

IMPERIALTM ARMOUR



**IMPERIAL VEHICLES FOR
WARHAMMER 40,000**

WARHAMMER[®]
40,000



THE LAME DUCK. A Marauder squadron leader vainly attempts to evade the attentions of two Ork fighters in the skies above Varestus Prime, it's number four engine is already ablaze. The remains of the craft or crew were never recovered.



REARGUARD ACTION. The Tank Hunter squadron of the 21st Kriegs Panzer Division withdraws to new firing positions through the Msus gorge, in the oxide deserts of Quatara Prime. The Division's only Destroyers formed the backbone of the divisional rearguard and held the gorge for 3 days before being withdrawn. The squadron accounted for 17 enemy vehicles.

IMPERIALTM ARMOUR

WRITTEN BY	Warwick Kinrade
INTRODUCTION	Jervis Johnson
STORY	Gav Thorpe
MODEL DESIGNERS	Tony Cottrell Brian Fawcett Will Hayes Tim Adcock (with the invaluable aid of GW's plastic kits)
IMPERIAL ARMOUR CREW FIGURES	Mark Bedford
MODEL PAINTERS	Stu Black Owen Branham Guy Carpenter Dean Clayton Tony Cottrell Rod Davis Simon Harris Gareth Harvey Darren Latham Ewen Little Keith Robertson Jos Wijnhold Phil Yip
PHOTOGRAPHS	Tony Cottrell Warwick Kinrade
LINE DRAWINGS	Tony Cottrell
PRODUCTION	Christian Dunn Marc Gascoigne
SPECIAL THANKS	Bob Brown and the people at MDC for casting the impossible

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IMPERIAL™ ARMOUR

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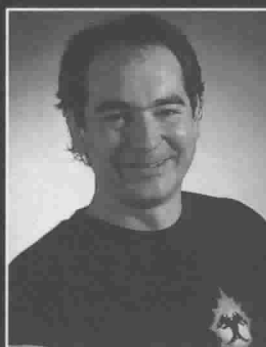
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INTRODUCTION

by Jervis Johnson



Jervis Johnson

As I sit writing this introduction, I have just returned from a trip to Bovington Tank Museum. It's a tread-head's delight, with hundreds (literally, hundreds!) of real life tanks, ranging from the very earliest WWI tanks to modern main battle tanks that fought in the Gulf War, and just about everything inbetween. They even have mock tank battles

you can watch – cool! It's an awesome place and well worth a visit if you ever get the chance. However, sound advice on a fun day out aside, there is another reason for mentioning Bovington here in the introduction to *Imperial Armour*. You see, the museum has a shop, and in the shop they have a display of painted tank models, and in amongst those models of real life armoured vehicles is a small but perfectly formed selection of models by none other than Games Workshop.

To say I was suprised to see these models is an understatement, but in many ways it's highly appropriate that they were there. The reason that I think it is appropriate is that the creators of those tanks at Games Workshop, like the curators of the tank musueum at Bovington, are amongst that sad group of people that think that tanks are just about the sexiest thing on this planet. Come on, you know it's true – given a choice between a hot date with Michelle Pfeiffer and a chance to have a drive in an M1 Abrams then you, like me, would be saying 'See ya, Michelle baby!' and disappearing off to the tank ground pretty damn sharpish. And if that test drive should include a chance to actually – dare I say it? – shoot the main gun, well then not even a hot date with Michelle, Britney Spears and Cameron Diaz would hold you (or me) back!

Sadly, unless one happens to be a curator at Bovington, one rarely gets a chance to drive around in a tank, so one must get ones fix of tank thrills vicariously elsewhere. For myself as a youth this was mainly through making Airfix tank kits and playing wargames with them. I know that I wasn't alone in this (I bet quite a few of you reading this book started out in the same way), and as it happens quite a few of my fellow designers and artists in the Studio shared a similar interest. Thus it was that once Warhammer 40,000 was written it was really only a matter of time until we got round to making some proper tanks kits to use in the game. Not that this was the case to start off with, of course. In the early days at Games Workshop we simply couldn't afford to make the steel moulds needed for a plastic tank kit, and so early games of 40K tended to lack tanks and other armoured vehicles, with the exception of the occasional Dreadnought or



Tony Cottrell

'scratch-built' armoured vehicle. In fact the very first photographs of the now ubiquitous Space Marine Land Raider were of a model that was scratch-built by Citadel Miniature designer and notorious tread-head Dave Andrews.

Of course, things are very different now! As soon as we could, we started producing plastic armoured vehicles for 40K, starting off with the Land Raider and Rhino, and slowly adding to the range over the years as and when we could. Unfortunately the vagaries and costs of the plastic moulding process means that even now we can't make as many plastic vehicle kits as we or you might like. It was a dilemma, and no mistake, until up stood a chap called Tony Cottrell who said 'We could make tank kits in resin, you know.' What was more, he went on to prove that he was right, and thus was born Imperial Armour as part of Forge World.

Now Tony goes waaaaay back at GW, why he's been here as long as me, which as everybody knows is just about forever. He's also been GW's numero uno tread-head for all of that period. Tony loves scratch-building models, and many of his conversions have appeared in White Dwarf over the years. In particular, he was the man who first made a 40K-scale Baneblade – a model that proved so popular that we had to run an article showing people how to scratch-build their own in the pages of White Dwarf, such was the interest it created. Of course now you can buy a resin version of the Baneblade direct from Imperial Armour, but I



Warwick Kinrade

digress. The point is that if there was ever the perfect person to head up Imperial Armour, then Tony is that man, because he loves tanks, and loves making models of them.

With Tony at the helm, Imperial Armour has produced a superlative range of resin kits that have hugely expanded the number of tanks that Warhammer 40,000 players can field in their games. However, there was a problem – there were no rules to go along with the tanks, which made it difficult, to say the least, for players to use them in their games of 40K. As a stop-gap we were able to get rules published in the Journal, but these were unofficial and could only be used with an opponent's consent. What was needed were some official rules for the Imperial Armour vehicles that would allow players to use them whenever they wanted. Enter yours truly, and fellow tall gangly person Warwick Kinrade.

You see, over the last 18 months or so I've been working on a set of vehicle design rules for 40K, which are to be published in White Dwarf (issues 253-256 in the UK edition) as an official supplement for the game. What we realised was that the vehicle design system could be used to create the rules needed for Imperial Armour. In a nutshell, as long as the Imperial Armour rules conformed to the vehicle design rules, then as far as I and the rest of the 40K design team were concerned, then they were legitimate rules and could be used in any game of 40K. This being the case, all that was needed was someone to do all of the donkey work coming up with the specific rules for each of the vehicles... and that is where good old Warwick came in. He also managed to find the time, with Tony, to produce the extremely fine photographs that grace the pages of this book.

So here we have a book that covers all manner of rules and info on Imperial vehicles and that's just about it, for this introduction at least. As I hope I've made clear, this book is a labour of love, produced by a group of madmen who just happen to all love tanks. If you love tanks too, and you play 40K, then you need this book. Oh, and don't forget, if you're ever in Dorset in England, then visit Bovington Tank Museum!

Have fun,

Jervis Johnson

Jervis Johnson

10th August 2000

USING IMPERIAL ARMOUR VEHICLES IN WARHAMMER 40,000

As noted in the introduction all of the vehicles in this book can be used in games of 40K as part of an Imperial Guard army, even if they are not included in Codex Imperial Guard. Each vehicle used counts as one of the choices for the army, of the type indicated below, with the points cost indicated in the rules that follow.

Name	Counts As
Conqueror	Heavy Support
Thunderer	Heavy Support
Destroyer	Heavy Support
Vanquisher	Heavy Support
Executioner	Heavy Support
Baneblade	Super-Heavy Tank
Shadowsword	Super-Heavy Tank
Salamander Command	HQ and Transport
Salamander Scout	Fast Attack
Chimera Heavy Bolter	Transport
Chimera Heavy Flamer	Transport
Sentinel Powerlifter	Fast Attack
Trojan	Troop
Turret Emplacement	Scenario Special Rule
Earthshaker Platform	Heavy Support
Hydra	Heavy Support
Hydra Platform	Heavy Support
Manticore	Heavy Support
Manticore Platform	Heavy Support
Medusa	Heavy Support
Lightning	Heavy Support
Lightning Strike	Heavy Support
Marauder	Super-Heavy Flyer
Marauder Destroyer	Super-Heavy Flyer



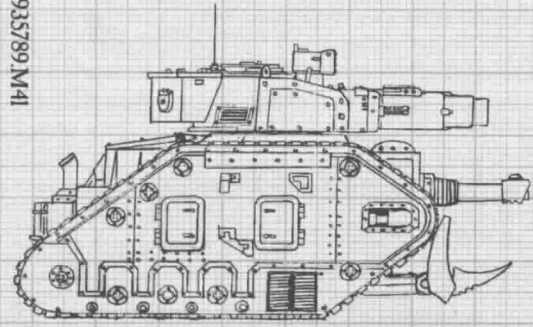
LEMAN RUSS CONQUEROR

MODELS: Patterns III to VI
FORGE WORLD OF ORIGIN: Gryphonne IV
WEIGHT: 62 tonnes
HULL LENGTH: 7.08m
HULL WIDTH: 4.86m
HEIGHT: 4.42m
BARREL LENGTH: 2.42m
GROUND CLEARANCE: 0.45m
ARMOUR: 45-200mm
MAXIMUM SPEED: 34 kph on road; 24kph off road
CREW: 4 – driver, commander, gunner, loader. 2 sponson gunners (optional)
ARMAMENT: 1 x turret-mounted Conqueror Cannon with coaxial mounted stormbolter. 1 x hull-mounted las cannon. 2 x sponson-mounted heavy bolters or heavy flamers (optional)
MAIN AMMUNITION: 36 rounds
FORDING DEPTH: 1.90m

The Leman Russ Conqueror variant is built exclusively on the Forge World of Gryphonne IV, using the secret knowledge of the planet's Adeptus Mechanicus munitions adepts. The Conqueror was first used to equip the Tech Guard of Gryphonne IV supporting the War Griffons Titan Legion during the Relief of Castra Septus. The Conquerors kept up with the Titans' advance as two battle groups launched a lightning attack to encircle the besiegers of Castra Septus, trapping them inside a pocket, which was eventually annihilated.

LEMAN RUSS CONQUEROR

Ref: 14935/799 M41



Never as widely produced as the STC Leman Russ or Demolisher, a few Conquerors have found their way into those Imperial Guard armoured regiments equipped from the foundries of Gryphonne IV. It is well liked by its crews, despite lacking heavy hitting power. Its mobility allows it to get out of trouble, find cover or exploit a breakthrough quickly, whilst maintaining a good rate of fire.



A squadron of Conquerors advances across the ash wastes of Armageddon.

LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	BS
Conqueror	145 + wpns	14	12	11	3

Type: Tank

Crew: Imperial Guard

Weapons: The Conqueror is armed with a turret-mounted Conqueror Cannon. In addition, you must have a hull-mounted weapon at the following points cost: lascannon at +15 points; heavy bolter +5 points. It also has a coaxial mounted storm bolter (counts as a pintle mounted stormbolter).

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at + 10 pts or a pair of heavy flamers at + 10pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

Heavy Support: The Conqueror is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Conqueror Cannon: The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the vehicle to keep firing whilst on the move, making this Leman Russ variant more mobile when leading an assault.

Range: 48" **Strength:** 7 **AP:** 4 **Special:** Heavy 1/blast.

**USING THE CONQUEROR**

▲ The Conqueror makes a fine alternative to the standard Leman Russ and should you wish to theme your Imperial Guard army as one equipped from the Gryphon IV then you could replace all your tanks with Conquerors.

▲ Although lighter armed, the Conqueror is far more mobile, and makes an excellent tank for the spearhead of an armoured attack, supported by Armoured Fist squads which can keep up. They lack the heavy firepower to stop a determined attack when deployed in defence or go head-to-head with enemy heavy armour.

THUNDERER SIEGE TANK

MODELS: Patterns 1 only

FORGE WORLD OF ORIGIN:
Converted on many forge
worlds

WEIGHT: 52 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 3.40m

BARREL LENGTH: 1.75m

GROUND CLEARANCE: 0.45m

ARMOUR: 45-200mm

MAXIMUM SPEED: 32 kph on
road; 22kph off road.

CREW: 3 – driver, commander,
gunner

ARMAMENT: 1 x hull-mounted
Demolisher Cannon

MAIN AMMUNITION: 18 rounds

FORDING DEPTH: 1.90m

The Thunderer Siege Tank is a conversion of the Destroyer Tank Hunter. The advanced technology of the tank hunter's main weapon is difficult to manufacture and repair if the weapon malfunctions or is damaged in battle. Rather than waste an armoured vehicle chassis the Adeptus Mechanicus often re-gun the tank hunter chassis with a different weapon. A common conversion is to replace the damaged Laser Destroyer with a Demolisher cannon, to fill the role of the Demolisher.

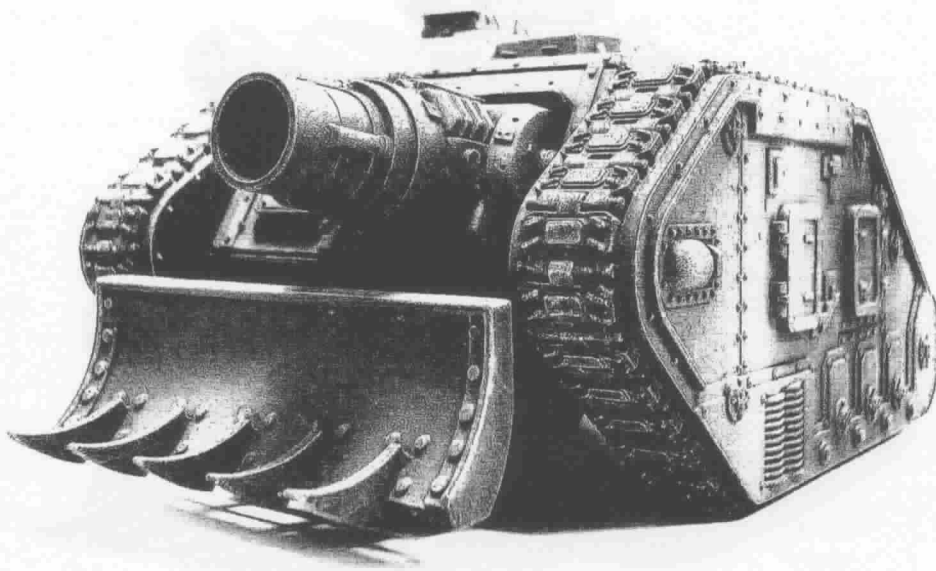
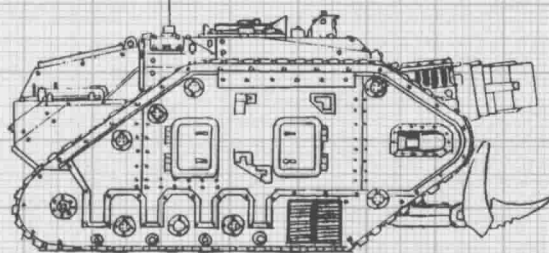
It is possible that some Thunderers have been produced as new build vehicles.

This vehicle is used by commanders whose forces are required to fight in dense terrain, and often find that a regiment will not have enough Demolisher tanks to directly support all the infantry platoons.

Like the more heavily equipped Demolisher, the Thunderer is usually deployed in close support of infantry platoons, lacking the range to engage enemy tanks in the open.

THUNDERER

File: GV/379r





*A Thunderer leads the breakthrough of rebel lines.
Several bunkers have already been destroyed.*

THUNDERER

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderer	140	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Thunderer mounts a single Demolisher Cannon. It has no other weapons.

Options: The Thunderer may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: The Thunderer is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Demolisher Cannon: The Demolisher cannon is a fearsome weapon at short ranges, best used in built up areas or in close support of infantry.

Range: 24" **Strength:** 10 **AP:** 2 **Special:** Ordnance 1/Blast

*"Though the darkness will be rent by noise and flame.
Let not men's souls be broken in the crucible of war."*

— Prayer of Preacher Veltros Theodorus
before the third assault on Tarrisus Ridge

USING THE THUNDERER

▲ *The Thunderer is best used in its environment: street fighting. Try using it in direct support of an Imperial Guard infantry platoon as they battle to overwhelm the last surviving rebels amongst the ruins of a city devastated in an anti-Imperium uprising. In this scenario the rebels would win if they could destroy the Thunderer.*

DESTROYER TANK HUNTER

MODELS: Patterns I-IX

FORGE WORLD OF ORIGIN:
Mars, Stygies VIII, Triplex Phall,
Tolkhan, Estaban VII, Lucius,
M'Khand, Voss Prime

WEIGHT: 52 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 3.40m

BARREL LENGTH: 5.04m

GROUND CLEARANCE: 0.45m

ARMOUR: 45-200mm

MAXIMUM SPEED: 50 kph on
road; 36 kph off road

CREW: 3 – driver, commander,
gunner

ARMAMENT: 1 x hull-mounted
Laser Destroyer

MAIN AMMUNITION: 20 shots
from power pack

FORDING DEPTH: 1.90m



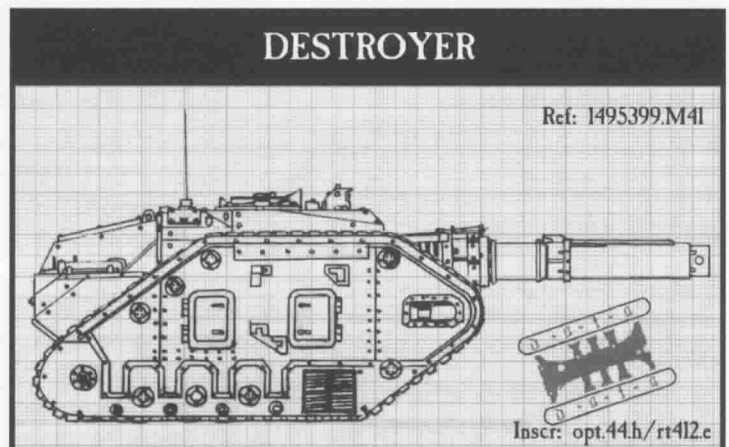
Night sniping.

Once, in the distant past, the Destroyer Tank Hunter was a common vehicle amongst the ranks of the Imperial Guard. But despite centuries of worship, the Adeptus Mechanicus can no longer easily replicate the weapons' advanced technology. Each vehicle now has to be painstakingly hand crafted. This slow and laborious process means fewer and fewer Destroyers remain in service.

Those Imperial Guard units that do still possess Destroyer Tank Hunters guard them jealously, and each vehicle is continually patched up and repaired to keep them in the field. Wrecks which can be reconstructed are highly prized salvage after a battle. These valuable weapons' main role on the battlefield is to seek out and eliminate enemy tanks. Its fearsome Laser Destroyer can slice through the thickest tank armour with ease, even at long range.

Destroyers are usually deployed well back, in hiding, weapons trained ready to ambush enemy armoured columns. After a couple of long range shots the Destroyer will quickly change firing positions to avoid return fire should they have

been spotted. This tank 'sniping' makes the Destroyer a notorious hazard to tank crews, who value a confirmed Destroyer kill far greater than that of a 'normal' vehicle.





DESTROYER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	160	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Destroyer mounts a single Laser Destroyer. It has no other weapons.

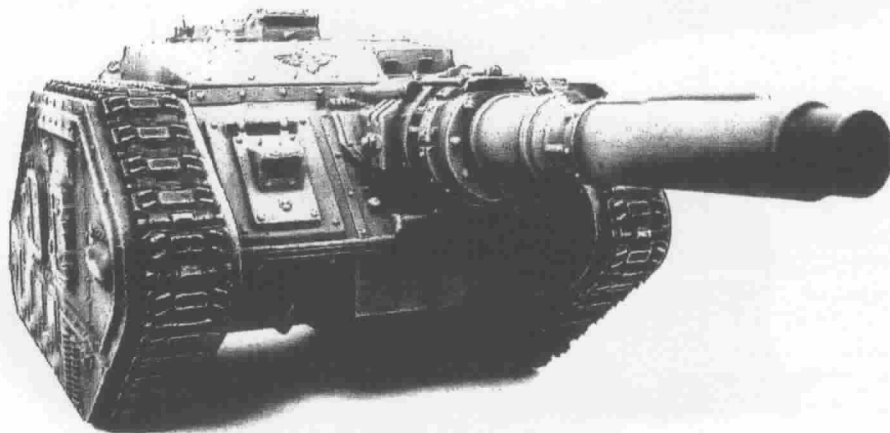
Options: The Destroyer may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: The Destroyer is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Laser Destroyer:

Range: 72" **Strength:** 9 **AP:** 2 **Special:** Heavy/Blast



USING THE DESTROYER

A Destroyer model would make the perfect objective for a battle with both sides fighting to capture the vehicle, and the winner being allowed the Destroyer in his army for the next battle.

A Commanders favour ambush tactics when employing Destroyers, leaving them well hidden and using their weapons' hitting power to snipe and pick off enemy tanks at long range, before withdrawing to a new firing location.

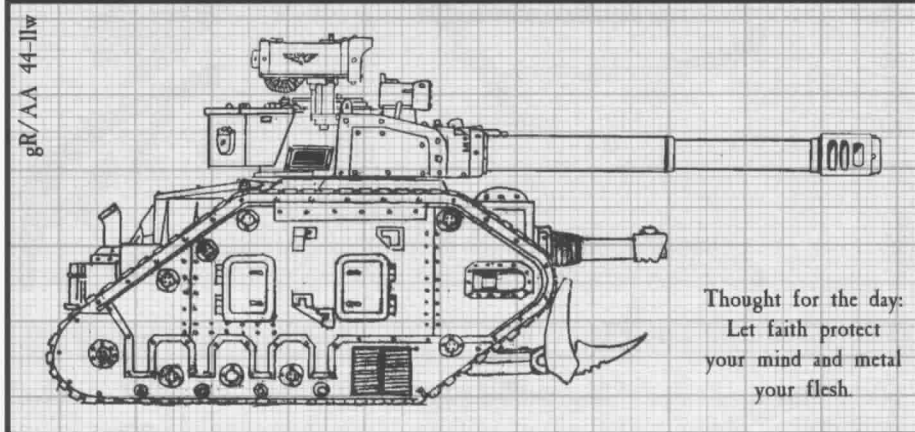


LEMAN RUSS VANQUISHER

(GRYPHONNE IV PATTERN)

**MODELS:** Patterns I-VI**FORGE WORLD OF ORIGIN:**
Gryphonne IV**WEIGHT:** 64 tonnes**HULL LENGTH:** 7.08m**HULL WIDTH:** 4.86m**HEIGHT:** 4.42m**BARREL LENGTH:** 6.50m**GROUND CLEARANCE:** 0.45m**ARMOUR:** 45-200mm**MAXIMUM SPEED:** 30 kph on road;
18 kph off road**CREW:** 4 – driver, commander,
gunner, loader. 2 sponson
gunners (optional)**ARMAMENT:** 1 x turret-
mounted Vanquisher Battle
Cannon with coaxial mounted
storm bolter. 1 x hull-mounted
lascannon or heavy bolter. 2 x
sponson-mounted heavy
bolters or heavy flamers
(optional)**MAIN AMMUNITION:** 28 rounds**FORDING DEPTH:** 1.90m

LEMAN RUSS VANQUISHER GRYPHONNE IV PATTERN



The Leman Russ Vanquisher is a more sophisticated version of the basic battle tank. The Vanquisher is becoming increasingly rare as the skills and technology required for the construction of the vanquisher battle cannon were lost when the forge world Tigrus was overrun and scoured by Ork Warlord Arggard the Defiler in M35. Those Vanquishers that remain in service are carefully maintained and only granted to tank crews who have proved themselves in the heart of battle.

Since the loss of Tigrus, the Adeptus Mechanicus has made strenuous efforts to reproduce surviving Vanquisher cannons on selected forge worlds, those renowned for devotion and favoured by the Machine God with the most skilled munition-adepts. These forge worlds have been granted some success. Although slow and fraught with difficulty, Gryphonne IV and Stygies VIII have both resurrected their own versions of the Vanquisher cannon. Other forge worlds still continue their own work and pray for similar success.

Imperial Guard regiments equipped from Gryphonne IV or Stygies VIII are now starting to field small but increasing numbers of Vanquishers again.



LEMAN RUSS VANQUISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175 + wpns	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted battle cannon and a coaxial storm bolter. In addition it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at + 10 pts or a pair of heavy flamers at + 10pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

Heavy Support: The Vanquisher is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Vanquisher Battle Cannon: This cannon can fire special Anti-Tank (AT) shells that can smash through the thickest of armour. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a strength of 8. Don't use the Ordnance blast template. Instead roll to hit using the crew's BS of 3. If a hit is scored, roll two D6 for Armour Penetration and add the scores together.

Veterans: The crew may be upgraded to Veteran status at a cost of +20 pts. A Veteran crew has one Battle Honour which is rolled for at the start of each battle from the Vehicle Battle Honours table on page 163 of the Warhammer 40,000 rulebook.

USING THE VANQUISHER

A Vanquisher is a very specialised piece of equipment, and its advantages over a normal – and cheaper in points cost – Leman Russ are not so great as to make it an automatic first choice. The Vanquisher's anti-tank ammunition is very useful against a foe with many armoured vehicles, but of little use against foes with smaller vehicles and hordes of infantry, like Orks or Tyranids. Like all good tank commanders think carefully before committing your Vanquishers when a standard Leman Russ could easily do the job.



