raider Prometheus

## **Unit Type** · Vehicle (Tank, Transport)

# Transport Capacity

# · A Land Raider Prometheus can transport ten models.

## Access Points . A Land Raider Prometheus has one access point on each side of the hull and

one at the front.

# **Special Rules**

- Assault Vehicle
- · Power of
- the Machine Spirit Improved Comms
- Battle Auspex

# Wargear . Two sponsons, each with

two twin-linked heavy bolters

- Searchlight Smoke launchers
- **Fire Points** · None

# Options

- Extra armour

- A Land Raider Prometheus may take up to one each of any
  - of the following: +10 points - Hunter-killer missile - Dozer blade +5 points +5 points - Pintle-mounted storm bolter .+10 points - Pintle-mounted multi-melta

A Land Raider Prometheus is an Elites choice for a Codex: Space Marines, Codex Blood Angels, Codex: Dark Angels or Codex: Space Wolves army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War -Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two.

# Improved Comms

The Prometheus ties its sophisticated scanners into a powerful comms system to co-ordinate attacks. The presence of one or more of the vehicles on the battlefield adds +1 to the result of the controlling player's Reserve rolls (note that this effect is not cumulative with other bonuses).

## **Battle Auspex**

Thanks to its sophisticated auspex array, the Prometheus has the Night Vision special rule. In addition, the cover saves of enemy targets it fires on are reduced by -1 (so a 4+ cover save becomes a 5+ and so on).



# ADEPTUS ASTARTES BATTLE TANKS

"Those of the xenos that our Predators do not crush beneath their armoured tread, we shall strike down ourselves with avenging bolt and righteous blade. Onward Crimson Fists, ever onward!"

Brother-Captain Telamon at the Thule Intercention

The Space Marines Chapters make extensive use of armound whelies of all dasses, and their arrenals contain all manner of venerable war machines, some even dating back to the tumultuous age of the Horus Heresy. As the ebb and flow of war dictates, these are replaced or repaired in the Chapter's forges and those tanks which the Techmannes and her cohorts of servitors and learner-chanics cannot produce are procured from Forge Worlds with which the Chapter maintains treated.

In war, the degree to which a Chapter makes use of its battle tanks depends very much upon the tactics and battle rites it favours. Some utilise tanks, such as the Predator and the Vindicator, as dose-in fire support units, operation in concert with Space Mairnes tighting on foot. Others mass them together to spearhead fast moving assaults, thin and Rezorback mounted squads following close behind Sail others hold back such war machines for use as a tactical reserve, of for screening or long rainey partolling.

Regardless of the degree to which a specific Chapter makes use of its tanks, it is always in support of the Space Marine squads themselves. The Space Marines are the ultimate rapid strike shock troops and even the mightiest of a Chapter's lanks ultimately operates in support of that core role.

# PREDATOR BATTLE TANKS

The Rhino is an extremely adaptable class of armoured vehicle, retaruing build in compability with many standard weapon and drive systems and, as such, it is used as the basis of a variety of Space Manne vehicles. It is easily converted into many standard and specialized variants, of which the Predator is amongst the most common, most Chapters maintaining between twenty and thirty of all types. Predators are constructed in a Chapter's forges alongated the Rhino and its variants, the Techmanies identify a number of Rhino chassis to become Predators, Wintrivindis and other variants.

As with the Rhino, there are older marks and patterns of the predator, and many of these are still battle-worthy vehicles, drawn at need by Chapters from their resting places in amount resenes. Some vehicles, having seen battle for hundreds of years, have been retired and are now kept as honoured relics, reminders of a Chapter's history and the past glories which the Chapter must continually seek to emulate.

The provenance of the Predator battle tank is thought to lie in the forgotten depths of the Dark Age of Technology when some hold that it was the standard battle tank of Mankand's fighting forces. Records suggest that the first Predators were constructed with a small troop carrying capacity, but during the campaigns of the Great Crusade this characteristic was sacrificed in favour of more ammunition stowage space, especially if the Predator was mounted with sponsons, which became standard during the wars of that era.

The Predator is a variant that emphasises superior armour protection and firepower over troop transportation capacity, and provides heavy fire support to Space Marine squads in battle.

It is thought that once, the majority of Predators were of the 'Destructor' variant, though tantalising references to other long lost patterns exist.

The whole's armour is constructed of three man layers. The inner layer provides the main protection and takes the form of a bonded ceramite/adamantium alloy which affords protection equal to over the times the same thickness of conventional steel and is significantly lighter. The second layer is a reinforcing thempola's with a sub-dermal energy dissipation their mesh, providing protection against extremes of heat and radioactivity. The outfer layer is a non-magnetic archite identification sheath.

A range of weapons may be mounted in the vehicle's turret, by far the most common of which are the autocannon of the Destructor pattern and the lascannon of the Annihilator pattern. Less common variants mount more unusual weapons and some Tech-Priests hold that one particular variant was once equipped with a mighty graviton cannon, though no examples of this configuration are known to exist in the 41st Millennium and the ability to re-create it has almost certainly perished. In addition to its turret-mounted main weapon, the Predator is capable of being armed with a pair of side-mounted sponsons. The weapons within these are remotely operated from the turret, controlled by a multi-spectral remote targeting surveyor and protected by heavy armoured cowling. Standardised weapon couplings allow for a variety of weapons to be fitted, with heavy bolters commonly chosen for close defence and lascannon for additional anti-armour firepower. When speed is of more importance than firepower, the sponsons may be omitted entirely in order to lighten the vehicle's overall weight and tease more power from its power plant.



# PREDATOR DESTRUCTOR

The Predator Destructor is believed to be the most numerous Predator variant and many marks exist in the armounes of every Adeptus Astartes Chapter Some even claim it is the original pattern of the Predator tank and it has certainly served in the armies of the Imperium since at least the Great Crusade.

The Destructor is likely to have first been introduced as a response to a newly encountered threat from a violent and warlike alien species such as the Orks, a barbarous xenoform that exists only for war. If this theory is true, the tank's thick armour and its balance between strength and rate of fire would make it ideal when confronted with hordes of this tough, numerous enemy. With Orks a ubsquitouts fee the length and breadth of the galaxy, there is scant likelihood that there will ever be cause to retire it from service.

The variant is equipped with a turret-mounted autocannon, a weapon regarded as an effective all-incur solution to a myraid of common battlefield challenges. Its rate of fire is not as high as that of the Baal Predator's assault cannon, but its raw ballistic power is greater. Equally, the autocannon does not have the same penetrative potential as the Annihilator's

Sergeant Chronus of the Ultramarines Armoury
A nigh unque figure amongst the raisk of the
Ultramarines Chapter, Sergeant Chronus rose to
prominence during the Battle for Damnos and was
elevated from his position in the line companies to serve
exclusively in the Chapter's Arsenal, going on to command
a range of vehicles in countless conflicts. He is a master
of all forms of armoured warfare and is recognised.

elevated from his position in the line companies to serve exclusively in the Chapter's Asrenal, going on to command a range of whickes in countless conflicts. He is a master of all forms of armoured warfare and is recognised as the Chapter's most skilled driver, junner and commander since the time of the Horus Heresy Indeed, he has the honour of bearing the title "Spear of Macragge", one not conferred on any of his Chapter since the Great Crusade.

lascannon, but its rate of fire is superior – these factors combine to make the Destructor a balanced pay-off between both extremes. Some Tech-Pirests hold that the Destructors man auto-loading ammunition feeds were once far more efficient and able to cycle rounds at a faster rate than is possible in the 41th Millennium. If true, the older pattern of autoloader is long lost, though the hunt for extant examples continues.





# PREDATOR ANNIHILATOR

The Liber Armorum records that the Predator Annihilator enteried service with Space Marine forces following the Skarath Crusade, on the fringe of the Eye of Terror, in M36. During the campaign a Space Wolves Great Company found itself surrounded by heretic forces, including the combined might of several Traitor Legions. With little more than infantry-portable lacanon to confront the besieging enemy with, the Great Company faced defeat and annihilation. It is said in the Chapter's legends that, at the request of the Great Company's fron Priests, the Rune Priests cast the runes in search of an answer, and were blessed with a vision of a new form of Predator.

With the signs favourable, the Iron Priests set about modifying their existing Predators. Using the Long Fangs' lascannon they created the Irist Annihilators, which led the Space Wolves' break-out, cutting a swathe through the enemy's tanks and Dreadnoughts. It is believed that this is the Irist Instance of twin lascannon being mounted in a Predator's turret in many millennia, and suggests that the Iron Priests were able to overcome some formerly insurmountable problem with power transmission or coolar feet that had been lost to the adepts of the Machine God for some time. If so, such an example proves the ancient satertion that necessity is the mother of invention.

The approved pattern now mounts a vehicle-killing twin lacaranno codified as the "Stomminger configuration. This fearsome anti-tank weapon can be made more effective still by supplementing it with sponson-mounted lacanono, though doing so puts a considerable strain on its power feeds that necessitates higher levels of field maintenance. Should the struation make it preferable, anti-personnel heavy botlers can be mounted instead, making it a balanced weapons platform that can engage enemy amour and infantry sike.

"Make the Predator's virtues your own. Let your resolve become as impervious as the Predator's armoured hull, and let your rage strike with the righteous fury of its guns. As it crushes the foe beneath its remorseless advance, so shall you smite the traitor and the alien without hesitation or regret.

Know that to take to the field alongside a Predator is to fight at the side of one of Mankind's most honoured guardians. To strive with less than your all beneath its iron gaze is to dishonour yourself and your battle-brothers before one of Mankind's greatest heroes.

From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros



### RAAI PREDATOR

Baal Preciators have been in senice with the Blood Angels Chapter since the earliest days of the Great Crusade, and with its Successors since the time of the Second Founding. The STC impirit was recovered from the runs of the forters of an archhertest on Atum III, after the Blood Angels stormed the breach and captured is nines raction. The STC pattern found within was never returned to the Adeptiss Mechanicus, however instead the Blood Angels retained the original, returning it to Baal, where it remains stored in a stassis-cell to this day, a relic of the Chapter and the source of the pattern on which all future production was bassed.

The Adoptus Mechanicus has claimed that the variant has never been officially sanctioned and that its adherence to accepted STC templates has never been verified. The Blood Angels ignore this claim and have never allowed Adeptus Mechanicus officials to investigate the Chapter's archives or armouries. Exact details of the construction of Baal Predators remain unknown, and any special construction methods used by the Blood Angels and their Successor Chapters are closely quarted secrets, though it is assumed that Baal pattern Predators are built broady to the same specifications as other Predators.

The Baal Predator's main weapons are its twin-linked assault cannon, their weight of fire augmented still further byty sponsors designed to mount heavy flamers and promethium type streams and maintain makes the Baal pattern highly effective in close support of infantry assaults, but reduces its effectiveness as an anti-rank weapon. Given the Blood Angels combat doctrine as specialised elite close combat toops, this makes the Baal a more useful variant to them than the Annihilator or Destructor. It is ideally suited for fighting large numbers of lightly armound enemy infantry such as Ork mobs, Tyranid swaryms or Chaos cultists, as well as for close support in street fighting, or Chaos cultists, as well as for close support in street fighting.

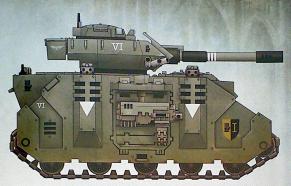
At some point the Techmarines of either the Blood Angels Chapter or one of its Successors learned that the turret-

# The Lucifer Pattern Thermic Combustor Engine

Many of the armoured vehicles in the arsenal of the Blood Angels Chapter and its Successors make use of a pattern of engine all but unknown outside of the sors of Sanguinus. It is likely this engine was first discovered along with the Bala pattern Predator and that the Blood Angels Techmannes found a way of utilising the technology on many other vehicles and certainly, its capabilities fit their battle doctrines well. The Lucfer pattern thermic combustor is a significantly more efficient machine and its output is such that vehicles into which it is fitted are capable of higher speeds than others of the same class:

The engine has its disadvantages however, in particular that it sarcfices the Predators ability to utilise a wide range of commonly available fuel sources. The additional stresses placed upon the hull though necessitate more intensive maintenance as well as regular supplications to aggreed machine spinist. The Blood Angels considerate costs with paying if by utilising the Lucifer pattern engine their battle-brothers are able to enter combat that much faster than they otherwise might.

mounted assault cannon could be replaced with a large lame throwing weapon codified as the flamestorm. Eactly when this variant of the Baal Predator entered service is unknown and its secrets are closely guarded, but some covetous observers amongst the Adeptus Mechanicus have linked it to Predator variants of old. The flamestorm is able to unleash as saring bust of flame that can engul entire buildings and is ideal for dislodging enemy from such positions. In many cases, the mere sight of a Baal Predator grinding across the battlefield, busts of flame spouting from its turnet weapon is sufficient to cause lesser foes to flee and veterans to commend their souls to whatever fell godd sety voorship.



A Predator Destructor of the Dark Hands Chapter. This vehicle carries heraldry indicating it is attached to the 1<sup>st</sup> Company. It is the sixth such vehicle deployed to combat the Chinchare Hrud Infestation.

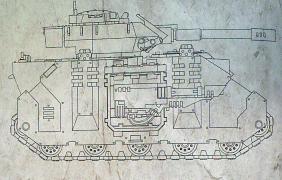


A Predator Destructor of the Blood Angels Chapter. This vehicle, "Belsarius" Fury', was deployed during the Third War for Armageddon as part of the Blood Angels commitment to the campaign against Waaaghl Tiraka. It was destroyed during the defence of Hades Hive



PREDATOR DESTRUCTOR





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Venicce name:	Predator Destructor
SORGE WORLD OF ORIG	m Mars
known patterns.	I-XII
ckew-	Driver & Gunner
powerpeane	Quad MkII adaptable
welent:	ermic combustor reactor 44 tonnes
ceneen-	6.6 m
WIDCH:	6 m with sponsons
061000	4.4 m
GROUND CLEARANCE	0.44 m
COAX SPEED ON ROAD	68 kph
MAN SPEED OSS ROAD	50 kph

OH AND ADCINC	Sponson-mounted
CONDARY ARCHADIENT	Jascannon
AVERSE A CLEVATION	360° / -15° +28°
Ain Amounttion	120 rounds
CONDARY ADDUDUCTION	Unlimited cell
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IRREC	65 mm
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icc:	55 mm
In chanceer:	65 mm
Denoue co	Optimised weapons infiguration, tactical int Delta V / Theta X

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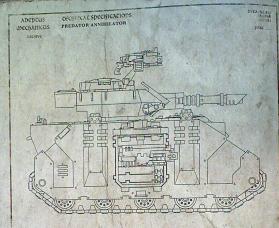


Novamarines Predator Destructor, Chapter Reserve 7<sup>th</sup> Heavy Support Detachment, Second Battle of Sagan.



Predator Destructor of the Red Scorpions Chapter, 4th Company. This vehicle was destroyed in Operation Execution Place during the Siege of Vraks, where it took part in the advance into Sector 57-44.

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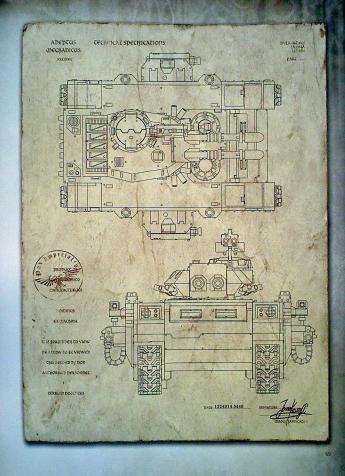
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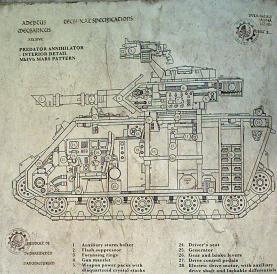
VERICOE DESIGNATION	0120-766-0724-PR 116
venicce name	Predator Annihilator
SORGE WORLD OF ORIGIN	Mars
known pacterns	H-XIV
ckew-	Driver & Gunner
powerpeane:	Quad MkII adaptable
weiest:	44 tonnes
cenoes .	6.6 m
WIDC6:	6 m with sponsons
60000	4.4 m
GROUND CLEARANCE	0.44 m
WAX Speed on ROAD.	68 kph
DAX SPEED OSS ROAD:	50 kph

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AUCHORISED DEKSONNEC

Lascannon power feeds Weapon command terminal Vox unit

Targeting array Fine motor control stick Commander's/gunner's seat Fire suppression system
Turret rotation pedals

Turret cradle Turret cradle hydraulic power unit Heavy bolter ammunition (stowed)

17. Narrow band long range vox array 18. Turret drive system and manual override

19. Auto-senses network core 20. Engine core status display 21. Tactical display

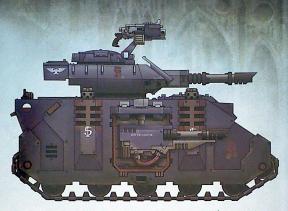
22. Driver's systems control panel 23. Drive column

29. Front glacis armour plating

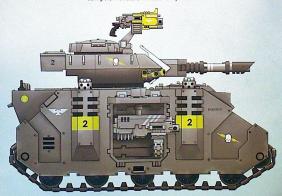
30. Suspension unit 31. Atmospheric filtration unit 32. Driver's periscope

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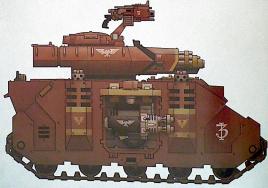
Predator Annihilator of the Crimson Fists Chapter, bearing the symbol of the 4th Company on the rear of the hull. The Chapter's fifth such vehicle, named after Chapter Master Kantor, was destroyed during the infamous Ork invasion of Synn's World.



Predator Annihilator of the Revilers Chapter, during the Molov Massacre. "Endurus" bears the yellow bars of the 2<sup>rd</sup> Company, the numeral. "2 marking it as the second vehicle of that formation. Note kill markings on the main and secondary weapons, indicating particularly auspicious kills according to Chapter tradition.



A Baal pattern Predator of the Flesh Tearers Chapter. This vehicle was painted black during the Acata Uprising for ritualistic reasons, on the orders of the Chapter's High Chaplain.

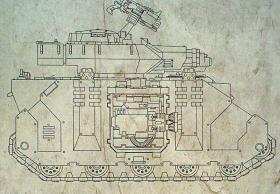


A Baal pattern Predator of the Blood Angels Chapter Shown here in Chapter colours during the Achernal Invasion. This is the third vehicle of the task force which liberated the planet from rampaging Ork pirates

ADEPEUS DECHANICUS ARCHIVE TECHNICAE SPECIFICATIONS.
BAAL PREDATOR

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PART 2



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Venice Designation	0120-766-0724-PR 120
Venicce na Der	Baal Predator
SORGEWORED OF ORIGIN	Baal
Known paccerns:	I-V
CREW:	Driver & Gunner
	Quad Lucifer pattern mic combustor geactor 44 tonnes
censcs:	
WIDCO:	6 m with spousous
061000	4.4 m
GROUND CLEARANCE	0.44 m
MAX Speed on ROAD:	68 kph
DAX SPEED OSS ROAD:	50 kph
	A CONTRACTOR OF THE PARTY OF TH

ON IN AKO AONEDE	Twin-linked
SECONDARY ARDADIENT	Sponson-mounted
TRAVERSE & ECEVATION:	heavy flamers 360° / -15° + 28°
MAIN ADMUNITION:	1,200 rounds
secondary addition	20 shots
ARDOUR	
CURREC	65 mm
superscructure	65 mu
eacc .	55 mm
eun gianccec	65 mm
	imal anti-personne
	guration. Cf//Urbar

DACE 1224016.M40





# **DEIMOS PREDATOR**

In addition to the Destructor, Annihilator and Baal patterns, less common Predator variants are to be found deep within the stasis-bound forge-chambers of the most fortunate of Chapters. In most cases, it is the First Founding Chapters who retain possession of such 'relic' vehicles as they are sometimes known, for these august bodies have fought for 10,000 years and even tanks wounded unto death are often recovered and afforded a place of honour in the vaults. Some Second Founding Chapters maintain almost as many of these rarer variants, having inherited them from their parent Legion when they came into being. Those Chapters born of later Foundings are counted fortunate to own but a single such vehicle. perhaps gifted to them by an ally or recovered from some ancient battlefield to serve as a reminder of the glories of the past - nonetheless, such vehicles, often conforming to the Deimos pattern, might be found in the arsenals of any Chapter in existence. Some of these vehicles are true relics unknown to any but the most fortunate of Chapters, while others have simply fallen from use over the millennia and their time may yet come again

One of the most prized, and almost lost, Predator tank patterns is the Deimos pattern Predator Executioner, which mounts a rare Executioner class plasma destroyer. This ancient and powerful weapon fires a series of surn-hot plasma blasts, capable of incinerating filesh and blasting apart even power armour with contemptuous ease. Only the Forge World of Rya is still able to manufacture the advanced photo-plasmic cells needed for the Executioner weapon, so many Chapters whose Techmanies have sufficient still and knowledge replace

the plasma cannon with a heavy conversion bearner. This turns the Predator Executioner into an extremely powerful siege unit and long-range tank destroyer, but this firepower is gained at the cost of manoeuvrability and increased vulnerability to short-ranged attacks. That such a modification carriers a long-standing seal of remittance from the Adeptus Mechanicus speaks of cataclysmic battles in a forgotten age, in which such deveatating irrepower was more common and more necessary.

The Deimos pattern Predator Infernus is an ancient pattern of Predator believed to date back to the hallowed days of the Great Crusade, but has now largely been replaced by the Land Raider Redeemer in many Chapters. The Crimson Fists, Fire Lords and Subjugators, among others, still value its closerange firepower when combating such xenos hordes as the Orks, and in particular it is seeing resurgence amongst those Chapters confronting the Tyranid menace. Other ancient data sources speculate that the Predator Infernus was an attempt to replicate the Baal Predator STC, stubbornly held by the honoured Blood Angels and their successors, and the same conjectural sources imply the superiority of this latter design in terms of speed, armour and armament. The Machine Cult of Mars' gall at the Blood Angels' refusal to release this precious relic is widely known, and so the Infernus boasts a fearsome armament in the form of a turret-mounted flamestorm cannon, often replaced with the anti-armour potency of a magna-melta, a devastating weapon originally intended for void-war boarding actions. Regardless of turret weapon, the Infernus is usually additionally equipped with sponsonmounted heavy bolters or heavy flamers.

#### Front Side Rear Deimos Predator 13 11

#### **Unit Composition**

• 1 Deimos Predator

# **Unit Type**

· Vehicle (Tank)

• See page 243

#### Wargear

· Turret-mounted

- autocannon
- · Searchlight
- Smoke launchers

#### Special Rules

only)

· Relic of the Armoury\* (if Heavy conversion beamer or Plasma destroyer taken

A Deimos Predator is a Heavy Support choice for a Codex. Space Marines, Codex: Dark Angels and Codex: Space Wolves army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine: The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.

#### Options

· A Deimos Predator may take one of the following sets of

- Heavy flamers	+20 poir
- Heavy bolters	+20 poir
- Lascannon	+40 poir

· A Deimos Predator may take up to one each of any of the following

- Hun	ter-killer missile	+10 points
	er blade	+5 points
- Pint	le-mounted storm bolter	+10 points
- Extr	a armour	+10 points

· A Deimos Predator may replace its autocannon with. - Heavy conversion beamer +65 points

- Plasma destroyer +35 points +45 points - Magna-melta cannon . +15 points - Flamestorm cannon

Weapon	Range	Str	AP	Туре
Flamestorm	Template	6	3	Heavy 1
Magna-melta				
cannon	18*	8	1	Heavy 1, Large Blast (5*), Melta
Plasma destroyer	36*	7	2	Heavy 3, Blast (3*)

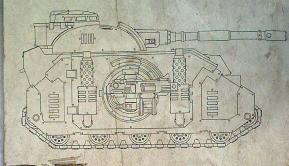


Weapon	Range	Str	AP	Туре
	rsion beamer			
	Up to 18*	6	•	Heavy 1, Large Blast (5"), Firing Calibration <sup>†</sup>
	18"-42"	8	4	Heavy 1, Large Blast (5*), Firing Calibration <sup>†</sup>
	42*-72*	10	1	Heavy 1, Large Blast (5*), Firing Calibration*

\*Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

ADEDEUS DECRAPICUS AKCONE

TECHNICAL SPECIFICATIONS: DEIMOS PATTERN PREDATOR DESTRUCTOR



DEBARCOSENCO WANUSACTURUM

OKACCOWTO BE VIEWED COIS RECORD BY non AUCGORISED DEKSONNEC

T.V SERKOW POCENCES VEBICOE DESIGNATION \_\_\_\_\_ venicue name Predator Destructor Secondary and ameno SORGEWORED OF ORIGIN Unknown CRAVERSE & CEVACION ... Known paccerns: Quad MkIV adaptable ARDOUR 42 tonnes 6.6 m 6 m with sponsons 4.4 m eround crearance 0.44 m MAX SDEED ON ROAD 70 kph COAX SPEED OSS ROAD 52 kph

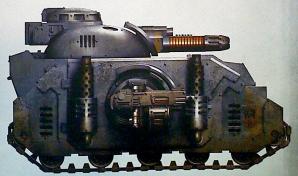
Uncodified my page among Autocannon Sponson-mounted heavy holters 360° / -15° + 28° Deimos MAIN AMMUNICION 120 rounds Driver & Gunner secondary appounition 1,100 rounds

CURREC: 65 mm SUPERSCRUCTURE \_\_\_\_ 65 mm 55 mm eun manecer ADDENDUM Deimos pattern no longer manufactured on Deimos Forge World; imprint held elsewhere

PACE: 1299077.M40



Relic Predator of the Blood Ravens Chapter. The archives state that this vehicle was attached to the Chapter's 9<sup>th</sup> Company, as is borne out by the numeral mounted upon its flank, and that it took part in the Battle of Lorn V, a deployment which cannot be fully reconciled with available sources.



Relic Predator of the Executioner's Chapter, equipped with Executioner plasms destroyer primary armament. The lack of numerals or other symbols makes it impossible to identify more specifically, and it is suspected that the tank was captured by the Chapter during their pentient cruside from an asyst unknown foe



# **RELIC SICARAN BATTLE TANK**

The Sciaran is one of the rarest relic tanks in the possession of the Adeptis Astartes, and while there are larger vehicles secreted deep within their armounes, most require extensive and time consuming rise of reactivation to bring back to life. The Sciaran in contrast, so some Fethmannes state, slumbers lightly, even fitfully, ever ready to heed the call of the Master of Relics and continue the wars of a bygone age.

Many adepts of the machine deny that the Scaran is anything but a myth, an imagined or a the thalf-emembered qhantom of an age long ago shrouded in blood and shadow. Others, sepacially more senior Techmanies, know that the Scaran is real and once served the Legiones Astartes as they prosecuted the wars of the Great Crusade They know that it surviews into the 41th Millennium and may still occasionally be seen upon the battlefield, its potent therakles pattern accelerator autocannon spitting a torrent of deadly accurate, rapid fire death at the foos of the Emperor.

The Sicaran is possessed of some of the most advanced and therefore ill-understood machine systems, and it is the subject of depreciated and and superstition, even amongst the most venerable Masters of the Forge.

Even when held in stasis, the Sicaran must be ministered to constantly by its overseers, never less than a score of servo-lectors combining their efforts to ensure the machine's continued rest, as should the Sicaran awake before being called, its machine spirit is prone to behave in an unpredictable manner

Some witnesses of such a premature awakening have reported a ballefu all-too aware glow emanating from the vehicle's cyclopic primary auspex block. Others have heard articled battle-cart from an age long passed sputtering from its vox systems, clipped orders and vengeful otals flying back and forth across a non-existent vox net using terms unknown to the warriors of the 41<sup>th</sup> Mildennium.

Stass shambers housing stumbering Sicaran battle tanks are therefore commonly sealed with the most potent of wards, their blast doors smothered in blessed wax and futtering purity seals, and the air all about is heavy with the most sacred of incense and the continuous chants of the servolectors each of down passageways where few dare to tread without the express leave of the Master of the forge

The Sicaran represents a rarity amongst the battle tanks of the Adeptus Astartes, for it is not a variant of the Rhino or the Land Raider. Its hull is a unique pattern, thought by the most knowledgeable of adepts to have been commissioned by a Primarch of the Legiones Astartes in the long lost, golden age of the Great Crusade. The tank combines numerous highly advanced and all but forgotten technologies, their capabilities far exceeding the sum of their parts. Its engine is capable of far greater output than its mass would suggest. meaning the tank can carry heavier armour than others of its size while travelling at a greater speed. It mounts a number of autonomous systems, including auto-drive and auto-aim mechanisms that require little in the way of attention from the Space Marine crew, but the most potent system the Sicaran carries however are its twin, turret-mounted accelerator autocannon, which are capable of a rate of fire and degree of accuracy far in excess of most other weapons of their class. It

is likely that variant sub-types of the Sicaran must once have existed, perhaps mounting such legendary weapons as the graviton cannon or the volkite carronade, but if this is the case, no such examples are known to exist even within the stasis chambers of the most ancient of Chapters.

As with so many other relic war machines, the Sicaran is only rarely committed to the war zones of the 41st Millennium No functioning STC imprints are known to exist, making it all but impossible to produce new vehicles to replace battlefield losses. For many Techmarines, the recovery of this long lost machine canon represents a lifetime's ambition whilst others continue to stubbornly deny that such a war machine ever existed at all, whilst others secretly believe that this is the sacred STC imprint so long sought after by the disciples of Arkhan Land.

## RELIC SICARAN BATTLE TANK .......135 POINTS

Armour Front Side Rear Relic Sicaran Tank 13 13 13

#### **Unit Composition**

• 1 Relic Sicaran Battle Tank

#### **Unit Type**

· Vehicle (Tank, Fast)

#### Special Rules · Relic of the Armoury\* \*See page 243

Wargear

· Turret-mounted twin-linked

· Hull-mounted heavy bolter

accelerator cannon

Extra armour

 Searchlight Smoke launchers

See page 242



#### Options

- . The Sicaran may take up to one each of any of the following
  - Hunter-killer missile +10 points - Dozer blade +5 points - Armoured Ceramite<sup>†</sup> +20 points
- . The Sicaran may take one of the following sets of two sponson weapons:
  - Heavy bolters +20 points - Lascannon .... +40 points

#### Accelerator Autocannon

The accelerator autocannon is a rare and highly-prized relic weapon which fires a hail of medium-calibre high velocity shells with great accuracy. Its bursts of cannon fire can rip through heavy armour with repeated shell-impacts or strafe rapid-moving targets with devastating effect.

Weapon Accelerator autocannon Range Str 48" 7

Special Heavy 6. Rending. Rapid Tracking

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

A Relic Sicaran Battle Tank is a Heavy Support choice for a Codex: Space Mannes, Codex: Blood Angels, Codex: Dark Angels or Codex: Space Wolves army.



Black Templars Sicaran Battle Tank 'Hero of Kryrenia' Chapter legend holds that this venerated battle tank took part in the defence of the Imperial Palace, serving under Sigsmund himself. It was later ceded to the newly formed Black Templars Chapter and is regarded as a relic of the utmost power and significance.



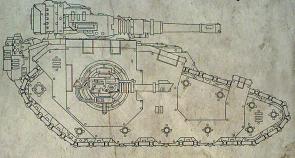
Ultramarines Scaran Battle Tank 'Henter of Gage'. This honoured vehicle is known to have taken part in the Battle of Calth, but Ultramarines Chapter legend holds that it must only ever be withdrawn from its stass chamber in the direct of circumstances lest its machine spirit be aggrieved by the disturbance.



MPETION

SIGARAN BATTLE TANK





+ produce Se	Venicos Designation Uncodified
Se superconto	Venice na De Sicaran Battle Tank
DANUSACEURUMO	SORSEWORED OF ORIGIN Unknown
	known paccerns Unknown
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K is sorbibben to view	weiesc 8.2 m
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	Heavy bolter
ondary ardadent	Sponson lascannon
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in Acocumicion	140 rounds
- The second second second	1,400 rounds heavy
bolter. Unli	1,400 rounds heavy mited cell lascanner
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enduar F	urther specification ending archive prob-

Turret-mounted

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# ADEPTUS ASTARTES BATLEFIELD SUPPORT

At Lastrati, we gathered every Whirlwind in the Crussde and massed them at the gates of Sogoth. At my order, the entire formation opened for and the night sylb Land a bright as a dy. Moments later, the city itself was allame, its defences shattered and its defendes broken. Only the did I order the Assault squads to attack, and then the bartle was truly joined."

Ancient Tahncred

The Space Mannes utilise a wide number of wheldes in the role of close-in battlefield fire support. Some are used to provide heavy fire in support of advancing squads, while others complement the capabilities of amoured spearheads. When accompaning other whelles, these war engines are in the man equipped with similar or slightly superior amour compared to the assault whelle they are to accompany, but are rarely as heavily armoured as the Land Raider or other such thats. Their role is to provide fire support to the Space Manne squads as they go into battle, engaging enemy units and forfifications as the battle-brothers close in on their target.

Battlefield support vehicles must be as fast and as tough as those used by the squads themselves and, for this reason, tend to be based upon the ubiquitous Rhino chassis. As such, their operation is familiar to all of a Chapter's battle-brothers, who with a small amount of additional specialised training and indoctrination can soon become adept at operating the support weapons systems themselves. Battlefield support vehicles tend not to have a permanently assigned crew. instead being operated by individuals tasked with crewing a number of the Chapter forge's charges. These crews are well trained in operating the full range of vehicles under the forge, and well versed in all battle rites contained in the Codex Astartes. Because of the unique manner in which a Space Marine progresses through the ranks of the companies. starting his service as a Scout of the 10th Company and, should he survive long enough, eventually becoming a veteran of the 1st Company, he learns every aspect of war in the 41st Millennium. When serving as a vehicle commander in support

of his brethren in the Tactical, Devastator or Assault squads, he is entirely familiar with their tactics and objectives and therefore able to anticipate what battlefield support they will require without them even having to request it.

Space Marine strike force commanders are adept at ensuring their forces are comprised of a balanced mix of assault vehicles and support units. An armoured column transporting squads across the battlefield might, for example, be assigned one or more Whirlwind missile tanks to lay down a suppressive bombardment against likely ambush positions. Depending on the terrain the column is passing through, the lead vehicle role might be fulfilled by a Vindicator whose mighty siege plough is able to smash aside obstacles as well as protect the war machine from the inevitable fire it will attract. Should the enemy offer a threat from the air, the column might furthermore be reinforced with anti-air defence assets such as Hunter, Stalker or Hyperios air defence tanks. A few Space Marine Chapters have access to such rare and much venerated battlefield support tanks as the Whirlwind Scorpius, a variant rarely used in the Age of the Imperium, for it is held to have its origin in an age when Space Marine fought against his brother Space Marine in the most bitterly fought civil war ever to engulf Mankind. As with all Space Marine operations, of course, it remains the battle-brothers of the Adeptus Astartes themselves on whose shoulders victory rests, even the mightiest of support tanks ultimately subordinate to that role. For all the numerous and devastating weapon systems the Chapter forge can produce, the Space Marines themselves remain the focus of Chapter battle doctrine.





# WHIRLWIND MISSILE TANK

The Whiriward is an ancient design and many different patterns have been employed down the millenna, a variety of which remain in service with Chapters across the galaxy for designation. Whiriward is used to cover a range of different patterns of multiple missile launchers set on a Rhinio chassis with which a myrad of missile bypes can be fired as part of its armament. The war machine provides a Space Marine strike force with highly mobile, close support, indirect firing artillery and in fact, the term is known to have been used as far back as the Horus Heresy before, so far as can be ascertained, many of the patterns of vehicle used in the 41<sup>st</sup> Millennium had entered service.

Unlike the Imperial Guard, Space Marine Chapters do not rely heavily on artillery fire to achieve vectory on the battlefield. As rapid strike or shock troops, they have no reequirement to fire sustained artillery barrages to reduce enemy positions before an attack, and are rarely deployed long enough for such a long ranged barrage to be effective. As a strike force they need fast, highly mobile artillery capable of delivening a binef but intense heavy barrage, against specific factical targets, and the Whirtwind provides this, quickly unleashing a high volume of firepower, albert at relatively short range, against critical targets as assaulting

warriors identify them. Being able to react very quickly to the evolving tactical situation is one of the Whirlwind's chief advantages over slower, heavier artillery deployed by Imperial Guard regiments. Being able to fire indirectly means the Whirlwind can make best use of cover and does not need to expose itself to direct enemy fire. Its mobility means that after launching a salvo, the vehicle can rapidly change position to avoid counter-battery fire. Using the Rhino chassis means it can easily keep up with the rest of a fast moving Space Marine strike force and in the case of the Whirlwind, the transport capacity of the chassis is turned over to ammunition stowage containing racks of extra missiles. These must usually be loaded into the launcher manually, a time-consuming process, meaning once a Whirlwind has fired all its loaded missiles, it usually withdraws into cover to rearm its launcher units from its internal stowage bay.

There are several different missile types used in the Whirtwind multiple missile launcher, the most common of which is the Vengeance pattern high explosive warhead. While not as heavy as some missiles carried by the artillery of the Imperial Guard, the Vengeance balances weight, see, payload and range in such a way as to provide the Space Marines with the most effective form of artillery support

tailored to their preferred manner of waging war. Many Whirlwinds carry a payload of Castellan incendiary warheads in addition to the Verigeance, a weapon that sacrifices explosive power for the ability to saturate the target with a rain of searing flame.

For a brief period, many Space Marine Chapters equipped them of Whirkinds with warheads that scattered sub-munitions across the larget zone, the result of a newly discovered STC impinit entering the cannot of machine lore. Though widely disseminated, this variant saw only limited use, possibly because the manner of warfare prictated by the Space Mannes precludes their targets from occupying defensive positions long enough to be threatened by mines It is considered likely that other missile types exist or have existed in the past and subsequently assed out of common employment.

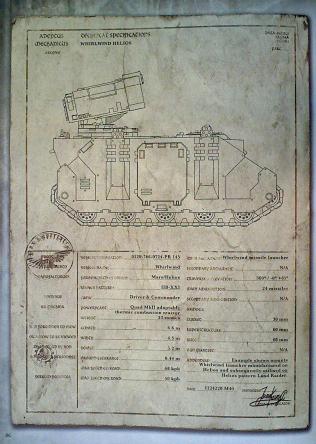
Masile types mentioned in the archives but not commonly used in the 41" Millennum include the plasma and super krak warheads, missiles that deploy various types of gas, antiplant, hayvine and tranglefoot, and even those armed with the extremely rare vortex warhead. In all likelihood, such arcane weapons reside still within the quantim-sealed stass batteries of the Deathwarch and other secretive bodies within the upper echelors of the Imperium's monolithic war machine. The number of missiles carried by a Whirlwind varies by pattern. For example, a fully loaded Helios pattern carries just sor missiles, although they are larger than the anqient Thialar pattern, with its distinctive box shaped launcher which holds twelve smaller missiles, or the "Mkil Mars' pattern Whirlwind which holds tern missiles in twin dusters of the missiles in the missiles

#### Whirlwind Suppression Forces

When faced with the need to deploy massed artillery and when no warships are on hand to provide orbital support, many Chapters utilise a formation known as a Suppression Force. By pooling all of his Whirlwinds and placing them under the coordination of a field officer mounted in a sensor-equipped Land Speeder, the force commander is able to quickly assemble a large concentration of long range, suppressive firepower. Most often utilised in open desert type environments, the Land Speeder ranges ahead of the Whirlwinds, identifying concentrations of enemy troops and calling down the fury of every Whirlwind missile tank in the formation upon the heads of the enemy. Should any foe survive to return counter-battery fire, the Suppression Force redeploys and opens fire again, repeating the tactic until the enemy is utterly defeated.



Helios pattern Whirlwind of the Ultramarines Chapter Third Whirlwind of Strike Force Ardias, Joran VI Retaliation Force





Exorcists Chapter Whirlwind, attached to the 9th Company. Destroyed in action in the Battle of Shavra, Badab War.



