IMPERIAL ARMOUR

AERONAUTICA

RULES FOR WARHAMMER 40,000
AND WARHAMMER 40,000 APOCALYPSE
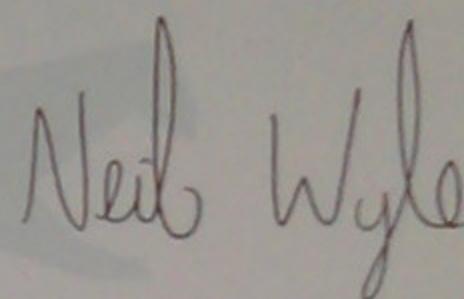
CONTENTS

INTRODUCTION

Welcome one and all to *Imperial Armour: Aeronautica*.

As its title suggests, this is a book devoted to vehicles that fly and the weapons to combat them. Within you'll find mighty bombers that rain death and destruction upon those fighting below, as well as sleek fighters that roar through the skies as they dodge through a hail of anti-aircraft fire.

Aircraft have always been an important part of the Forge World range, and with the emergence of the latest edition of the Warhammer 40,000 rules, flyers have become a part of the core game. To ensure that gamers can get their favourite aerial menaces into battle as quickly as possible, this book updates the rules for the entire Forge World range of flyers. We've also included some new war machines for your armies in the form of the Space Marine Storm Eagle Assault Gunship and the Imperial Navy Avenger Strike Fighter.

As well as providing you with all the tools you'll need to get your aircraft onto the battlefield, we've given you an opportunity to put them straight into action with the Scourging of Kerrack campaign. Charting the course of an invasion of an Imperial world by a ferocious Chaos warband, the campaign showcases the most destructive flying machines available to the Imperium of Man and the degenerate minions of Chaos as they fight against each other in desperate aerial combat.

Finally this book and all of its contents are the result of a lot of hard work by the entire team at Forge World, as well as the legions of dedicated hobbyists whose praise and criticism have shaped our work. It is thanks to their tireless efforts that this book has come to be, and without them the battlefields of the 41st Millennium would be a poorer place.

Neil Wylie

Neil Wylie

CLASSIFYING THE ENTRIES IN THIS BOOK

This book is primarily focused on updating the rules for Forge World Flyers and associated vehicles and units for use in games of Warhammer 40,000 and Apocalypse. In order to make it clear at a glance which are which, you will find a number of 'stamps' used on the entries in this book. These are as follows:

1. Warhammer 40,000 Apocalypse Unit: Units with this stamp are intended for games of Apocalypse and larger games of Warhammer 40,000 where there is an agreement between players in advance to use super-heavies and other highly powered units.
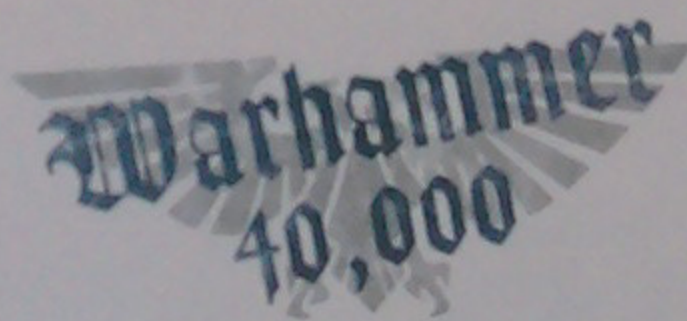
2. Warhammer 40,000 Unit: This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and force organisation charts. As with all our models these should be considered 'official', but owing to the fact they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

ADDITIONAL RULES

This section is devoted to the specialised rules and wargear used by aerial units on the battlefields of the far future, detailing any new equipment or special rules used by them as described within this book. Items and rules which are not listed here function as dictated by the relevant codex or the *Warhammer 40,000* rulebook.

WARGEAR

Flare or Chaff Launchers
Flares and chaff are used to fool enemy missiles aimed at an aircraft.

Flare or Chaff launchers 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
The aircraft is fitted with a reinforced and armoured canopy or crew compartment to protect the aircraft's crew from incoming fire.

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

Infra-red Targeting
The aircraft has been modified with special targeting augurs for optimum performance when fighting at night.

A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Illum Flares
The aircraft carries a stock of powerful, fast burning chemical flares to illuminate even the darkest battlefield.

A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired 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.

Distinctive Paint Scheme or Markings
The aircraft bears an unusual colour scheme or device that marks it out amongst its allies. Whether a badge of its pilot's hard-won skill or his foolish bravado, it serves to inspire the troops below.

Distinctive Paint Scheme or Markings is 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 test. Distinctive Paint Scheme or Markings must be represented on the model.

SPECIAL RULES

Armoured Ceramite
Weapons with the Melta special rule never roll an extra dice for Armour Penetration against this vehicle.

Immobile Vehicle
An Immobile Vehicle cannot move under any circumstances. Any special rules which force it to move will also cause the vehicle to take a single glancing hit. If an Immobile Vehicle sustains a Vehicle Immobilised damage result then it loses an additional Hull Point instead.

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 gun must be destroyed normally before it is removed from play. 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 test as normal, although the Artillery cannot Consolidate or make a Sweeping Advance.

Air-to-air
This weapon may only be used to target Flyers or Fast Skimmers and cannot fire at any other type of unit.

Repair
This aircraft can be repaired by its crew in the heat of battle.

If this Flyer is affected by the Locked Velocity special rule for any reason, then in subsequent turns the crew can attempt a temporary repair instead of firing any of the Flyer's weapons. Roll a D6 in the Shooting phase. On the roll of a 6 the Flyer no longer has Locked Velocity.

Heat Seeker
A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

Auto-targeting
Weapons with this special rule ignore any cover saves or cover save bonuses provided by the Supersonic and Jink special rules, and from moving Flat Out.

Agile
A unit with this special rule increases any cover saves granted by the Jink special rule by +1.

THUNDERBOLT FIGHTER

A heavy fighter that combines devastating strike potential with graceful speed and manoeuvrability, the Thunderbolt forms the bulk of the Imperial Navy's intra-atmosphere fighter aircraft. The Thunderbolt is a true workhorse, with a rugged and reliable design both venerated by its crews and respected by its enemies.

The Thunderbolt's versatile array of armaments enable it to tackle all manner of missions. Depending on requirements, this can include Titan hunting and ground strikes, yet the Thunderbolt's main role is that of an air-superiority fighter, engaging enemy fighters in dogfights or hunting down enemy bombers. The Thunderbolt can be further augmented by hard point-mounted bombs or Hellstrike missiles, increasing its strike potential.

Thunderbolt squadrons vary in size considerably, and can range from three-plane flight missions to squadron engagements of up to thirty aircraft. In most strike wings a handful of aircraft are flown by veteran pilots. These fighter aces are truly dangerous foes, able to predict the reactions of their prey with uncanny precision. Few such men survive beyond one or two campaigns as they commonly draw the most dangerous duty on missions where only the most experienced airmen could hope to prevail. As such those individuals who emerge time and again from the hell-forge of war are heroes to the rest of the Imperial Fleet, with personal legends that will last far beyond their lifetime.

- ARMOURED SUPERSTRUCTURE
- ARMOURED COCKPIT
- ROCKET THRUSTER
- POWERPLANT: 2 X F122V AFTERBURNING TURBOFANS
- LASCANNON
- TWIN-LINKED AUTOCANNON
- BOMB/MISSILE PYLONS MAY BE DEPLOYED UNDER WINGS

Unit Composition
- 1 Thunderbolt Fighter

	ARMOUR			
BS	Front	Side	Rear	HP
3	11	11	10	3

Unit Type
- Vehicle, Flyer

Special Rules
- Repair
- Supersonic
- Deep Strike

Wargear
- Two twin-linked autocannon
- Twin-linked lascannon
- Armoured cockpit

WEAPON	RANGE	STR	AP	TYPE
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only
Hellstrike missiles	72"	8	3	Ordnance 1, Missile, One Use Only
Skystrike missiles	60"	7	3	Heavy 1, Air to Air, Heatseeker, Missile, One Use Only

Options
- The Thunderbolt may carry one of the following:
  - Four Hellstrike missiles .... +40 points
  - Six Tactical bombs .... +40 points
  - Four Skystrike missiles .... +50 points
- The Thunderbolt may take any of the following additional equipment:
  - Chaff launcher .... +10 points
  - Infra-red targeting .... +5 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points

A Thunderbolt fighter is a Heavy Support choice for a Codex: Imperial Guard army.

> "Vengeance shall be ours, for we will rain death from the skies upon the enemies of Mankind."
>
> Squadron Commander Algerus Phain,
> Battle of Praedus X

LIGHTNING

The Lightning was re-discovered during the Saint-Sean Crusade, with the fighter's STC template given over to the Mechanicus Lords of Cypra Mundi for dissemination. The Lightning's main role is as an air superiority fighter, a role it fulfils ably, but it can also double as a proficient multi-role ground attack craft by varying its payload. The most extreme example of this is the Lightning 'Strike' variant, which replaced the ventral autocannon mount with additional Hellstrike or Hellfury missiles. These modifications allow the Lightning 'Strike' to effectively engage a variety of ground targets; Hellstrike missiles for missions targeting armoured vehicles, and incendiary missiles when combating masses of tightly packed infantry.

- ARMOURED COCKPIT
- ROCKET THRUSTER
- F100-XB TURBOFAN
- LASCANNON
- LONG BARRELLED AUTOCANNON

Unit Composition
- 1 Lightning

Unit Type
- Vehicle, Flyer

	ARMOUR			
BS	Front	Side	Rear	HP
3	10	10	10	2

Special Rules
- Agile
- Supersonic
- Deep Strike

Wargear
- One long barrelled autocannon
- One twin-linked lascannon
- Armoured cockpit

Options
- The Lightning may replace its long barrelled autocannon with one of the following:
  - Two Hellstrike missiles ....Free
  - Two Tactical bombs and the Strafing Run special rule ....Free
- The Lightning may also be armed with one of the following:
  - Four Hellstrike missiles ....+40 points
  - Four Hellfury missiles ....+40 points
  - Six Tactical bombs...+40 points
  - Six Skystrike missiles ....+50 points
- The Lightning may take any of the following additional equipment:
  - Chaff launcher...+10 points
  - Infra-red targeting ....+5 points
  - Illum flares ....+5 points
  - Distinctive paint scheme or markings ....+10 points

A Lightning is a Heavy Support choice for a Codex: Imperial Guard army.

WEAPON	RANGE	STR	AP	TYPE
LB autocannon	72"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Skystrike missile	60"	7	3	Heavy 1, Heat Seeker, Missile, Air to Air, One Use Only
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Hellfury missile	72"	4	5	Heavy 1, Large Blast (5"), No Cover Saves, Missile, One Use Only
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only

"When the people forget their duty they are no longer human and become something less than beasts. They have no place in the bosom of humanity nor in the heart of the Emperor. Let them die and be forgotten."

Prime edicts of the Holy Synod of the Adeptus Ministorum

AQUILA LANDER

The Aquila Lander is a light personnel shuttle used by the Imperial Navy to transport dignitaries, officials and other important personnel from ship-to-ship or from orbit to a planet's surface. It is not a combat aircraft and each is only armed with a single nose-mounted weapon for self defence, although it is well armoured for the protection of its important passengers.

Warhammer 40,000

PASSENGER COMPARTMENT

ROCKET ENGINE

OBSERVATION DOME

INDEPENDENT ENGINE VENT
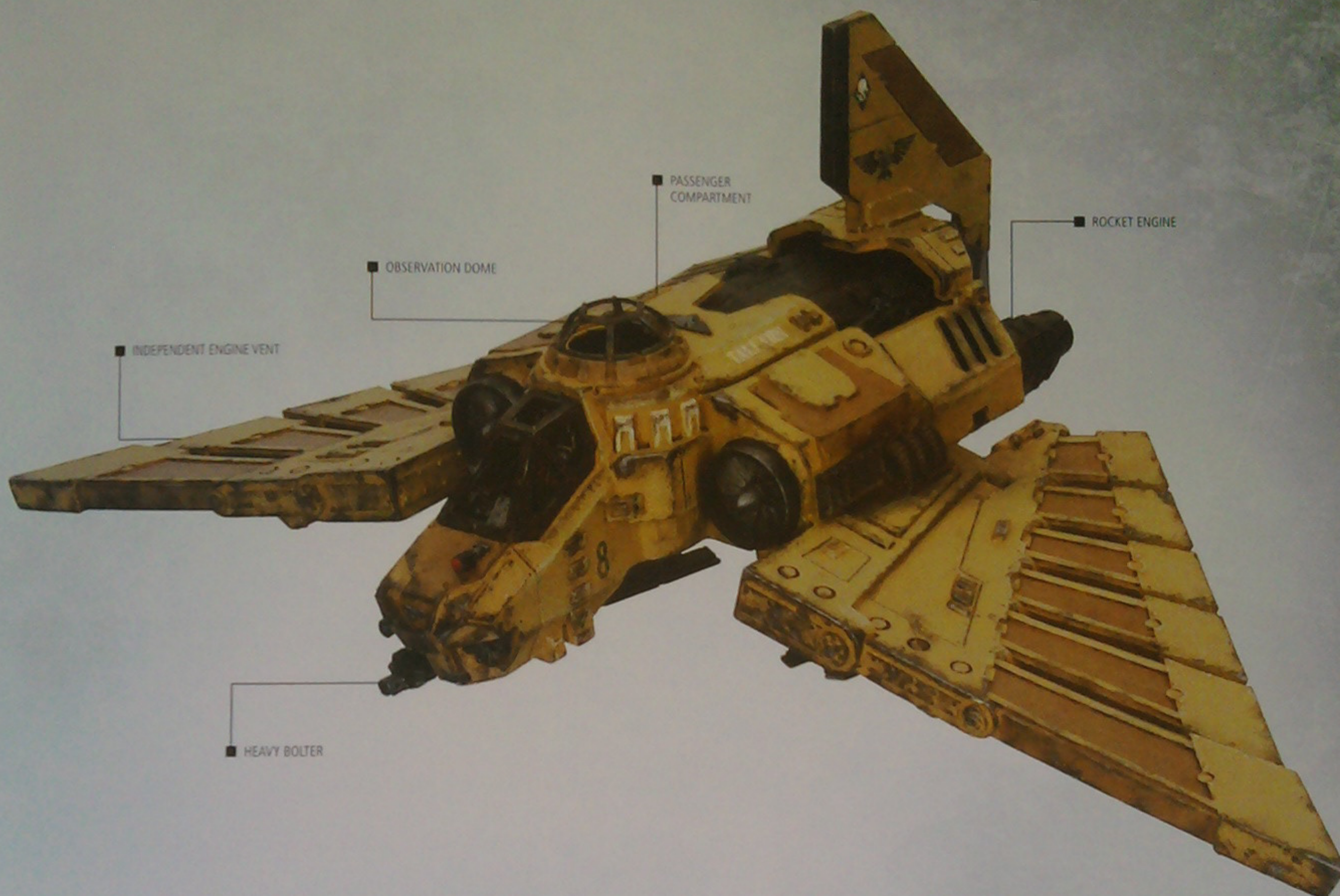
HEAVY BOLTER

Unit Composition
- 1 Aquila Lander

	ARMOUR			
BS	Front	Side	Rear	HP
3	11	11	10	3

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Supersonic
- Deep Strike

Access Points
- Passenger compartment door at rear.

Wargear
- Nose-mounted heavy bolter

Transport Capacity
- The Aquila Lander has a transport capacity of 7.

WEAPON	RANGE	STR	AP	TYPE
Heavy bolter	36"	5	4	Heavy 3
Multi-laser	36"	6	6	Heavy 3
Autocannon	48"	7	4	Heavy 2

Options
- The Aquila Lander may take any of the following:
  - Flare/chaff launcher .... +10 points
  - Armoured cockpit .... +15 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points
- The Aquila Lander may replace its heavy bolter with one of the following:
  - Multi-laser .... +10 points
  - Autocannon .... +15 points

An Aquila Lander may be taken as a Fast Attack choice for a Codex: Imperial Guard army or Sisters of Battle army, or as a Dedicated Transport option for either an Imperial Guard Command squad (Codex: Imperial Guard) or an Inquisitor and an attached Inquisitorial Henchmen Warband (Codex: Grey Knights).

VULTURE GUNSHIP

Closely related in design to the Valkyrie assault carrier and its variants, the Vulture is a purpose built gunship; a high-speed, low-level weapons platform and roving hunter-killer able to mount an extraordinarily wide range of payloads to carry out its assigned mission. Built in large numbers on the forge world of Voss and at other strategic locations, new Vultures are always in high demand by Naval support squadrons in the Imperium's countless warzones.

Commonly assigned to fly close protection for air-to-surface transport operations and planetary invasions, Vultures are also often chosen over the less flexibly-armed Vendetta for deep-range attack missions, ground strafing assaults against massed infantry and in urban environments where their manoeuvrability can come to the fore.

Unit Composition
- 1 Vulture Gunship

	ARMOUR			
BS	Front	Side	Rear	HP
3	12	12	10	3

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Strafing Run
- Vector Dancer

WEAPON	RANGE	STR	AP	TYPE
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Multi-laser	36"	6	6	Heavy 3
Missile launcher (frag)	48"	4	6	Heavy 1, Blast (3")
Missile launcher (krak)	48"	8	3	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Hellfury missile	72"	4	5	Heavy 1, Large Blast (5"), Missile, No Cover Saves, One Use Only
Hunter-killer missile	72"	8	3	Heavy 1, Missile
Tactical bombs	Bomb	6	4	Heavy 1, Blast (3"), Barrage, Bomb, One Use Only
Punisher gatling cannon	24"	5	-	Heavy 20
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5")

Wargear
- One nose-mounted heavy bolter
- One twin-linked multi-laser
- Two Hellstrike missiles
- Searchlight
- Extra armour

Warhammer 40,000

Options
- The Vulture may replace its twin-linked multi-laser with:
  - Twin-linked autocannon ....Free
  - Twin-linked missile launchers .... +10 points
  - Twin-linked lascannon .... +15 points
  - Two multiple rocket pods .... +20 points
- The Vulture may replace its two Hellstrike missiles with:
  - Two Hellfury missiles .... +20 points
  - Six tactical bombs .... +40 points
  - Six hunter-killer missiles .... +40 points
  - Two multiple rocket pods .... +30 points
- A Vulture may replace both its multi-lasers and Hellstrike missiles with:
  - One twin-linked Punisher gatling cannon .... +50 points
- The Vulture may take any of the following:
  - Flare/chaff launcher .... +10 points
  - Armoured cockpit .... +20 points
  - Illum flares .... +5 points
  - Infra-red targeting .... +5 points
  - Distinctive paint scheme or markings .... +10 points

A Vulture Gunship is a Fast Attack choice for a Codex: Imperial Guard army.

VALKYRIE SKY TALON TRANSPORT

POINTS: 70

The Valkyrie Sky Talon is a variant of the airborne assault carrier, a support aircraft used for heavy lifting in combat theatres. The Sky Talon is armed for self-defence and to assist other assault carriers as they rake the drop zone to clear it of the enemy. As standard it is armed with a nose turret-mounted heavy bolter for anti-personnel fire and two Hellstrike missiles under the wings for anti-armour. Despite the Sky Talon's armament, combat is not its primary battlefield role. Its main purpose is to deliver its passengers quickly and safely, then escape to a safe distance and stand ready to return for the extraction mission.

Unit Composition
- 1 Valkyrie Sky Talon

	ARMOUR			
BS	Front	Side	Rear	HP
3	12	12	10	3

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Deep Strike
- Sky Lift
- Vector Dancer

Wargear
- Nose-mounted heavy bolter
- Two Hellstrike missiles
- Searchlight
- Extra armour

WEAPON	RANGE	STR	AP	TYPE
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Multiple rocket pods	24"	4	6	Heavy 1, Large Blast (5")

Options
- The Valkyrie Sky Talon may replace its two Hellstrike missiles with:
  - Two multiple rocket pods .... +30 points

The Valkyrie Sky Talon counts as a Heavy Support choice for a Codex: Imperial Guard or Elysian army. It does not occupy Force Organisation slots.
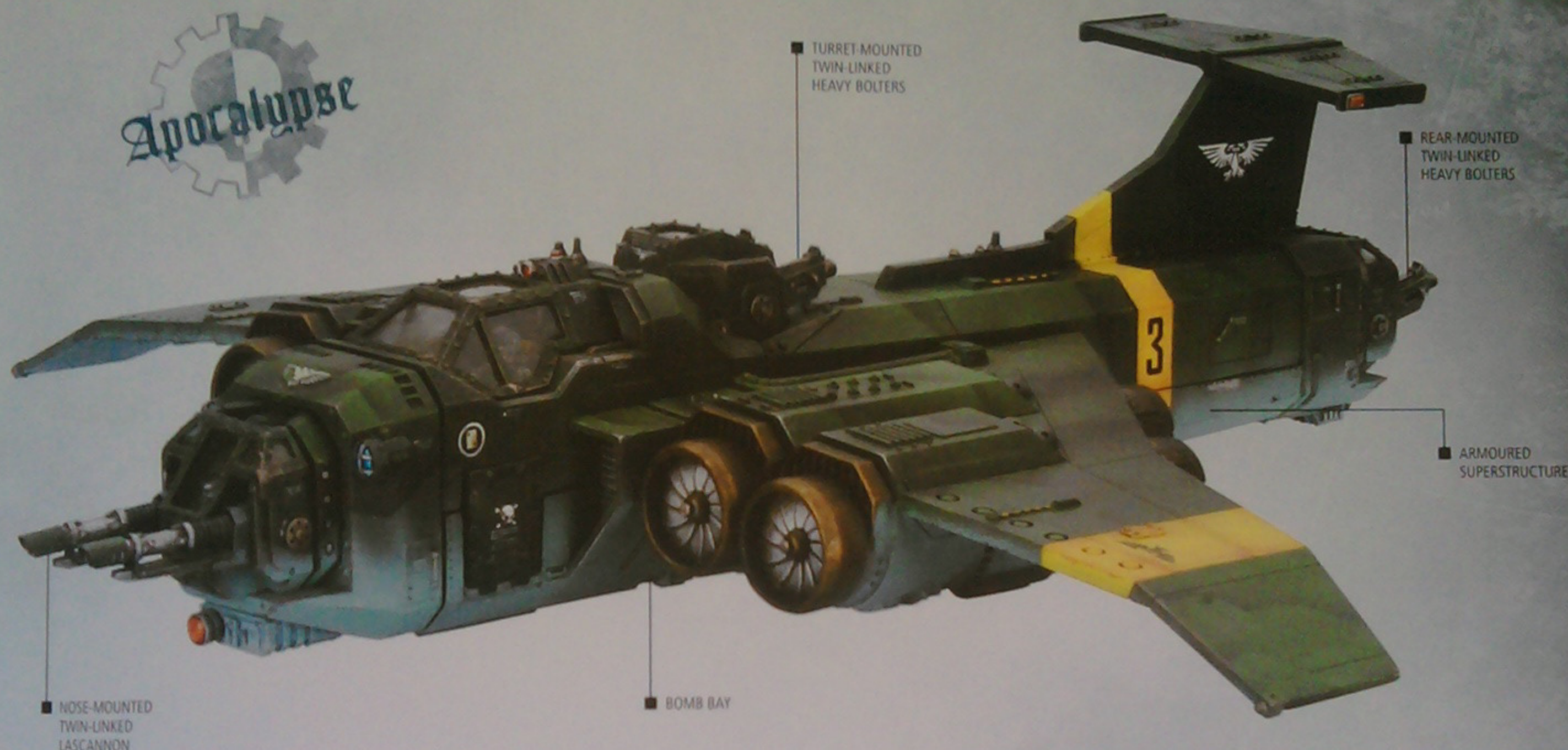
Sky Lift: A Sky Talon can carry one Tauros or Tauros Venator or two Drop Sentinels. If you have sufficient Sky Talons, they may carry a vehicle squadron. The Sky Talons must remain in coherency whilst transporting the vehicle squadron.

MARAUDER BOMBER

Sturdily built and boasting a colossal payload for its size, the Marauder is the archetypal heavy bomber of the Imperial Navy. Powerful engines and capacious fuel tanks give the Marauder a substantial operational reach and, furthermore, allow bomber squadrons to operate effectively in times of sporadic resupply. Like all Imperial aircraft, Marauders come under the command of the Imperial Navy, not the Imperial Guard, and are often based on orbiting spacecraft as they can operate in the vacuum of space. In prolonged campaigns, Naval airbases will be established on the ground, and due to the Marauder's long range these can be far from the frontline, safely away from enemy attacks or, better still, on another continent.