Hunter and prey: wide open fields provide a Vanquisher with a perfect hunting ground.

LEMAN RUSS VANQUISHER (STYGIES VIII PATTERN)

MODELS: Patterns I-VI

FORGE WORLD OF ORIGIN:
Stygies VIII

WEIGHT: 63 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 4.42m

BARREL LENGTH: 5.70m

GROUND CLEARANCE: 0.45m

ARMOUR: 45-200mm

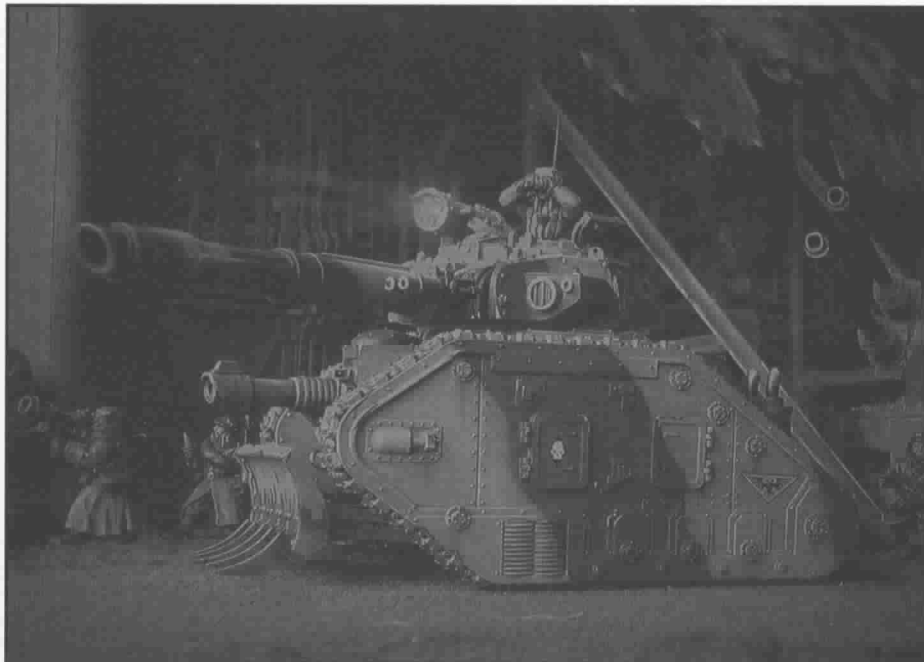
MAXIMUM SPEED: 32 kph on road;
19 kph off road

CREW: 4 – driver, commander,
gunner, loader. 2 sponson
gunners (optional)

ARMAMENT: 1 x turret-mounted
Vanquisher Battle Cannon with coaxial mounted
storm bolter. 1 x hull-mounted
lascannon or heavy bolter. 2 x
sponson-mounted heavy
bolters or heavy flamers
(optional)

MAIN AMMUNITION: 28 rounds

FORDING DEPTH: 1.90m

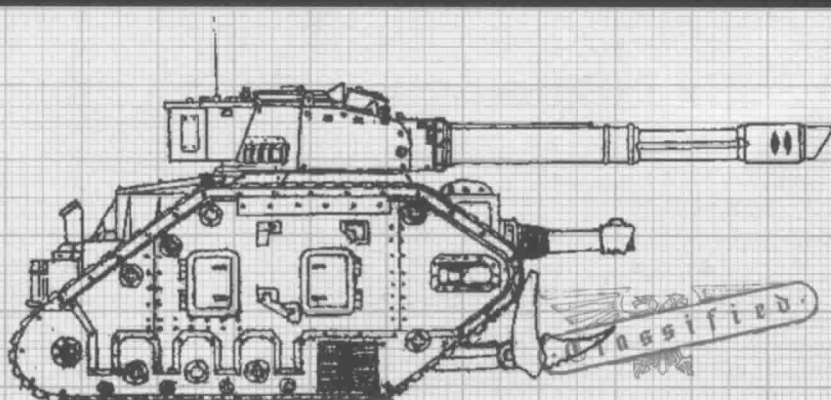


A Vanquisher advancing steadily through ruined streets.

The Stygies VIII Vanquisher utilises a version of the Vanquisher cannon that, whilst lacking the immense length of the Gryphon IV guns to generate shell velocity, utilises a slightly smaller calibre shell with increased barrel rifling. Secret knowledge, jealously guarded by the Adeptus Mechanicus of Stygies VIII, is used for better gun stabilising and recoil dampening after each shot to counteract the worst effects of the weapon's violent kick. Crews report that the increased velocity aids accuracy with the first shot, but due to increased barrel movement does not aid follow-up shots. The rulers of Gryphon IV and Stygies VIII have never allowed comparative tests to take place. Such accurate data is the reserve of the Adeptus Mechanicus.

LEMAN RUSS VANQUISHER STYGIES VIII PATTERN

Ref: 14953784M4I – n/scr901 – alpha



LEMAN RUSS VANQUISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175 + wpns	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted battle cannon and a coaxial storm bolter. In addition it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at + 10 pts or a pair of heavy flamers at + 10pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

Heavy Support: The Vanquisher is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Vanquisher Battle Cannon: This cannon can fire special Anti-Tank (AT) shells that can smash through the thickest of armour. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a strength of 8. Don't use the Ordnance blast template. Instead roll to hit using the crew's BS of 3. If a hit is scored roll two D6 for Armour Penetration and add the scores together.

Veterans: The crew may be upgraded to Veteran status at a cost of +20 pts. A Veteran crew has one Battle Honour which is rolled for at the start of each battle from the Vehicle Battle Honours table on page 163 of the Warhammer 40,000 rulebook.



LEMAN RUSS EXECUTIONER

MODELS: Patterns III and IV

FORGE WORLD OF ORIGIN:
Ryza

WEIGHT: 63 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 4.42m

BARREL LENGTH: 1.92m

GROUND CLEARANCE: 0.45m

ARMOUR: 45-200mm

MAXIMUM SPEED: 30 kph on road; 18 kph off road

CREW: 4 – driver, commander, gunner, loader. 2 sponson gunners (optional)

ARMAMENT: 1 x turret-mounted Plasma Destroyer. 1 x hull-mounted lascannon or heavy bolter. 2 x sponson-mounted heavy bolters or heavy flamers (optional)

MAIN AMMUNITION: 12 shot photonic hydrogen cell

FORDING DEPTH: 1.90m

The Executioner is one of the oldest variants of the Leman Russ. Records show that once, during the great Crusade, this vehicle equipped entire Imperial Guard armoured regiments. Now the Executioner is rarely seen. Only one forge world still manufactures the Executioner: Ryza, renowned within the Adeptus Mechanicus for its devout worship of the mystical arts of plasma reactor and magnetic containment field construction.

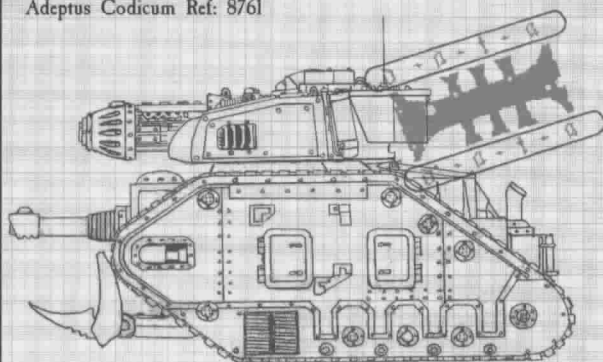
Ryza's own tech guard regiments are almost exclusively equipped with Executioners.

As with its smaller cousins, the Plasma Destroyer is a temperamental piece of equipment, relying on ancient technologies that can no longer be replicated. Difficulty in containing the vast energies make the Executioner an unreliable but potential devastating weapon of war. Commanders complain that the photonic fuel cell lacks the power to maintain the plasma weapon's efficiency over an extended engagement, and reloading the cell is overly time consuming in the heat of battle.

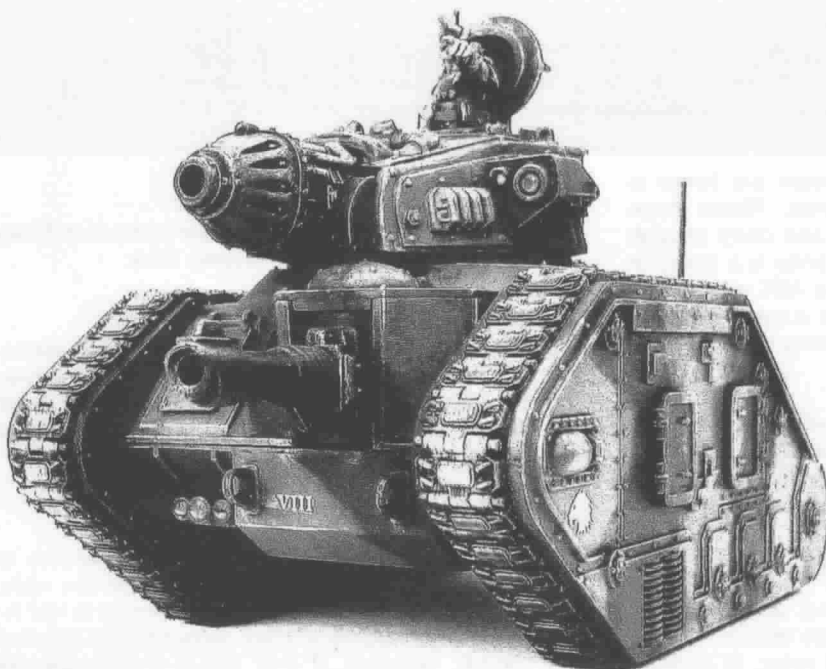
Imperial Guard tank crews do not favour this vehicle, and many old superstitions surround the blessing of the gun are still observed before battle. Most prefer the tried and tested battle cannon, but those men who do ride to battle as Executioner crews enjoy a reputation for foolhardy (many would say insane) bravery.

LEMAN RUSS EXECUTIONER

Adeptus Codicum Ref: 8761



Street fighting: an Executioner, supported by infantry and a Medusa unleashes suppressing fire.



LEMAN RUSS EXECUTIONER

	Points	Front Armour	Side Armour	Rear Armour	BS
Executioner	165 + wpns	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Leman Russ Executioner is armed with a turret-mounted Plasma Destroyer. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts or a heavy bolter at +5 pts.

Options: The Executioner may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: The Executioner is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Plasma Destroyer:

Range: 54" **Strength:** 7 **AP:** 2 **Special:** Heavy/Blast

May your weapon be guarded against malfunction.

As your soul is guarded from impurity.

The Machine God watches over you.

Unleash the weapons of war.

Unleash the Deathdealer.

— Chant for the prevention of malfunction

SUPER-HEAVY TANK RULES

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned: Super-Heavy Tanks will dominate any game they are used in, and because of this should be saved up for special occasions, rather than being wheeled out willy-nilly for every game that is played.

Using Super-Heavy Tanks

Super-Heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 in the 40K rules. In addition you may only include one Super-Heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-Heavy Tanks to large games of over 2000 points, as is appropriate for such rare and potentially devastating machines. Of course players that wish to may ignore this restriction and use Super-Heavy Tanks in smaller games, but only if they get their opponents consent first. Super-Heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-Heavy Tank detachments consist up to three machines of (more or less) the same type. Baneblades and Shadowswords are considered similar enough to be mixed into the same detachment.

Structure Points

Super-Heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given two or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is.

Ordnance

Super-Heavy Tanks may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting

Super-Heavy Tanks can engage more than one target unit if desired. Instead of picking a target for the Super-Heavy Tank, pick a target for each weapon on the Super-Heavy Tank. You must declare all of the Super-Heavy Tank's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

Super-Heavy Tank Shock

Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Super-Heavy Tank.

Lumbering Vehicles

Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90 degrees at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

War Engines and Difficult Terrain

Super-Heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables (see later).

Close Combat Attacks

Super-Heavy Tanks can tank shock an enemy in the movement phase. If the enemy pass the morale check then the Super-Heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the assault phase. This is the only way that Super-Heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemies turn as normal). Being in close combat does not stop the Super-Heavy Tank shooting, and it may fire at the unit it's assaulting if desired.

Super-Heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the super-heavy tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-Heavy Tank as close as possible to their starting location before they were 'barged'. Super-Heavy Tanks can't barge other Super-Heavy Tanks out of the way.

In the assault phase, a Super-Heavy Tank that tank shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-Heavy Tank's turn; if the Super-Heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the Super-Heavy Tank (i.e. each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All super-heavy tank close combat



attacks ignore armour saves, and roll 2D6 for armour penetration.

Opponents that fight a round of close combat against a Super-Heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Super-Heavy Tanks may never pursue or consolidate – they remain stationary.

Super-Heavy Tank Damage Tables

Roll on the following tables (over) for glancing and penetrating hits on a Super-Heavy Tank. Ordnance also rolls on these tables, not the Ordnance damage tables.

New weapon rules

Coaxial Weapons: A 'coaxial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a coaxial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'coaxial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

DAMAGE TABLES

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

- 1 Gun Crew Shaken** – One weapon may not shoot next turn (chosen by opponent).
- 2 Gun Crew Shaken** – One weapon may not shoot next turn (chosen by opponent).
- 3 Driver Stunned** – May not move next turn.
- 4 Engines Damaged** – Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
- 5 Field or Weapon Destroyed** – One weapon chosen by opponent is destroyed.
- 6 Major Damage** – Lose one structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table below.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

- 1 Driver Stunned** – May not move next turn. (skimmers drift D6" straight ahead).
- 2 Engines Damaged** – Knock D3" off the vehicles move (vehicles reduced to a move of '0' are immobilised, skimmers destroyed).
- 3 Field or Weapon Destroyed** – One weapon chosen by opponent is destroyed.
- 4 Major Damage** – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table below.
- 5 Major Damage** – Lose one structure point and roll again on the Glancing Hit table. If reduced to '0' damage points, roll on the Catastrophic Damage table below.
- 6 Chain Reaction** – Lose one structure point and roll again on this table. If reduced to '0' damage points, roll on the Catastrophic Damage table below.

CATASTROPHIC DAMAGE HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

- 1 Damage Control** – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard.). If the Ld test is passed then the damage control systems on the super-heavy tank have contained the damage, and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).
- 2-3 Destroyed** – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.
- 4-5 Explosion** – Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. Otherwise, as above.
- 6 Huge Explosion** – The tank is vapourised in a huge explosion. Roll 1D3 per original structure point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (armour saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.



BANEBLADE

Hammer of the Emperor!

The Baneblade and its variants is one of the oldest Imperial tank designs still in use. Created using Dark Age Standard Template Construct technology, it uses many systems that are now unique to its construction. This ancient STC data is limited to only a handful of forge worlds, and most of the original Baneblades come from Mars itself.

It is claimed that in the past there used to be whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunate to have a company of three, and more usually only a single Baneblade will be available. This is because there is immense demand for the Baneblade, both for its highly destructive abilities and survivability, and also for the morale boost seeing such a behemoth gives the troops. For these reasons, the millennia have seen a slow but sure increase in the number of 'counterfeit' Baneblades seeing service in the Imperial army.

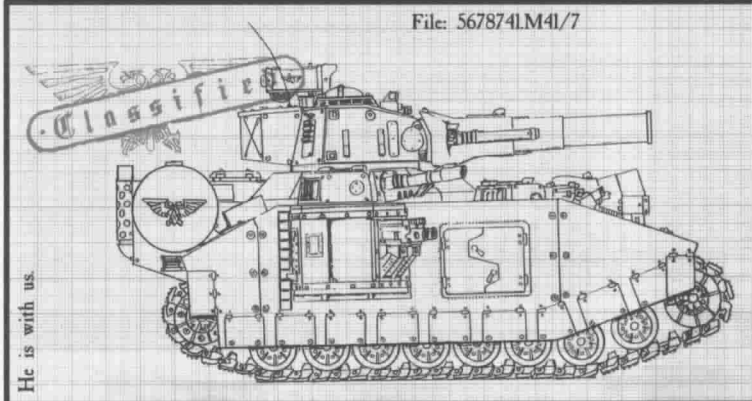
These Baneblades, produced by forge worlds eager to secure large military contracts and trade concessions, do not incorporate all of the available STC data that is on Mars and the few other favoured forge worlds. While a true Baneblade uses much more powerful rocket-propelled shells in its main battle cannon, a second generation Baneblade (as the Adepts of Mars refer to these tanks) uses only standard battlecannon ammunition. Similarly, the reinforced mount of the Demolisher cannon in a true Baneblade allows it to lay down a devastating bombardment as it advances, while second-generation Baneblades normally mount a second battlecannon in the hull. These are not the only differences, for the original Baneblade design has improved internal armour bracing, greater engine performance and transmission, superior comms and tactical logic engines and all manner of other secondary systems which are far superior to those of the second-generation war machines.



Heavy Metal! Imperial armour advancing.

BANEBLADE

File: 5678741.M41/7



There is one sure way for a commander to know if he has a true Baneblade placed under him. Each Baneblade constructed and consecrated on those forge worlds that have the original STC is logged and registered with Mars, and is given its own identity number and name. Its whereabouts, the warzones it has fought in, the crew rosters and all its other history are reported regularly to the originating forge world so that the fate of each and every Baneblade might be known – if one knows where to look...

BANEBLADE

	Points	Front Armour	Side Armour	Rear Armour	BS
Baneblade	634	14	13	12	3

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 3

Crew: Imperial Guard

Weapons: The Baneblade mounts 3 x twin-linked heavy bolters, 2 x lascannons, a demolisher cannon and a battle cannon with a co-axial autocannon.

Options: A Baneblade may be given the following vehicle upgrades for the points cost listed in the Imperial Guard armoury: hunter killer missile, improved comms, minesweeper, pintle-mounted storm bolter, searchlight, smoke launchers. In addition it can have a crew escape mechanism for 25 points, which will save 2D3 crew members instead of D3.

SPECIAL RULES

(see Super Heavy Tank rules for full details)

Baneblade Battle Cannon.

Range: 72" **Strength:** 9 **AP:** 2 **Special:** Ordnance1/ Blast

Ordnance: The Baneblade may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: Instead of picking one target for the Baneblade, pick a target for each of its weapons. The co-axial autocannon must fire at the same target as the mega battle cannon.

Baneblade Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Baneblade.

Lumbering Vehicle: The Baneblade can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90 degrees at the end of the move.

Difficult Terrain: The Baneblade can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables.

MODELS: Patterns I-V

FORGE WORLD OF ORIGIN:

Mars, Lucius, Estaban VII

WEIGHT: 316 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 6.30m

BARREL LENGTH (BATTLE CANNON): 5.40m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-220mm

MAXIMUM SPEED: 25 kph on road; 18 kph off road

CREW: 10 - commander, driver, comms-operator, 3 gunners, 3 loaders, engineer

ARMAMENT: 1 x turret-mounted Mega-Battle Cannon with 1 x co-axial mounted auto cannon. 1 x hull-mounted Demolisher Cannon. 1 x hull-mounted twin linked heavy bolters. 2 x sponson-mounted twin linked heavy bolters. 2 x turret-mounted lascannons

MAIN AMMUNITION: 22 rounds

FORDING DEPTH: 3.10m



SHADOWSWORD

Sword of the Emperor!

In history and honour the Shadowsword stands proudly alongside the Baneblade. As long as there has been the Baneblade then there has also been its sister, the Shadowsword.

Like the Baneblade the Shadowsword uses STC technology, and its production is limited to a few privileged forge worlds, but 'counterfeit' Shadowswords are produced on other forge worlds. These vehicles lack the original Shadowswords advanced technology, and may be gunned with a different main weapon. Large plasma cannons, defence lasers or huge battle cannons are not unknown.

The remote controlled sponson weapons are replaced by crewed versions, targeting equipment and logis engines are more primitive and the capacitors or engine are less efficient.

True Shadowswords are armed with a Volcano cannon, a huge laser powered by capacitors which draw power directly from the tank's engine. The generator and capacitors need constant supervision, and each Shadowsword is crewed by an engineer, sometimes a member of the Adeptus Mechanicus, sometimes a highly trained specialist from the Imperial Guard. His job is to control the power flow from the engine through the generator as well as keep the tank running.

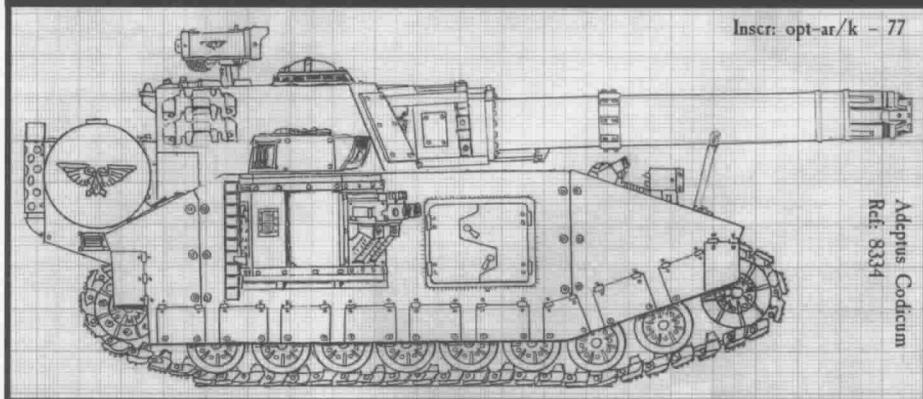
To draw power the engineer must disconnect the engine's main drive and connect the generator in its place. This power is then transferred to the capacitors which hold the titanic energies required for the Volcano cannon. A single shot will drain the capacitors completely. This requires the vehicle to be stationary, as the engine is disengaged. Once charged the vehicle can move again, but to recharge the capacitors the tank must halt.

The Shadowsword was developed as a Titan-killer. Its massive gun is a Titan weapon, and capable of blowing off a Titans arm or leg. For this reason Shadowswords are only made on forge worlds which raise Titan Legions. They are deployed to support Imperial Guard regiments which are likely to be faced with enemy Titans.



A squadron of Shadowswords await targets.

SHADOWSWORD



Just as with its sister, each Shadowsword constructed and consecrated on those forge worlds that have the original STC is logged and registered with Mars, and is given its own identity number and name, often painted on the vehicle by its crew. Its whereabouts, the warzones it has fought in, the crew rosters and all its other history are reported regularly to the originating forge world so that the fate of each and every Shadowsword might be known – if one knows where to look...



SHADOWSWORD

	Points	Front Armour	Side Armour	Rear Armour	BS
Shadowsword	535	14	13	12	3 (4)

Type: Tank

Size: Super-heavy

Speed: Lumbering

Structure Points: 3

Crew: Imperial Guard

Weapons: The Shadowsword mounts a Volcano Cannon and 2 x twin-linked heavy bolters. Targeters (+1 BS shown above).

Options: A Shadowsword may be given the following vehicles upgrades for the points cost listed in the Imperial Guard armoury: hunter killer missile, improved comms, minesweeper, pintle-mounted storm bolter, searchlight, smoke launchers. In addition it can have a crew escape mechanism for 25 points, which will save 2D3 crew members instead of D3.

SPECIAL RULES

(see text for full details)

Volcano Cannon:

Range: 120" **Strength:** 10 **AP:** 2 **Special:** Ordnance1/ Blast, Titan Killer

Ordnance: The Shadowsword may fire Ordnance and still fire other weapons.

Titan Killer: Each hit inflicts D3 structure points damage on a target that has structure points. Roll separately on the damage tables for each point of damage.

Targeting: Instead of picking one target for the Shadowsword, pick a target for each of its weapons.

Shadowsword Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Shadowsword.

Lumbering Vehicle: The Shadowsword can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90 degrees at the end of the move.

Difficult Terrain: The Shadowsword can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables.

MODELS: Patterns I-VII

FORGE WORLD OF ORIGIN:
Mars, Lucius, Estaban VII,
Triplex Phall

WEIGHT: 308 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 5.85m

**BARREL LENGTH (VOLCANO
CANNON):** 9.00m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-220mm

MAXIMUM SPEED: 25 kph on
road; 18 kph off road

CREW: 6 – commander, driver,
comms-operator, main gunner,
remote gunner, engineer

ARMAMENT: 1 x hull-mounted
Volcano cannon. 2 x sponson-
mounted twin-linked heavy
bolters (remote)

MAIN AMMUNITION: Unlimited;
gun charged by engine through
generator

FORDING DEPTH: 3.10m

SALAMANDER COMMAND VEHICLE

MODELS: Patterns II-XXI

FORGE WORLD OF ORIGIN:
Mars, Gryphonne IV, Stygies
VIII, Voss, Tolkan, Accatran,
Lucius, Triplex Rhall, Graia,
Metalicus, Vanaheim; Other
secondary manufacturing
centres

WEIGHT: 32 tonnes

LENGTH: 6.90m

HULL WIDTH: 5.70m

HEIGHT: 3.18m

BARREL LENGTH: 1.2m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

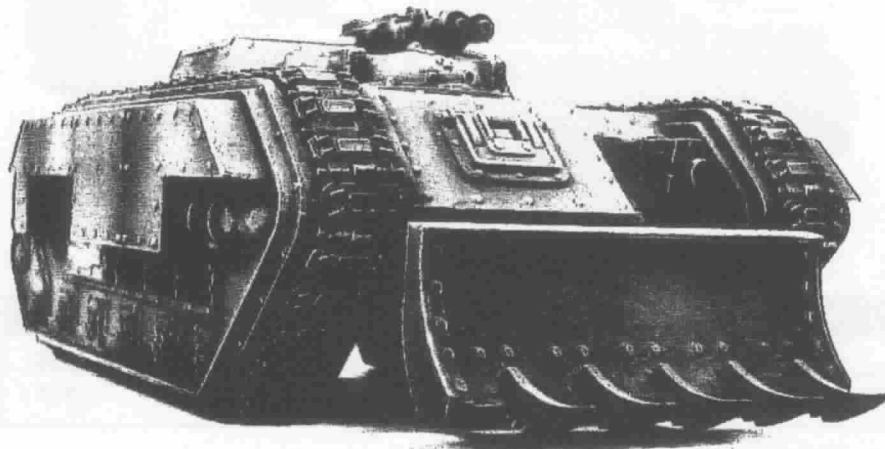
MAXIMUM SPEED: 70 kph on
road; 55 kph off road.