Whirlwind of the Space Wolves Chapter, the second of its type attached to the Great Company of Kjarl Grimblood Lost, presumed destroyed in battle against the xenos Draxian Hegemony, Battle of Medes 841



# WHIRLWIND HYPERIOS

For all the different patterns deployed down the years, the various Whirlwinds remain broadly comparable vehicles with similar capabilities. One pattern that does vary from the Codex standard is the Hyperos, a specialised anti-narraft vehicle used by many Space Manine Chapters, in most Chapters, this role is fulfilled by Hunter and Stallert tanks, both of which are entirely dedicated to it, but such advanced weapons systems are far harder to produce. The Hyperos is less specialised but, being a variant on the Whiriwhird and closer to the underlying Rhino STC imprint, simpler to construct and so it retains its place in the armounes of the Adeotus Astartes.

The Hyperion is equipped with sophisticated tracking and targeting systems, but it is within the guided anti-aircraft missles themselves that the true heart of the weapon resident missles themselves that the true heart of the weapon that is the same shall be sufficient to that used by the hunteckiller missle. The war spirit within each weapon is known for its single-mindenses and aggression, traits that guide the missle unerringly to its target regardless of the efforts an enemy might make to evade it. Altimorphisms of the efforts are enemy might make to evade it. Altimorphisms is versaile enough to engage ground targets, effectively becoming a large rack of hunteckiller missles. The weapon is generally not yould in the ground reals as last resort, but

Space Marine commanders anticipating such situations might deploy a Whirlwind Hyperios over a Hunter or a Stalker

As well as its logs-system and explosive warhead, most of the actual missiles in made up of a chamber containing the fuel it needs to fly relatively short distances at very high speed in order to intercept fast moving incoming aircraft. These missiles are not large enough to reach high altitude like those of the Hunter's skyspear, but are highly effective against low llying enemy attemption strating runs against Space Manine forces.

The Hyperios STC imprint is known to the vast majority of Adeptus Michanius Forge Worlds and Adeptus Adestates forges, yet is used by relatively few Chapters. The reason for this lies in a distant and ill-remembered passage of the imperiors bruthwish history known as the Moirae Schism. At that time, the majority of Hyperiors Whithwholds in service had been constructed according to the STC data held at the forge World of Moirae. The roque Tech-priests of Moirae utilised a hidden machine cipher insmutated into the machines during their construction to cause them to power down upon receiving the relevant code! Though the schismatics were utilimately defeated, many Space Marine Chapters distruct the Hyperios to this day and are receivent to deploy it in battle

#### The Hunter and the Stalker

When confronted with overwhelming enemy air attacks, the Space Marines often utilise the Hunter and the Stalker air defence tanks. Both vehicles are substantial modifications of the Rhino chassis and make use of a wide range of highly specialised and very difficult to replicate technologies. The Hunter is equipped with the fearsome skyspear missile launcher, which fires a warhead capable of attaining extremely high speeds over a long range, which can also pursue its foe to a very high altitude.

The Stalker engages an enemy very differently, its potent targeting array allowing it to track and engage multiple incoming targets at once with a pair of independently

tracking icarus stormcannon and to stitch the airspace it is protecting with such a devastating barrage that only the most insane foe would even attempt an attack run.

A notable and distinctive feature of both the Hunter and the Stalker are their hydraulically deployed stabiliser claws. These are fired into the ground the instant the vehicle is on-station and dramatically increase its weapon's accuracy by negating the worst effects of recoil. Though these stabilisers make the weapons far more accurate, they can make the vehicles vulnerable to return fire as they take precious moments to retract before the tank can move off. As such, a strike force commander faced with an enemy with a powerful air presence must balance his force composition wisely.

#### WHIRLWIND HYPERIOS AIR DEFENCE TANK

115 POINTS

+10 points

+5 points

Wargear

Searchlight

Smoke launchers

· Hyperios missile launcher

Front Side Whirlwind Hyperios 11 10

#### **Unit Composition**

1 Whirlwind Hyperios

#### **Unit Type**

· Vehicle (Tank)

A Whirlwind Hyperios is a Heavy Support choice for a Codex: Space Marines, Codex: Blood Angels, Codex: Dark Angels or Codex: Space Wolves army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine The Badab

War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.

#### Options

- . A Whirlwind Hyperios may take up to one each of any of the
  - following - Hunter-killer missile
  - Dozer blade
- Pintle-mounted storm bolter +5 points +10 points - Extra armour





Whirlwind Hyperios of the Black Templars Chapter, Jerulus Crusade. This is the honoured first Whirlwind of the Armoury, the Chapter's oldest Hyperios.



Whirlwind Hyperios of the Fire Angels Chapter. This vehicle is attached to the Chapter's 6<sup>th</sup>.

Company and is depicted at the time of its deployment to Lament, where it took part in the destruction of the psyker cult of the Seven Daughters of Oblivion.



DECADICUS
WILKLWIND HYPERIOS

ANGENY

PARC





# **RELIC WHIRLWIND SCORPIUS**

The Scorpius pattern Whirlwind is an example of a much honoured vehicle type that no longer exists within the known canon of STC machine lore. Like many other so-called relic war machines, those few that still exist are ancient, irreplaceable vehicles held as holy artefacts by the Adeptus Astartes. The Scorpius is a variant of the Whirlwind missile tank, its launch system, targeting mechanisms and ammunition feed unlike any other model in common use in the 41st Millennium. These systems utilise strands of machine canon that are barely understood by the adepts of the Adeptus Mechanicus and as such they are held in a mixture of awe and reverence by Tech-Priests and Techmarines alike. For the latter however, the Scorpius represents a legacy of an age of dread, a memory all but forbidden to conjure forth. That age is the Horus Heresy, when the Legiones Astartes turned upon one another and brother slew brother in the most calamitous civil war in Mankind's long and bloody history.

The very existence of the Whirhwind Scorpius serves as a direct reminder of the dire events of the Horus Heresy, for it was conceived to engage heavy amoured infantly. History does not recall if the vehicle entered service before the outset of the Heresy or if it was conceived only after the civil war had begun. The weapon certainly saw widespread use amongst

the Legiones Astartes, whether loyal to the Emperior or to the Warmaster, for it was ideal for racking open the creamite battle plate worn then as now by Space Mannes. The Scorpius is therefore regarded by many as a direct and bitter remoder of the mass fratroide that consumed the Emperor's Legions and brought the nascent Imperium to the very birth of destruction. To field it is to summon forth the ghosts of the distant past and to witness anew the crimes of warnors once halled as Mankinds greatest champions.

Because of the deep-seated significance of the Winkvind Scorpius, it is rally called forth from the states stambles of the fortress-monasteries, even when Space Mannes are to confront a heavily armoured foe against which the weapon would be highly effective. When the Scorpius is awakened from the reliquances, it is to engage in battle against the hater dations that still server those dark, powers to which they sold their souls in a former age almost as if the ten thousand yeals since the House thereby had never passed at all The hated of that bygone age is summoned forth to fue both sides, the Winkindon Scorpius serving in the capacity in which it once excelled – cutting down the Traitors to humanity with brutal, fratricial efficiency.

Rocket Barrage

#### Armour Front Side Rear

Whirlwind Scorpius

#### **Unit Composition** . 1 Whirlwind Scorpius

Unit Type · Vehicle (Tank)

### 13 12 Wargear

- 10 Scorpius multi-launcher
- Storm bolter
- Searchlight
- Smoke launchers

#### Special Rules

· Relic of the Armoury\*

\*See page 243.



#### Options

- . The Whirlwind Scorpius may take up to one each of any of
- the following
  - Hunter-killer missile . +10 points
  - +5 points - Dozer blade - Extra Armour +10 points

#### Scorpius Multi-launcher

The missiles fired by the Scorpius are smaller than those of the standard pattern weapon, but they bear a payload of equal potency. The explosive power of the missiles is concentrated into a smaller target area, sacrificing spread for increased ability to penetrate heavy armour. These characteristics, combined with the weapon's rapid auto-loading mechanisms and its sophisticated target acquisition systems, make it one of the most potent of its size and class.

Weapon Range Str Special Multi-launcher Heavy 1, Barrage, Blast (3").

Rocket Barrage: In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3



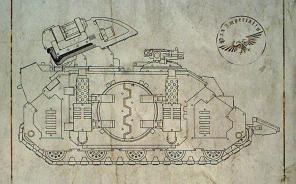


Scorpius Whirlwind of the Fire Angels Chapter, c 500 M37, unknown war zone. As the Fire Angels were not founded until M40, this vehicle must have belonged to an unrecorded predecessor Chapter which bore the same livery.



Red Scorpions Chapter Scorpus Whirlwind. This vehicle, bearing the honourfic 'Encarming', is deployed as part of the Chapter's ongoing commitment to the Third War for Armageddon and has reaped a fearsome toll amongst the heavily amoured Ork Nobs.

ADEPCUS CHECHANICUS ARCHIVE TECHNICAL SPECIFICATIONS: SCORPIOS PATTERN WHIRLWIND DVCA-167:815 TABORA 357:984 PARC



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VEBICCE DESIGNACION	Uncodified
venicce name: Scorpi	us pattern Whirlwind
SORGE WORLD OF ORIGIN	Unknown
Known pacterns	Deimas
crew	Driver & Gunner
powerpcane therm	Quad MkIC adaptable
Welent	32 tonnes
cenece:	6.6 m
WIDCO:	4.5 m
66108C	4.9 m
GROUND CLEARANCE	0.41 m
COAX SPEED ON ROAD	70 kph
MAN SPEED OSS ROAD:	52 kph

Scorpius pattern d missile launcher
N/A
360° / -0° + 65°
60 missiles
N/A
10 mm
60 mm
60 mm
NIA

DATE 1299078.M40



# VINDICATOR SIEGE TANK

The Vindicator is another very old and highly prized variant on the basic Rhino chasis. Mounting a powerful demolisher cannon, the Vindicator's main role is breaching enemy walls and fertifications and attacking enemy strong points, pillboxes and bunkers, where it can flatten defences with a single shot. It is often deployed in support of squade sengaged in city lighting or operations in similarly dense terrain such as jungles, ravines and the like, where the demolisher cannon's lack of range is no detriment to the vehicle's overall effectiveness.

Surviving, albeit highly fragmentary, records indicate that the Vindicator was first deployed during the Horus Heresy. Confronted by a war zone dominated by extensive and cunningly wrought Traitor fortifications on the planet of Rostern, Imperial forces had urgent need of a heavily armed and amoured seige weapons platform capable of supporting advancing troops as they engaged concealed, well-protected targets, with high angle fire. The answer was to most attragets, with high angle fire. The answer was to modification that proved extremely successful against the Warmaster's armies and provided the basis of the Vindicator siege tank.

The records mention very little of the Vindcator throughout the rest of the Horus Herey, and it is assumed that the tank fell out of favour it may be that production of the vehicle was halted during the galactic civil var or that its primary manufacturing site was destroyed a some point. The pattern appears to have seen a resurgence during the great battles of the Scounge, where it served front line duty against Traitor

forces pursued doggedly from one bastion world to the next as they were pushed inexorably back to the Eye of Teror, where not even the Space Marines could follow. It was not until Roboute Guilliama hald down his great work, the Codex Astartes, that the Vindicator is mentioned again, when it was specifically designated as a Space Marine vehicle and included in a Chapter's 'Codex' order of battle. It has remained there ever since.

Later models mounted a more compact demolsher cannon in place of the thunderer and additional pressure stablisation mechanisms were incorporated in order to cope with the enormous shock and recoil effects indicted on the whole and its crew when it fired. Since the Battle of Bostern I, the Vindicator has become an established part of the Space Manne armoury and several known sub-patterns exist within the machine cannon.

Whist sometimes deployed in other environments, the Vindicator specialises in one form of battle – city fighting. This form of combat is a rigorous, costly type of warfare where offensive operations are fraught with difficulty and dealt come at any moment from any quarter. Firepower is restricted as intainty units battle at close quarters, and observation and fields of fire for heavy weapons becoming heavily limited by the closed-in terrain. whilst buildings, streets, basements and severs provide the defender with well protected fighting positions and concealed routes from which to mount devastating counter-attacks.

Inside buildings infantry units must bear the brunt of the fighting, but vital assistance is still required from other combat arms, and no force is as well indoctrinated or as well equipped for city fighting as the Adeptus Astartes. The Vindicator provides Space Marine squads with direct firepower to blast enemy positions at point blank range with the vehicle's demolisher cannon being used to blow passageways through the walls of buildings and its assault dozer used to smash through obstacles and smaller structures. This is vitally important as the Codex Astartes counsels that the worst place to be while city fighting is exposed in fire-swept streets Instead, it advises that a Space Marine squad should advance from building to building by blasting holes in the walls, their supporting Vindicator, outside in the street, pummelling the target building with devastating close range fire. Once the target building has been hit by a siege shell, the squad, using krak grenades, missiles or melta weapons, makes a hole large enough for a power armoured Space Marine to smash through any outer walls that remain standing. Defenders, expecting an assault from the streets or stunned by the Vindicator's shelling. are taken by surprise by the sudden explosion, followed by the daunting figure of a Space Marine bursting through the wall. rapidly followed by an assault squad armed with flamers, frag and krak grenades, bolt pistols and chainswords to clear and secure the interior. Moving room by room makes for slow and steady progress, but reduces the exposure of valuable Space Marine troops to heavy weapons fire in the streets

As well as providing assaulting squads with close support, Vindicators are also used to attack buildings sheltering enemy heavy weapons or snipers or to destroy enemy strongpoints. For particularly large or well-defended positions or buildings, squadross of there or more Vindicators are often formed to reduce the position to rubble with over-whelming firepower Samming round after round into the target in a thunderous onsluight, before assault squads are unleashed in a rapid strike using Rhinos or jump packs to close quickly on the shaken defenders. Such uncompromising tactics have helped earn the Space Mannes their fearful reputation as the 'Angels of Death' The Vincicator's demoleter cannon line atomosus notices assisted seep stells with each round containing a obid-propellant fuelled rocket agence which powers the visitiness of major devices the visitiness of the shells propulsion systems that the gases produced by the blast build-up to dangerous levels in the barrel as filter. With no way of executang the over-pressure created by the gas build-up, the shell or barrel ran deform during firing, or at worst ran burst. Rapid venting of the gases during firing solves this problem, and when ignited the rocket gases are immediately extracted and directed via ducting, to exhaust vents on top of the hull. Even with this mechanism in place, the interior is exposed to such drastic pressure changes that only a Space Maning crew can operate the whole without risk of sension supry every time if times.

Inside the Vindicator, most of the hull space is taken up by ammunition racks which, depending on pattern, hold up to sixteen rounds. With another shell stored on the loading ramp and second already in the breach, the Vindicator normally goes into battle armed with a total of eighteen rounds. On some variants, the rear of the vehicle is also equipped with a rane-winch which facilitates fast re-loading.

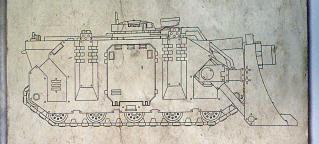
To fulfil its assault and close support role, the Vindicator is much more heavly armoured than the standard Rhino chasis, with the front and top armour thickened in order to protect against pluning fire from enemies occupying tall buildings. Extra interior bracing is required for this armour, all of which adds weight to the chasiss, feducing the whicle's top speed. Given the Vindicator's battlefield role, this is not seen as a major drawbasci.

Many Vindicators are routinely equipped with an assault dozer blade. A large dozer fitted to the front of the vehicle is particularly useful in city fight environments when a path must be cleared through rubble-choked streets or as a ram for smashing through barricades or building walls when leading an assault.



ADEPTUS DECHANICUS ARCONE TECHNICAL SPECIFICATIONS.

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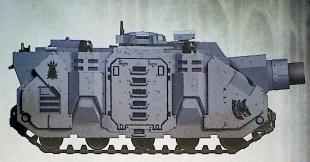
Mperia

VERICE DESIGNATION	0120-766-0833-VI 054
Venicce name:	Vindicator
soree wored of orient .	Lucius
/known pacterns:	II-XXVI
CREW	Driver & Gunner
powerpeane	Quad MkII adaptable
WEIGRE:	42 tonnes
cenece:	7.5 m
Wibch:	4.5 m
661860	3.6 m
ground coearance.	0.11 m
COAX SPEED ON ROAD	64 kph
COAN SPEED OSS ROAD:	48 kph

Demolisher cannon
N/A
2°/-0° + 45°
18 rounds
N/A
65 mm
65 mm
55 mm
N/A
nal siege/vanguard/ reakthrough config.

DACE 1224026 M40





Vindicator of the Space Wolves Chapter This vehicle belongs to the Great Company of Egil Iron Wolf, which took part in the Defence of Centius Prime alongside the Mantis Warriors Chapter



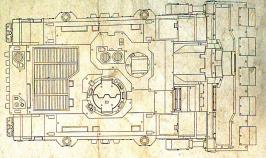
Angels of Absolution Vindicator with reinforced armour, deployed to close quarter support during the assault on the Citadel of Vraks.

ADEPTUS DECBANICUS

TECHNICAL SPECIFICATIONS

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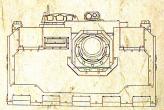
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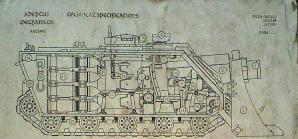
Litany of vemotition
For the ruination of the Emperor's foes,
I commit your body and soul to battle
Strike down upon those who defy his Divine Will,
Go forth and lay the blood of our enemies,
At the Emperor's feet.



Pre-battle ritual blessing of Vindicator ammunition, to be performed by Chapter Techmarine or Chaplain

DACE 833090,M41





#### VINDICATOR SIEGE TANK INTERIOR CONFIGURATION KEY

- 1. Demolisher cannon
- Gun cowl
- 3. Assault dozer blade (optional)
- 4. Multi-spectral targeting surve
- Vision block
- 6. Gunner's targeting console
- Gun breech
- 8. Cannon control panel and manual override
- 9. Driver column 10. Driver's control console
- 11. Steering column 12. Electric drive motor
- 13. Driver's foot pedals

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- 1. Demolisher siege shell (loaded via crane and ramp)
- Breech hatch (closed) Automated elevation and limited
- traverse control unit 4. Manual elevation override
- 5. Hydraulic elevation piston

- 14. Brake levers 15. Driver's seat
- 16. Electrical generator
- 17. Ammunition leading ramp
- 18. Gunner's seat
- 19. Crane control panel
- 20. Ammunition loading crane
- 21. Demolisher siege shell (rack of 16)
- 22. Rear ramp hydraulics
- 23. Rear ramp (used to load ammunition)
  24. Comm-link unit
- 25. Suspension system



6. Elevation-serve

7. Gun mantlet 8. Bonded ceramite/adamantium

armoured cowl

9. Barrel bracing 10. Reinforced titanium barrel



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# ADEPTUS ASTARTES HEAVY TANKS

"Look upon these behamoths of iron, my kin, and give thanks they sand by our side this day. Their presence links us to our past, for once these lordly engines bestrode the same battlefields as our Primurch himself, east fire upon the same (see as he, and shaped history itself as a smith beads otherwise ouisylefting setel to his will."

Chaplain Varr Shen, Battle of Shaprais, Badab War

Though primarily elite shock infantry, there are times when the Space Marines have recourse to field the heaviest of amoured war machines. Once, such mighty engines of war were commonipate in the assenals of the Adeptius Astartes, but since the Legions of old were divided into Chapters during the Second Founding, few new heavy tanks have been brought into service. At the height of the Great Crusides and throughout the subsequent Ape of Darkness the Legions fielded large formations of heavy tanks such as the Fellblade and its long lost variant, the Glaive-Some Legions even used super-heavy tanks now only seen in the amountes of the imperial Guard, such as the Banebade and its numerous variants. Such tactics suited those days well, for the Legions consisted of tens, even hundreds of thousands of Space Marines called upon to operate in a wide range of theatres of war.

The Second Founding deliberately cursaled the power of individual Space Mainte Gramations so that any future resident would be limited in scale and incapable of bringing the imperium to its kineser again. The need and scope for the use of heavy transit like the Feltbade and its kin receded, but some Chapters, in particular fuses of the First and Second Founding retain camples still. Such venerable engines of war see occasional use when the Chapter makes war against the most potent of enemy force. In particular their estimates the most potent of enemy force, in particular their estimates of the first production of enemy force, in particular their estimates was against the most potent of enemy force, in particular their estimates of the production of the produ



# FELLBLADE SUPER-HEAVY TANK

In the distant past of the Imperium, when the Legiones Astartes went to war in formations of many thousands, they did so accompanied by some of the mightiest engines ever wrought. One of the greatest of those legendary machines was the Feliblade, a super-heavy tank the equal of any foe up to and including the Titans of the Adeptus Mechanicus. It shares certain similarities with the Baneblades of the Imperial Goard, but its amount, systems and weapons are substantially more advanced. It is possible that the two machines share a common STC ancestor but it for, the Feliblade has been layisted with the rarest of systems in the machine canon, reserved exclusively for the legendary Adeptus Astartes.

The Fellblade is believed to have entered service within the Legiones Astartes in the closing decades of the Great Crusade, and as such it saw action with both sides in the calamitous galactic civil war that drew a close to that portentous age. Surviving archival fragments describe the mighty battles of that war, providing tantalising glimpses of an age of glory long since passed into history. It was an age when the Adeptus Astartes fought in numbers the likes of which have not been seen in many centuries, and were supported in battle by massed formations of super-heavy tanks. When a chapter was but a fraction of a Legion, thousands of battle-brothers deployed as one and as such had need of engines of war as mighty as the Fellblade. The tank was able to spearhead such mighty assaults and advances, its fearsome weapons able to engage even the most potent of foes. What xenos-wrought machineries of death the Fellblade must have laid low with its

deadly accelerator cannon must remain a lost memory, as must the battles it surely fought against the Traitor Legions and their vile allies during the dark days of the Horus Heresy.

Ten thousand years after the Great Crusade, the Feliblade is all but unknown in the arsenals of the Adeptus Astartes. It is thought that many were lost in the inter-Legionary wars of the Horus Heresy and the subsequent Scouring, having borne the brunt of the fury of those terrible confrontations. Possessed of such rare and potent technologies, it was perhaps inevitable that the Fellblade should fall from use as the knowledge and spirit that contributed so much to the Great Crusade receded. to be replaced with ignorance and superstition. Maintaining the Fellblade's advanced systems became ever harder as time went on and repairing battle damage all but impossible. In addition, with the mighty Legions of old divided into Chapters the need for such a heavy vehicle faded, the Space Marines refocusing on shock assault and rapid strike tactics. Later on, key Forge Worlds responsible for the production of specific systems used by the Fellblade were lost, knowledge and expertise becoming ever more fragmented, a reflection of the fate of the Imperium itself.

As the 41st Millennium draws to a close, none can say how many Fellbades remain in existence. It is likely that most are sealed within the stass-locked arsenals of the most senerable of Chapters. Some may not even have seen action since the Scouring, having been locked away against some future need no other war machine in the Chapter's reserves can meet

Others may have been placed in stasis having been damaged beyond repair, the Techmannes hoping that some future generation might be able to lend the wounded machine where they cannot. Still more may be retired from service and placed within a Chapter's reliquory, a much venerated remander of a long lost age of glory.

Newtribeles, the Fellbade does still see service on the battefields of the 41th Milennum Weapons locked away peneations ago are increasingly being unleashed upon the numerous foes of Mankind Fellblades that have not seen action since the Firmarchs led their Legions in person now fight none more. Even a single Fellblade can turn the tide of the largest of battles and few foes can stand against such a noble engine of war. The appearance of such war machines is a sure sign of the desperate times facing the Imperium, for few indeed are the Techmannes still able to repair damage to their venerated systems.

The Fellbade is armed and equipped with a panoply of weapons all but unknown to the 4th Millennium. The tank's primary weapon is a twin accelerator cannon, a vacuum-based system that uses a complex overpressure mechanism to propel heavy shells with greater force than would be possible in a comentional cannon. So efficient is this system that very lettle recoil is produced, making the weapon extremely accurate and stable. Furthermore, the accelerator cannon is served by an advanced loading mechanism that allows the tank's commander to switch ammunition types at a moment's notice the accelerator cannon first two types of munition. The first is an anti-armour shell with a super-derive core that is capable of phenetrating any known class of physical armour. The second is a heavy, high explosive munition with a fragmentation creable of scything down dozens of foes with a single shot.

Both shell types are targeted using a complex logis engine system slaved to the vehicle commander's strategium terminal, enabling him to track and switch between dozens of targets.

The accelerator cannon is far from the Fellblade's only weapon, for it mounts several more, any one of which would be counted a main weapon on a lesser tank. In particular, the vehicle carries a pair of side sporson-mounted quad lasconnon, a system held by many veteran commanders to offer the ultimate balance between rate of fire, accuracy and armour penetration.

As advanced as its weapons undoubtedly are, the Fellbades, armour and other systems are cupully as formidable. The tanks armour is constructed of a reinforced metaplas alloy matched only by the armour unlised on the god-archines of the Collegia Titancius, while its engine and systems are powered by an atomantic arc-reactor, a system the Adeptius Mechanicus has been all but unable to replicate for many generations.

The Fellbade was at one time often crewed by Legion serfs, many of them individuals who were rejected during the Space Manne implantation and indoctrination process, but who were monetheless superior to the rank and file of the Emperors fighting forces in the 41th Millennium, however, such venerated war engines are only ever crewed by Space Mannes, invanably the most experienced and honoured between serving directly under the Master of the Forge It is only ever at the direct behest and concordance of the Chapter Master and the Master of the Forge that a Fellbade is deployed, and only in the direct of circumstances, and in almost all cases, heavy damage is all but irreparable and the loss of a Fellblade a tragedy for the entire Chapter.



+20 points

Fellblade

Front Side Rear 14 13

#### **Unit Composition**

• 1 Fellblade

# Unit Type

Super-heavy Vehicle

#### Wargear

- · Turret-mounted twinlinked Fellblade accelerator
- cannon · Two sponson-mounted
- quad lascannon · Hull-mounted twin-linked
- heavy bolter
- · Hull-mounted Demolisher cannon
- · Searchlight
- Smoke launchers





#### Options

- · A Fellblade may exchange its quad lascannon sponsons for Laser destroyer sponsons.
- · A Fellblade may exchange its hull-mounted twin-linked heavy bolters for
- Twin-linked heavy flamer . A Fellblade may take up to one each of any of the following:
- Hunter-killer missile +10 points - Armoured Ceramite +25 points
- A Fellblade may take one of the following weapons:
- Pintle-mounted heavy bolter ... +15 points - Pintle-mounted heavy flamer +15 points

## - Pintle-mounted multi-melta..... Fellblade Accelerator Cannon

A cogitator-assisted high velocity accelerator cannon designed on the Forge World of Tigrus, the Feliblade accelerator cannon is a superior heavy armament able to switch between high density-core armour piercing shells for use against enemy armour and fortifications, and powerful high explosive fragmentation rounds for use against concentrations of troops.

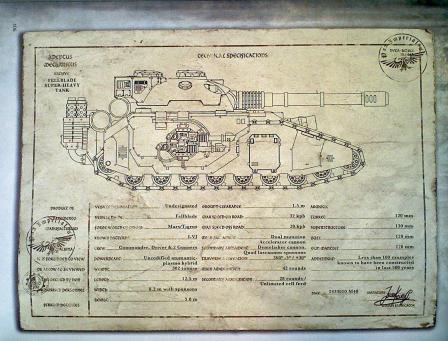
Choose which of the following two profile entries the cannon uses every time it is fired:

	Range	Str	AP	Туре
Fellblade acce	lerator canno	on		
(HE shell)	100*	8	3	Ordnance 1, Massive Blast (7*)
(AP shell)	100*	9	2	Heavy 1, Armourbane,

#### **Armoured Ceramite**

Additional heavy ceramite plating fitted to the vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with Armoured Ceramite is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.



Charles and the second





## TYPHON HEAVY SIEGE TANK

This mighty war machine is named after the 'Great Beast of anioent Terran myh, a title entirely appropriate for this most belicrose of engines of war. The vehicle was developed during the Great Crusade and shares a common STC heritage with the Spartan Assault Tank. Some fragmentary accounts claim that the typhon was created at the express order of Perturabo, the Primarch of the Iron Warriors Legion. Given that Perturabo led his Legion into treachery during the Horus Heresy, it is little worder that the "Typhon's origins remain obscure." Some even hold that the machine's origins taint it still, some echo of that calamitous age resounding down the millennia.

The Typhon was created to proude the Legiones Astartes with the ultimate in mobile firegover and mounts the largest cannon it is possible to carry on the Typhon/Spartan hull. Prior to the creation of the Typhon, the dreadharmer sege cannon had only been utilised on static super-heavy sege ordinance of the creation of the Typhon, the Branch of the Control of the Typhon of the Control of the Typhon of the Control of the Cont

As with many other classes of heavy tank, the Typhon fell out of use in the aftermath of the Horus Heresy. With the decimated Legions divided into far smaller Chapters, the need for massed heavy assaults against entrenched enemies for which the Typhon was created became a thing of the past or was left to other forces more able to absorb the inevitable losses Nonetheless, many Chapters retain a small number of Typhon Heavy Siege Tanks in their arsenals, reserved for use when they must assault the heaviest of enemy fortifications and no other form of artillery support is available. Invariably, such attacks see the Typhon join heavy armoured spearheads alongside Land Raiders and even Spartans. There they unleash devastating fire upon enemy heavy fortifications, creating a breach through which the squads transported by the Land Raiders can launch their assaults. In the unlikely event that any defenders may have survived the attack of the Typhon's dreadhammer siege cannon, Terminators and other assault units attacking from their Land Raiders will cut them down without mercy, forcing the breach and delivering victory in short order.

Despite the staggeringly heavy weight of fire the Typhon is able to bring to bear upon the battlefield in direct support of assaulting units, its legacy as a product of the mind of the Primarch Perturabo remains a powerful disincentive to many Chapters utilising it. The Primarch of the Iron Warriors

was at once a master of sege warfare, and a bitter, even megalonamical character deeply jealous of the glones his bettler Primarchs had won. He and many of his Legion were apparently possessed of a bitter resentment that some claim resides yet within the heart of the Typhon, its machine spirit having inherted something of that twisted demeanour. Even those few Typhons constructed long after the Horus Heresy are said to harbour something of the darkness of those times, a legacy that follows the works of Perturabo millennia after his fall.

So deeply rooted is the taint that resides within the machine heart of the Typhon that some Masters of the Forge are reluctant to sanction its use in all but the direct of circumstances. They reman certain that to field the Typhon in combat is to mive ill fortune or to court the stan of treachery Certainly, it is generally held that the Typhon's machine spirit is amongst the most belieces and obtainate, driven by its own unknowable drives that might have little, if anything in common with those of its Chapter.

#### TYPHON HEAVY SIEGE TANK.....

.350 POINTS

			Armou		
	BS	Front	Side	Rear	HP
Typhon	4	14	14	14	6

• 1 Typhon

• Dreadhammer siege cannon

• Super-heavy Vehicle

SearchlightSmoke launchers

Special Rules

• Crushing Weight

\*See page 242





#### Options

A Typhon may be equipped with one set of two of the following sponson-mounted weapons:

- Heavy bolters	+20 points
- Lascannon	+40 points
A Typhon may take up to one each	of any of the following:
- Hunter-killer missile	+10 points
- Armoured Ceramite*	+20 points

- Pintle-mounted heavy bolter +15 points
- Pintle-mounted heavy flamer +15 points
- Pintle-mounted multi-melta +20 points

#### Dreadhammer Siege Cannon

The Dreadhammer is a huge siege weepon, modified from the kind of static weeponry usually deployed to slowly pound dites and gargantuan fortresses to dust. The kinetic blast wave produced by the multi-tonne shells it fires alone is enough to liquely flesh and bone, and the most well-protected bunker provides little defence for those within

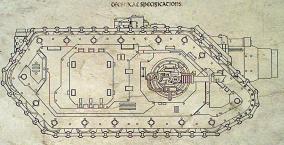
The Dreadhammer siege cannon has two ranges depending on whether the vehicle has moved or remained stationary. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24°. If it did not move, the range is increased to 48°.

#### **Crushing Weight**

The Typhon Heavy Siege Tank is densely constructed and heavily reinforced to withstand the recoil of its own main weapon. This has the side effect of enabling it to pulverse just about anything smaller than itself that crosses its path. The Typhon adds +1 to all rolls on the Thunderblitz table when making a Ram or a Tank Shock attack.

Ignores Cover

ADEDCUS **DECRAPICUS** TYPHON HEAVY SIEGE



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VENICLE DESIGNATION Mars/Anvilus IX OAX SPEED OSS ROAD SORGE WORLD OF ORIGIN-Known DACCERDS: \_\_ Commander, Driver & Gunner Secondary AROADENC DOWERDCARC Uncodified meta-thermic traverse acception . WEIGHT ceneca: 6.1 m with sponsons WIDCE: 5 m 56000

Undesignated GROUPD CCEARANCE: 0.5 m Typhon DAX SPEED ON ROAD: 35 kph 30 kph I-III ov mase somene Dreadhammer siege cannon Lascannon sponsons 10° -5° / +20° 170 tonnes DAIR ADDUNITION 12 rounds Unlimited 10 m secondary administron cell feed

ARCOOUR NIA 95 mm SUPERSCRUCCURE 95 mm eun manerer:

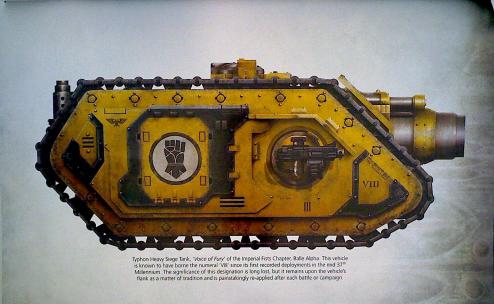
ADDENDUC - Spiritual containment rites as per Book of Zeal (M36 reduction)

DACE 1433018 M40



DVEA-167:325 7A3:04A 357:984

PARC \_\_





## CERBERUS HEAVY TANK DESTROYER

The Cerberus is a product of technologies predating the Age of the Imperium by uncounted millennia, its neutron laser battery tracing its origins far into the darkness of Old Night before even the Great Crusade united the scattered words of Humanty. The vehicle utilises the same basic hull as the Tipphon, but mounts within it a very different type of weapon indeed. The neutron laser battery is powered by an atomantic arc-reactor and fires a pulsed beam of intense radiation that scythes straight through even the thickest of armour and wreaks havoc on delicate systems within, whether biological or electronic. The weapon has a particular drawback however, in that should the target's armour vithstand the attack, its energies are prone to delectron back along the beam, potentially inflicting heavy damage on its own systems rits neutron bedechunts fail.

Knowledge of the systems utilised in the neutron laser battery is all but lost in the 41 "Millennium and it is likely it was only barely understood even during the Great Crusade Archives suggest that the technologies at the heart of the weapon were recovered from a forbidden and long forgotten battlefield, and developed and applied in ways that caused great constrenation among certain factions within the Michanicum: Even once the vehicle had entered production, there were apparently those who objected to its widespread use Certainly, the acreactor that powers the Neutron Isser battery is prone to wild fluctuations that make it highly diangerous to porate for any crew other than a Space Marine or a much augmented Tech-Pinest. A non-augmented human crew would in all likelihood be slowly cooked alwe by the reactor's unstable energy field, while a Space Marine crew's superior constitution would allow them to aword the worst effects for a much longer time before succumbing to them.

Like other examples of the heavier types of war machine utilised at the height of the Great Crusade, the Cerberus is rarely deployed by the Adeptus Astartes in the 41<sup>st</sup> Millennium. As with other vehicles designed to support the massive Legiones Astartes during the Great Crusade, the smaller Chapters have less up for it. In the case of the Cerberus however, the numerous systems that power the neutron battery, as well as those that contain the worst of its fluctuations, are all but impossible to maintain and the construction of new whelces is almost unheard of With each deployment, the vehicle's reactor is prone to grow err more unpredictable and its hielding less effective. Ever more plaintive supplications are required to quiet the suffy machine spirit, which some Eccharannes suspect to being

slowly corrupted by the very systems it governs. Some battlebrothers who have crewed a Cerberus have reported its machine spirit as having acted in an unpredictable or even capricious manner, furthering the war engine's steadily increasing reputation as a dark relic of a forgotten age that has no place in the arsenals of the Imperium

Nonetheless, there are times when the Adeptus Astartes must face enemies all but immune to conventional weapons and which only the esoteric systems of the Cerberus have any hope of defeating. As the 41st Millennium grinds ever onwards and the enemies of Mankind draw in, so such deployments increase, regardless of the risk

#### Long Lost Secrets of the Great Crusade

The Cerberus is an example of one of the many classes of war machine that rose to prominence during the Great Crusade, only to fall from common use amongst the Adeptus Astartes as the Age of the Imperium ground on One of the reasons for this fall was the drastic change in the way Space Marines were utilised following the Horus Heresy and the subsequent Scouring, but there were other contributing factors too. Not least among these is that the Imperium simply could not maintain the arcane systems many of these potent engines of destruction utilised Countless Tech-Priests have made it their life's work to recover even a fraction of these long-lost treasures, such as the legendary and ill-understood flare shields once utilised by certain classes of armoured vehicles. Others hold that such technologies are the echoes of earlier, darker times and fear that to resurrect them is to call forth the horrors of the distant past and to invite the return of forces that should be left well alone

#### CERBERUS HEAVY TANK DESTROYER .....

Armour Front Side Rear 14 13

Cerberus **Unit Composition** • 1 Cerberus

**Unit Type** · Super-heavy Vehicle

**Neutron Laser** 

Wargear

· Twin-linked neutron laser

battery (Primary Weapon) Searchlight

 Smoke launchers Special Rules

· Reactor Blast \*See page 242.



following:	
- Heavy bolters	+20 points
- Lascannon	+40 points
A Cerberus may take any of the following:	
- Hunter-killer missile	+10 points
- Armoured Ceramite*	+20 point
A Cerberus may take one of the following:	

. A Cerberus may be equipped with one set of two of the

+15 points - Pintle-mounted heavy bolter +15 points - Pintle-mounted heavy flamer - Pintle-mounted multi-melta.... +20 points

Feedback: If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or Wound.

Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this type may only fire Snap Shots in the following game turn.

AP Type Range Str Neutron laser battery Primary Weapon 72\* 10 D3 (roll each

resist the terrible forces they can unleash.

The neutron laser is a relic of the Dark Age of Technology

whose secrets are little understood outside of the highest

blasts, while outmatching any weapon of its size, are prone

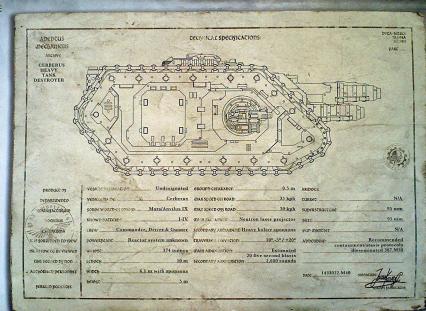
to dangerous feedback if they encounter anything able to

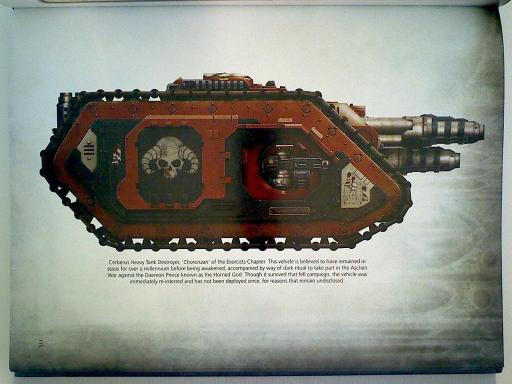
circles of the Adeptus Mechanicus and whose powerful

time the weapon is fired), Concussive, Feedback, Shock Pulse

Options

Should the Cerberus lose its last Hull Point, it rolls on the Catastrophic Damage table with a +1 modifier. The vehicle is then removed







## SPARTAN ASSAULT TANK

An amound transport of truly massive proportions, the Spartan is a heavy assult tank all but unknown outside of the revered Space Marine Chapters and certain secretive sets within the Adeptiss Mechanics. It is a huge amound conveyer created to carry a large body of troops into the very heart of an enemy's battle lines and is capable of surviving weapons fire that would bring about the destruction of any lesser vehicle. It is design bears clear connections with that of the land Raider, and the genius of those who made it was such that the manpiny of its intensi space is given over to a transport capacity greater than almost any other Imperial vehicle of its size. It is also considerably faster on the battlefield than its size would suggest, thanks to potent reactio-driven motive drives.