While a Marauder is considered mission capable for all manner of strike sorties, it is most commonly deployed to demolish strategic targets. Squadrons of Marauders regularly fly deep into enemy territory to attack a designated objective: supply dumps, troop convoys or other vital targets, before exiting the combat area under cover from Thunderbolt fighters. Such is the ordnance at each Marauder's disposal that a single aircraft is capable of blasting a column of infantry into sheer bloody ruin within seconds of its target registering the tell-tale drone of the Marauder's engines.

TURRET-MOUNTED TWIN-LINKED HEAVY BOLTERS

REAR-MOUNTED TWIN-LINKED HEAVY BOLTERS

ARMOURED SUPERSTRUCTURE

NOSE-MOUNTED TWIN-LINKED LASCANNON

BOMB BAY

Unit Composition
- 1 Marauder Bomber

Unit Type
- Super-heavy Flyer

	ARMOUR			
BS	Front	Side	Rear	SP
3	11	11	10	3

WEAPON	RANGE	STR	AP	TYPE
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Heavy bomb	Bomb	6	4	Apocalyptic Barrage 1*, One Shot
Hellstorm bomb	Bomb	7	3	Inferno**, One Shot

* You can elect to have the Marauder drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once on the Apocalyptic Barrage template, but remember, each bomb can only be dropped once.

** Only one Hellstorm bomb may be dropped per bombing run.

Wargear
- One twin-linked lascannon
- Two twin-linked heavy bolters
- Twelve heavy bombs

Options
- The Marauder may exchange its bomb payload for:
  - Two Hellstorm bombs ....Free
- The Marauder may take any of the following:
  - Flare/chaff launcher ....+10 points
  - Armoured cockpit ....+15 points
  - Infra-red targeting ....+5 points
  - Illum flares ....+5 points
  - Distinctive paint scheme or markings ....+10 points

MARAUDER DESTROYER

The Marauder Destroyer is the ground attack variant of the Marauder Bomber. Specialising in low level attacks, it has a reduced bomb payload in favour of direct firepower from its six nose-mounted autocannon and eight underwing Hellstrike missiles.

Developed during the Second Armageddon war, the Marauder Destroyer was refitted for night operations, and armed to strike with precision at key targets with overwhelming firepower.

Apocalypse

REAR-MOUNTED TWIN-LINKED ASSAULT CANNON

HEAVY BOLTER

ARMOURED SUPERSTRUCTURE

NOSE-MOUNTED TWIN-LINKED AUTOCANNON

AMMUNITION DRUM (150 ROUNDS)

GROUND SURVEILLANCE AUSPEX

C79-C5 ENGINES

HELLSTRIKE MISSILES

Unit Composition
- 1 Marauder Destroyer

Unit Type
- Super-heavy Flyer

	ARMOUR			
BS	Front	Side	Rear	SP
3	11	11	10	3

Special Rule
- Strafing Run

Wargear
- Three twin-linked autocannon
- One twin-linked heavy bolter
- One twin-linked assault cannon
- Six heavy bombs in its bomb bay

* *You can elect to have the Marauder drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once on the Apocalyptic Barrage template, but remember, each bomb can only be dropped once.*

Options
- The Marauder may take any of the following:
  - Flare/chaff launcher .... +10 points
  - Armoured cockpit .... +15 points
  - Infra-red targeting .... +5 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points
  - Eight Hellstrike missiles .... +80 points

WEAPON	RANGE	STR	AP	TYPE
Heavy bombs	Bomb	6	4	Apocalyptic Barrage 1*, One Shot
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Autocannon	48"	7	4	Heavy 2
Heavy bolter	36"	5	4	Heavy 3
Assault cannon	24"	6	4	Heavy 4, Rending

"Your foe is well equipped, well trained and battle-hardened. He believes his gods are on his side. Let him believe what he will. We have the Imperial Navy on ours."

Squadron Leader Oleric Navar,
The Malumvast Reclamation

ARVUS LIGHTER

The Arvus is a small utility cargo shuttle used by ships of the Imperial Navy for transferring supplies or small units of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with two powerful engines for carrying heavy loads. The Arvus has no armament; it is not a combat vehicle and is not expected to engage the enemy.

Commonly seen on the launch decks of large Imperial Navy ships, the Arvus is just one of a wide variety of shuttles, lighters, brigs, dories and pinnaces employed by the Imperial Navy for routine work. When required the Arvus can stand in as an assault boat and can transport a squad of infantry or a small boarding party.

RX-60-22 ROCKET ENGINE

CARGO COMPARTMENT

COCKPIT

REPLACEMENT WING PANEL

SENSOR ARRAY

Unit Composition
- 1-3 Arvus Lighters

Unit Type
- Vehicle, Flyer, Hover

	ARMOUR			
BS	Front	Side	Rear	HP
3	10	10	10	3

Access Points
- 1 rear door

Special Rules
- Improvised Weapons Mounts
- Deep Strike

Wargear
- None

Transport Capacity
- The Arvus Lighter has a transport capacity of 12.

WEAPON	RANGE	STR	AP	TYPE
Multi-laser	36"	6	6	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, One Use Only
Autocannon	48"	7	4	Heavy 2
Heavy stubber	36"	4	6	Heavy 3

Options
- Any Arvus Lighter may take any of the following:
  - Flare/chaff launcher .... +10 points per model
  - Armoured cockpit .... +15 points per model
  - Illum flares .... +5 points per model
  - Searchlight .... +1 point per model
- Any Arvus Lighter may mount one weapons system for the following cost (see Improvised Weapons Mounts below):
  - Twin-linked multi-laser .... +20 points per model
  - Two Hellstrike missiles .... +20 points per model
  - Twin-linked autocannon .... +25 points per model
  - Two twin-linked heavy stubbers .... +25 points per model

1-3 Arvus Lighters are a Fast Attack choice for a Codex: Imperial Guard, Sisters of Battle army or Tyrant's Legion army (see Imperial Armour Volume 9).

Improvised Weapons Mounts: Although a civilian and utility shuttle never designed for frontline operations, it is not unknown for desperate commanders to try to fit weapons systems to the Arvus to let it fill in as a stopgap military transport. Unfortunately this is not an easy task as the Arvus lacks even basic military avionics. An Arvus fitted with Improvised Weapons Mounts may only fire Snap Shots, regardless of the situation.
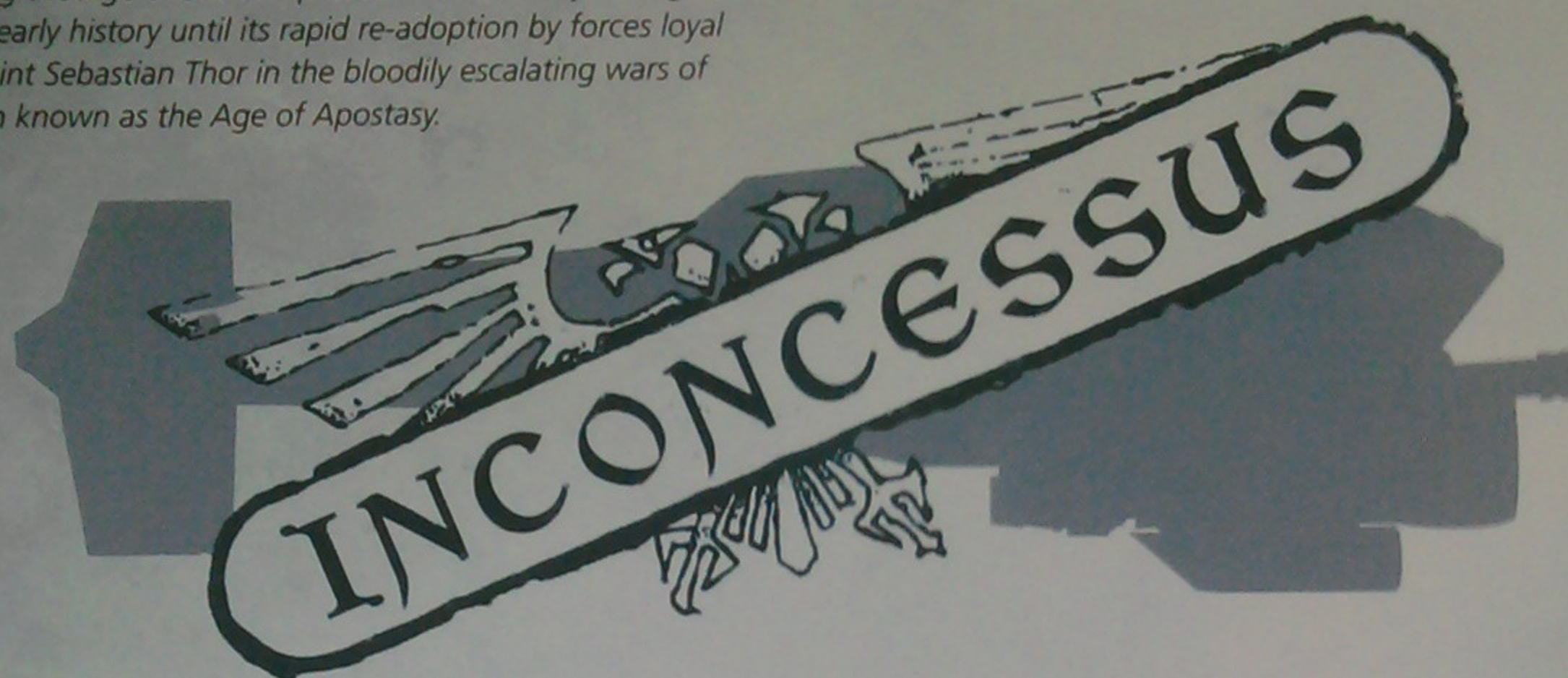
AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, intended to conduct high-speed, often low-level attack runs on ground targets, with formations of enemy armoured vehicles and high-value strategic targets such as munitions and supply dumps its principal prey. Its firepower exceeds most other Imperial aircraft of its size, and in particular the Avenger bolt cannon around which its hull is formed is responsible for the fighter's enviable reputation as a tank-killer.

The Avenger is an ancient design believed to have originated on Holy Terra during the Age of Strife. It passed into obscurity during the Imperium's early history until its rapid re-adoption by forces loyal to the Divine Saint Sebastian Thor in the bloodily escalating wars of faith and schism known as the Age of Apostasy.

Regardless of the perhaps dubious truth of this, the Avenger Strike Fighter holds a glamour of holy import for the orders of the Adepta Sororitas as being blessed by the saint's hand, and so on the rare occasions that the Sisters of Battle request Imperial Navy support for a military action or purgation campaign, the Avenger is often their preferred agent of wrath from the sky.

Unit Composition
- 1 Avenger Strike Fighter

Unit Type
- Vehicle, Flyer

		ARMOUR			
BS	**Front**	**Side**	**Rear**	**HP**	
3	12	10	10	2	

Wargear
- One hull-mounted Avenger bolt cannon
- Two wing-mounted lascannon
- Armoured cockpit
- Defensive heavy stubber

Special Rules
- Strafing Run
- Deep Strike
- Supersonic

Options
- The Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following weapons options:
  - Six Tactical bombs .... +40 points
  - Two Hellstrike missiles .... +20 points
  - Two Hellfury missiles .... +20 points
  - Two missile launchers .... +40 points
  - Two autocannon .... +30 points
  - Two multi-lasers .... +30 points
- The Avenger may be equipped with any of the following additional equipment:
  - Chaff launcher .... +10 points
  - Infra-red targeting .... +5 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points

An Avenger Strike Fighter is a Heavy Support choice for a Codex: Imperial Guard army or Sisters of Battle army.

Defensive Heavy Stubber: This weapon may fire at a different target to the other weapons mounted on the Avenger Strike Fighter as long as they are within the firing arc of the Defensive turret.

WEAPON	RANGE	STR	AP	TYPE
Avenger bolt cannon	36"	6	3	Heavy 7
Lascannon	48"	9	2	Heavy 1
Multi-laser	36"	6	6	Heavy 3
Autocannon	48"	7	4	Heavy 2
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Hellfury missile	72"	4	5	Heavy 1, Large Blast (5"), No Cover Saves, Missile, One Use Only
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only
Missile launcher				
(Frag)	48"	4	6	Heavy 1, Blast (3")
(Krak)	48"	8	3	Heavy 1
Defensive				
Heavy stubber	36"	4	6	Heavy 3, Skyfire

MANTICORE
LAUNCHER TANK (AIR DEFENCE VARIANT)

POINTS: 145

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

RADAR TRACKING AUSPEX

SKY EAGLE MISSILES

DRIVER ACCESS HATCH

HULL-MOUNTED HEAVY BOLTER

Unit Composition
* 1 Manticore Tank

Unit Type
* Vehicle (Tank)

Wargear
* Four Sky Eagle missiles
* One hull-mounted heavy bolter
* Searchlight
* Smoke launcher

	ARMOUR			
BS	Front	Side	Rear	HP
3	12	10	10	3

Options
* A Manticore may replace its heavy bolter with:
  - Heavy flamer .... Free
* A Manticore may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter .... +10 points
  - Hunter-killer missile .... +10 points
  - Dozer blade .... +10 points
  - Extra armour .... +15 points
  - Camo-netting .... +30 points

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

WEAPON	RANGE	STR	AP	TYPE
Sky Eagle missiles	120"	9	2	Ordnance 1, Skyfire, Missile, Heat Seeker, One Use Only
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hunter-killer missile	72"	8	3	Heavy 1, Missile

IMPERIAL SUPPORT WEAPONS PLATFORM

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

Hydra platforms are principally intended to provide defence against air attack, while the Manticore launcher-armed platforms are often deployed in forward positions to provide massive long-range firepower for a besieging force. In this role they are able to launch heavy ordnance upon a target with great speed, saturating fire zones, collapsing void shields and shattering armoured structures.

QUAD HYDRA AUTOCANNON

Warhammer 40,000

TARGETING AUGUR

GYRO-STABILISED AUTO-TRACKING TURRET MOUNT

LOCKED STABILISER PODS

TETRAPOD SUPPORT PLATFORM

Unit Composition
- 1-3 Support Weapons Platforms

	ARMOUR			
BS	Front	Side	Rear	HP
3	10	10	10	2

Unit Type
- Vehicle (Immobile)

Special Rules
- Immobile Vehicle

Wargear (Hydra Platform)
- Two turret-mounted twin-linked Hydra autocannon
- Auto-targeting system

Wargear (Manticore Platform)
- Four Sky Eagle missiles

WEAPON	RANGE	STR	AP	TYPE
Hydra autocannon	72"	7	4	Heavy 2, Auto-targeting, Skyfire, Interceptor
Sky Eagle missile	120"	9	2	Ordnance 1, Skyfire, Missile, Heat Seeker, One Use Only

Options
- The Weapons Platform may take:
  - Camo-netting .... +20 points

1-3 Support Weapon Platforms are a Heavy Support choice for a Codex: Imperial Guard army.

PRAETOR ARMOURED ASSAULT LAUNCHER (AIR DEFENCE VARIANT)

Based upon a variant hull design of the Crassus Armoured Assault Transport, the Praetor is named for the sophisticated multiple heavy launcher system it mounts in place of the Crassus' generous transport capacity. The Praetor Launcher is a sophisticated weapon that far predates the introduction of the Crassus itself, and it is thought to have last seen widespread service on the Land-leviathans of the Tellarite Rebellion forces which gouged out their own pocket-empire during the dark years of the Nova Terra Interregnum. The STC template for the weapon, along with several others of note, was thought lost until relatively recently when the tech-priests of the re-consecrated forge world of Zhao-Arkkad unearthed the
data in the depths of the once nightmare-haunted realm. This has ultimately led with the dissemination of the powerful Crassus chassis to the introduction of a new mobile Praetor-weapon platform by Zhao-Arkkad's manufactora which has spread relatively swiftly through frontline regiments throughout the Segmentum Tempestus and beyond. While the Praetor's relative sophistication and materiels cost means it will unlikely supplant more common Imperial designs, its durability and versatility have already found it a treasured place in the arsenal of units facing the harshest enemy powers ranged against them.

Unit Composition
- 1 Praetor

Unit Type
- Super-heavy Tank

		ARMOUR			
	BS	Front	Side	Rear	SP
	3	14	13	12	2

Wargear
- One Praetor launcher
- Two front sponsons armed with heavy bolters

WEAPON	RANGE	STR	AP	TYPE
Praetor launcher (Pilum warhead)	72"	8	3	Heavy 2, Primary Weapon, Twin-linked, Skyfire, Interceptor
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Hunter-killer missile	72"	8	3	Heavy 1, Missile
Storm bolter	24"	4	5	Assault 2

Options
- A Praetor may replace one or both of its heavy bolters with the following:
  - Heavy flamers...Free
  - Autocannon...+5 points each
  - Lascannon...+10 points each
- A Praetor may have one of the following upgrades from *Codex: Imperial Guard*:
  - Hunter-killer missile ....+10 points
  - Dozer blade ....+10 points
  - Pintle-mounted storm bolter or heavy stubber ....+10 points

Apocalypse

SABRE WEAPONS BATTERY

POINTS: 30 PER MODEL

Sabre weapons platforms are auto stabilised mounts for heavy weapons that allow a single infantryman to operate the weapon effectively. Due to their light structure they are easily assembled on the field in forward positions, or around vital strong-points to provide support fire to Imperial forces in the area, the gyroscopic frame also allowing the operator to engage aerial targets effectively.

Units issued such weapons will often operate outside of the usual platoon command structure. The platforms must be fully broken down before they can be moved, a procedure not easily accomplished whilst under fire and which renders them incapable of keeping up with the other elements of an Imperial Guard platoon. Instead these soldiers are placed around key objectives and expected to hold their ground regardless of opposition. They will often find themselves forming the last line of defence of any failing campaign, and many rightly consider assignment to a Sabre battery a death warrant.
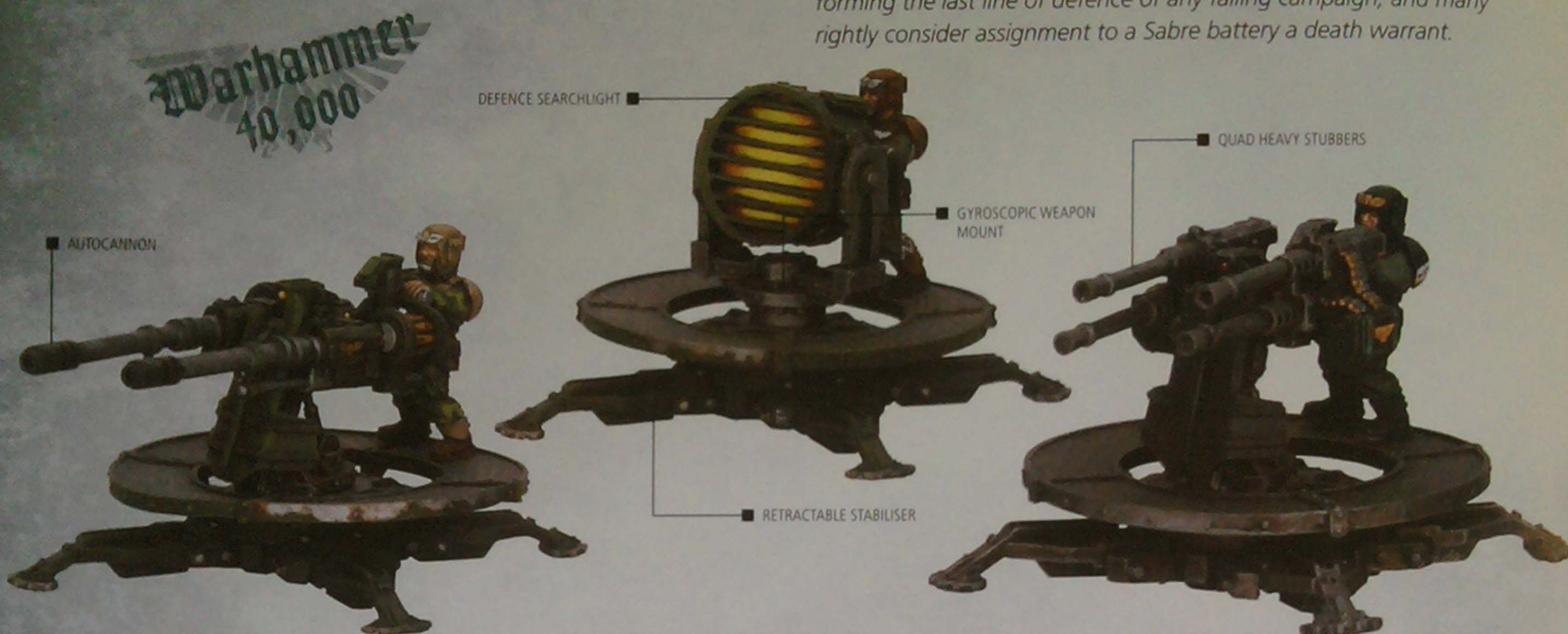
	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+
Platform	-	-	-	7	2	-	-	-	3+

Unit Composition
- 1-3 Sabre Gun Platforms with 1 Crewman per Platform

Unit Type
- Artillery

Special Rules
- Immobile
- Scout

Wargear
- Twin-linked heavy bolters

Wargear (crew)
- Flak armour
- Lasgun
- Close combat weapon

WEAPON	RANGE	STR	AP	TYPE
Heavy stubber	36"	4	6	Heavy 3, Skyfire, Interceptor
Heavy bolter	36"	5	4	Heavy 3, Skyfire, Interceptor
Autocannon	48"	7	4	Heavy 2, Skyfire, Interceptor
Lascannon	48"	9	2	Heavy 1, Skyfire, Interceptor

Options
- Each Platform may have the following upgrades:
  - Additional crewman...+2 points
  - Defence searchlight ....Free
- Any Platform may replace its twin-linked heavy bolters with:
  - Two twin-linked heavy stubbers ....10 points
  - Twin-linked autocannon...10 points
  - Twin-linked lascannon ....20 points

A Sabre Gun Platform Battery may be chosen instead of a Heavy Weapons squad as part of an Imperial Guard Infantry Platoon (see Codex: Imperial Guard).

Immobile: A Sabre Weapons Battery cannot be moved after it has been deployed, it ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules, when called upon to fall back the crew must leave their guns behind and Fall Back, the platforms are then removed as casualties.

Defence Searchlight: These are used when the Night Fighting rule is in effect. If a Sabre Platform is equipped with a searchlight it may pick a single target within line of sight and illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night fighting rule. However, a Sabre Platform that uses a searchlight can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

26   IMPERIAL GUARD

STORM EAGLE ASSAULT GUNSHIP

A design dating back to the uncertain past of the Great Crusade, the Storm Eagle Assault Gunship was smaller than the more numerous Stormbird and Thunderhawk designs in the Space Marine Legion air-fleets. It was a dedicated tactical strike unit, very heavily armed for its size but lacking the transport capacity of other gunships, and while the design's origins remain uncertain, clear design similarities to the Stormraven gunships employed by the Blood Angels and the secretive Grey Knights speak to a common STC origin lost in the bloody sands of time. Certain sources place the principal manufacturing facilities for the Storm Eagle with the primary grade forge worlds of Anvilus IX and Tigrus, both of which

suffered catastrophic damage during the Horus Heresy, which may have cut short the mass-production of these advanced craft, although many Space Marine Chapters have managed to keep a sizable core of Storm Eagles operational down the centuries. Perhaps surprisingly, the number of active Storm Eagles in Space Marine service has now begun to substantially increase over the last few decades with Chapters known to have favourable relations with the Priesthood of Mars, leading some observers to believe the Adeptus Mechanicus has restarted large-scale production at an as yet unknown location.

Unit Composition
- 1 Storm Eagle Gunship

Unit Type
- Vehicle, Flyer, Hover

	ARMOUR			
BS	Front	Side	Rear	HP
4	12	12	12	4

A Storm Eagle Assault Gunship is a Fast Attack choice for a Codex: Space Marines, Dark Angels, Space Wolves or Black Templars army. It may also be taken as a Heavy Support choice in a Tyrant's Legion army (see Imperial Armour Volume 9) or a Fast Attack choice for a Siege Assault Vanguard army (see Imperial Armour Volume 10).

Access Points
- The Storm Eagle has four access points: one on both sides and ramps at the front and rear.

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

Warhammer 40,000

Chaos Storm Eagle: Owing to the ancient provenance of the Storm Eagle's pattern, a few examples of the gunship, albeit heavily and malignly modified to keep them in service, are found in the hands of Chaos Space Marines as well as their loyalist counterparts. Chaos Storm Eagles are identical to the profile above except that they do not have the Power of the Machine Spirit special rule, cannot exchange their twin-linked heavy bolters for a Typhoon Launcher, and have a base cost of 205 points. They may however take the Daemonic Possession upgrade for +20 points and may exchange their twin-linked heavy bolters for a single Reaper autocannon for free (see Codex: Chaos Space Marines for these two options). A Chaos Storm Eagle is a Fast Attack choice for a Codex: Chaos Space Marines army.