CREW: 4 – driver, commander,
comms operator, gunner

ARMAMENT: 1 x hull-mounted
heavy flamer, 1 x hull-mounted
heavy bolter

MAIN AMMUNITION: 20 shots

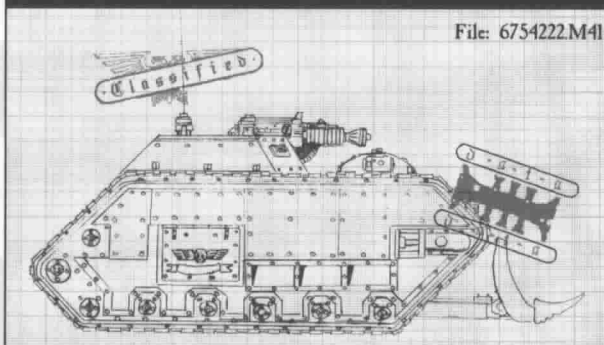
FORDING DEPTH: 1.20m



There are many variants on the STC technology of the Chimera chassis. A rugged flexible design that Imperial Guard commanders have relied on for centuries, it forms the basis of vehicles like the Hellhound, Basilisk, Bombard and Hydra. Some of these variants are more common than others. The Salamander is one such variation, most commonly used to equip Armoured Company command sections, allowing them and their Chimera-borne infantry to keep up during an assault and support the tanks.

SALAMANDER COMMAND VEHICLE

File: 6754222.M41



The 21st Kriegs Panzer Division 'Death's Head', Quatara Prime

The 21st Kriegs Panzer was committed to the Oxide Deserts of Quatara to defend important industrial facilities and the coastal ports severing those facilities from a suspected Ork invasion from the planet's second continent. The deserts are a strange mix of flat featureless plains and very steep, craggy mountain ranges, cut by deep gorges and canyons.

Fierce fighting took place over the featureless oxide plains. Characteristically battles occurred at very long ranges as all vehicle movement was marked by tall dust columns, with no cover to disguise an attack.

Battles in the highlands were concentrated on the gorges and passes, each serving as a bottleneck where the defenders inflicted heavy casualties with relatively few troops.

After two years of defensive operations and limited counter attacks the Orks had been stalled, and the 21st, supported by locally raised tribal militias and freshly arrived Imperial Guard units, were now ready to go over to the offensive.

SALAMANDER COMMAND VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3

Type Tank: Open Topped

Crew: Imperial Guard

Weapons: The Salamander is armed with a heavy flamer and a hull-mounted heavy bolter. All Salamander Command Vehicles have improved comms.

Options: The Salamander may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

HQ: SALAMANDER COMMAND VEHICLE

The Salamander Command Vehicle is a HQ choice for Imperial Guard Armies.

If your Imperial Guard army is a mechanised infantry company then you may replace any Infantry Platoon command sections and its Chimera with a Salamander instead.

SPECIAL RULES**Heavy Flamer**

Range: Template **Strength:** 5 **AP:** 4 **Special:** Assault 1

Improved Comms: This takes the form of long 'whip' aerals or other large aerial set-ups. The Salamander can communicate with other Imperial Guard formations, such as nearby reserves and artillery support. To represent this the improved comms allow the Imperial Guard player to re-roll one reserve roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

USING THE SALAMANDER COMMAND VEHICLE

▲ How about an elite enemy hit squad ambushing a command vehicle or a commando force raiding an Imperial Guard command post, defended by a command section and its command vehicle? They could use their comm-link to call desperately for help.



Kicking up snow, a Salamander command vehicle races forwards with the rest of an armoured company.

SALAMANDER SCOUT VEHICLE

MODELS: Patterns I-IXX

FORGE WORLD OF ORIGIN:
Mars, Gryphonne IV, Stygies
VIII, Voss, Tolkar, Accatran,
Lucius, Triplex Phall, Graia,
Metalicus, Vanhiem; other
secondary manufacturing
centres

WEIGHT: 33 tonnes

HULL LENGTH: 6.90m

HULL WIDTH: 5.70m

HEIGHT: 3.18 m

BARREL LENGTH: 2.70m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 100 kph on
road; 78 kph off road

CREW: 4 – driver, commander,
comms operator, gunner.

ARMAMENT: 1 x hull-mounted
autocannon, 1 x hull-mounted
heavy bolter.

MAIN AMMUNITION: 160
rounds

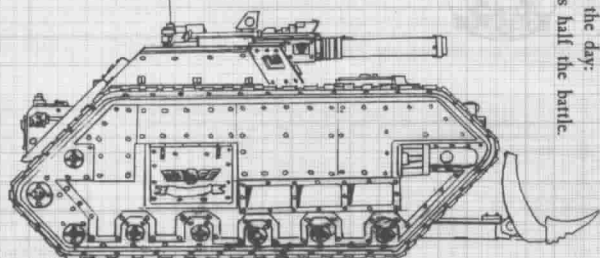
FORDING DEPTH: 1.20m



Like the Command Vehicle, the Salamander Scout Vehicle is another Chimera variant, mostly commonly used by Imperial Guard Armoured Companies. The scout variant usually operates well forward of the main units, reconnoitring routes of advance, springing ambushes and locating enemy units. This dangerous work often leaves the Salamander forced to fight a superior enemy force before making a quick withdrawal.

SALAMANDER SCOUT VEHICLE

Krn: 44-beta/8412.M41



Thought for the day:
Knowledge is half the battle.



SALAMANDER SCOUT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3

Type Tank: Open Topped, Fast

Crew: Imperial Guard

Weapons: The Salamander is armed with an autocannon and a hull-mounted heavy bolter.

Options: The Salamander may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units the crews of Salamander scout vehicle often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulations given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

*'It is always better to find your enemy,
before your enemy finds you.'*

*- Commander Tulathan, Vastadt
4th Independent Tank Regiment*

USING THE SALAMANDER SCOUT VEHICLE

A Whilst Imperial Armour vehicles fit perfectly well into the current Imperial Guard Army Lists, they also offer gamers the chance to try some different scenarios. Why not play a game in which Imperial Guard Scout units must locate hidden enemy bunkers and then, using their comm-links, direct a Deathstrike missile onto the target?

A An alternative reconnaissance mission could involve a fast-moving unit of Scout Vehicles escaping back to their own lines pursued by a much larger enemy force, or a game when the lightly equipped scout units must harass a much stronger enemy and survive for a set number of turns.



A Salamander Scout covers the advance of its partner as they investigate a burning village.

CHIMERA

(HEAVY BOLTER, GRYPHONNE IV VARIANT)

MODELS: Patterns I-XVII

FORGE WORLD OF ORIGIN:
Gryphonne IV

WEIGHT: 38 tonnes

LENGTH: 6.90m

HULL WIDTH: 5.70m

HEIGHT: 3.72m

BARREL LENGTH: 9m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 70 kph on road; 55 kph off road.

CREW: 3—driver, commander, gunner.

ARMAMENT: 2 x turret-mounted heavy bolters. 1 x hull-mounted heavy bolter

MAIN AMMUNITION: 900 rounds

FORDING DEPTH: Amphibious

The Chimera is a very versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. By far the most common version is the turret-mounted multi-laser and hull-mounted heavy bolter, but these weapons can be replaced with other heavy weapons to fulfil a variety of roles.

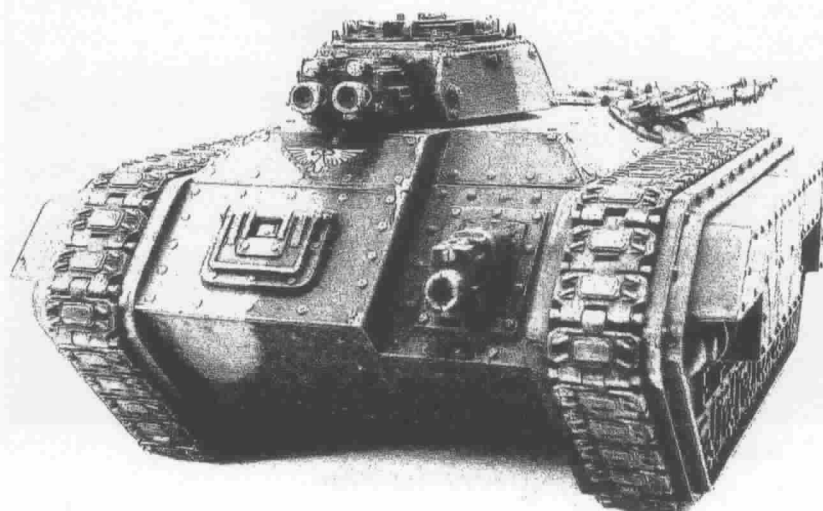
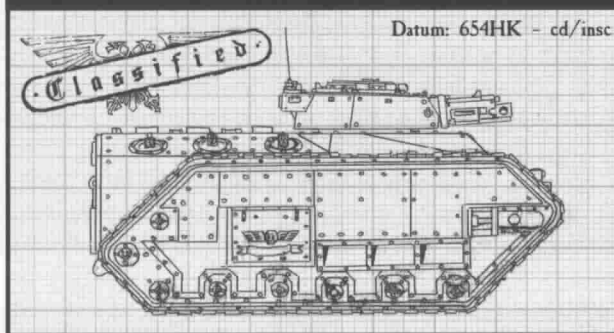
The forge world of Gryphonne IV produces it's own unique Chimera variant, armed with twin-linked heavy bolters. Although not as powerful against armoured vehicles the heavy bolters can lay down a hail of high explosive bolters that make it particularly effective against dense infantry formations, Tyranid swarms and Ork hordes.

The Chimera not only gives a squad good protection as it advances, but heavy firepower in the attack, when infantry-borne heavy weapons are difficult to deploy and use as the squad is on the move. After racing towards its objective, the Chimera's access ramp will crash down, disembarking the infantry who will move forward rapidly. Meanwhile the Chimera's heavy weapons lay down a barrage of fire on the objective. As the squad near the object the Chimera will reverse away, to find a new firing position, in cover itself but still able to fire in support of the squad. There it will wait on standby, ready to race forward again and collect the squad should they need evacuating or moving to another position on the battlefield.

As well as firepower and mobility a Chimera offers its squad other advantages. They do not have to carry heavy equipment by hand and are therefore less likely to suffer from fatigue in long advances. The vehicle carries extra equipment, such as medkits and radios giving the infantry fast access to new orders and information on the battlefield situation. Extra storage means more ammunition is close at hand, etc.

All of which make mechanised infantry far more efficient instruments of war than footslogging infantry.

CHIMERA HEAVY BOLTER



CHIMERA HEAVY BOLTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	90 + wpns	12	10	10	3

Type: Tank

Crew: Imperial Guard

TRANSPORT: CHIMERA

The Chimera is a transport option for Imperial Guard Armoured Fist squads, Command Platoons, Hardened Veterans, Storm Troopers, Ogryns and Infantry Platoon Command Sections.

Weapons: This Chimera variant is armed with turret-mounted twin-linked heavy bolters. It may also be armed with either a hull-mounted heavy bolter or heavy flamer for + 5 pts.

Options: The Chimera may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

SPECIAL RULES

Transport Vehicle: A Chimera can carry up to twelve models (count Ogryns or models in Terminator armour as 2 models). It is always taken as a transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a chimera may also travel in it.

The following special rules apply to Chimeras used in mechanised Infantry Companies. They may also be used for Chimeras in a standard Imperial Guard army as long as both players are aware of the rules before the game starts. In all cases these rules take precedence over the rules in the Warhammer 40,000 rulebook. In particular they replace the rules for 'Troops Firing from Vehicles' on page 82 of the Warhammer 40,000 rulebook.

Chimera Lasguns: Up to 6 models transported in a Chimera can fire from the vehicle, rather than half the number of models that are on board as would normally be the case. In addition, the models that shoot are limited to lasguns.

Top Hatch: The top hatch on the back of a Chimera may be opened to allow models inside to shoot out. This allows weapons other than lasguns to be used. Up to one model transported in the Chimera may shoot from the hatch, in addition to any models using the Chimera's lasguns. However if they do this then the Chimera counts as being an 'open topped' vehicle. For the rest of the turn and all the opponent's subsequent turn, the model may shoot any type of weapon, not just a lasgun, including heavy weapons that require two crew (even mortars!). Models shooting from the hatch must engage the same target unit as the models firing the lasguns. Remember that heavy weapons may not be fired from the hatch in the same turn as the Chimera moves.

Access Ramp: Units being transported in a Chimera enter and exit the vehicle via the access ramp on the back of the hull. Because of this, models may only embark if they are within 2" of the ramp, rather than 2" of the vehicle itself. By the same token, models that disembark must be placed back on the table within 2" of the access ramp.

Amphibious: Chimeras are amphibious vehicles that can move over water. This capability means that they treat water features (such as rivers, streams, lakes and seas) as clear terrain when they move.

USING THE CHIMERA HEAVY BOLTER

This Chimera variant is a straight replacement for the standard Chimera. If a squad can be transported in a Chimera then it can be transported in a Chimera variant.

CHIMERA (HEAVY FLAMER VARIANT)

MODELS: Patterns III-IX

FORGE WORLD OF ORIGIN:
Mars, Gryphonne IV, Stygies
VIII, Ryza, Voss, M'Khand,
Armageddon, Tolkan, Accatran,
Lucius, Triplex Phall, Graia,
Metalicus, Vanahiem, Phaeton;
other secondary manufacturing
sites

WEIGHT: 38 tonnes

LENGTH: 6.90m

HULL WIDTH: 5.70m

HEIGHT: 3.72m

BARREL LENGTH:

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 70 kph on
road; 55 kph off road

CREW: 3 – driver, commander,
gunner

ARMAMENT: 1 x turret-
mounted heavy flamer. 1 x hull-
mounted heavy bolter

MAIN AMMUNITION: 20 shots

FORDING DEPTH: Amphibious



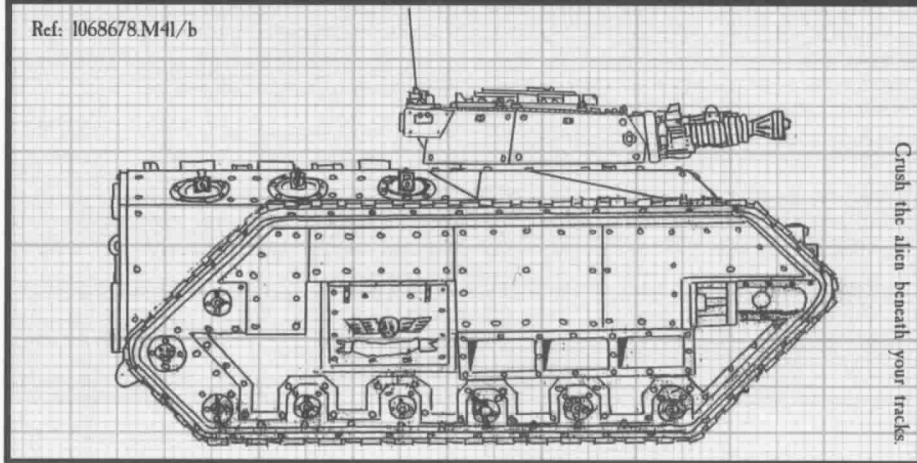
A Chimera rolls over the smoldering remains of its target.

The Chimera is a very versatile vehicle and over the millenia has been pressed into service in a variety of different forms. By far the most common version is the turret-mounted multi-laser and hull-mounted heavy bolter, but these weapons can be replaced with other heavy weapons to fulfil a variety of roles.

The heavy flamer variant is a popular model amongst troops operating in dense terrain, where the enemy can be close by, such as buildings or jungles. Usually one heavy flamer Chimera will be deployed in every three normal Chimeras, as a stand-in infantry close support vehicle, if Demolishers, Thunderers or Hellhounds are in short supply.

CHIMERA HEAVY FLAMER

Ref: 1068678.M41/b



Crush the alien beneath your tracks.

CHIMERA HEAVY FLAMER

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	80 + wpns	12	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons: This Chimera variant is armed with a heavy flamer. It may also be armed with either a hull mounted heavy bolter or heavy flamer for +5 pts.

Options: The Chimera may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Transport: The Chimera is a transport option for Imperial Guard Armoured Fist squads, Command Platoons, Hardened Veterans, Storm Troopers, Ogryns and Infantry Platoon Command Sections.

SPECIAL RULES

Heavy Flamer:

Range: Template **Strength:** 5 **AP:** 4 **Special:** Assault 1

Transport Vehicle: *See Chimera Heavy Bolter.*

Chimera Lasguns: *See Chimera Heavy Bolter.*

Top Hatch: *See Chimera Heavy Bolter.*

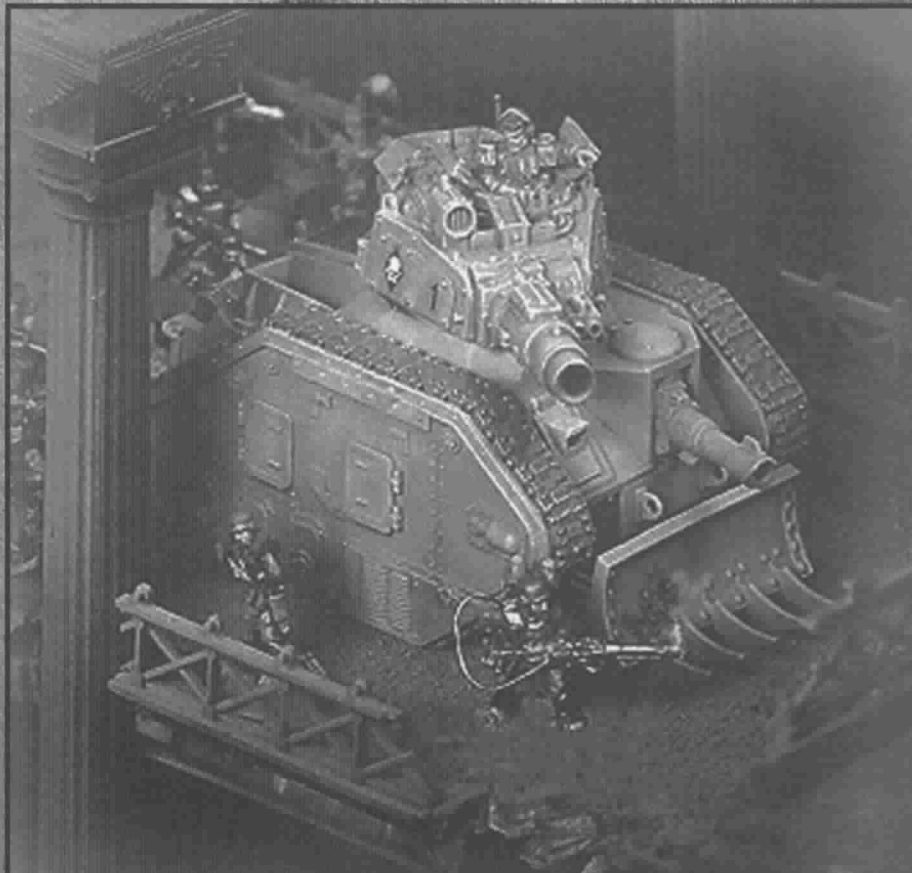
Access Ramp: *See Chimera Heavy Bolter.*

Amphibious: *See Chimera Heavy Bolter.*



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

— Colonel Joachim Pfeiff, 14th Kriegs Panzer Regiment



Left: **PROCEED WITH CAUTION.** A Conqueror advances slowly along a captured bridge flanked by Imperial Guardsmen.



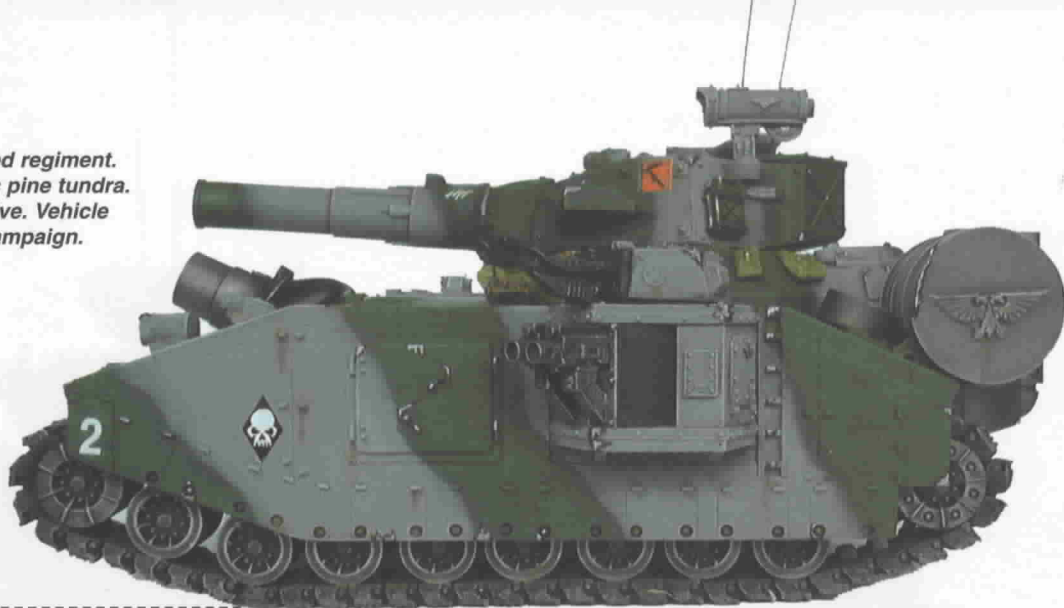
Below: **IMPERIAL ARMOUR.** A Baneblade accompanied by an armored column advances through the desert.



Left: **SWOOPING EAGLES.** Two Imperial Lightnings patrol a mountain range.