Many Space Marine Chapters maintain these huge war machines as part of their arsenal and deploy them into the most helish and perilous war zones where even the mighty Land Raider would be torn asunder. Their greater transport capacity particularly finds favour amongst those Chapters who possess many suits of Terminator armour, such as the Minotaurs Chapter.

#### The Ring of Death

The earliest extant account of Spartans being used in battle dates to the earliest days of the Age of Imperium, or possibly earlier for the histories of that time are fragmentary at the St. One tale describes how a Space Manne strike force was required by dire circumstances indeed to cross a region ablaze with raging plasma fires, a region referred to in several apocrypha as the Ring of Death. The Space Marines amased their Terminator squads, for only warriors wearing such formidable amour had any chance of surviving the lethal energies, but they required a transport equally as impenetrable. The Spartan was the answer, a whole created with the express must see the spartan was the answer, a whole created with the express must of belliving massed Terminator squads through the Ring of Death to the frage the world.

Several of the accounts state that even protected within the massively armoured holds of the Spartan, only a fraction of the Terminator squads survived the advance into that hellish landscape. Nevertheless, the sacrifice was not in vain and the battle was ultimately won.

## Spartan

#### Front Side Rear 14 14

Wargear

#### **Unit Composition**

#### • 1 Spartan Assault Tank

#### **Unit Type** · Vehicle (Tank, Transport)

## **Access Points**

#### · The Spartan has one access point at the front and two

## on each side.

#### Transport Capacity · The Spartan has a transport capacity of 25 models.

## · Two sponson-mounted

- quad lascannon
- · Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers · Extra armour

#### Special Rules

 Assault Vehicle · Power of the Machine

#### Spirit **Fire Points**

#### None

#### Options

- · A Spartan may exchange its hull-mounted twin-linked heavy
- bolter for - Twin-linked heavy flamer .... Free
- . A Spartan may exchange its lascannon sponsons for - Laser destroyers Free . A Spartan may take frag assault launchers +10 points
- · A Spartan may take any of the following: - Hunter-killer missile +10 points
- Armoured Ceramite .... +20 points · A Spartan may take one of the following pintle-mounted
- weapons: - Storm bolter - Heavy flamer +15 points +15 points - Heavy bolter ... +20 points

## - Multi-melta **Armoured Ceramite**

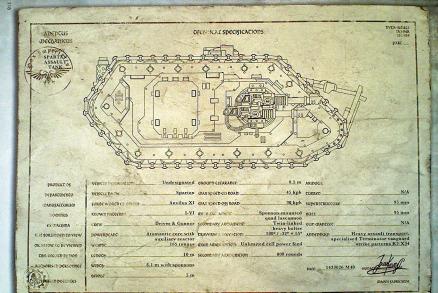
The thick hull of the vehicle has been further augmented with ablative ceramite plating, and blessings and prayers to the Omnissiah

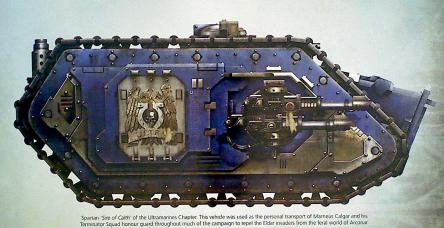
Weapons with the Melta special rule may never roll an additional D6 penetration against a vehicle with Armoured Ceramite

Type Quad lascannon Heavy 2. Twin-linked Ordnance 1 Laser destroyer Twin-linked

A Spartan is a Heavy Support choice in a Codex: Space Marines, Codex Dark Angels, Codex: Blood Angels and Codex: Space Wolves army. It may also be used in a Tyrant's Legion army where. it may be selected as an Astral Clavs Chapter Support choice as detailed in Impenal Armour Nine The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.







# ADEPTUS ASTARTES ATTACK CRAFT

As I bear the colours of my Chapter boldly, so too do these glorious machines. Their flanks carry our livery with pride, and the scream of their jets proclaims their coming for all our foes to hear."

Carab Culln of the Red Scorpions



The Space Manner are sometimes referred to as the "Angels of Death", the bringers of the Emperor's judgement who descend from the skies upon flery cort rails to wheak doorn upon the value of the season and the Berd "Hey sarks without warring from any quarter, bringing their enterpy to very at a time and pick of their own chooling. To proceed upon the manner, the Adeptis Astaries how access to a wider range of craft capable of deleting my squarter and their united firstly into the Theatr's a bartist, oil bringing frightly mobile fire support to be and of locating and pursuant be energy wherever he might try to had. The space Manners my man fainge stacks of dataset. The mobile of the space plant of the space

As is the case with a Chapter's tank and mobile attilley. Its attack contains a way, deployed in support of the factor's Assault and beyastate studies in whom ultimate wordy resides. Some ferry such souals from critic to them objective, and provide additional freely over in support of them solon. Others are used to engage enemy forces that would interfer with the squads deployment, such as when a Stormation Gundhip is tasked with inderegating enemy fivers that would have greatly as the solon of the stormation o

Amongs a Chapters attack craft are to be found some of the most vestrated and least understood ownnels of technology, known to the Adeptus Mechanics in particular, the anti-gray spiters found in many different space Manie these use known in very few applications outside of the Adeptus Astance. Since vehicles powered by anti-gray repelors were restrictly commonpace in the armies of Mankand, but many are now entirely four months of the armies of Mankand, but many are now entirely four flowly of the armies of the action, they are reserved for those who have the greatest need, namely, the Space Marnes of the Adeptus Astantee.

## THUNDERHAWK GUNSHIP

Alongside the Land Raider and the Drop Pod, the Thunderhawk Gunship provides the Adeptus Astartes with the ability to assault directly into the very teeth of an enemy's defences. Combining amour, firepower and transport capacity into a vessel synonymous with all that the Space Mannes stand for, the Thunderhawk is one of the most revered war machines in a Chapter's formidable arenal.

It fulfils a number of different strategic and tactical roles, and its primary mission is that of a drop ship, a function the vessel excels at thanks to its ability to carry several Space Marine squads at once, as well as substantial stocks of ammunition and other equipment required to keep them fighting longer and more effectively. Often deployed from orbit having been transported to a war zone in the armoured holds of a Space Marine strike cruiser or battle barge, a flight of Thunderhawks is sufficient to deliver an entire strike force into battle before the enemy has even realised the extent of his peril. Shielded by multiple layers of armour constructed using the same artifice-rites as the Land Raider's, the Thunderhawk is able to weather the fires of atmospheric re-entry and withstand even the heaviest of ground-to-air defensive fire. Its mighty RX-92-00 Mars pattern thruster engines provide the power to keep this armoured behemoth aloft as it screams down upon its foe, and jump pack-equipped Assault squads often deploy from the frontal assault bay while the Thunderhawk is still in flight, chainsword-wielding warriors descending upon their enemy upon columns of fire to deliver death in the name of the Emperor. Other squads are then deployed as soon as the gunship touches down, charging from its lowered assault ramp within seconds of the undercarriage hitting the ground

The Thunderhawk's utility dose not and with the deployment of its lethal cargo of Space Marines, for it is a formidable heavy weapons platform in its own right. Equipped with a dorsal-mounted turbo laser or oversized battle cannon, the Thunderhawk is able to engage targets as large as a Scout Titan or super-heavy tank as well as enemy fortifications in addition to its main weaponry, the Thunderhawk mounts numerous heavy botters with which it can scour a landing zone clear of enemy troops in a storm of mass reactive shells. An additional payload of wing-mounted bombs and missiles allows the gundhp to operate in direct support of the squads it delivers into battle, its commander coordinating with squad leaders to obliterate targets as the battle unfolds:

The Thunderhawk also provides a Space Marine strike force with an unprecedented degree of strategic flexibility. It can serve as a highly armed and mobile command base for a battle leader, especially when several different Space Marine forces, often drawn from different Chapters, are operating in concert. Its holds can carry large stocks of ammunition and it can be used for the evacuation of Space Marines too seriously wounded in battle to be able to continue the fight. In pursuance of the Space Marines' role as rapid strike shock warriors. Thunderhawks are often used to redeploy a force to another area of a war zone or to deliver them back to a battle barge or strike cruiser waiting in orbit to be transported to another planet or star system entirely. The ability to pull Space Marines out of the line the instant the battle is over and to commit them to fresh action without delay keeps the enemy guessing as to where and when the next attack will fall, degrading enemy morale and command effectiveness before another shot has even been fired.



The Thurderhawk is unusual in that it can operate effectively in the depths of space as well as in the atmosphere of a terestral body in space, each RV-02-00 thruster serves as a rocket bootser. Fuelled by the arrest to noboard fusion reactor, the forward turbe-fan part of the engine can be solated from the enhants and combustion chambers. Fuel generated in the reactor is purpled into the combustion chamber, where it burns to create a high pressure, high-velocity stream of gases, which then flow through the engine's shaped exhaust nozzle, accelerating them further. Additional retrie or ehaust nozzle are optioned around the Thunderhawk's hill and these vent off some of the gases to control the Thunderhawk's direction in zero-gravity conditions, allowing it to manieure effectively. The combined engines are highly complex and require many mattenance riets to keep them vorting in the proper manner.

#### Rites of Construction

A Thunderhawk gunship is amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each gunship is packed with advanced targeting, sensory, communication, avionics and navigational equipment, protected inside a heavily amoured hull.

Its armour is constructed using the same techniques as those used in the Land Raider, and is a layered composite of ablative ceramite over an absorption and energy dissipation layer, a thermoplas fibre mesh, titanium rolled plates and an adamantium inner hull. This combination provides superb protection from incoming fire and the thermoplas fibre mesh provides extra heat shielding during entry into a planet's atmosphere. During the course of a battle, the Thunderhawk must be able to withstand repeated atmospheric entries as well as weathering the attacks of the enemy. As result, the hull of a Thunderhawk is also resistant to many heat based attacks such as melta weapons or Eldar fusion guns. The Thunderhawk therefore has a reputation as a very robust aircraft that can sustain an immense amount of damage and keep flying, bludgeoning its way through enemy interceptors and flak fire to land its cargo safely into the heart of any battlefield Despite their complex systems, these masters of the sky have a welldeserved reputation for being rugged and reliable

As well as its armour construction, a Thunderhawk has other systems in common with the Land Raider. Multi-spectral remote targeting surveyors control the primary dorsal weapon and forward heavy bolters, relaying information to the aircraft's gunner on the flight deck

#### The Stormbird

The Tunderhawk Gunship entered service with the Legiones Astates towards the end of the Great Crusade, slowly supplanting an older dass of wholek known as the Stormbird This much larger class served the same role and had been in service since the days before even the Emperor united the disparate tribes of Ancient Earth, serving at the front line in the Wars of Unification, Surviving records are unclear as to why these vessels fell out of favour with the Legions, but it is possible the smaller gunship was simple seasier to replicate across the numerous Forge Worlds supplying the Legions as the Great Crusade pushed ever further into the void

It is unknown if any of these vessels remain in the arsenals of the Space Manines in the 41<sup>th</sup> Millennum. A small number of uncorroborated accounts suggest a few are in service with Chaos Space Manne warbands. If true, it is likely that many amongst both the Adeptus Martines and the Adeptus Machanicus would go to great lengths to recover such vessels, and cleanse them of the touch of the Ruinous Powers.

The whele's primary narrow-band, long-range communications transmitter is studed on top of the fuselage and serves as a relay between forces on the ground and those in othit, whilst a sensor array and electronic counter measures allow for the detection and jamming of enemy signals, sensors and tracking equipment. The Thunderhawk also has its own nagyalistional equipment which relays information to Space Manne command units Should a Thunderhawk be shot down, then the whele's salvation beacon will broadcast its position so that a rescue party can rapidly locate the crash set. The Thunderhawk is a highly valued asset to a Space Manne Chapter and even a catastrophically dramaged writes. With the recovered.

An unusual feature of the Thunderhawk is the addition of two dratack' wings mounted above the main wings and engines these are used to give additional directional stability for accurate gun attacks with the dorsal weapon or the lascannon Their movement is synchronised and during normal light they are locked into position against the upper main wing. The braces are released when the Thunderhawk is approaching a target and make the aircraft a far more stable gun platform for accurate engagement of ground targets. Armour

Thunderhawk

Front Side Rear 12 10

#### Unit Composition

. 1 Thunderhawk Gunship

#### **Unit Type**

 Super-heavy Flyer (Hover, Transport)

**Transport Capacity** . The Thunderhawk has a transport capacity of 30

#### models **Access Points**

· One access hatch on each side and a forward assault ramp.

#### Special Rules

 Assault Vehicle · Power of

### the Machine Spirit

Wargear · Hull-mounted

## Thunderhawk cannon

- Four sponson-mounted twin-linked heavy bolters
- · Two hull-mounted lascannon
- · Six hellstrike missiles Armoured Ceramite

#### **Fire Points**

· None





#### Options

- . The Thunderhawk cannon may be replaced with a
- Turbo-laser destructor. +90 points · A Thunderhawk may replace all six hellstrike missiles with
- Six Thunderhawk cluster bombs .... + 60 points . The Thunderhawk may take up to one each of any of the
- following - Flare/chaff launcher\* ... +10 points
- Armoured cockpit\*... +15 points - Illum flares\*. .. +5 points - Distinctive paint scheme or markings\* +10 points
- \*See page 243.

#### **Armoured Ceramite**

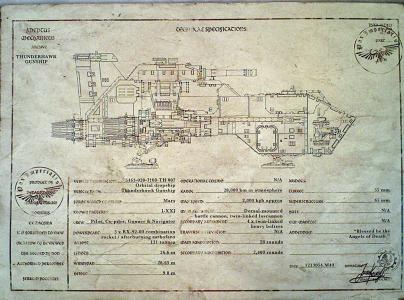
The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

Range Str AP Type

				AND COLUMN TO SERVICE STREET, SANS
Thunderhawk				
cannon	72*	8	3	Primary
				Weapon 1.
				Massive Blast
				(7*)
				(,)
Thunderhawk				
cluster bomb	Bomb	6	4	Heavy 1, Bomb,
				Apocalyptic
				Barrage (5*),
				One Use
Turbo-laser				
destructor	96*	D	2	Primary
destructor				Weapon 1,
				Large Blast (5")



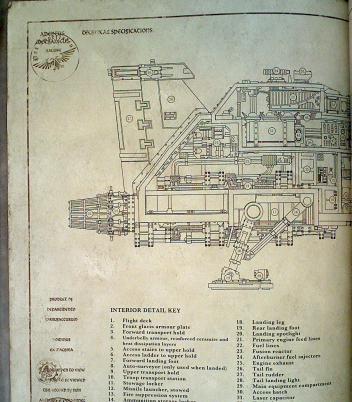


TECHNICAL SPECIFICATIONS 60000 PARC ea be product og Departmento DANUSACCURUO pommas EX CACSIDA It is sorbidden to view OK ACTOW TO BE VIEWED Chis Record by non Auchorised personner SERROD POCETICES DAGE 1213054-M40



Thunderhawk Gunship, 'Regn of Vengeance', of the Blood Angels Chapter, Balle Alpha. This is the Chapter's second vessel, thought to have been in service since at least the eighth century of the 36th Millennium. Note the light grey lower hull, which aids concealment when the vessel is landed by reducing contrast in the shadowed lower portions.





14.

Ammunition storage locker

Maintenance access ladder

Landing leg support piston

Landing gear stowage area

32.

33.

34.

35.

Turbo-laser

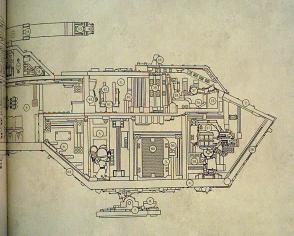
Secure comms array

Pilot's system control panel

Turbo-laser multi-spectral targeter

THUNDERHAWK GUNSHIP INTERIOR DETAIL

DARC\_



- Rudder pedals
  Flight control sticks
  Flior's seat
  M33 'Cygnus' class machine spirit

- M33 'Cygnus' class machine ap-weapons control station Navigator's seat Gunner's seat Navigator's station Atmospheric sensor Feeds from secondary capacitors

- Main power feed
  Sensor controls
  Electronic counter measures
- Navigational controls
- Primary avionics

- Primary avionics
  Emergency locating beacon
  Energy convertor
  Refraction chamber
  Barrel bracing
  Sleeye vents

- Armoured front ramp
- Armoured front ramp
  Dreadnought in transport position
  Ammunition stowage boxes
  Door control panel
  Side door

- 60.
  - Rear ramp





## THUNDERHAWK TRANSPORTER

A logistical support variant of the standard gunship, the Thunderhawk Transporter is used to quickly move a Chapter's vehicles from strike crusers in orbit to a planet's surface, it is also capable of carrying a small complement of passengers, though not as many as the Thunderhawk Gunship. When entering a war zone, it is armed with heavy botters for self defence, but it is not expected to engage the energy!

Twin-winged and powered by four engines, the transporter can carry two Rhinos or a single Land Raider, using its powerful magnetic clamping arms to lock its cargo in place. The four clamping arms are mounted upon runners so they can be moved into position on the vehicle's side and, being pointed, the arms clamp onto the side of a vehicle and then

lifit to ff the ground into the carrying position. Upon landing the arms will be lowered to place the under slung vehicles on the ground, allowing the transporter to swoop in, drop off its cargo and quickly take off again. During planetary assaults, transporters fly non-stop missions ferring vehicles and supplies to the Space Marines on the ground.

As well as carrying vehicles, a Thunderhawk Transporter can also be equipped with an under-slung supply pod for moving ammunition, fuel or other important supplies to a planet's surface. The Thunderhawk Transporter finds most use during rould strike operations and high intensity campaigns where it provides an invaluable degree of strategic flexibility to strike force commanders to call upon.

+10 points

#### Armour

Front Side Rear Thunderhawk Transporter 4 12 12 10

#### **Unit Composition**

. 1 Thunderhawk Transporter · Super-heavy Flyer (Hover, Transport)

**Unit Type** 

· One access hatch on each side

## **Access Points** Wargear

**Fire Points** 

• None

· Four twin-linked heavy bolters

#### Transport Capacity Armoured Ceramite · The Thunderhawk

Transporter has a transport capacity of 15 models.

· It may additionally carry two Rhino-sized vehicles. or one Land Raider-sized vehicle (including a Spartan but not a Cerberus or Typhon). These vehicles may contain passengers

. The Thunderhawk Transporter may take up to one each of

- Flare/chaff launcher*	+10 poir
- Armoured cockpit*	+15 poir
- Illum flares*	+5 poil

. A Thunderhawk Transporter may carry up to - Six hellstrike missiles +10 points per missile

- Distinctive paint scheme or markings\* ...



\*See page 243



#### **Unloading Vehicles**

Vehicles can disembark from the Transporter very quickly. If it lands (ie. doesn't move in a turn, whilst in Hover mode), then the vehicles carried on board may move as normal.

#### **Loading Vehicles**

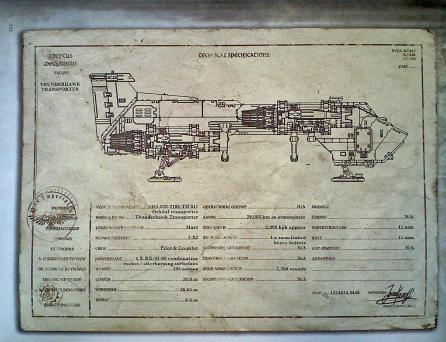
An empty Thunderhawk Transporter can pick up a stationary vehicle by moving over it whilst in Hover mode. The vehicle cannot have moved this turn. Next turn, the Transporter can move again, taking the vehicle with it.

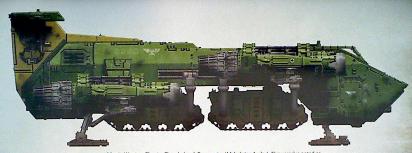
#### **Armoured Ceramite**

The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite plating

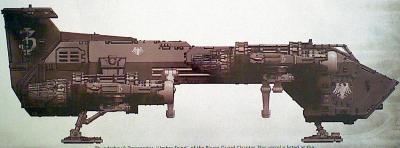
Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite







Mantis Warriors Chapter Thunderhawk Transporter 'Maledictor Audax' This vessel is noted as having taken part in operations at Bellerophon's Fall, Galen VI, Isin and Endymion Prime during the Badab War.



Thunderhawk Transporter, 'Umbra Scion', of the Raven Guard Chapter This vessel is listed as the last Raven Guard unit to depart Kastorel-Novem before the entire Forsarr Sector fell to Waaagh! Garaghak



## STORM EAGLE ASSAULT GUNSHIP

An assault gunship heavily armed for a craft of its size, the Storm Eagle is able to ferry up to twenty Space Marines directly into the maelstrom of battle. The vehicle is believed by techno-savants to share STC provenance with the Thunderhawk which was, as well as the Stormbird, used in such large numbers throughout the Great Crusade. Its closest relative in terms of machine lore is undoubtedly the Storm Raven, a slightly lighter assault ship historically used by the honoured Blood Angels and the mysterious Grey Knights, and gradually finding favour throughout the Adeptus Astartes. It is thought that the Storm Eagle was once used by all of the Space Marine Legions of old and that it was produced in large numbers on the Forge Worlds of Tigrus and Anvilus IX, but production was curtailed when both Mechanicus domains were overrun by Traitor forces. Few other Forge Worlds are thought to have maintained production, for the Storm Eagle is a complex war machine that takes some time to produce Production levels have waxed and waned throughout the Age of the Imperium with some Chapters, in particular the Salamanders and the Iron Hands, retaining sizable numbers while others have lost their complement entirely through a combination of battlefield attrition and the technological decline that has beset the Imperium since its inception.

A recent resurgence in the deployment of the Storm Eagle has led some to speculate that the venerable examples that have survived since the Horus Heresy have been joined by newly-minted gurships produced at an as yet undisclosed location. Either an unknown Forge World has recovered a particularly auspirous STC acribve and is supplying those Chapters with which it maintains ties, or else those Chapters have themselves found a way of producing the craft in their own forges in either case, the Storm Eagle is gradually entering service amongst Space Marine Chapters the length and breadth of the galaxy, much to the detriment of those who would make war upon Emperies's worlds.

Despite this increase in production, the Storm Eagle has yet to be deployed as widely as the Storm Ranen. Some have suggested that it was intended that the Storm Raven undergo actense trails with the Blood Angels and the Grey Knights before being issued to the bulk of Adeptus Astartes. Chapters, but that the sheen rumber of enemy forces assailing the Imperium as the 41° Millennium draws to a close has necessitated its early deployment. It is possible that the new run of Storm Eagles is another phase in this phenomenon, albet one not as far advanced in its trails. With some Storm Eagles being relics of the Great Crusade, it is impossible for those not fully steeped in the mysteries of the Omnissiah to draw a clear conclusion on such matters.

The Storm Eagle has found use in those Chapters fortunate enough to possess it in a similar role to Thunderhawks and Storm Ravens. It is in many ways an ideal compromise between the larger and the smaller vessel, being more heavily armed than a Storm Raven and having a greater transport capacity, while being more agile than the Thunderhawk. It is often used to ferry Terminator squads to their objective when a teleport assault is impossible or undesirable, its passenger compartment able to accommodate larger units of these elite warriors than the smaller Storm Raven's. Having deployed its passengers by way of its frontal assault ramp, the Storm Eagle is sufficiently armed and armoured to remain on station in the face of considerable return fire and to provide close support to ground troops using its fearsome array of heavy weaponry. Particularly effective in this role is the Storm Eagle's Vengeance launcher, a twin missile launch system not unlike that carried by a Whirlwind missile tank and equally capable of saturating the target zone with potent anti-personnel warheads before and during an assault.

#### **ROC PATTERN STORM EAGLE ASSAULT GUNSHIP**

The Storm Eagle assault gunship is a sufficiently large and flexible which co allow its re-configuration into a number of different patterns. Used primarily by the Minotaurs and the Red Templars Chapters, the Roc seves as a formidable tank hunter, scorlicing some of its troop carrying capacity for additional fuel reserves and specialised munitions auto-cyclers. It utilises hunterfipers combat rites to track its foe across the battlefield, using dead ground and other terrain as cover before descending upon them from a high angle in order to bring its Roc armour-piercing warheads to bear on the hapless victims weaker top or rear armour-

#### FIRE RAPTOR GUNSHIP

The Fire Raptor is a specialised variant of the Storm Eagle known to have its origins in the Imperium's dim and distant past. The wehicle is configured to maximise ammunition stowage in order to feed the voracious appetite of its numerous weapons and this is achieved by sacrificing the Storm Eagle's transport capacity.

The Fire Raptor carries a formidable range of heavy weaponry, most destructive of which is its nose-mounted Avenger pattern bolt cannon. This system is capable of unleashing a staggering weight of fire upon its target and is especially effective against massed infantry, so relentless is this torrent of fire that it can chev through even heavy armour. In addition to its primary weapon system, the Fire Raptor is equipped with two waist-mounted ball turrets, each manually operated by a Space Manne yehrcles, secondary weapons systems are operated remotely by a pilot or commander and slaved to attack the same target. The advantage of these turrets being individually crewed is that they can engage targets independently without the need for the wehcles, commander to direct their fire.

#### Stormraven

Though only recently introduced to the airsenals of the Adeptus Astarts, the Stormaren gunship has won many battle honorus in the wars of the 41th Millennum and most Chapters are believed to possess at least a handful Smaller than a Thunderhawk but similar in role, the Stormaren carries a single squad of Space Mannes and a Dreadhought into battle, and is heavily enough armed to provide deviastating fire support once they are deploted.

It has been observed by some techno-magi and strategiosavants that the Stormraven represents a further step in an evolutionary trend established before even the Great Crusade was complete. These learned individuals hold that the Stormraven is an example of the continued development of Space Marine orbital gunships, from the mighty Stormbird to the far smaller Thunderhawk and ultimately to the Stormraven. Once, during the Wars of Unification, the Legiones Astartes concentrated their forces, hundreds of thousands of Space Marines going to war aboard entire flights of Stormbirds. As the Great Crusade spread outwards across the galaxy, the Legions were sometimes called to split into smaller, independent units, for which they used the Thunderhawk. Ten thousand years later, the Space Marine Chapters fight across so many fronts that often only demi-companies are available to prosecute the war of survival that confronts Mankind, and so a still smaller, but heavily-armed and armoured craft combining the roles of orbital dropship and punship is required. If true, it is a testament to the genius of the Emperor and the architects of the Space Marines that such a process is possible, allowing the champions of Mankind to adapt their tactics and equipment even in the face of overwhelming odds.

Like the Storm Eagle gunship on which it is based, the Fire Raptor is being fielded in increasing numbers across the countless war zones of the 41st Millennium, suggesting that an as-yet unidentified Adeptus Mechanicus Forge World or Adeptus Astartes Chapter Forge has come into possession of a complete STC imprint. A small number of far older Fire Raptors are known to exist within the armouries of various Chapters and to date back to the Great Crusade In particular, the Charnel Guard Chapter is in possession of a sizable fleet of Fire Raptors. This reclusive, fleet-based Chapter, believed by some sources to be an unacknowledged offshoot of the Blood Angels, is known to seal themselves away in vast stasis crypts when not on campaign, and the Chapter's armoury holds countless examples of weapons rarely seen in the 41st Millennium. When the Charnel Guard took part in the orbital assault on the strato-keeps around Keziah's Moon in the Bittershard System, each of their Storm Eagle attack waves was accompanied by a Fire Raptor gunship to provide additional fire support, the largest deployment observed in at least the last three millennia. Several different variations of this formation have been observed, both by the Charnel Guard Chapter and by those others amongst the Adeptus Astartes fortunate enough to be in possession of the Fire Raptor. A particularly effective

Impleyment consists of one Fire Raptor to three Storm Eagles when used to support orbital drops sips assuatis, While several Chapters, including the Minotaurs and the Star Phantoms, have reportedly masked three to four of the gunships into dedicated formations, deviastating an approach route through even the heavest of enemy resistance for following forces to exploit.

In battle, the Fire Raptor serves as a dedicated weapons platform, remaining in flight as it brings an enormous weight of fire to bear on its target. Commonly, this tactic is enacted in direct support of other attack craft, in particular Storm Eagles and Storm Ravens as they land to disembark Space Marines squads. The Fire Raptor's arirame is smaller than that of the Storm Eagle and its vector jets configured to maximise its manoeuvarbility, allowing to pilot to continually after the angle of attack so that the target has nowhere to hide. This application will be supported to the storm Eagles, combined with the relentless stream of heavy, high velocity, mass reactive shells trained on the target makes the Fire Raptor especially effective against Orks, Tynnids and other enemies that attack in large concentrations of massed infantry.

Another tactical use to which the Fine Raptor has been set is void combal. When Adeptus Astartes war ships engage the foe in deadly void battle, they utilise Thunderhawks as heavy fighters. The Fine Raptor has prowne specially potent as an escort for Thunderhawks fighting in this role, its lack of manoeuvrability compared to a true, dedicated void fighter craft more than compensated for by the weight and accuracy of its fire The Fine Raptor has actually proven more effective than the larger Thunderhawk in providing fighter screens to the Space Manner's battle barger and strike crusers, gunning down enemy fighters and torpedoes before they can attack the warship itself.

#### Stormtalon

Space Marines frequently engage in battle against the enemies of the Emperor with little or no support from other military units. When fighting deep within enemy territory or far beyond the Imperium's borders, the Adeptus Astartes must utilise every asset at its disposal, for none can say when outside aid might be available. The Stormtalon is an example of the self-sufficiency at which the Space Marines excel. This small, one-crew flyer combines the roles of interceptor, escort and gunship. Armed with a variety of weapons and heavily armoured for a craft of its size, the Stormtalon is extremely manoeuvrable, has a high operational ceiling and is capable of deployment from orbit Though its straight-line speed is less than that of a Land Speeder, the Stormtalon's main strength is its ability to turn, change facing and rapidly climb or descend, making it adept at such disparate roles as intercepting enemy attack craft to providing direct fire support to ground units.

In most Adeptus Astartes Chapters, the Stormalon is felded in support of other units. They often excort Thunderhawk Gurships, remaining on station to provide close-in fire support to transported squads while the gunship isself departs, often to embark more squads. Some Chapters however utilise their Stormations as attack units, fielding entire squadrons of the fast, manoeuvrable craft to lay waste to positions deep behind enemy lines. This is particularly true of the Raven Guard, Hawk Lords and White Sars Chapters, all of whom use the Stormation in a direct attack role, their pilots' kill-tallies the equal of many an Immeeral Naw see



+15 points

#### Armour

BS Front Side Rear HI 4 12 12 12 4

#### Unit Composition

Storm Eagle

• 1 Storm Eagle Gunship

## Unit Type

 Vehicle (Flyer, Hover, Transport)

## Transport Capacity A Storm Eagle can

A Storm Eagle can transport twenty models.

#### **Access Points**

 A Storm Eagle has four access points one on either side of the hull and ramps at the front and rear.

#### Special Rules

- Assault Vehicle
- Power of the Machine Spirit
- Deep Strike

#### Wargear

- Twin-linked heavy bolter
- Vengeance launcher
   Armoured Ceramite

## Fire Points None

#### Options

- A Storm Eagle may exchange its twin-linked heavy bolter for one of the following:
  - Twin-linked multi-melta +15 points - Single typhoon missile launcher +25 points
- A Storm Eagle may take one of the following upgrades:
- Four hellstrike missiles +40 points
   Two twin-linked lascannon +60 points
- A Storm Eagle may take one of the following upgrades:
   Searchlight +1 point

A Storm Eagle Assault Gunship is a Heavy Support choice for a Codex: Space Marines, Coder: Space Wolves or Codex: Dark Angels army, it may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Impend Armour Nine: The Baddb War - Part Tone, and a Space Marine Siege Assault Vanquard army as described in Imperial Armour Inte. The Baddb War - Part Two.

#### **Armoured Ceramite**

- Extra armour

The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite plating.

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite

#### Vengeance Launcher

The vengance launcher is a multi-chambered rocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Storm Eagle to both clear a landing zone in a hostile area and continue to provide direct fire support once it has delivered its deadly cargo of Space Marines.

Range Str AP Type
Vengeance launcher 48° 5 4 Heavy 2,
Large Blast

(5")

			Armou	r Com	
	BS	Front	Side	Rear	HP
Storm Eagle (Roc)	4	12	12	12	4

## Unit Composition

1 Storm Eagle (Roc)
 Assault Gunship

# Unit Type Vehicle (Flyer, Hover, Transport)

Transport Capacity

• A Storm Eagle (Roc) can

#### transport fourteen models

Access Points

A Storm Eagle (Roc) has four access points: one on either side of the hull and ramps at the front and rear.

#### Special Rules

- Assault Vehicle
- Power of the Machine Spirit
- Deep Strike
   Strafing Run

#### Wargear

#### One hull-mounted twin-linked heavy bolter

- One hull-mounted twinlinked vengeance launcher with Roc warheads
- Two wing-mounted twin-linked lascannon
- Armoured Ceramite

## Fire Points None



#### Options

- A Storm Eagle (Roc) may exchange its twin-linked heavy
  - bolter for one of the following:

     Twin-linked multi-melta +15 points
- Single typhoon missile launcher ... +25 points

   A Storm Eagle (Roc) may take one of the following upgrades.
  - Searchlight +1 point
     Extra armour +15 points

#### **Armoured Ceramite**

The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite plating

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

#### Vengeance Launcher with Roc Warheads

Rather than the usual explosive fragmentation warheads carried by vengeance missiles, the warheads mounted on the Roc are replaced with sub-munitions packs known as Roc warheads, which shower their target with multiple armour-piercing rockets.

Roc warheads

Range Str AP

Type Heavy 4, Twin-linked

A Storm Eagle Roc Pattern Assault Gunship is a Heavy Support choice for a Codex: Space Marines army, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War – Part Two, representing the Minotaurs Chapter



Fire	Raptor	

Armour					
	BS	Front	Side	Rear	HP
	4	12	12	12	4

#### Unit Composition

#### • 1 Fire Raptor Gunship

## Unit Type • Vehicle (Flyer, Hover)

## Wargear

- · One hull-mounted twin-
- linked Avenger bolt cannon

  Two turret-mounted
- quad heavy bolters
- Four wing-mounted Stormstrike missiles

# Extra armour Special Rules

- Strafing Run
- Independent Turret Fire
- Deep Strike
- Power of
- the Machine Spirit
  Relic of the Armoury



The Fire Raptor is equipped with two waist-mounted rapid tracking turrets capable of fully independent targeting. So long as the Fire Raptor is eligible to fire a weapon in the Shooting phase, each waist turret may fire at a target of its own and its weapons do not count towards the number of weapons the gunship may lire each turn.

#### **Fire Raptor Weapons**

The Fire Raptor carries vast firepower for a vehicle of its size. Mounting heavy anti-personnel and anti-materiel weaponry, the Fire Raptor forgoes the Storm Eagle's transport capacity for a reinforced airframe and substantial ammunition capacity to feed the hunger of its guns.

	Range	Str	AP	Туре
Stormstrike missiles	72"	8	2	Heavy 1,
				Concussive,
				One Use
Avenger bolt cannon	36"	6	3	Heavy 7
Quad heavy bolter	36*	5	4	Heavy 6, Twin-linked

A Fire Raptor Gunship is a Heavy Support choice for a Codex. Space Marines. Codex: Space Wolves or Codex. Dark Angels army, It may also be used in a Tyrant's Egono army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Time: The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two.



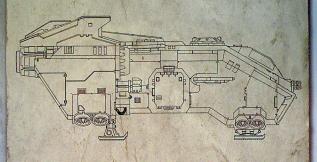


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ADEPCUS DECHANICUS AKCOIVE STORM EAGLE GUNSHIP

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PERICOS DESIGNACION:	Undesignated Orbital drop ship
venicce names	Storm Eagle
ORSEWORED OF ORIGIN _	Unknown
chown paccerns	Unknown
crew	Pilot
powerpcane2 x undesig	nated combination
rocket / after	burning turbofans
WE1005	06 tonnes
cenecu:	- 18 m
winespan:	11.8 m
661665	7.2 m
operational ceicine	N/A
RANGE 30,000	km in atmosphere
max speed:	2,000 kph approx

SECONDARY AROMOTE	le missile launcher Twin heavy bolter
CRAVERSE & CONTROL	N/A
WAID AMOUNTED TO	48 missiles
SECONDARY ACCOUNTRION	2,000 rounds
ARCOUR	
CURREC	N/A
SUPERSCRUCTURE:	45 mm
succ.	55 mm
oun maneree	NIA
	enown provenance; orint undesignated

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'Herodal's Wrath,' a Roc configuration Storm Eagle of the Minotaurs Chapter. This vessel was attached to the 7th Tactical Reserve Company during the Amarah counter-assault during the Orpheus War.



Storm Eagle Gunship of the Angels Revenant Chapter. This craft was discovered drifting through the void on the coreward border of the Orpheus Sector. Its vacuum seals were compromised and its crew missing, the only functioning system being the gunship's salvation beacon. [Ordo Xenos investigation pending]



# CAESTUS ASSAULT RAM

This bnouved war machine has been in service as a ship-to-ship boarding vessel since the dim and distant Great Crusade, one of many different patterns used by the fleets of the Adeptus Astartes and the imperial Nay. As a result of the seemal discoveries made by the acclaimed machine-arcanist Arkhan Land in the lost vaulis beneath the Martian wastes, the Caestus was fitted with an array of anti-gray unjoyetion nodes that allowed it to operate within the gravitational field of a planet or similar sized body. This adaptation turned the Caestus from a craft limited to operations in the cold depths of the void to one also capable of assaulting the most formidable of fortifications on a planet's surface, making it a vital weapon in the asseal of many Space Marine Chapters.

The most distinctive feature of the Caestus is 1ts twin breaching booms. These carry a payload of Space Marines and can accommodate passengers wearing power amour or Termantor amour. The booms house a sophisticated interlocking restraint mechanism codified as the "Meericordia", a system that combines heavy grade bracing with a highly focused inertal dampening charge bled from the vessels main anti-grav array. This system, combined with the ram's immensely toggle construction, allows it and its passengers to survive impact with any target, from the icy rock of a space holds to the amourplas curtain wall of a mightly bastion.

The Caestus does not achieve penetration by brute force alone. Mounted between its breaching booms is a magnamelta, a thermic type weapon rarely only seen on war machines of this size. As the Caestus closes with its target, the magna-melta unleashes a concentrated blast of blinding nucleonic fury. Few known forms of armour can resist such an attack and those not reduced to superheated vapour are compromised to such a degree that when the Caestus impacts seconds later, it is able to force its way through a once rigid and dense structure softened to the consistency of lava. When the ram's battle-logis determines it has achieved optimal penetration and forward motion has ceased, the misericordia deactivates and the assault ramps at the prow of each breaching boom are lowered. The Space Marines within then disembark, two at a time to press still deeper into the interior of the target. It is extremely unlikely that any enemy in the immediate vicinity of the breach will have survived, and it is standard doctrine for the first Space Marines to disembark to assault adjoining areas without delay in order to forestall any counter-attack the enemy might be able to muster.

When such operations are launched in the void, such as against a space hulk or an enemy war ship, the Space Marines keep their armour sealed against the vacuum for the breaching operation is likely to compromise the target's

internal pressure, an effect that the Adeptive Astartes values a contifer weapon against their foce. On occasion, the Presched structure is superheated to such an extent that it sets sold about the breaking booms to form a vacuum-last sold This necessitates the engagement of the vehicles powerful amigray eigenators to push it free when the time corners, the resulting decompression often slaying those few defenders who might have survived the Space Marines' assault.

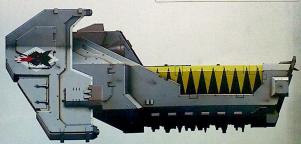
Utilising the Caestus against a target on a planet's surface is a far more dangerous operation and it requires the skills of the most experienced of pilots. The approach to the target is often made in the teeth of the heaviest return fire and the fact that the Caestus was not originally conceived for operation within a gravitational field makes it unwields and ponderous to manoeuvre. Often, the pilot must lock his vessel onto its terminal approach vector some distance from it, meaning that the enemy gains ample warning of the approximate impact point and has the opportunity to bring point defence weapons to bear as the Caestus storms down on its target. The vehicle's prow is equipped with further field projectors that both protect it from such fire and further enable it to smash through its target's armour without sustaining damage itself. The effect is as brutal as it is direct, but it is undeniably highly successful.