Wargear
- One hull-mounted twin-linked heavy bolter
- One hull-mounted Vengeance launcher
- Ceramite plating

Transport Capacity
- The Storm Eagle has a transport capacity of 20.

WEAPON	RANGE	STR	AP	TYPE
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Typhoon missile launcher				
(frag)	48"	4	6	Heavy 1, Blast (3")
(krak)	48"	8	3	Heavy 1
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only

Options
- A Storm Eagle may exchange its twin-linked heavy bolter for:
  - a twin-linked multi-melta .... +15 points
  - a single Typhoon missile launcher .... +25 points
- A Storm Eagle may take one of the following upgrades:
  - four wing-mounted Hellstrike missiles .... +40 points
  - two wing-mounted twin-linked lascannon .... +60 points
- A Storm Eagle may take any of the following upgrades:
  - Searchlight .... +1 point
  - Extra armour .... +15 points

+++Departmento Munitorium to Strategic Command/
4th Crusade Fleet/Flag/Lord Militant Falken++

++Astropathic Duct –Lambada/Gorgroth-Delta-34/n/98++

++Commence++

++Interception operation/aerial attack on Strato-Keeps IV-V/
Kaziah's Moon/Bittershard System++

++Adeptus Astartes Aeronautic Combat Assets Deployed+++

++(Charnal Guard Chapter) 2 x Thunderhawk Gunships,
6 x Storm Eagle Assault Gunships, 1 x Fireraptor Destroyer++

++(Revilers Chapter) 1 x Thunderhawk Gunship,
1 x Storm Eagle Assault Gunship++

++(Iron Champions Chapter) 2 x Caestus Assault Rams++

++Naval Support Detachment++

++6 x Lightning MKII Interceptors++

++2 x Avenger Strike Fighters++

++Preparatory sub-orbital bombardment, *Heart of Spite* - Carnivore Class Heavy Cruiser, *Perdition Flame* - Relentless Class Monitor++

++Combat Operations estimeare: 73 Minutes/Estimated Enemy Casualties: Total/Estimated Imperial Casualties: Negligible++

++Praise the Angels of Death, Our Holy Protectors,
Our Executioners should we stray++

++Transmission Ends++

CAESTUS ASSAULT RAM

Assault rams are attack craft intended to participate in close range boarding actions in space. There are many patterns of assault ram in use across the Imperium, but among the Space Marine Chapters the Caestus is the most commonplace. Smaller in size and displacement than either the Thunderhawk Gunship or the Shark class boarding torpedo, the pattern's chief advantage is its speed and phenomenal durability which make it a highly survivable assault craft even in the most fire-swept landing zones. Compact and heavily armoured, the Caestus is intended not only to survive direct collision with an enemy — it is designed for it.

Originally used purely for ship-to-ship operations, the revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the design with anti-gravitic plating, allowing it to be used in high-velocity orbital operations, as well as operate as a heavy battle skimmer in support of ground operations. As an assault ram the Caestus is designed and outfitted to live up to its designation with a highly protected forward

superstructure buttressed by inertial and recoil compensation systems. These include a near-unique 'misericordia' system designed to interlock with Space Marine Terminator or Power Armour, protecting a full squad complement aboard from any impact short of that which would destroy the craft itself. The Caestus' principal armament is a forward firing magna-melta which it uses to weaken the hull armour of a space craft or fortification wall before crashing into its target. Its armoured prow then creates a breach into which its complement of Space Marines can immediately deploy and advance. The magna-melta also provides it with a devastating close range weapon against enemy tanks and bunkers in ground attack operations.

Over the millennia the Caestus itself has rightly earned a murderous reputation, and more than one palace revolt on an Imperial world has abruptly ended with the roaring crash of assault rams smashing their way into a hive's tallest spires to deal death to those within.

Unit Composition
- 1 Caestus Assault Ram

	ARMOUR			
BS	Front	Side	Rear	HP
4	13	13	11	3

Unit Type
- Vehicle, Flyer, Hover, Tank*

Access Points
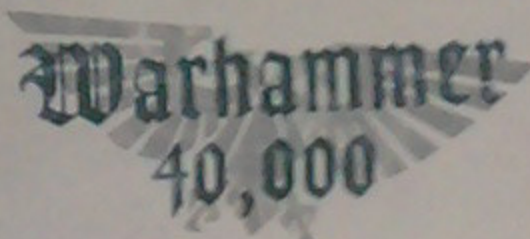- Two front Assault ramps

Special Rules
- Assault Vehicle
- Caestus Ram
- Misericorde
- Supersonic
- Deep Strike

Transport Capacity
- Ten models (see Misericorde below).

Wargear
- One hull-mounted twin-linked magna-melta
- Extra armour
- Wing-mounted Firefury missile battery

Options
- A Caestus Assault Ram may be upgraded with any of the following:
  - Teleport homer .... +15 points
  - Frag assault launchers.. +10 points
  - Ceramite plating .... +20 points

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

A Caestus Assault Ram is a Fast Attack choice for a Codex: Space Marines, Blood Angels, Black Templars, Space Wolves, Dark Angels or Space Marine Siege Assault Vanguard army (see Imperial Armour Volume 10).

Magna-melta: A heavy, short ranged, area effect heat cannon, the magna-melta is designed to turn a large cubic volume of starship hull-plating to liquid slag.

WEAPON	RANGE	STR	AP	TYPE
Magna-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta

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.

WEAPON	RANGE	STR	AP	TYPE
Firefury	36"	6	4	Heavy 4, Blast (3"), Twin-linked, One Use

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 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 into close combat on the same turn that it disembarks from a Caestus Assault Ram that is equipped with this upgrade system counts as being equipped with frag grenades.

Assault Vehicle: Models disembarking from the Caestus Assault Ram can launch an assault on the turn they do so (providing the Caestus did not Deep Strike).

Caestus Ram: When conducting a ram attack, the Caestus' player rolls two dice 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.

Misericorde: 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 the 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 model's type.

LAND RAIDER HELIOS (HYPERIOS ANTI-AIRCRAFT VARIANT)   POINTS: 280

Created by the Techmarines and artificers of the Red Scorpions Chapter during the legendary Siege of Helios in late M.38, the Land Raider Helios is a support variant pattern that sacrifices troop capacity for the long range firepower of the Hyperios missile launcher. This modification turns the Land Raider into a hugely durable anti-aircraft platform able to survive in high intensity assault conditions where more lightly armoured vehicles would soon be destroyed.

The Red Scorpions are a notoriously independent-minded Chapter and one reason they opted for the radical step of creating a new variant of the sacred Land Raider chassis was a reluctance to depend entirely on allied Imperial Guard assets in battle, a factor perhaps that holds true for the other Space Marine Chapters that have since adopted the Helios in their own armouries as well.

Warhammer 40,000

HELIOS MISSILE LAUNCHER

HEAVY CERAMITE ARMOUR

TARGETING UNIT

ASSAULT RAMP

TWIN-LINKED LASCANNON

Unit Composition
- 1 Land Raider Helios

		ARMOUR		
BS	Front	Side	Rear	HP
4	14	14	14	4

Unit Type
- Vehicle, Tank

Special Rules
- Power of the Machine Spirit
- Assault Vehicle

Wargear
- Two sponson-mounted twin-linked lascannon
- Turret-mounted Hyperios missile launcher
- Smoke launchers
- Searchlight

Transport Capacity
- The Land Raider Helios can transport six models.

WEAPON	RANGE	STR	AP	TYPE
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker
Lascannon	48"	9	2	Heavy 1
Storm bolter	24"	4	5	Assault 2
Hunter-killer missile	72"	8	3	Heavy 1, Missile

Options
- May take any of the following pintle-mounted weapons:
  - Storm bolter ....+10 points
  - Hunter-killer missile ....+10 points
- The Land Raider Helios may take the following additional equipment:
  - Extra armour ....+15 points

The Land Raider Helios is a Heavy Support choice for a Codex: Space Marines, Dark Angels, Black Templars, Space Wolves or Blood Angels army, please refer to the appropriate codex.

WHIRLWIND HYPERIOS

POINTS: 95

The Whirlwind has been in use for thousands of years, and is valued by the Adeptus Astartes for its rugged build and overwhelming firepower. Able to carry a wide variety of munitions into battle it can easily adapt to the rapidly changing nature of the fast strike missions preferred by the Space Marines without extensive maintenance time. One of the more popular alternate munitions for the Whirlwind is the Hyperios anti-aircraft, designed to track and destroy fast moving aircraft using intricate cogitator-controlled targeting arrays. Due to the complexity of the Hyperios warhead, its nosecone packed with delicate sensory devices, few amongst the Mechanicus possess the knowledge to maintain them. The Masters of the Space Marine armouries are therefore forced to make hard decisions about where to assign these precious relics, ensuring they can inflict as much damage on the foes of the Emperor as possible.

HYPERIOS MISSILE LAUNCHER

TARGETING ARRAY

THERMIC COMBUSTER ENGINE

BONDED CERAMITE ARMOUR

Unit Composition
- 1 Whirlwind Hyperios

Unit Type
- Vehicle, Tank

	ARMOUR			
BS	Front	Side	Rear	HP
4	11	11	10	3

Wargear
- Twin-linked Hyperios missile launcher
- Smoke launchers
- Searchlight

WEAPON	RANGE	STR	AP	TYPE
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker
Storm bolter	24"	4	5	Assault 2
Hunter-killer missile	72"	8	3	Heavy 1, Missile

Options
- May take any of the following:
  - Storm bolter .... +10 points
  - Hunter-killer missile .... +10 points
  - Dozer blade .... +5 points
  - Extra armour .... +15 points

The Whirlwind Hyperios is a Heavy Support choice for a Codex: Space Marines, Dark Angels, Black Templars, Space Wolves or Blood Angels army, please refer to the appropriate codex.

"For each war, a weapon, for each weapon, an intent, for each intent but one goal - Death."

The Mythos Angelica Mortis

THUNDERHAWK GUNSHIP

Perhaps more than any other single vehicle, the Thunderhawk Gunship is the lynchpin of a Space Marine Chapter. Combining orbital drop ship, gunship and medium bomber roles, it is a Chapter's fleet of Thunderhawks that allows its forces to assault anywhere on a planet's surface from strike cruisers in orbit.

The Thunderhawk carries a fearsome array of weaponry and ordnance, including either a turbo-laser or over-sized battle cannon. For potent firepower in ground attacks it mounts twin lascannons,

and, for engaging enemy interceptors or sweeping landing zones with suppressive fire, four twin-linked heavy bolters in remote turrets. The transport bays and assault ramp allow the Thunderhawk to deploy a force of Space Marines right on their objective, and to deploy a force of Space Marines right on their objective, and a Thunderhawk being more accurate than a drop pod landing, a Thunderhawk attack can be used to strike where the blow is most telling, ripping the heart out of the enemy by destroying communication centres and killing enemy commanders.

Apocalypse

TURBO-LASER DESTRUCTOR

PRIMARY ACCESS HATCH

LASCANNON

HELLSTRIKE MISSILES

SPONSON TWIN-LINKED HEAVY BOLTERS

Unit Composition
- 1 Thunderhawk Gunship

		ARMOUR			
BS	Front	Side	Rear	SP	
4	12	12	12	4	

Unit Type
- Super-heavy Flyer, Hover

Access Points
- One access hatch on each side and a forward assault ramp (units disembarking from a Thunderhawk may assault on the same turn).

Wargear
- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Two hull-mounted lascannon
- Six heavy bombs
- Armoured ceramite

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

> "My sword is at the Emperor's command. I answer to no other man, living or dead."
>
> Tu'shan
> Chapter Master of the Salamanders

WEAPON	RANGE	STR	AP	TYPE
Thunderhawk cannon	72"	8	3	Ordnance 1, Massive Blast (7"), Primary Weapon
Turbo-laser destructor	72"	D	2	Heavy 1, Large Blast (5"), Primary Weapon
Heavy bomb	Bomb	6	4	Apocalyptic Barrage 1*, One Shot
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only

* You can elect to have the Thunderhawk drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once on the Apocalyptic Barrage template, but remember, each bomb can only be dropped once.

Options
- The Thunderhawk cannon may be replaced with:
  - Turbo-laser destructor ....+20 points
- A Thunderhawk may exchange its six heavy bombs with:
  - Six Hellstrike missiles ....Free
- The Thunderhawk may take any 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 or markings ....+10 points per model

GREY KNIGHTS THUNDERHAWK GUNSHIP

Like most vehicles utilised by the Grey Knights the armour of their Thunderhawks has psycho reactive plating as well as the Aegis system laced throughout it, intended to protect occupants from psychic attack. Utilising the extensive psychic training received by their pilots these systems make a Grey Knights Thunderhawk Gunship an almost impenetrable bulwark for those inside.

In addition to its enhanced defensive systems, the hidden vaults of the Grey Knights Fortress Monastery have furnished these vehicles with an even more formidable array of weaponry than standard Thunderhawks. Devastating psycannon replace the more common heavy bolters, whilst Mindstrike missiles supplement Hellstrike munitions, all alongside the mighty Thunderhawk cannon.

- TURBO-LASER DESTRUCTOR
- REINFORCED AEGIS ARMOUR
- PRIMARY ACCESS HATCH
- HELLSTRIKE MISSILES

Unit Composition
- 1 Thunderhawk Gunship

Unit Type
- Super-heavy Flyer, Hover

	BS	ARMOUR			SP
		Front	Side	Rear	
	4	12	12	12	4

Access Points
- One access hatch on each side and a forward assault ramp (units disembarking from a Thunderhawk may assault on the same turn).

Special Rules
- Psychic Pilot
- The Aegis
- Reinforced Aegis
- Psychic Powers: *Fortitude*

Wargear
- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Two hull-mounted lascannon
- Six heavy bombs
- Armoured ceramite

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

WEAPON	RANGE	STR	AP	TYPE
Thunderhawk cannon	72"	8	3	Ordnance 1, Massive Blast (7"), Primary Weapon
Turbo-laser destructor	72"	D	2	Heavy 1, Large Blast (5"), Primary Weapon
Heavy bomb	Bomb	6	4	Apocalyptic Barrage 1*, One Shot
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Mindstrike missile	72"	4	5	Heavy 1, Missile, Blast (3"), Psy-shock, One Use Only
Psycannon	24"	7	4	Heavy 4, Rending

* You can elect to have the Thunderhawk drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once on the Apocalyptic Barrage template, but remember, each bomb can only be dropped once.

Options
- The Thunderhawk cannon may be replaced by:
  - Turbo-laser destructor .... +20 points
- The Thunderhawk may exchange its six heavy bombs for:
  - Six Hellstrike missiles .... Free
- 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... Free
- The Thunderhawk may take any of the following:
  - Psybolt ammunition .... +15 points
  - Flare/chaff launcher .... +10 points
  - Armoured cockpit .... +15 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points

"I am sworn to bring justice upon the Tyrant of Badab, e'en should it take a thousand years. Until then, My brothers and I have work enough to keep our swords from growing dull."
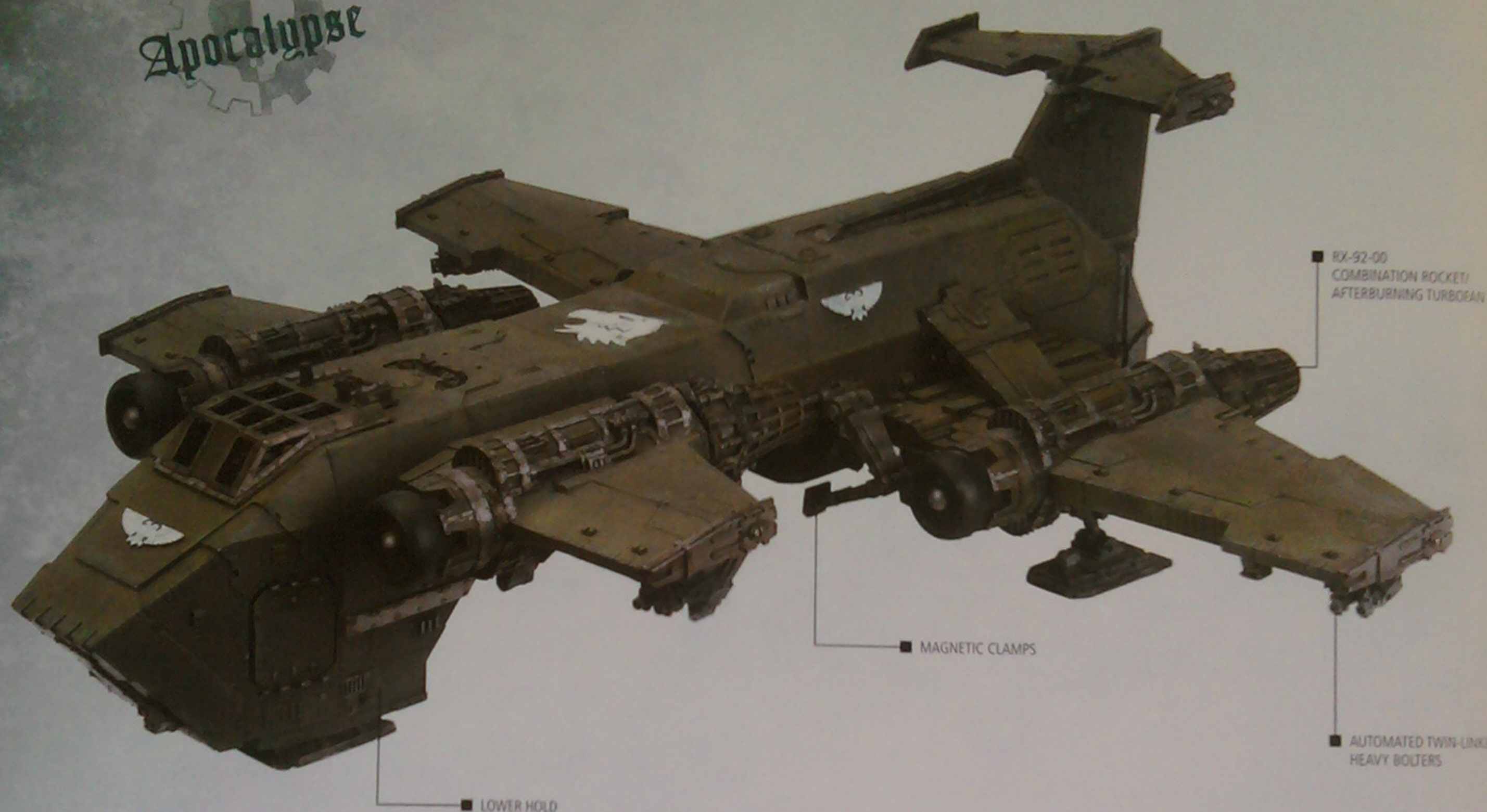
Grand Master Vorth Mordrak

THUNDERHAWK TRANSPORTER

The Thunderhawk Transporter is a logistical support variant of the standard Thunderhawk Gunship. Used to quickly move a Space Marine Chapter's vehicles from their Strike Cruisers in orbit to the planet's surface, or from one ground operation to another, the Transporter does not generally carry infantry (unless they are pre-loaded into their vehicles). It can carry two Rhino-sized vehicles, or a single Land Raider-sized vehicle using its powerful magnetic clamps. It can also carry an under-slung supply pod, for moving ammunition or fuel, and it also has other useful equipment such as a winch for recovering Drop Pods after a successful deployment.

Apocalypse

RX-92-00
COMBINATION ROCKET/
AFTERBURNING TURBOFAN

MAGNETIC CLAMPS

AUTOMATED TWIN-LINK
HEAVY BOLTERS

LOWER HOLD

Unit Composition
- 1 Thunderhawk Transporter

	ARMOUR			
BS	Front	Side	Rear	SP
4	12	12	12	3

Unit Type
- Super-heavy Flyer, Hover

Wargear
- Four twin-linked heavy bolters
- Armoured ceramite

WEAPON	RANGE	STR	AP	TYPE
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only

Transport Capacity
- The Thunderhawk Transporter may carry two Rhino-sized vehicle, or one Land Raider-sized vehicle. These vehicles may contain passengers.

Options
- The Thunderhawk Transporter may take any of the following:
  - Flare/chaff launcher .... +10 points
  - Armoured cockpit .... +15 points
  - Illum flares .... +5 points
  - Distinctive paint scheme or markings .... +10 points
- The Thunderhawk Transporter may carry up to:
  - Six Hellstrike missiles .... +10 points per missile

Unloading Vehicles: Vehicles can disembark from the Transporter very quickly. If the Transporter lands (ie, doesn't move in a turn), then the vehicles may move instead.

Loading Vehicles: An empty Thunderhawk Transporter can pick up a stationary vehicle by landing on it (ie, moving over it). The vehicle cannot move. Next turn the Transporter can move again, taking the vehicle with it.

LAND SPEEDER TEMPEST

POINTS: 110

A variant of the standard Land Speeder, the Tempest is extensively modified with a single-seat armoured cockpit, more powerful engines and integrated weapons systems, allowing it to act as a gunship and low-level interceptor. The first use of the Tempest was recorded during the evacuation of Barac in M.38 by the White Scars Chapter, and the original prototypes were most likely field modifications created by their Techmarines. Since this time the Tempest has become an accepted pattern by many Space Marine Chapters and it is particularly valued for its ability to take on enemy flyers in close defence of ground forces. Although it is not as commonplace as the Tornado or Typhoon variants, the Land Speeder Tempest continues to hold pride of place particularly in the armouries of the White Scars and their Successor chapters, not simply because of their pride in its creation, but also because as a weapon it is well suited to their preferred swift style of mobile warfare.

- TURBOFAN INTAKES
- CONTROL SURFACE
- ARMOURED COCKPIT
- ENGINE EXHAUSTS
- ASSAULT CANNON
- REPULSER BREAK
- MISSILE LAUNCHER
- GROUND TRACKING SCANNER

Unit Composition
- 1-3 Land Speeder Tempests forming a squadron

	ARMOUR			
BS	Front	Side	Rear	HP
4	11	10	10	2

Unit Type
- Vehicle, Skimmer, Fast

Special Rules
- Deep Strike
- Afterburner

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

WEAPON	RANGE	STR	AP	TYPE
Assault cannon	24"	6	4	Heavy 4, Rending
Missile launcher (frag)	48"	4	6	Heavy 1, Blast (3")
Missile launcher (krak)	48"	8	3	Heavy 1

A Land Speeder Tempest squadron is a Fast Attack choice for a Codex: Space Marines, Blood Angels, Black Templars, Space Wolves or Dark Angels army.

Afterburner: The Tempest can choose to ignite its afterburners at the start of any one of its turns. Until the owning player declares otherwise it is treated as a Flyer and uses all the normal rules for that vehicle type except that it cannot fire any weapons whilst this is the case. If one Tempest in the squadron uses its afterburners then all must do so.

HYPERIOS AIR DEFENCE BATTERY

The Hyperios air defence platform is a variant of the Tarantula automated gun platforms in use with many Space Marine Chapters. These sturdy devices are valued for their ability to provide devastatingly accurate support fire without tying up valuable Space Marines as crew, and are often used to defend secondary objectives or fall-back positions.

The Hyperios version is modified to carry a heavy anti-aircraft missile launcher, capable of firing a full salvo of missiles before a human gunner could even acquire a fast moving aerial target. A battery of these weapons can quickly clear the skies of hostile aircraft, allowing a Space Marine strikeforce to operate without fear of aerial assault.