Baneblade

*Valhallan 8th Armoured regiment.
2nd vehicle. Sub-Artic pine tundra.
Sallan's World offensive. Vehicle
was lost during the campaign.*



Baneblade

*Kovnian 1st Tank Regiment 'The
Black Knights', 2nd vehicle of 2nd
squadron. Urban camouflage.
Shadowworld of Adun.*

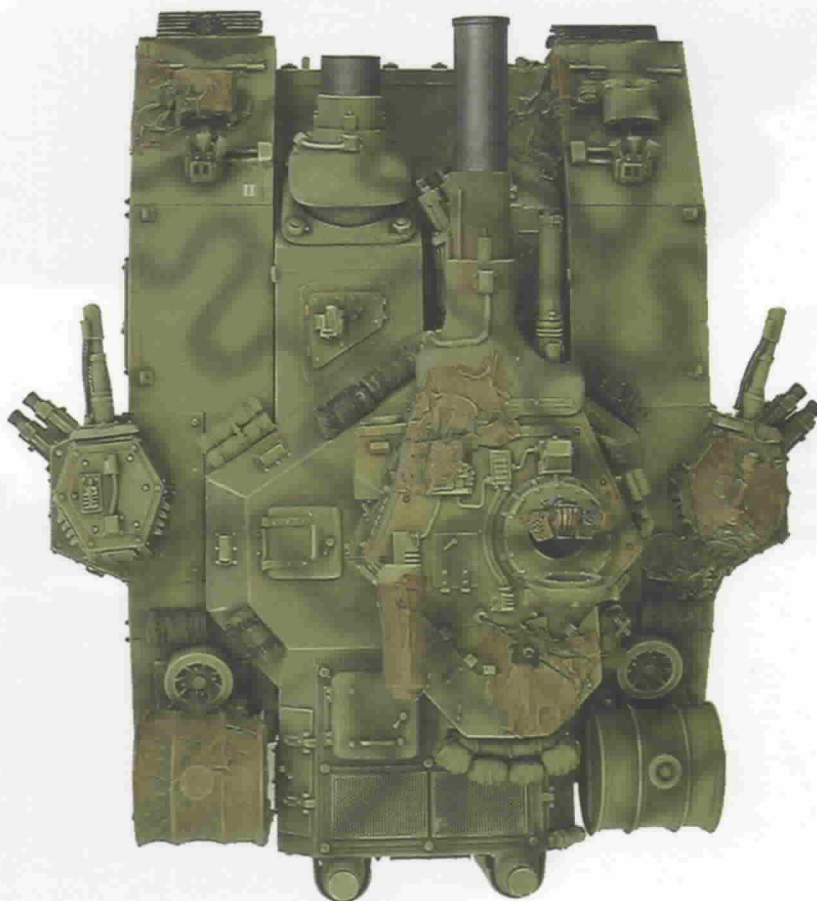
Baneblade

*Cadian 5th Armoured Regiment.
Temperate highlands. Cadian
garrison force.*





MODELS: Patterns I-V
FORGE WORLD OF ORIGIN:
 Mars, Lucius, Estaban VII
WEIGHT: 316 tonnes
HULL LENGTH: 13.50m
HULL WIDTH: 8.4m
HEIGHT: 6.30m
BARREL LENGTH (BATTLE CANNON): 5.40m
GROUND CLEARANCE: 1.20m
ARMOUR: 80-220mm
MAXIMUM SPEED: 25 kph on road; 18 kph off road
CREW: 10 – commander, driver, comms-operator, 3 gunners, 3 loaders, engineer
ARMAMENT: 1 x turret-mounted Mega-Battle Cannon with 1 x co-axial mounted auto cannon. 1 x hull-mounted Demolisher Cannon. 1 x hull-mounted twin linked heavy bolters. 2 x sponson-mounted twin linked heavy bolters. 2 x turret-mounted lascannons
MAIN AMMUNITION: 22 rounds
FORDING DEPTH: 3.10m



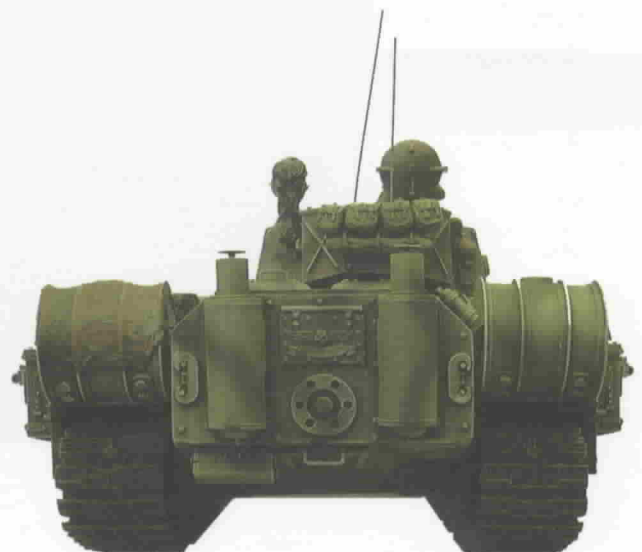


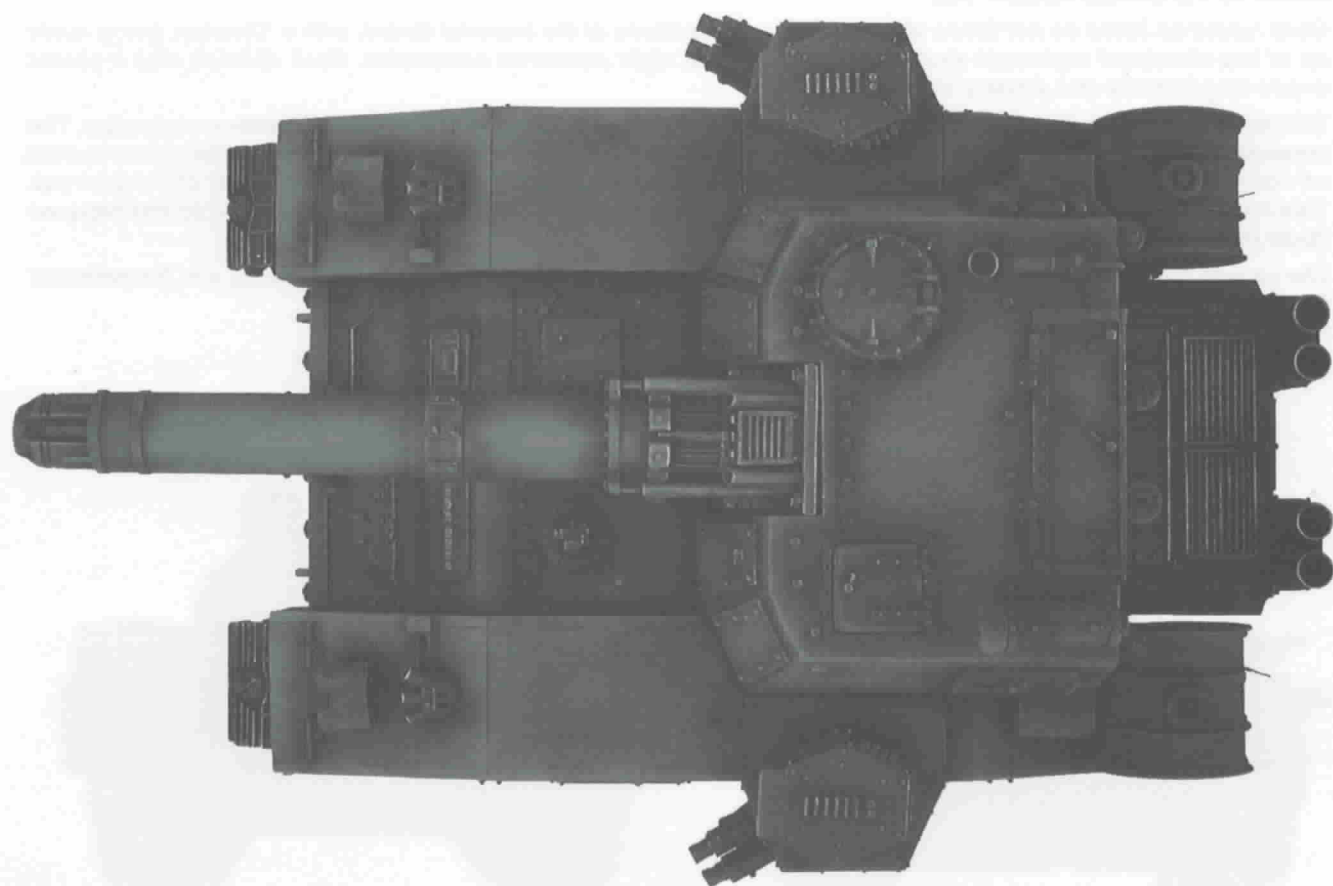
Baneblade of the 1st Kriegs Panzer Division, unofficially nicknamed by it's own members 'Emperor's Loyal Shield'. This vehicle is the second tank of the 6th Armoured company of the Division's 1st Armoured regiment, as shown by the identity number 162.

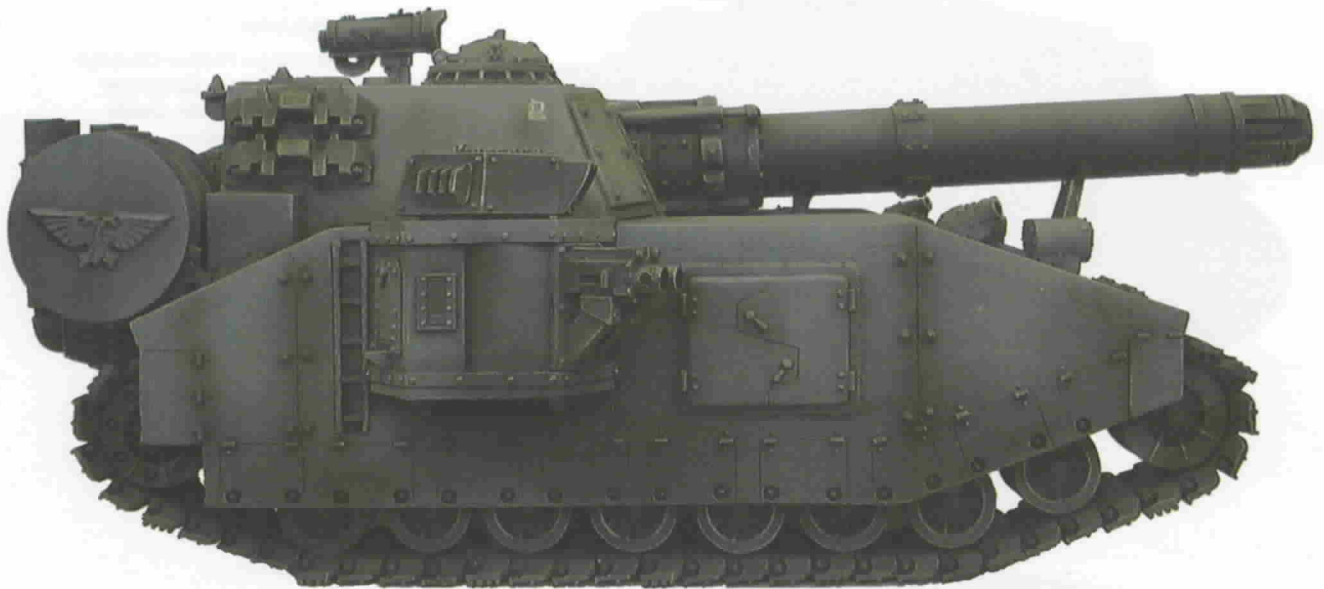
Units raised on Krieg do not follow the standard organisations of the Imperial Guard, with a 'Division' being made up of two armoured regiments each of between six and eight armoured companies. Each division also includes supporting infantry and artillery elements.

This vehicle bears a camouflage scheme from the grass steppe lands of the Atria Wilderness campaign. The tarpaulins are draped over the vehicle to break up its outline from aerial observation. Note the replacement barrels on both the Battle Cannon and Demolisher Cannon; neither have been painted to match the rest of the tank yet. This indicates the vehicle has been involved in heavy firing, as barrels would usually be expected to last between 20-30 thousand rounds.

The vehicle also carries two spare road wheels (stowed next to the external auxiliary fuel drums), and the personal kit of its supporting infantry unit.







MODELS: Patterns I-VII

FORGE WORLD OF ORIGIN: Mars, Lucius, Estaban VII, Triplex Phall

WEIGHT: 308 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 5.85m

BARREL LENGTH (VOLCANO CANNON): 9.00m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-220mm

MAXIMUM SPEED: 25 kph on road; 18 kph off road

CREW: 6 – commander, driver, comms-operator, main gunner, remote gunner, engineer

ARMAMENT: 1 x hull-mounted Volcano cannon. 2 x sponson-mounted twin-linked heavy bolters (remote)

MAIN AMMUNITION: Unlimited; gun charged by engine through generator

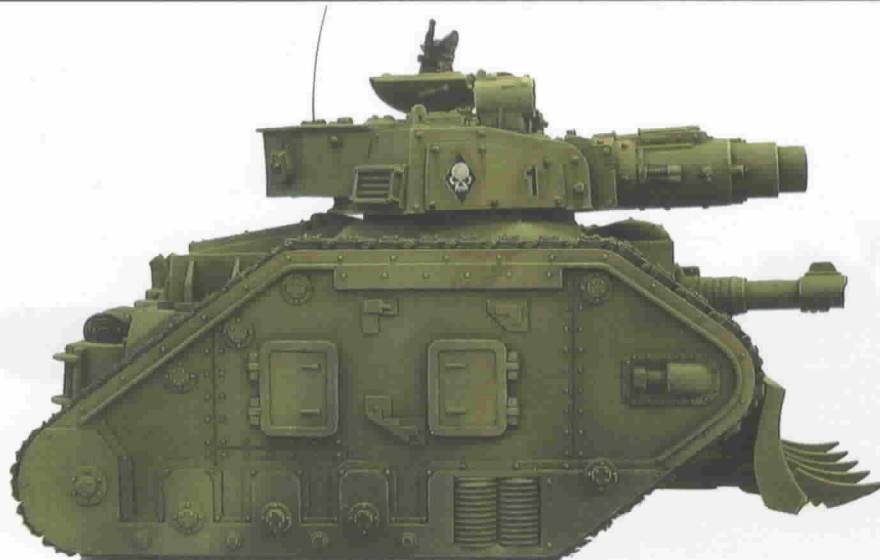
FORDING DEPTH: 3.10m

Shadowword thought to be of the Phyressian 2nd Armoured Regiment. The crew have named this vehicle the 'Iron Duke', a reference to a local hero of Phyressia, but not an uncommon name used by many tank crews.

This vehicle is lacking any other identification markings, squadron badges and full tank number. All have been removed making further identification impossible*. The vehicle's location is currently unknown.

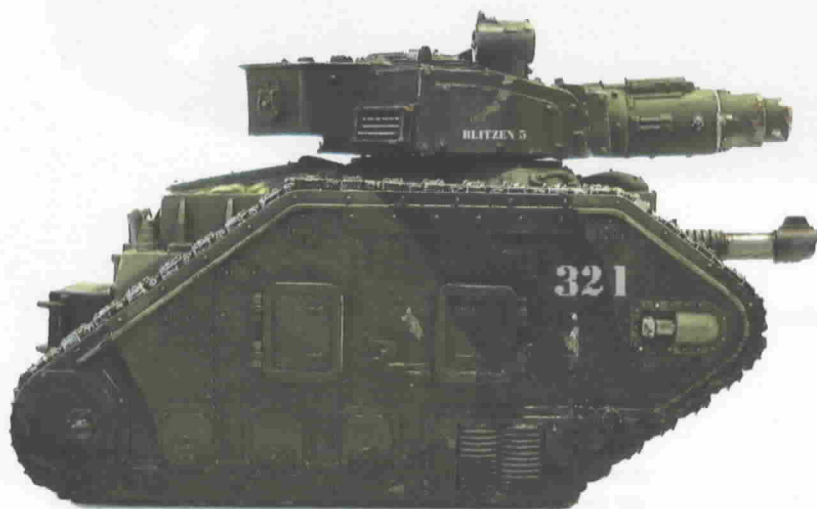
* The removal of badges is common trait amongst units that have mutinied or rebelled, and as such this vehicle may no longer be in the Emperor's service.





Conqueror

21st Kriegs Panzer Division
'Death's Head'. Company
command vehicle. Oxide
deserts of Quatara.



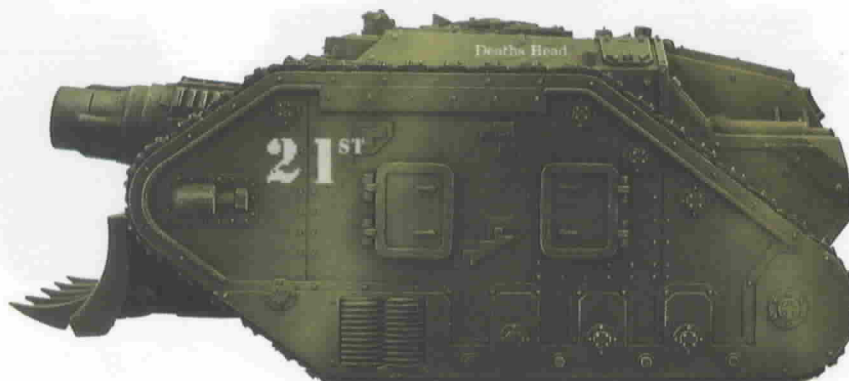
Conqueror

Blitzen 5th Heavy Armoured
Regiment. Temperate forests.
Location unknown.



Thunderer

Vastadt 4th Independent Tank
Regiment. Sub-tropical Veldt.
2nd Saint Saen Crusade.



Thunderer

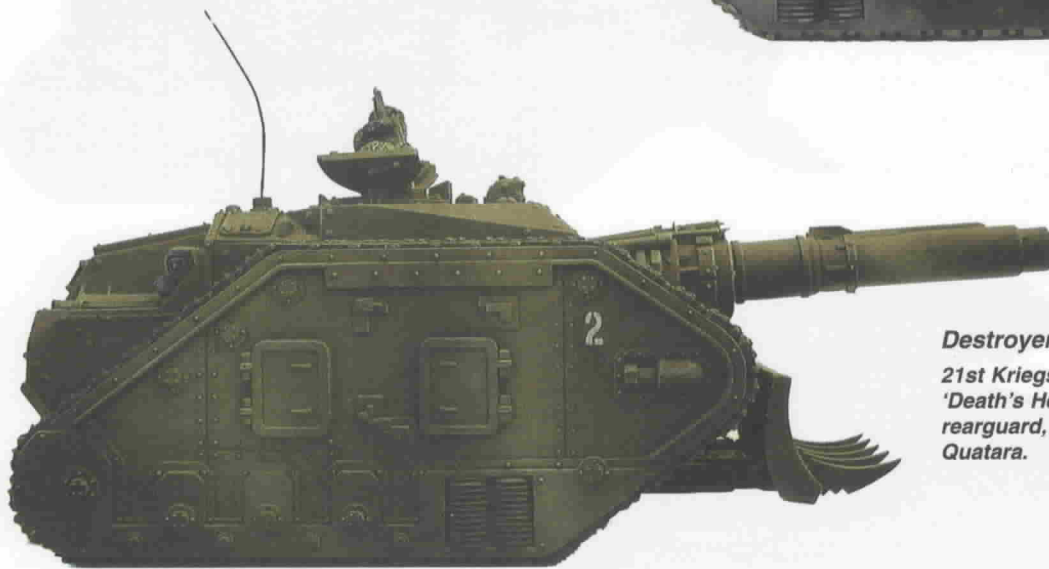
21st Kriegs Panzer Division
'Death's Head'. Oxide deserts
of Quatara.



Destroyer
*Dniepr 7th Tank Corp.
 Bryansk marshes. Vorenz III.*



Destroyer
*Valhallan 8th Armoured
 Regiment. Sub-Arctic pine
 tundra. Sallan's World
 offensive.*



Destroyer
*21st Kriegs Panzer Division
 'Death's Head'. Msus Gorge
 rearguard, Oxide deserts of
 Quatara.*



Destroyer
*Phyressian 2nd Armoured
 regiment. Codex Grey.
 Location unknown.*

Executioner

Valhallan 8th Armoured
Regiment. Sub-Arctic pine
tundra. Sallan's World
offensive.



Vanquisher (Stygies VIII)

Valhallan 8th Armoured
Regiment. Sub-Arctic pine
tundra. Sallan's World
offensive.



Vanquisher (Gryphon IV)

Unknown unit. Ammonium
Cobalt wastes. Galan V
Suppression.

Salamander Command

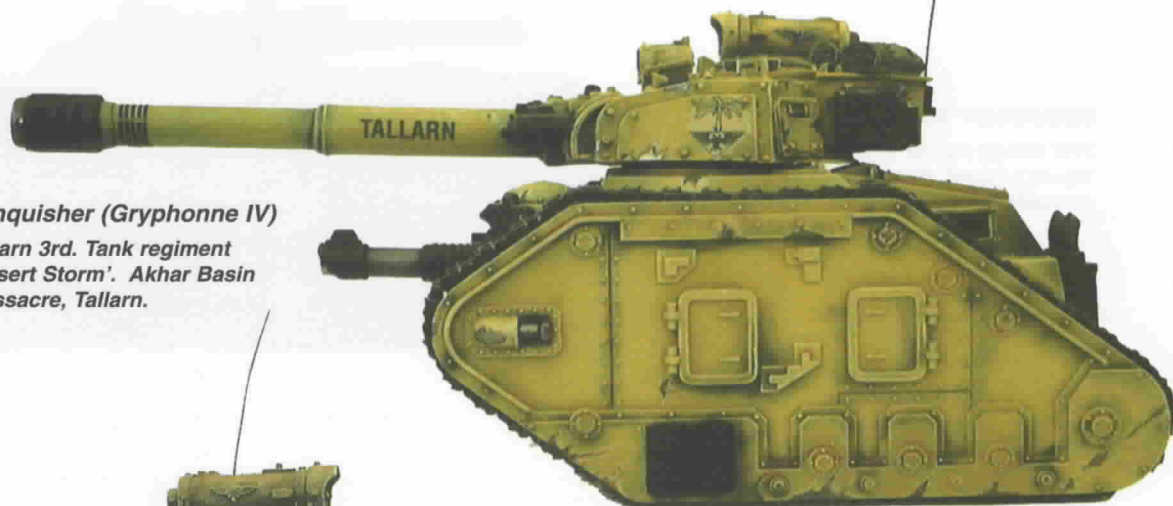
Phyressian 2nd Armoured
regiment. Company command
vehicle. Codex Grey. Location
unknown.



Vanquisher (Stygies VIII)
*Cthonian 1st Armoured
 Regiment 'The Cudbears'
 (named after native predator).
 Tropical jungles. Veridian
 Prime.*



Vanquisher (Gryphon IV)
*Tallarn 3rd. Tank regiment
 'Desert Storm'. Akhar Basin
 Massacre, Tallarn.*



Vanquisher (Gryphon IV)
*Utica 1st Tank Company.
 'Desert Foxes'. 2nd Utican Civil
 War. Rare Mk I Vanquisher with
 early muzzle break and without
 secondary searchlight.*



Salamander Command
*21st Kriegs Panzer Division
 'Death's Head'. Regimental
 command staff. Oxide deserts
 of Quatara.*



Salamander Scout

Unknown unit. Ammonium-Cobalt wastes. Galan V Suppression.



Salamander Scout

21st Kriegs Panzer Division
'Death's Head'. Oxide deserts
of Quatara.



Chimera Heavy Bolter

113th Cadian Mechanised
Infantry. Temperate highlands.
Cadian garrison force.

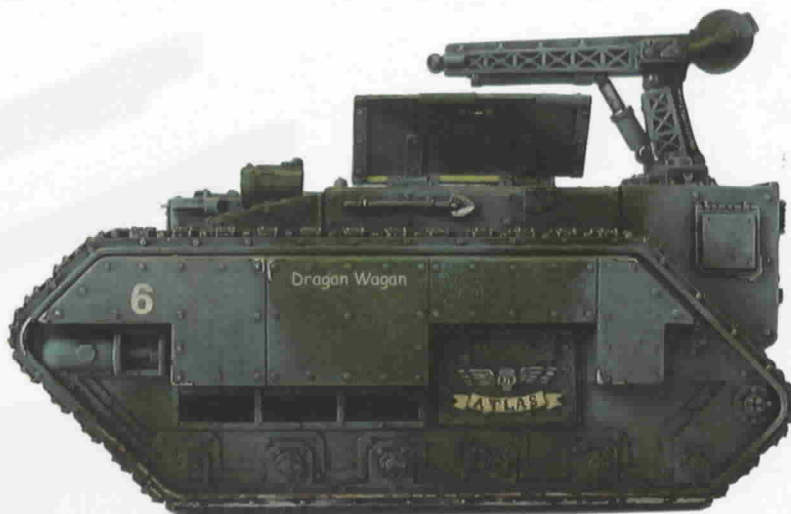


Chimera Heavy Flamer

113th Cadian Mechanised
Infantry. Temperate highlands.
Cadian garrison force.

Trojan

Valhallan 8th Armoured Regiment. Sub-Arctic pine tundra. Sallan's World offensive.

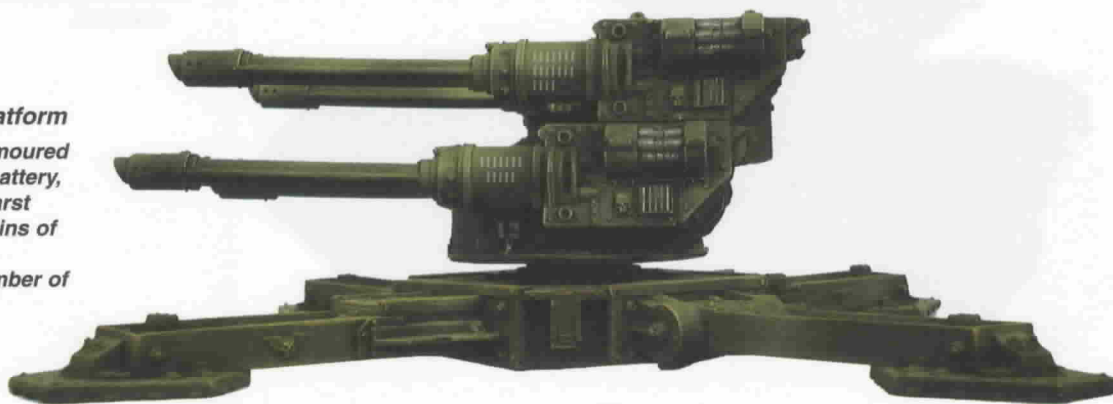


Manticore

Cadian 5th Armoured Regiment. Temperate highlands. Cadian garrison force.

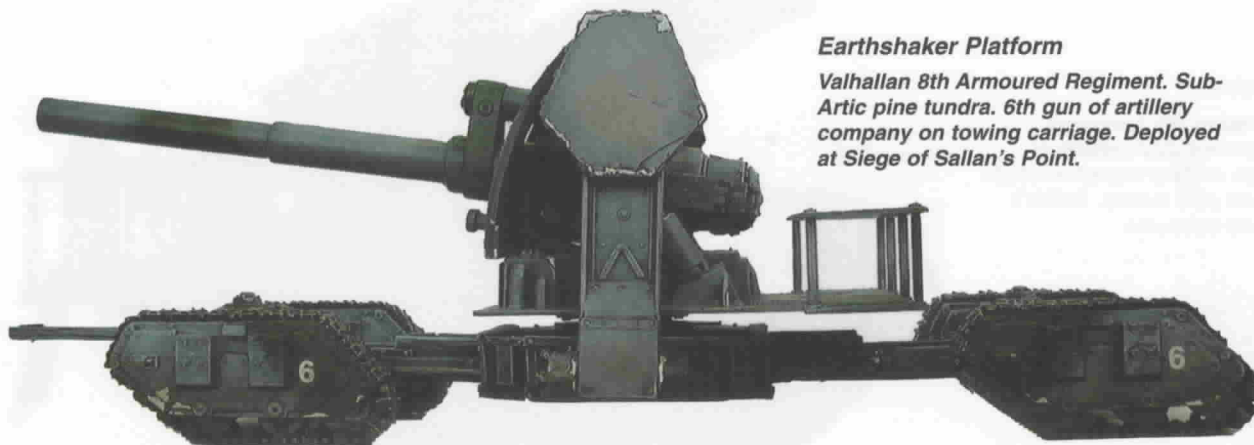
Hydra Flak Platform

Cadian 14th Armoured Regiment. 1st battery, 2nd weapon. Karst wastelands. Plains of Azoth. Note exceptional number of kill markings.