Despite the punishment the Caestus Assault Ram sustains in the normal run of operations, each is a highly revered war machine and all are extremely costly in terms of resources to replace. Even when the breaching operation leaves a ram looked deep in the guts of an enemy vessele or fortress, significant effort is made to retrieve it intact, including further assaults in the unlikely event that the fortflictation remains in enemy hans in enemy hans.

#### The Secutor Crimson

The Caestus Assault Ram designated as the Secutor Crimson has been in the service of the Red Hunters Chapter for at least two millennia and possibly for far longer. The reason the matter is unclear lies with a common protocol utilised when Space Marines serve alongside certain units of the Inquisition and while doing so they witness the full horror of a daemonic incursion or similar phenomenon. When those of the Imperial Guard or similar types of warriors witness such things they are often put to death soon after, a mercy considering the corruption and insanity that will inevitably have taken root in their mortal hearts. Space Marines however are too valuable to dispose of in this fashion, and better able to withstand the horrors of the Warp. Instead of being put to death they are often subjected to a mnemonic purgation rite, a protocol that preserves their physical abilities, albeit at the cost of their memories, skills, experience and personality

The Securor Crimson appears to have served in many inquisition-led operations, for its fulls is etched with countless battle honours. Yet, key honours have been deliberately removed while others are unknown to the Red Hunters Chapter archives. The Chapter is known for its close ties to many amongst the inquisition, ties which have been passed on from one generation to the next so that the Red Hunters are often called upon to face the sevants of the Runours Powers and other fell enemies of Mankindi What glories go unrecorded having been expunged from the minds of the Chapter's brethren, as well as redacted from such rolls of honour as adorn the armoured flanks of the Securor Crimson must remain unknown forever more, for the sake of the Imperium and thogs who sheller within it.



Caestur Assault Ram 'Gore Dagger', belonging to Bran Redmaw's Great Company of the Space Wolves Chapter. This void attack craft was lost; presumed destroyed, during the Battle of the Karina Nebula in the aftermath of the defence of Betals III.

	Armour							
	BS	Front						
Caestus	4	13	13	11	3			
			-1 D.J.					

#### **Unit Composition** 1 Caestus Assault Ram

#### **Unit Type** · Vehicle (Flyer, Hover,

Transport, Tank\*)

#### **Transport Capacity** · A Caestus Assault Ram can

transport ten models.

# **Access Points**

· A Caestus Assault Ram has two Assault ramps

# Assault Vehicle

- · Caestus Ram · Deep Strike
- Misericorde Supersonic<sup>†</sup>
- Wargear
- · One hull-mounted twin
  - linked magna-melta · Extra armour
  - Wing-mounted Firefury missile battery

### **Fire Points**

None

#### Options

· A Caestus Assault Ram may take up to one each of any of

the following: - Teleport homer - Frag assault launchers

- Armoured Ceramite

+10 points +20 points

\*Despite being a Flyer, a Caestus Assault Ram may make Ram attacks in exactly the same way as a Tank when Zooming

\*The Supersonic special rule may only be used whilst it is Zooming. when in Hover mode it cannot use the Supersonic special rule.

A Caestus Assault Ram is a Fast Attack choice for a Codex: Space Marines, Codex Blood Angels, Codex: Space Wolves or Codex Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine The Badab War-Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.



The ram's two hull booms contain heavily armoured compartments, each fitted with multiple retractable inertia suppression clamps which lock transported troops in place and protect them from impact. As a result, a Caestus Assault Ram has a transport capacity of ten models which must either be in power armour, artificer armour or Terminator. armour. Its transport capacity is not affected by the Bulky special rule and remains ten models regardless of the transported models' type.

#### **Armoured Ceramite**

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

#### Assault Vehicle

Models disembarking from the Caestus Assault Ram may launch an assault on the same turn, so long as the vehicle did not Deep Strike that turn

#### Teleport Homer

Terminator models in the same army as the Caestus Assault Ram wishing to deep strike within 6° of the model will not scatter This applies so long as the Caestus has not moved Flat Out whilst hovering or is operating as a Flyer that turn.

#### Frag Assault Launchers

A unit charging in close combat on the same turn that it disembarks from a Caestus Assault Ram that is equipped with this system counts as being equipped with frag grenades

#### Caestus Ram

When conducting a ram attack, the vehicle's controlling player rolls two D6 and picks the highest number when determining if it has penetrated the target's armour and adds +1 to any rolls on the damage chart that it uses. In addition, the Caestus has an Invulnerable save of 5+ against any attacks against its front armour, including damage it suffers as a result of ramming or being rammed itself from the front

#### Magna-melta

Mad

Fire

A heavy, short ranged area-effect heat cannon, the magnamelta is designed to turn a large cubic area of starship hull plating to liquid slag. Its effects on less durable targets such as battle tanks and living matter are unsurprisingly catastrophic

	Range	Str	AP	Туре
gna-melta	18*	8	1	Heavy 1,
				Large Blast (5°),
				A delan

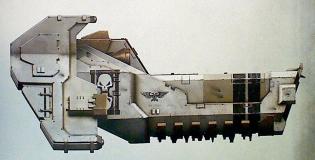
## **Firefury Missile Battery**

The Firefury is a rapid firing missile launcher designed to discharge all of its munitions within a few seconds, saturating its target with micro warheads.

	Range	Str	AP	Type
efury	36*	6	4	Heavy 4,
				Blast (3*),
				Twin-linke
				0 1100



Caestus Assault Ram 'Amaranth Fang' of the Salamanders Chapter This craft served as the attack wing's lead vessel at the Battle of Shaprais during the Badab War.

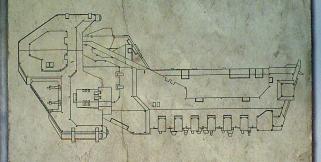


Star Phantoms Chapter Caestus Assault Ram 'Spectre of Death' This craft was confirmed destroyed in action at the Battle of the Palace of Thorns during the Fall of Badab.

ADEPEUS DECHANICUS

CECEPICAL SPECIFICATIONS.

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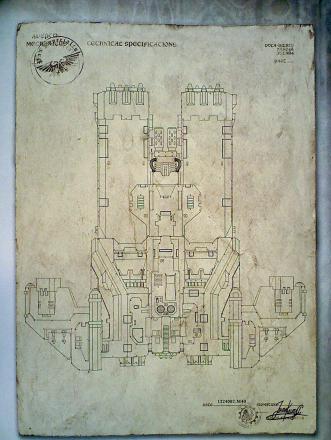
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VENICLE DESIGNATION	5463-028-7108-AR 016
	Assault Ram
venicce namer	Caestus
SORSEWORED OF ORIC	m Mars
KNOWN PACCERNS	J-XI
crew	Pilot & Gunner
powerpcant 3	X RX-98-25 combination / afterburning turbofans
welene:	85 tonnes
cenees:	16.8 m
winespan:	12.5 m
661060:	6.5 m
OPERATIONAL CEILING	N/A
RANGE	22,000 km in atmosphere
COAX SPEED:	1,800 kph approx

DATE ADON Du	al-mount Haephestus nelta thermic cannon
SECONDARY AROMODERE	2 x rocket launchers
CRAVERSE & ELEVACION	10 five second blasts
MAIN ADDUMETOR	24 missiles
SECONDARY ADDUNITION	N/A
AROOUK	
CURREC:	N/A
SUPERSCRUCCURE	60 mm
succ	60 mm
oun maneree	NIA
ADDENDUO Anti-	ray repellor requires

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# LAND SPEEDER

The Land Speeder is a high speed reconnaissance and attack craft that utilises anth-gave protect plates to skim above the ground. The output of its gravitic motors determines the craft's altitude and while its not capable of attaining true atmospheric flight, the Land Speeder can be air-dropped from the forward assault bay of a Thunderhawk. By way controlled freefall, the Land Speeder swoops down upon its foe to conduct operations deep behind enemy lines, and it is one of the few which cse imployed by the Imperuins' fighting forces that still use this rare and revered technology, making it a figure of awe and dread in equal measure.

It is thought that Mankind once made far wider use of antigrav technology than it does in the 41° Millennium Today, it is an almost lost art, its practitioners the keepers of the most arcan emachine lone. Whits to their alien races, notably the Eldar and Tau, have developed far superior anti-gravitic drives, the Adeptus Mechanicus regards such expressions as tainted technology and a ginevous affornt to the Omnissah. Any Magos found to be experimenting in xenos-originated grawty technology can expect to face the stemest sanctions.

Along with the Land Raider, the Land Speeder is the product of the work of Arkhan Land. The vehicle used in the 41<sup>st</sup> Millennium is not that which was deployed during the Great Crusade however, but a later mark. Very few of the older, venerated machines exist and they are very different in

appearance and design. The Land Speeder most commonly used in the wars of the Age of Imperium was discovered in the aftermath of the Horus Heresy, and must have proved easier to construct than the patterns it replaced in the armounes of the vast majority of Adeptus Astartes Chapters.

As with several other war machines, it is thought that the Land Speeder was at one time utilized by fighting forces other than the Space Marines. If the Imperial Guard, or indeed its forerunner, the Imperial Army, ever used Land Speeders they have not done so for many generations, these potent war machines far too precious and complex to be risked in the hands of Imperial Guardsmen.

Since its first use, there have been many variants and patterns of Land Speeder. The most common is the forado, which can be equipped with a range of weapons from the infanty-slaying assault cannon to the tank-busting multi-melta, and the Piphoon, which carnes twon multiple rocket launchers. These two are the heaviest armed variants, with multiple heavy weapons to provide a Chapter with a strong-flexible core of rapidly deployable firepower. Land Speeders are often called upon to operate as a strike force's rapid reaction element, held in reserve to quickly intercept enemy counter-staticks. Skriking fast and hard they fight delaying actions, harassing enemy columns whilst the rest of a Space Manne force moves into position.

All Space Marines receive training and indoctination in Land Speeder combat rites, but plots are typically drawn from bethern serving in the Chapter's assault squads. Such battlebrothers are particularly suited to the high speed, aggressive operations that the Land Speeder is typically used for, and are sometimes regarded as reckless by more experienced viarross. In truth, an Assault Marine is invariably only recently elevated from the 10th Company and may still be somewhat hotblooded and yet to gain the calm, cold demeanour of more veteran battle-brothers, a triait that makes them ideal for the role of Land Speeder pilot.

### LAND SPEEDER STORM

While the standard Land Speeder Tornado is often deployed to conduct reconnaissance and hit and nu missions deep into enemy occupied territory, there exists a pattern specifically built to carry out such missions. The Land Speeder Storm is an extensively modified example of the standard Land Speeder, more lightly armed and armoured, but equipped with a range of specialized stealth, jamming and communications equipment, and able to carry a squad of Space Marine Scouts in a purpose built passenger compartment.

The role of this specialised craft is to deploy undetected into the enemy's unguarded rear zones, and to conduct a range of reconnaissance and sabotage operations in support of the main Space Marine strike forces strategic mission. The vehicle's Cerberus launcher is used to sow conclusion amongst enemy troops by firing a range of disruptive munitions while its jamming beacon plays havoc with enemy command and control nodes. The Storm is also used to deploy small squads of Space Marine Scouts and, if needed, to retireve them once when missions are complete. Many an enemy has found key assets such as communications bunkers and artillery positions insplicably destroyed and thus unable to react when the main Space Marine strike force descends upon him with irresistible force.

"Forget all your preconceptions of war, of battle lines clashing in the churned ground. Your mission is to attack before the foe even realises that the war has begun, to strike hard at those vital weaknesses that all armies possess, but that no commander will admit to.

Under my tutelage you will learn how to seek out such fragilities and smite them with every weapon at your disposal. Master these duties and I will have nothing more to teach, and you will truly be a Space Marine."

Sergeant Torias Telion, Ultramarines 10th Company



### LAND SPEEDER TEMPEST

The Tempest is a fully enclosed, heavily armed and armoured variant of the standard Land Speeder. It forgoes the Land Speeder's usual long range recommissance and patrolling role, and is instead configured as a dedicated gunship, carrying heavy firepower with which to engage enemy infantry and armour.

Records show that the first deployment of the Land Speeder Tempest was by the White Scars Chapter during the Evacuation of Barac in M38 - the White Scars Techmanines developing the variant to provide fast moving fire support for the lightning raids of their bike squads. A squadron of three White Scars Tempests, commanded by Veteran Sergeant Jegun, was credited with the destruction of a Flaming Skulls Traitor Titan Legion Reaver during the campaign, a feat of incredible skill and courage rarely matched in the annals of this notoriously bellicose Chapter's glorious history. According to legend, the Traitor god-machine was closing on the Chapter's rearguard command post as the planet was being evacuated. The Sergeant was killed during the action, his Tempest consumed in the plasma reactor explosion that followed the Titan's fall, and in his honour, the White Scars have ever since named one of their Tempest squadrons -'Jegun's Avengers'.

Other Chapters have since used the White Scars modification protocols to create their own Tempests Although they are not as common as Tornados or Typicons, many Chapters have a few Tempests in their armouty. The Tempests is a lighter and more agale attack craft than the Storm Talon and, as with all marks of Land Speeder, limited by its anti-grav reputor systems to a light ceiling of only 100 metres. Nonetheless, the Tempest has its place in the battle doctrines of many Chapters and most retain at least a small number.

The Tempest is slightly larger than the Godex pattern Land Speeder, with additional amour plating to the front and an increased weapons load making it heavier as well. In an effort to reduce overall weight the Tempest was reduced to a singleseat vehicle, with the pilot being sided by slaved targening systems and the vehicle's own machine spirit to fulfill the fire control dituse of a guiner.

#### Relics of the Dark Angels

The 2nd Company of the Dark Angels Chapter - called the Ravenwing - is configured entirely as a pursuit and fast attack force. Instead of Tactical, Assault and Devastator squads, it consists of squadrons mounted on all manner of bikes, Land Speeders and other such vehicles. Over the millennia, the battle-brothers of the Ravenwing, and indeed the 2<sup>nd</sup> Companies of many of the Dark Angels Successor Chapters, have come to pilot several unique patterns of skimmers and flyers. The Land Speeder Vengeance, for example, is a heavy anti-grav craft, its formidable reactor able to bear aloft and power the fearsome plasma storm battery. Another vehicle, the Darkshroud, utilises the same hull, but in place of a main weapon carries one of the Stone Guardians, statues imbued with the dark energies that enveloped Caliban at the moment of its destruction. When the Darkshrouds accompany the Ravenwing to war, the skies grow black and terror strikes the hearts of the foe.

In addition to these heavy whicle types, the Dark Angels make use of the Nephlim and the Dark Talon, both fast and agile jet fighters armed with an array of heavy weaponry and able to wreak ternible devastation amongst the enemy. Such war machines utilise a range of STC patterns unique to the Dark Angels, patterns that the Adeptus Mechanicus covet and would go to almost any lengths to obtain a





#### **RELIC JAVELIN ATTACK SPEEDER**

If the fragmented archives and scattered histories of the Great Crusade are to be believed, the armies that the Emperor led in his grand campaign to re-unite the lost worlds of humanity were blessed of all manner of wondrous technologies. His warriors bore many weapons now entirely lost to the armies of the 41st Millennium and rode to war upon beasts of steel whose names are all but forgotten. In some cases, remnants of these technological treasures linger still, so difficult to reproduce that they are entrusted only to the greatest champions of humanity - the Space Marines and a handful of other elite bodies. One of the rarest forms of this class of technology is the anti-grav generator, an example of machine lore that even in its heyday was regarded as esoteric and is now seen as a miracle on the verge of being lost for all time. Once, so some legends claim, the Emperor went to war accompanied by custodians clad in gilded plate and carried within war machines that glided above the ground with stately, yet deadly grace. All manner of grav attack vehicles, battle tanks and flyers were once fielded, including the Sky Hunter jet bikes, the Orgus Flyer and the Javelin attack speeder. Of these, only the Javelin survives into the 41st Millennium, and even then only as a relic held in stasis to be called forth when the need is truly dire.

The Javelin is an example of an STC imprint long lost to the adepts of the Machine God. Its pedigree as an exemplar of an earlier age is plain to see in its curved lines, distinct from the

square, utilitarian forms seen on the vehicles of the Adeptus Adantes in the Age of the Imperium. It is larger than the Land Speeder of the 41th Millennum, its grav repulsor systems far more efficient and able to hold the heaven vehicle aboft whilst powering an array of weaponry and support systems. Use contemporary patterns, the Javelin has a crew of two Space Mannes, one to serve as pilot while the other commands the vehicle and mans a cockpit-in-counted heavy botter. Only thornands the Space Mannes who have proved themselves the very best of a Chapter's speeder crew are ever entrusted with piloting the rare relic Javelin, not because it is difficult to plot (it is sad to handle as if it were an extension of the battle-brother's power amour) but Decause it is myossible to replace battle losses.

The main tactical application of the Javelin is reconnaissance in force, when a Space Maine strike force must gather intelligence against a heavily armed or emplaced enemy by engaging him in combat to observe what forces be brings to bear. Such a task can, of course, be undertaken by lighter patterns of Land Speeder, but when engagement is a certainty, the heavier weapons and armour of the Javelin make it a superior choice of available. Some chapters utilise the Javelin in heavy strike missions, using its extended range to attack for the contraction of the superior choice for the superior choice when the superior choice is superior choice for the superior choice for the

ADEPTUS TECHNICAE SPECIFICATIONS mechanicus ARCOIVE LAND SPEEDER TORNADO Chood LAND SPEEDER TYPHOON pominas EX CACBINA IC IS SORBIDDED TO VIEW OR ACCOM TO BE VIEWED COIS RECORD BY NON Auchorised personner DAGE 1224034 M40



Land Speeder Tornado armed with heavy botter and assault cannon of the Dark Angles Chapter, Piscina IV. This is a vehicle of the Chapter's 2<sup>rd</sup> Company, "Asvenway" It. bears the symbol of the Ravenwing rather than the Chapter and is coloured black rather than dark green, a tradition dating back to the Chapter's orional colour scheme.



Land Speeder armed with a heavy bolter of the Eagle Warriors Chapter. It is the second vehicle of the 7th Company. Note the kill markings on the heavy bolter. Balur Secundus Strike Force.



Land Speeder Typhoon of the Ultramarines Chapter. This vehicle is from the Chapter's 8th Company, indicated by the grey band on the tail fin. Attached to Strike Force Idaeus, during Explorator Force Delpha protection duty

# LAND SPEEDER TEMPEST SQUADRON ......

	Armour					
	BS 4	Front 11	Side 10	Rear 10	HP 2	
Land Speeder Tempest			10			

# **Unit Composition**

1 Land Speeder Tempest

### **Unit Type**

· Vehicle (Skimmer, Fast)

#### Special Rules · Deep Strike

- Afterburner

## Wargear

- One nose-mounted assault cannon
- · One fuselage-mounted twin-linked missile launcher (with frag, krak & flakk missiles)
- Armoured cockpit\* Extra armour

\*See page 243



#### Options

- . The Squadron may include up to:
  - Two additional Land Speeder Tempests +90 points each

A Land Speeder Tempest Squadron is a Fast Attack choice for a Codex: Space Marines, Codex: Blood Angels, Codex: Space Wolves or Codex: Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War - Part One, and a Space Marine Siege Assault Vanquard army as described in Imperial Armour Ten: The Badab War - Part Two.

#### Afterburner

The Tempest can choose to ignite its afterburners at the start of any of its turns. It may not fire any of its weapons that turn, but may act and be treated as a Zooming Flyer following the rules in the Warhammer 40,000 rulebook.

## JAVELIN ATTACK SPEEDER ......75 POINTS

Armour

Front Side Rear 11

# Javelin Attack Speeder **Unit Composition**

1 Javelin Attack Speeder

## Unit Type

· Vehicle (Skimmer, Fast)

#### Wargear

- Heavy bolter
- · Twin-linked cyclone missile launcher

#### Special Rules

- · Deep Strike · Outflank
- · Relic of the Armoury\*

- \*See page 243.

A Javelin Attack Speeder is a Fast Attack choice for a Codex: Space Marines, Codex: Blood Angels, Codex: Dark Angels, Codex: Space Wolves army, or a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine: The Badab War - Part One



## Options

- . A Javelin Attack Speeder may replace its twin-linked cyclone
  - missile launcher for a: - Twin-linked lascannon . +10 points
- A Javelin Attack Speeder may replace its heavy bolter with a: - Heavy flamer .....
- Multi-melta +10 points · A Javelin Attack Speeder may be equipped with any of the following upgrades:
  - Searchlight +1 point - Up to two hunter-killer missiles... +5 points
  - Cyclone Missile Launcher

A forerunner of the compact missile launcher system carried by Space Marines in Terminator armour, the Javelin's cyclone missile launcher is loaded with both anti-personnel and anti-armour warheads, allowing it to engage a range of different foes.

	Kange	Str	AP	type
Krak)	48*	8	3	Heavy 2
Frag)	48*	4	6	Heavy 2,
				Riget (3")



Land Speeder Tempest of the Raven Guard Chapter. The campaign markings on the craft's nose identifies it as serving in the Kastorel-Novem raiding force.



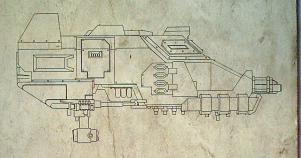
Land Speeder Tempest 'Spectral Nine' of the Star Phantoms Chapter, attached to the Chapter's 3rd Company during the Battle of the Palace of Thorns at the height of the Badab War.



Space Wolves Chapter Land Speeder Tempest attached to Bran Redmaw's Great Company.
This craft engaged in operations against Eldar Corsairs during the Defence of Betalis III.

ADEPTUS mechanicus ARCHIVE

TECHNICAL SPECIFICATIONS LAND SPEEDER TEMPEST





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SERROD DOCENCES



VEBICOE DESIGNATION	2109-063-9307-LS 010
Vesicce name:	Land Speeder Tempest
SORGE WORLD OF ORIC	Chogoris
known paccerns:	II-VI
CREW	Pilot
powerpeane	2 x AS 9-60 ramjets
Welest:	4 tonnes
censes:	5.9 m
winespan:	6.2 m
661065	- 3 m
operational ceicine	100 m
RANGE:	4,000 km in atmosphere
OAX SPEED:	300 kph

Secondary aromogene	Assault cannon
TRAVERSE & COVACION	NIA
DAIN ADMINISTOR	8 missiles
secondary addountion	1,000 rounds
ARODOUR	
CURREC	N/A
superscruccure:	20 mm
BUCC	15 mm
oun manerer	N/A
Addenduo: Ki	nown to be in service with 80+ Chapters.
	7

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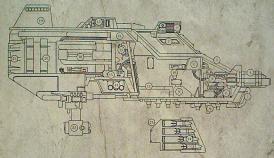


Missile launcher

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AUCHORISED DEKSONNEC

SERROD pocences

- Multi-spectral targeting
- Pilot's view port Forward armour plate Assault cannon
- Ammunition boxes Assault cannon power
- controls
- Anti-grav plate Gravity repulsor probe Primary avionic's box
- Flight control stick 10.
- Weapons console
  Pilot's seat with spinal
  implant interface 12.
- Vox net Fuel feed lines
- Primary flight control
- systems Fuel supply

- Air condenser unit Tail fin Combustion chamber

Air condenser control unit

- 20. Engine exhaust
- Ground proximity sensor Fuselage mounted missile 22.
- launcher

Missiles: frag and krak warheads

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# **DROP PODS**

Space Marine Chapters are often called upon to carry out special missions requiring them to make a rapid assulf from an orbiting stake cruser or battle barge, an operation often codified as a 'planestrike'. The Adeptus Adartes are well trained and equipped to carry this out and indeed, their long-standing title' Space'. Marines makes it clear that this tactic more that Affancia's elite solders have engaged in since time immemoral, a continuation of the practice of amphibious assaults from ship-to-shore. Each Chapter therefore has access to Thunderhawk gunships, boarding torpedoes, teleporters and Drop Pods that allow it is warrisor to deploy from orbit with no warning whatsoever should they be required to undertake such a mission.

Drop Pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's stimosphere, streaking across the sky before firing retro tockets to slow their descent before touching down. Hawing made what amounts more to a controlled crash than a landing, the Space Marines enclosed within deploy via explosive bolt-released assault ramps, attacking the enemy without delay or else pressing on to designated objectives.

The Drop Pod is not capable of launching under its own power and once committed to a planestrike cannot be recovered until much later, generally by far larger vessels not intended to operate at the front line. Having been recovered after a

successful operation, they are returned to the war ship that deployed them to neceive any needed repairs before being used once more, and many have been in service for centuries. Many Chapters inscribe records of each drop onto the interior builtheads so that battle-brothers enduring the ferocity of an orbital drop can read them and take heart from the vehicle's countless successful operations.

Since the first Space Manne Legions were founded, they have used Drop Pods to move men and equipment to a planet's surface. Fast and efficient, drop pods can be launched from a thick crussers or battle barges in low orbit to land anywhen on a planet's surface. Being small and travelling at high speed, Drop Pods are very difficult to hit with anti-aircraft fine and almost impossible to intercept with aircraft, should they even be close enough to react to a Drop Pod launch. This makes them a reliable method of delivering troops directly into battle Conversely, a single Drop Pod is extremely difficult to detect and track, making them useful for inserting scout teams.

"We are coming. Look to the skies for your salvation."

Captain Kaysaan Shrike to Commissar Lent prior to the Blindhope planetstrike There are many different patterns, models and sizes of Drop Pod, from large variants that carry a single breadnought to the standard combat squad Drop Pod Dedicated support weapon variants are also used during planestrike operations, as are cargo-carrying pods that allow squads fighting their way out of a drop zone to receive a much needed ammunition re-supply, even in the heat of battle

For all their vessalitity, Drop Pod assaults are fraught with danger Drop Pods are not large enough to carry havy vehicles such as Rhinos or Land Raiders, which means an attack must forgo its heaviest support units. However, the ability to strike anywhere, anytime, makes them a valuable asset and Space. Maines strike force commanders are adept at combining Drop Pod assaults with other forms of attack in order to overwhelm the enems and crush all resistance tutterly.

#### DEATHSTORM DROP POD

The principal disadvantage of a Drop Pod assault has always remained the fact that heavy evicines such as the Vindicator and the Land Raider are simply too large to be deployed in this way, which can leave assault forces severely under-gourned in a protracted engagement. Aside from the extensive deployment of Dreadroughts, one other solution is the use of automated weapons systems mounted within a Drop Pod's interior instead of troops. The Deathstorm pattern in particular uses raigidfining Whirtwind missile launchers or assault cannon to blast clear an area in a massive volley of friepower upon landing, clearing the way for Space Mannes to assault in their wake. The machine spirit-targeted weapons of the Deathstorm then continue to sweep the landing zone and provide fire support, albeit at the cost of much reduced friepower, the bulk of their ammunition expended within seconds of their arms.

### DREADNOUGHT DROP POD

The Lucius pattern heavy Trop Pod is somewhat larger than the standard Broy Pods of the Adeptus Astartes, and has a more powerful engine. It also lacks many of their internal support systems and ammanent 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 ammount and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without belong vertexed or pulversed.

Manufactured principally by the Forge World of Lucius in the Segmentum Obscuras, these vehicles are tithed directly to vanous Space Marine Chapters with which the archmagos Forge-masters have protective treaties and ancient ties of debt Dreadhought Drop Pods are invaniably always in high demand due to the attrition rate they commonly suffer in battle



Armour Front Side Rear 12 12 12 Dreadnought Drop Pod

**Unit Composition** 

1 Dreadnought Drop Pod

· Vehicle (Open-topped, Transport)

Unit Type

Special Rules · Drop Pod Assault

· Immobile

. Inertial Guidance System

· Assault Vehicle · Burning Retros

Transport Capacity

 The Lucius pattern Drop Pod can carry one Space Marine Dreadnought (of any type).

A Lucius Pattern Dreadnought Drop Pod is a Dedicated Transport choice for any type of Dreadnought in a Codex Space Mannes. Codex: Blood Angels, Codex: Space Wolves or Codex: Dark Angels army. It may also be used in a Tyrant's Legion army where it may he selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine: The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.

#### **Burning Retros**

Owing to the meteoric descent speed and impact of the Lucius pattern Dreadnought Drop Pod, and the fiery blast of the Drop Pod's retros on arrival, the Lucius pattern Dreadnought Drop Pod has the Shrouded rule on the game turn it arrives (note this also applies to any interceptor fire or similar effects it might be subject to). Should the Dreadnought carried by the Drop Pod remain on any part of its structure (including its doors) on the game turn the Drop Pod arrives, it benefits from the Shrouded rule also, as does any unit targeted by any fire whose line of sight passes through or over the Drop Pod on the game turn of its arrival.

#### **Assault Vehicle**

The Lucius pattern Dreadnought Drop Pod has the Assault Vehicle special rule thanks to its larger size and special design, allowing the transported Dreadnought to assault on the same turn it disembarks from the Drop Pod's structure. However, the Dreadnought may still not assault on the same turn the Drop Pod arrives from deep strike.

#### **Immobile**

A Drop Pod cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an Immobilised damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

#### **Drop Pod Assault**

Lucius pattern Drop Pods always enter play using the Deep Strike rules and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their total Drop Pod units of any type (rounding up) to make a Drop Pod Assault with. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note that as soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

## 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. Note that if a Drop Pod scatters off the edge of the board, it suffers a Deep Strike Mishap as per the Warhammer 40,000 rulebook

Deathstorm Drop Pod

BS Front Side Rear HI 2 12 12 12 3

Unit Composition

1 Deathstorm Drop Pod

Vehicle (Open-topped)

• Immobile

Inertial Guidance System
 Automated Weapons

Wargear

Automated Whirlwind launchers



#### Options

- A Deathstorm Drop Pod may replace its automated Whirlwind launchers with:
  - Automated assault cannon +20 points
- A Deathstorm Drop Pod may take
   Drop Pod Assault special rule +25 points

A Deathstorn Drop Pod is a Heavy Support choice for a Codex Space Marines, Codex Blood Angels, Codex: Space Wolves or Codex: Burk Angels army, It may also be used in a Tyran's Legion army where it may be selected as an Astral Clava: Chapter Support choice as detailed in Imperial Armor Nine: The Baddo War—Part Cho, and a Space Marine Siege Assault Vanguard army as described in Imperial Armor En Baddo War—Part Till Codes Choles (The Baddo War—Part Till Vanguard army as described in Imperial Armor Life Baddo War—Part Till Vanguard army as described in Imperial Armor Life Till Raddo War—Part Till Vanguard army as the State War—Part Till Vanguard army as the War

#### **Drop Pod Assault**

Deathstorm Drop Pods with this special rule must be held in reserve and must enter play using the Deep Strike rules. At the beginning of the controlling player's first turn, they must choose half of their total Drop Pod units of any type with the Drop Pod Assault special rule (rounding up) to make a Drop Pod Assault Units making a Drop Pod Assault arrive on their controlling player's first turn. The arrival of the remaining Drop Pods (of all types) is rolled for as normal Note that as soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

### Immobile

An immobile vehicle cannot move once it has entered play, and counts in all respects as a vehicle that has suffered an immobilised damage result that cannot be repaired in any way. Note that this does not cause it to lose a Hull Point.

### **Automated Weapons**

When a Deathstorm Drop Pod lands, it opens fire indiscriminately in its first Shooting phase. Each until (enemy or friendly) within 12° of the model's weapons mounts comes under attack from a hal of fire which sweeps the surrounding area. Each target caught in this area suffers either 39 Whintwind attacks or 93 assault cannon attacks as per the Drop Pod's armament, resolved using the Deathstom's BS 2.5 o, for example, if a target unit is the subject of two assault cannon attacks, that would be a total of eight 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.





Assault Drop Pod, Minotaurs Chapter Reserve, Forge Pattern Lucius/Daedelos Krata Deployed to the Invasion of Vyaniah, Badab War.



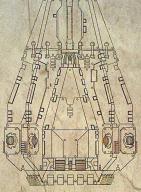
Drop Pod of the Marines Errant Chapter. Deployed as part of Strike Force 'Star Jackal', Bellerophon's Fall, Badab War.

ADEDEUS mechanicus ARCHIVE

TECHNICAE SPECIFICATIONS

DROP POD

DARE





SERNOLD POCENCES

Lucius SORGE WORLD OF ORIGIN IV-XXXVI powerpeant: 1 x FV-50-75 retro-rocket 14 tonnes 5.2 m cenece .... NIA winespan: \_\_\_ 7.7 m 961000 N/A operationac ceicine Auchorised personner Unlimited RANGE: 12,000 kph descent DAX SPEED:

Venicre resignation 2109-044-8657-DP 010 veniciena pe Orbital Drop Pod, personnel

ON IT AND ADVINCE	None
SECONDARY ARDADIENC	None
CRAVERSE & CLEVACION	NIA
WAIR ADDUNITION	N/A
SECONDARY ADDIODITION:	N/A
AROXOUR	
CURREC:	N/A
superscructure:	60 mm
BUCC	70 mm
eun mancret	N/A
ADDEDDUM Orbit-surface	nterface craft, nsult attached sh-file KL/2221

DAGE 1224062 M40





kin. If that doesn't smash these greenskins back to the stinking pits of Octavius then I'll answer to the Allfather in person.

Ancient Kryll to his Wolf Lord at Battle of Centius Prime

Space Marines are amongst the mightiest of warriors in the Emperor's service, their genetically enhanced, superhuman bodies able to absorb and recover from wounds that would lay any lesser mortal low. Yet, the battlefields of the 41st Millennium are stalked by both gods and devils, and xenos abominations able to unleash the power of the Warp and other unearthly weapons against the righteous warriors of the Imperium. Thus, even a mighty Space Marine can be struck down, his body ruined even as the spark of indomitable life lingers within. When circumstances permit, such broken heroes are interred within the armoured sarcophagus of a fearsome Dreadnought, returning him to the battle in a new role and allowing him to serve his Chapter for many centuries. even millennia more.

#### Mantle of Heroes

Nothing is known of the origins of the Dreadnought and many secrets of their construction are all but lost. Secret and arcane knowledge is used to keep those Dreadnoughts that still serve functioning, but very few new Dreadnoughts have been constructed in the 41° Millennium and only by the few skilled specialists who have jealously preserved the required knowledge.

Oper the course of ten thousand years, there have been many different marks and patterns of Dreadhought. There is no definitive list or study into these marks and inevitably there is much conjecture about which came first. Because Dreadhoughts are hidden away in the depths of Space Manne Chapter fortress-monasteries until answering the call to war, it is impossible to know what other marks and patterns still exist or what ancient machines may still slumber, to one day be reawoken to finith again.

The MkIV is one such variant, although many believe it cursed by some deeply-rooted flaw that leaves it prone to misfortune. MkIVs saw service during the Horus Heres you many became horribly corrupted and now fight alongside the Traitor Legions. Those that still serve the Imperium are invanably well protected with purity seals and hexagrammic wards.

The oldest surviving Dreadnoughts are known by the honorific title of "Vererable". These house ancient herees from a bygone age and Venerable Dreadnoughts are amongst the most famous warnors of any Chapter. Names like Bjorn the Fell-Handed of the Space Wolves, Brother Damos of the Angels Porphyr and Monar the Chosen of the Blood Angels are rightly revered and rank alongside the greatest heroes the imperium has ever known. Those who have slumbered the longest often prove difficult to awaken, their stass selep so deep it is all but

indistinguishable from death itself. Great care must therefore be taken when awakening such heroes lest they be angered or driven to madness by the process.

Dreadnoughts are called upon only when the flighting is likely to be close and bloody or when the 'Cold One' within can offer a strike force commander counsel none currently serving can provide. They excel at close quarters warfare, in assaults, zone mortalis battles and in boarding actions, where they can quickly close with the enemy and make best use of their assault weapony and close combat power.

Dreadnoughts have little to fear on the battlefield in close combat few foes can match them and only the heavisest enemy weapons represent a threat to their thick frontal armour Dreadnoughts are incredibly resilient and difficult to destrey Only a direct hit that penetrates the heavily armoured sarcophagus will 'kill' a Dreadnought, and they continue to function even with arms forn off and armour Duckled. Along with the sarcophagus, the legs have the thickest armour, a few year ea vulnerable location on any walker Whilst the loss of a leg will not destroy the Dreadnought it will immobilise it, or worse still, topple it ower, making it vulnerable to cutflanking enemies seeking to bring fire to bear on its less heavily armoured back.

Space Mannes will fight remosalessly to recover a damaged or destroyed Dreadnought from the battlefield. Retrieving a fallen Dreadnought is valat for two reasons. Firstly, so that the hero within can be lad to rest in the Chapter's septichers with other honoured battle-brothers, and secondly, so that the full can be restored to await the next hero to be interred. The loss of a single Dreadnought is therefore a gneous blow and the passing will be mourred throughout the Chapter:



Dreadnoughts are utilised by all Space Manne Chapters, even the elte, daemon-hunting Grey Kinghts inter ther heroes in this manner. Like their living battle-bribers, these Dreadnoughts have access to such specialised and revered items as psycannon bolts, bulls engraved with protective runes and sigils and the blessings of Ordo Malleus Inquisitors.

When not in action, Dradhoughts are kept sealed inside statis souts deep in the crypt of a Chapter's fortres-monastery. The states vaults greene when from the ravages of time, extending their already long lives even further. Each stass vault is a holy shrine, only opened on sacred occasions for Techmannes to enter and tend the slumbering machines with sacred oils and holy unquents, and to read the litanes of Preservation over them. Even during these ceremonies, the machines and those intermed within are not awoken from their sleep. It is part of the honour of becoming a Dreadhoughth that the warrior is allowed to rest between battles as it is deemed that these veterans have already given everything in the service of the Empency, and they are no longer required to follow the strict daily regime of the Chapter's other battle-brothers.

#### Armour of the Ancients

A Dreadnought's systems are protected by great slab-like plates of cast adamantium armour. Their shoulders, sarcophagus and legs have the thickest plates, to protect their most vital components, with less armour plating on the rear.

One of the chief advantages of Dreadnoughts is the versality of their weaponn; They can be armed for any battlefield role, including close support with multi-meltas and heavy flamers, suppressing fire with an assault cannon, autocannon and storm botters, and tank-hunting with lascannon and missile launchers. The Dreadnoughts great bulk provides a very stable firing platform even when moving which, combined with targeters, recoil dampenes and high volume ammunition stowage, means a Dreadnought can keep up a higher rate of fire for longer than the heavy weapons used by Devastator squads. Cryogenium cooling systems also mean that their weapons are less prone to overheating and aimming than portable heavy weapons to

In addition to its heavy weapons capability, a Dreadnought is almost unscapable in close combat, armed with a close combat power weapon incorporating magna-coal servos to increase its am strength. These weapons can gip, roate and tear, punching through the strongest materials and armour, reending gaping holes in enemy vehicles and defences or inping flesh limb from limb with ease. A Dreadnought in close combat is a terrifying sight—not just for its overwhelming strength and power, but also because the Dreadnought in close hor seeds within and he has lost none of his skill, speed or ferrodity. Traditionally each Dreadnought bears a scroll on its sacrophagus maning the hero who resides within. As each warrior dies, the Dreadnought will take a new name when the next warrior is intered as its plots.

A Dreadnought is powered by a compact thermic reactor core. Well protected behind the sarcophagus, this reactor provides power for life support systems, sensors, weapons and motive systems, like the electro-motive fibre bundles which power its heavy limbs and allow the Dreadnought to respondinstantaneously to the pilot's thought impulse controls.

In terms of communication, the war machine mounts voxorilles so that the warrior within can speak with his battlebrothers. A deep, crackling, synthesized voice emanates from within the hull on the rare occasions a Dreadnought speaks, making a conversation with one an ereir experience.

#### The Secret Rites of Construction

With so many of the techniques used in the construction of Dreadnoughts all but lost, very few new machines can be built, each must be hand-crafted by a skilled magos-artisan and can represent his life's work. This means that those Dreadnoughts that still survive are very precious and each hull is carefully guarded by its Chapter as it is essentially irreplaceable.

A Dreadnought is the ultimate fusion between the mechanical and biological, the pinnacle of Mankind's technical achievement in this area and as such a powerful



manifestation of the will of the Machine God. The machine contains many advanced and complex systems, but without the biological component is little more than a cold, lifeless hulk. The hero within is invariably a wise old veteran with memories stretching back thousands of years, and there are few foes he has not encountered in the wars of the Age of the Imperium.