TARGETING ARRAY

HYPERIOS MISSILE LAUNCHER

COMMAND RELAY

ADVANCED TRACKING AUGUR
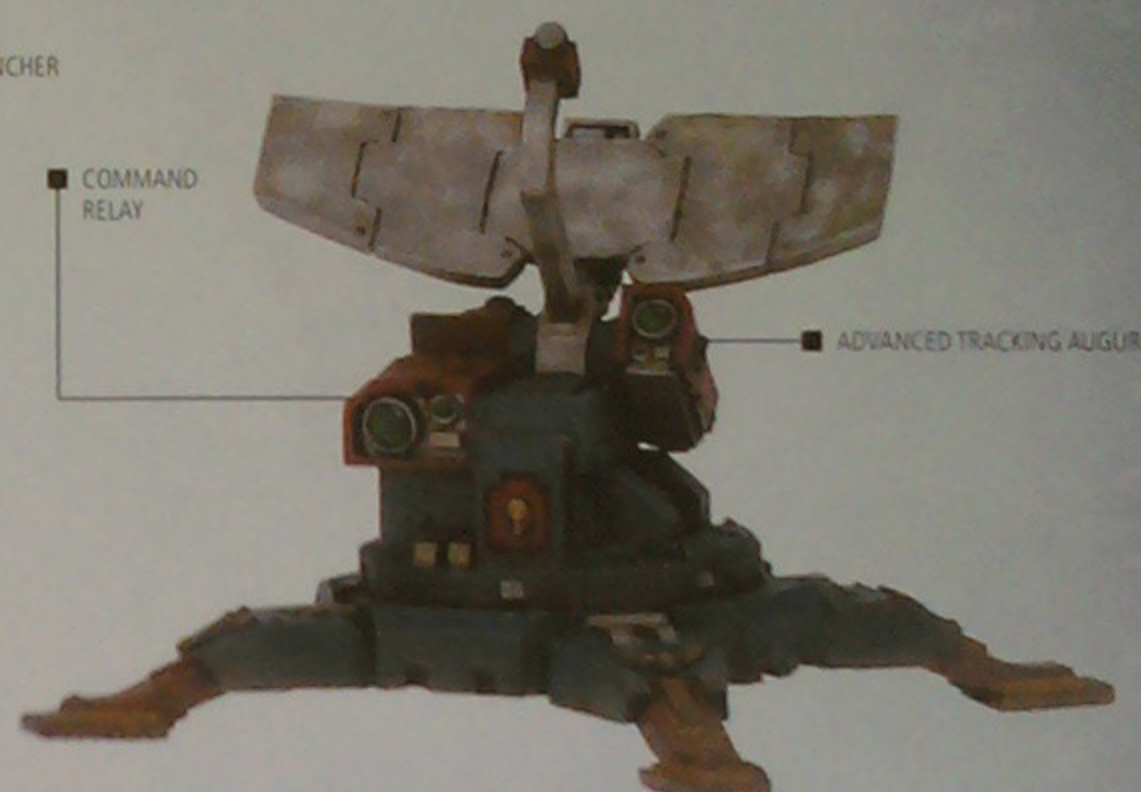
WS	BS	S	T	W	I	A	Ld	Sv
-	3	-	6	2	-	-	-	3+

Unit Composition
- 1-4 Hyperios Platforms

Unit Type
- Artillery

Special Rules
- Automated Artillery

Wargear
- Twin-linked Hyperios missile launcher

WEAPON	RANGE	STR	AP	TYPE
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker

Options
- Any one Hyperios Platform may exchange its Hyperios missile launcher for a:
  - Hyperios Command Platform.........................+10 points

A Hyperios Air Defence Battery is a Fast Attack choice for a Codex: Space Marines, Dark Angels, Black Templars, Space Wolves or Blood Angels army.

Command Platform: As long as the command platform is on the table then all Hyperios platforms in the same unit receive the Split Fire special rule.

"Strike them down, claw them from the God-Emperor's skies my sons and daughters, for the Saint, for Him on Terra!"

Cardinal-Militant Gogol, The Tempest of Mandragora

SPACE MARINE CONTEMPTOR-MORTIS PATTERN DREADNOUGHT

POINTS: 155

During the Great Crusade Dreadnoughts were principally used as heavy assault units and highly mobile weapons platforms by the Space Marine Legions, valued for their ability to endure heavy fire and operate in war zones and theatres of battle where traditional vehicles would be impractical or impossible to field. The Contemptor-Mortis sub-pattern utilises the advanced Contemptor frame as a powerful heavy weapons carrier, is able to target and destroy the enemy at close range, and is also fitted with advanced targeting auguries and tracking systems, allowing it to provide a Space Marine Spearhead force with close air defence where needed. During the latter years of the Great Crusade, the Contemptor-Mortis was widely used by both the Dark Angels and Iron Warriors Legions, although it saw service to some extent with all of the Crusade forces. Thousands of years later there remain a number of Contemptor-Mortis still in operational condition and they are revered both as potent weapons and sacred relics to those Space Marine Chapters fortunate enough to possess them.

- AUGURY CLUSTER
- ATOMANTIC REACTOR HOUSING
- MUNITIONS HOPPER
- KHERES PATTERN ASSAULT CANNON
- FIRST COMPANY HERALDRY

ARMOUR

WS	BS	S	Front	Side	Rear	I	A	HP
4	5	7	13	12	10	4	2	3

Unit Composition
- 1 Contemptor-Mortis Dreadnought

Unit Type
- Vehicle, Walker

Special Rules
- Atomantic shielding
- Helical targeting array

Wargear
- Two twin-linked heavy bolters
- Smoke launchers

WEAPON	RANGE	STR	AP	TYPE
Twin-linked heavy bolter	36"	5	4	Heavy 3,
Multi-melta	24"	8	1	Heavy 1, Melta
Twin-linked autocannon	48"	7	4	Heavy 2
Kheres assault cannon	24"	6	4	Heavy 6, Rending
Twin-linked lascannon	48"	9	2	Heavy 1
Cyclone missile launcher				
(frag)	48"	4	6	Heavy 2, Blast (3")
(krak)	48"	8	3	Heavy 2

Options
- The Contemptor-Mortis may exchange its two twin-linked heavy bolters with one of the following:
  - Two multi-meltas ....Free
  - Two twin-linked autocannon ....+10 points
  - Two Kheres Pattern assault cannon ....+25 points
  - Two twin-linked lascannon ....+30 points
- The Contemptor-Mortis may take any of the following additional equipment:
  - Extra armour ....+15 points
  - Searchlight ....+1 point
- The Contemptor-Mortis may also take:
  - Carapace-mounted Cyclone missile launcher ....+35 points

A Space Marine Contemptor-Mortis Dreadnought is a Heavy Support choice for a Codex: Space Marines, Dark Angels or Black Templars army.

Atomantic Shielding: One of the Contemptor's most distinctive features are the defensive field generators mounted in its armoured carapace which are 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 turn.

FIGHTA-BOMMER

It takes a special kind of Ork to pilot an aircraft, and the greenskins believe these deranged individuals to be a peculiar type of Madboy. These Flyboyz, as they are often known, are the ultimate Speed Freeks, racing through the skies at hundreds of miles per hour, only seconds away from a spectacular death by way of an exploding

rokkit or dodgy squigfuel tank. Amongst the Flyboyz the Fighta-bommer is held in a peculiar position of honour, as its rickety construction allows the pilot to fully exult in the thunder of the Fighta-bommer's powerful engines and guns, as well as leading to their early demise.

- BIG SHOOTA
- ORK SPEED KULT MARKINGS
- BURNA BOMM
- ENGINE INTAKE
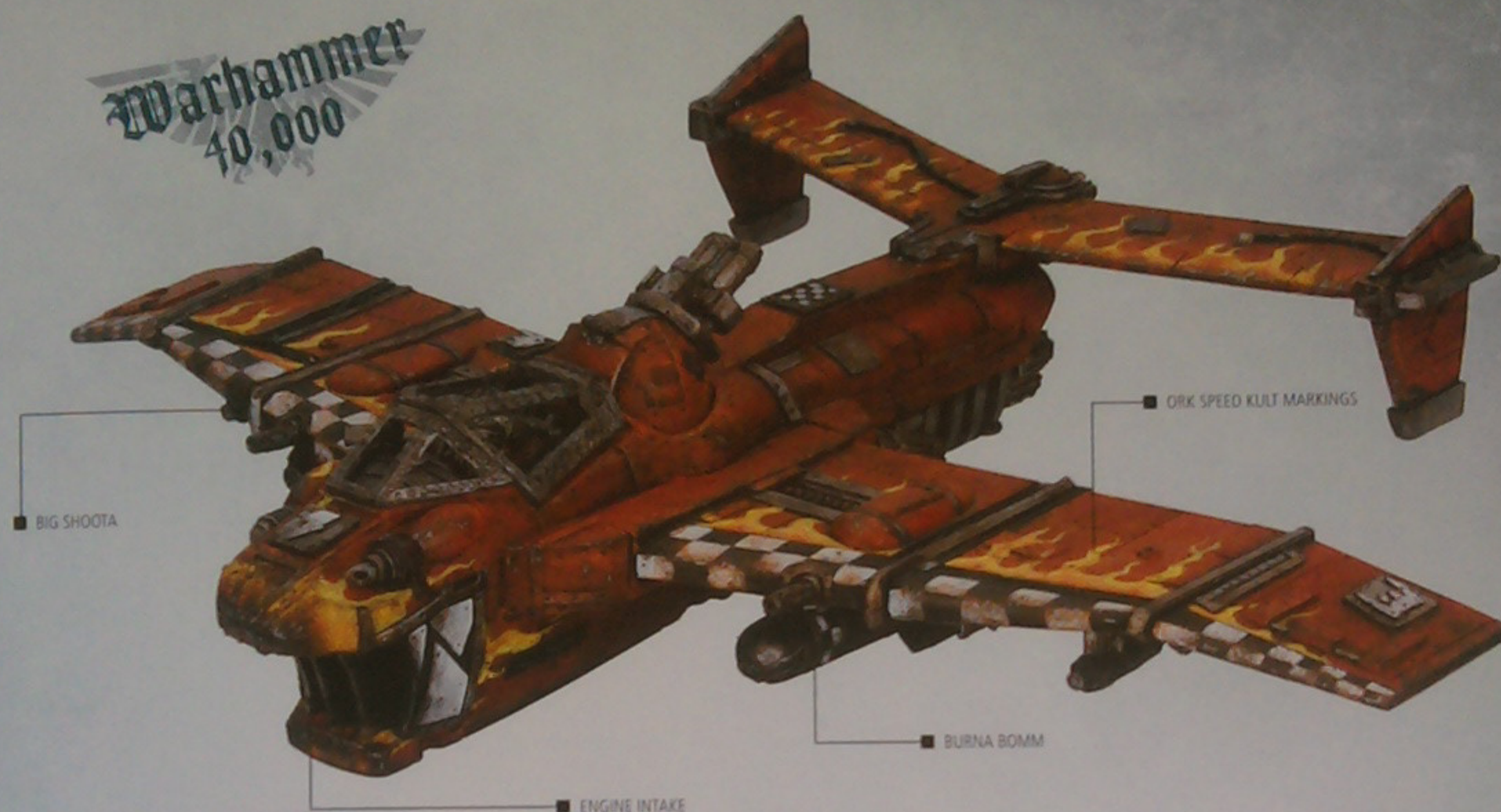
Unit Composition
- 1 Fighta-bommer

Unit Type
- Vehicle, Flyer

Special Rules
- Supersonic
- Deep Strike

Wargear
- Four hull-mounted twin-linked big shootas
- One turret-mounted twin-linked big shoota
- Six Rokkits

	ARMOUR			
BS	Front	Side	Rear	HP
2	11	10	10	3

Options
- May replace any number of Rokkits with:
  - Bomms .... Free
  - Grot Bomms .... +15 points each

- In an Apocalypse game the Fighta-bommer may replace all of its rokkits with one of the following payloads:
  - Burna Bomms .... +25 points each
  - Apocalypse Bomms .... +25 points each

A Fighta-bommer is a Fast Attack choice for a Codex: Orks army.

Grot-Guided: When resolving hits from a Grot guided weapon you may re-roll the dice used to determine where on the Apocalyptic Barrage template the weapon has struck.

WEAPON	RANGE	STR	AP	TYPE
Big Shoota	36"	5	5	Assault 3
Turret-mounted				
Big Shoota	36"	5	5	Assault 3, Skyfire
Rokkit	72"	8	3	Heavy 1, Missile, One Use Only
Bomm	Bomb	6	4	Heavy 1, Blast (3") Barrage 1, Bomb
Grot Bomm	Bomb	6	4	Large Blast (5"), One Shot, Grot-Guided
Burna Bomm	Hellstorm	5	4	Inferno, One Shot, Ignores Cover
Apocalypse Bomm	Bomb	6	4	Apocalyptic Barrage (8), One Shot

"The Orks are the pinnacle of creation. For them the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn? And why? Because we sought answers to questions that an Ork wouldn't even bother to ask! We see a culture that is strong and despise it as crude."

Uthan the Perverse, Eldar philosopher

FLAKK TRUKK

Wherever there are Orks you'll find Trukks. It is far from uncommon for these ramshackle vehicles to be retrofitted with a heavy gun of one kind or another, usually formed of a multitude of large Ork shootas attached to a single frame. More by chance than design the weapons known as Flakka-gunz have proven effective as anti-aircraft weapons, although their wielders are quite indiscriminate in the use of their weapons. Targeting enemy infantry, light vehicles and aircraft with equal abandon, the hail of fire such a weapon can produce can prove deadly to any airborne vehicle.

FLAKKA-GUNZ

GROT RIGGER

HEAVY TOOTHED RAM

SCRAP STUDDED WHEELS

Unit Composition
- 1-3 Flakk Trukks
  (as a vehicle squadron)

	ARMOUR			
BS	Front	Side	Rear	HP
2	10	10	10	3

Unit Type
- Vehicle, Fast,
  Open-topped

Special Rules
- Ramshackle
- Go, go, go!

Warhammer 10,000

Wargear
- Flakka-gunz
- Big shoota

WEAPON	RANGE	STR	AP	TYPE
Flakka-gunz	48"	7	4	Assault 4, Skyfire, Interceptor
Big shoota	36"	5	5	Assault 3

Options
- A Gun Trukk may take any of the following:
  - Red paint job .... +5 points
  - Grot riggers .... +5 points
  - Stikkbomb chukka .... +5 points
  - Wreckin' ball .... +10 points
  - Reinforced ram .... +5 points
- A Gun Trukk may replace its big shoota with:
  - Rokkit launcha .... +5 points

1-3 Flakk Trukks may be taken as a Heavy Support choice for a Codex: Orks army.

Go, go, go!: When a Flakk Trukk has an enemy aircraft in its sights the driver will floor the accelerator and engage the squig-fuel injectors in an attempt to keep up with the target aircraft's strafing run. A Flakk Trukk can move flat out and still fire its Flakka gunz provided their target is a Flyer.

Ramshackle: If a Trukk suffers a Vehicle Destroyed! or Vehicle Explodes! (wrecked) result, roll on the Ramshackle table opposite and apply the result instead of the usual effects. If the Trukk suffers more than one Vehicle Destroyed! or Vehicle Explodes! result, roll one D6 per result on the Ramshackle table, but only apply the lowest dice roll.

Example: A Trukk takes one glancing and three penetrating hits. Two results are 'Destroyed', so the Ork player rolls two dice on the Ramshackle table to see what happens. The dice rolled produce a 2 and a 5, meaning the Trukk goes 'Kaboom!' as described opposite.

RAMSHACKLE TABLE

D6 Effect

1-2 Kaboom! The Trukk explodes, catapulting flaming debris and stunned Orks in all directions. The Trukk is destroyed. All passengers and models within D6" take a Strength 3 hit. Surviving passengers must disembark and take a Pinning test.

3-4 Kareen! The shot sends the Trukk out of control. Move the Trukk 3D6" as far as possible in a random direction (the Ork player chooses if he rolls a Hit on the Scatter dice). Then apply the Kaboom! result above. If the Trukk would careen into enemy models or terrain, stop it 1" away.

5-6 Kerrunch! Something vital gives, but the Ork passengers bail out of their vehicle before it falls apart with a noise like a Meganob falling down a spiral staircase. The Ork passengers take no damage but must immediately disembark. The Trukk is then wrecked.
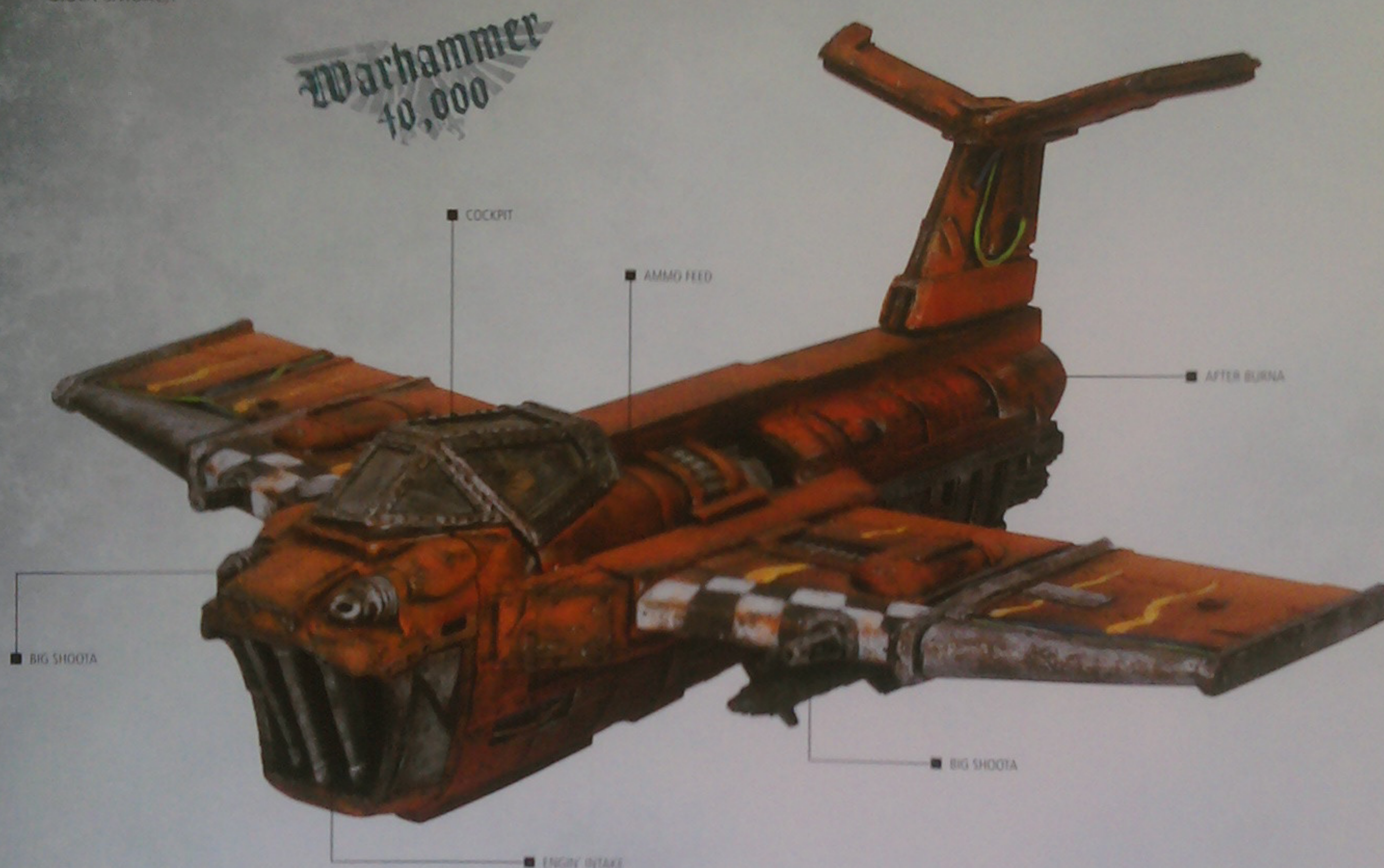
ATTAK FIGHTA

Ork Fightas are the smallest type of Ork aircraft. Built for speed and firepower, a Fighta can only carry a small wing-mounted payload of bombs or rockets, but carries multiple big shootas producing a lethal hail of bullets at close range. Ork Fighta pilots love nothing more than to dive at break neck speeds toward a ground target before pouring an uncontrolled burst of fire into it, tearing it apart.

The Fighta's powerful engine is crude, but remarkably effective, producing a huge amount of thrust (and often an alarming trail of black smoke).

Flying in a straight line, a Fighta is easily a match for any Imperial fighter, and retains its manoeuvrability by using two thrust nozzles, angled sideways to change the aircraft's trajectory. Using these engine nozzles tends to throw the aircraft violently into its new direction, giving the appearance that the Flyboy is wildly out of control, a feature that appeals to the crazed pilot as he careens through the sky.

Warhammer 40,000

- COCKPIT
- AMMO FEED
- AFTER BURNA
- BIG SHOOTA
- BIG SHOOTA
- ENGIN INTAKE

Unit Composition
- 1-3 Attak Fightas

Unit Type
- Vehicle, Flyer

Special Rules
- Supersonic
- Deep Strike

Wargear
- One nose-mounted twin-linked big shoota
- One wing-mounted twin-linked big shoota
- Two bomms

		ARMOUR		
BS	Front	Side	Rear	HP
2	10	10	10	2

WEAPON	RANGE	STR	AP	TYPE
Big Shoota	36"	5	5	Assault 3
Bomms	Bomb	6	4	Heavy 1, Blast (3"), Barrage, Bomb
Rokkit	72"	8	3	Heavy 1, Missile, One Use Only

Options
- The Attak Fighta may replace its Bomms with:
  - Two Rokkits .... Free

1-3 Attak Fightas are a Fast Attack choice for a Codex: Orks army.

"Wot's faster than a warbuggy, more killy than a warbike, and flies through da air like a bird? I got no zoggin' idea, but I'm gonna find out!"

Kog da Flymek

FLAKK BATTLE FORTRESS

Ork battle fortresses are huge armoured vehicles, monstrosities bristling with weapons and covered in armour plates. Such is the size of these behemoths they are often large enough to threaten any enemy short of a Scout Titan in combat. Any Ork vehicle of sufficient size will be called a battle fortress by the Orks as there is very little standardisation as to their shape, size or armament. There is some rough distinction based on weapons fit, such as

the relatively small 'Goreburnas' and the huge heavy gun-armed 'Skullhamma' battle fortresses. These classifications are more to do with their intended role rather than any set design on the Orks' part, with the likes of a 'DeathRolla' intended to crush enemy infantry to paste and the 'Rokkitspitta' being little more than a massive tractor platform with dozens of warheads crammed dangerously on it like a fireworks display.

Apocalypse

- FLAKKA-GUNZ (DAKKA)
- BIG SHOOTA
- FLAKKA-GUN (SHOCKER)
- GUN PORTS
- FLAKKA-GUN (BOOMER)
- ARMOURED KAB
- DEATH SKULL 'LUCKY' PAINT JOB
- STIKKBOMB CHUCKAS
- SCALING LADDER

Unit Composition
- 1 Flakk Battle Fortress

Unit Type
- Super-Heavy Tank, Open Topped

	ARMOUR			
BS	Front	Side	Rear	SP
2	14	13	11	3

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

Fire Points
- If the Flakk Battle Fortress has the 'Ard case upgrade then two transported Ork models can fire from each side and two from the rear.

Wargear
- Dethrolla or Reinforced Ram
- Three turret-mounted Flakka-Gunz

Transport Capacity
- The Flakk Battle Fortress has a transport capacity of 30.

WEAPON	RANGE	STR	AP	TYPE
Flakka-Gunz	48"	7	4	Assault 4, Skyfire, Interceptor
Big shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit launcha	24"	8	3	Assault 1

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

Tanka-Boss Scarburna
Bad Claw Freebooters

Options

- The Flakk Battle Fortress may have any of the following upgrades:
  - Grot Riggers .... +10 points
  - 'Ard Case .... +25 points
  - Up to four Grot Sponsons .... +5 points each
  - Boarding plank .... +10 points
- The Flakk Battle Fortress may also have either:
  - Grabbin Klaw .... +15 points
  - Wreckin' Ball .... +15 points
- The Flakk Battle Fortress may be given up to a total of four extra pintle-mounted weapons chosen from the following list:
  - Big shoota .... +5 points each
  - Skorcha .... +5 points each
  - Rokkit launcha .... +10 points each
  - Twin-linked big shoota .... +15 points each
  - Twin-linked rokkit launcha .... +20 points each

FLAKK TRAKK

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

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

There are a profusion of Big Trakk designs favoured by different meks and clans, and by far the most effective version for engaging the sleek aircraft of the Orks' enemies is the Flakk Trak. This success is due more to the Orks' love of loud explosions than any ingenuity on the part of the Meks responsible for their construction. The Flakka-Gunz mounted on these vehicles are nothing more than a collection of large Ork shootas, crudely bolted together into a single weapon that spits such a hail of fire into the sky that even an Ork is capable of swatting lightly armoured aircraft from the sky.

■ FLAKKA-GUNZ

■ BIG SHOOTA

■ TURBOJET ENGINE

■ SQUIGGOTH TUSK RAM

■ RUMBLER TRACKS

Unit Composition
- 1 Flakk Trakk

ARMOUR				
BS	Front	Side	Rear	HP
2	12	11	10	3

Unit Type
- Vehicle, Tank, Open-topped

Access Points
- If given an 'Ard case the Flakk Trakk has a rear access door.