Earthshaker Platform

Valhallan 8th Armoured Regiment. Sub-Arctic pine tundra. 6th gun of artillery company on towing carriage. Deployed at Siege of Sallan's Point.



Hydra

Phyressian 2nd Armoured Regiment. 8th Company, anti-aircraft weapons. Codex Grey. Location unknown.



Hydra

Valhallan 8th Armoured Regiment. Sub-Arctic pine tundra. Sallan's World offensive.

Medusa

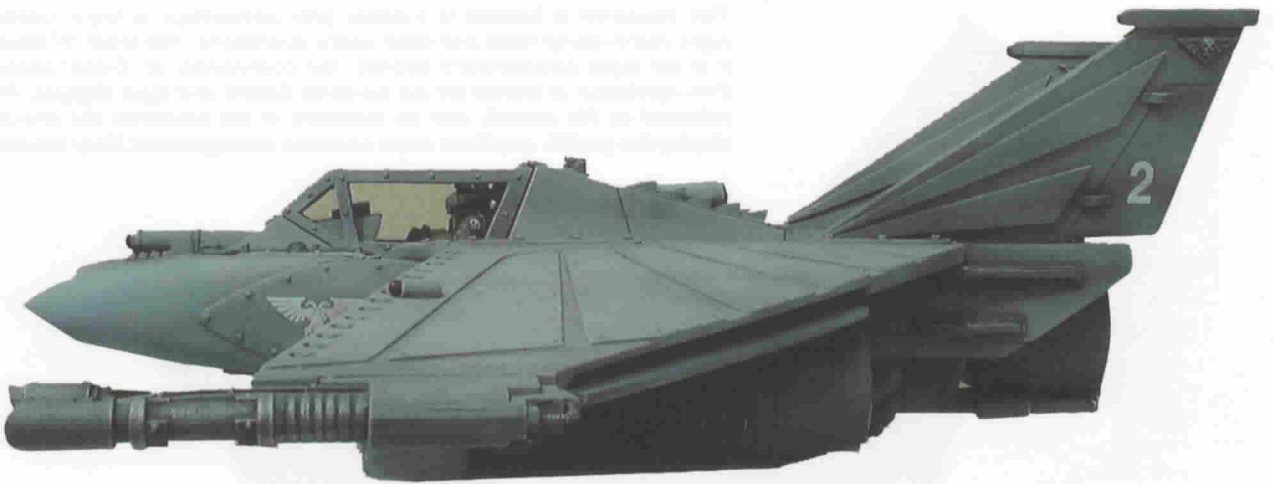
Valhallan 8th Armoured Regiment. 2nd vehicle of siege artillery squadron. Sub-Arctic pine tundra. Sallan's World offensive.





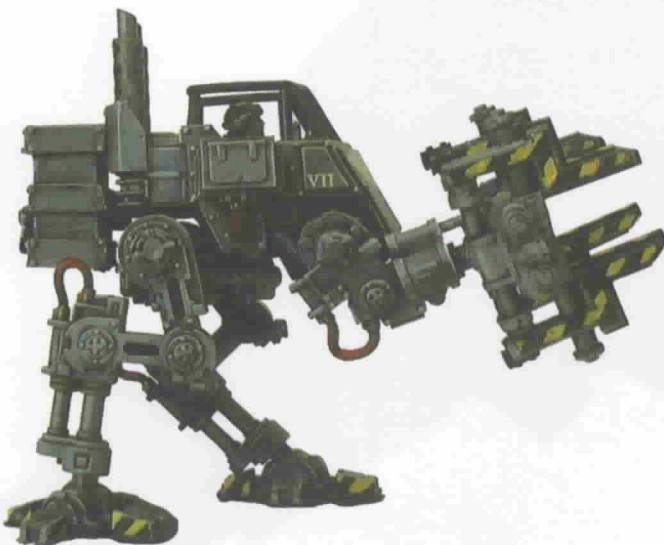
Lightning

5729th Imperial Navy fighter wing, 'Vampire' Squadron



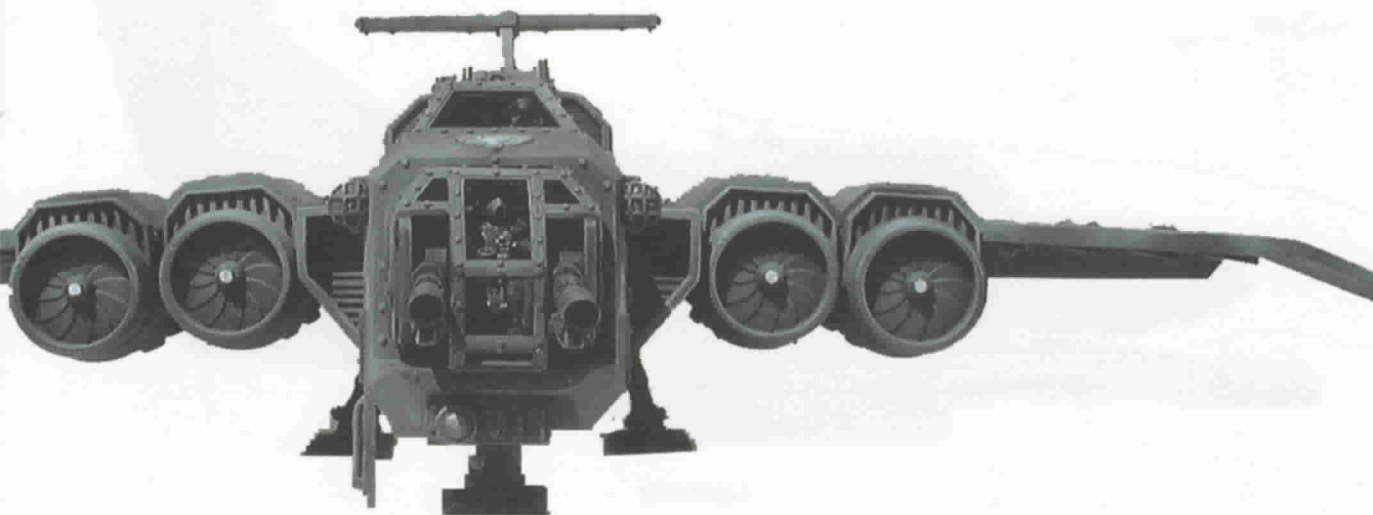
Lightning

2774th Imperial Navy fighter wing, 'Wurm' squadron



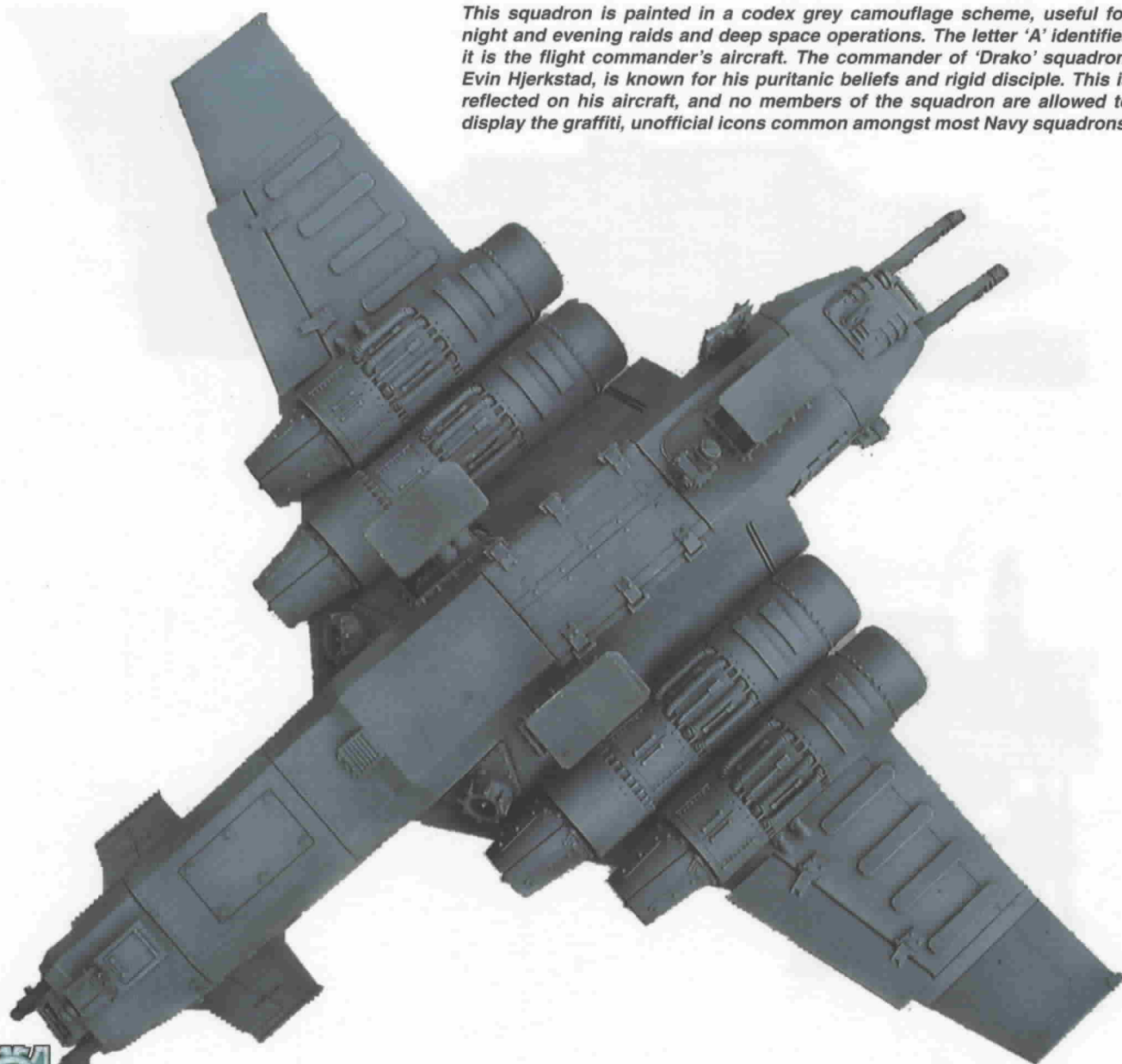
Sentinel Powerlifter

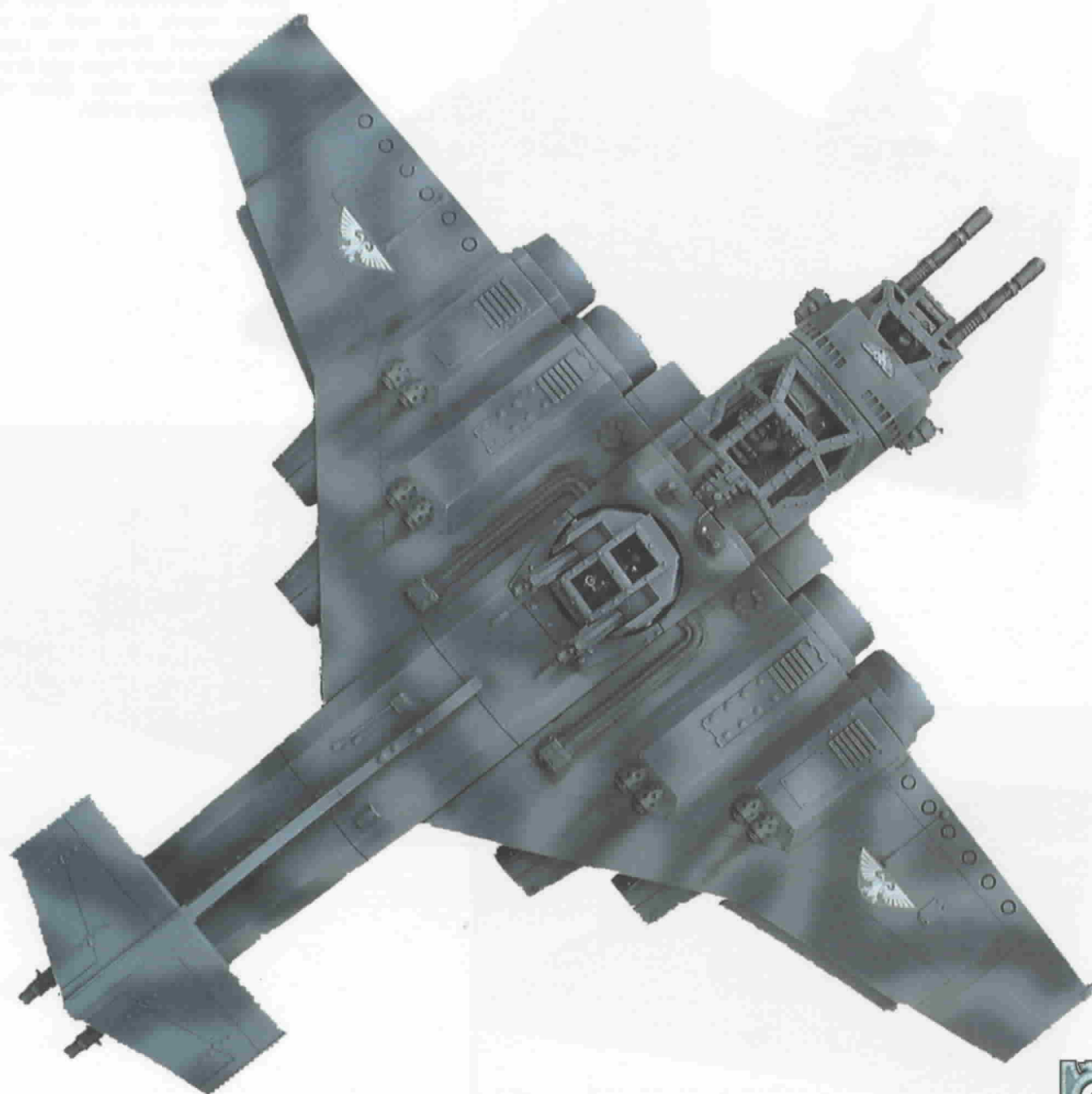
2774th Imperial Navy fighter wing, 'Wurm' squadron,
logistical support platform.

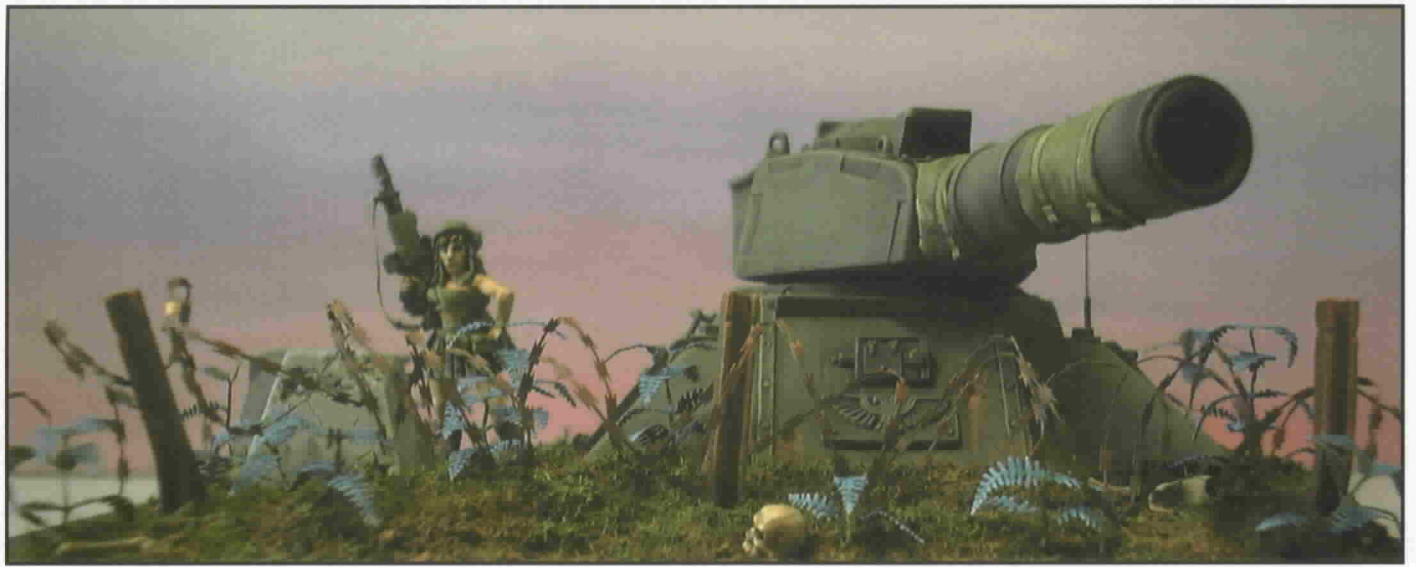


Marauder Bomber of 4521st Imperial Navy Bomber wing 'Drako' Squadron, stationed with Battle Fleet Armageddon. Note the squadron symbol beneath the pilot's carapace.

This squadron is painted in a codex grey camouflage scheme, useful for night and evening raids and deep space operations. The letter 'A' identifies it is the flight commander's aircraft. The commander of 'Drako' squadron, Evin Hjerksstad, is known for his puritanic beliefs and rigid discipline. This is reflected on his aircraft, and no members of the squadron are allowed to display the graffiti, unofficial icons common amongst most Navy squadrons.







Turret Emplacement diorama by Simon Harris. As well as the emplacement Simon has used Forge World tank traps and brass etched barbed wire. Note the added cables and aerial.



SENTINEL POWERLIFTER

The Sentinel is a versatile vehicle. Its articulate legs mean it is capable of operating in almost any environment. It can move where tracked or wheeled vehicles cannot. This is why a Sentinel's main role is as a light scout vehicle.



The time-consuming operation of reloading a Manticore.

The Sentinel's other roles include patrolling and guard duties behind the front line. Also operating behind the front line, Sentinel powerlifters are used for loading and unloading supplies. In rear areas they are a common sight, stomping backwards and forwards carrying crates of supplies. Because powerlifters do not have a recognised weapon they are never deployed in the front line as a combat vehicle. Its only 'weapon' is its powerlifter, which has strong hydraulic claws, easily capable of crushing a man. A powerlifter has a large concrete counterweight mounted on the rear, to stop the Sentinel tipping forwards whilst carrying heavy weights.

Powerlifters are often used on airfields to arm aircraft before missions, carrying missiles and ammunition from the magazines to the waiting aircraft.

MODELS: Patterns I-XII
FORGE WORLD OF ORIGIN:
 All known
WEIGHT: 7.5 tonnes
WIDTH: 2.34m
HEIGHT: 5.34m
GROUND CLEARANCE: 2.22m
ARMOUR: 30-45mm
MAXIMUM SPEED: 45 kph on road; 40 kph off road
CREW: 1 - driver
ARMAMENT: 1 x Powerlifter
FORDING DEPTH: 2.22m

USING THE SENTINEL POWERLIFTER

A Sentinel powerlifter would be a characterful vehicle to deploy in a battle which involved defending an ammunition store. In the case of a surprise attack or raid the powerlifter would form part of an ad hoc defence unit. In such a scenario perhaps stray shots could have a chance of detonating ammunition crates.

A battle which involved a sudden enemy breakthrough threatening a forward airfield, with the enemy's objective to destroy the aircraft on the ground, whilst powerlifters tried to arm them with missiles before take off would be another suitable use.

SENTINEL POWERLIFTER

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Sentinel	53	3	3	5	10	10	10	3	2

Type: Walker, Open Topped

Crew: One Imperial Guardsman

Weapons: This Sentinel variant is armed only with a Powerlifter.

Options: A Sentinel Powerlifter may be upgraded with any of the following from the Imperial Guard Codex; armoured crew compartment, extra armour, improved comms, rough terrain modification, searchlight, smoke launchers.

Fast Attack: A squadron of 1-3 Powerlifters counts as a Fast Attack choice for an Imperial Guard army.

SPECIAL RULES

Powerlifter close combat weapon: The powerful hydraulic pistons of the powerlifter counts as a power weapon. There is no armour save against a powerlifter's attack.

TROJAN

MODELS: Patterns I-MXVII

FORGE WORLDS OF ORIGIN:

Mars, Gryphon IV, Stygies VIII, Ryza, Voss, M'Khand, Armageddon, Tolkan, Accatran, Lucius, Triplex Phall, Graia, Metalicus, Vanahiem, Phaeton

WEIGHT: 3.3 tonnes

HULL LENGTH: 6.90m

HULL WIDTH: 5.70m

HEIGHT: 3.00m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-90mm

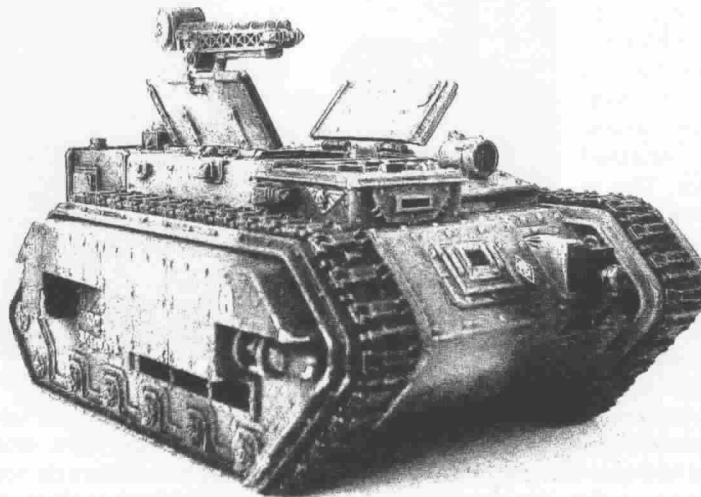
MAXIMUM SPEED: 80 kph on road; 60 kph off road.

CREW: 3 – driver, commander, operator.

ARMAMENT: 1 x hull-mounted Heavy Bolter

MAIN AMMUNITION: 300 rounds

FORDING DEPTH: Amphibious



The Trojan is a workhorse, used by Imperial Guard armoured regiments as a towing vehicle for artillery platforms, and as an armoured ammunition carrier, ferrying extra ammunition to the platforms once in position. The Trojan is not a combat vehicle and as such lacks the frontal defensive armour of a Chimera, although using the same basic chassis. Each Trojan is equipped with a crane to lift heavy crates of ammunition from its hold. Whilst strong enough to move these crates the crane lacks the power to lift or tow heavy armoured vehicles, and cannot be used as a recovery vehicle to rescue stranded or damaged armoured vehicles. The Imperial Guard use other vehicles for this.

There are many variants of the Trojan design employed behind the front line, the most common being dedicated communications vehicles, ambulances, mobile kitchens, and engineering vehicles such as mine sweepers and bridge layers.



A Trojan tows a Earthshaker platform into position.

TROJAN

	Points	Front Armour	Side Armour	Rear Armour	BS
Trojan	70	10	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Trojan is armed with a hull-mounted heavy bolter.

Options: The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

SPECIAL RULES

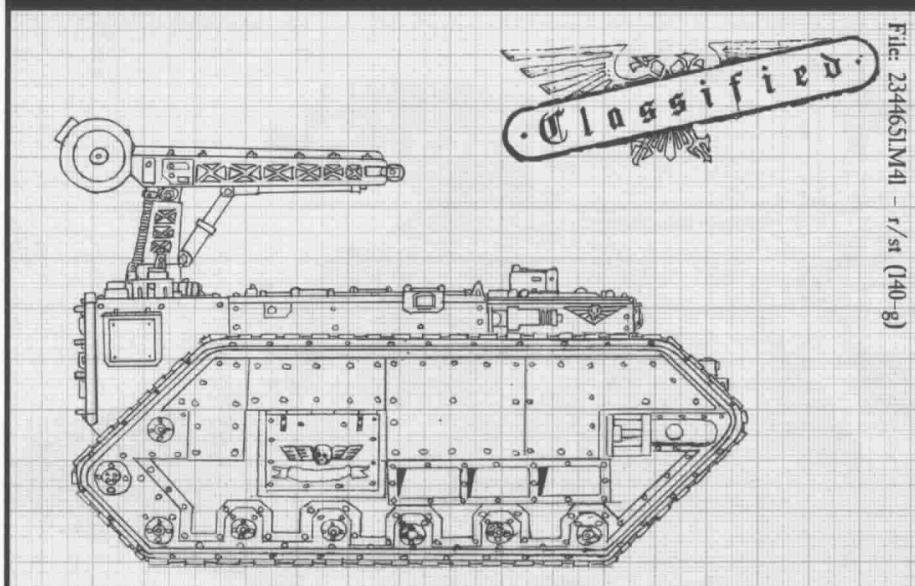
Towing Vehicle: The Trojan's main role is as a towing vehicle for Earthshaker, Hydra and Manticore platforms fitted with carriages. Whilst towing a platform the Trojan may not move more than 6" per turn.

To unlimber the platform and set up the gun takes a full turn. The Trojan cannot move or fire in the turn it wishes to unlimber, and the platform weapon may not fire in that turn either.