The interred veteran is suspended in amnotic fluids, having been surgically implanted into the ammoured sarcophagus, and is wired to mind-impulse conduits for sensory input, and is wired to mind-impulse conduits for sensory input, allowing him to hear and see as if he was still flesh and blood, albeit with senses amplified by the artifice of technology. Once the sarcophagus is sealed, the hero must remain inside until slain in battle. Between them, the asrcophagus and stass vault render the pilot immune from the rawages of time and mortality. As the centuries go by however, the hero's grip on the material world begins to slip as he spends more and more time dormant and his mind becomes ever more distant.

Internment inside a Dreadnought is a great honour, amongst the highest a Space Marine can receive from his Chapter in granting it, the Chapter recognises that he is amongst their greatest warriors and that his skill and knowledge are too precious for the Chapter to lose. Very few are ever chosen for such an honour and only the Chapter Master, in consultation with the warrior's company Chaplain and the Chief Apothecary, can give final assent.

#### **Chapter Variation**

There are some Chapters amongst the Adeptus Astartes that utilise Dreadnoughts according to their own traditions and demeanours. In particular, the Blood Angels Chapter and its many Successors field a number of types rarely seen elsewhere. The honoured Funicso Dreadnought is such a war machine, configured with a pair of mighty dose combat weapons referred to by the sons of Sangunius as Blood Fists. The Chapter every ness of a rate to inter Liberarius within such engines of destruction, a practise almost entirely unknown elsewhere. This allows these celebrated heroes to continue serving their Chapter even having been wounded unto death, unleashing their fearsome psychic powers upon the enemy as they stride across the battlefield like gods of war.

Beset as they are by the terrible curse that is the Black Rage, even those Blood Angels interred within a Dreadnought are doomed to succumb to the Flaw of Sanguinus. When this Occurs, the Dreadnought is adorned in the black livery of the Death Company, the hero feeted to seek his doom as would any other battle-brother so afflicted. Should he survne battle, the Chapter's Techmannes must quickly subdue him using remotely triggered neuro-transp, lest his rage cause him to unknowingly strike his one battle-brothers.

The Deathwatch, Chamber Militant of the Ordo Xenos of the Inquistion, consists of brethren seconded from other Chapters to stand a vigil of the Long Watch Over the millennia the Deathwatch has come to field Dreadnoughts of its own, within which those battle-brothers who have not discharged their oath at the time of being mortally wounded

### Castraferrum Class Dreadnoughts

The majority of Dreadmoughts in use by the Adeptus Autates conform to a class known as the Castraferrum, of which the Mark IV and Mark V are the most common in appearance, the Castraferrum is very different from other types, very few of which exist outside of the stass-sealed reliquary chambers of the Adeptus Astarts is not as tall as such venerated relics as the Contempton and its armour is said to be configured far more to the fore than the unhallowed Lucifer Some claim that the older Unification classes of proto-Dreadmoughts could be piloted by non-Adeptus Astartes warriors, but the Castraferrum can only be fully controlled by a Space Marne, thanks to his unique physiology and mental conditioning

Ancient and incomplete archival fragments suggest that the Castraferrum class was introduced in order to meet a range of tactical challenges. It is configured for direct assaults, the Ironclad being the ultimate expression of this role. It also excels in Zone Mortalis missions such as space ship boarding actions, tunnel fights and combat deep inside densely built hives. Here, its low profile allows the Castraferrum to negotiate low-ceilinged passageways that the taller Contemptor would be unable to pass along. The true reason, however, that the Castraferrum remains in common use while the Contemptor and other classes are rarely seen lies with the technology utilised within its many systems. Instead of the ill-understood atomantic arc reactors and helical targeting arrays, the Castraferrum uses an adaptable thermic reactor and other such systems found within a range of Adeptus Astartes war machines.

might be interred if the opportunity presents itself. Before interment, these heroes are often afforded the option of returning to their own Chapters, but there is no guarantee they will survive what might amount to a long vioyage or that their Chapter will have an unoccupied Dreadhought sarcophagus available upon their return. The alternative is interment in a Deathwarch Dreadhought and stassis-diumber at the heart of the Watch-Fortress, the hero being awakened when duty calls. The types of mission most often undertaken by the Deathwarch make such awakenings rare compared to those of other Chapters, but many of the heroes of the Deathwarch interred within the Chapter's Dreadhoughts have knowledge and expenence of fighting xenos species unknown to the galaxy at large and their counsel in such matters is highly valued.

Dreadnoughts in the sense of the Unforguen Chapters occupy a unique position amongst their kin. Many have been engaged upon the Hunt for the failens since the earliest days of the Imperium and a few may even have called brother those self same warrors that turned against their Primarch and their Legion during the Fall of Caliban. The counsel of such bretheris is highly prized by the Interrogator Chaptains of the Dark Angels and many are initiated into the mysterious ranks of the Inner Cricle.

### CHAPLAIN DREADNOUGHT

for most Space Manne Chapters, a Dreadrought represents both a living link to the martial glory and weadom of the past, and a powerful war machine ints own right. It is not only valiant battle-brothers and Chapter hereos that are interred within a Dreadrought's mightly sarcophagus, but also figures such as Chaphains whose spiritual leadership is valued long beyond the destruction of their physical bodies when they can be saved. A Chaphain 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 admantante, and armed with the Dreadnought spowerful weapons, their fury against the enemies of Manking remains undiffined through the enemies of Manking remains undiffined through the enemies of Manking remains undiffined through the entities.

#### IRONCI AD DREADNOUGHT

The Ironciad is a variant used by many Space Marine Chapter to spearhed assaults against dense concentrations of enemy troops and fortified positions. Its weapons and equipment are configured to maximum the scapability, and because the Ironciad is expected to lead a Space Marine assault from the very front. Its forntal armour is substantially reinforced to protect it from the storm of fire certain to be directed at it.

The tronclad carries assault launchers which it fires as it bears down on its prey, sowing death and confusion. Whilst its sessimic harmer allows it to crush vehicle hulls and heavy grade fortifications with equal contempt, making the tronclad Dreadnought one of the most formidable heavy assault units at a Space Manne commander's disposal.

#### SIEGE DREADNOUGHT

When a Space Marine assault force is faced with heavily fortified enemy positions that must be taken in an assault by a ground force, a Chapter's Armoury is able to equip those Dreadnoughts assigned to the operation with a configuration designed specifically to punch through the most well protected of bunkers and walls. The Dreadnoughts are equipped with an assault drilliam for grinding through

ferrocrete in a matter of seconds, into which is fitted a heavy finner that unleasthe is searing blast of lackbernical frie through the breach its drill has created. Very few defenders can withstand such a lethal combination and those who did are filely to be forn limb from limb by the Dreadnought as it smashes through what remains of the wall, its battle-brothers following does behind to secure the objective.

#### MORTIS SUB-PATTERN

The weapon configuration referred to as the Monts subpattern is thought to have been common long ago, but it is far less so at the close of the 41° Millennium. In this subpattern the Dreadnought is fitted with identical weapons on both arms, granting it the ability to bring a featsome weight of firepower to bear on its target. It is also often fitted with a helical targeting array slaved to enhanced targetcursing logis engines. These allow it to track its fee with unprecedented accuracy and make it particularly deadly against enemy fiyers. It is said that the heyday of the Mortis was at the height of the Great Crusade, where the Space Marine Legions of old deployed large assault spearheads made entirely of Dreadnoughts and the configuration must have provided much needed dedicated fire support during those sterible conflicts.

A curious footnote in the history of the Morits is that the socalled Unforgiven Chapters – the Dark Angels and Successors – appear to make far more use of the sub-pattern than any other Chapter None can say exactly why this might be, but as the Unforgiven Chapters are frequently engaged in their eternal Hunt for the Fallen, it may be that the Morits' targeting systems and them in this rolle.

It appears that most of the Mortis-configured Dreadnoughts deployed by the Unforgiven are of the Mark V pattern, that used by the majority of Chapters throughout the Imperium. The Contemptor Dreadnought can also be configured in the Mortis sub-pattern, and it has been noted that Chapters other than the Dark Angels and their kin have been witnessed doing so in recent operations.





Ancient Herulian of the Novamarines. MkIV siege configuration Dreadnought depicted as committed to the Vyaniah War Zone assaults during the Badab War.



Ancient Skarrag of the Space Wolves Chapter: Interred in MkV Dreadnought in fealty to Bran Redmaw. Fell in glory on Betalis III.

	Armour								
	WS	BS	5	Front	Side	Rear	1	A	HP
Chaplain Dreadnought	5	5	6	12	12	10	4	2	3

· Dreadnought close combat weapon with built-in storm

Wargear

 Multi-melta Searchlight

Special Rules

 Venerable · Litany of Hate

Smoke launcher

# **Unit Composition**

· Chaplain Dreadnought

# **Unit Type**

Vehicle (Walker)

# **Dedicated Transport**

· May select a Lucius Pattern Dreadnought Drop Pod as a Dedicated Transport (see

# page 160). Litany of Hate

Even though encased in a Dreadnought's sarcophagus, the Chaplain Dreadnought'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 an assault.

#### Venerable

If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

### Options

. The Chaplain Dreadnought may exchange its multi-melta for one of the following:

- Twin-linked heavy flamers	Free
- Assault cannon	+10 points
- Twin-linked heavy bolters.	+5 points
- Twin-linked autocannon	+10 points
- Plasma cannon	+10 points
- Flamestorm cannon	+20 points
- Twin-linked lascannon	+30 points

storm bolter (+1A) . The Chaplain Dreadnought may exchange one of its storm bolters for a - Heavy flamer +10 points

- Dreadnought close combat weapon with built-in

· May take extra armour +10 points

A Chaplain Dreadnought is an Elites choice in a Codex. Space Marines or Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two.





Sicg.		SALS.	
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# 1 Siege Dreadnought

#### Unit Type · Vehicle (Walker)

# **Dedicated Transport**

· May select a Lucius Pattern Dreadnought Drop Pod as a Dedicated Transport (see page 160)

# Wargear

WS

4

6 12 · Assault drill with

Front Side Rear

12

- built-in heavy flamer · Flamestorm cannon
- Searchlight
- Smoke launcher
- · Extra armour

#### Ontions

- · Replace flamestorm cannon with a multi-melta.
- Take up to two hunter-killer missiles. +10 points each.

A Siege Dreadnought is an Elites choice in a Codex: Space Marines, Codex Space Wolves or Codex Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Impenal Armour Nine: The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badah War - Part Two

### Assault Drill with in-built Heavy Flamer

The Siege Dreadnought's assault drill is designed to punch through rock and reinforced ferrocrete, grinding its way through buildings, walls and bunkers. Once penetrated, its in-built heavy flamer unleashes a sheet of flaming promethium through the hole to incinerate those inside.

A purpose designed siege weapon, the assault drill counts as a Dreadnought close combat weapon which also gains an additional +D6 to penetrate the armour of bunkers, fortifications, bastions and other buildings, as well as any vehicle that is classed as being stationary that turn. The

Wargear

Searchlight

**Special Rules** 

Smoke launcher

· Two missile launchers

Helical Targeting Array

weapon incorporates a heavy flamer which, in addition to being used as normal, if the Dreadnought close combat weapon inflicts a penetrating hit against a building or vehicle that is occupied but the target is not destroyed outright, then all models inside suffer a single heavy flamer hit automatically after the Dreadnought's other attacks have been resolved. Note that this flamer hit only occurs once per combat phase, not once per hit.

When playing Cities of Death games, Siege Dreadnoughts automatically count as being equipped with a Wrecker stratagem for free

### MARK V MORTIS PATTERN DREADNOUGHT.....

+5 points

# Mark V Mortis

#### **Unit Composition** . 1 Mark V Mortis

# Dreadnought

**Unit Type** 

# · Vehicle (Walker)

**Dedicated Transport** · May select a Lucius Pattern Dreadnought Drop Pod as

a Dedicated Transport (see page 160)

A Mark V Mortis Dreadnought is an Elites choice for a Codex. Dark Angels army. It may also be taken in a Codex: Space Marines army, a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine: The Badab War - Part One or a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two, any of which may take one per detachment.

Armour Front Side Rear 10

12

The Mark V Mortis Dreadnought may replace its two

missile launchers with one of the following:

- Two twin-linked heavy bolters - Two twin-linked autocannon +10 points +30 points

- Two twin-linked lascannon

. The Mark V Mortis Dreadnought may take: +10 points - Extra armour

## **Helical Targeting Array**

If the Mark V Mortis remains stationary in the Movement phase, it gains the Skyfire and Interceptor special rules for that game turn





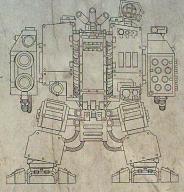
Brother Kargat, Red Scorpions Dreadnought. This venerated hero of the Chapter fell during the Bale Raid, Badab War.



Brother Chaplain Nair. A veteran of the Red Scorpions and a survivor of the Chapter's deployment to Vraks. Nair's Dreadnought was damaged during the Siege of Vraks, but was later recovered and repaired.

DECBANICUS ARCHIVE

ADEPUTUS TECHNICAE SPECIFICATIONS DREADNOUGHT (CASTRAFERRUM)



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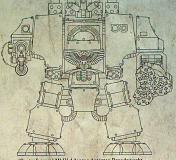
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# TECHNICAL SPECIFICATIONS.





'Castraferrum' MkIV Adeptus Astartes Dreadnought, Siege Configuration

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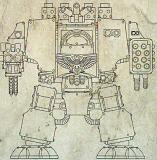
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MkIV, fire support 'Firewind' weapons configuration.

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Brother Voral of the Secessionist Astral Claws Chapter MkIV Siege Dreadnought. Brother Voral fell during the Invasion of Pireaus, Badab War.



Unidentified MkV Dreadnought of the Carcharodons Chapter, Siege of Endymion Prime, Engagement on Fulcram IV/C and the Fall of Badab.



# **CONTEMPTOR DREADNOUGHT**

When the Legiones Astartes spearheaded the Emperor's conquest of the galaxy during the glorious age that was the Great Crusade, they were led by heroes the likes of which had never been seen before and in all likelihood will never be seen again. At some point before or during the Great Crusade, the Mechanicum learned how to save the life of a mortally wounded Space Marine by excising damaged tissue, in some cases all but his brain and spinal column, and implanting what remained into a life-sustaining machine of arcane design and dark provenance. Of course, for a mighty, vigorous hero to be preserved in such a manner without purpose would be a living purgatory and so the warrior and the mechanisms that preserved his life were sealed within an armoured sarcophagus and this in turn was mounted into the towering form of the earliest types of Dreadnought. The fragmentary histories of the Imperium do not describe the very first instances of the Space Marines of old serving in this manner, but it is known that one of the first must have been the Contemptor, a class regarded as an irreplaceable relic in the 41st Millennium, a relic that even the most machine lore-steeped Techmanine could not replicate. Other types known by little more than name include the Deredeo and the Furibundus, as well as the dreaded Lucifer pattern, thought to have been a variant, or perhaps even the progenitor, of the Contemptor stripped of its advanced systems and fitted with heavy armour, making it a peerless breaching unit long lost to the armies of the Imperium.

Contemptors resemble other types of Dreadnought, although their armoured form is somewhat more refined and less angular than the types in common use in the 41<sup>th</sup> Millennium. It is not just in appearance that the Contemptor differs however, for its systems are of an order of magnitude more. advanced than those that came later. The Contemptor is powered by an atomantic arc-reactor of a type now all but lost to humanity, and this venerated power source is coupled to a field projector of a type similar to that utilised in Space Marne storm sheds, providing the Contemptor with a high level of protection against enemy attacks.

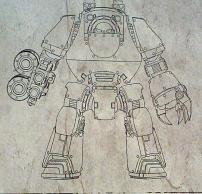
The ability to create new Contemptors is almost certainly now beyond the Adeptix Mechanicus, or at least jealously guarded by some secret order of Tech-Priests unwilling to share their lore even with those who could utilize it to crush the enemies of Mankind Some believe that the Contemptor shares many systems with the dreaded, near mythical battle-automata of the Legio Cybernetica. If this is the case, it might yo some way towards explaining why so few Contemptors remain in the assensal of the Adeptivs Astartes, for the war engines of the Cybernetica are regarded by many as technology taken beyond the acceptable limits of machine canno.

Those few Contemptors that remain in the service of the Adeptus Astartes are invariably relics of the Great Cruside or of the Horus Herey and the Scouring. Few if any are known to have been constructed since, their secrets lost and their legend tainted by association with the dread automata of the Cybernetica. Nevertheless, those Chapters that have inherted or otherwise come into possession of even a single Contemptor venerate them enormously, reserving them for the use of the mightest of chapter heroes Others have been in continuous use since the earliest and darkest days of the Age of the Imperium, so ancient they are now awoken and activated only a handful of times a millennium, the oldest of heroes stirring to continue the ways of old.

ADEPCUS DECBADICUS ARCOIVE CONTEMPTOR DREADNOUGHT

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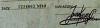


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venicce name	Relic Dreadnought
SORGE WORLD OF ORIGIN	Mars
Known paccerns	1-XXVI
CREW	Venerati
	THE PARTY NAMED IN
powerpeant Und	lesignated atomantic
	14.5 tonnes
WEIG9E	
cenece:	2 1 m
	3.1 m
WIDC6:	A A
BE1060	4.5 m
	NIA
GROUND CLEARANCE	
WAX Speed on ROAD	12 kph
DAX SPEED OH KOAD	7 kph
COAN SPEED OSS ROAD:	/ кра

minake Anne Twin-	linked heavy bolter
SECONDARY ARMADERE	Power claw
TRAVERSE & CEVATION:	3609 -909/+909
DAIR ADDUNCTOR	2,000 rounds
SECONDARY ADDIDUDICION	N/A
ARCOUR	Astron
CURREC	N/A
superstructure	75 min
NICC	75 mm
oun mancret	NIA
ADDENDUO At	omantic are reactor rs shield projectors lies XK11-QW030-4



## CONTEMPTOR PATTERN DREADNOUGHT....

	WS BS S F S R I A HP								
	WS	BS	S	F	5	R	-1	A	HP
Contemptor Dreadnought	5	4	7	13	12	10	4	2	3

## **Unit Composition** 1 Contemptor Dreadnought

## **Unit Type** · Vehicle (Walker)

## **Dedicated Transport**

· May select a Lucius Pattern Dreadnought Drop Pod as a Dedicated Transport (see page 160)

## Wargear

- · Twin-linked heavy bolters · Dreadnought close combat weapon with in-built storm bolter
- Searchlight Smoke launcher
- Special Rules

· Atomantic Shielding • Fleet

## Options

 The Contemptor Dreadnought may replace its twin-linked heavy bolter with one of the following:

- Widita menta	
- Twin-linked autocannon	+5 point
- Plasma cannon	+10 point
- Kheres pattern assault cannon	+15 point
- Twin-linked lascannon	+25 point
- Heavy conversion beamer	+35 point
- Dreadnought close combat weapon	
with built-in storm bolter	Fre

(granting the Contemptor +1A) The Contemptor Dreadnought may replace its Dreadnought close combat weapon and storm bolter with one of the

Chainfist with in-built storm bolter	+10 points
- Multi-melta	Free
Twin-linked autocannon	+10 points
Plasma cannon	+10 points
Kheres pattern assault cannon	+15 points
T Usbard Incomes	+25 points

. The Contemptor Dreadnought may replace any storm bolter with one of the following:

- Heavy flamer ... +10 points each - Plasma blaster .... +20 points each +15 points each - Graviton gun..... - Meltagun +15 points each

. The Contemptor Dreadnought may be equipped with: ...+10 points - Extra armour - Carapace-mounted cyclone missile launcher ..... +35 points

A Contemptor Dreadnought is an Elites choice for a Codex. Space Marines or Codex. Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two

Armour WS S R Contemptor-Mortis Dreadnought 4 13 12 10

## **Unit Composition**

. 1 Contemptor-Mortis Dreadnought

## **Unit Type** · Vehicle (Walker)

page 160).

**Dedicated Transport** 

## · May select a Lucius Pattern Dreadnought Drop Pod as a Dedicated Transport (see

## Wargear

· Two twin-linked heavy bolters

## Searchlight Smoke launcher

## Special Rules

· Atomantic Shielding · Helical Targeting Array

#### Ontions

. The Contemptor-Mortis Dreadnought may replace its two to de l'about bours butanes det un

twin-linked neavy boilers with one of the	Unowing.
- Two multi-meltas	Fre
- Two twin-linked autocannon	+10 point
- Two Kheres pattern assault cannon	+25 point
- Two twin-linked lascannon	+30 point

. The Contemptor-Mortis Dreadnought may take:

- Extra armour +10 points . The Contemptor-Mortis Dreadnought may also take: - Carapace-mounted cyclone missile launcher +35 points

A Contemptor-Mortis Dreadnought is an Elites choice for a Codex Space Marines or Codex. Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two

## **Atomantic Shielding**

One of the Contemptor Dreadnought's most distinctive features is the defensive field generators mounted in its armoured carapace and powered by the potent atomantic power reactor core housed within. The Contemptor Dreadnought has an invulnerable save of 5+ against shooting attacks and explosions, and an invulnerable save of 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers an Explodes! damage result, add +1" to the radius of the blast

## **Helical Targeting Array**

If the Contemptor-Mortis remains stationary in the Movement phase, it gains the Skyfire and Interceptor special rules for that game turn

#### **Relic Weapons**

Some rare Contemptor Dreadnoughts carry strange and singular weapons from the Imperium's dawning might such as the Kheres pattern assault cannon, considered by some scholars of the techno-arcane to be the forerunner of the Terminator assault cannon, compact plasma blasters and gravity flux weapons whose secrets were lost during the Schism wars of Mars.

Heavy Conversion Beamer: Conversion beamers use a different profile depending on the distance of the target from the firer. When firing the weapon, measure the distance to the target point and place the Blast (3\*) template. Once the final location has been determined (after scatter), measure to the centre of the Blast marker to determine the distance and consult the weapon profile opposite to determine the weapon's effects.

Weapon	Range	Str	AP	Туре
Kheres pattern	24*	6	4	Heavy 6, Rendin
assault cannon				
Plasma blaster	18"	7	2	Assault 2,
				Gets Hot
Heavy conversion	beamer			

Up to 18" 6

Blast (5"), Firing Calibration<sup>1</sup> 18"-47" 8 Heavy 1, Large Blast (5"), Firing Calibration<sup>1</sup> 42"-72" 10 Heavy 1, Large Blast (5°), Firing Calibration1 Graviton gun Heavy 1. Blast

Heavy 1, Large

(3\*), Concussive.

Graviton Pulse<sup>2</sup>, Haywire Firing Calibration: The power requirements and targeting calculations needed by a heavy conversion beamer mean that the Contemptor Dreadnought cannot move and fire

this weapon in the same turn, despite being a Walker.

<sup>2</sup>Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught under the Blast template must instead roll equal to or under their Strength score on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the Graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next player turn.



Ancient Skara Brae, Contemptor Dreadnought of the Red Talons Chapter
Ancient Brae is armed with a heavy conversion beamer and power claw. He was decorated for his deeds
during the Orask War, where he slew a confirmed seventeen Tyrand agex organisms

The Contemptor within which Ancient Brace is interred is thought to date back to the earliest days of the Red Talons. Aside from the Orask Wars, the Contemptor is known to have participated in battles against south revield enois foes as the Gallhites of the Oenorian liner Systems, the Draxian Hegemony and the dread Paramours of the Orpheus Rift. It participated in the purging of the Argent Hammers and the Fists of Othis, proving instrumental in the near complete destruction of both outcast Chapters.

The earliest date to which the Contemptor's history can be traced for certain is mid M31, linking it to the age of wore that followed the Horus Heresy known as the Scouring Still, one earlier temporal imprint has been extracted from its sensorium core; 566006 M31, a date known all too well to the Iron Hands, the Salamanders, the Raven Guard and their Successor Chapters.



Brother Palaemon, Contemptor Dreadnought of the Minotaurs Chapter

Brother Palaemon is depicted armed with multi-melta and power claw. He was lost, presumed fallen in glory during
the boarding action against the Mecron Tomb Ship codified 'Dead Hand', Amarah Void Battle. Orpheus War

This mighty hero was interred within this Contemptor Dreadnought when he fell in battle during the Machana Heresy, while pursuing the extermination of the xeno-possessed 4\*Company of the Imperial Paladins Chapter on the ocean plane of Nereus Despite xenos posions ravaging his body, Palaermon fought on for three whole days before succumbing. This mighty deed served as an example to his battle-brothers and earned him his place amongst the Chapter's revered Dreadnoughts.

The provenance of Brother Palaemon's Contemptor has been questioned by several inquisitors, especially those of the Ordo Hereticus. The heritage of the Minotaurs Chapter has never been fully disclosed, and no records of its anticedents are known. In the main, only the most anonest and stored of Chapters have access to such mighty war machines as the Contemptor, deepening the mystery of the Minotaurs Chapter's shrouded heritage still further, machines as the Contemptor, deepening the mystery of the Minotaurs Chapter's shrouded heritage still further.



A full account of the bartles of the brief, yet intense, Orpheus War has yet to be made, and in all likelihood may not be fortheoming even within an your littlenne. Suffice to a sy however, at Thamysi myself and my retainers bore witness to a strike force of the Ministrus Chipters as to endured the amounts brief after of the Ministrus Chipters as to endured the amounts brief after of the Ministrus Chipters as to endured the amounts brief after or of the Ministrus Chipters as to endured the Arrent of the Ministrus of the Arrent of fortheisten Turly the charge of the Ministrus was a plantous split to beyond, yet a terrifying one too. Even as xenus expranty account of the Riburso and Riscorback to the broazed did barile brothers dismonstrat, completing the list few metres of the charge on foor a charge squints which nothing, not even the undying Necrons, could stand!

Inquisitor Numenoria of the Ordo Xenos

The most common class of vehicle in the averaged of the Adeptus Astartes are those that carry fully armed and amounted Space Memors directly into battle. Of these, the amounted Space Memors directly into battle. Of these in the class relative the Rezorbosk: Whinin the amounted high of such carriers, the Space Memors ride to war profested from a but the heavest file as they close upon their too. Maying right, assault vehicles exist, most of them designed to credite in expectally hostile or demanding battlefield conditions, but the Rhino is ubiquitous to all Space Marine Chapters and fourband ultimed by them, while the Spartan is fair less common and, only released from a Chapter's Assenal fin or other means of piccuring victory can be determined.

## RHINO ARMOURED TROOP CARRIER

The mainstay of Space Marine Chapters, the Rhino has provided armoured transport to the elite fighting forces of the Imperium since the time of the Great Crusade, carrying warriors safely to their objectives at the forefront of battle to bring swift retribution to the enemies of Mankind. Robust. versatile and capable of withstanding the most hostile of environments, the Rhino has long been the primary squad transport vehicle of all Space Marine Chapters. Each of a Chapter's companies, with the exception of the 10th, maintains sufficient numbers of Rhinos to carry all ten squads to battle as one, and more are held in the Chapter Armoury reserve, some forming the personal transports of noted Chapter officers. sometimes even bearing their personal livery. The Rhino also sees service with other trusted arms of the Imperium, such as the Adepta Sororitas, Adeptus Arbites and in the retinues of individual Inquisitors

The oldest recorded Rhino belongs to the Salamanders Chapter Called Nocturne's Harmer, according to Chapter legend it once carned Vulkan, Primarch of the Salamanders, into battle. It served the Chapter for 8,000 years before being placed in the Chapter's reliquary at the heart of its fortessmonastery where it resides still. At the start of each new century, the Rune of Activation is struck upon the engine Should the engine fail to ignite, it is seen as a bad omen for the Chapter's fortunes in the coming century.

Due to its STC roots, the Rhino can be constructed using a wide range of different materials. Most Rhinos are constructed

of a bonded ceramite layer over a cast plasteel hull, although others use composite carbon compounds or conventional hardened steel, depending on their origin. In addition, a Rhino's engine can run on almost any combustible fuel

All Space Marines are taught to operate the Rhino as part of their routine training, and the vehicle is crewed by a single Space Marine driver. He also controls the remotely operated storm bolter, although a pintle-mounted weapon can also be operated directly by a passenger from the gunner's hatch.

Within its armoured hull, a Rhino can carry up to the fully armed Space Marines in power armour. Access is via four doors and hatches, and the rear hydraulic ramp and two side hatches provide for rapid disembarication. The armoured top hatch can also be opened to allow passengers to fire their weapons and also provides an exit they can rapidly extract themselves from in the event of catastrophic damage.

The Rhino is powered by four Mid! Mars pattern adaptable thermic combustor reaction engines, each of which functions independently of the others. Should one or even two be damaged in battle the whelfe is able to plough on, faithfully delivering its charges to their objective even after having sustained greevous wounds. The engines are fed by an air intake that provides the oxygen for the combustion chamber and because each has it so win oxygen supply, the whole can function in a vacuum or environments where the atmosphere is toxic or otherwise detrimental to normal operations.





The Rhino's reputation for stoic and loyal service is enhanced still further by a range of ruidmental yelf-repair mechanisms wrought into its systems. These allow the vehicle to continue fighting even after having sustained heavy damage. Some vehicles written of fas mortally wounded have been observed to restore themselves to basic operation given time for the self repair mechanisms to function, a fact that many Techmanies hold to be a manifestation not of technology but of the direct intercession of the Omnissiah.

The Adeptus Mechanicus has established strict doctrines governing the construction and maintenance of these valuable vehicles. The purity and spiritual welfare of the vehicles machine spirit is held to be as important as the skill of the artificers who built the vehicle. There are many rituals surrounding the construction, maintenance and use of Rhinos, and they must be cared for using the correct Liturgies of Maintenance, divined from the Runes of Engineering, and the machine spirit must be blessed to protect both the vehicle and its occupants in battle.

Like all Space Manne vehicles, the construction of a Rhino is more ain to a religious intual At every stage the correct sacred oils must be applied and incense burned to sanctify the process and ward off ill fortume. As it is cast, each armoured panel is inscribed with protective sight so take off damage and help protect its future passengers. Components are checked and blessed before being installed and finally, when the Rhino is Complete, the Ceremony of Commission is prepared. The Techmanne artificer then calls upon the Machine God to inwest the new Rhino with power, and three times are the Runes of Activation hammered onto the engine block, the engine being fired as the third blow is struck. If it roars into life first time then it is a good omen, the vehicle will live a long and useful life

The final blessing is the Naming Ritual – a new vehicle must have a battle name worthy of the Chapter's great history. This name is recorded in its annals and some Chapters even choose to paint or engrave it onto the vehicle.

Once in service, each Rhino continues to be maintained by a Chapter's Techmarines and the artificers of the Chapter forge. Most battle damage is repaired in the field and in some Chapters, battle scars are worn with pride. The Techmarines attached to a strike force ensure that its vehicles are honoured with the Litanies of Battle whilst old vehicles become revered interns, holy relics of the Chapter, and can even be retired from front line service to take up ceremonal duties.

The Mikb Rhino is the oldest surviving mark and pattern of Rhino Amoured Carrier still in service with Impental forces. Once, the Mikb was produced in vast numbers, so many Space Manne Chapters and Adeptus Arbites prenents have surviving examples of this once-popular vehicle Today, most Chapters consider it to be an older pattern that is past its best, but it is still honoured and deserving of high respect for its long and successful service.

Few, if any, Mklbs are constructed today, most Masters of the Forges looking to the Mkllc to fulfil their current battlefield needs. Most of the Rhino-based vehicles also have their Mkl equivalents, so Whirlwinds, Vindicators, Razorbacks and Predators have also seen service with this basic chassis, and some Chapters still retain examples of these vehicles as well.

The man difference between the marks is the construction of the weblicks engine and drive system, which is far more robust in the MRIC, with a resulting slightly higher top speed and load-bearing capacity. The MRI lacks the built-in system redundancy which makes the Rhino such a reliable vehicle, although the MRIS more straightforward engine design has some benefits, such as in maintenance time should the machine spirit of the wholice fail or become corrupted

How many Mkls still exist is unknown but, given the huge numbers that were once produced, it is likely that they will continue to serve Imperial forces, albeit in ever diminishing numbers, for some years yet

## RAZORBACK

The Razorback is a variant of the Rhino that surrenders some of its transport capacity for extra firepower. The vehicle mounts a remotely operated heavy weapons turret that can be configured according to a range of mission requirements, from anti-personnel to anti-tank.

The STC template on which the Razorback is based was recovered in MSB by Chief Artisan Thiuss whist on an expedition across the Southern Rim. The Razorback find was the main triumph of his quest, although reports ests which suggest that another STC template was found but has never seen production. After recovery the template was rapidly adopted as part of the STC canon and in just under two hundred years, the first Razorbacks were being field tested Existing records already indicated that a troop carrying variant of the Prediator had been a forerune of the Prediator tank, and the Razorback seemed to fit the description closely. When This is returned to the vehicle, the Lords of Mass quickly recognised it. The omens were deemed good and work commenced.

Since M26 the Razorback, with its increased firepower, has filled the gap left by the Predator as it developed into a full battle tank. Originally, the Predator was also a troop carrier, the production of the P

Some Chapter Masters believe the Razorback falls as a troop integrot, not being able to carry a full squal, and fall as a lank, lacking is it does heavy armour protection and not carrying enough heavy weapons to take on enemy heavy armour in a tank battle: Other commanders find it useful in a number of roles. First, the Razorback provides protection for squads operating in support of lamoured attacks by land Radees and Predators. Secondly, it is used in a heavy recompassance role, supporting blisks or attack bless as they seek out the enemy and launch lightning strikes ahead of a Space Marine man force. Theline in the three treats of hattle, firepower, firepower and more firepower. Should the Omnissiah have wished otherwise, he would not have provided me with such a mighty tool as the Razorback. I long for the day in which my entire Chapter can fed to war in transports such as these, whicles whose rape can be given voice through their stactified armament.

Kardan Stronos, Chapter Master of the Iron Hands

The Razorback carries a turret-mounted heavy weapon. Different patterns of turret have been used, most patterns being remote controlled turrets, but at least one exists as an open-topped, single-crewed turret with the crewman protected by a gun shield. In recent years, a new variant of the Razorback has entered service amongst several Chapters, in particular those with home worlds in the Segmentum Tempestus. This pattern mounts a multi-melta in its turret, a configuration which makes excessive demands on the vehicle's power cell conduits and because of this is rarely used. It is believed that Techmarines of the Fire Hawks Chapter formulated a means of overcoming the power feed issue and first used the resulting vehicle during the Badab War, using it to smash through enemy fortifications and deliver squads through the breach. This new and specialised configuration has been codified as the 'Infernum' pattern Razorback.

## DAMOCLES COMMAND VEHICLE

Space Manne Chapters utilise some of the most advanced equipment the Imperium can supply. As well as their weapons, armour and combat vehicles, this includes the infrastructure that supports Adeptus Astartes combat operations. The Damocles Command Rhino is part of this infrastructure. It is a Rhino equipped with sophisticated communication and tracking equipment that helps direct a Space Manne force and acts as the main communications link between orbiting strike crusers, the fleet of Thunderhawk gunships and a Space Marine Commander on a planet's surface.

The Damocles is used to control and direct the movements of large Space Manne formations. A small surgical strike force is unlikely to have need of the Damocles' specialised support, but a full company battle group, deployed in strength, with Rhinos, Land Speeders, Land Raiders, Thunderhawks, Drop Pods, teleporting Terminators, and every weapon in the Space Mannes' formidable areanal, however, benefits greatly from a Damocles Command Rhino monitoring and coordinating operations.

The Dampeles is not a combat vehicle and is rarely committed to front line action or exposed to direct enemy fire, and if deployed it is usually kept well hidden from the enemy Each vehicle a crewed by a direct and a command team of two, provided from the Chapter Master's headquarters staff One is a communications controller, the other the tactical operators controller who monitors squads and tracks enemy movements. These brothers are both full Space Mannes in their own right, but each has undergone additional training by the Chapter Enthmannes to operate the sophisticated

equipment. The Damocles also has a seat for a Space Marine force commander, alongside the driver. In combat most Space Marine commanders prefer to lead from the front, but between battles a commander can keep up to date with the developing strategic situation via his Damocles

Equipped with numerous special signals, communication and monitoring equipment, it serves as a company or battle group command and control hub, including signal boosters for squad-to-squad, ground-to-air and ground-to-orbit vox-links. It provides secure multi-band communications for co-ordinating with other Imperial forces in the area of operations - this can be anything from orbiting spacecraft and Imperial Navy aircraft to Imperial Guard, Adeptus Arbites or Adepta Sororitas

command units. The vehicle mounts a multi-spectral ground surveillance auspex for locating enemy units whilst Chapterwide squad and vehicle tracking capability is afforded via orbital relay. It has a teleport homer beacon, the Damorles providing a strong signal for any teleporting troops to lock on to, allowing for safer and more accurate deployment and a transmission monitor allows for the interception of enemy signals, with a decryption engine that is capable of breaking the most fiendishly disquised enemy codes built into its systems. Bio-status readouts relayed directly from individual Space Marine's power armour also allow the command crew to monitor the condition of any battle-brother in a strike force

## DAMOCLES COMMAND RHINO.....

75 POINTS

#### Armour Front Side Rear Damocles 11 11 11

## **Unit Composition**

 1 Damocles Command Rhino

## **Unit Type**

· Vehicle (Tank)

## Wargear

- · Storm bolter · Teleport beacon
- · Command vox relay

## **Special Rules**

Orbital Bombardment



A Damocles may take up to one of each	of the following:
Searchlight	+1 point
Extra armour	+10 points
Pintle-mounted storm bolter	+5 points
Hunter-killer missile	+10 points
Extra armour	+10 points
Dozer blade	+5 points



A Damocles Command Vehicle is counted as a 0-1 HQ selection, but does not use up a Force Organisation slot (and therefore cannot ever be used to occupy a force's compulsory HQ selection). It can be used in Codex: Space Marines, Codex: Dark Angels, Codex: Space Wolves and Codex: Blood Angels armies, It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War - Part One, and a Space Marine Siege Assault Vanquard army as described in Imperial Armour Ten. The Badab War - Part Two.

#### Teleport Beacon

Units arriving by teleport (using Deep Strike) which are part of the force containing the Damocles, do not need to roll to scatter if they choose to arrive within 12" of the Damocles.

#### Command Vox Relay

The Damocles is principally a command and control hub for a Space Marine battle force, cohering the streams of data and analysing the warp and weft of a conflict.

The Damocles allows its controlling player to add +1 to or subtract -1 from the results of any Reserves rolls they make while the Damocles is on the table.

## **Orbital Bombardment**

The Damocles can use its vox and augury arrays to call down a precision strike from Space Marine warships in orbit overhead. Once per game, the Damocles can call down the bombardment just as if it was firing a weapon in the Shooting phase. The Damocles cannot move in the same turn that this is done

Orbital hombardment

Range Str Unlimited 10

Type Ordnance 1. Large Blast (5"), Barrage

## Armour

Front Side Rear 11 11 10

## Infernum Razorback **Unit Composition**

• 1 Infernum Razorback

Unit Type · Vehicle (Tank, Transport)

## **Access Points**

 The Infernum Razorback has one access point on each side of the hull and one at the rear

## Wargear

- · Multi-melta · Searchlight
- Smoke launchers

## **Transport Capacity**

## . The Infernum Razorback can carry six models. It

cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules

## **Fire Points** · None

## Options

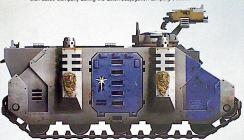
- The Infernum Razorback may take up to one of each of the
  - following: - Dozer blade
  - Storm bolter +5 points - Hunter-killer missile +10 points - Extra armour +10 points

An Infernum Razorback may be taken by any unit that may take a Razorback as a Dedicated Transport choice in the following armies: Codex: Space Marines, Codex: Blood Angels, Codex: Space Wolves or Codex. Dark Angels army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two.

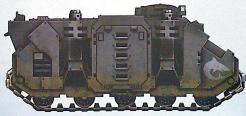




Sons of Medusa Chapter Rhino, attached to the Command Squad of the Atropos Clan Battle Company during the Galen Subjugation campaign, Badab War.



Rhino armoured carrier of the Secessionist Astral Claws Chapter, destroyed in action during the Second Battle of Sagan, Badab War.



Carcharodons Chapter Rhino, unknown designation, destroyed during the Siege of Endymion Prime during the Badab War.



Salamanders Chapter Rhino drawn from Prometheus Forge Armoury Reserve Deployed to the Battle of Shaprais during the Badab War.