Fire Points
- If given an 'Ard case the Flakk Trakk has two fire points on each side.

Special Rules
- Rumbler
- Go, go, go!

Wargear
- Two Big shootas

WEAPON	RANGE	STR	AP	TYPE
Big shoota	36"	5	5	Assault 3
Skorcha	Template	5	4	Assault 1
Rokkit launcha	24"	8	3	Assault 1
Flakka-Gunz	48"	7	4	Assault 4, Skyfire, Interceptor

Transport Capacity
- The Flakk Trukk has a transport capacity of 6.

Options
- The Flakk Trakk may exchange either of its Big Shootas for one of the following:
  - Scorchas .... +5 points each
  - Rokkit Launchas .... +10 points each
- The Flakk Trakk can also have up to two additional pintle-mounted weapons:
  - Big shootas .... +5 points each
  - Scorchas .... +10 points each
  - Rokkit launchas .... +15 points each
- The Flakk Trakkk may also take any of the following upgrades:
  - Boarding plank .... +5 points
  - 'Ard case .... +10 points
  - Stikkbomb chukkas .... +5 points
  - Red paint job .... +5 points
  - Grot riggers .... +5 points
- The Flakk Trakk may also have one of the following:
  - Reinforced ram .... +10 points
  - Deff rolla .... +10 points
  - Wreckin' ball .... +10 points
  - Grabbin' klaw .... +10 points
- The Flakk Trakk may also have up to:
  - Two Grot sponsons .... +5 points each

*A Flakk Trakk is a Heavy Support choice for a Codex: Orks army.*

Rumbler: The Flakk Trakk's heavy treads enable it to rumble over the most adverse terrain with ease. The Big Trakk may re-roll Difficult and Dangerous Terrain tests as long as it is moving at Combat Speed.

Go, go, go!: When a Flakk Trakk has an enemy aircraft in its sights the driver will floor the accelerator and engage the squig-fuel injectors in an attempt to keep up with the target aircraft's strafing run. A Flakk Trakk can move flat out and still fire its Flakka gunz, provided their target is a Flyer.

PHOENIX BOMBER

The Phoenix Bomber is a heavy ground attack aircraft used almost exclusively by the bands of Eldar pirates that plague the void. The Phoenix bomber provides these Corsair bands with fast moving heavy firepower. Like its smaller cousin, the Nightwing, the Phoenix Bomber is protected by the shimmering cloud of a holo field. All most of its targets will ever glimpse is a colourful blur, just before the Phoenix's weapons obliterate them.

SENSOR BLISTER

PILOT AND CO-PILOT COCKPITS

HOLO-FIELD EMMITER

ATMOSPHERIC COMBUSTIBLE INTAKE
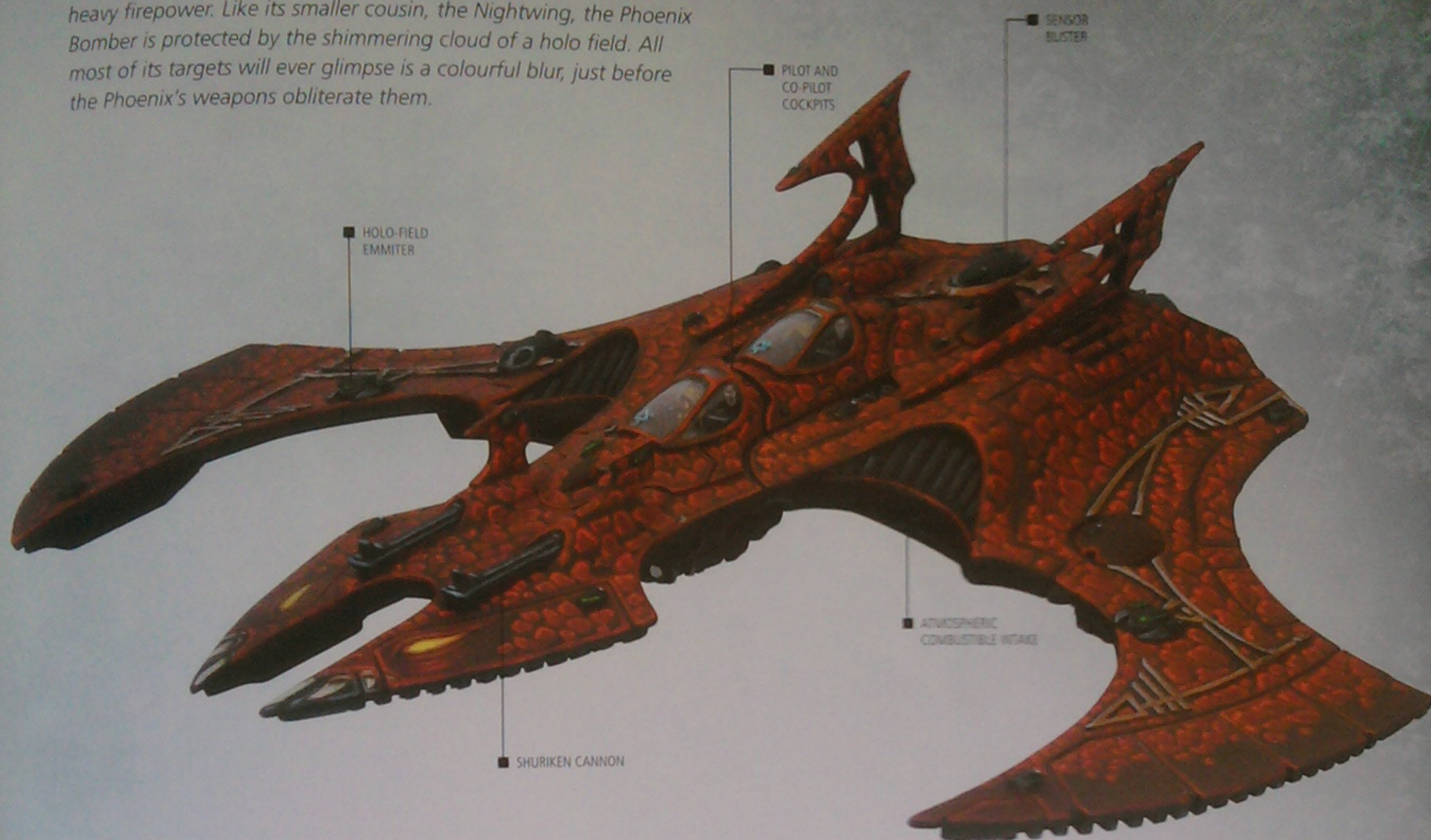
SHURIKEN CANNON

Warhammer 40,000

Unit Composition
- 1 Phoenix Bomber

	BS	ARMOUR			HP
		Front	Side	Rear	
	4	10	10	10	3

Unit Type
- Vehicle, Flyer

Special Rules
- Deep Strike
- Supersonic
- Shrouded
- Vector Dancer
- Strafing Run

Wargear
- Two shuriken cannons
- Two Phoenix missile launchers
- Pulse laser

WEAPON	RANGE	STR	AP	TYPE
Starcannon	36"	6	2	Heavy 2
Shuriken cannon	24"	6	5	Assault 3
Bright lance	36"	8	2	Heavy 1, Lance
Pulse laser	48"	8	2	Heavy 2
Phoenix missile launcher	48"	5	3	Heavy 3
Nightfire missile launcher	48"	4	5	Heavy 3, Blast (3"), Ignores Cover, Pinning

Options
- A Phoenix may replace its pulse laser with:
  - Twin-linked bright lances ....Free
  - Twin-linked Starcannon ....Free
- A Phoenix may replace both its Phoenix missile launchers with:
  - Nightfire missile launchers ....+10 points

A Phoenix Bomber is a Heavy Support choice for a Codex: Eldar or Eldar Corsair army (see Imperial Armour Volume 11).

LYNX

The Lynx is a heavy grav-tank, superficially similar to the Scorpion, but believed to be a more antiquated design. Whereas the Scorpion is a heavy armour unit, adept at bringing its firepower to any tactical situation, the Lynx is a dedicated heavy vehicle hunter, utilising its prodigious weaponry to isolate and annihilate its chosen targets, although a rarer variant armed with a sonic lance specialising in decimating supply columns and infantry forces has also been encountered.

ENCAPSULATED COCKPIT

PRIMARY ENGINES

AIR INTAKES

PULSAR

VECTORED THRUSTERS

Unit Composition
- 1 Lynx

Unit Type
- Super-heavy Tank, Fast, Skimmer

	ARMOUR			
BS	Front	Side	Rear	SP
4	12	12	10	2

Special Rules
- Eldar Titan Holo-fields
- Targeting Matrix Override
- Sky-Hunter

Apocalypse

Wargear
- Pulsar
- Shuriken cannon

WEAPON	RANGE	STR	AP	TYPE
Pulsar	60"	D	2	Heavy 2, Large Blast (5"), Primary Weapon
Sonic lance	Hellstorm	X	2	Heavy 1, Primary Weapon, Pinning
Shuriken cannon	24"	6	5	Assault 3
Starcannon	36"	6	2	Heavy 2
Scatter laser	36"	6	6	Heavy 4
Bright lance	36"	8	2	Heavy 1, Lance

Options
- A Lynx may exchange its Pulsar for a:
  - Sonic lance .... Free
- A Lynx may replace its Shuriken cannon with:
  - Scatter laser .... +10 points
  - Starcannon .... +25 points
  - Bright lance .... +30 points
- A Lynx may be upgraded with:
  - Star engines .... +30 points
  - Vector engines .... +40 points

Sonic Lance: To fire the Sonic Lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 3+ regardless of Toughness. Against vehicles the Sonic Lance rolls 3D6 for armour penetration.

Sky-hunter: The Lynx's controlling player can choose for it to become a Flyer at the start of any one of its turns. Until the controlling player declares otherwise it is treated as a Flyer and uses all normal rules for that vehicle type except that it cannot fire any weapons whilst this is the case.

Targeting Matrix Override: Such is the sophistication of the multiple redundant back-up systems controlling the Lynx' main weaponry that its Primary Weapon gains a 3+ save against any Crew Shaken or Weapon Destroyed damage result on the Vehicle Damage table.

"We warned you of the price of your actions. Now you must pay it in full - in blood."

Message broadcast from within Eldar fleet prior to the Assyri Devastation
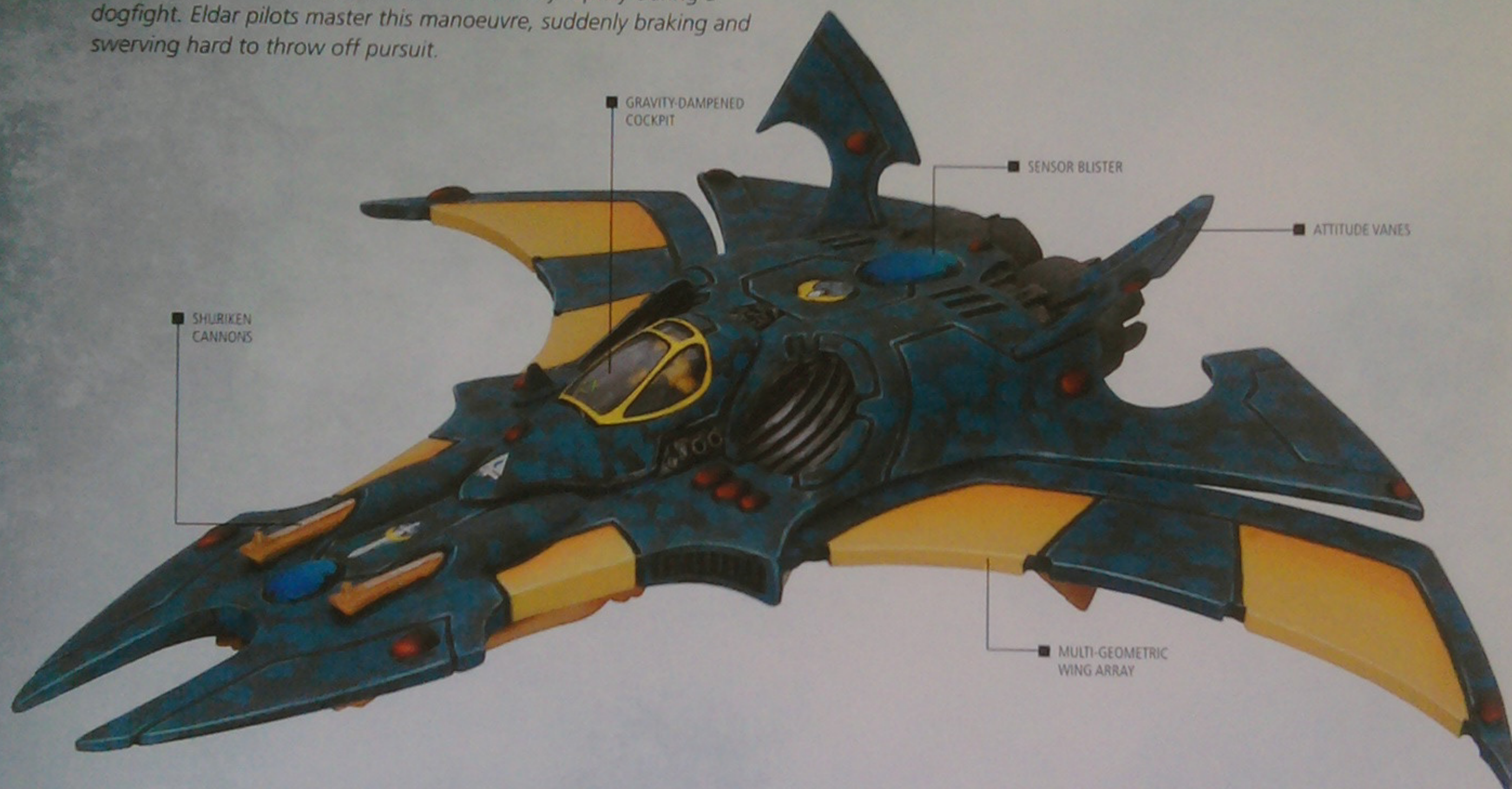
NIGHTWING INTERCEPTOR

The Eldar's frontline fighter aircraft is the infamous Nightwing. Hated by all the enemies of the Eldar, it is a sleek and deadly aircraft, capable of out-matching just about any other aircraft in the sky. The Nightwing is the pinnacle of Eldar aircraft technology, a superbly designed fighter-interceptor that provides Eldar craftworld forces, and Eldar corsair raiding parties, with the decisive edge in aerial combat. Utilising the Eldar's sophisticated anti-gravity technology, the Nightwing is capable of manoeuvres most Imperial Navy pilots would consider impossible.

The Nightwing is extremely fast in a straight line, utilising its swept wing design for extra speed. With its wing in the backwards position it can easily outpace any Imperial fighter. For extreme manoeuvres the wings sweep forwards, allowing the Nightwing to pull high speed, high G turns, and brake the aircraft very rapidly during a dogfight. Eldar pilots master this manoeuvre, suddenly braking and swerving hard to throw off pursuit.

Like other Eldar vehicles, the Nightwing relies on speed and agility to avoid damage rather than armour. The Nightwing is protected from enemy fire by compact image distorting holo-fields, similar to those mounted on larger aircraft but more dependent on the Nightwing's violent manoeuvres to fully obscure it. The field generator makes it difficult for enemy targets to lock-on to the Nightwing, and throws out false images which confuse enemy pilots.

Nightwing pilots are almost always young Eldar who have yet to travel the darker Aspect paths, although many do have experience riding jetbikes, or crewing larger anti-gravity tanks. Many of these pilots often go on to walk the Path of the Outcast, and Eldar corsair bands are often well equipped with Nightwings to support their lightning raids.

GRAVITY-DAMPENED COCKPIT

SENSOR BLISTER

ATTITUDE VANES

SHURIKEN CANNONS

MULTI-GEOMETRIC WING ARRAY

Unit Composition
- 1 Nightwing Interceptor

Unit Type
- Vehicle, Flyer

Special Rules
- Deep Strike
- Supersonic
- Vector Dancer
- Shrouded
- Agile

Wargear
- Two shuriken cannon
- Two bright lances

| | ARMOUR | | | |
BS	Front	Side	Rear	HP
4	10	10	10	2

WEAPON	RANGE	STR	AP	TYPE
Shuriken cannon	24"	6	5	Assault 3
Bright lance	36"	8	2	Heavy 1, Lance

A Nightwing Interceptor is a Fast Attack choice for a Codex: Eldar or Eldar Corsair army (see Imperial Armour Volume 11).

Warhammer 40,000

"It is from Khaine that the Eldar have learned the greatest secrets of war and bloodshed. It is from him that they draw their strength in battle, giving them the courage and determination to fight. When the Eldar enter battle they divorce their minds from surrounding events, allowing the spirit of Khaine to infuse them. In this way they can perform horrific acts of violence, whilst keeping their mind pure."
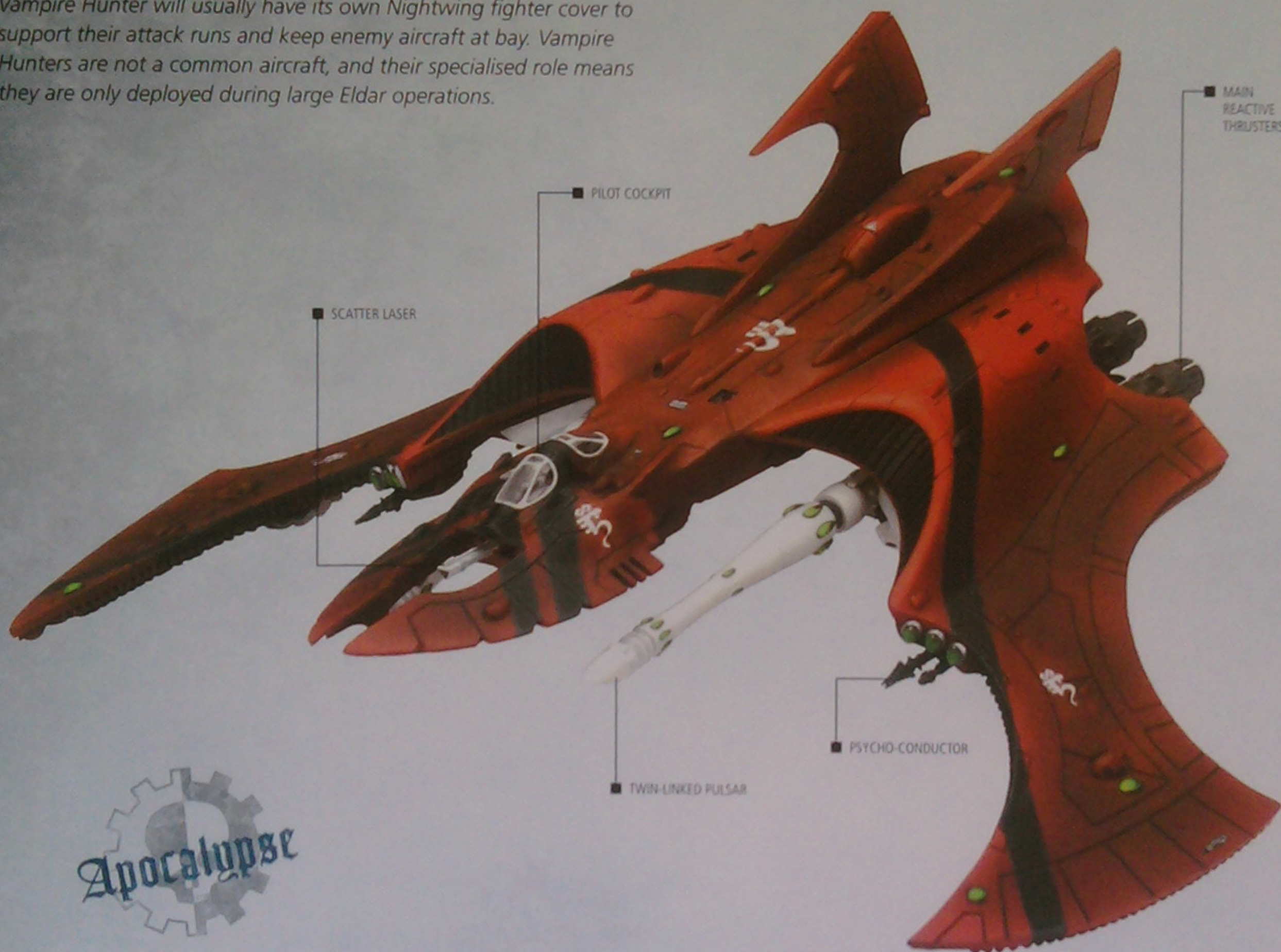
Inquisitor Czevak, Teachings on the Unholy

VAMPIRE HUNTER

The Vampire Hunter is a variant of the Vampire Raider, converted for use as a heavy ground attack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile launchers. The Vampire Hunter is a super-heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battlefields against large targets. They fly on missions to engage specific enemy targets, such as an attacking Titan, and each Vampire Hunter will usually have its own Nightwing fighter cover to support their attack runs and keep enemy aircraft at bay. Vampire Hunters are not a common aircraft, and their specialised role means they are only deployed during large Eldar operations.

The Hunter is just one of several identified variants of the basic Vampire, usually carrying different armaments, which are used by different craftworlds and corsair bands. Despite its heavy weapons load, the Hunter retains the Vampire's amazing manoeuvrability and speed for such a large aircraft and, like all Eldar aircraft, is protected by a holofield.

- MAIN REACTIVE THRUSTERS
- PILOT COCKPIT
- SCATTER LASER
- PSYCHO-CONDUCTOR
- TWIN-LINKED PULSAR

Apocalypse

Unit Composition
- 1 Vampire Hunter

Unit Type
- Super-heavy Flyer, Hover

	ARMOUR			
BS	Front	Side	Rear	SP
4	11	11	11	4

WEAPON	RANGE	STR	AP	TYPE
Pulsar	60"	D	2	Heavy 2, Large Blast (5"), Primary Weapon, Destroyer
Scatter laser	36"	6	6	Heavy 4
Phoenix missile launcher	48"	5	3	Heavy 3

Special Rules
- Strafing Run
- Supersonic

Wargear
- One wing-mounted twin-linked pulsar
- One hull-mounted twin-linked Phoenix missile launcher
- Nose-mounted scatter laser
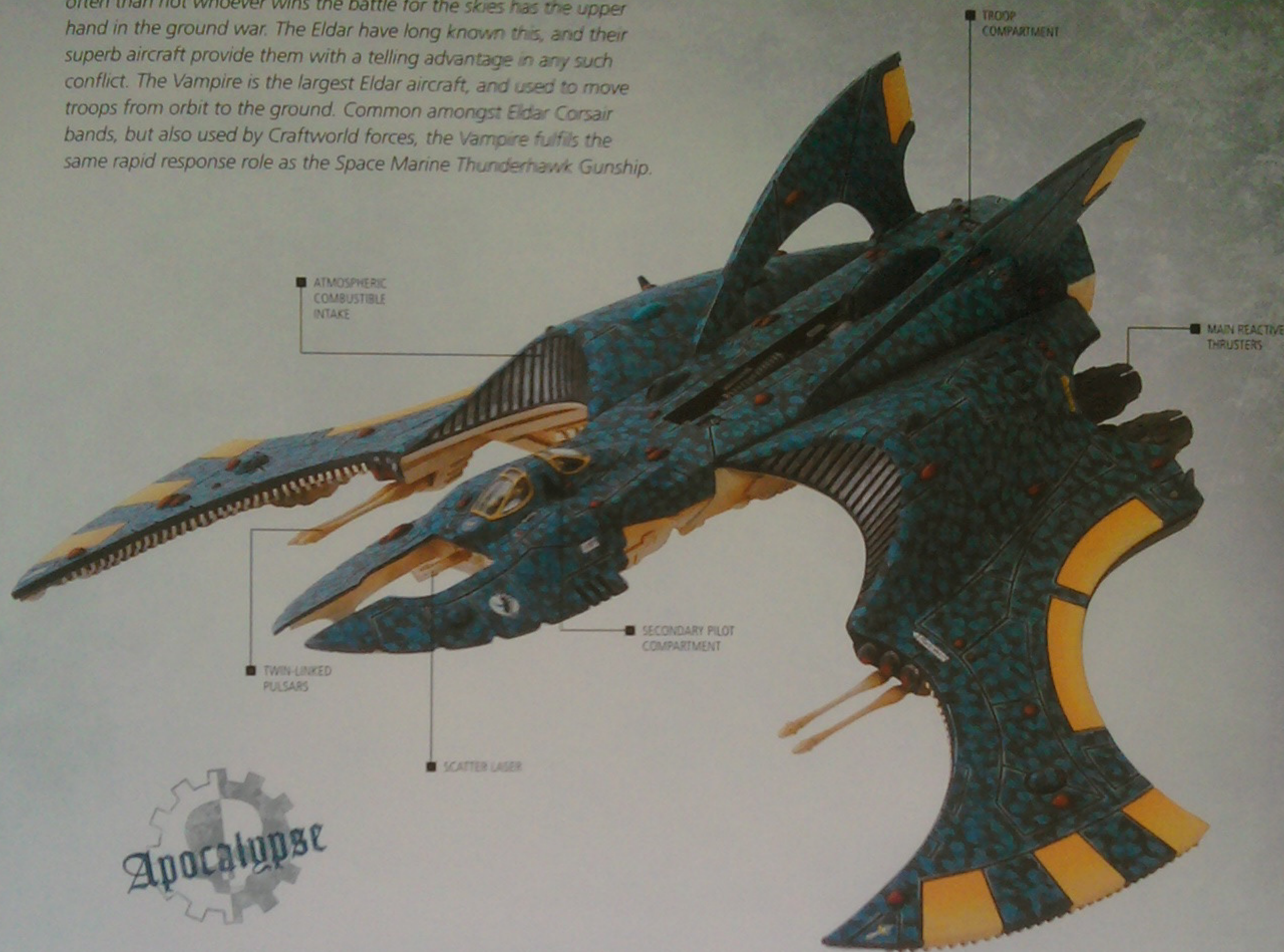- Eldar Titan holo-fields

"Perfidious Eldar! These aliens had the stars in their grasp and now are left to sift the dust of their once fabulous realm. For all their intellect and mysticism they could not contain the beast within them, nor tame the wild monsters of the Shadow. Why should we pay them any heed?"