To limber a platform also takes a complete turn, in which the Trojan cannot move or fire and the gun cannot fire either.

This makes moving, unlimbering and re-limbering a long, slow process, beyond the scope of most 40K games. It should only be attempted in special scenarios or long games.

Amphibious: Trojans are amphibious vehicles that can move through water. This capability means that they treat water features (such as rivers, streams, lakes and seas) as clear terrain when they move. Whilst towing a platform the Trojan is not amphibious.

TROJAN**USING THE TROJAN**

▲ The Trojan is not a front line fighting vehicle, but would make a characterful addition to an Imperial Guard army. Perhaps for a special scenario it is carrying much-needed ammunition to an Earthshaker battery or a cut off infantry platoon. A Trojan could be called upon to fight as part of a last-ditch defence of an ammunition dump or artillery base.

▲ Another idea would to have a convoy of Imperial Guard artillery, being towed by Trojans, ambushed by enemy infiltrators. Gun crews and Trojans would be forced into action to defend the guns.

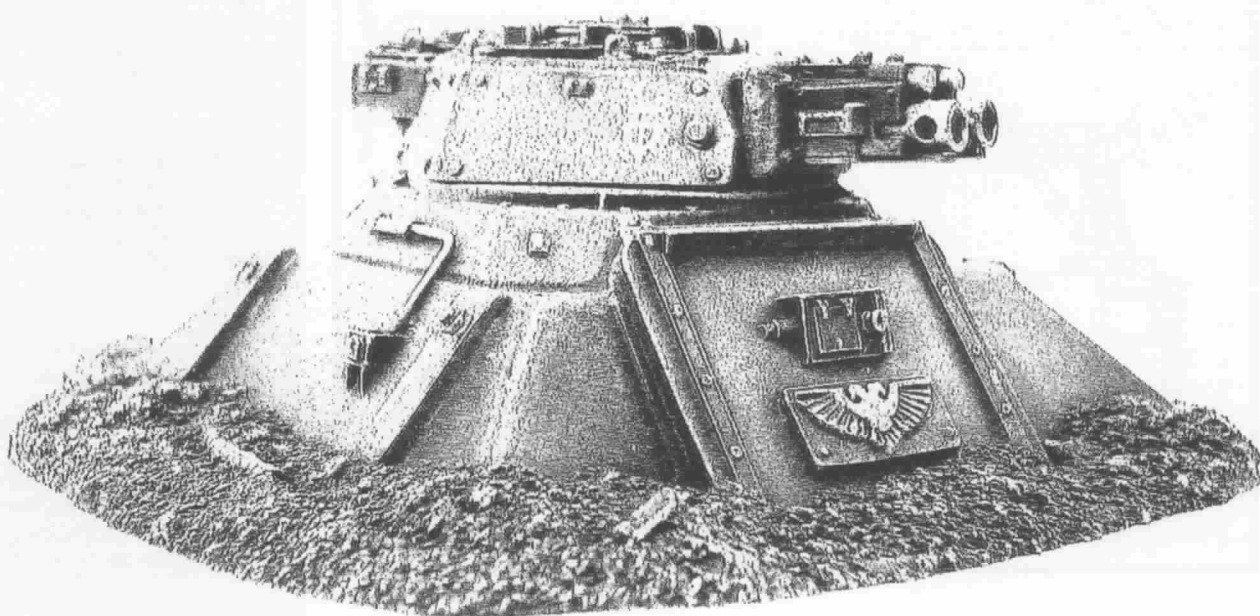
TURRET EMPLACEMENTS



Distant explosions from an Imperial emplacement light up the horizon.

Garrison troops often position weapon emplacements to cover important locations. Each emplacement is a small hard point, offering the three man crew excellent protection for their heavy weapon. Emplacements are used in many different locations, as part of an armoured

defence line, connected by trenches to other emplacements, bunkers, ammunition stores and personnel shelters. Rings of such strongpoints form the main defences of important starports and sometimes even cities.





TURRET EMPLACEMENT

	Points	Front Armour	Side Armour	Rear Armour	BS
Emplacement	60 + wpn	12	12	11	3

Type: Immobile

Crew: Imperial Guard

Weapons: The Emplacement must be equipped with one of the following turret mounted weapons: twin-linked heavy bolters +25 pts; heavy flamer +15 pts; battle cannon +50; multi-Laser +25 pts; lascannon at +25 pts; autocannon at +25 pts; twin-linked autocannons +38 pts; plasma cannon at +30 pts; missile launcher +20; multi-melta +30 pts; Demolisher cannon + 50 pts; Vanquisher cannon +75 pts; Inferno cannon +30 pts.

Options: An Emplacement may be upgraded with any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanism, searchlight.

Fortifications: In any game that the Imperial Guard are allowed to use Fortifications scenario special rules they may pick Emplacements. Each Emplacement counts as a Troop choice for the points cost given above.



USING THE TURRET EMPLACEMENT

A Turret Emplacement makes the perfect objective for a sabotage mission, or to form part of a defence line in a Bunker Assault, Strongpoint Attack and Blitzkrieg mission. Using them outside of the Warhammer 40,000 rulebook scenarios gives players the chance to use Emplacements as part of the defences for any objective. A bridge could have an emplacement at either end. The gate to the Governors Palace could be defended by two or three emplacements. The best thing about emplacements is they are very versatile models, and players could find a place for them on just about any battlefield, regardless of which armies are fighting. You can simply use them as a terrain feature, with the gun disabled or destroyed.

EARTHSHAKER PLATFORM

MODELS: Patterns III-XVII

FORGE WORLD OF ORIGIN:

All known

WEIGHT: 21 tonnes

LENGTH: 12.60m

WIDTH: 12.60m

HEIGHT: 4.92m

BARREL LENGTH: 9.00m

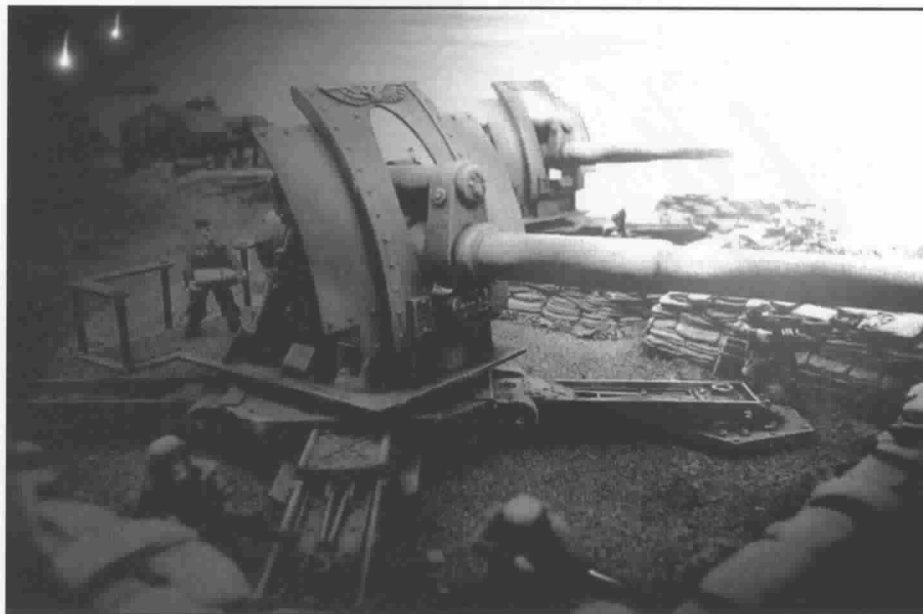
GUN SHIELD ARMOUR: 60mm

CREW: 5 – commander,
gunner, 3 x loaders

ARMAMENT: 1 x Earthshaker
cannon

CALIBRE: 12.5 cm

MUZZLE VELOCITY: 410 mps



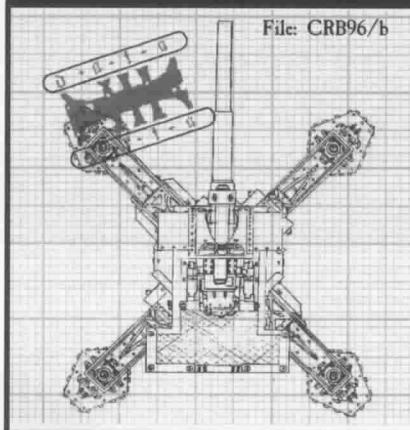
Muzzle flash and falling flares illuminate an Earthshaker battery during a night-fire mission.

Whilst the Imperial Guard are famous for their tanks, they are not always required to conduct mobile battles. Many Imperial Guard regiments man static defensive positions, or permanently garrison strong points guarding important static locations, such as starports or bridges.

When manning a static defensive position, mobility is not needed. The Earthshaker artillery gun is mounted upon a cruciform firing platform rather than the more common Basilisk chassis.

The loss of mobility and armour means the Earthshaker is more vulnerable to enemy attacks, but as an artillery piece with a vast range it rarely sees frontline action. If enemy units should penetrate far enough into the defensive lines to threaten the artillery then the Earthshaker can be fired over open sights, or, given enough time, the platform can be moved out of danger by a Trojan towing vehicle. Each platform normally has its own Trojan to move it, and also to carry extra ammunition during extended fire missions.

EARTHSHAKER PLATFORM





EARTHSHAKER PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Earthshaker	75	10	10	10	3

Type: Immobile, Open-Topped

Crew: Imperial Guard

Weapons: The Earthshaker Platform is armed with an Earthshaker Artillery Cannon. It has no other weapons.

Options: The Earthshaker Platform may be equipped with the following vehicle upgrades from the Imperial Guard codex: camo-netting, searchlight.

It may be fitted with a carriage allowing it to be towed by a Trojan at +5 points.

Heavy Support: An Earthshaker Platform is a Heavy Support choice for Imperial Guard Armies.

SPECIAL RULES

Earthshaker Cannon

Range: 120" **Strength:** 9 **AP:** 3 **Special:** Ordnance 1/ Blast

Indirect Fire: The Earthshaker can be modified to fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker Cannon rules, except that they become barrage (i.e. guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum guess range is 36".

Immobile: Once deployed an Earthshaker platform cannot be moved without being towed.

"Never forget you are the walls of steel and iron, between Mankind and a thousand horrors too unspeakable to name. You are the walls of Hell."

— Preacher Eran Gudi, address to the 17th Cadian Armoured regiment

USING THE EARTHSHAKER PLATFORM

Unlike other Imperial Armour vehicles and kits, the Earthshaker platform is best suited to special scenarios. Whilst you can just include them as another option for your Imperial Guard army you will find that their lack of mobility is rather restrictive, especially in scenarios which require you to attack. Many of the generic scenarios in Warhammer 40K rulebook require you to move onto the board, obviously for an Earthshaker platform this is a big problem! They should not be used in such scenarios. Earthshaker platforms are best fielded when the Imperial Guard are defending a static position, such as in a Bunker Assault, Strong-point Attack or Blitz. They could be used as the objective of a Sabotage mission.

Alternatively, a battery of Earthshakers make a fine objective in a 'Guns of Navarone' or 'Charge of the Light Brigade' style game in which enemy infiltrators or cavalry must knock out the guns. Their success might influence whether the Imperial Guard can use a Preliminary Barrage in the next game. To get the most out of your model you'll need to try and be a bit creative with the scenarios you use... this is a good thing!

HYDRA

MODELS: Patterns I-XIX

FORGE WORLDS OF ORIGIN:

All known

WEIGHT: 38 tonnes

HULL LENGTH: 5.29m

HULL WIDTH: 3.78m

HEIGHT: 5.10m

BARREL LENGTH: 4.80m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 65 kph on road; 50kph off road

CREW: 5 – driver, commander, comms-operator, gunner, loader

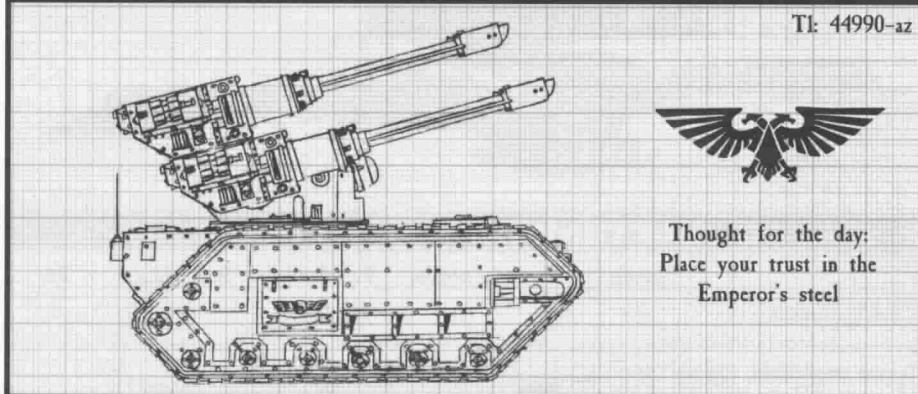
ARMAMENT: 4 x turret-mounted long barrel Auto-Cannons. 1 x hull-mounted Heavy Bolter

MAIN AMMUNITION: 600 rounds

FORDING DEPTH: 1.50m

HYDRA

Tl: 44990-az



Thought for the day:
Place your trust in the
Emperor's steel

The Hydra Flak tank is a specialised vehicle, based on the Chimera chassis and used for mobile air defence. The Flak tank can often be seen defending Imperial Guard columns and artillery positions from aerial attacks, its four long barrelled Auto-Cannons sweeping the skies and unleashing a wall of explosive shells. The Hydra's turret is equipped with tracking and targeting equipment, and a remote turret, which means once it is locked on to an aircraft, the guns will remain aimed at the target regardless of any evasive manoeuvres it may attempt. Coupled with the Hydra's high rate of fire, the aircraft is usually doomed.

Unofficially the flak tank is often pressed into front line service to engage ground targets, its long range and high firepower making it useful against infantry assaults and lightly armoured vehicles. The Hydra had proved so effective in this role that Imperial Guard commanders overlook this breach of official regulations.



HYDRA

	Points	Front Armour	Side Armour	Rear Armour	BS
Hydra	200	12	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Hydra is armed with 2 x twin-linked, long-barrelled autocannons on an anti-aircraft mount and a hull-mounted heavy bolter.

Options: The Hydra may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: A Hydra Flak Tank is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Long Barrelled Auto-Cannon.

Range: 12"-72" **Strength:** 7 **AP:** 4 **Special:** Heavy/2, AA Mount

See the aircraft rules for firing at flyers.



Tracers light up a Hydra as it rakes the night sky.

USING THE HYDRA

A The Hydra's main role is shooting down aircraft, defending mobile Imperial guard attacks from the unwanted attentions of enemy aircraft. As such, its use in games of Warhammer 40,000 is limited, unless you know your opponent has an aircraft. If he does not have an aircraft the Hydra's long barrelled auto-cannons are still excellent weapons for shooting up lighter vehicles and infantry. The Hydra lacks the heavy armour of a tank, but its long range should keep it well out of the firing line.

HYDRA PLATFORM

MODELS: Patterns III-XVII

FORGE WORLD OF ORIGIN:

All known

WEIGHT: 22 tonnes

LENGTH: 12.60m

WIDTH: 12.60m

HEIGHT: 3.42m

BARREL LENGTH: 4.80m

ARMOUR: 60-80mm

CREW: 3 – commander,
gunner, loader

ARMAMENT: 4 x long-barrelled
autocannons

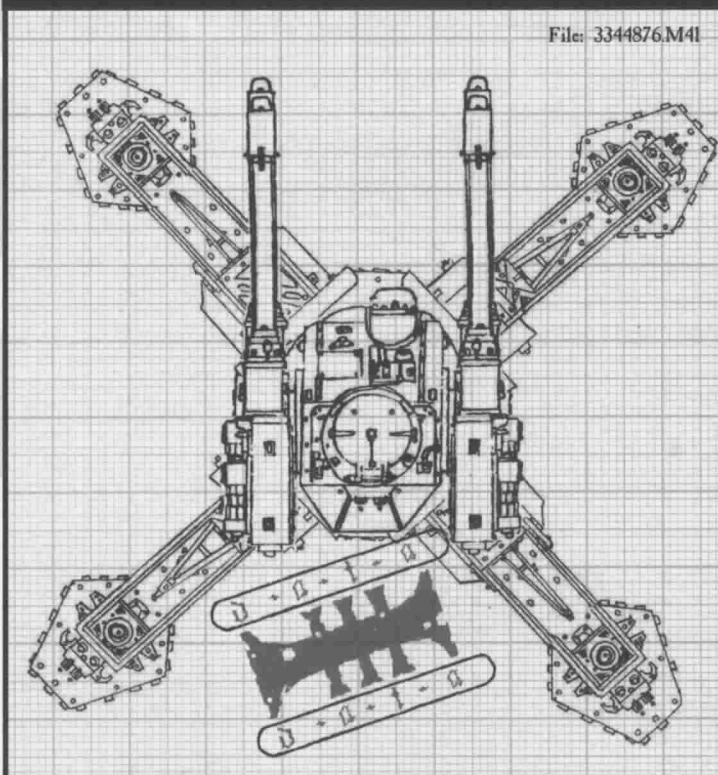
MAIN AMMUNITION: 600
rounds



Mobility is not always required and flak platforms are used to defend important static positions such as, command bunkers, artillery batteries and other important positions from aerial attack, leaving the Hydra tanks free to be deployed in support of Armoured units and assaults.

HYDRA PLATFORM

File: 3344876.M41





A Hydra platform scores a direct hit against attacking Ork fighter-bombers.

HYDRA FLAK PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Hydra Platform	145	10	10	10	3

Type: Immobile

Crew: Imperial Guard

Weapons: The Hydra Flak Platform is armed with 2 x twin-linked, long-barrelled autocannons on an anti-aircraft mount.

Options: It may be fitted with a carriage allowing it to be towed by a Trojan at +5 points.

Heavy Support: A Flak Platform is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Long-Barrelled Autocannon

Range: 12-72" **Strength:** 7 **AP:** 4 **Special:** Heavy/2, AA Mount

Shooting at Aircraft: See the aircraft rules for shooting at flyers.

USING THE HYDRA PLATFORM

▲ Like the Basilisk Platform, the Hydra Platform is a rather specialised piece of equipment and you'll need to put in a bit of thought before using it. They are best used as part of the defences of an objective which the Imperial Guard are defending, like a bridge, command bunker, space port or whatever. Because they are immobile, Flak Platforms are best not used when the Imperial Guard are attacking.

"Our enemies may rest
but rust never sleeps."

— Tech-Priest Jung, Forge World Gehenna

MANTICORE

MODELS: Patterns I - XXII

FORGE WORLDS OF ORIGIN:

M'Khand, Voss, Estaban III,
Stygies VIII, Triplex Phall,
Phaeton, Vanahelm, Lucius,
Gryphonne IV

WEIGHT: 38 tonnes

HULL LENGTH: 5.29m

HULL WIDTH: 3.78m

HEIGHT: 3.29m

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 60 kph on
road; 45 kph off road.

CREW: 4; driver, commander,
gunner, loader.

ARMAMENT: 4 x Manticore
missiles. 1 x hull-mounted
heavy bolter

MAIN AMMUNITION: 4 Missiles

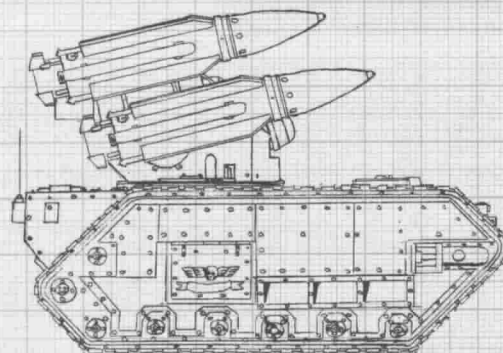
FORDING DEPTH: 1.50m



MANTICORE



Thought for the day:
Words do not win wars.
Deeds do.



Apps. Aobur: septimus-788/az7

The Imperial Guard employs many types of artillery, and the most common by far are the Basilisk and the Earthshaker cannon. Less common is the Manticore, a mobile multiple rocket launcher variant built on a Chimera chassis. The launcher is capable of firing a variety of rockets, from standard high explosive fragmentation warheads to oxy-phosphor incendiary warheads, from air-gas to surface-to-air interceptor missiles.

Imperial Guard commands find the Manticore's flexibility compared to the 'work-horse' Basilisk very useful. A Manticore can be used to fill a number of roles and make up any shortages. Armed with anti-aircraft missiles it stands in for a Hydra. Armed with oxy-phosphor incendiary warheads it becomes a devastating anti-infantry weapon. Armed with high explosive warheads it can even be used to attack enemy tank formations. Restriction on the number of vehicles available, the supply of missiles and warheads and the vehicles own low ammunition capacity means that most barrages are still fired by breach loading artillery.

MANTICORE

	Points	Front Armour	Side Armour	Rear Armour	BS
Manticore	135	12	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Manticore is armed with 4 x Manticore missiles and a hull-mounted heavy bolter

Options: The Manticore may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: The Manticore is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES**Manticore Missile**

Range: 36"-180" **Strength:** 9 **AP:** 3 **Special:** Ordnance 1/ Blast

Indirect Fire: The Manticore must fire 'indirectly' in the same way as a Mortar or Whirlwind, allowing it to fire at targets it cannot see. Manticores obey the normal Barrage rules. They are guess range weapons with a range of 36"-180" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum guess range is 36".

Ammunition: A Manticore platform may only fire 4 times in a game. Each shot represents a single missile firing. Once a Manticore has fired 4 times it cannot fire again until re-armed. Re-arming a Manticore is a time-consuming procedure, beyond the scope of Warhammer 40,000 games.

USING THE MANTICORE

At short ranges the uses of a Manticore missile launcher are limited. It might make a good objective, or better still, due to its low ammunition capacity, rearming a Manticore battery with Trojans against the clock could make for a tense game. Actually including one in your army would perhaps best be left for a large game on an equally large table, where its long range firepower can be unleashed.



The massive gas discharge as a Manticore's heavy missile takes off.

MANTICORE PLATFORM

MODELS: Patterns I-VI

FORGE WORLD OF ORIGIN:
Voss, Gehenna, Stygies VIII

WEIGHT: 23 tonnes

LENGTH: 12.60m

WIDTH: 12.60m

HEIGHT: 4.92m

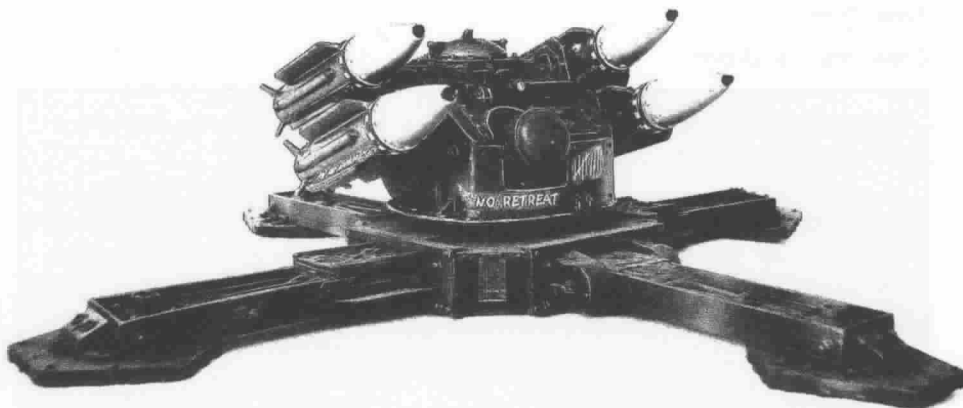
MISSILE LENGTH: 4.30m

ARMOUR: 60-80mm

CREW: 3 – commander,
gunner, loader

ARMAMENT: 4 x Manticore
missiles

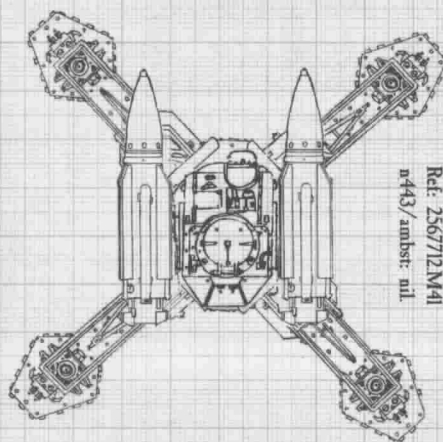
MAIN AMMUNITION: 4 missiles



Static missile sites are used just like static Earthshaker sites, except that their added versatility makes them highly prized. Once deployed a platform or battery of platforms will usually have a squad or platoon of infantry dedicated to its defence, should enemy infantry threaten. These infantry defend the site well, with sandbagged positions, armoured personnel shelters and ammunition stores.

Because of their fearsome reputation such batteries are often targeted by enemy aircraft, and so a Hydra platform, or a Hydra tank, will not be far away. This concentration of forces make Manticore batteries defensive strongpoints for the Imperial Guard.

MANTICORE PLATFORM



The Valhallan 8th Armoured Regiment: Sallan's World Offensive

On the ice planet of Sallan's World the Valhallan 8th found a home away from home. Facing well-equipped secessionist rebels in the more hospitable sub-arctic tundra belt (the only inhabitable part of Sallan's World), the regiment made a successful planetary assault. After securing the beachhead the 8th launched a bold enveloping offensive to isolate and cut off the rebel fortress and command centre at Sallan's Point.