Executioners Chapter Rhino attached to the 4th Company and destroyed alongside other Secessionist units during the Clash at Uzeal, Badab War.



Red Scorpions Rhino, Chapter Reserve issue. Served throughout the early battles of the Badab War.



Mantis Warriors Chapter Rhino. Designation unknown, captured alongside other Secessionist units by Fire Angels Chapter forces on Endymion Prime during the Badab War.



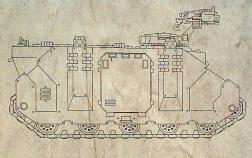
Lamenters Chapter Rhino, 7th Company. Recovered abandoned on Rook, 913 M41, five years after the Lamenters sided with the Secessionists during the Badab War.



Star Phantoms Chapter Rhino, Badab War. Hatch markings indicate assignment to a Devastator squad, which the numeral identifies as belonging to the Chapter's 5th Company.

ADEPEUS DECHANICUS ARCHIVE CECONICAL SPECIFICATIONS.
RHINO ARMOURED CARRIER

DVEA-16Z-8ES 7A3-0 CA 95Z-9B4





SERKO PROCEDCES

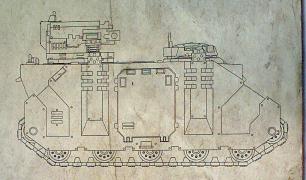
Section 2.	
VERICEE DESIGNATION _	0120-766-0724-PR 113
Venicce name:	Rhino
SORGEWORED OF ORIGIN	Mars
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CREW	Driver
powerpeant ther	Quad MkII adaptable mic combustor reactor 30 tonnes
WEIGGC:	
wides:	
BEIGGE:	
OROUND CECARANCE	
COAX SPEED ON ROAD:	70 kmh
COAX SPEED OSS ROAD:	55 kmh

Storm bolter
NIA
360° -65° / +45°
800 rounds
NIA
No to the
N/A
60 mm
60 mm
N/A
The loyal servant of he Adeptus Astartes.
70 14 15

ADEPEUS DECHANICUS ARCHIVE TECHNICAE SPECIFICATIONS:

RAZORBACK

KAZOKI





It is forbidden to view okacow to be viewed this record by non acceptible dependen



0120-766-0742-PH 984
Razorback
Mars
II-XVII
Driver
Quad MkII adaptable
31.5 tonnes
6.6 m
1.5 m
5 m with turret
0.41 m
70 kph
55 kph

N/A
360°-5°/+45°
1,600 rounds
X
N. S. A.
50 mm
60 mm

Addenduge

Optimal combat squad

armoured deployment pattern, Delta-99

DATE 1224018 M40 SIGNACO

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Stonacus Guardanos,

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PARC



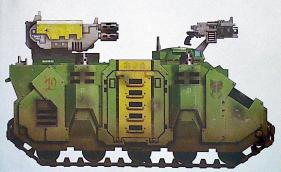
Infernum pattern Razorback of the Fire Hawks Chapter. This vehicle was attached to the Chapter's 1st Company throughout siege assault operations during the Badab War.



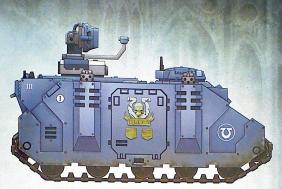
Exorcists Chapter Razorback assigned to 3<sup>rd</sup> Battle Company during the Hallow's Point Incursion, Badab War.



Space Wolves Chapter Razorback, Bran Redmaw's Great Company. Deployed to defence of Tormus Delta, Betalis III campaign.



Mantis Warriors Chapter Infernum pattern Razorback. 1<sup>51</sup> Company Command Squad (unconfirmed). Destroyed alongside other Secessionists in action at Bellerophon's Fall, Badab War.



Damocles Command Rhino of the Ultramarines. Assigned in support of the  $1^{\rm St}$  Company during the Defence of Ichar IV.

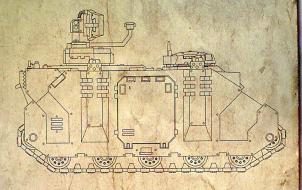


Damocles Command Rhino 'Calvus' of the Silver Skulls Chapter, serving with the Chapter's 7th Company in the Beta-Garmon IV Expeditionary Force.

ADEPCUS CHECHANICUS ARCOIVE DAMOGLES COMMAND RHINO

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VERKLE DESIGNATION:	0120-766-0765-RH 935
venicre name Damo	cles Command Vehicle
SORGE WORLD OF ORIGIN	Macragge
known paccerns	1-IX
crewI	Driver & 2 x Controllers
powerpcane the	Quad MkII adaptable
WEIGHT:	
cenero:	6.6 m
WIDCO:	CASE TO SEE THE SECURITY OF SE
061600	
GROUND CCEARANCE:	
COAX SPEED ON ROAD:	
MAX SPEED OSS ROAD:_	55 kph

OM IN AND ADMINE	N/A
SECONDARY ARDADIENC	N/A
TRAVERSE & CLEVACION:	N/A
DAIN ACCOUNTSION	N/A
Secondary Addiuntion	N/A
AROXOUR	
rurrec:	N/A
Superscructure	60 mm
succ	60 mm
oun manecer	N/A
Appendig Command &	ontrol variant

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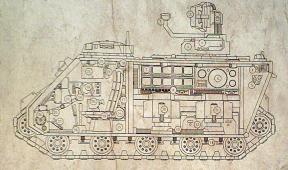


ADEDCUS anechanicus. ARCHIVE

TECHNICAE SPECIFICATIONS

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DAKE





nominus

EX MINCHINA

IL IS SOMETHOUSE CO VIEW

OR ACCOUNTS SEVIEWED

THIS RECOVED BY DOD

PRINT DELLOTORS SELLIED PROGREES

Secure multi-band communications antenna

Satellite receiver dish Signals booster unit Comm-link unit (only employed as a

back-up system) Door control panel

Scanner and tracking systems control panel Squad control and bio-logis monitors

and read-outs Tactical operations control panel Multi-spectral ground surveillance

anspez unit Tactical controller's seat with spinal

implant interface 11. Comms controller's seat with spinal implant interface

12. Stowage locker 13. Data relayicabling

14. Suspension unit 15. Power cell

16. Motive generator 17. Transformer and internal power units

18. Air filtration controls 19. Fire suppression system 20. Driver's periscope

21. Med-kit 22. Control console (tactical display &

engine status display) 23. Driver's control con

24. Driver column

25. Steering column

26. Electric motor housing 27. Driver's foot pedals 28. Brake levers

29. Driver's seat 30. Storm bolter rembte control steering yoke (disabled if no storm bolter present)

DACE 1224027.M40





"I trust these automata-weapons far more than any mortal ally. Their machine spirits have served our Chapter faithfully for centuries, and are sure to stand where mortal hearts succumb to fear. Just like us, they know no fear."

Iron Thane Maxos Dhule , Atropos Clan Battle Company, Galen Subjugation

The battle rites of most Space Marine Chapters focus on rapid strikes delivered without warming, without mercy and without respite. While small numbers of Chapters lean towards a more static or enterched mode of warfers, the wast majority strike in such a way that slower moving units such as emplaced antilegy are all but userss. being unable to munitan the same tactical or operational momentum as the main body of the strike force. When the Space Marines do employ weapons systems that could be classified as antillery, they are generally either mounted upon a Rhino chassis, carried in and deployed from the hold of another vehicle or, as is the case with the thunderfire cannon and the Rapier, mounted upon tracks that lend a degree of tactical flexibility.

Despite this focus on speed and shock, the Space Marines will always have need of smaller support veepons. These are used to defend command buriters and supply caches, freeing up valuable battle brothers for front line duties, as well as to bolster the firing line on those tew occasions when the Space Marines are operating in a defensive, rather than an offensive more like hoboute Guillmann mandated that the Adeptica Marines must be masters of every form of warfare and that no weapon or factic should be unknown or unavailable to them. Thus, Space Marine strike force commanders have at their disposal a number of potent and effective systems.

## **TARANTULA**



Tarantulas and other sentry guns are automated weapon systems, tullising simple logis-engines and inflused by a machine spin to allow them to operate without a controller Once positioned, set and armed, the weapon remains active until it receives the correct deactivation command, runs out of ammunition or is destroyed.

Many Space Manne Chapters keep a supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manipower, but the weapons lack of mobility severely restricts its use on the Statfelfeld As part of a static defence they can replace other heavy weapons, but Space Mannes prefer to avoid fielding them in this role except as a weapon of last resort.

Sentry guns are mostly placed to cover approaches to key positions such as roadblocks or for permeter defence. Space Marine Scott squads sometimes inflittate forwards, manhandling a disassembled sentry gun with them to pire position automated ambush, before withdrawing to safely. The Camouflaged weapon sits and awaits an enemy unit or patrol to pass by and opens fire without warning.

Another use for Tarantulas and other sentry guns is to defend landing sites and extraction routes. As a Space Marine force advances from a landing zone, these weapons systems may be placed along the route the Space Marines intend to return

by having earned victory. These guns are only activated as the force withdraws, making them a remote rearguard for the Space Marines, engaging and delaying enemy units that might attempt to pursue.

Another common use of sentry guns is to defend ammunition caches. Space Marines expend prodigious stocks of ammunition during the course of their operations and while most strike forces are supplied by Thunderhawks or even Drop Pods, this is not always possible. It is not uncommon for stocks of ammunition to be placed at strategic points in a way zone so that the Space Marines can replenish their weapons. Because battle-brothers are too valuable a resource to be squandered defending ammunition dumps, most strike force commanders emplace sentry gun batteries to do so instead. It is not uncommon for a Space Manne force to discover its re-supply point surrounded by a ring of enemy corpses, the sentry guns having faithfully kept would-be looters at bay. Sometimes the bodies are those of allied troops, in particular less disciplined local militia, fools who failed to heed the primacy of the Space Marines.

Space Manne sentry guns utilise the same basic automated turret and weapons as the Razorback variant of the Rhino Razorbacks lost in combat sometimes have their turrets salvaged and repaired for use a sentry gun turrets, with the aid of a Techmanne chanting the appropriate Rites of Salvage.

sentry guns can be transported in a Land Raider, Rhino or Razorback for rapid re-deployment. They can also be airdropped on grav-chutes from Thunderhawk gunships. Once landed, a Techmarine must assemble and set the weapon and disseminate the appropriate deactivation ciphers to allied forces. Such ciphers are not required by the Space Marines themselves, the sensorium cores of their power amour communing slently with the sentry guns' machine spirits to avoid fratricidal incidents.

### AIR DEFENCE PLATFORM

Same Space Manne Chapters utilise a variant of the sentry upin for static air defence. Mounting a Hyperios a Intal-aircraft missile Jaurcher and controlled by a separate command platform, a battery of remote Hyperios Jourchers can be used to defend the most important strategic locations against air attacks. These automated weapons are controlled by the command platform's logis-engine and while not as efficient or accurate as a dedicated air defence tank controlled by a Space Manne gunner, such wholcas er not always available for static defence duty. Invanably, assets such as the Hyperios, Stalker and Hunter are deployed with the front line elements of a Space Manne strike force, leaving static air defence of rear positions to the force's air defence platforms.

#### RAPIER

One of a number of similar designs utilised by the armed forces of the Imperum, Rapier carriers are semi-automated tracked weapons carriers with on-board targeting systems and power generators. Designed to mount support weaponty foo large generators. Designed to mount support weaponty foo large relatively small seem and country of the Rapier's relatively small seem and mobility makes it a perfect support weapon both in offence and defence where larger field artillery and a mornal of which ice and any offer our veight. The most common armaments mounted on the Rapiers of the Space Marine to other small seem for veight the Space Marine to bother small seem for veight.

## The Defence of the Eurydice Marches

When a strike force based around four squads of the 3°d company of the Iron Lords Chapter assaulated the nesting-crysts of a previously unknown xenos species attacking Imperal frontier worlds along the Trailing Marches of the Eurydice Sector, victory came from an unanticipated source. With the squads puring the missime nesting canals, the landing zone by which they had inserted was defended by several batteries of Hyperios air defence platforms. Those squads never returned, and when a second force arrived twenty dissplant of the determine what had be fallen them, they discovered something of the alliens' horrifying nature. The landing site had been assaulted by a host of flying monstrosities, all of which lay slauphtered in nattered lumps in a wide field about the landing zone.

It was later accertained that the attackers were the mature form of the larvae that infested the tunnels, defending their young from extermination. While the Iron Lords squads martyred themselves destroying the larvae chambers, the mature altens did likewise attacking the landing zone, the entire clutch slain by the automated Hyperions oir defence platforms. With the adult caste seemingly extinct, no more attacks were reported. Though it was achieved at a terrible cost, the frontier worlds of the Eurydice Section were delivered.

arrays for anti-personnel and anti-armour use respectively, while so-called 'thudd' gun multi-launchers were once favoured for sege warfare and suppressive fire Once, so it is said, the Techmarines of the Legiones Astartes mounted exotic weapons such as graviton cannon on their Rapiers, but such technology is all but lost as the 41<sup>st</sup> Millennium draws to a bloody close.



Raptors Chapter, heavy bolter-armed Tarantula Sentry Gun belonging to the Support Arsenal of the battle barge War Talon



Marines Errant Chapter Tarantula equipped with heavy bolters. This unit was deployed via Thunderhawk drop during breakout operations at Bellerophon's Fall, Badab War.

Tarantula Sentry Gun **Unit Composition** 

Wargear

## • 1 Sentry Gun Unit Type · Artillery

## · Twin-linked heavy bolters

## Special Rules

- · Extremely Bulky · Firing Modes
- Automated Artillery



A Sentry Gun Battery is a Heavy Support choice in a Codex Space Marines, Codex Dark Angels, Codex Blood Angels and Codex Space Wolves army. It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine The Badab War -Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten. The Badab War - Part Two.

## Options

- The Tarantula Sentry Gun Battery may include
- Up to two additional Sentry Guns... 15 noints/model Any Tarantula Sentry Gun may exchange its twin-linked
  - heavy bolters for
  - Twin-linked lascannon +10 points/model - Multi-melta and searchlight
- +5 points per model The entire battery may exchange twin-linked heavy bolters for Hyperios missile launcher\* +20 points/model
- Any Tarantula Sentry Gun equipped with a Hyperios missile launcher may exchange it for
- Hyperios command platform\* +10 points/model . The entire battery may have one of the following
- Camo Netting +10 points/model - Deep Strike special rule +10 points/model

\*A unit of Tarantula Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule

## Firing Modes

A Tarantula Sentry Gun can fire in one of two ways and you must decide which mode it will be set up in before the start of the game. You cannot change its mode once you have decided, it remains in that mode for the rest of the game.

- . Point Defence Mode: The Tarantula Sentry Gun is set up with a fixed firing arc. In this mode, the gun will engage enemy targets up to 36" away that are in a fixed 90° arc to its front.
- . Sentry Mode: The Tarantula Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Tarantula Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest target in range:

- A heavy bolter-equipped Tarantula Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode
- A lascannon or multi-melta equipped Tarantula Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

## Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each Sentry Gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted, they do not pile-in and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault, nothing happens - there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance. Independent Characters may not join units of Automated Artillery.

## Hyperios Command Platform

As long as the Hyperios Command Platform is on the table, all Hyperios missile launcher equipped Sentry Guns in the same unit receive the Split Fire special rule (the unit automatically passes any Leadership tests it is required to take to use the Split Fire special rule without rolling any dice).

## Camo Netting

A Tarantula Sentry Gun equipped with camo netting has the Stealth special rule. Because the guns must be deployed secretly before the battle begins, the battery cannot take the option to deploy via Deep Strike.

## 

	WS	BS	5	T	W	1	A	Ld	Sv
Space Marine Crew	4	4	4	4	1	4	1	8	3+
Rapier Carrier				7	2	1			3+
Unit Composition		Speci	al Rule	s			Option	5	

## **Unit Composition**

1 Rapier Carrier and two Space Marine Crew

## Unit Type · Artillery

## Wargear (Space Marine Crew) · Power armour

· Bolt pistol · Frag and krak grenades

Wargear (Rapier Carrier) Quad heavy bolter

## Chapter Tactics\*

(Space Marine Crew) And They Shall Know No Fear

## Special Rules (Rapier Carrier combined with Crew)

· Extremely Bulky

## Special Rules (Rapier Carrier armed with laser destroyer

Explosive Demise

\*See Codex: Space Marines.

A Rapier Carrier Battery is a Heavy Support choice in a Codex. Space Marines, Codex: Dark Angels, Codex: Blood Angels and Codex: Space Wolves army, It may also be used in a Tyrant's Legion army where it may be selected as an Astral Claws Chapter Support choice as detailed in Imperial Armour Nine. The Badab War - Part One, and a Space Marine Siege Assault Vanguard army as described in Imperial Armour Ten: The Badab War - Part Two.

#### Options

- . The Battery may include up to two additional guns, each crewed by two Space Marines ... 40 points per gun and Crew
- · Any Rapier Carrier may exchange its quad heavy bolter with: +15 points per model - Laser destroyer ....

#### **Explosive Demise**

When the Rapier loses its last wound, roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1 then place a Large Blast (5") template onto the table, centred on the Rapier. All models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

	Range	Str	AP	Туре
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked



ADEPCUS DECHANICUS TECHNICAE SPECIFICATIONS.

DVEA-162.5C TARGO 357.9B PARC 2

ARCHIVE



Anti-armour role +++BATTLE RITES 77D-88Z+++



Quad heavy bolter configuration

Anti-personnel role +++BATTLE RITES REDACTED+++



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# WAR MACHINES OF THE GREY KNIGHTS & THE INQUISIT ON

'As my battle-brothers are clad in armour of Truesilver, so shall they ride to war in gleaming chariots, protected against all harm until the moment of battle is come."

Brother-Captain Issac at the Inquisitorial Concluve of Coriolanthe

The Grey Knights favour teleportation tactics over more conconventional amouchome assuits, and the Chapter's stake crusses are all equipped with extensive and highly propage teleportan a systems. That said, the Grey Knights still have use of the war machines of the Adequis Astartes and the Chapter's Areal on Titins is boat to vest, stassics-foced battery chambers within which are probably held examples of almost every war machine ever woughly by the Imperium Furthermore, the Chapter's declared Forge World Delmos, holds the STC imprints for the entire carnon of Adeptius Mechanics for as well as weapons undreamed of, all of it reserved for the Chapter's educatives use.

Vehicles in the service of the Grey Knights Chapter are highly districtive in appearance. Each is livered in the shining silver of the Chapter's colours, blessed amour prolibed to a binding silven before and after each and every engagement. Grey Knights vehicles are commonly soaked in diamonic ichor throughout the course of their battles, their surfaces pitted.

and stained by the fluids shed by the killing of Daemons, and such damage is meticulously repaired by the Chapter's artificers so that no trace of the corruption of the beyond remains.

A particular idiospricacy of the Grey Knights Chapter is that, in addition to Chapter isonography, its vehicles bear the heraldry of their pilot or commander. Bold solls stup on Hedde or blands of red, white or black, each arrayed in the unique heraldry of the vehicles matter By these colors and constain the Grey Knights feared by all the fell creatures of the Warp.

All Grey knights are possessed of potent psychic powers and this is acture for whole commanders as if for their line between A whole custoding an proclese a particular at in which he lines he spurt to that inhabiting he war machine, communing using deeply embedded psycho-rackine dements of that he whole becomes an extension of his body, the official psychological psychological



## **GREY KNIGHTS LAND RAIDER**

As a Chapter of the honoured Adeptus Astartes, the Grey Knights maintain stocks of all of the armoured vehicles used by their battle-brothers across the Imperium. They are armed and equipped by the Forge World of Deimos, an Adeptus Mechanicus realm devoted exclusively to providing the Chapter with arms, munitions and war machines. In theory, the Grey Knights have access to any pattern of war machine ever wrought by the hand of the servants of the Machine God, but in practise they limit the use of armoured transports to the mighty Land Raider and a few other key fighting vehicles

compared to those of other Chapters, much revered vehicles. Each has been painstakingly crafted under the direct supervision of the most senior of adepts, each and every component being thrice blessed and warded before assembly. At every stage of the construction process, dire Rites of Prognostication are performed over the vehicle in order to foresee any future weakness or calamity, and to take whatever steps are deemed necessary to forestall ill fortune

Land Raiders in the service of the Grey Knights are, even

denizens of the Warp. By the end of this arduous construction process, a Grey Knights Land Raider has been forged into a weapon tempered to face the most terrible of threats in the galaxy.

whether physical, temporal or spiritual. It is a champion amongst its kind as the Grey Knights are to the Adeptus Astartes, its pedigree and heritage amongst the finest in the galaxy. It is fit and worthy to bear the champions of Mankind into battle against the stuff of the Warp made real. Its blessed armour is proof against daemonic fire and the raking talons of the beasts of the beyond. Its machine spirit is faithful and bold, and entirely unswerving in its devotion to the battle-brothers it carries and to the mission of laying low the Daemon wherever it may strike

foretelling. In such cases the construction process is reversed,

each component removed, accompanied by numerous more

rites, until the source of the ill fortune is determined and

a favourable prognostication made. In this way, physical

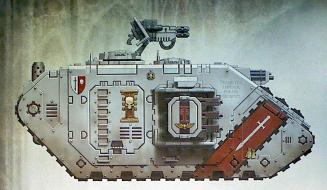
and spiritual weaknesses deep in the vehicle's fabric can

be averted, and the lives and souls of those it will one day

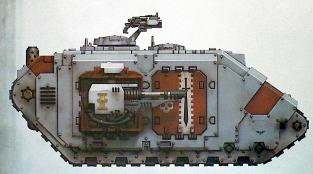
transport to war are guarded against the predations of the

No other vehicle in the service of the Adeptus Astartes is as worthy, blessed or as honoured as the Grey Knights Land Raider

In more than one case, a Land Raider has neared completion after many months or even years of construction only for the entire process to be halted following an inauspicious



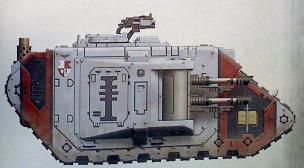
MkV Land Raider Crusader of the Grey Knights Chapter. This vehicle belongs to the 5<sup>th</sup> Brotherhood and bears the personal heraldry of Brother-Captain Zaebus, deployed on Cadia during the 13<sup>th</sup> Black Crusade.



Brother-Captain Stern used this Grey Knights Land Raider as his personal transport during the climactic battles at the Siege of Vraks.



MkV Land Raider of the Grey Knights Chapter. This vehicle belongs to the  $2^{rd}$  Brotherhood and was part of a strike force led by Inquisitor Baum on Coriolanthe. It was destroyed by a Traitor Night Lords warband during the action.



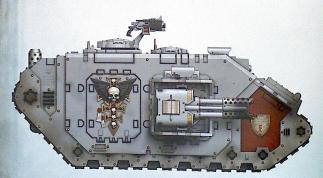
Mkil Land Raider of the Grey Knights Chapter. This vehicle bears the personal heraldry of Justicar Orthon of the 1<sup>st</sup> Brotherhood, whose squad it is permanently attached to.

# GREY KNIGHTS VORTIMER PATTERN REDEEMER

The Redeemer is an evolution of the Crusiader pattern land Raider that was brought into service with the Adeptiva Starters following the Purging of Grissen at the hands of the Fire Loris Chapter, as a means of souring derise city runs of ensconced enemy forces. The Redeemer mounts flamestorm cannon in place of the Crusiader's humicane botters, making it featisomely adept at burning even heavily amounted foes from cover the Grey Knights were quick to adopt the pattern, the Master of the Forge ordering a number to be constructed on Demois and completed by the Chapter's Techmanines, who applied their own rites of techno-purification to turn it into a tank capable of halting a daemoic incursion taking place within the confines of an overrun city.

A small number of Redeemers in the service of the Grey Knights are further configured according to the Chapter's unique role and exacting specifications. Sacred unguents and micro-etched Runes of Walding are incorporated into its structure to profit the vehicle against spiritual contamination, while its armament is further augmented for use against the Daemon with its flamestorm cannon fuelled by holy promethium. Its assault launchers are loaded not with frag orenades. but with psyk-out changes. As potent as these armaments undoubtedly are, the Vortimer pattern bears one particular weapor that makes it dreaded above all others by those who would make common cause with the legions of the beyond. The Redeemer's usual centreline weapons turret mounts one of the few remaining pycannon in the asenal of the Grey Knights, weapons so rare each is an irreplaceable relic and its use must be sanctioned directly by the Grey Knights Chapter Council.

So armed and equipped, a Grey Knights Redeemer can carry is lethal cargo of holy warriors into the heart of the most terrible daemonic incursion to purge the unclean with purfying flame. Truly, there is no sanctuary for the Daemon when confronted by a Grey Knights Land Raider Redeemer and should an incursion manifest within the heart of a city, the champions of Mankind have a proven means of averting it. Such incursions are far from uncommon, for rogue psylers are want to be spawned in the massively overpopulated guits of hive crites and mass hab-sinks, triggering the slaughter of millions and the doom of entire cities when they inevitably fall cuttin to the belaful perils of the Warp, the deamonic legions of that dire realm ripping a portal through what remains of their shredded bouls.



Land Raider Redeemer of the Grey Knights Chapter, assigned to support the Terminator squads of Strike Force Arturus during the final phase of the Siege of Yraks.

# GREY KNIGHTS VORTIMER PATTERN LAND RAIDER REDEEMER ...

285 POINTS

		Armou		
BS 4	Front		Rear	HP
4	14	14	14	4

## Unit Composition • 1 Grey Knights Vortimer

pattern Land Raider Redeemer

## Unit Type

· Vehicle (Tank, Transport)

## Transport Capacity • A Land Raider Redeemer

 A Land Raider Redeen can transport twelve models.

## Access Points

 A Land Raider Redeemer has one access point on each side of the hull and one at the front.

## Wargear

 Two sponson-mounted flamestorm cannon

 Hull mounted twin-linked psycannon

Psyk-out assault launcher
 Smoke launcher

 Smoke launchers
 Psyflame ammunition (granting flamestorm)

# cannon +1 Str) Special Rules

Assault Vehicle
 Power of the Machine
 Spirit

The Aegis\*
 Psychic Pilot\*

## **Psychic Powers**

Fortitude\*

## Fire Points

• None

See page 242



## Options

 A Grey Knights Vortimer Land Raider Redeemer may take up to one each of any of the following:

- Searchlight - Hunter-killer missile	
- Hunter-killer missile	+1 point
multi-melta	.10
ryng gilliott	.10
- i sybolt ammunition'	+5 points
- warp stabilisation field	
- Truesilver armour <sup>†</sup>	+10 points

<sup>1</sup>See Codex: Grey Knights.

A Grey Knights Vortimer Pattern Land Raider Redeemer is a Heavy Support choice for a Codex: Grey Knights army.

## Psyk-out Assault Launchers

The Vortimer pattern Land Raider Redeemer is equipped with frag assault launchers that fire psyk-out grenades in addition to the usual frag grenades.

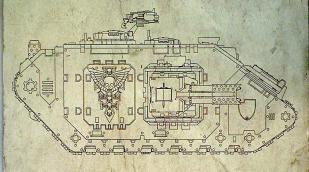
Any unit charging into close combat on the same turn as it disembarks from the vehicle counts as having frag grenades. If the target unit contains any Daemons or psykers, these are reduced to Initiative 1 for the remainder of the phase

ADEDEUS mechanicus ARCSIN€

TECHNICAE SPECIFICATIONS:

GREY KNIGHTS LAND RAIDER REDEEMER

PARC 2



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offinas	CREW Driver & Commander	s
EXPACEINA	powerprant Adaptable thermic combustion with auxiliary reactor	λ
	weight 74 tonnes	7
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OK ACCOUNTO BE VIEWED	WIDC6: 6.1 m	6
Chis ica of sy non	66160C 4.11 m	e
AUCBORIS DE ERSONNES	eround crearance 0.45 m	*
	MAN SPEED ON ROAD 50 kph	
SERKO DO POCENCES	DAN SPEED OSS ROAD: 41 kph	

AID AND ADNIE	Sponson-mounted
condany armamene T:	win-linked psycannon
AVERSE A CLEVATION:	180° / -32° + 42°
un total mustan.	20 x 3 second bursts
ner weapon (thrice	-blessed promethium)
ORD LINE LONG CINIFION	1,000 individually
etched	aether-phagic rounds
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RREC:	NIA
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# GREY KNIGHTS VORTIMER PATTERN RAZORBACK

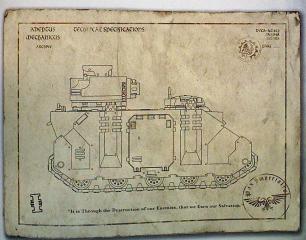
The Grey Knights make occasional use of the Razorback, in particular when small squads of power amoured warnors, such as furfier, Strike or Purgation squads require additional beary fire support to suppress the enemy as they close on their objective. The Vottmer pattern Razorback is a variant that mounts one of the Chapter's few remaining psycannon and, like the Redeemer pattern Land Radier of the same name, each deployment must be sanctioned by order of the Grey Knights Chapter Council.

Only a few Macorbocks configured in this pattern exist within the amounty of Titun and each was wrought by the hand of the Master Amourer Regis Vortimer himself. The vehicles were created for deeployment during the Deliverance of Vulgate, an Ecdesarchy-mandated Shinne World overrun by the servants of the Ruinous Powers, the labyrinth of natural catacombs deep beneath Vulgate having fallen prey to a necophage cult whose rites had drawn forth the daemonic foot soldiers of Nurgile.

The operation to expel the tides of daemonic filth welling up from the crypts would take place entirely within the

dimly it tombic-averins, a situation that presented the Griy Knights with a unique set of tactical challenges to which the Racorback, and in particular the Ventimer pattern, proved the ideal solution. The Deliverance of Wildigat sava is done of Griy Knights, made up of small Razorback-mounted squads, Burish a devisation greeness of rapid assuats through the wondring catacombs against key locations such as Varig gates and the defiled ritual sizes wherein the first incursions had occurred. The small, comparatively lightly armed squads were afforded a high degree of mobility and protection by their Razorbacks and the psycannon mounted upon each gunned down hordes of the shambling, necrotic Plaquebearers of Nurgle.

Upon the successful conclusion of the Deliverance of Vulgate. Master Amount volume rousined the psycannon-armed Razorbacks to the Grey Knights Armoury, where they would slumber in cold stasis until such time as their services were required once more. To date, the vauits have been opened a score of times. Several of the Vortimer pattern Razorbacks have been lost over the centuries but a core of a dozen vehicles remain, each of them a venerated relic of the Grey Knights adorned in countless battle honours.



			Armou	A STATE OF	
Vortimer pattern	BS	Front	Side		HP
Razorback	4	11	11		3

## **Unit Composition** • 1 Vortimer pattern

Razorback

## **Unit Type** · Vehicle (Tank, Transport)

**Fire Points** 

## · None **Access Points**

. The Vortimer pattern Razorback has one access point on each side of the hull and one at the rear

## Transport Capacity

. The Grey Knights Vortimer Pattern Razorback Armoured Transport can carry six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

## Wargear

 Twin-linked psycannon Smoke launchers

P	sychic	Powe
	Fortit	ude*

**Special Rules** . The Aegis · Psychic Pilot\*

## 'See page 242

### Options

. The Vortimer pattern Razorback may take up to one of each

of the following:	
- Searchlight	+1 poin
- Dozer blade	
- Storm bolter	+10 point
- Hunter-killer missile	+10 point
- Extra armour	+15 point
- Warp stabilisation field*	+5 point
- Truesilver armour!	+10 point
- Psybolt ammunition†	+5 point

See Codex: Grey Knights

A Grey Knights Vortimer Pattern Razorback is a Dedicated Transport choice for a Codex: Grey Knights army. It may be taken by any Grey Knights squad with access to Rhinos.







# **GREY KNIGHTS DREADNOUGHT**

A loing connection to the Chapter's long and secret history, these ancient arfeds are more than just war machines—they are the embodiment of the Chapter's past. In them is recalled the Chapter's glorious victories, great deeds, slain herices, unquestionable loyally and proven hindour. Such honous must remain unknown to the limpenium at large, yet every detail is meticulously recorded by the Grey Kinghts themselves. They are a potent symbol of all that the Chapter is and all it stands for, and provide the Grey Kinghts Chapter with a record of its legendary past, which its current battle-brothers ever strive to emulate.

Each Dreadnought is precious, worthy of the utmost respect and venerated for the wealth of experience and wise coursel the hero within can offer to their brethren of today. In a Dreadnought the spirits of the Chapter's ancestors live on, to guide the Chapter as well as fight upon the battlefield Each of the Brotherhoods has its own Dreadnoughts. They are all former heroes of the Brotherhood whose mortal wounds could not be healed, but who could be saved by interment into Dreadnought armour. They are often past Grand Masters, Brother-Captains or Brotherhood Champions or in special cases, lower ranked brethren who have shown exceptional courage and herosim in battle. Only the most worthy are entombed within a Dreadnought and it is seen as Perhaps the greatest honour the Chapter can bestea shraps the greatest honour the Chapter can bestea shraps the greatest honour the Chapter can bestea shraps the greatest honour the Chapter can bestea.

It is customary that a mortally wounded Grey Knights hero must give his personal consent before interment within a Dreadnought: A mortally wounded battle-brother might prefer to rest with the Chapter's other heroes in the crypts below the fortness-monastery on Titan, his name engraved in marble alonguide that of other great figures, a fitting end for a lifetime of loyal service.

#### Orias Reborn

Legend has it that when Grand Master Orias lay in the Apothecarion following his battle with the Daemon Prince Herkeritus, tended by the Chief Apothecary and his servo-meds, the entire Chapter awaited his death. Every Brother-Captain in residence at that time stood watch over him awaiting his last word before his soul passed into the Emperor's care. For three days and nights they waited and Orias, his body a blasted shell, never moved. His kin believed he must surely be dead, but with the last of his strength he gave a single nod of his head. The assembled Brother-Captains quickly debated and agreed. Orias' single motion must have been a nod of consent. With the last of his strength, he had agreed to continue his service. Immediately, a sarcophagus was brought forth from the Chamber of Heroes and, within the hour, the solemn ritual of interment was echoing dolefully through the cloisters of the Grey Knights fortress-monastery

### GREY KNIGHTS MKIV 'DOOMGLAIVE' DREADNOUGHT

the Grey Knights maintain an extensive stock of Dreadmoughts, in all likelihood more than most other Chapters. With an entire Broge World devoted to providing the Chapters with a constant stream of the most precious wargear and materiel, and with so many bold heroes serving in its ranks, there is no shortage of worthy brethren to be interred within a Dreadmought and no shortage of Dreadmoughts in which to inter them. The majority conform to no specific weapons configuration, being fitted with whatever weapons are deemed necessary for a forthcoming mission on a case by case basis. There is one instance where this is not the case however, and that is the so-called Domoglave' configuration.

The Doomglaive came about during the Garanhir Rebellion, when the Mk IV Dreadnoughts attached to the 7<sup>th</sup> Brotherhood were committed to counter an assault by a warband of the World Eaters Chaos Space Marines and it was considered highly probable that a deamonic incursion would ensue. The Brotherhood's Dreadnoughts were assigned the task of countering any such incursion of deamonic foot soldiers, while the Brotherhood's Dreadknights would engage any larger deemonic entities and the main bulk of the Grey Kinghts would concentrate on the World Eaters themselves.

In order to combat what the Brothenbook leaders expected to be a horde of fost, the Dreadnought were equipped with a particularly rare and venerated Nerness force weapon, drawn from the innermost armorum-sanctuares of the Chapter. These were the doomglaives, psychically attuned blades wrought to be fitted to the arm of a MK IV Dreadnought. In addition to this formidable artefact, the Dreadnoughts each had mounted upon them a psycannon, one of the ever dwindling stock of this signature weapon of the felicy Knights.

When battle came, the newly configured Dreadnoughts proved highly effective. Indeed, it transpired that the 7th Brotherhood was assailted by were after wave of Bloodletters and would have been entirely overwhelmed by them were it not for the efforts of the Dreadnoughts. These were able to scythe down uncounted foe with every sweep of their mighty doornglaives and gun down still more with coordinated salvoes of their psycannon.

In the aftermath of the Garanhir Rebellion, the configuration was codified as the Toomplaive's and entered into the Grey Knights great tome of battle doctrine. Since then, it has seen service wherever the masters of the Grey Knights anticipate battle against large numbers of foe, in particular when confronted with massed daemonic foot soldiers, Chaos cultists and mutants.



# GREY KNIGHTS MK IV DOOMGLAIVE PATTERN DREADNOUGHT .....

· Fortitude

 Psycannon Smoke launcher

Wargear

	WS	BS			HUMOU				
omglaive Dreadnought	5		6	Front 12	Side 12	Rear 10	1 4	A 2	1
t Composition	Psych	ic Powe	ers			0-4			

Nemesis doomglaive with

built-in incinerator

#### **Unit Composition**

· Grey Knights Mk IV Doomglaive pattern Dreadnought

#### Unit Type

· Vehicle (Walker)

#### Special Rules

- Venerable
- · Preferred Enemy (Daemons)
- · Psychic Pilot
- · Reinforced Aegis

#### Options

- · May take up to one of each of the following:
- Searchlight
  - Warp stabilisation field\* +5 points - Truesilver armour\* - Extra armour +15 points
  - \*See Codex: Grey Knights

A Grey Knights MkiV Dreadnought is an Elites choice in a Codex. Grey Knights army.

#### **Psychic Pilot**

Thanks to the psychic skills of its pilot, the Dreadnought is treated as being a psyker (Mastery level 1) and Leadership 10 for the purposes of Psychic tests and psychic hoods. If the Dreadnought suffers the Perils of the Warp result, treat it as a glancing hit.

#### Venerable

If the Venerable Dreadnought suffers a glancing or penetrating hit, you may have your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

The Grey Knight pilot triggers the vehicle's psycho-reactive armour plating, recalibrating its systems.

This power may be used in the Grey Knights Movement phase. If the Psychic test is successful, any Crew Shaken and Crew Stunned results on the Dreadnought are nullified and no longer apply.

#### **Nemesis Doomglaive**

The Doomglaive is a weapon intended to confront large numbers of foes, its long blade and cunningly articulated mount allowing it to make devastating scything strikes.

The Nemesis doomglaive follows all of the rules for Nemesis force weapons given in Codex. Grey Knights and counts as a Dreadnought close combat weapon. The player may choose to strike at Initiative step 1 in return for gaining an additional D6 attacks that step.

#### Reinforced Aegis

The Venerable Dreadnought's armour is archaic and baroque, bound and sealed by the greatest mystical and psychic defences known to the Imperium of Man.

If an enemy psyker attempts to target the Dreadnought, they suffer a -4 penalty to their Leadership for the purposes of the Psychic test. If the target of the psychic power is not the Dreadnought itself, but is still within 12" of it, the penalty is -1. The effects of this rule are not cumulative





MkIV Dreadnought of the Grey Knights Chapter. This is Brother-Captain Valafar of the 7<sup>th</sup> Brotherhood. The war engine itself was destroyed in battle against the forces of Abaddon the Despoiler during the 13<sup>th</sup> Black Crusade, but Valafar survived, to be re-interred into another Dreadnought soon after



MkIV Dreadnought of the Grey Knights Chapter Although not named, the personal heraldry on the shield is that of Justicar Uphur, the soul survivor of the Kasedya Incursion in which he was so greyously wounded he was interred into his Dreadnought.

# GREY KNIGHTS THUNDERHAWK GUNSHIP

while the Grey Knights rely on teleportation assoults to wage men war against the Demon, the Chapter still have not at those war machines used by their brethrein in the collection Applicial Statistics. Application and the collection of the collection application and the collection of the collection of the collection properties make short deployments aimed at achieving specific objectives. They locate a larget and strike swiftly before withdrawing to their orbiting strike crusier. Deployments are frequently limited to a single engagement, the warnors teleporting down to neutralise a target before withdrawing and their specialised role, and specialised equipment, means they cannot be rised in anything but the most vital missions.

As well as landing extra support. Thunderhawk gunships provide fast and effective heavy, freprover for their battlebrothers already on the ground. A Thunderhawk's turbo-laser or battlecannon, Jacannon and multiple missiles form a Grey Knights strike force's heaviest conventional weaponry. Thunderhawks also provide a strike cruser in orbit with yes and ears closer to the battle. Relaying battlefield information to a waiting strike crusies, a Thunderhawk can observe for and direct an orbital bombardment against the strongest enemy positions and large troop concentrations.