Grundwald, Ordo Xenos

VAMPIRE RAIDER

POINTS: 730

The skies above a battlefield are a crucial aspect of war, and more often than not whoever wins the battle for the skies has the upper hand in the ground war. The Eldar have long known this, and their superb aircraft provide them with a telling advantage in any such conflict. The Vampire is the largest Eldar aircraft, and used to move troops from orbit to the ground. Common amongst Eldar Corsair bands, but also used by Craftworld forces, the Vampire fulfils the same rapid response role as the Space Marine Thunderhawk Gunship.

■ TROOP COMPARTMENT

■ ATMOSPHERIC COMBUSTIBLE INTAKE

■ MAIN REACTIVE THRUSTERS

■ TWIN-LINKED PULSARS

■ SECONDARY PILOT COMPARTMENT

■ SCATTER LASER

Apocalypse

Unit Composition
- 1 Vampire Raider

Unit Type
- Super-heavy Flyer, Hover

Access points
- Rear ramp. Up to three units may disembark from the Vampires Raider's rear ramp in a single turn.

Special Rules
- Strafing Run
- Supersonic

Wargear
- Two wing-mounted twin-linked pulse lasers
- Nose-mounted scatter laser
- Eldar Titan holo-fields

	ARMOUR			
BS	Front	Side	Rear	SP
4	11	11	11	4

Transport Capacity
- The Vampire Raider has a transport capacity of 30. It may not carry an Avatar, Wraithlord or any other vehicles.

WEAPON	RANGE	STR	AP	TYPE
Pulse laser	48"	8	2	Heavy 2
Scatter laser	36"	6	6	Heavy 4
Phoenix missile launcher	48"	5	3	Heavy 3
Pulsar	60"	D	2	Heavy 2, Large Blast (5"), Destroyer, Primary Weapon

Options
- A Vampire Raider may replace both its twin-linked pulse lasers with one of the following options*:
  - Twin-linked Phoenix missile launchers .... Free
  - A single centre-line mounted Pulsar .... Free
- *If either of these upgrades is taken then the Vampire Raider's transport capacity is reduced to 20 models.

FIRE STORM

A rarely seen variant of the Eldar Falcon Grav-tank, the Fire Storm is armed for anti-aircraft defence. It has multiple long-barrelled scatter lasers which rake the sky with fire against approaching enemy aircraft.

With only two crew, the Fire Storm retains its troop transport capacity and can assist Eldar attacks by delivering a squad of Aspect Warriors to the battlefield before withdrawing to its usual anti-aircraft role.

- GUNNER'S COMPARTMENT
- TARGETING SENSOR
- TRIPLE SCATTERLASERS
- MAIN REACTIVE THRUSTERS
- AXIMETRIC STABILISATION SENSOR
- TWIN-LINKED SHURIKEN CATAPULTS
- ATMOSPHERIC COMBUSTIBLE INTAKE
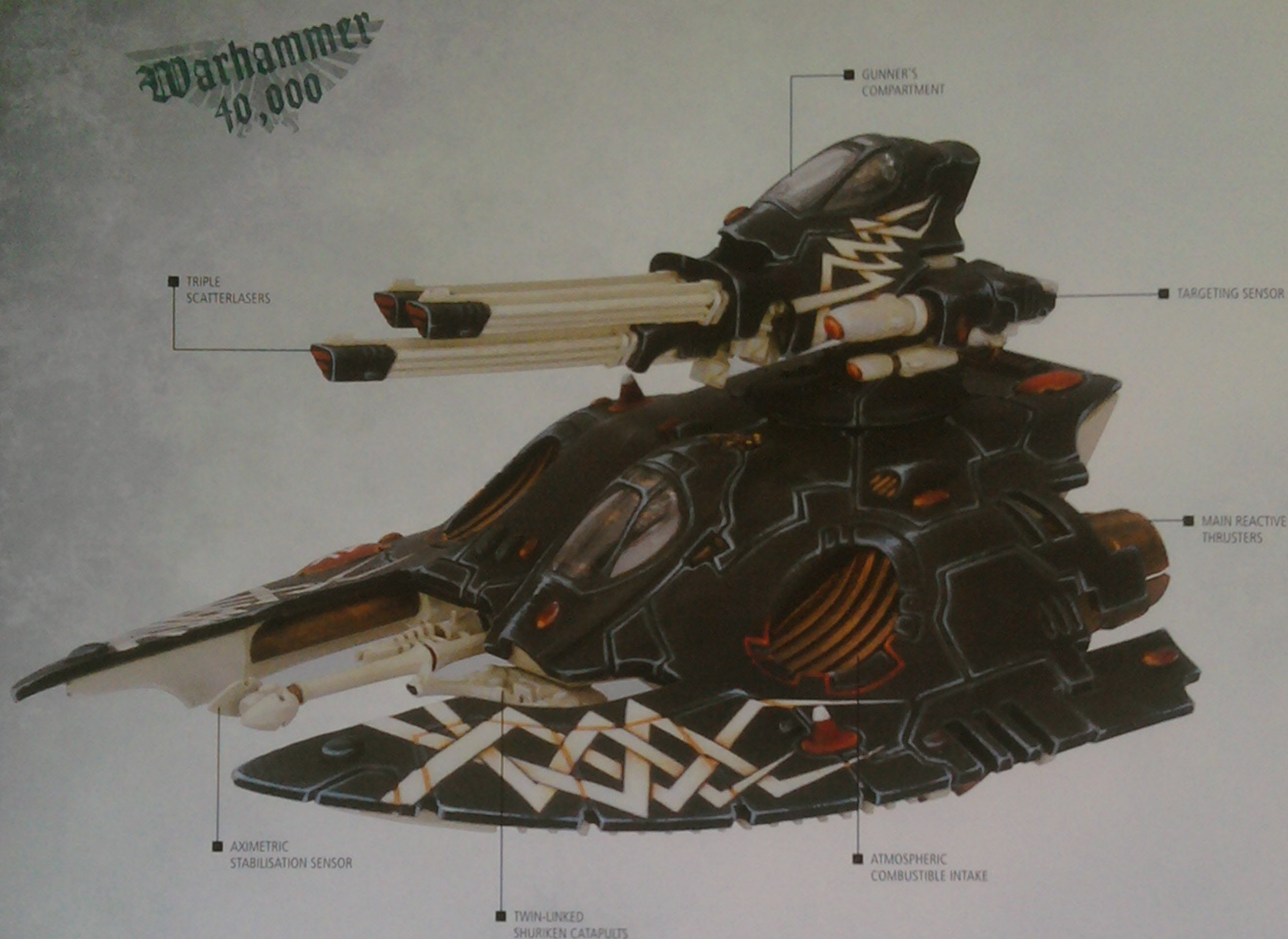
Unit Composition
- 1 Fire Storm

Unit Type
- Skimmer, Tank, Fast

	ARMOUR			
BS	Front	Side	Rear	HP
3	12	12	10	3

Access Points
- Rear ramp

Wargear
- Twin-linked shuriken catapults
- Twin-linked Fire Storm scatter lasers

Transport Capacity
- The Fire Storm has a transport capacity of 6.

WEAPON	RANGE	STR	AP	TYPE
Fire Storm scatter lasers	60"	6	6	Heavy 6, Skyfire, Interceptor, Twin-linked
Shuriken catapult	12"	4	5	Assault 2

Options
- The Fire Storm may be upgraded with any of the following:
  - Vectored engines .... +20 points
  - Star engines .... +15 points
  - Holo-field .... +35 points
  - Spirit stones .... +10 points
- The twin-linked shuriken catapults may be upgraded with a:
  - Single shuriken cannon .... +10 points

A Fire Storm is a Heavy Support choice for a Codex: Eldar army.

HARRIDAN

Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the inter-galactic alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before diving down over the battlefield, strafing its foes with bio-cannon or swooping low to rake a tank with its two massive claws. The Harridan's fearsome armament means it is capable of attacking just about any target, and the high-speed impact of its two main claws are capable of punching through just about any armour.

Harridans are believed by the Ordo Xenos to act as brood mothers to smaller Gargoyles, providing transport for Gargoyles who lack the endurance for very long distance movement, the smaller creatures using their hooks and claws to attach themselves to the larger creature. With a Gargoyle brood 'on board' a Harridan's belly appears to constantly writhe with hideous clusters of scaly limbs and leathery wings, all moving about its skin and chitinous armour plates. As the Harridan soars over the battlefield, the Gargoyles then detach themselves and flap off to attack the enemy, and when Harridans gather for a large attack, swarms of Gargoyles will usually darken the skies around them.

LEATHERY WING MEMBRANES

BIO-CANNON

SCYTHING TALONS

CHITINOUS ARMOUR PLATES
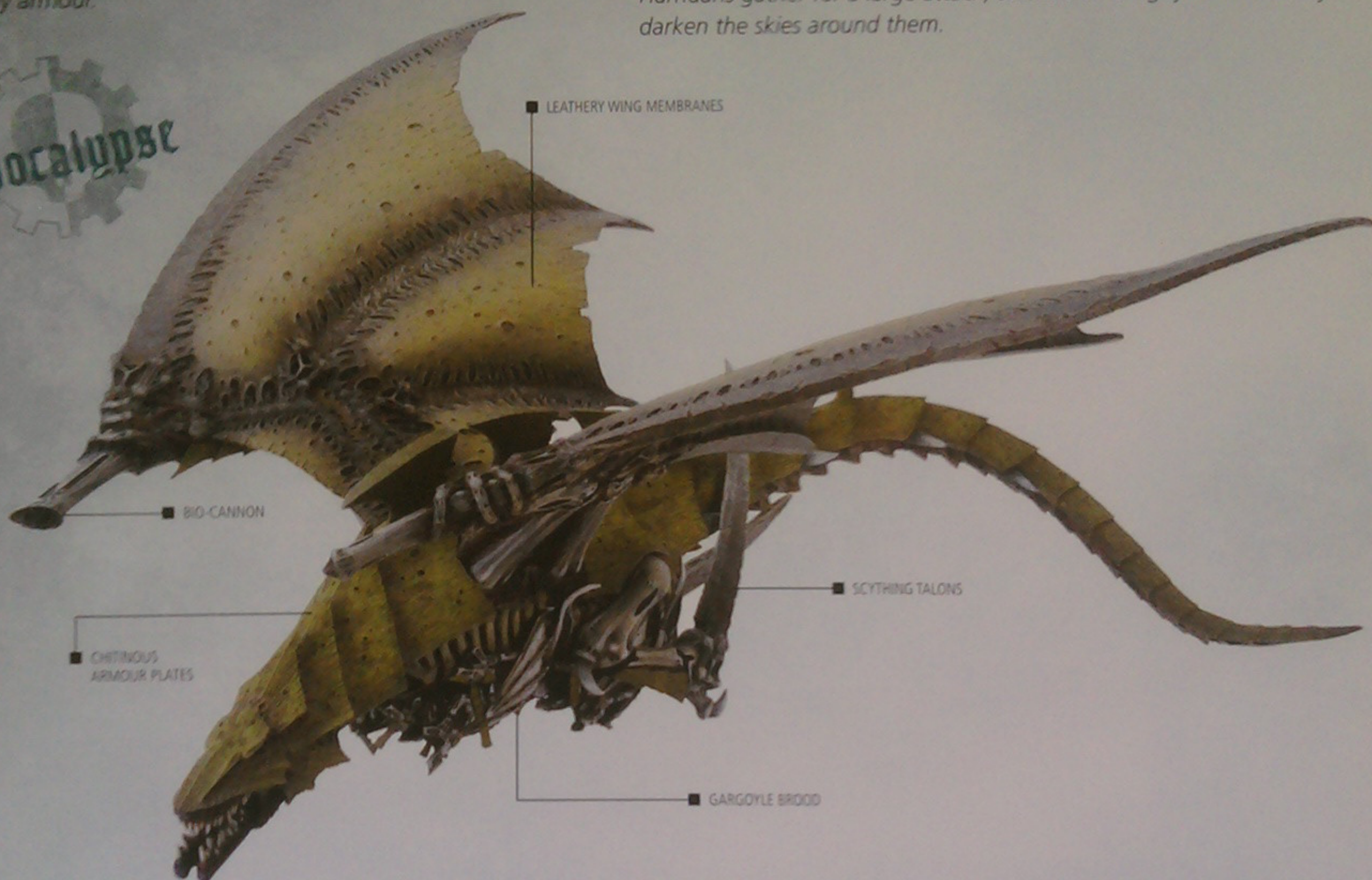
GARGOYLE BROOD

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

Unit Composition
- 1 Harridan

Unit Type
- Gargantuan Creature (Special)

Weapons and Biomorphs
- 2 Bio-cannon
- Scything talons (re-roll To Hit in assault)

Special Rules
- Gargoyle Brood
- Flying Beast

Flying Beast: Although a Gargantuan Creature, the Harridan is also treated as if it were a Super-heavy Flyer (Hover Mode), for the purposes of movement, line of sight and being attacked, etc, but with a maximum move of 24" per turn. If the owning player declares it is being used in 'Hover' mode that turn, the Harridan may assault and fight (and be attacked) as if it were a normal Gargantuan Creature for that turn.

Gargoyle Brood: The Harridan may act as a transport for a single brood of up to 20 Gargoyles at a time. These Gargoyles may be deployed into battle exactly as per jump troops from a flying transport (see the Apocalypse rulebook). If the Harridan is slain while Gargoyles are being transported, roll Initiative tests for each Gargoyle. If failed, the Gargoyle is destroyed and the survivors of the brood are placed within 2" of the point where the Harridan was killed and may be used normally from then on.

WEAPON	RANGE	STR	AP	TYPE
Bio-cannon	48"	10	3	Assault 6

BARRACUDA
AIR SUPERIORITY FIGHTER

POINTS: 130

The Barracuda air superiority fighter is the Tau Empire's most common atmospheric aircraft. Faster than the Imperial Navy's Marauder bomber, but lacking the flat-out top speed of the Imperial Thunderbolt Interceptor, it makes up for this due to its sophisticated electronic systems and pilot's natural talents. In a dogfight, Thunderbolts and Barracuda are very closely matched, with the Thunderbolt having the edge in terms of speed, and the Barracuda having the manoeuvrability. The superior handling and armament of the Barracuda often proves decisive in such encounters.

A Barracuda is armed with a nose-mounted pilot-aimed ion cannon. This is the aircraft's primary weapon for use in dogfights, backed up by two drone-controlled burst cannons in the wings. For ground attacks, it is primarily armed with wing-mounted missile pods and it can be used in a superior ground attack role when carrying its additional armament of four seeker missiles. These are not guided by the pilot but by a markerlight operator on the ground.

All Barracuda pilots are of the Air Caste, and their three-dimensional situational awareness is superior to human pilots, as is their tolerance of high rates of acceleration. While the combat experience of the longest serving Imperial pilots gives many a hard edge which the Air Caste struggles to match, the Tau Empire pilots are more naturally gifted and a powerful asset to the Greater Good.

■ COCKPIT

■ DRONE-CONTROLLED BURST CANNON TURRET

■ MISSILE POD

■ ION CANNON

Unit Composition
- 1 Barracuda

Unit Type
- Vehicle, Flyer

Special Rules
- Supersonic
- Deep Strike
- Agile

Wargear
- One hull-mounted ion cannon
- Two sponson-mounted burst cannon
- One hull-mounted twin-linked missile pod

		ARMOUR			
BS	Front	Side	Rear	HP	
3	10	10	10	2	

WEAPON	RANGE	STR	AP	TYPE
Ion cannon	60"	7	3	Heavy 3
Burst cannon	18"	5	5	Assault 3, Auto Targeting
Missile pod	36"	7	4	Assault 2
Seeker missiles	Infinite	8	3	Heavy 1, Missile

Options
- The Barracuda can be upgraded to carry up to:
  - Four Seeker missiles (see *Codex: Tau Empire*)..................... +10 points each

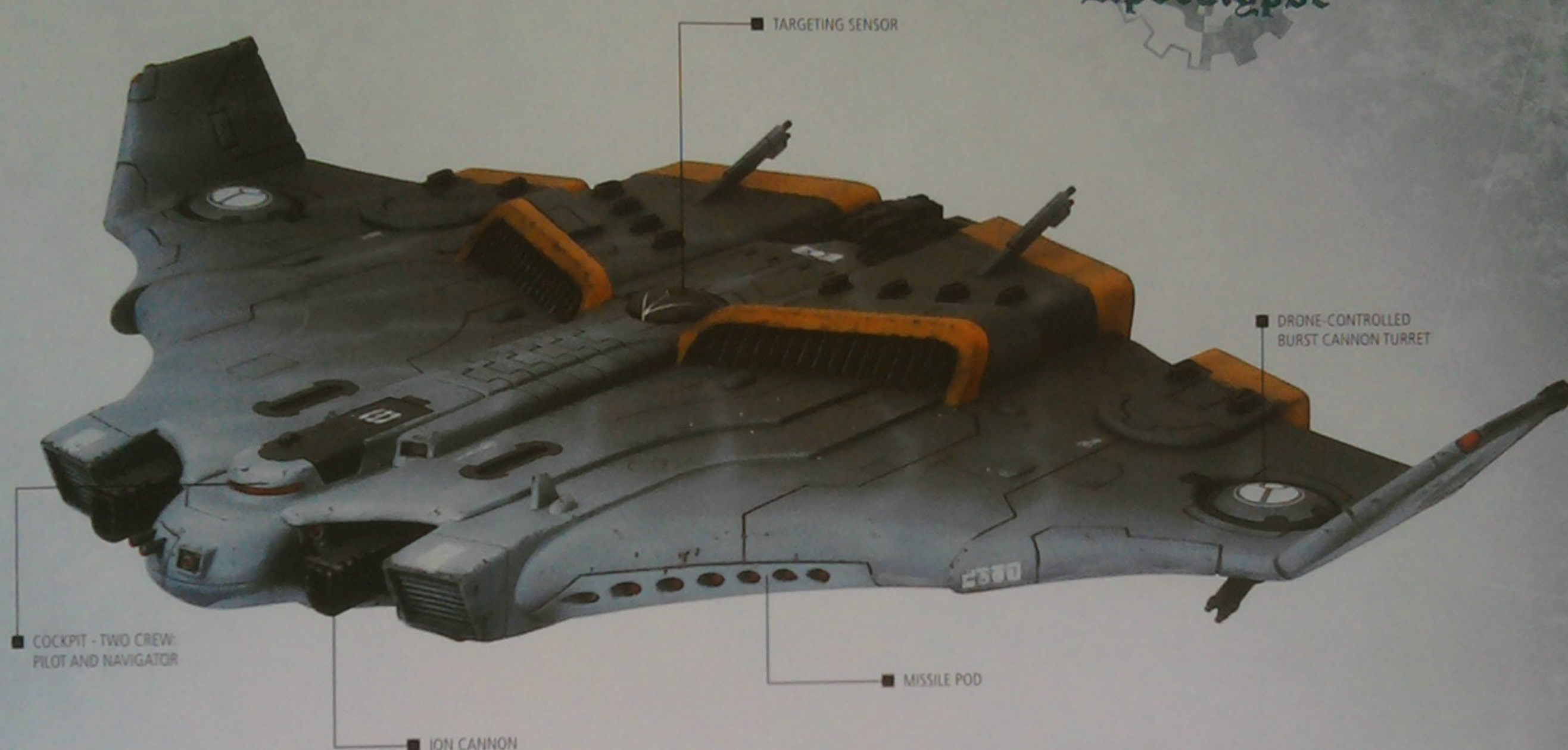*A Barracuda is a Fast Attack choice for a Codex: Tau Empire army.*

TIGER SHARK

The Tiger Shark is a large aircraft deployed in a fighter bomber role. Often encountered flying in support of Tau Empire Hunter cadres during major operations, the Tiger Shark's main role appears to be the deployment of drones, although more recently those armed with multiple seeker missiles have also been encountered.

Efforts by the Adeptus Mechanicus to recover damaged Tiger Shark craft from battlefields have been met by fierce resistance by Tau Empire forces, as well as by certain elements of the Inquisition.

Apocalypse

- TARGETING SENSOR
- DRONE-CONTROLLED BURST CANNON TURRET
- MISSILE POD
- ION CANNON
- COCKPIT - TWO CREW: PILOT AND NAVIGATOR

Unit Composition
- 1 Tiger Shark

Unit Type
- Super-heavy Flyer

Access Points
- Fuselage door

Special Rules
- Drone Rack
- Strafing Run
- Supersonic

Wargear
- One twin-linked ion-cannon
- One twin-linked missile pod
- Two burst cannon
- Fourteen gun drones
- Targeting array

		ARMOUR		
BS	Front	Side	Rear	SP
4*	12	10	10	2

* includes the bonus from the Targeting Array

WEAPON	RANGE	STR	AP	TYPE
Ion cannon	60"	7	3	Heavy 3
Missile pod	36"	7	4	Assault 2
Burst cannon	18"	5	5	Assault 3
Seeker missile	Infinite	8	3	Heavy 1, Missile

Options
- The Tiger Shark may take any of the following:
  - Blacksun filter............+10 points
  - Disruption pod............+20 points
- The Tiger Shark may replace its 14 gun drones with:
  - Six Seeker missiles ....Free

Drone Rack: The Tiger Shark's Drones are deployed using the Jump Infantry rules. All the Drones may be deployed in a single turn.

ORCA

The Orca is a dedicated orbital transport vehicle – a shuttle for moving troops, equipment and supplies from spaceships in orbit to a planet's surface. Unlike the Thunderhawk Gunship, the Orca is not a combat aircraft; it is only equipped for self defence and its primary transport function usually takes place well away from the fighting. An Orca hold can carry up to 55 Tau Fire Warriors, their equipment and drones, and can provide command and control support from its command deck.

Apocalypse

COMMUNICATIONS ARRAY

SENSOR DOME

MAIN THRUSTERS
- MAXIMUM SPEED 2,000 KPH

PILOT ESCAPE POD

Unit Composition
- 1 Orca

Unit Type
- Super-heavy Flyer, Hover

Access Points
- Rear transport ramp. Up to four units may exit from the Orca's rear ramp per turn.

Wargear
- Twin-linked long-barrelled burst cannon
- Missile pod
- Blacksun filter
- Targeting array
- Disruption pod

	ARMOUR			
BS	Front	Side	Rear	SP
4*	12	12	10	3

* includes the bonus from the Targeting Array

Transport Capacity
- The Orca has a transport capacity of 57. It may carry a maximum of six Battlesuits (which take up three spaces each). It may not carry any vehicles.

WEAPON	RANGE	STR	AP	TYPE
LB burst cannon	36"	5	5	Assault 3
Missile pod	36"	7	4	Assault 2

"It is not our technology that will enable us to prevail in this galaxy. It is our shared sense of honour and commonality of cause that unites us and will give us the power to defeat our enemies."