In a month-long offensive, the tank columns ploughed through deep snow, blizzards and thick pine forests. Each column was spearheaded by Vanquishers and two of the regiment's four Baneblades. Throughout the advance all rebel counter attacks were thrown back and defensive positions were overrun. When the two columns met up the fortress was surrounded and besieged.

The siege lasted another month. As temperatures plummeted the Valhallan 8th's artillery pounded the outlying defences into rubble, before the regiment's Medusa battery was brought into the line to breach the main curtain wall.

With their walls in ruins and facing an overwhelming assault the rebels tried to break out, using the last of their tanks to blast an escape route. A four-day tank battle resulted, as the 8th pursued the escapees out of the pine forests and into the frozen wastes. Amidst howling blizzards the rebels were brought to battle and gave no quarter before being annihilated. The battle resulted in the loss of two of the regiment's Baneblades. Those leaders who were captured alive were executed on Inquisition orders. All other prisoners were transported to penal worlds.

MANTICORE MISSILE PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Manticore	110	10	10	10	3

Type: Immobile

Crew: Imperial Guard

Weapons: The Manticore Missile Platform is armed with 4 x Manticore Missiles.

Options: It may be fitted with a carriage allowing it to be towed by a Trojan at +5 points.

SPECIAL RULES**Manticore Missile**

Range: 36"-180" **Strength:** 9 **AP:** 2 **Special:** Ordnance 1/ Blast

Indirect Fire: The Manticore must fire 'indirectly' in the same way as a mortar or Whirlwind, allowing it to fire at targets it cannot see. Manticores obey the normal Barrage rules. They are guess range weapons with a range of 36"-180" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum guess range is 36".

Immobile: Once deployed, a Manticore platform cannot be moved without being towed.

Towed: A Manticore platform can be towed into position by a Trojan towing vehicle.

Ammunition: A Manticore platform may only fire four times in a game. Each shot represents a single missile firing. Once a Manticore has fired four times it cannot fire again until re-armed. Re-arming a Manticore is a time-consuming procedure, beyond the scope of a Warhammer 40,000 game.

USING THE MANTICORE MISSILE PLATFORM

A The Manticore Platform, more than any other form of platform, is a rare item to field. With its vast range, and minimum range it is not a practical weapon to field on the average wargames table. A game where such a weapon might come into its own might have to be played in the back garden! Like the Earthshaker it would make a good objective for a sabotage mission. A missile battery position, complete with ammo stores, gun emplacements etc would make a fine terrain centre piece.



Lasgun fire flies as ground troops fight to defend a Manticore launcher position.

MEDUSA

MODELS: Patterns II-XIII

FORGE WORLDS OF ORIGIN:

Lucius, Voss, Triplex Phall,
Gryphonne IV, Stygies VIII,
Estaban VI, Phaeton

WEIGHT: 38 tonnes

HULL LENGTH: 5.29m

HULL WIDTH: 3.78m

HEIGHT: 3.72m

BARREL LENGTH:

GROUND CLEARANCE: 0.45m

ARMOUR: 80-150mm

MAXIMUM SPEED: 60 kph on
road; 45kph off road

CREW: 5 – driver, commander,
gunner, 2 x loaders

ARMAMENT: 1 x hull-mounted
Medusa Siege Gun. 1 x hull-
mounted heavy bolter

MAIN AMMUNITION: 18 rounds

FORDING DEPTH: 1.50m



A Medusa battery pounds a rebel city into ruins.

Siege warfare is common in the battle-zones of the 41st millenium. Many rebels and heretics seek sanctuary behind the thick walls of a city or fortress. The Imperial Guard are well equipped to deal with such tactics, and few walls are thick enough to resist the pounding of the Medusa siege gun.

Unlike the Griffon which

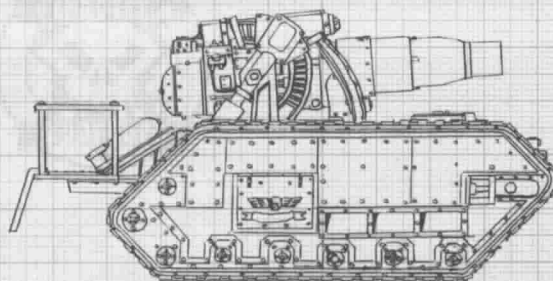
can fling its shells over a curtain wall, the Medusa fires heavy shells directly into the walls, the heavy shells turning them into rubble and dust, and opening a breach for assaulting infantry to attack through.

A long siege is usually accompanied by the constant dull thump of siege cannons, firing all day and all night. Once inside the city or fortress, the breach secure, the Medusa will rumble forwards to support the assault, levelling buildings with a single shell. Street by street, the city is blasted apart, leaving no hiding place for the enemy.

Medusas are not a common vehicle amongst the Imperial Guard. They are generally only deployed when a wall needs to be breached or a strongly held bunker line must be assaulted. An armoured regiment might have a battery of Medusas kept in reserve in case of need, but most commanders would not deploy them in the front line.

MEDUSA

File: HJrrb49/a (altim: beta-delta)





MEDUSA

	Points	Front Armour	Side Armour	Rear Armour	BS
Medusa	135	12	10	10	3

Type: Tank, Open topped

Crew: Imperial Guard

Weapons: The Medusa is armed with a Medusa Siege Gun and a hull-mounted heavy bolter.

Options: The tank may be given any of the following from the Imperial Guard Codex: camo-netting, crew escape mechanisms, extra armour, hunter killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

Heavy Support: A Medusa is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Medusa Siege Gun

Range: 36" **Strength:** 10 **AP:** 2 **Special:** Ordnance 1/Blast

Siege Shells: A Medusa can fire siege shells instead of normal rounds. Unlike the Griffon, the Medusa shells do not use the smaller Blast template, they use the normal Ordnance Blast template. Roll 2D6+5 when rolling for Armour penetration for the Medusa siege gun against bunkers, instead of 2D6, and pick the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside buildings on a 4+ instead of a 6.

"Victory is achieved through mettle.
Glory is achieved through metal."

— Uttica 1st Tank Company motto

USING THE MEDUSA

▲ *The Medusa Siege Gun is a specialist vehicle. They are very good at one task, but when not being used for that task they are a waste of points. The Medusa is best deployed when you know you will be up against a well dug-in defender, in bunkers and buildings, like in a Bunker Assault or Blitz scenario. Here its siege shells should make short work of enemy strong-points. Remember that, although it carries a fearsome gun, the Medusa is open topped and lacks the survivability of a Demolisher or Thunderer in close support of infantry.*

IMPERIAL ARMOUR

by Gav Thorpe

The turret reverberated with a clang as Vorto threw back the hatch, and dry air swirled inside. Pushing himself out of the commander's position, he took a deep breath, glad to be clear of the stench of oil and sweat from inside the Vanquisher.

As a gust of wind brought a scattering of sand into his face, he pulled his goggles down from the leather tanker's helmet he wore. To his left stretched his special tank company – three squadrons of Leman Russ churning across the dark sand dunes of Gonorio Prime. Two tanks down he saw Lazen waving to him, his second-in-command's big bushy beard billowing in the wind.

Rubbing his own stubbled chin, he waved back, before looking behind him. It was hard to see much through the wake of sand clouds thrown up by the tracks of 'Old Relentless', as his tank had been dubbed by a previous commander. Peering hard he could just about see another bank of cloud, marking where the mechanised infantry were following in their Chimera transports a few hundred yards behind. They were the reason he and his tanks were there. They were headed to make a bridgehead through the lines of the rebels, and were being thrown against a force of renegade Space Marines. A breakthrough here, close to their supply depots and the space port they were holding, would be a major victory for the Emperor's servants. It might well break the back of the enemy, ensuring a swift

conclusion to the bloody campaign. For all the possible gains, Vorto didn't relish the fight ahead. The foul Traitor Marines were well known to be bloodthirsty, hard warriors, and even behind the thick steel of Old Relentless' armour he doubted he'd be safe. But there would be medals aplenty if they succeeded.

A tug at the hem of his baggy shorts brought Vorto's attention back to his tank. His loader, Bagrazi, was waving the comms set at him. Taking one more breath of the relatively fresh air, he dropped back inside, pulling the hatch shut after him with a clang. The comms set was squawking nonsense as he pressed it hard against his ear, trying to listen over the clanking of tracks and the rumbling of the big overcharged engine of the Vanquisher.

'Repeat your message!' he shouted down the pick-up, jamming a finger into his free ear to block out what noise he could.

'This is Serpent Three,' the voice on the other end crackled. One of the Salamander scout vehicles reporting in. 'We have sighted enemy mechanised formation six miles to the west of your position.'

'What is their course and strength?' Vorto demanded, pushing past Bagrazi to peer at a tattered map stuck on the back of the driver's position. Peering at it in the gloom he realised he still had his goggles on and pulled them off with an irritated snort.

'Several Predators, Rhinos, two Land Raiders, heading

south-east at roughly thirty, three-zero, miles per hour,' Serpent Three told him.

'Damn!' cursed Vorto, hanging up the comms receiver. The Traitor Marines would be moving behind them soon, cutting them off from the main army following up a day behind them. Grabbing the map, he slumped down onto the tiny stool that served as his seat when not in combat, and peered at the rough chart, copied out by himself just before they had set off. There was a bluff a couple of miles to the south west, if they could beat the Traitor column there, they could probably hold them off. He lurched to his feet again, keeping stooped to avoid banging his head, and grabbed the comms unit.

'Serpent Squadron, keep them in view, let me know of any change,' Vorto told them before spinning the frequency dial to company address. 'Red Company, turn by squadron, bear 200 hundred degrees. Accelerate to full battle speed!'

He adjusted the dial again, poking a stray wisp of his blond hair back under his helmet.

'Mechanised Company Lucius, we are adjusting course to 200 hundred degrees,' he told the following infantry formation. 'Follow us at battle speed and send forward your Destroyers.'

Leaving the comms-mic dangling on its cord, Vorto clambered back out of the turret again and watched as the company drew to a shuddering halt, slipping and sliding in the treacherous sands. Prime Squadron, his three close

assault Conquerors, churned around and set off again, followed by the three standard Leman Russ of Secundus Squadron. Well standard on paper, the hand-picked crews had tinkered and modified the tanks over the last three months of war, and he expected a tech-priest would have a heart attack if one ever saw some of the changes they'd made.

Finally, Triplus Squadron followed, his two Executioners and another Vanquisher. He was rocked to one side as his driver, Krondil, brought Old Relentless onto the new course and they lurched forward again, the grinding of gears shuddering through the tank's hull.

Gazing out from the turret of Old Relentless, Vorto could see the enemy column approaching, or rather the trail of sand cloud left in its wake. His tanks were at the edge of the small cliff-like bluff, but far enough back so that they were hull down, only their turrets presenting a target to the incoming Traitor Marines. The two Destroyer tank hunters were drawn up on his right, while the shorter ranged Conquerors were even further eastward at the far end of the bluff, ready to counter-attack across the plain below with the infantry in their Chimeras.

It was a tense few minutes as the dust cloud approached closer. To the left and right of the sand bank he could see smaller trails from the recce vehicles as they shadowed the Traitors' advance. They wouldn't be much use in a tank battle, but he had warned their crews to be ready to dart forward and pick on any surviving crews or any of the Traitor Marines that may disembark from the Rhinos.

As another half a minute ticked by, Vorto resisted the temptation to check that the

other crews were ready and loaded. They were well trained, forged in battle for several months now, and he knew the gunners were already picking their targets from among the hazy shadows within the sand cloud.

'Concentrate fire on the Land Raiders for the first salvo,' he told the other commanders over the comm-link. The Marine assault tanks were tougher than his Leman Russ, and their targeter-assisted lascannons would pick them off one-by-one if given the chance. A whine of turret motors drew his attention to his left as Secundus Two adjusted its aim slightly. In front of him, the long Vanquisher cannon dipped slowly, compensating for the shortening range of the enemy. He heard Bagrazi's voice drift up through the hatch ring.

'Bless this tank, Holy Emperor,' the loader was praying. 'May its armour match our faith and may its accuracy match our zeal.'

'Praise Him,' Vorto whispered under his breath. If they failed here, the whole counter-attack would falter, three months of hard fighting could be wasted in the next few minutes.

'Targets in optimum range,' he heard Bagrazi report. Even as he opened his mouth to speak, three puffs of smoke spread into the approaching dust and a moment later the edge of the bluff exploded into shrapnel, flinging dirt and rock across the front of the Leman Russ just to his left.

'Open fire!' he bellowed, not needing the comm unit to be heard by the other commanders. With an almighty roar, the company fired. Shells whined into the distance, accompanied by the searing white-hot plasma blasts from the Executioners. Fountains of sand were thrown up around the lead Land Raider and he

saw a plasma hit spray off its armoured hull, charring the paint but not much else. Relentlessly, the Chaos tanks swept forward and another volley of Predator fire detonated along the ridgeline, one shell clanging off a Destroyer hull to his right. He heard Bagrazi cursing as he slammed another Vanquisher shell into the breach and a moment later Old Relentless roared again, just before the other crews fired in unison. He followed the arc of the shot and grunted with satisfaction as he saw it impacting against the track horns of a Land Raider, spinning huge chunks of ceramite into the air and shedding track links.

The return fire from the enemy was sporadic and desultory, most of the shots ploughing wide, or glancing harmlessly off the armour of his tanks. He had hoped for this – the Chaos Marines were so eager to get to grips with him they were sacrificing accuracy for speed. On the other hand, his steady crews were taking their time, each shot was hitting home as the range decreased. The blackened wrecks of two Predators sat smoking on the dunes with the halted Land Raider, and a dozen or so Chaos Marines were clambering from the wrecks of their Rhino transports.

A rogue shell ricocheted off the turret next to Vorto, spraying pieces of ragged metal across him and he instinctively dropped down to land in a heap inside Old Relentless.

'That was too close,' he sighed, straightening up as much as the tight confines allowed.

'Closer than you think,' said Bagrazi, glancing over his shoulder. At Vorto's blank gaze, the loader pointed towards his commander's head. Pulling his helmet off, Vorto saw a ragged

gash torn across the scalp and blood dripped down his cheek. A wave of dizziness hit him and he closed his eye for a moment. He swayed and banged his head against the turret ring sending a new wave of pain surging through him. Gritting his teeth, he gingerly put his helmet back on, grabbed the comm mike and clambered up the turret just as the gun fired again.

The Chaos force was breaking to his left, and would soon be too close for the Leman Russ to fire, unable to depress their guns down far enough. One Land Raider was still moving and its nearest lascannon swivelled towards them, a moment later a bolt of laser energy spat out of the dust, tearing through the turret of one of the Executioners, detonating the plasma cells in a fireball that sent a wave of heat washing over Vorto. He didn't want to look, but he found himself checking to see if any of the crew had got out. In the billowing black smoke and tangled metal he could see three burning skeletons, flesh stripped from them by the blast. Of the commander there was no sign, disintegrated by the plasma detonation.

'Prime Squadron advance,' he coughed into the comm-link as the smoke of the explosion drifted over him. 'Other squadrons peel left, head them off on the west end of the bluff. We'll catch them between us.'

There were two Rhinos, three Predators and the Land Raider left, still more than enough to overwhelm them if they were careless. Just as Old Relentless pulled back from the edge of the bluff he saw more trails of dust to his right as the Conquerors and infantry moved in behind the Chaos tanks.

Vorto bumped up and down in the turret as the tanks

advanced in column along the bluff, now out of sight of the enemy. Each bounce sent a tremor of pain through his head, and the wound in his scalp was still bleeding freely. He wasn't sure, but he thought the bone was cracked. Dizziness kept threatening to overcome him, but he gritted his teeth and pushed the pain to the back of his mind. He had to keep his head clear, the battle wasn't won yet and could easily be lost by a moment's inattention.

A screech of metal up ahead made him stare forward and a few seconds later he saw Secundus Three slewing madly to the right, towards the edge of the bluff. The comms-unit crackled and he lifted it to his ear.

'Running gear's jammed! Can't stop her!' came the Executioner commander's panicked voice.

'Bail out! Bail out!' Vorto screamed back, and he saw two shapes jumping clear before the tank plunged over the cliff, disappearing from view. As his tank ground forward the two escapees ran over and pulled themselves up onto Old Relentless' hull.

'We must have taken a hit without realising,' explained Granzi, the now tankless commander. 'The others couldn't get out in time.'

Vorto was about to reply when he heard someone else on the comm-link. Snatching it up, his heart fell.

'-ing Devils. I repeat, the enemy have doubled back, we are exchanging fire, taking heavy losses on the Chimeras,' came the voice of Strathairn, the commander of the Conqueror squadron.

'Close fast, keep 'em busy!' Vorto ordered him before addressing the company.

'Full speed, we need to get down there now!' he bellowed, slamming his hand down onto

the top of the turret to urge his driver forward. The engine of the Leman Russ roared into full life now, like the bellowing of an angry god. He was glad for the improvements made by Durango, the driver, as he pushed Old Relentless into top gear. Progress was still agonisingly slow across the shifting dirt and grit of the desert, and every second Vorto's heart was hammering harder in his chest. He had divided his force, confident that the Chaos Marines would push relentlessly on towards them, and had been punished for his folly. If they destroyed the Conquerors, they'd turn on him next and they'd be finished.

They were almost at the end of the bluff and he saw the lead Russ turning into the steep slope down, sliding madly through the sand. One after the other they followed, wallowing across the unstable surface, rocking madly from side to side as the drivers revved the engines to maintain what little grip existed. Hitting the slightly firmer surface of the desert floor, Old Relentless lurched forward, growling like a wild animal eager for the chase.

'Come on!' he screamed to no one in particular. 'Come on!'

Vague shapes loomed out of a swirl of dust and sand and the lead tanks opened up without needing orders. They all knew the urgency now. Muzzle fire blossomed in the gloom and a shell whined towards them, crashing through the tracks of Lazen's Vanquisher and making it grind to a halt. As Old Relentless swung around to avoid the immobilised tank, Vorto could see his second bellowing down into the turret and the Vanquisher opened fire. He grinned. Lazen might be halted but he'd keep fighting while he could draw breath.

'Target to the left,' he called down, noticing the unmistakable bulk of the surviving Land Raider. The turret turned towards it until he shouted for it to stop.

'Fire!' he called and Old Relentless roared its fury, wreathing Vorto in a pall of dissipating smoke so that he couldn't see if the hit was good or not.

'And again!' he shouted, not daring to take his eyes from the hulking form of the Chaos tank. Its silhouette was changing as it pivoted towards him and a blast of red energy stabbed past, almost blinding Vorto as it streaked overhead just a few feet away from him. In reply the Vanquisher cannon erupted again and this time Vorto tracked the shot and let out a cry of joy as the armour piercing shell punched through the assault ramp of the enemy behemoth, sending flickering flames licking out of its vents. Armoured shapes began pushing themselves through the twisted wreck of the ramp.

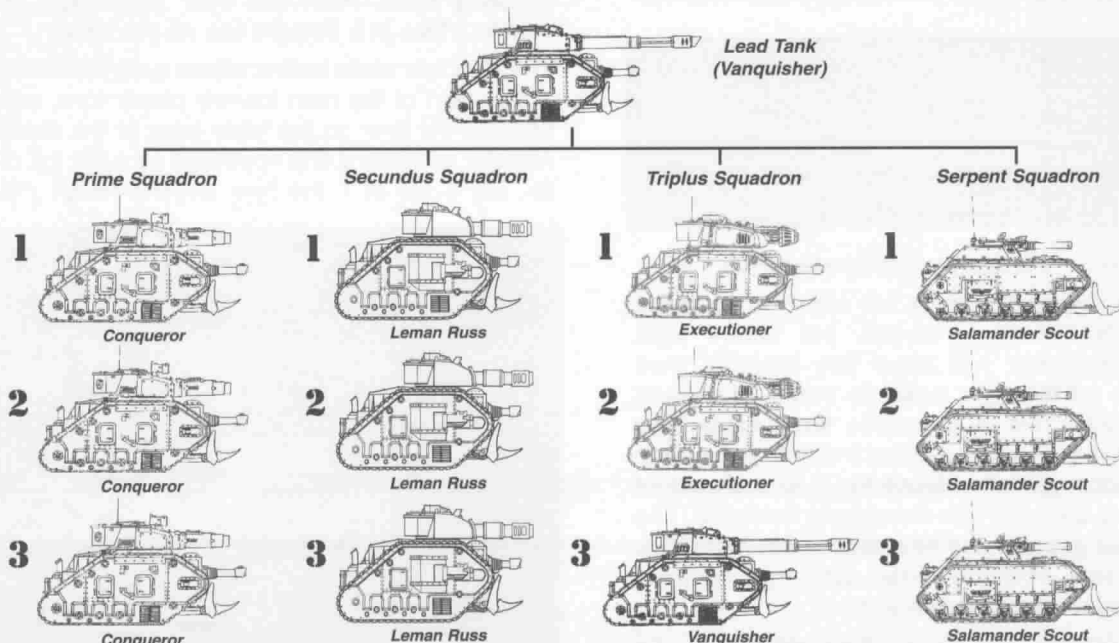
'One more for the Emperor!'

he urged Braganzi on, watching as a stab of laser from a Destroyer punched through the side sponson of a Chaos Predator. Old Relentless' next shot followed the previous one almost exactly, slamming a Chaos Marine off his feet before smashing out the back end of the Land Raider. Plasma spewed onto the sand, fusing it to glass, the shot having obviously breached the Land Raider's internal reactor. Another detonation to his left heralded the demise of one of the Conquerors, its turret slung several yards through the air by a hit to the tank's fuel reserves. Shells from the remaining Conquerors took instant revenge, a near-simultaneous blast smashing into the side of the now lone Predator and ripping through armour, rocking it sideways across the sand. Scattered Chaos Marines were running hither and thither through the smoke and dust, but the chatter of heavy bolters and flickering blasts of multilaser from the Chimeras tracked

them as they attempt to form up into a threatening force. Leman Russ shells joined the execution for another two minutes, and then Vorto ordered the cease fire.

As the desert wind blew away the acrid smoke and swirling dust, Vorto could see the wrecks of the enemy. Some still burned fitfully, others were simply disabled and abandoned by their crews. The shattered armour of dead Marines was spread all across the battlefield, as were the bodies of too many Guardsmen to count in one glance. The crackling of flames flickered down the wind towards him and he could smell burning oil and charring flesh. Half of his force was destroyed, nearly three quarters of the infantry were dead. He had won the battle, but the mission had failed. There would be no quick victory, no medals. The survivors would return to their bases and the war would go on, perhaps for years.

SPECIAL TANK COMPANY



FLYER RULES

Imperial Armour introduces a new type of vehicle to the Warhammer 40,000 rules, called a flyer. These vehicles are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play.

Flyers

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot



or be shot at until it makes its attack run.

A flyer makes its attack run after the opposing player's movement phase, but before their shooting phase – in effect you 'interrupt' their turn to let the flyer make its move. (If several flyers all arrive at the same time, make their moves in any order you like and then move onto the shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's shooting phase, after the opponent has had a chance to fire at it.

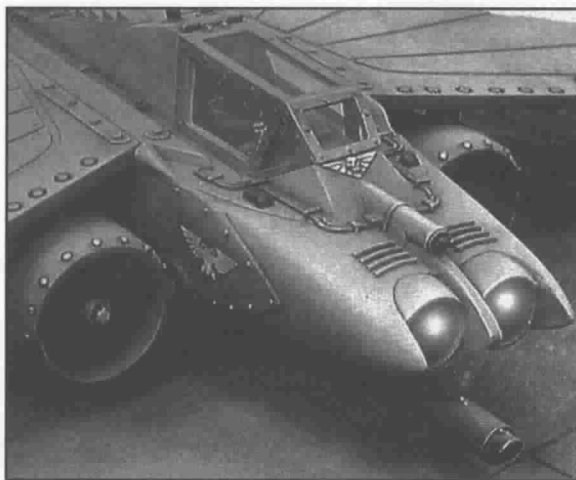
After making the move, play returns to the opponent's shooting phase. Enemy units shoot

normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (i.e. the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flier. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (i.e. all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after the opponent has finished his shooting phase. The flyer may pivot up to 45 degrees either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1 the flyer doesn't return this



turn, but you may roll again for it in your next player turn.

New Weapons

These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost half the amount of a mortar.

Big Bombs: These work in the same manner as a normal bomb, but it has the same cost and effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost half the amount of a Griffon.

Rockits: Rockits have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, heavy 1). Each rockit carried may be used once per battle.