#### The Steel Forge

So vital is the mission of the Grey Knights to the very survival of the Imperium that the Chapter is served by its own Forge World, so that the entire machine lore of the Adeptus Mechanicus might be at their disposal The Forge World of Deimos was once one of the twin moons of Mars, moved by terrible processes into orbit about Titan, where now resides the fortress-monastery of the Grey Knights. Deimos produces any and all engines of war the Grey Knights might demand, serving them and them alone. Having been turned over to the Grey Knights, these engines are completed within the Chapter Forge, where arcane techno-rites known only to the Chapter's Techmarines are applied. So secretive are the Grey Knights in this matter that such materiels are handed over by mind-scrubbed servitors, ensuring that the secrets of both the Grey Knights and the Adeptus Mechanicus are preserved

Demos did not always produce its wares exclusively for the Grey Kinjsts - indeed, once it supplied the vast armies that accompanied the Expeditionary Fleets during the Great Crusade. Thus, a great inmary vehicles and weapons were produced to the Deimos pattern, and some of these are produced still, having been taken up by Forge Worlds the length and breadth of the Imperium. A few are truly rare examples produced before Deimos was turned over to the Grey Kingiths, and these are relicts among relics, the most venerated machines of war in the extensive areanals of the Adeptus Statzers.



#### GREY KNIGHTS THUNDERHAWK GUNSHIP .....

			Armou	r.		
Grey Knights Thunderhawk	BS 4	Front 12	Side 12	Rear 10	HP 9	
Unit Composition		Speci	al Rule	s		

#### Unit Composition . 1 Grey Knights

Thunderhawk Gunship

#### **Unit Type**

· Super-heavy Flyer (Hover, Transport)

# Transport Capacity

. The Thunderhawk has a transport capacity of 30 models and may also carry Bikes and Jump Infantry.

#### **Access Points**

· One access hatch on each side and a forward assault ramp

#### Assault Vehicle

· Power of the

#### Machine Spirit · Psychic Pilot!

. The Aegis! · Reinforced Aegis<sup>1</sup>

#### **Psychic Power**

· Fortitude

# Wargear

· Hull-mounted Thunderhawk cannon

# · Four sponson-mounted

twin-linked heavy bolters · Two hull-mounted

#### lascannon

 Six hellstrike missiles Armoured Ceramite

#### **Fire Points** None

See page 242



#### Options

. The Thunderhawk cannon may be replaced with a

- Turbo-laser destructor. +90 points · A Thunderhawk may exchange its six hellstrike missiles with:

- Six Thunderhawk cluster bombs +60 points . The Thunderhawk may upgrade all twin-linked heavy bolters to:

 Twin-linked psycannon +40 points The Thunderhawk may upgrade any hellstrike missiles to:

- Mindstrike missiles. . The Thunderhawk may take any of the following upgrades. - Psybolt ammunition<sup>2</sup> +15 points - Flare/chaff launcher3

+10 points - Armoured cockpit3 +15 points - Illum flares3 +5 points - Distinctive paint scheme or markings3 .... +10 points

<sup>2</sup>See Codex: Grey Knights.

3See page 243

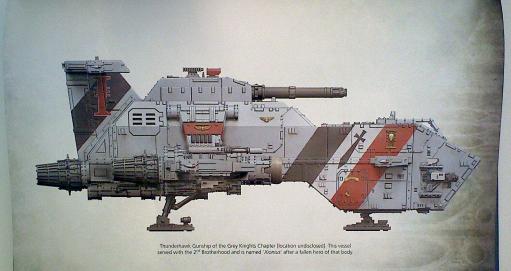
#### Reinforced Aegis

Psychic test Leadership penalties caused by the Aegis are increased to -4 if the target of the psychic power is within 12" of the Thunderhawk (or is the Thunderhawk itself).

#### Armoured Ceramite

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite







- +++ Ordo Hereticus/Redaction Log/ Restricted Access +++
- +++ Interdicted Communication, Originator Unknown +++
- ++ Action Commit to Archive ++
- +++ Consequence: Engage Historiographic Expurgation Cell Dagma-Lupin O-17 +++
- ++ Thought for the Day. "Questions are more dangerous than answers." ++
- +++ Begin Transcription +++
  - \*\* The Inquisition is not so much an organisation, as are for example, the Adeptus Astartes or the Imperial Grand, but a class control in the Commission of the Commission of
  - In requisitors are passessed of the authority to requisition any fighting force in the importuni. By the power of the compore invested on each injustific, they can defound that nearby imperial Souria and local place latenty forces render any aid they deem necessary very leve rulers or officers would date to oppose an inquisitor's will, for to do so is to be labelled strator and to invoke the worth of the most powerful and utualities body in the entire importuni. Once inducted into an inquisitor's service troops fight entirely under his command, their regular has been observed to fight with the weapons and vehicles they already have, but hose units inducted into an inquisitor's forces on a more permanent basis may be re-equipped with weapons and equipment only an inquisitor out of possibly have access to -++.
  - ++ The induction of fighting forces is not limited to the Imperial Guard and in theory at least extends to the Adeptus Astartes as well. Some Space Marine Chapters have long associations with specific industors and sometimes these obligations are passed from master to pupil and thus propagated down the millenian. They wise Inquistor does not abuse this power and only looks to the Space Marines in the event of some dire emergency that his own resources cannot neutralise. ++
  - ++ Some Inquisitors, or groups of Inquisitors, are known to maintain forbidding bastions sometimes referred to as inquisitorial fortresses. These facilities—some secret, others well known and much fewred—are scattered across the impeguous and can serve as bases of operation for the members of the inquisitorial forder. The properties of the control of the properties o
  - 44 Given the sheer breadth of horrors confronting Mankind, Inquisitors tend to focus on one particular type over the others, though no foe is beyond their reprit or ability to combat. The ranks of the inquisition are broadly divided into three great Ordors, as well as an unknown number of lesser bodies. The Ordos concern beinstelves with easternial threats to the future of Mankind, perils that none other than an inquisitor could bear without succumbing to insanity. 4-7.

#### +++ Daemonhunters +++

- \*\* The largest of the Ordos is the Ordo Malleus, its members amongst the few able to stand against the ultimate (or of Mankind, that which some label (Chaps). Wielding shaning as the only among the contract of the contrac
- \* The Ordo Malleus maintains close links, with the Crey Knights, a Space Marine Chapter entirely dedicated to the offerenal battle against the denizens of the Warry of Space Marine Chapter, the Grey Knights selv upon many of arcane and dangerous teleportation technology. Moreover, the Grey Knights selvenger upon the strike crustes are equipped with them as standard to allocate places maintain teleporters, but all Grey Knights teleporting more the midst of battle to neutralise the threat. Once do pract instantly to deemon: incursions by and takes special care to protect entering the description of the control of th

#### +++ Witch Hunters +++

- Inquistors aligned to the Ordo Herelicus specialise in protecting Mankind against the uncontrolled energing opposes as the system in the institutions of the imperium to prevent the spread of heresy. Ordo Herelicus engaging the product of the protection of the product of the protection of the pr
- Use all Inquisitors. With Hunters are able to call upon any servant of the Impenum; from the lowliest scribe to a mighty sector-lord. When fasth, zeal and devotion are judged to be the best weapons they often ally with the Battle Sisters of the Adepts Sororias, but equally find common cause with the Imperal Guard, the Adepts Arbites, the Space Marines or even the mighty Grey Knights, depending on the forces to hand and the nature of the enemy to be confronted ++.

#### +++ Alien Hunters +++

- Those inquisitors who speculise in combaring the numerous allen species that would deay Manhards claim to this stars are gathered under the adjocies of the Odd Xenos if these ultimate hunters of the alter confront liferal is in the depths of space and in cold tombs beneath the surfaces of long dead worlds. They seek out xenophile cults hadden within the ranks of the faithful and combard land molination, whether it is achieved by spiritual, philosophical or even genetic means. Many inquisitors of the Odd Xenos bear the weapons of the zenos against them and some even sanction allen warrors to operate in their household forces. +1
- \*\* The Ordo Xenos has at its disposal a unique Space Marine Chapter dedicated to combating the align wherever and however it might reveal itself. The Deathwatch sonamed because its might reveal itself a the Deathwatch sonamed because its mind and in the properties of the propert

#### +++ Extract ends +++

+++ End Transcription +++

# **INQUISITORIAL LAND RAIDER PROMETHEUS**

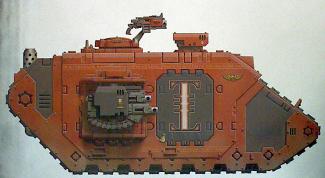
There are no limits to the assets an Inquisitor can requisition for use against the imynad fose of Mankind, from deadly assessins to mighty war ships. When it comes time for an inquisitor for take to the field of battle in person, many decide to do so mounted within the most powerful of war machines vanishels, in particular the Land Radier Such whelces are invanably acquired directly from a Forge World of the Adeptus Mechanicus, and while many technagia are suspicious, even jealous of the Inquisition, few would dare to deny an Inquisitor such a request.

Many Inquisitors choose to ride to war within the armoured hold of a land Rader Prometheus. This vehicle is ideal for use by an inquisitor due to its many, highly specialised command and control systems. Normally, these systems are utilised by a new property of the prop

The Prometheus' sophisticated logis-engines and auspex relays make it a formidable tool to an Inquistor, who uses them to oversee numerous different servants and ensure they carry out their orders to the letter. By seeing what they see,

their master can direct them in minute detail and do so from the night involves asorchary of the Land Radies' instruct it is a harsh reality that an Inquisitor's life is worth multitudes of lesser soldier's lives, the master's safety is an order of magnitude more important than the servants'. Furthermore, an inquisitor or specialised members of their mirrediate tensue can use the vehicle's systems to access a wider network, infiltrating the communications of allies and potentially of enemies too. While ensuring the compliance of the former, the inquisitor can sow confusion and disinformation amongst the latter and np a foesseverts directly from their most supposedly secure systems.

Aside from its use as a command vehicle, the Land Raider Prometheus is a fearsome engine of war. When Injustions take to the battlefield in full scale actions, they invariably do so alongside other forces, such as inducted Imperial Guard or illied Space Marines. Thus, the Injustion's vehicle is chosen for its ability to protect itself against close-in attack and to unleash a hall of fire on inearly targets rather than as a support vehicle in the conventional sense its numerous heavy bolters make the Prometheus ideal in this sense, allowing it to Scour an objective clear of any defenders so that the Inquisitor and their retinue can disembark in order to continue a mission without interference from enemy troops.



MkV Land Raider Prometheus of Inquisitor Galleus from the Zarona Intervention.

+10 points

	Annour				
	BS	Front	Side	Rear	шо
Land Raider Prometheus	4	14	14	14	4

#### **Unit Composition**

• 1 Land Raider Prometheus

# Unit Type

· Vehicle (Tank, Transport)

#### Transport Capacity · A Land Raider Prometheus

can transport ten models.

#### Arcess Points

· A Land Raider Prometheus has one access point on each side of the hull and one at the front.

Wargear · Two sponsons, each with

- two twin-linked heavy bolters
- · Searchlight

# Smoke launchers

- Special Rules Assault Vehicle
- · Power of
- the Machine Spirit
- Battle Auspex Improved Comms

#### Fire Points

• None



- A Land Raider Prometheus may take any of the following:
  - Hunter-killer missile +10 points - Dozer blade. +5 points - Pintle-mounted storm bolter. ..+5 points - Pintle-mounted multi-melta... +10 points - Extra armour +10 points - Warp stabilisation field\* +5 points

- Truesilver armour\* \*See Codex: Grey Knights

A Land Raider Prometheus is a Dedicated Transport option for an Inquisitor in a Codex: Grey Knights army.

#### **Battle Auspex**

Thanks to its sophisticated auspex array, the Prometheus has the Night Vision special rule. In addition, the cover saves of enemy targets it fires on are reduced by -1 (so a 4+ cover save becomes a 5+, and so on).

#### Improved Comms

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





# INQUISITORIAL RHINO ARMOURED TROOP CARRIER

Like the Space Marines, the Sixters of Battle and a small unither of other forces, inquisition and their retinues make extensive use of the Rhino armoured carrier. The vehicle is used as a high utility transport where a balance of speed, protection and armour is required. The duties inquisitors must undertake will see them and their sevants operating in rumerous perious areas, not all of them outright war zones. When taking to the field of battle proper, most Inquisitors would prefer to vitible a land Radie as a personal transport if one is a thand. When undertaking other operations the Rhino may be a better choice, and it is often outritted with a range of additional equipment depending on the needs of the Inquisitor and their mission.

A Rhino in the service of an Inquisitor of the Ordo Malleus is likely to have its buil inscribed with spidery gothic script extracted from the numerous holy texts of the Imperial Cread Such verses are anathema to the Deamon and protect the souls of those within from possession or corruption. Some Rhinos bear armour of Truesliver inlaid with blessed filaments, which makes it poison for Deamons to lay hand or claw upon. A very small number of vehicles, in particular those permanently in the service of Inquisitors operating alongside the mighty Grey Knights Chapter, might be equipped with the rare and ill-understood Warp stabilisation field. This device allows the vehicle to survive the rigours of instantaneous Warp transfer, such as might be placed upon it by a Grey Knights Librarian utilising his formidable psychic powers to displace it across the battlefield.

A Bhino in the service of an Inquisitor of the Ordo Hereticus might be fitted out as a mobile interrogation chamber, its unterior lined with psy-dampeners that blum the powers of rogue psyless interred within it is as did that the Witch Hunters of the Ordo Hereticus are able to extract confessions of utmost blaspheny from even the most outwardly pure of subjects, a feat offen made possible by the instruments of torrure they routinely carry in attendant transport vehicles. Some Ordo Hereticus inquisitors decorate their vehicles with futtering scrolls inscribed with ornate passages of text to inspire the masses and strike fear into the hearts of the fice.

A kinno in the service of an Inquisitor of the Ordo Xenos can be expected to operate in the most perilous and hostile of environments as its master explores the surfaces of xenos-housined worlds. Its hull must be proof against threats not visible to the human eye, in particular microbial agents more potent than the most devestating of weapons. Some especially inside the proof of the proof of

#### Inquisitorial Livery

When Inquisitors take to the battlefield to make war upon the foes of Mankind alongside the Emperor's massed armies, they often do so utilising any and all war machines in the asreals of the Imperium. Some Inquisitors simply demand that a nearby military unit turn over whatever machines are needed, using them only so long as they serve the mission before abandoning them. Others claim such engines permanently, integration, them into their own forces and ordering they bear their colours with pride. Because no two Inquisitors are the same in demeanour or onign, these colours might vary enormously. Some vehicles are adorned with with heraldry, while others are bedecked in fluttering scrolls, pennants and banners. Still more are etched with the works.

With no two Inquisitorial transports bearing the same livery, a force representing a conclave of several Inquisitors and their personal retinues can be a memorable sight indeed, and one which the servants of apostasy and heresy are likely to fear above all others.





Rhino transport of Ordo Malleus Inquisitor Vokes as it appeared during the Assault on Armoury 59-44, Siege of Vraiks. The decoration on the vehicle's flanks was applied by hand by scribe-Sisters of the Order of the Eternal Gate, an Order Pronatus of the Adepta Sorontas. The blessings of the scribe-Sisters protected the inquisitor throughout three dozen missions against the servants of the Runous Powers.



Rhino belonging to Ordo Hereticus Inquisitor Halen Jentz. This Rhino has reinforced amout and under the armour plates, the hull has been blessed with the words of the "Sacraments Diablos" engraved over it. Jentz" scribe has also illuminated a copy of his Inquisitorial Mandate and primed it to the rear of the vehicle. It was from this Rhino that Inquisitor Jentz led the Second Abonian Genocide the rear of the vehicle. It was from this Rhino that Inquisitor Jentz led the Second Abonian Genocide

# **INQUISITORIAL CHIMERA**

Those Inquisities who field large numbers of troops, whether unducted imperal Guard Storm Tooopes, militant activities or sightess swept up in the course of operations, commonly equip them with the tred and tested Chimera armoured carrier. This whick is simple to operate and maintain, and all but the most primitive of solders will be familiar in its use. The Chimera has a larger troop carrying capacity than a Rhino and an be produced in far less specialised manufactories, making its logical choice for outfitting the household armies some linguistions choose to maintain.

The Chimera is more heavily armed than a Rhino. The vehicles trut can also mounts a multi-laser but can also cardy a heavy bother, autocannon or heavy flamer. This weapon is operated by the vehicle's commander, who uses the turret to gain a 360° view of the battlefield and to engage any foe who dates approach. In addition to this pinmary armament the vehicle mounts a secondary weapon in a frontal weapons station, operated by a gunner and providing an additional weight of firepower. Furthermore, one distinctive feature of the Chimera are the twin banks of lasguins mounted along its flanks and operated by troops embarked in its transport compartment. This allows an Inquisitor's warnor servants to engage his foes without disemblanting from the Chimera, avoiding contamination or corruption arising from dose proximity to alien or varay-psaymed enemies.

It is common for Chimeras in the service of an Inquisitorial master to be somewhat idiosyncratic in appearance, especially compared to one in the massed ranks of the Imperial Guard.

A vehicle that enters sence bearing a standard factical green or grey paint scheme might be repeated in the colours of its master, or else a grim and foreboding black. Its full is likely to be adorned with countels votive scrolls intended to protect those borne within from the particular foes their master seeks to confront. The troops might seek out the blessings of Ecclesarchy priests who shower if with sanctified water, and artificer-scrivenors who inscribe intricate holy script across every inch of its surface, both within and without. Some Inquisitors also grant titles to their warriors' vehicles in honour of the bold deeds enacted in their service.

On occasion, a Chimera seconded to the service of an Inquisitor has remained in use long after the event of his death. Such assets are sometimes passed from one Inquisitor to another, especially when one is the master and the other the pupil who later inhers his tutor's responsibilities. In most cases, the secretive nature of the Inquisition precludes such examples being widely known, but the armounal archives the examples the Chancellor of the Estate Imperium list one such vehicle.

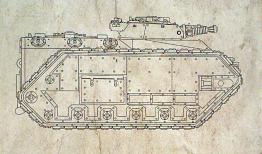
A Chimera constructed in 834 M37 on the hive world of Armageddon served in the 238° Steel leging for a century before being seconded to the service of one Inquisitor Lord Umbra Not. Little is known about this Inquisitor, except that he died during an operation against a Khrave incursion near the Ghoul Stars in OO4 M38. Almost two millennia later, the vehicle is to be found in service to Witch Hunter Skoun, having passed through countless generations of Inquisitors and facing such enemies as can scarcely be imagined by same many such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as the same to such enemies as can scarcely be imagined by same to such enemies as can scarcely be imagined by same to such enemies as the same to such enemies the sa



A Chimera armed with a multi-laser. This is an Inquisitorial Storm Troopers vehicle in the service of Ordo Hereticus inquisitor Tyrus, during the purging of Gladrinus VI. This vehicle is engraved with a passage from the Second Book of Ordeals.

ADEDEUS OPECHANICUS ARCHIVE CHIMERA (INQUISITORIAL SERVICE)

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VERICE DESIGNATION _	0427-941-3062-CH 124
venicce name:	Chimera
SORGE WORLD OF ORIGIN	Gryphonne IV
Known paccerns	11-XI
CREW Comma	nder, Driver & Gunner
	Vulcanor 16 twin
Welebe	
cenece:	6.9 m
WIDCO:	
061000	s 3.7 m
GROUND CLEARANCE	0.45 m
DAX SPEED ON ROAD:	70.kpb
WAN SPEED OSS ROAD:	ALL SALES OF THE SALES OF THE SALES

OMID AND ADDEDS	Heavy flamer
SCCONDARY ARCHADENC	Heavy bolter
CRAVERSE A CLEVACION	360° -8° / +25°
wain administra	20 blasts
secondary accountrion	400 rounds
ARDOUR	A ROLL SOL
CURREC:	150 mm
superscructure	150 mm
6ucc .	100 mm
oun mancret	N/A

Utility/tactical armonred transport utilised by numerous Inquisitorial retinues and Household forces.

DACC \_\_1814014\_M38\_





# INQUISITORIAL VALKYRIE

The Vallyrie is issued to Imperial Guard units for special operations such as insertion behind enerny lines, recrue and sabbiage missions, as well as for a more conventional airborne assault. Warriors serving in the forces of an Inquisitor are often issued with the same equipment as regular units, and Vallyries enable the warriors and the Inquisitor leading them to meet any threat, whether Daemon, heretic or alien in nature

The Vallyrie utilises vector engines for vertical take-off and landing, granting it very high manoeuvability and the ability to hove by directing its engine thrust through its wing exhibits. It is an atmospheric aircraft and cannot operate in the vacuum of space, although it can be sealed against hostile environments. The Vallyrie lacks the high top speed of a true flighter aircraft like a lightning or a Thunderboth, but it sability to hover means passengers can be landed with great accuracy at their drop zone or directly on to an objective.

A Vallayre is an advanced war machine containing many systems comparable with those found in Space Marine vehicles. Only a few Forge Worlds can manufacture them and the majority of those built are supplied to Storm Trooper companies or Imperial Guard Drop Troop pregnal Inquisitors, with their power to induct other Imperial Grozes into their service, have been known to take to the field in a Valkyrie, using its mobility to get them into the thick of the battle, to close on their target or to pursue any foes who attempt to escape:

As well as carrying troops, a Valkyrie can be used to transport support equipment such as Cyclops, sentry guns and other heavy weapons. It can even carry more esoteric cargo, such as the porta-racks some Inquisitors use to extract confessions from the most intractable of captured subjects. When carrying heavy loads or travelling over long distances, the aircraft must be equipped with supplemental fuel tanks, which replace the under-wing hellstrike missiles but give the aircraft extra versatility as a heavy lift craft.

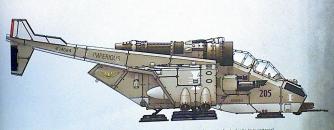
Valkyne pilots consider themselves an eller. They are trained for the most dangerous insertion missions behind enemy lines, night flying and manoeuvring in close confines and at very low altitudes. Each arcraft has a crew of four a pilot, a co-pilot (who is also the weapons operator) and two door guiners to fire the craft's heavy botters. The pilots and crews who enter service with the Inquisition must be the very best, as well as spiritually pure beyond all doubt. Those that are not are of no use to the Inquisition, for they must be strong and courageous enough to face the very worst of horrors every time when the strength of the pilot shafter the minds of most men.

The most significant deployment of Inquisitorial Valkyries known to the historator-savants of the Administratum in recent years took place when the Ordo Xenos deployed against the aquatic allen invaders of Tyrama Secundus. With so much of the surface of Tyrama Secundus worded by deep black oceans, the Imperium's forces were forced to make extensive use of atmospheric transports such as the Valkyrie.

The largest of these units served under Inquisitor Lady Aethia, who used her powers to induct the entire 2987th Imperal Nay Tactical Assault Wing into her household to provide transport for her warriors. The 2987th remains in the Inquisitor Lady's service to this day, long after the casting down of the alien's sub-oceanic fame-cities.



protected by an engraved passage from the First Book of Ordeals.



Valkyrie of the 205th Imperial Navy Tactical Wing. This aircraft was inducted into Inquisitorial service during the Tryama Secundus campaign by Ordo Xenos Inquisitor Gruberman. The simple addition of the Inquisitorial "I" symbol indicates it is under his command.

Wargear

Multi-laser

Searchlight

Fire Points

None

Extra armour

· Two hellstrike missiles

		STATE OF THE	Armou	62000	
	BS	Front	Side	Rear	HP
Valkyrie	3	12	12	10	3

#### **Unit Composition**

1 Valkyrie

#### **Unit Type** Vehicle (Flyer, Hover, Transport)

Transport Capacity · Each Valkyrie can carry twelve models.

#### Access Points

· Valkyries have one access point on each side of the hull and one at the rear.

#### Options

- . The squadron may include up to:
- Two additional Valkyries.
  - +100 points per model · Any Valkyrie may replace its multi-laser with:
  - Lascannon ...
  - +15 points per model · Any Valkyrie may replace both of its hellstrike missiles with
    - Two multiple rocket pods... .. +30 points per model
  - · Any Valkyrie may take a pair of sponsons with:
  - Heavy bolters... +10 points per model . Any Valkyrie may upgrade hellstrike missiles to:
    - Mindstrike missiles\* Free
  - . Any Valkyrie may take up to one of each of the following:
  - Flare/chaff launcher\* +10 points per model - Armoured cockpit\* ... +15 points per model
  - Illum flares\* +5 points per model - Distinctive paint scheme/markings\* ... +10 points per model

See Codex Grey Knights.

\*See page 243

#### **Multiple Rocket Pods**

This weapon system fires a cluster of short-fused superfrag missiles

		Str	AP	Туре
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5*)

A squadron of Inquisitorial Valkyrie Assault Carriers is a Fast Attack choice for a Codex. Grey Knights army that includes at least one Inquisitor. A Valkyrie may also be taken as a Dedicated Transport for an Inquisitorial Henchman Warband in a Codex: Grey Knights army.







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

As the elite army of the Erclesiarchy, the Selters of Battle are equipped with the finest arms and equipment their masters can obtain. Given the staggering wealth of the Erclesiarchy, resources are not in any way short but gold is only one measure of power in the 41½ Millennium. Of far more value are blood, honour and status. The Adeptus Ministroum and the Adeptus Mechanicus have a long and far from harmonicus history, for the two vast institutions expose entirely different beliefs and practices. To the Erclesiarchy, the Tech-Priests' eveneration of the Omnissah is problematic and easily confused by the giporant for the worshop of some higher being other than the Emperor. To the Adeptus Mechanicus, the sevents of the Erclesiarchy are hindered by an abiding distruct of anything they cannot directly control. These differing vewopints make cooperation between the two organisations fraught with disharmory and individual factions have in the past come to blows over matters of religious diverging.

Despite such differences, the Imperium could not function without each. The Ministorium controls Manificals soul whist the Adeptits Mechanics maintains the machines it needs to cross the stars and wage the Emperor's wars. Over the millennia the two have regolated numerous treaties and pacts that have ensured a constant flow of arms and materiel from the Forge Worlds, in particular to equip the Battle Sisters of the Adeptits Scontas while the Adeptits Ministorium reciprocates with debts of blood and honour. As a result, the Battle Sisters have access to a range of whelches that are rarely seen outside of the Adeptits. Astarties, some of them entirely unique to their own forces; their STE imminist isolatory duringle.

As with all Impecial bodies, the Adepta Sorontas relies upon the services of attached Tech-Priests to maintain and repair its whiches. When called upon to go to wair, they are crewed by specially trained Battle Sisters, assisted where needed by Servitors and Technormats provided by the Adeptats Mchanious. In battle these fearsome yarnor-women sing the battle-prayers of the Adepta Sorontas oven as they invoke the spirits of the machine using the canticles study to them by the Tech-Priests, combining both in the eternal battle against the faithless.

# SISTERS OF BATTLE RHINO

The Sisters of Battle make extensive use of the Rhino armoured troop carrier, in particular the Mkllc Mars pattern, the iconic model produced across the Imperium and most commonly used by the Space Marines of the Adeptus Astartes as well as other august bodies. In addition, the Adepta Sororitas uses a variation derived from the Mkilla Immolator which features a superstructure somewhat higher than that found on the Mkllc, its distinctively arched vision blocks arranged for all-round observation from the interior, as well as an unusual arrangement of fire and access points. The upper surface of the Mkilla Mars pattern Rhino features a large circular batch to the rear, from which embarked Battle Sisters can fire or disembark in the event of damage being sustained. A second such opening is located at the fore, which serves as the mounting point in MkIlla pattern Immolators and which can be adapted to serve as a hatch by the addition of a traversable cupola in the case of the Rhino. On the whole, the differences between the Mkllc used so extensively by the Space Marines and the MkIlla used by Sisters of Battle are largely cosmetic. It is generally held that the larger number of vision blocks make the vehicle a superior transport when used in dense terrain. allowing passengers to locate enemies within 360° and to engage them without delay upon disembarkation. The Sisters of Battle are fiercely proud of the Mklila and its distinctive profile, despite criticisms that it makes the vehicle an easier target for enemy anti-tank gunners.

Add from its well established combat characteristics, the Rhino is of particular use to the Sisters of Battle for the same reason it is used by the Space Mannes. Its intenor is designed to be used by troops wearing power armour, albeit that the suits worn by the Adepta Sorontas are nowhere near as bulky as the Adeptus Astartes patterns. In addition, their embarkation stations

are fitted with a number of integration points into which a passenger can interface her power armour's various functions. This allows for the recharging of the power armour's motive core as well as communion between machine systems and the ex-loading of biometric data.

#### Wonders of the Faith

The Adeptis Ministorum is possessed of a wide range of entirely unique and unusual vehicle, many of them recovered from ancient battlefields, others rendered up by planetary rulers as the nightful due of the Ecclesiant bearcasts, though each an individual masterpiece, are in truth the least of these wonders. The greatest take the form of garganturan mobile cathedist, their flams's clad in metres-thick armour wrought in optic finery, their immerses weight supported upon enormous tracks or even held aloft by grav repulsors of Dark Age of Technology provenance. Some are even made mobile by enormous articulated limbs, each step stamping metres-deep imprints upon the face of a world.

Where these wonders pass, so the irrefutable Word of the Emperor is heard Vast annunciation-engines blast press, hymnals and sermons across the landscape, bringing even the most faithless to their knees before battle is even joined When the moment comes, great ramps lower from the sides and down them spill countless thousands of the faithful, led by the zealous Battle Sisters of the Adepta Scornists Against such a plapible expression of the Imperial Creed none can stand, and heresy can find no hiding place.



Rhino armoured transport, with additional armour plating, of the Adepta Sorontas Order of the Argent Shroud. This vehicle, labelled its praeceptory's fourth, was part of a contingent deployed to bolster the Sisters of the Order of the Black Sepuichre against the Ork warford Garaghak's invasion of Magdelene IX in the Forisar Sector

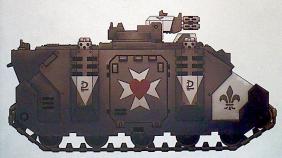
# SISTERS OF BATTLE IMMOLATOR

The sonic amoured whicle of the Adepta Sorontas, the immelator has its roots in the Icana Crusade that occurred in ine 35° Millennum. Thirry years of exploration and conquest on the finges of the Ultima Segmentum had claimed many words for the Emperor, and on the planet Fornost, a crusading arry captured an ancent factory complex. Led by a Ministroum missionary conclave under Missionary Morben the Devout, they investigated the factory in detail, eventually discovering ancent cystal data-stacks dating back to the Dark Age of Technology Morben reported his discovery to his superiors in the Adeptus Ministroum, knowing that the find would be of great interest to the Adeptus Mechanicus. The Ecclesarchy determined to keep the discovery on Fornost a seriet, planning to retain the datastacks as a future bargaining tool.

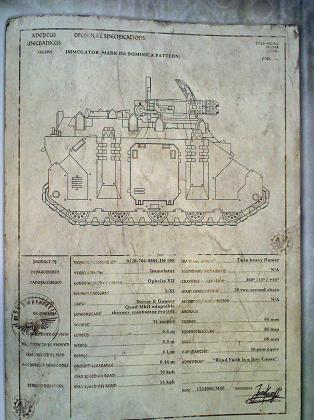
It would be many years before a full accord was reached, but eventually the rulers of the Adeptus Ministorum and the Adeptus Ministorum and the Adeptus Ministorum exclused a mutually agreeable settlement. In return for access to the data-stacks, the Adeptus Mchanicus would cede to the Ministorum exclusive claim to any new weapons technologies the archive relinquished After many years, such a weapon was discovered From deep within the data-stacks was cuiled half complete files detailing a liame-thrower tank. When these files were combined with STC data for the Rhino already stored on Mars, the Immolator was created Under the terms of the accord the Tech-Priests of Mars began manufacture of the vehicle exclusively for the Ministorum, who used it to equip the Adepta Sorontas. The Fornosian Accord still stands toddy and the Immolator design is still sealously augraded by the Ministorum. Most immolators are armed with twin heavy flamers – symbolic of holy flames for cleansing the tainted and unclean from the Emperor's worlds. Some immolators, known as the 'Justice' pattern, are armed with fearsome multi-meltas. A few vehicles, known as the 'Sanctis' pattern, are equipped with heavy bolters.

In battle the Immolator can carry a squad of Battle Sisters, deploying them close to an objective and the nativation of support them. The Immolator is a tactically flexible vehicle, balancing amount, transport capacity, speed and freepower it is often used to carry the elite Battle Sisters of the Adeptia can be considered to carry the control service and also serves as the personal transports of senior leaders, such as the formidable cannows:

Like all Adepta Sorontas vehicles. Its machine spirits are protected by wards, spils and purity seals, and each vehicle is bedecked with holy cors and relics to inspire the Battle Sisters to heights of religious Ferour Doors and hatches are often cast to include the Order's symbol or the fleur-de-lys icon of the Adepta Sorontas, and many are casts taken directly from the great Convent Sanctorum and Convent Prioris on Ophelia VII and Terra itself!



Sanctorum pattern Immolator of the Order of the Valourous Heart. First Savaven Crusade against Traitor forces of the planet's rebel Governor.



# SISTERS OF BATTLE EXORCIST

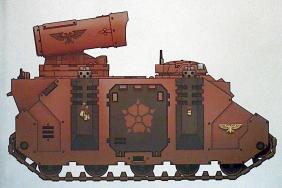
The Sorrest skat once a missile launcher tank and a mobile schine, a pajable symbol of the power and splendour of the imperial Creed that strikes terror into the hearts of the faithless. Each is constructed individually, though broardly recognisable patterns exist. Regardless of mark or pattern, each Exorest carnes upon its upper hull a missile launcher capable of unleashing a blazing storm of armour percong projecties upon the enemies of the Emperor. Some Exorest alaunchers resemble conventional weapons systems, albeit ones lowingly crafted and adorned with fluttering purity seals and devotional scrolls. Others feature complex arrangements of gilded barroque pipes and are operated in a manner akin to a musician playing a grand pope organ.

The Exproxish has been in the service of the Adepta Sorontas since the dark days of the Age of Agostays. Some Exproxis in service in the 41st Millennium are the original vehicles dating back to that period and as such are greatly venerated. These ancient machines of war are banely understood by the Adeptus Mechanicus Tech-Priests tasked with maintaining them. Being so old these Expross have a reputation as temperamental and difficult, with a machine spirit that requires constant attention to prevent malfunction or corruption. It is only by constant work and prayer that these venerable Exprossits can still take to the field of batters.

The most prized Exorusis are those originally built on Mars, referred to as the Proins pattern With its proximity to Terra, these vehicles are regarded as the holiest of the Adeptus. Ministorum's war machines, being blessed by the dwine presence of the Emperor so close by Each is an individual work of art, lovingly engraved with images from an Order's history or illustrating the life of the Emperor. Ultimately, each Exorust is more than a battlefield weapon, it is a dwine symbol of the Emperor's power, a focus of its members' faith and a message to those who would deny the Imperial Truth.

Other patterns of the Exorcist also east, like the Sanctorum pattern, which remains a fearsome weapon of war but which the Ecclesarchy does not consider as potent a symbol of the Emperor's power as the earlier Prioris pattern. The Criders Militant of the Adepta Soroirlas use all patterns of the vehicle, valuing service far more than concerns of pattern and STC impnirit.

Like the Immolator, the Exorcist is part of the Ministorum's unique cannor of war machines. It is a tool for prosecuting holy war and it would be inappropriate for other armed forces to be allowed to field it. To do so, the Battle Sisters believe, would be to risk tainting the vehicle's machine spirit or incurring the displeasure of the Emperor.



Exorcist of the Order of the Sacred Rose. This vehicle took part in the Defence of Valedor, where it was martyred in battle against a vast horde of Genestealers.

ADEPCUS
DECRAINCUS
EXORCIST (MARK HI DOMINICA PATTERN)

ASCON

ACCON

AC



VERICE DESIGNATION	0120-766-0813-EX 013
Venicce name	Exorcist
SORGE WORLD OF ORIGIN	Ophelia VII
Known paccerns	I-IV
CREW:	Driver & Gunner
	Quad MkII adaptable mic combustor reactor 32 tonnes
WEIGST:	
cenece	6.6 m
WIDCO:	4.5 m
REIGHT	4.3 m
GROUND CLEARANCE	0.44 m
	55 kph
COAX SPEED ON ROAD:	35 kph
MAX SPEED OSS ROAD:	33 кри

SECONDARY ARMADIENE:	N//
CRAVERSE & CONACION	3600 -00/+65
main administra	48 missile
SECONDARY ADDOUNTEDN	NII
ARCOUR	
CURREC:	80 mm
superstructure	100 mg
oucc	N/A
eun mantret	N/A
ADDENDUM Venerated	by Ecclesiarchy Bul
Ti-	Nomine Imperator



# SISTERS OF BATTLE REPRESSOR

Like all of the most common Adepta Sorontas vehicles, the Repressor is another varant on the standard Rhino chasis. The Rhino hull is extensively modified by extending the transport compartment into a raised superstructure and adding side-facing firing slits through which embarked Battle Sisters may fire their weapons. A traversable cupola with an in-built storm bolter is mounted at the vehicles fore, and its top hatch is fitted with a heavy flamer operated by the Repressor's commander. All of these features lend the Repressor a characteristic profile dreaded by the faithless the length and breadth of the Imperiod.

It is only within the last millennium that the Orders Militant of the Adepta Sorointa have been using the Repressor Originally the vehicle was used by the Enforcers of the Adeptus Arbites for crowd suppression, equipped with a large dozer for cleaning a path through noting mobs and a cupola-mounted water cannon or a grenade launcher for fining stun and days grenades.

The first incidence of the Adepta Sorontas using the Repressor was during an uprising on the cardinal world of Auginor when a mass of over a million pilgims, gathering for the Day of Ascension ritusis, was incited by agentprovocateurs of a heretic faction into noting. The local Adeptus Arbites Percincts found themselves overrun as the enraged crowds armed themselves with captured and scavenged weapons.

Disorder and rioting escalated into full-scale insurgent war as the agitators drove the mob to ever greater extremes of blasphemy and bloodshed. When a planetary militia armoury was captured, the situation spiralled out of the Adeptus

Arbites' ability to control it. Seeing that the besieged Adeptus. Arbites forces were in need of aid, the Battle Sisters of the Order of the Sacred Rose Preceptory guarding the Cardinal of Awignor offered their assistance. The Battle Sisters crewed a dozen of the Arbites' Repressors, first replacing the non-lethal weaponry with their own favoured heavy flamers, and took to the streets to purge the heretics and their followers from the holy ground of Awignor.

Two weeks of street fighting eventually saw the uprising defeated, with the Sisters of Battle Repressors proving their worth. Following the victory, the Canoness-Preceptor was gifted all the surviving Repressors by the Arbites Marshall.

For years after the Awapnor battle, only the Battle Sisters of the Sacred Rose used the wehtle and other Orders within the Ecclesarchy whispered that it was neither just nor holy and that the Order should be bound by the same rules as the others. The issue came to a head when the 2911 synot Prinos of Tera debated the use of the Repressor by the Order of the Sacred Rose. After a heated exchange, it was eventually determined that the victory on Awapnor had been the Emperor's divine wall. Because of this, the Repressor would be mandated for general use and included in the canno of sanctioned vehicles. From that day forwards, all Orders were given access to the Repressor.

Unlike the Rhino, the Repressor is not considered a frontline combat vehicle, but is used as an armoured personnel carrier at need During street fighting, the modified transport compartment allows the Sisters to fight effectively from inside the vehicle without being exposed to enemy fire from surrounding buildings.

#### Armour

Front Side Rear 13 11 10

# Repressor **Unit Composition**

• 1 Repressor

# Unit Type

· Vehicle (Tank, Transport) **Transport Capacity** 

. The Sisters of Battle Repressor can carry ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

#### **Access Points**

· The Repressor has one access point on each side of the hull and one at the rear

- Wargear · Cupola-mounted
- storm bolter · Pintle-mounted
- heavy flamer · Dozer blade
- Smoke launchers

#### Special Rules

· Shield of Faith

# Fire Points

· Two models can fire from the Repressor's top hatch. In addition, there are three firing ports on either side of the troop compartment. each of which may be fired out of by a single passenger

#### Options

- The Repressor may take up to one of each of the following: - Searchlight
  - Hunter-killer missile +10 points
  - Extra armour +10 points

A Repressor is a Dedicated Transport choice for a Codex: Sisters of Battle army.