Shas'el Sa'cea Or'es, Fire Caste commander

TIGER SHARK AX-1-0

A recent innovation first introduced by the Tau Empire Air cadres during the Taros campaign, the AX-1-0 is the Tau's response to the Imperium's largest war machines. Armed with two heavy railguns, the AX-1-0 is a dedicated ground attack aircraft that carries

ferocious firepower. As yet the AX-1-0 has not been encountered in large numbers, although at least eight aircraft were identified during the Tau Empire's raid on Typha-IV, its largest deployment yet.

Apocalypse

- COCKPIT
- COMMS ARRAY
- DRONE-CONTROLLED HEAVY CANNON TURRET
- MARKERLIGHT
- MISSILE POD
- HEAVY RAILGUN
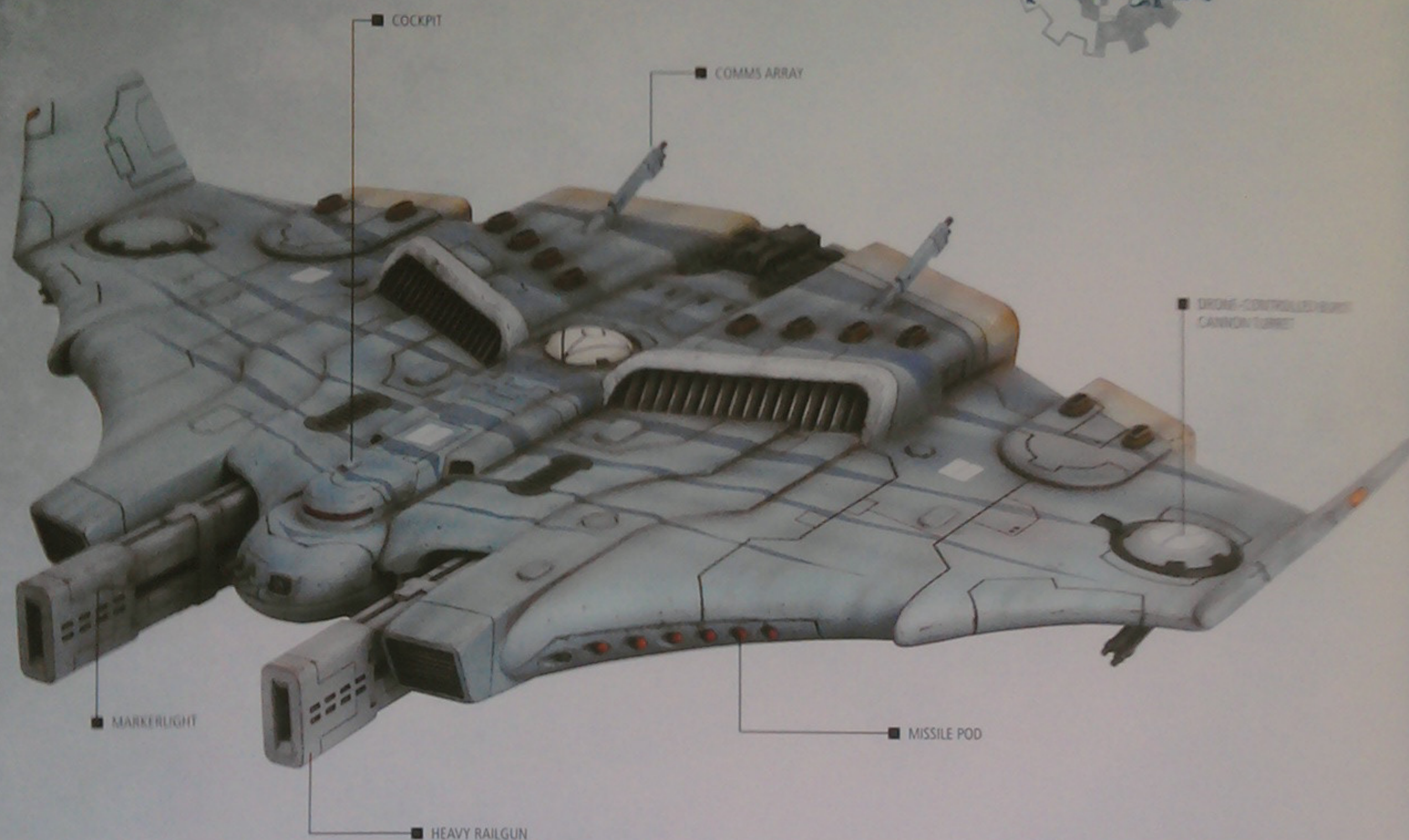
Unit Composition
- 1 Tiger Shark AX-1-0

Unit Type
- Super-heavy Flyer

Special Rules
- Strafing Run
- Supersonic

Wargear
- One twin-linked heavy railgun
- One twin-linked missile pod
- Two burst cannon
- Networked markerlight

		ARMOUR			
BS	Front	Side	Rear	SP	
4	12	10	10	2	

WEAPON	RANGE	STR	AP	TYPE
Heavy railgun				
(Solid Shot)	110"	D	1	Ordnance 1, Destroyer, Primary Weapon
(Submunitions)	110"	7	3	Ordnance 1, Apocalyptic Blast (10"), Primary Weapon
Missile pod	36"	7	4	Assault 2
Burst cannon	18"	5	5	Assault 3
Seeker missile	Infinite	8	3	Heavy 1, Missile

Options
- The Tiger Shark AX-1-0 may take any of the following:
  - Blacksun filter..+10 points
  - Disruption pod..+20 points
  - Up to six additional Seeker missiles.................+10 points each

MANTA

The Manta is the Tau Empire's super-heavy drop ship, and it is so large it is actually a small spacecraft. It is well armed and armoured for use in frontline combat, where it is expected to deploy and fight as an attack craft. Carrying a fearsome amount of firepower, protected by a powerful energy field and sixteen drone-controlled burst cannons facing in all directions, the Manta is the Tau Empire's closest equivalent to the Imperium's Titans. As well as its firepower the Manta has a large transport capacity. The ship's main body is split into two transport decks: the upper deck holds troops, whilst the cavernous lower deck can hold up to four (fully loaded) Devilfish or Hammerheads and numerous battlesuits.

- MINIATURISED ETHERDRIVE
- ENERGY SHIELD PROJECTOR
- NETWORKED MARKERLIGHT

Unit Composition
- 1 Manta

Unit Type
- Super-heavy Flyer, Hover

Access Points
- Rear transport ramp and lower transport deck elevator

Special Rules
- Supersonic

Wargear
- Two heavy railguns
- Three twin-linked long barrelled ion cannon
- One twin-linked missile pod
- Sixteen drone-controlled long barrelled burst cannon
- Ten Seeker missiles
- Networked markerlight
- Targeting array
- Blacksun filter
- Energy shield

	ARMOUR			
BS	Front	Side	Rear	SP
4*	13	12	11	10

includes the bonus from the Targeting Array

Transport Capacity
- The Manta has two transport bays that are treated separately as to what they may carry into battle:
  - The upper deck may transport infantry models and drones only and has a transport capacity of 55.
  - The lower deck has a transport capacity of 145, and uniquely may carry as part of this payload up to eight Crisis or Broadside battlesuits (which take up three spaces each) and up to four vehicles (which take up 30 spaces each). Vehicles being transported may carry troops themselves without the troops using up extra spaces.

WEAPON	RANGE	STR	AP	TYPE
Heavy railgun				
(Solid Shot)	110"	D	1	Ordnance 1, Destroyer, Primary Weapon
(Submunitions)	110"	7	3	Ordnance 1, Apocalyptic Blast (10") Primary Weapon
LB ion cannon	90"	7	3	Heavy 3
Missile pod	36"	7	4	Assault 2
LB burst cannon	36"	5	5	Assault 3
Seeker missile	Infinite	8	3	Heavy 1, Missile

Energy Shield: The Manta's energy shield gives it a 4+ invulnerable save against any hits it receives.

AA Fire: Due to its size, when rolling to hit the Manta the opposing player does not need to fire Snap Shots and may instead use their model's BS as normal even if they do not possess the Skyfire rule.

Transport ramp: Up to four units may exit from the Manta's rear transport ramp per turn.

Drone-controlled submunitions: When firing submunitions the Manta does not roll the extra D6 for deviation for moving, it always rolls a D6 for deviation.
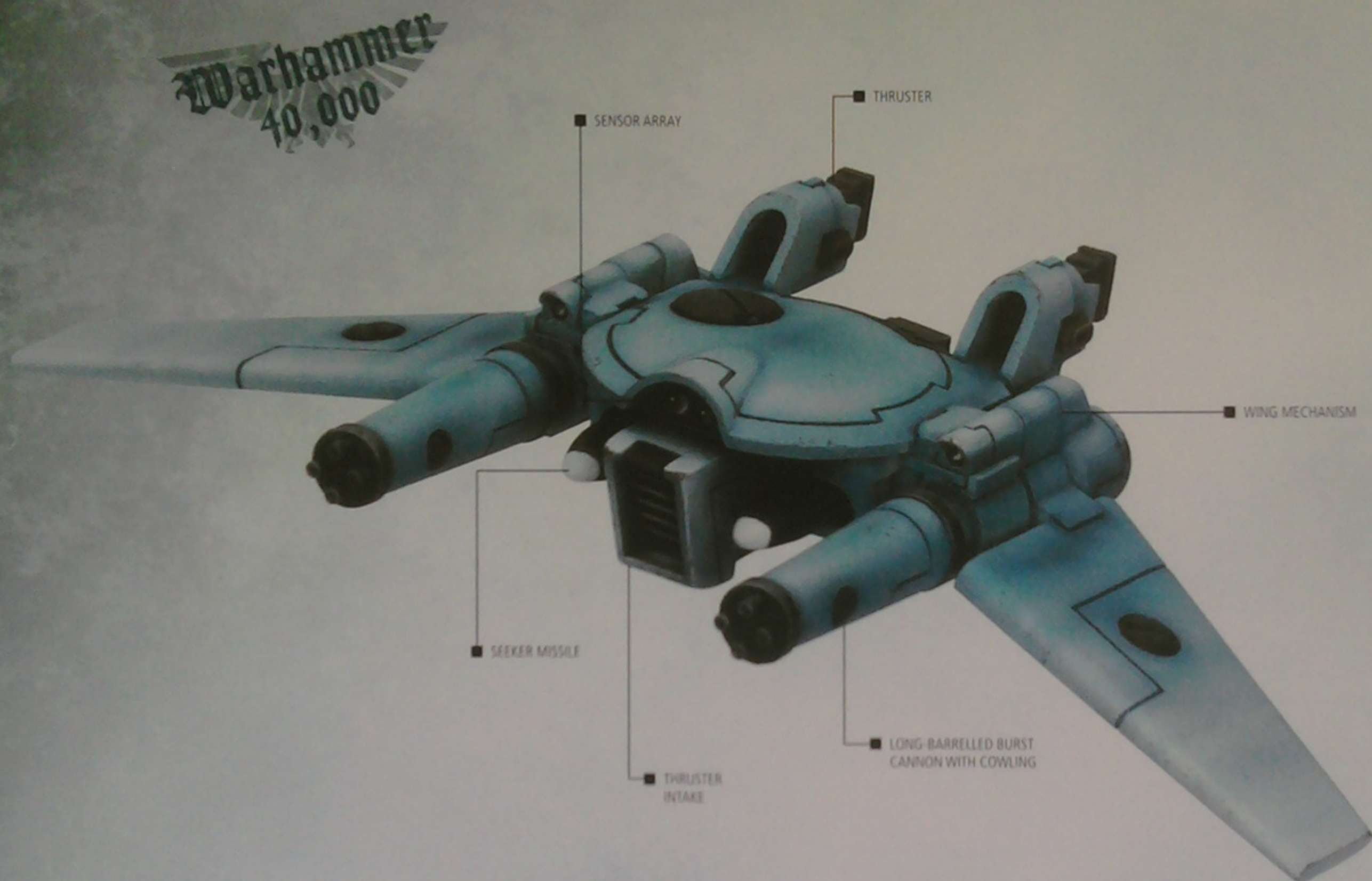
Transport Elevator: The entire lower deck can be lowered. All units on the lower transport deck can disembark in the same turn.

DX-6 'REMORA' DRONE FIGHTER

POINTS: 110

First encountered during the Tau Empire's raid on the Imperium's penal mining colony of Typha-IV, the Remora is a small drone fighter. Packed with advanced Tau technology, it is a stealth aircraft, flying in support of Pathfinder and Stealthsuit teams, armed with burst cannons for aerial combat, and two seeker missiles for ground attack.

The Remora has a short range and is carried into battle underneath a modified Tiger Shark mothership (or in the back of a Manta), which controls data to the drone. These control the aircraft from high altitude and play no part in the battle closer to the ground.

SENSOR ARRAY

THRUSTER

WING MECHANISM

SEEKER MISSILE

LONG-BARRELLED BURST CANNON WITH COWLING

THRUSTER INTAKE

Unit Composition
- 1-5 DX-6 Remora forming a squadron

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Shrouded
- Deep Strike

Wargear
- One twin-linked long barrelled burst cannon
- Two Seeker missiles
- Networked markerlight
- Targeting array
- Blacksun filter

	ARMOUR			
BS	Front	Side	Rear	HP
3*	10	10	10	2

* includes the bonus from the Targeting Array

WEAPON	RANGE	STR	AP	TYPE
LB burst cannon	36"	5	5	Assault 3
Seeker missile	Infinite	8	3	Heavy 1, Missile

A squadron of Remora drone fighters is a Fast Attack choice for a Codex: Tau Empire army.

"It is as we join with others, in a way that only the Tau can, in shared engagement to the Greater Good, that we find ourselves able to fully realise our true potential. And that is the final source of our hopes and intentions."

Aun'el T'au Tam'ya, Ethereal Caste

GAUSS PYLON

The mysterious Necron defence turrets, called Pylons by those who originally encountered them, were first recorded on the uncharted world of WDY-272. Rising suddenly from the desert sands, the Gauss Pylons opened fire without warning and with devastating effect, tanks and armoured carriers burning as the crescent-shaped weapons tore through the unsuspecting Imperial Guard column whilst resisting all return fire.

The Gauss Pylon draws energy from the Necron power matrix before discharging it through hardwired weapon systems, including a version of the gauss flux arc also mounted on Monoliths. More fearsome is the Pylon's gauss annihilator – a tight-beam version of the particle whip, which combined with sophisticated guidance and target-lock systems enable it to engage ground troops and incoming aircraft alike.

Apocalypse

■ PARTICLE EMITTER

■ FOCUSSING ARRAY

■ GAUSS ANNIHILATOR
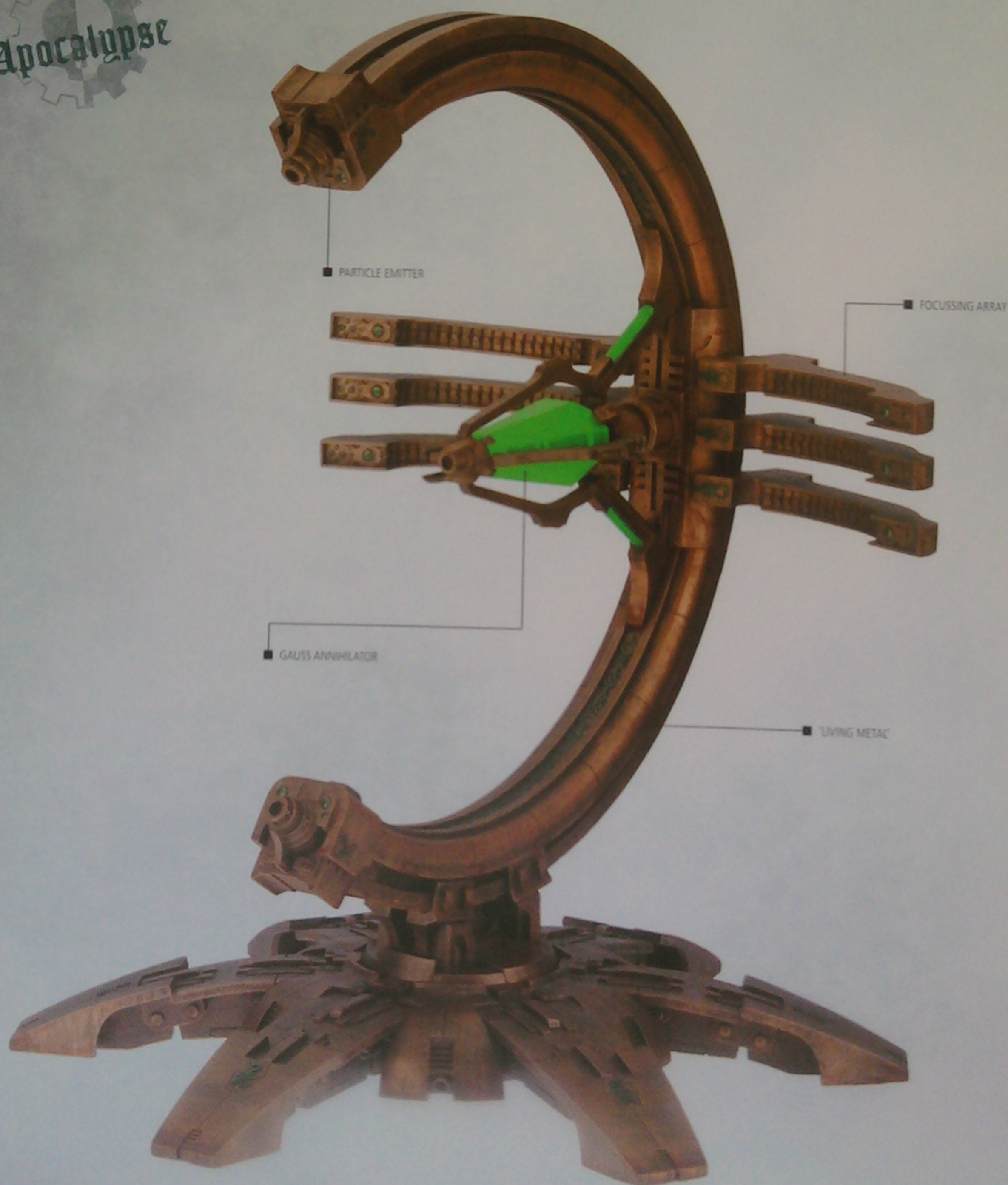
■ 'LIVING METAL'

Unit Composition
- 1 Gauss Pylon

Unit Type
- Super-heavy Vehicle (Immobile artillery)

Special Rules
- Living Metal
- Special Deployment
- Phase Shift Generator

| | ARMOUR | | | |
BS	Front	Side	Rear	SP
4	14	14	14	2

Wargear
- One Gauss Annihilator, which can either fire a Focussed Beam or discharge a Flux Arc (choose which mode to use each time you fire).

WEAPON	RANGE	STR	AP	TYPE
Gauss Annihilator				
(Focussed Beam)	120"	D	2	Heavy 3, Primary Weapon Skyfire, Interceptor
(Flux Arc)	18"	6	3	Heavy 2D6

Special Deployment: A Necron attack can be supported by Gauss Pylons teleporting to the surface. At other times, ie, when defending a Tomb World, dormant Gauss Pylons can suddenly rise up from the ground to engage any trespassers. Gauss Pylons can deploy by Deep Strike. Because of the Pylon's size it is not destroyed if there are enemy within 1" when it arrives. Instead move any models that are in the way the minimum distance necessary to make space for the Pylon. A Gauss Pylon that lands in impassable terrain is not destroyed, but takes an immediate glancing hit. Move the Gauss Pylon the minimum distance possible to avoid the terrain.

Phase Shift Generator: The Pylon itself and all Necron units with at least one model within 12" of the Gauss Pylon receive a 5+ Invulnerable Save.

Living Metal: The Gauss Pylon is constructed of the same living Necron metal as the Monolith – see *Codex: Necrons* for details.

Damage Effects: Each 'Weapon Destroyed' result applied to the Gauss Annihilator reduces its number of shots by -1 and it ignores all immobilised results on the damage chart.
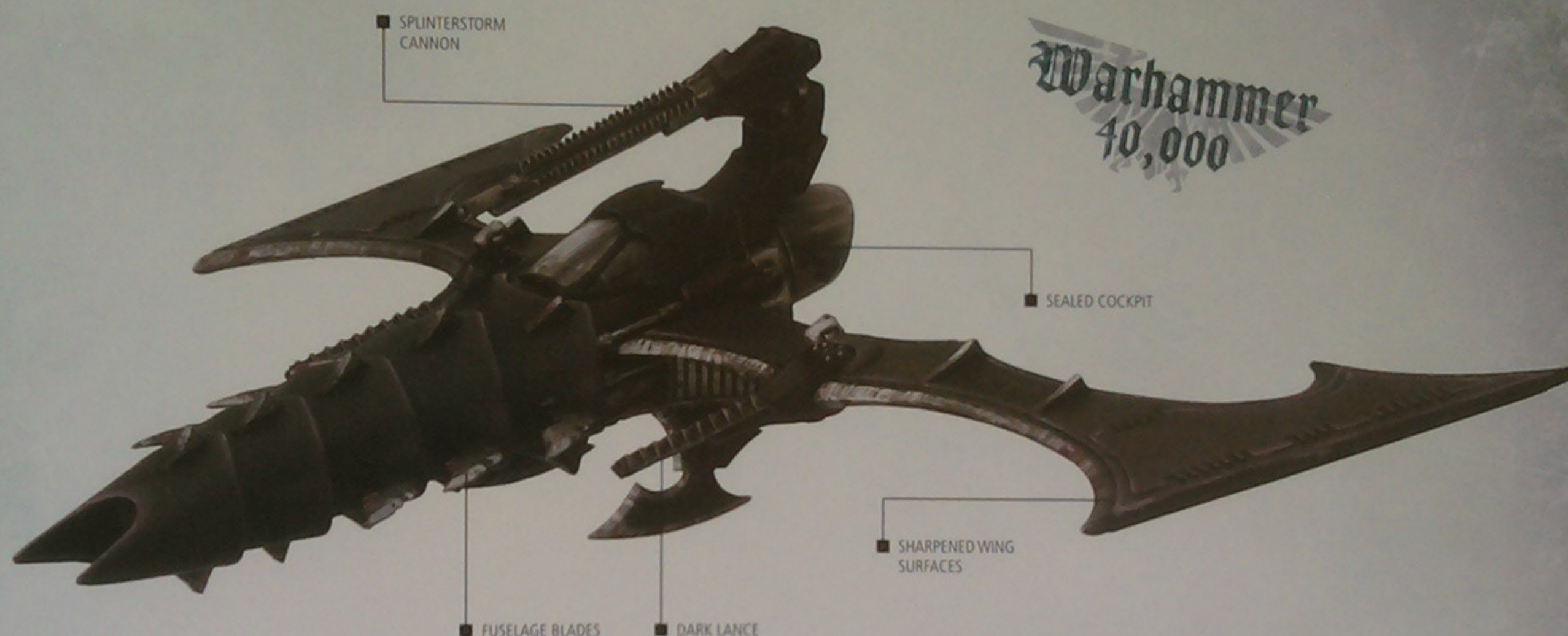
RAVEN STRIKE FIGHTER

POINTS: 205

Though the oldest and smallest of the various fighter craft employed by the Dark Eldar, the Raven still inspires fear in those upon whom the Dark Eldar prey. Used as a strike fighter and designed to attack ground targets rather than other aerial vehicles, its small airframe disguises the devastating firepower it can unleash against any unsuspecting enemy. Where other Dark Eldar aircraft are elegant and precise weapons, the Raven is considered somewhat vulgar by many in the hidden cities of the Dark Eldar, and is falling out of favour with many Kabals. Only the most bloodthirsty Reavers still prefer this ancient craft, with its ungainly main gun and lack of exotic missiles the years of death and blood they have lived through in Commorragh's arenas grant them an unwholesome appreciation for the Raven's brutal weaponry.

The imposing splinterstorm cannon unleashes a deluge of agonizing death upon the foe, thousands upon thousands of crystalline shards, each coated in deadly venom and fired with an unnerving screech that enemy troops soon come to fear. With such a rate of fire it takes little skill to decimate the foe, only requiring the nerve of the pilot to hold the Raven on a long strafing run whilst under fire. Supporting the splinterstorm cannon are a pair of linked dark lances, whose fearsome blacklight beams are devastating anti-tank weapons.

Whilst unsubtle the Raven's weapons are undeniably effective, scything down enemy infantry with ease and leaving tanks as little more than burning wrecks in their wake, and so it remains a favourite of those Kabals which value carnage over panache.