Smart Bombs: A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

Super-Heavy Flyers

The Marauder is a Super-Heavy Flyer, and all of the rules that apply to Super-Heavy Tanks apply to it also. Note that because the Marauder is a flyer it can't tank-shock enemy units or assault them! Because Marauders are super-heavy

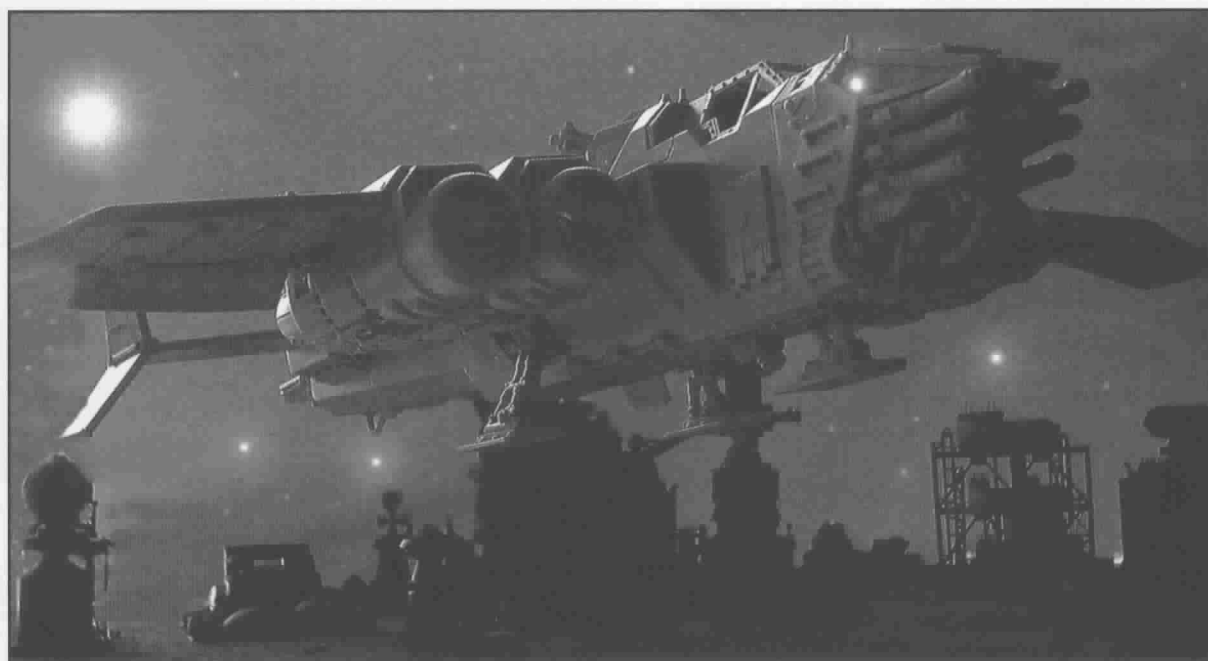


units they must be taken in their own 'detachment', as described for Baneblades and Shadowwords. A Marauder detachment can consist of between 1-3 Marauder aircraft. Both types of Marauder variant may be included in the same detachment.

Anti-Aircraft Mount

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mounts. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a '6'. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.



LIGHTNING

MODELS: Patterns III-IX

FORGE WORLDS OF ORIGIN:
Cypra Mundi, Bakka,
Hydraphur

WEIGHT: 10 tonnes empty

LENGTH: 11.00m

WING SPAN: 16.80m

ARMOUR: 45mm

MAX SPEED: 2400 kph

CREW: 1 – pilot

ARMAMENT: Nose-mounted
long-barrelled autocannon, 2 x
wing-mounted lascannons

MAIN AMMUNITION: 100 rounds

Following the Saint-Saen Crusade which liberated twelve worlds in the Segmentum Obscurus, the STD patterns for the Lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These

ancient lords then sat in judgement, took readings of the Emperor's Tarot and the advice of their oldest and wisest technicians before deciding that the omens were favourable, and they could begin work with the Machine God's favour. It took over half a millennia of trials, testing, careful research and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the fleet carriers and cruisers.

Slowly the STD technology has been disseminated to two other major Naval centres, at Bakka and Hydraphur, and Lightnings are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tempestus and Pacificus as well.

The fighter's main role is engaging enemy aircraft and establishing air superiority over the battlefield. Based on orbiting spaceships or on rapidly established forward air bases, squadrons of Lightnings fly patrols and intercept missions, and supply fighter cover to Marauder bomber missions. Plummeting from orbit or racing from ground airfields, Lightnings are given licence to engage targets of opportunity on the ground should they identify an enemy threat. Although this is not their primary function, the twin lascannons and long autocannon make it an effective ground-attack weapon.



LIGHTNING

	Points	Front Armour	Side Armour	Rear Armour	BS
Lightning	115	10	10	10	3

Type: Flyer

Crew: Imperial Guard

Weapons: The Lightning is armed with a long-barrelled autocannon and 2 x lascannons.

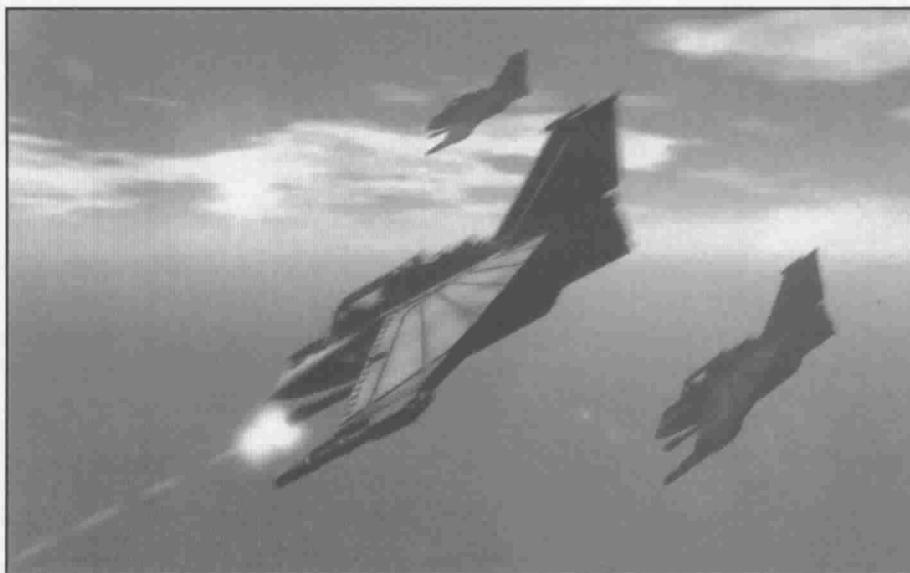
Options: None

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

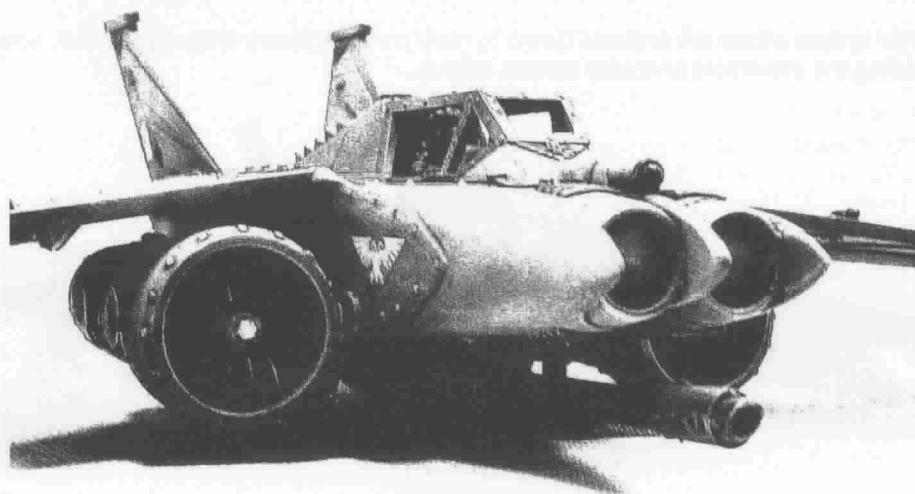
SPECIAL RULES

Long Barrelled Autocannon

Range: 72" Strength: 7 AP: 4 Special: Heavy 2



Lightnings dive into the attack.

**USING THE LIGHTNING**

A Adding aircraft to your game makes for a whole new dimension and opens up many possibilities for gaming. Here we are mainly concerned with an aircraft's effect on the ground troops involved in the main battle, but you could play special scenarios which pit only aircraft against an enemy installation, defended by flak batteries. Destroying a bridge or enemy column on the move would make a suitable objective.

A Of course using aircraft models also opens up the possibilities of dog fights, but rules for such a game will have to wait for another time...

LIGHTNING

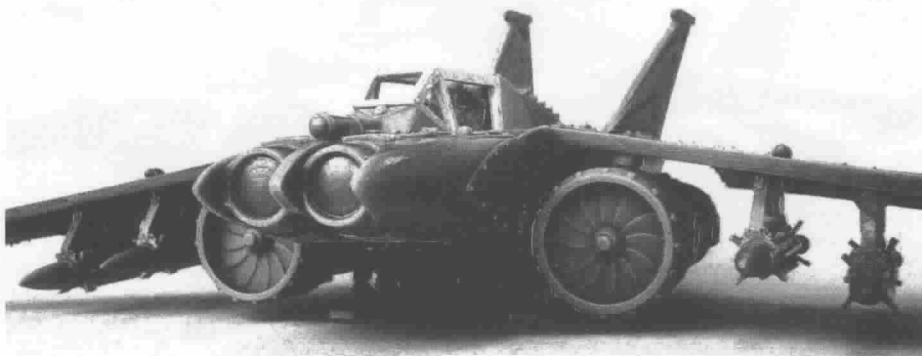
(STRIKE VARIANT)

MODELS: Patterns III-XI**FORGE WORLDS OF ORIGIN:**Cypra Mundi, Bakka,
Hydraphur**WEIGHT:** 9.8 tonnes empty**LENGTH:** 11.00m**WING SPAN:** 16.80m**ARMOUR:** 45mm**MAX SPEED:** 2400 kph**CREW:** 1 – pilot**ARMAMENT:** 2 x wing-mounted
lascannons, 6 x Hellstrike
rockets**MAIN AMMUNITION:** 40 shots
from power pack*Low level attack run.*

The Lightning Strike is actually the same aircraft as a Lightning, only with a different weapons fit. The nose-mounted cannon is removed to save weight, and rocket racks added under the wings and fuselage to take six Hellstrike rockets.

This weapons fit is only used on Lightnings that are in a dedicated ground attack role, with the primary mission of targeting enemy armour. During a major offensive Lightnings are used in close support of the Imperial Guard infantry on the ground. A 'taxi rank' of Lightning Strikes will circle the battlefield, awaiting contact from a front line Imperial Guard commander in need of assistance. The Lightning will then swoop down towards the requested target, unleashing a barrage of rockets before climbing back to the rank.

This system allows the Imperial Guard to have constant heavy firepower on call, and makes the movement of enemy armour difficult.



LIGHTNING STRIKE

	Points	Front Armour	Side Armour	Rear Armour	BS
Lightning Strike	170	10	10	10	3

Type: Flyer

Crew: Imperial Guard

Weapons: The Lightning Strike is armed with 2 x lascannons and 6 x Hellstrike rockets.

Options: None.

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

SPECIAL RULES

Hellstrike Rockets

Range: Unlimited **Str:** 8 **AP:** 3 **Special:** Heavy 1

Three Ork smokers swept down out of the sky and Jekklan's wingman dissolved into a fireball and a shower of debris. Jekklan wasted a precious second trying to crane his head about the cramped cockpit to spot his attackers before he realised they were virtually on his tail. He cut loose with his afterburners and the archipelago of reefs and coral islands shot past beneath the blunt body of his Thunderbolt in a blur. Gunning the throttle Jekklan forced the control stick forward abruptly. The Imperial craft dived sharply towards the warm tropical sea.

Jekklan grimaced as the power dive thrust him back into his seat. His young wingman had always laughed at the ugly, ill-made Ork craft – he had been the one who had christened them 'smokers' because of their oily black contrails. But Jekklan knew that both the enemy planes and the Orks that flew them with such manic courage were tough enough to pull off manoeuvres their human opponents couldn't hope to survive. Sure enough, the Ork fighters, trailing their distinctive fossil fuel emissions, dived even more sharply to follow him.

Jekklan hauled back on the stick and suddenly the Thunderbolt levelled off again, its ram jets kicking up a shower of spray from the ocean. An island appeared on the scanners: it was only twenty clicks away. Banking, the adept pilot homed in on the forested peak, the smokers still in hot pursuit. Autocannon shells ripped past, exploding against a cliff face as Jekklan soared around the mountain peak in a perfectly described parabola. Ferocious G-forces crushed his body again and for a moment he almost blacked out. Time seemed to slow and the tiny part of his mind not engaged with fighting for his life commended a heartfelt prayer to the Emperor and to the Thunderbolt he rode in.

And then he was out on the other side, the Ork squadron dead ahead of him. It seemed as though the opposing fighters would certainly collide, until, with only a few, rapidly-decreasing metres to spare, Jekklan yanked on his control column and flipped the Thunderbolt on its horizontal axis by ninety degrees. The smokers rocketed past, their leader disintegrating in a growing ball of fire as Jekklan's cannons found their target. The Thunderbolt rose abruptly, its pilot pulling back so far that he could see the surface of the sparkling waters flashing past beneath him through the top of his cockpit. Jekklan was now directly on his enemy's tail.

One down, two to go.

USING THE LIGHTNING STRIKE

A *The Lightning Strike is a more specialised piece of equipment, but still suited to special scenarios: Its Hellstrike missile means it is great tank buster. Like all aircraft it is fragile and is in grave danger when faced by enemy flak – perhaps, if you are bold enough, you should target enemy flak first?*

MARAUDER

MODELS: I-XVI

FORGE WORLDS OF ORIGIN:
Cypra Mundi

WEIGHT: 41 tonnes empty

LENGTH: 19.20m

WING SPAN: 24.60m

ARMOUR: 30-45mm

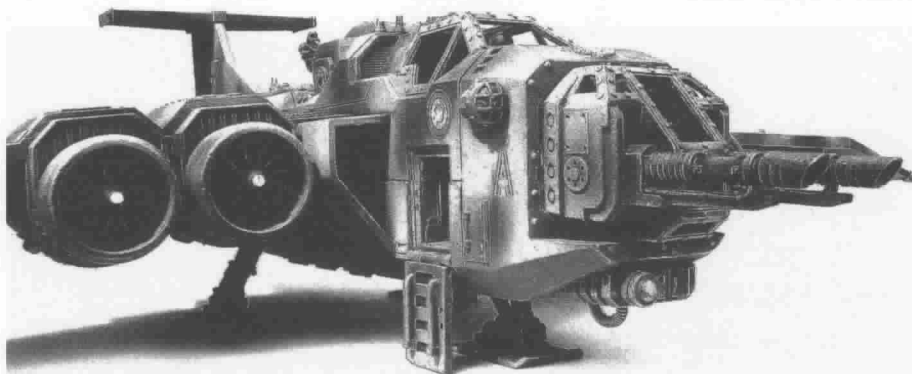
MAX SPEED: 1800kph

CREW: 6 – pilot (flight commander), navigator, bombardier, nose gunner, tail gunner, turret gunner

ARMAMENT: Nose turret-mounted twin-linked lascannons. Tail turret-mounted twin-linked heavy bolters. Dorsal turret-mounted twin-linked heavy bolters

PAYLOAD: 2,000 kg (10 x 200-kg high explosive bombs)

MAIN AMMUNITION: 40 shots from power pack



As with tanks, aircraft designs vary from forge world to forge world. Whilst remaining basically the same, there are many variants, with slight design differences.

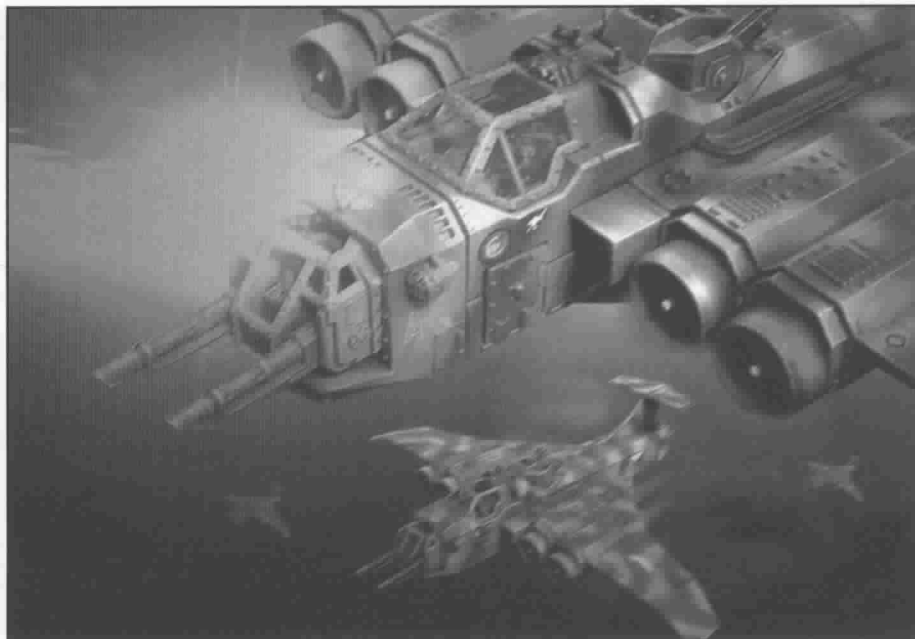
Like all aircraft, the Marauder comes under the command of the Imperial Navy, not the Imperial Guard. They are often based on orbiting spacecraft, and can operate in the vacuum of space just as well as in a planet's atmosphere. In prolonged campaigns naval airfields will be established on the ground. Due to the Marauder's long range these can be far from the frontline, safely away from enemy attacks, even on another continent!

The Marauder itself is the workhorse of the Imperial Navy. Used as an attack craft by Fleet spaceships, it also fulfils a tactical role, supporting ground offensives by bombing enemy troop concentrations, usually before an offensive, to soften up the enemy.

The Marauder also fulfils strategic bombing roles. Whole squadrons of Marauders fly long range missions to hit enemy cities, ports, industrial centres and supply routes.



A squadron of Marauders evades flak fire on a dawn bombing raid.



MARAUDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Marauder	395	10	10	10	3

Type: Super-Heavy Flyer

Structure Points: 3

Crew: Imperial Navy

Weapons: The Marauder is armed with twin-linked lascannons, 2 x twin-linked heavy bolters and 10 x 200 kilo bombs.

Options: None.

SPECIAL RULES

200 KILO BOMB

Ranges : G 48" **Str:** 4 **AP:** 6 **Special:** Heavy 1/ Blast



MARAUDER DESTROYER

MODELS: I-VII

FORGE WORLDS OF ORIGIN:
Cypra Mundi

WEIGHT: 43 tonnes empty

LENGTH: 19.20 m

WING SPAN: 24.60 m

ARMOUR: 30-45mm

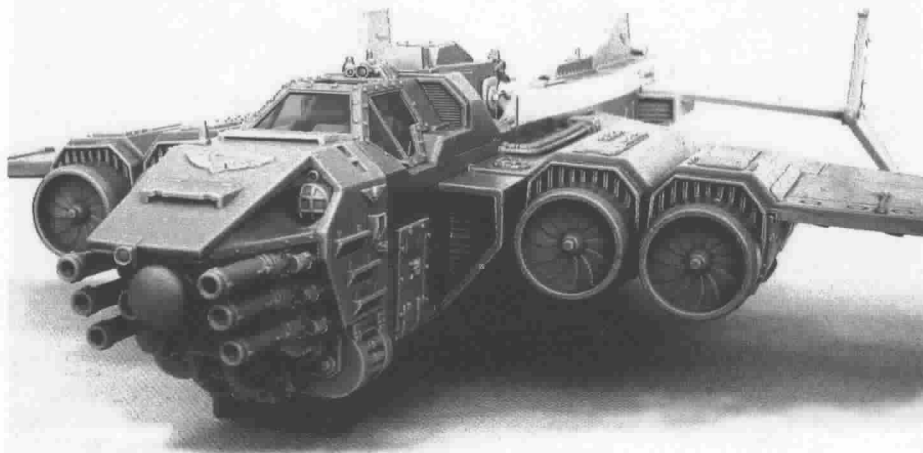
MAX SPEED: 1800 kph

CREW: 6 – pilot (flight commander), navigator, bombardier, nose gunner, tail gunner, turret gunner

ARMAMENT: 6 x nose-mounted autocannons. Tail turret-mounted twin-linked assault cannons. Dorsal turret-mounted twin-linked heavy bolters

PAYLOAD: 1,000 kg (5 x 200 kg high explosive bombs). 8 x wing-slung Hellstrike missiles

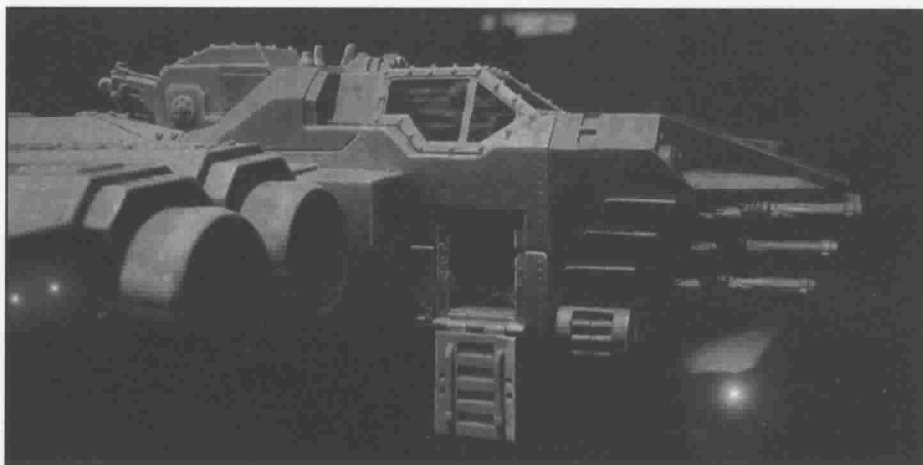
MAIN AMMUNITION: 300 rounds



Like all aircraft, the Marauder comes under the command of the Imperial Navy, rather than the Imperial Guard. They are often based on orbiting spacecraft, and can operate in the vacuum of space just as well as in a planet's atmosphere. In prolonged campaigns naval airfields will be established. Due to the Marauder's long range these can be far from the frontline, safely away from enemy attacks, even on another continent!

Like the Lightning Strike, the Destroyer is the name given to a particular weapons fit of the Marauder bomber, designed for specific missions. The Marauder Destroyer specialises in low level ground attacks. It has a reduced bomb payload in favour of increased firepower. It bristles with weaponry: its nose cone mounts 6 autocannons, capable of unleashing a maelstrom of fire. Under the wings are 6 rocket racks for Hellstrike missiles. The tail turret replaces the standard defensive heavy bolters with 2 assault cannons, which are used to strafe targets after the main attack run is complete and the Marauder is climbing, away from the target.

The deafening roar of a low-flying Marauder Destroyer's quad ram-jets, as it comes in for attack run, is a great boost to ground troops' morale, and it has been known for enemy tank crews to abandon their vehicles rather than face an incoming Marauder attack.



View of the heavily armed nose cone of a Marauder Destroyer as it awaits clearance for a night sortie.

MARAUDER DESTROYER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	555	10	10	10	3

Type: Super-Heavy Flyer

Structure Points: 3

Crew: Imperial Guard

Weapons: The Marauder Destroyer is armed with 3 x twin-linked autocannons, twin-linked heavy bolters, twin-linked assault cannons, 5 x 200 kilo bombs, 8 x Hellstrike missiles.

Options: None

SPECIAL RULES**200 KILO BOMB**

Ranges : G 48" **Str:** 4 **AP:** 6 **Special:** Heavy 1/ Blast

Hellstrike Missiles

Range: Unlimited **Str:** 8 **AP:** 3 **Special:** Heavy 1



The Marauder Destroyer variant was developed during the second war for Armageddon after heavy losses in the Naval airforces. Orkish dominance of the skies over certain areas of Armageddon forced the few remaining Marauders to be refitted to operate at night, flying at extremely low level where they could evade detection. Their new heavier weapons payload made anything which got in the way seriously regret it!

Tech-Priests added tracking and sensor systems, which enabled the Destroyer to fly and fight in the dark at heights as low as 100 metres and speeds exceeding 1500 kph. The six nose-mounted autocannon, eight Hellstrike missiles and two assault cannon allow the Destroyer to blast its way through to a target, deliver its payload and fight clear.

Airfields, headquarters and supply depots are all high priority targets, which, if neutralised, can drastically affect combat on the frontline. Unfortunately for Imperial forces, they are also among the most heavily defended. If attacking such targets – the standard Marauder – normally used in entire squadrons, carpet bombing enemy positions from high altitude would suffer heavily unless escorted by Lightning or Thunderbolt fighters. The Destroyer however, crewed by the elite of the Imperial Navy's attack squadrons, allows Imperial commanders to strike at these key targets with far less risk of failure.



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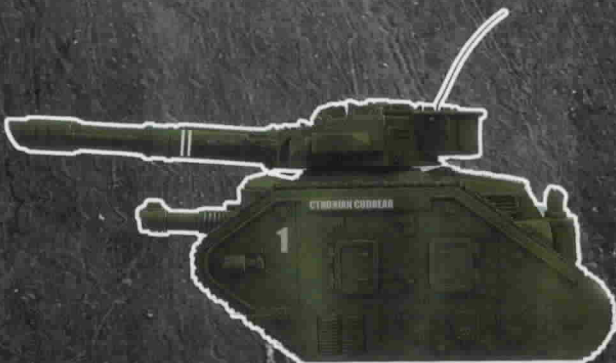
DIRECT HIT. A Hydra flak platform covers the advance of the 14th Cadian Armoured Regiment across the desolates plains of Azoth. During the campaign repeated Ork fighter bomber attacks reduced the advance to a crawl and caused heavy tank losses, the plains providing very little cover.



POINT OF THE ATTACK. A Thunderer siege tank of the Phyressian 2nd Armoured regiment leads the break through at Hirson, supported by a Destroyer, a Vanquisher and Lightning airstrikes. Heavily defended rebel bunkers have already been knocked out by the Thunderer's fire and overrun by supporting infantry.

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