#### Shield of Faith

The Sisters of Battle are taught that faith is a shield stronger than any armour. Such is the power of their belief that the Emperor will protect them from mortal injury, that the Adepta Sororitas can shrug off the most severe of wounds.

Models with the Shield of Faith special rule have a 6+ invulnerable save



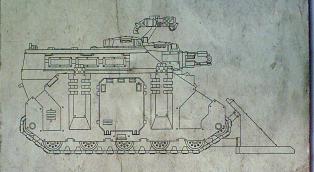


Repressor of the Order of Our Martyred Lady, deployed on Kromat II during the 13th Black Crusade

ADEPCUS TECHNICAE SPECIFICATIONS:

ARCOING REPRESSOR

DVEX-16Z4E5 7A304A 35Z0B4 PARC\_\_\_



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DANUSACTURUD
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VERICCE DESIGNATION	0120-766-0822-RE 003
venicce na ber	Repressor
SORGE WORLD OF ORIGIN.	Dominica II
known patterns:	I-UX
CREW:	Driver & Gunner
powerpcant: thern	Quad MkII adaptable nic combustor reactor 33 tonnes
cenoro:	8.7.10
WIDC6:	4.5 m
66168C	4.3 m
GROUND CLEARANCE	0.11 m
wax speed on road	55 kph
WAN SPEED OSS ROAD:	35 kph

ON TO ANO ACCOUNT	Storm bolter
Secondary Armament	Heavy flames
CRAVERSE & CLEVACION	180° -15° / +35°
MAIN ADMUNICION	4,000 rounds
SECONDARY ADDOUNTED	10 shots
ARDOUR	A STATE OF
CUXREC:	60 mm
superscructure:	60 mm
6ucc .	60 mm
	N/A

DATE 1224008,M40 SIGNACURE



# APPENDICES

The following pages contain an argendize of additional rates as well as total and markets assembled for commercial response tables globy. If a rate is not precised in the took, in a to be fought to be found to good to be found to the foundation of the took of the total and the specific Codes for the sample being played.

# APPENDIX I: SPECIAL RULES

This section gathers together those special rules found throughout this book in more than one vehicle entry. Items of wargear and special rules not covered in this section function as described in either the Warhammer 40,000 rulebook or the relevant codex.

#### **Armoured Ceramite**

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

#### Frag Assault Launchers

A unit charging in close combat on the same turn that it disembarks from a vehicle that is equipped with this system counts as being equipped with frag grenades.

#### **Assault Vehicle**

Models disembarking from an assault vehicle may launch an assault on the same turn, so long as the vehicle did not Deep Strike that turn.

#### **Battle Auspex**

Thanks to its sophisticated auspex array, the vehicle has the Night Vision special rule. In addition, the cover saves of enemy targets it fires on are reduced by -1 (so a 4+ cover save becomes a 5+, and so on).

#### Improved Comms

Sophisticated scanners tie into the vehicle's powerful commissystem to co-ordinate attacks. The presence of one or more vehicles with improved Commiss on the battlefield adds +1 to the results of the controlling player's Reserve rolls (note that this effect is not cumulative with other bonuses).

#### Venerable

If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

#### Helical Targeting Array

If the Dreadnought remains stationary in the Movement phase, it gains the Skyfire and Interceptor special rules for that game turn

#### Atomantic Shielding

One of the Dreadhought's most distinctive features is the defensive field generators mounted in its amounted carapace and powered by the potent atomantic power reactor core housed within The Dreadhought has an invulnerable save of 5+ against shooting attacks and explosions, and an invulnerable save of 6+ against attacks suffered in close combat. In addition, if the Dreadhought suffers an Explodest damage result, add +1\* to the radius of the blast.

#### The Aegis

If an enemy psyker attempts to target the vehicle, he suffers a-1 penalty to his Leadership for the purposes of his Psychic test. A psychic power that does not specifically target the vehicle does not suffer this penalty, even if the vehicle is affected by the psychic power. The effects of this rule are not cumulative.

#### **Reinforced Aegis**

Psychic test Leadership penalties caused by the Aegis are increased to -4 if the target of the psychic power is within 12\* of the vehicle (or is the vehicle itself).

#### Fortitude

This psychic power may be used in the controlling player's Movement phase. If the Psychic test is successful, any Crew Shaken and Crew Stunned results on the vehicle are nullified and no longer apply.

#### **Psychic Pilot**

Thanks to the psychic skills of its pilot, the vehicle is treated as being a psyker (Mastery level 1) and Leadership 10 for the purposes of Psychic tests and psychic hoods if the vehicle suffers the Perils of the Warp result, treat it as a glancing hit.

#### Relics of the Armoury

Reics of the Armoury are ancient and revered war machines held deep within a fortress-monastery's states vallet and only ever called forth under the direct of circumstances Relic vehicles are held in a mix of veneration and dread within many Chapters, for their legacies are not always glorious and their proverance rarely clear Some are the subject of dark tales, or associated with events the Chapter's historators would rather not record.

Relic vehicles are only be fielded at the express behest of the Chapter Master and his most senior counsellors. The decision must be ratified by the Master of the Forge and the Master of Sanctity, for as a relic of a lost age and a technological treasure, both of these officers hold equal responsibility for it. Once it is decided that a Relic of the Armoury is to be awakened from its ages-long stasis. responsibility for it is vested in a single Space Marine officer who will be present on the battlefield where it is to be deployed. This individual makes a solemn yow to watch over his charge with the utmost care and should it be damaged or, woe betide, destroyed under his stewardship then he is required to undertake an act of penance and to seek the forgiveness not only of his superiors, but of every generation of his predecessors all the way back to chapter's distant past. Furthermore, the Keeper of Relics is charged

with watching for and guarding against the recurrence of any dark fates that might have befell the vehicle or occurred in its presence in the past, a task he must perform even as he battles his foe.

A number of the vehicles presented in this book have the special rule 'Relic of the Armoury' The following points apply to these vehicles:

- One Relic which of any type may be taken in a Space Marine arrays Firmap Platchment, within the usual perositions of the array list, However, if more than one model with this rule is taken in the Pirmay Detachment, if must also include a Keeper of Relic purchased as an HQ choice. This character must be a Master of the Forge in a Coder. Space Marines army, an Interrogator-Chaplain in a Dark Angels army or a Rune Priest with the Saga of the Beast Slayer in a Space Wolves army.
- Secondary Detachments may also take Relics of the Armoury, within the usual army list provisions. In this case the Keeper of Relics must be the detachment's compulsory HQ. This HQ character must be one of the types mentioned above.

#### FLYERS WARGEAR

#### Distinctive Paint Scheme or Markings

These are a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight to the vehicle may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

#### Flare/Chaff Launcher

These are a single use item. A vehicle equipped with Flare or Chaff Launchers has a 4+ invulnerable save against any damage inflicted by Missile weapons.

#### **Armoured Cockpit**

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

#### Illum Flares

A vehicle equipped with Illum Flares may drop a single flare per turn. They are used in the same manner as Bombs (see page 81 of the Warhammer 40,000 rulebook), placing a marker where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12° of the Flare marker gains the Night Vision rule for that Shooting phase If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision while firing at units with at least one model within 12° of the Flare marker.

# APPENDIX II: LEGACIES OF GLORY

Legaces of Glony allow players to purchase special upgrades on the vehicles, marising them out as truly ancient and bonoured veterans of the vars that heralded the Age of the Imperium. Such vehicles may have fought in the Circuste, the House Heersy or the Scoring, or indeed all three, and as such will be regarded as heroes of their Chapter in matters not what Chapter you play, for such vehicles may have changed hands many times throughout history, having been detached from their parent unit, claimed as spoils of war or recovered from some ancient battlefield and subsequently rebuilt. Some may even have sevend amongst the armse of the Warmaster, their establie loyalties now shrouded, even if doubts lingers till.

Most of the Legaces of Glory mark the vehicle out as having participated in a particular campaign and provide it with one or more special rules linked to the events of that campaign. Most of these was rare all but forogothe net inbourand years liate, or else all knowledge of events is deliberately suppressed for the good of Mankind. Nevertheless, the vehicle's machine spirit remembers them yet, its demeanour shaped by the horrors it witnessed at the very birth of the Imperum of Man.

#### **PURCHASING LEGACIES OF GLORY**

Subject to the limits set out in each of the entries that follow, any vehicle in a Codex Space Mannes, Codex Dark Angels, Codex Space Wolves or Codex Blood Angels army, a Tyrant's Legion army as detailed in Impenal Armour Nine: The Badab War – Part One or a Space Manne Siege Assault Vanguard army as described in Impenal Armour Ten The Badab War – Part Two, may choose from the following Legaces of Glory, paying the points cost indicated. One vehicle per full 1,000 points may take one or more Legaces of Glory, but only one of each Legary may be taken vulnith the entire army be taken vulnith the entire army.

Ideally, players should consider modelling these glorious battle honours. Most can easily be represented by text written upon scroll work stating the name of the campaign the Legacy relates to. This isn't possible or desirable in every case of course, but makes for a satisfying project if pursued.

#### TEN THOUSAND YEARS OF WAR

Games who enjoy playing campaigns can find a particularly nowle use for the Legacies of Glory rules presented here. Space Marine vehicles that have participated in the campaigns presented in Forge World's Horus Herey series might be given the corresponding Legacy of Glory when used in games of Warhammer 40,000 set in the 41" Millennium. For example, a player using a land Rader as part of an army playing through the campaign presented in The Horus Herey Book 1. Betrayal, might purchase the Isstvan III Legacy of Glory for that whiche when fielding it in Warhammer 40,000 games, thematically linking together battles flought ten thousand years apart.

#### **Battle of Keylek**

The battle honours adorning the vehicle's flanks mark it out as a witness to the destruction wrought upon the xenos Keylekid in the so-called 'Saughterhouses' of Keylek. The devastation dealt to the foe that day was supremely callous, a demeanour the war engine's machine spirit harbours yet.

This Legacy of Glory may be taken by any single Space Marine vehicle equipped with Blast weapons at a cost of 35 points, or 75 points for a super-heavy vehicle.

Any of the vehicle's weapons that use any size of Blast marker gain the Ignores Cover special rule.

#### **Ullanor Crusade**

This machine participated in the cataclysmic wars against the xenos Orks that Culminated in the great victory at Ullianor, Salying counties barbarous greenskins. Not only is the machine's spirit possessed of an abiding contempt for such creatures, but they in turn appear to recognies something of its nature, an emotion akin to fear entering their timy minds when they look upon it.

This Legacy of Glory may be taken by any single Space Marine tank at a cost of 25 points, or 50 points for a super-heavy vehicle. The tank gains the Preferred Enemy (Orks) special rule.

The Legacy of Glory may also be taken by a Space Marine walker (of any kind) at a cost of 20 points. A Dreadnought with the Ullanor Crusade Legacy of Glory gains the Hatred (Orks) special rule.

Enemy models charging a vehicle with the Ullanor Crusade Legacy of Glory must re-roll successful To Hit rolls in the first round of each combat.

#### War of Murder

This mighty and ancient war machine bears the honour "RAL-XO" upon its flank, a humble symbol marking it cut as a veteran of one of the most bitterly fought wars of the Great Crusade - the War of Murdor Though few details of the events of that war are known to the later Ago of the Imperium, the vehicle's machine synt is known for its harted of monstrous senos and its utter refusal to yield to them, even in the face of what appears to be certain defeat!

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 20 points, or 40 points for a super-heavy vehicle. The vehicle gains the Monster Hunter special rule in addition, friendly Space Marine units within 6° of the vehicle gain the Fearless special rule.

#### Battle of Sarosh

This war engine was present at Sarosh when the masters of that world feigned Compliance, only to turn their treacherous hand against those who would deliver them from the horrors of Oil Night. Ever since then, it has remained wary of treachery amongst so-called allies and many are the times its vigilance and distrust have awreted disaster.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 30 points, or 60 points for a super-heavy vehicle. Once per game, one of the vehicles veapons gains the Skyfire, Interceptor, Tank Hunters and Night Vision special rules. The use of this rule should be declared before any To Hit rolls are made.

#### Isstvan III

The scorched shell of this war machine was recovered from the virus-bombed rubble of isstvan III. cleansed and re-consecrated before being released back into the service of the Adeptus Astartes much later its machine spirit burns for vengeance for the betrajal unleashed in that battle and seeks justice wherever it may be found.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 30 points, or 60 points for a super-heavy vehicle. The vehicle has the Preferred Enemy (Chaos Space Mannes) special rule. In addition, it automatically passes Dangerous Terrain tests incurred for passing through ruins and similar terrain.

#### **Burning of Prospero**

This noble engine of war took part in the invasion of the home world of the Thousand Sons. Its amoured skin felt the heat of a burning world and later, as the power of the Warp was unleashed, the tain to fsorcey. Having stood firm through both, the vehicle is all but impervious to the touch of flame and witchraft.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 20 points, or 40 points for a super-heavy vehicle. The vehicle gains the Adamantium Will special rule The bonus granted by this special rule is increased to +2 against Witchire type psychic powers.

#### Isstvan V Dropsite Massacre

Few engines of war present at the so-called Dropsite Massacre left that world, or if they did they must surely have done so amongst the ranks of the Traitors, for nought but a handful of Loyalists escaped.

This Legacy of Giory may be taken by any single Space Marine vehicle with the Deep Strike special rule at a cost of 20 points. The vehicle never scatters when entering play via the Deep Strike special rule.

#### **Battle of Calth**

At Calth, the Word Bearers sought to wreak bloody vengeance upon the Ultramarines for decades of sights and dishonours, both real and imagined. The machine spirit inhabiting this engine of war is as noble as the Primarch of the Ultramarines himself, and having been tested on countless occasions has never failed his noble example.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 20 points, or 40 points for a super-heavy vehicle. The vehicle gains the Preferred Enemy (Chaos Space Mannes) special rule. In addition, enemy Warfords within 12\* suffer, 11 to their Leadership characteristic.

#### **Battle of Signus Prime**

Though only the most lore-steeped Librarians of the Blood Angels hapter and its Successors know anything of the terrible events that transpired at Signus Prime, the machine spirit inhabiting this war machine saw it all. When confronted with the denzeris of the Warp, better memones surface and long domant enginematings activate, the machine spirit driven to seek vergeance for the butchering of so many noble sons of Singuinius.

This Legacy of Glory may be taken by any single Space Manne vehicle at a cost of 35 points, or 70 points for a super-heavy vehicle. The vehicle has the Preferred Enemy (Chaso Daemost) special rule. In addition, friendly Space Mannes who begin the turn within 6° of the vehicle gain the Furious Charge special rule until the end of that turn.



#### **Battle of the Phall System**

The vessel is one of the few surviving veterans of the Battle of the Ball system, where the impenal Fist fought the linn Warnors in a space battle of epic feroory, So blitte and intense was the fighting in the void that the anger in the machine spirit's heart has yet to grow still, and is renewed each time it is awakened and sent to war against the herotic.

This Legacy of Glory may be taken by any single Space Marine Thunderhawk or Storm Eagle (including variants) at a cost of 40 points. The model's link save is improved by +1. In the case of a Super-heavy Flyer, which would not usually be allowed a link save the vehicle oains a link save of 64.

#### Thramas Crusade

The Thramas Crusade saw the Traitor Night Lords Legion inflict the very worst excesses of terror and torment upon a string of impenal worlds far from the light of Terra. The machine spirit that invests this engine of war bore witness to the very cruellest deeds kin can enact upon kin, and having done so, it holds little fear for anything it now meets in battle.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 40 points, or 80 points for a super-heavy vehicle. All friendly Space Marine models within 12\* of the vehicle gain the Fearless special rule while within this distance.

#### Schism of Mars

This venerable engine of war must surely represent one of but a handful that remembers the Space Mannes' intervention at the height of the Martian Schism Though the Legiones Astartes and the loyal Mechanicum were forced to evacuate Mars, this vehicle's machine spirit has never forgotten what occurred there, and never will.

This Legacy of Glory may be taken by any single Space Marine tank at a cest of 25 points, or 50 points for a super-heavy tank. The vehicle gains the Tank Hunters special rule, and when targeting enemy models with the Deemonforge special rule (as detailed in Codex Chaos Space Marines) gains +1 BS. In addition, it ignores the effects of the Haywire special rule on a D8 for Il of 44.

#### **Battle of Terra**

The scars on the flanks of this vehicle are deep and many, inflicted in the cauldron of total war that consumed the birth-world of Mankind at the very height of the Horus Heresy. To have survived that battle of battles, the engines machine spirit must have been bold beyond measure, its armour all but impregnable and its fate guided by the proximity of the Emperon himself.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 40 points, or 80 points for a super-heavy vehicle. The vehicle gains the It Will Not Die special rule.

#### Icon of Glory

The vehicle's flanks are gilded in shining electrum and etched with scores of battle honours. Purity seals flutter from every surface and banners bearing the heraldry of the greatest of heroes wave above it proudly.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 50 points, or 100 points for 10 points for a super-heavy vehicle. The vehicle has either +1 BS or +1 WS (declared before the game begins). Should the army's Warlord be within 2° of the vehicle, the range of any Command Trait he has rolled on the Warlord Traits table is increased by +6°.

In missions that use Objectives and Victory points to determine the winner, the destruction of the vehicle counts as an additional Secondary Objective, earning the opposing player an extra +1 Victory point.

#### Shrouded Provenance

All that is known of this war engine's origins are that it fought in the calamitious events of the Horus Heresy and that it slew countiess foes in those terrible battles. No records exist to confirm which Legion, or even which side it actually fought on. While it is honoured as a relic of old, it is never entirely trusted by those who tend its systems.

This Legacy of Glory may be taken by any single Space Marine vehicle at a cost of 30 points, or 60 points for a super-heavy vehicle.

So long as it does not already have the Venerable special rule, the vehicle gains it. This allows the controlling player to make their opponent re-roll the result on the Vehicle Damage table if the vehicle suffers a penetrating hit (in the case of a Superheavy vehicle, this means re-rolling the Explodes Iresult). The second roll must be accepted, even if it is worse than the first. However, the vehicle always counts as an Ally of Convenience to units in its own detachment, and as a Desperate Ally to units in any alled detachment.

#### **Ancient Mariner**

This vehicle once fought alongside the pathfinders and Rique Traders Militant at the leading edge of the Expeditionary fleets which pushed back the darkness of Old hight and illuminated the galaxy with the light of the Emperor. As such, it has witnessed many glories and horrors of the Dark Age of Technology.

This Legacy of Glory may be taken by any single Space Marine tank with the Transport type at a cost of 10 points. When the vehicle or any models it has transported triggers a roll on the Archeotech Artefact table or any Mysterious Terrain table, the result may be re-rolled. Regardless of the second result, it must be adhered to.

# **APPENDIX III: VEHICLES SUMMARY**

Vehicle Types: F = Fast, FI = Flyer, H = Hover, O = Open-topped, Tk = Tank, T = Transport, W = Walker, S = Skimmer. Sh = Super-heavy, ShFI = Super-heavy Flyer. Unit Types: Are Artiflery.

	Armour									
	W	SB	s s	Front	Side	Rear	1	A	HP	Туре
Chaplain Dreadnought	5		5 6	12	12	10	4	2	3	W
Siege Dreadnought	2	TOTAL STATE	1 6	12	12	10	4	2	3	W
Mark V Mortis	4		1 6	12	12	10	4	2	3	W
Contemptor					PER PE	301000		Ö		Williams.
Dreadnought			; 7	13	12	10	4	2	3	W
Contemptor-Mortis	4		1 7	13	12	10	4	2	3	W
Grey Knights						<b>MESSI</b>	100	100		STORY
Doomglaive Dreadnought	1		5 6	12	12	10	4	2	3	W
v	ıs	BS	5	T '	w I	A	Ld		sv	Туре
Tarantula Sentry Gun		3		6	2 -		-		3+	Ar
Rapler Carrier	80		953	7	2 -	THE REAL PROPERTY.	193	THE R	3+	Ar

	Armour							
	BS	Front	Side	Rear	HP	Туре		
Land Raider Helios	4	14	14	14	4	Tk, T		
Land Raider Proteus	4	14	14	14	4	Tk, T		
Land Raider Achilles	4	14	14	14	4	Tk, T		
Land Raider Prometheus	4	14	14	14	4	Tk, T		
Deimos Predator	4	13	11	10	3	Tk		
Relic Sicaran	4	13	13	13	3	F, Tk		
Whirlwind Hyperios	4	11	11	10	3	Tk		
Relic Whirlwind Scorpius	4	13	12	10	3	Tk		
Fellblade	4	14	13	12	12	Sh		
Typhon	4	14	14	14	6	Sh		
Cerberus	4	14	14	13	6	Sh		
Spartan	4	14	14	14	5	Tk, T		
Thunderhawk Gunship	4	12	12	10	9	ShFI, T, H		
Thunderhawk	10000	THE REAL PROPERTY.	DOM: N	NAME OF TAXABLE PARTY.				
Transporter	4	12	12	10	9	ShFI, T, H		
Storm Eagle	4	12	12	12	4	FI, H, T		
Storm Eagle (Roc)	4	12	12	12	4	FI, H, T		
Fire Raptor Gunship	4	12	12	12	4	FI, H		
Caestus	4	13	13	11	3	FI, H, T, Tk		
Land Speeder Tempest	4	11	10	10	2	S, F		
Javelin Attack Speeder	4	11	11	10	2	F, S		
Deathstorm Drop Pod	2	12	12	12	3	0		
Dreadnought Drop Pod		12	12	12	3	O, T		
Damocles								
Command Rhino	4	11	11	11	3	Tk		
Infernum Razorback	4	11	11	10	3	Tk, T		
Vortimer pattern								
Land Raider Redeemer	4	14	14	14	4	Tk, T		
Vortimer pattern	-	NAME OF TAXABLE PARTY.	ACCEPTE	SOME	10000			
Razorback	4	11	11	10	3	Tk, T		
Grey Knights Thunderhawk	4	12	12	10	9	ShFI, T, H		
Inquisitorial	BUR	NAME OF STREET	10000	STORY.	TO SECOND	STATE OF THE PARTY.		
Land Raider Prometheus	4	14	14	14	4	TK, T		
Inquisitorial Valkyrie	3	12	12	10	3	F, H, T		
-	Total Control	-	and the same of		Selection of	-		



# APPENDIX V: APOCALYPSE RULES SUMMARY

#### How to use this Section

This section presents a summary of the rules needed to use super-heavy vehicles such as the mighty Fellblade tank or Cerberus Heavy Tank Destroyer. The full rules for using such units are to be found in the Warhammer 40,000. Apocalypse rulebook. Each terty includes a page reference, pointing players towards the full rule in the Warhammer 40,000. Apocalypse rulebook.

Gien the world-shattering weapons of destruction at play in Apocalypse battles, the markers required during these games are (unsurprisingly) a lot bigger than usuall You can buy a set of special Apocalypse markers from your local Hobby Centre or, from Games Workshop online. However, if you need a set urgently or would just like to have some sparse, we've included a handy guide to making your own on the facing page. Simply use the shapes and measurements shown for each marker or template, and carefully draw them out onto a big piece of pager or card before cutting them out.

# APOCALYPTIC WEAPONS (Apocalypse page 72-75) Primary Weapon (Apocalypse page 72)

Roll two dice for armour penetration and pick the higher result.

#### Destroyer Weapons (Apocalypse page 72)

These have Strength D. If you hit, roll on the appropriate table below. No saving throws of any kind are allowed against hits from Destroyer weapons.

#### Destroyer Weapon Attack tables

#### D6 Target: Vehicle or Building

- 1 Clipped: The target suffers one penetrating hit
- 2.5 Solid Hit: A Super-heavy vehicle loses D3+1 Hull Points Other vehicles suffer an Explodes! result from the Vehicle Damage table. Buildings suffer a Detonation! result from the Building Damage table
  - 6 Devastating Hit: As for Solid Hit, above, except a Super-heavy vehicle loses D6+6 Hull Points instead

#### D6 Target: Non-vehicle Unit

- Lucky Escape: The model is unharmed.
- 2-5 Seriously Wounded: The model loses D3+1 Wounds
- 6 Deathblow: The model loses D6+6 Wounds

#### Hellstorm (Apocalypse page 73)

Use all the rules for Template weapons, but with the hellstorm template.

#### Vortex (Apocalypse page 73)

These are Destroyer weapons. Place the appropriate blast marker, roll for scatter and apply damage. For Wound allocation, assume the shot comes from the centre of the marker. The marker is not removed from play. It is impassable terrain. At the beginning of every player turn, it scatters 2D6\*. If a double is rolled, remove it from play instead.

#### Apocalyptic Barrage (Apocalypse page 74)

These Barrage weapons use the apocalyptic barrage marker trust the shape however you like, and maintain its onentation after scatter (do not scatter each marker separately). Then roal a D6 for each attack on the weapon's profile — the number rolled shows which part of the marker is hit, resolve hits under each part separately Depending on the overlap of the template and the numbers rolled, units may be hit several times by the same barrage

#### Massive Blast (Apocalypse page 75)

These Blast weapons use the massive blast marker (7°).

#### Appealyptic Blast (Appealypse page 75)

These Blast weapons use the apocalyptic blast marker (10\*).

#### Apocalyptic Mega-blast (Apocalypse page 75)

These Blast weapons have three Strength values and three AP values reflecting the three zones on the apocalyptic mega-blast marker. The first Strength and AP value are used for the inner zone, the second for the middle zone, and the third for the outer zone.

Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out each zone separately.

For cover saves and Wound allocation, assume the shot comes from the centre of the marker. Vehicles are hit on their side armour.

#### SUPER-HEAVY FLYERS (Apocalypse page 69)

Have the Fear and Invincible Behemoth special rules. They are Flyers, but cannot Evade, and they use the Super-heavy vehicle Shooting, Vehicle Damage, Catastrophic Damage (they do not Crash and Burn) and Transport rules.



\* Themor. Any unit hit by a Subterranean blast will move as if in difficult terrain in its following Movement phase. If the unit is moving through difficult terrain anyway, it rolls one less dice than normal to determine its maximum move. A vehicle hit by a Subterranean blast must take a Dungerous Terrain test if it moves in the following Movement phase.

\*Fellblade Accelerator Cannon: Choose which of the two profile entries the cannon uses every time it is fired.

\*\*Dreadhammer Cannon: The Dreadhammer has two ranges depending on whether it has remained stationary or not. If the tank moved in the preceding Movement phase, the weapon has a range of 24\*. If it did not, the range is increased to 48.\*

\*Feedback: If the Neutron laser fails a Penetration roll against a target's armour with any of its shots (note that successful saves do not count for whill, roll a Do. If the result is a 11 dangerous energy feedback along the beam has occurred. The tank suffers an automatic penetrating hit, with -1 to the Durnage draft result.

Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this type may only fire Snap Shots in the following game turn.

\*Neary Conversion Beamer: Conversion beamers use a different profile depending on the distance of the target from the firer. When firing the waspon, measure the distance to the target point and place the Blast (3") marker: Once the final location has been determined (after scatter), measure to the centre of the Blast marker to determine the distance and consult the weepon profile poposite to determine the weapon's effects.

\*Firing Calibration: The Contemptor Dreadnought cannot move and fire this weapon in the same turn, despite being a Walker.

"Gravitor Miles Instituted of Louing To Visional Institution with this vesspoin any model cought under the Blast template must instead for equal to or under their Strongth score on a 56 or suffer a wound is roll of 6 always counts as a failure. After the Gravitor puble weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terms and dangerous terms for the next player turn, thanks to this gravitor flux.

<sup>9</sup>Laser Destroyer: This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.

Meat Seeker: A weapon with this rule can re-roll failed rolls to Hit against Flyers, Fast Skimmers and Super-heavy Flyers.

"Psycannon: A psycannon can either be fired as a Heavy weapon or as an Assault weapon.

<sup>17</sup>Psy-shock: Any psykers hit by a mindstrike missile suffer Penis of the Warp in addition to any other effects.

<sup>17</sup>Rapid Tracking: Targets may not take fink saves against damage from this weapon.

<sup>14</sup>Rocket Barrage: In a turn in which the vehicle has not moved, the multilauncher's rate of fire is increased to Heavy 1+D3.

# **APPENDIX IV: WEAPONS SUMMARY**

Weapon	Range	S	AP	Туре
Whirlwind missile laun				
(Vengeance)	12"-48"	5	4	Ordnance 1, Barrage,
				Large Blast (5*)
(Incendiary castellan)	12"-48"	4	5	Ordnance 1, Barrage,
				Ignores Cover,
				Large Blast (5*)
Thunderfire cannon				
(Surface detonation)	60°	6	5	Heavy 4, Barrage,
				Blast (3*)
(Airburst)	60*	5	6	Heavy 4, Barrage,
				Ignores Cover, Blast (3*)
(Subterranean blast)	60"	4		Heavy 4, Barrage,
				Blast (3°), Tremor1
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Magna-melta	18*	8	1	Heavy 1,
Trougho Incide		800		Large Blast (5°). Melta
Feliblade accelerator co	onnon?			Large Diast (5) / Wiella
(HE shell)	100"	8	3	Ordnance 1.
(ne stiell)	100	•	3	Massive Blast (7*)
(AP shell)	100*	9	2	Heavy 1, Armourbane,
	MENTS ST			Blast (3*)
Dreadhammer cannon				
	24*/48*3	10	1	Primary Weapon 1,
				Massive Blast (7°),
				Ignores Cover
Neutron laser	72"	10	1	Primary Weapon D3
				(roll each time weapon
				is fired), Concussive,
				Feedback <sup>4</sup> , Shock Pulse <sup>5</sup>
Thunderhawk cannon	72.	8	3	Primary Weapon 1,
				Massive Blast (7*)
Thunderhawk cluster I	dmod	170101		
	Bomb	6	4	Heavy 1, Bomb,
				Apocalyptic Barrage
				(5*), One Use
Helistrike missile	72*	8	3	Ordnance 1, One Use
Turbo-laser destructor	96"	D	2	Primary Weapon 1,
turbo-taser destructor	30		-	Large Blast (5*)
Vengeance launcher	48*	5	4	Heavy 2
vengeance launcher	40	3	4	Large Blast (5")
				Large Biast (5 )
Vengeance launcher w				
Roc warheads	48*	8	3	Heavy 4
Firefury missile battery	36"	6	4	Heavy 4, Blast (3°),
				Twin-linked, One Use
Kheres pattern assault				
	24"	6	4	Heavy 6, Rending
Plasma blaster	18*	7	2	Assault 2, Gets Hot
Heavy conversion bear	ner*			
1	Jp to 18*	6		Heavy 1, Large Blast
				(5"), Firing Calibration?
	18"-42"	8	4	Heavy 1, Large Blast
				(5*), Firing Calibration?
	42*-72*	10	1	Heavy 1, Large Blast
				(5"), Firing Calibration
Graviton gun	18"	10000	4	Heavy 1, Blast (3"),
			NEW YORK	Concussive, Haywire,
				Graviton Pulse <sup>8</sup>
		10165	-	0.01101101

Weapon Quad lascannon	Range 48°	5	AP 2	Туре
Laser destroyer <sup>9</sup>	36*	9	2	Heavy 2, Twin-linked Ordnance 1
and description		160		Twin-linked
Hyperios missile launci	hor			iwin-inked
Type nos master touries	48"	8	3	Heavy 1, Skyfire.
			See See	Interceptor, Heat Seeker <sup>10</sup>
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Multiple rocket pod	24"	4	6	Heavy 1
meropic rocket poo		130		Large Blast (5*)
Autocannon	48*	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36*	5	4	Heavy 3
Storm bolter	24*	4	5	Assault 2
	Unlimited	8	3	Heavy 1, One Use
Multi-melta	24°	8	1	
Muiti-meita Hurricane bolter	24	8		Heavy 1, Melta Counts as three twin-
Humcane boiter				
	200	-	The same of	linked boltguns
Assault cannon	24"	6	4	Heavy 4, Rending
	Template	6	3	Heavy 1
	Template	5	4	Assault 1
Demolisher cannon	24"	10	2	Ordnance 1
				Large Blast (5°)
Typhoon missile launch				
(Frag)	48*	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2
Missile launcher				
(Frag)	48"	4	6	Heavy 1, Blast (3")
(Krak)	48*	8	3	Heavy 1
(Flakk)	48*	7	4	Heavy 1, Skyfire
Plasma cannon	36"	7	2	Heavy 1, Blast (3"),
				Gets Hot
Meltagun	12"	8	1	Assault 1, Melta
Cyclone missile launch	er			
(Frag)	48*	4	6	Heavy 2, Blast (3°)
(Krak)	48"	8	3	Heavy 2
Psycannon <sup>11</sup>	24*	7	4	Assault 2 or Heavy 4,
				Rending
Mindstrike missile	72"	4	5	Heavy 1, Blast (3"),
				Psy-shock <sup>12</sup> , One Use
Multi-laser	36*	6	6	Heavy 3
Sicaran accelerator car		and and		nearly 5
	48"	7	4	Heavy 6, Rending,
	40	1		Rapid Tracking <sup>13</sup>
Scorpius multi-launche	or 40°	8	3	Heavy 1, Barrage, Blast
acorpius muiti-iaunche	40	0	-	(3°), Rocket Barrage <sup>14</sup>
Avenger bolt cannon	36*	6	3	Heavy 7
			2	
Stormstrike missile	72.	8	-	Heavy 1, Concussive.
			-	One Use
Orbital bombardment				0.4
	Unlimited	10	1	Ordnance 1,
				Large Blast (5°),
	Territoria			Barrage
	Template	6	4	Assault 1
Cyclone missile launch				
(Krak)	48*	8	3	Heavy 2
(Frag)	48"	4	6	Heavy 2, Blast (3*)

#### SUPER-HEAVY VEHICLES (Apocalypse page 66)

have the Foar and Move Through Cover special rules, but may no link. When shooling, they are always treated as having remained stationary, and may fire at multiple targets. They may five Ordance weapons and still fire other weapons referely. If they are Transports, they can transport more than one unit at more. They ignore all results on the Vehicle Damage table apart from Epiglodes!, which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table (below). Any passengers on board at the time suffer a Strength 10 AP 2 htt.

#### Catastrophic Damage Tah

Cate	stropine bantage table		
D6	Result	Str	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/5	2/3/4

Invincible Behemoth: Attacks that say that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play, inflict D3 Hull Points instead. Attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect Super-heavy whicles.

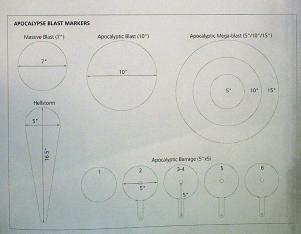
When a Super-heavy vehicle Tank Shocks or Rams, use the appropriate Thunderblitz table (see right)

#### Thunderblitz Tables D6 Tank Shock Result

- No Effect: Carry on with the remainder of the Tank Shock using the rules from the Warhammer 40,000 rulebook
- 2-5 Kerr-runch: The unit being Tank Shocked suffers D6 Strength 6 AP 4 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the Warhammer 40,000 rulebook.
- 6 Overrun: The unit which is being Tank Shocked suffers 2D6 Strength 10 AP 2 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the Warhammer 40,000 rulebook.

#### D6 Ram Result

- No Effect: Carry on with the remainder of the Ram using the rules from the Warhammer 40,000 rulebook.
- 2-5 Kerr-smash: The Super-heavy vehicle adds D6 to the Armour Penetration roll for the Ram Then, carry on with the remainder of the Ram using the rules from the Warhammer 40,000 rulebook.
- 6 Flipped: The vehicle being rammed scatters D6\* and then suffers an Explodes! result from the Vehicle Damage table.



# THE HORUS HERESY BOOK ONE - BETRAYAL

The Horus Herrsy, Book One – Betrayal is a supplement for Wathammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Impertum of Mankind was form spart by bloody civil war and treachery.

This book, Invishly illustrated in full colour, counting extraints background information on the Imperium as it most at the cold of the Green Cruissel, but foundations of the Speec Markets of the Legions. Amen and the dark describe following of a fact, in IT. Also detailed the histories of the four Legions who work parts the Sons of Horus, Emperor's Children, World Enters and Death Grant, and an enterior campaign system that allows you to play out the conflict on fairwall in Jayane was excluding thelong hards.

This book also contains a complete Space Marine Legion Grunde Army list as well as game rules for the Primarchs of the four Legions, supersheavy vehicles and special characters featured in the story.

The Horus Herrsy Book One – Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



# BOOK TWO - MASSACRE



The lieus Henry Rock User. A Means it a Targalment for Whitamanes cance dealing with war of britte in the dark good the times of Henry when the fidgling in presions of Methods was corn pain by blody a loy lives and invokery. This bonded feather bound hardness book livesth illustrated in full colorar, contained extractive beskground information on the dark of beds feeding up to the termile of a pain of the Thinkeld during the Servan Virginia.

Also detailed are the histories of four of the Legions who took parts the Iron Hands, Salamanders, Night Lords and Word Festers, and an extensive campaign system that allows you to play out the conflict on Isstvin V in your own exciting tabletop buttles.

This book also constitute additional entries for the Space Martne Legion Grussde Army list presented in the House Henry Book Out – Betroyal, as well as game rules for the Primarchs of the four newly described Legions, super-benry vehicles and special characters featured in the story.





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#### IMPERIAL ARMOUR - VOLUME TEN

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Skage we ringes throughout the Maelstrom Zone. The pride and ambition of Lught Henro, the Tyrant of Badish has plurped a sove of vordisk not bloodshed and homor, and the Badish Secession has become the most inflamous Space Marine, civil war of the aloge Inside this book, the second volume in Forge World's two-part exploration of the inflamous Badid War, you will find for the first time a detailed account of the appoalightic conclusion of the story of the conflict, and the price the Imperium pays to dethrone the Tyrant it has created.

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This volume also contains a various Space Marine gramy fair the Serie Various Warden Assault force respectively the Kind of Chapter about force used in the catchyrine first segacy the viar. Als ignate this is a new campaignages, special motion, there men Apposition Fernancia, men eney special distances for the Space Marine Chapter Fedured in the book, new ships and feet lost for battlefeet Gothic and a phenomenalizing or closury perfection.





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#### THE DOOM OF MYMEARA

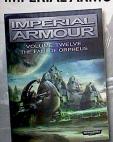
Beads II, part of the galaxy spanning empire of Mankind, is under attex for tom three most belief war hosts. The receives for attacking the lighty populated is even due as yet present but Myndross Oxion, General of the Cadan of Armound regiment, is reten on the Edus to the Cadan or the Cadan or the Cadan of Armound regiment, is reten on the Edus Redmanks Great Company and Titans from the Legio Gryphonicus, the Elder may soon regiet making feet light.

inside this book you will find a detailed account of the incursion by the Eldar of Craftworld Mymeria, Craftworld Allatoc and its Corsair kin, and background and rules for all the man protagonats, as well as profiles for new special characters, whicles, flyers, the colossal Eldar Phantom Titan and a new Eldar Warrior Aspect, the Shadow Spectres.

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From their cold toning diese Seneith dead and Schoderhows Sid, the Nection Districts of the anabent Maynath Dismay Seneith of made so and hungry for see, their ties. There goals in the concursed of the Orighent Section and always funded on Grods have fallen and blands have dead before their seeming y undoppade enaburght. The important basin to bees selve in Service, the American and thousand time to be been made to sold in Bouldead amongs in sharks and the sep-drawning warrows of the Microbia's Chapter and the resembles armise of the Bush forespect Vision.

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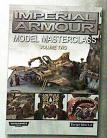
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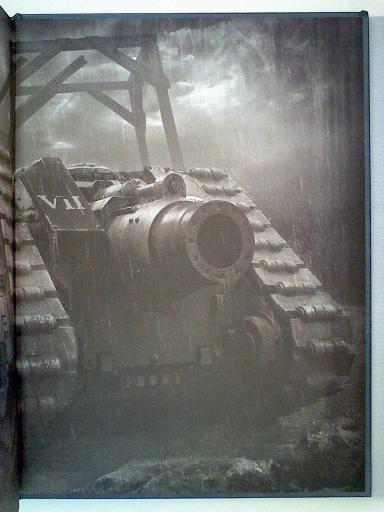
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