- SPLINTERSTORM CANNON
- SEALED COCKPIT
- SHARPENED WING SURFACES
- FUSELAGE BLADES
- DARK LANCE

Warhammer 40,000

Unit Composition
- 1 Raven Strike Fighter

Unit Type
- Flyer

	ARMOUR			
BS	Front	Side	Rear	HP
4	10	10	10	2

Special Rules
- Night Vision
- Deep Strike
- Vector Dancer
- Supersonic
- Evasive
- Strafing Run
- Sky Assassin

Wargear
- Wing-mounted twin-linked dark lance
- Tail-mounted splinterstorm cannon

WEAPON	RANGE	STR	AP	TYPE
Splinterstorm cannon	36"	X	5	Heavy 10, Poisoned (4+)
Dark lance	36"	8	2	Heavy 1, Lance

Options
- A Raven Strike Fighter may take the following vehicle upgrades from *Codex: Dark Eldar*:
  - Night Shields .... +10 points
  - Flickerfield .... +10 points

A Raven Strike Fighter is a Fast Attack choice for a Codex: Dark Eldar army.

"To them, the fear of their victims is an elixir that warms the blood, and there is no greater pleasure than the screams of the innocent. Cruelty is enthroned in the violence of their hearts."

Inquisitor Czevak

Sky Assassin: When entering play via Deep Strike, if it does so within 12" of an enemy Flyer or Skimmer, its controlling player may re-roll the Scatter dice to determine where it arrives.
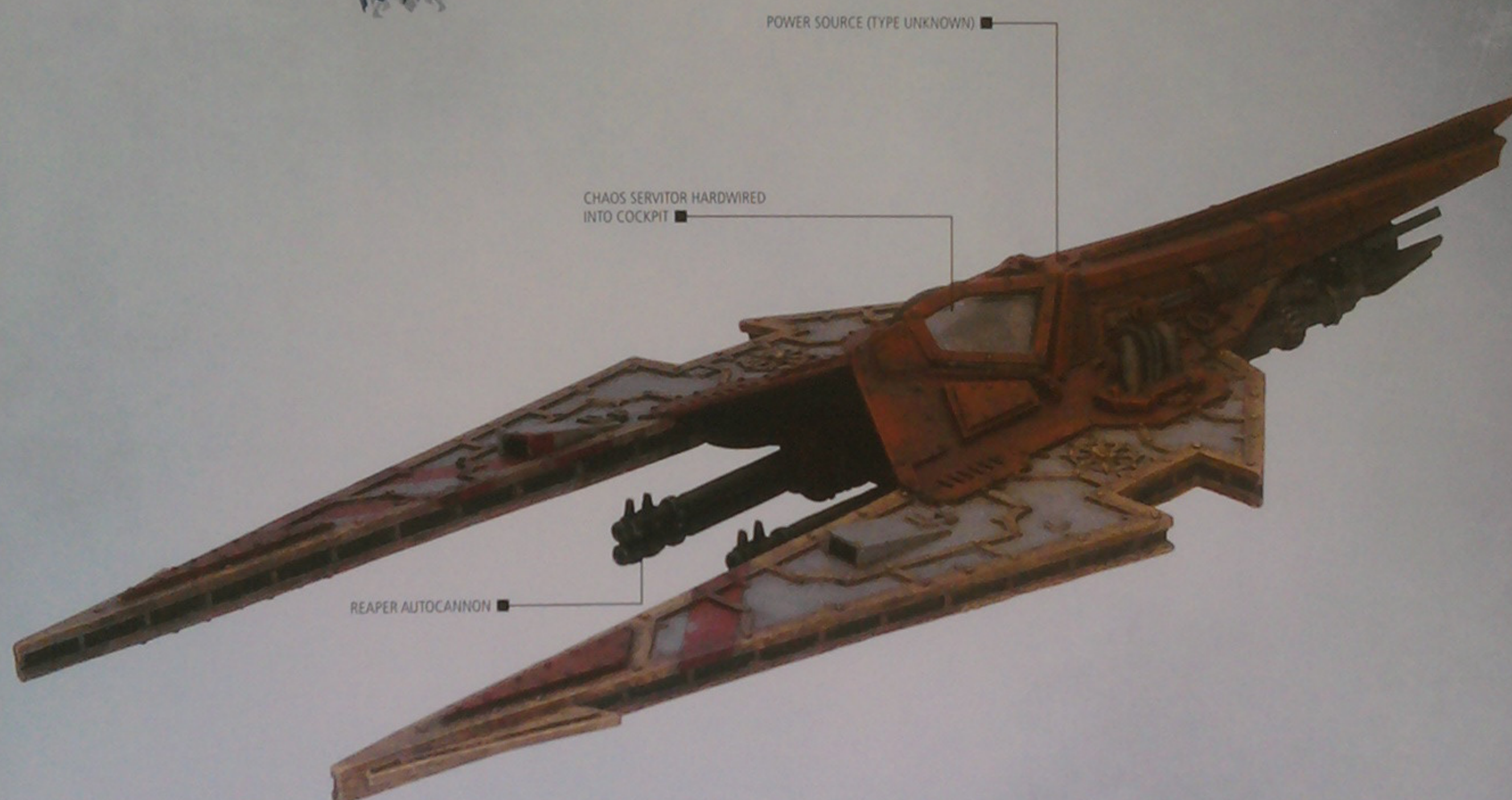
HELL BLADE

The Ordo Malleus believes that the Hell Blade is a product of the traitorous forge world of Xana II. Its slim form races through the skies issuing horrific shrieks, wails and screams as it dives and climbs. They are flown with reckless abandon by corrupted servitors, cursed souls who are hardwired into the cockpit and may never leave.

A Hell Blade is fast, agile and well-armed with quad autocannons under its fuselage for its role as an interceptor. They are designed to engage other aircraft in dogfights, leaving ground attack runs for the larger Hell Talon.

During his massive assault on the Cadian Gate, Abbadon's 13th Black Crusade, Hell Blades became a common sight in the skies over besieged Imperial worlds. Again and again heavily outnumbered Imperial fighter wings engaged swarms of small, darting Hell Blades in desperate swirling dogfights and throughout the Crusade, aerial battles saw heavy losses on both sides. Claims of over 2,000 Hell Blades destroyed over Cadia alone have not been confirmed, and Imperial Navy losses are still being calculated by Departmento auditors. Who knows how many daemonically powered aircraft are being stockpiled within the Warp for the Warmaster's next assault.

POWER SOURCE (TYPE UNKNOWN)

CHAOS SERVITOR HARDWIRED INTO COCKPIT

REAPER AUTOCANNON

Unit Composition
- 1 Hell Blade

Unit Type
- Flyer

Special Rules
- Supersonic
- Agile
- Deep Strike

Wargear
- Two reaper autocannon

	ARMOUR			
BS	Front	Side	Rear	HP
3	10	10	10	2

WEAPON	RANGE	STR	AP	TYPE
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked

Options
- A Hell Blade may take the following vehicle upgrade from *Codex: Chaos Space Marines*:
  - Daemonic Possession for .... +20 points

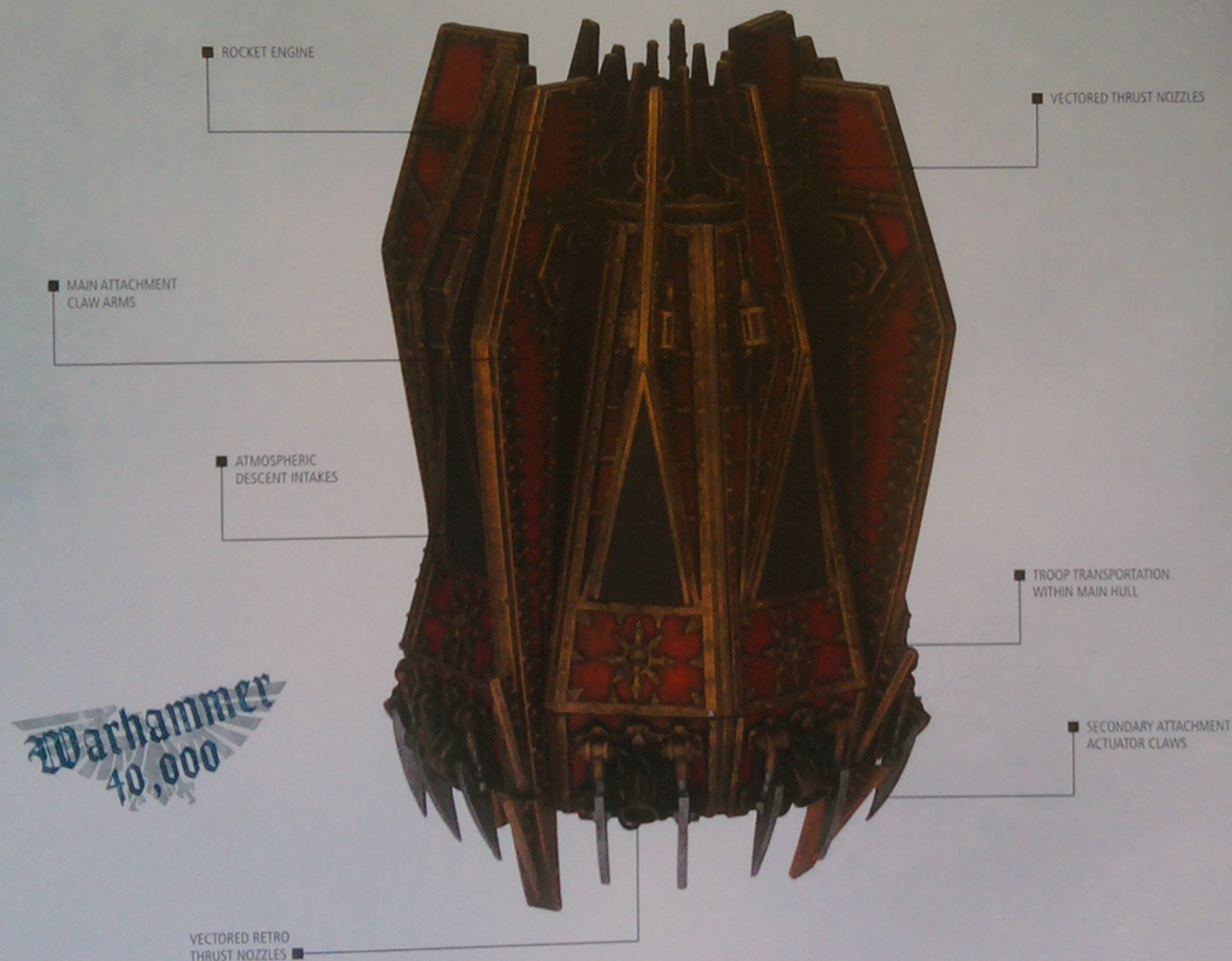*A Hell Blade is a Fast Attack choice for a Codex: Chaos Space Marines army.*

DREADCLAW

Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service, however its construction was flawed. When interfaced with the array of navigational augurs and logic engines, its machine-spirit began to develop a dangerous level of self-awareness and the launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of tech-priests, created superstitious rumours that the machine-spirits were in some way tainted.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor, and many loyal captains simply jettisoned their Dreadclaws into space.

Operating much like its Imperial counterpart, when landing on a planet's surface the Dreadclaw does not extend its main claws until it has landed. Once on the ground, the iris hatch opens and the squad steps onto the surface. The four claws then extend, driving the pod's body upwards and revealing its contents, who can then race off towards their target.

Unlike Imperial Drop Pods the Dreadclaw is also an assault boat. It is capable of lifting off again, and so can be used to extract troops from a planet's surface as well as insert them.

ROCKET ENGINE

VECTORED THRUST NOZZLES

MAIN ATTACHMENT CLAW ARMS

ATMOSPHERIC DESCENT INTAKES

TROOP TRANSPORTATION WITHIN MAIN HULL

SECONDARY ATTACHMENT ACTUATOR CLAWS

VECTORED RETRO THRUST NOZZLES

Unit Composition
- 1 Dreadclaw

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Assault Vehicle
- Frag Assault Launchers

Transport Capacity
- The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought.

		ARMOUR		
BS	Front	Side	Rear	HP
-	12	12	12	3

Access Points
- One access hatch beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

A Dreadclaw is a Fast Attack choice in a Codex: Chaos Space Marines army.

Dreadclaw Assault: If a Dreadclaw is part of the army then an eligible unit must be placed within it before the game begins. The Dreadclaw and its cargo always begin the game in reserve and enter play using the Deep Strike rules. After it has arrived, the Dreadclaw may move normally.
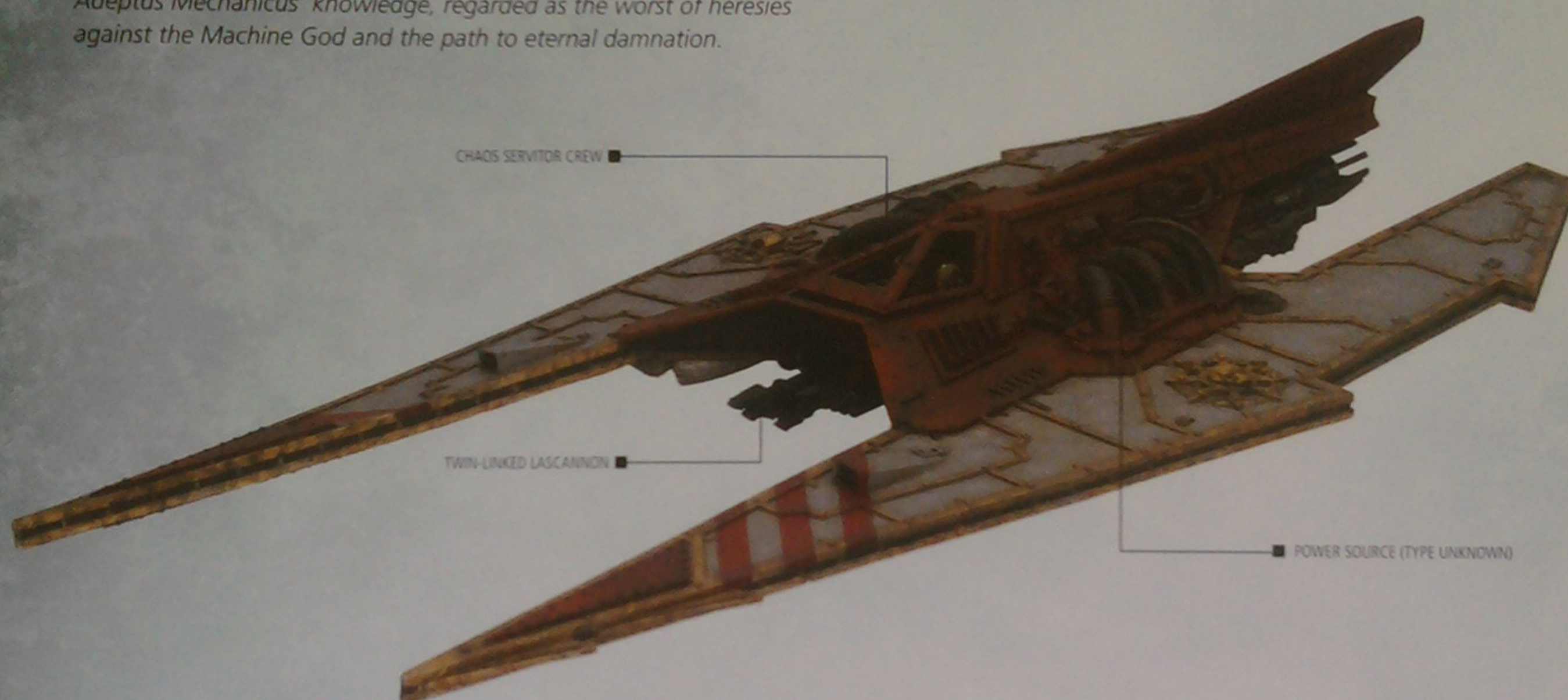
HELL TALON

The Hell Blade's larger cousin is the Hell Talon, a heavier aircraft used in a fighter-bomber role, and capable of carrying a large underwing payload of bombs and missiles. The Hell Talon swoops in low, bombing and strafing, whilst the Hell Blades cover them by intercepting enemy fighters. As well as up to eight bombs, the Hell Talon is also armed with lascannon and an autocannon under the fuselage.

Upon the traitor forge world of Xana, the corrupt adepts of the Dark Priesthood use their heretical knowledge to meld machine, man and daemon into a single war engine. The blasphemous processes used to create such horrors are beyond the bounds of the Adeptus Mechanicus' knowledge, regarded as the worst of heresies against the Machine God and the path to eternal damnation.

The Hell Talon is flown by three Chaos servitors which are all hardwired into the cockpit. As it flies the Hell Talon issues wails, screams and groans – the tortured cries of those sacrificed to awaken the daemons within the aircraft. The Hell Talon's daemonic spirit seemingly tears through the very fabric of the sky, accompanied by crackling lightning and black storm clouds as the Warp leaks through into reality in the wake of the aircraft's passage, the skies literally darkening when the Hell Talons fly past.

CHAOS SERVITOR CREW

TWIN-LINKED LASCANNON

POWER SOURCE (TYPE UNKNOWN)

Unit Composition
- 1 Hell Talon

Unit Type
- Flyer

Special Rules
- Strafing Run
- Supersonic
- Deep Strike

Warhammer 40,000

Wargear
- Fuselage-mounted twin-linked lascannon
- Fuselage-mounted reaper autocannon
- Eight Tactical bombs

	ARMOUR			
BS	Front	Side	Rear	HP
3	10	10	10	4

WEAPON	RANGE	STR	AP	TYPE
Reaper autocannon	48"	7	4	Heavy 2, Twin-linked
Lascannon	48"	9	2	Heavy 1
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Tactical bomb	Bomb	6	4	Heavy 1, Blast (3"), Bomb, One Use Only
Heavy bomb	Bomb	6	4	Apocalyptic barrage (1)*, One Shot

* You can elect to have the Hell Talon drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once on the Apocalyptic Barrage template, but remember, each bomb can only be dropped once.

Options
- A Hell Talon may take the following vehicle upgrade from *Codex: Chaos Space Marines*:
  - Daemonic Possession...+20 points
- The Hell Talon may replace its autocannon with the following:
  - Havoc launcher...Free
- In an Apocalypse game the Hell Talon may upgrade all of its Tactical bombs to:
  - Heavy bombs...15 points

A Hell Talon is a Fast Attack choice in a Codex: Chaos Space Marines army.

> "When the maelstrom descends, Vraks shall overflow with blood and skulls, and even the dead shall find no peace. Millions shall be sacrificed in their names, and the true Gods will rejoice... I have seen it, for I am the messiah of the coming apocalypse."
>
> Lord Xaphan, Apostate-Cardinal, Arch-Heretic and the Despot of Vraks

BLIGHT DRONE OF NURGLE

Bizarre and nightmarish fusions of machine and daemon insect, Blight Drones are hovering killers, their horrific weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in clusters and swarms on worlds falling to Chaos, Blight Drones act very much in the manner of carrion flies and ambush predators, drawn to ongoing bloodshed and concentrations of the dead. First encountered during the later stages of the bitter war for the apostate world of Vraks, unconfirmed reports spoke of these daemon-machines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying, and sucking up the decaying sludge.

The dull, maddening buzz of their droning engines in the poisoned fog of Vraks' skies rapidly became a fearful omen of doom to the Imperial forces, a sound dreaded even above the howls of Khorne's Berserkers or the whistling scream of incoming shells.

Since the Vraksian conflict, Blight Drones have been encountered fighting alongside the renegades known as the Purge and several other Death Guard splinter factions, as well as in Daemonic incursions in both the Auralis war zone and the fall of the Hive world of Mitra Prime during the 13th Black Crusade.
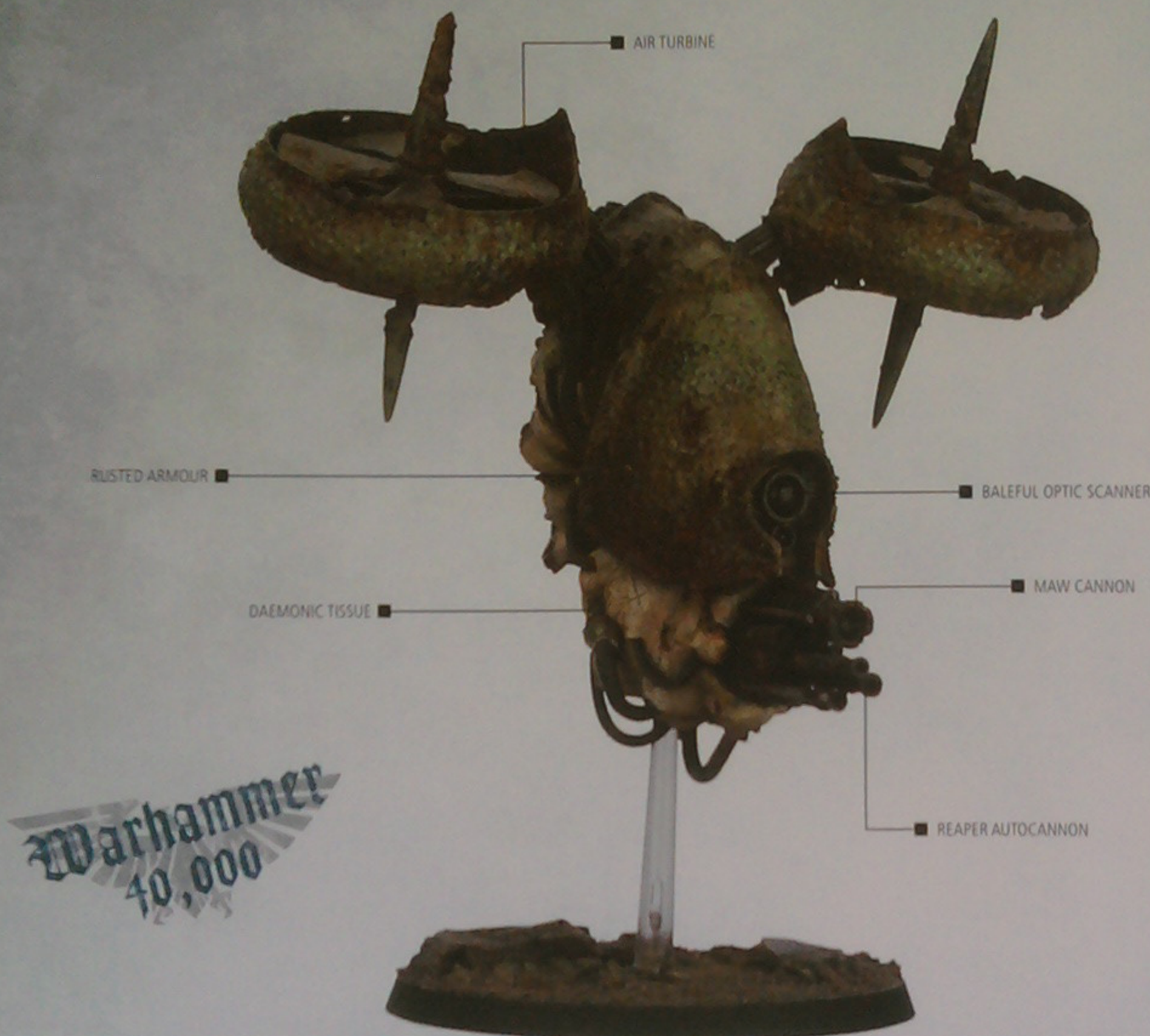
Unit Composition
- 1-3 Blight Drones

Unit Type
- Vehicle, Flyer, Hover

Special Rules
- Daemon
- Explosion of Pus

Wargear
- One Mawcannon
- One Reaper Autocannon

	ARMOUR			
BS	Front	Side	Rear	HP
2	12	11	10	2

Explosion of Pus: When a Blight Drone is destroyed, it invariably detonates in a shower of bile and pus. When a Blight Drone loses its last Hull Point it explodes as per the 'Explodes' Vehicle Damage Table entry rather than becoming wrecked.

1-3 Blight Drones are a Fast Attack choice for a Codex: Chaos Daemons army, a Servants of Decay army (see Imperial Armour Volume 7), or a Codex: Chaos Space Marines army that includes at least one unit of Plague Marines.

> "All things must wither and die. Let root rot and bower blight, to feed the pestilence of abandoned hope."
>
> Aghalor, the Bringer of Poxes

WEAPON	RANGE	STR	AP	TYPE
Mawcannon				
(Vomit)	Template	6	4	Assault 1
(Phlegm)	36"	8	3	Assault 1, Large Blast (5")
Reaper Autocannon	36"	7	4	Heavy 2, Twin-linked