IMPERIAL ARMOUR

UPDATE 2005

NEW VEHICLES FOR WARHAMMER 40,000

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Welcome to the Imperial Armour Update 2005.

This book, as the title suggests, updates the rules for the Imperial Armour range of new vehicles and monsters for Warhammer 40,000. Many of these rules have been published in previous Imperial Armour books or as free downloads from the Forge World website. Following play-testing and player feedback the rules are adjusted and tweaked and republished here. All the following rules remain as experimental rules (ie they are likely to change), until they are published in a large Imperial Armour book, by which time (hopefully), we are happy with the rules.

As experimental rules we encourage players to send feedback from their own games to the Imperial Armour e-mail address at the website address below. This feedback is always appreciated but it is not always possible to answer every e-mail.

Happy gaming

Warwick Kinrade

Forge World™

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GARGANTUAN SQUIGGOTH

Squiggoths are the huge relatives of squigs or 'squiggly beasts'. Bred and overfed for size and aggression Squiggoths can grow to elephantine sizes, so large they dwarf tanks and buildings. Squiggoths come in many shapes and sizes, but all have large tusks, claws and fangs and a very bad temper! Squiggoths are much favoured by more primitive Feral Orks, but any Ork warboss would be glad to field one, with the exception of Speed Freeks, who find them far too slow!

Goaded by its Ork masters riding in a howdah upon its back, the Squiggoth stomps into battle, the ground trembling beneath its massive feet. Being Orks the howdah is usually bedecked with heavy weapons, blazing all round as the howdah sways, pitches and rolls, accompanied by the whooping and cheering of its passengers.

GARGANTUAN SQUIGGOTH

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Gargantuan Squiggoth	200	2	2	10	7	8	1	4	7	4+

Weapons: The Squiggoth has no weapons except its huge tusks, fangs and stomping feet! Weapons may be mounted in the howdah.

Options: The Squiggoth maybe mounted with up to two of the following weapons for the points cost indicated: Kannon + 25 pts, Zzap gun + 40 pts, Lobba + 15 pts.

It may also be mounted with up to four twin-linked Big Shootas at +15 pts each

The Squiggoth may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Squiggoth can be equipped with up to five bolt-on Big Shootas at +10 points each. These must be fired by the Ork mob onboard.

Transport: A Squiggoth may carry up to 20 Orks in the howdah. Orks being transported may leave the Gargantuan Squiggoth as if they were exiting an open topped vehicle.

Heavy Support: A Gargantuan Squiggoth is a Heavy Support choice for an Ork or Feral Ork army.

SPECIAL RULES

Monsterous Creature: Due to its sheer size, the Squiggoth rolls 2D6 for vehicle armour penetration and ignores Armour Saving throws.

Tank Shock: Although it is not a 'Tank' a rampaging Squiggoth inspires the same fear. If a Squiggoth moves over a squad then treat it exactly like a tank. Make a Tank Shock test at -1 to the squad's leadership. Death or Glory applies as normal, failure resulting in the unlucky victim being squashed flat!

Lumbering: The Squiggoth is heavy and ponderous. It can move 6" and assault 6". All movement must be straight ahead and it may only make a single 45° turn at the end of its normal movement. The Squiggoth may only assault if the enemy it is to attack is directly ahead. The Squiggoth cannot perform a sweeping advance, but those in the howdah may fire any number of weapons no matter now far it moves.

Leaving Combat: A Gargantuan Squiggoth is too large to be pinned in combat. If it is assaulted, the Gargantuan Squiggoth can always move off in its Movement phase, just like a vehicle.

Fearsome: So large and fearsome is the Squiggoth that many enemies simply flee rather than fight it. Any enemy unit that wishes to assault the Squiggoth must take a standard Morale check. If the check is failed, the unit quails before the vast creature and may not make an assault that turn.

Wrecker: The Squiggoth is so large and heavy it crushes everything in its path, becoming more enraged and destructive the more heavily wounded it is. It can attack terrain features and immobilised vehicles it is in base contact with. Targets that will fit completely under an Ordnance template can be attacked. Roll a dice. If the score is greater than the Squiggoths remaining Wounds the target is destroyed. If the result is equal to or less than the Squiggoth's remaining Wounds it survives.

BIG SQUIGGOTH

Squiggoths are enormous creatures which are usually hunted by Orks for food. Feral Orks and some more backwards Ork clans see them as more than simply a good dinner! Squiggoths are also a means of transport. These Orks have discovered how to harness these beasts and make a mobile platform on their backs which then carries the clan or tribe into battle. Amongst the Feral Orks the Pigdoks have bred larger and larger variants of the Squiggoth, and many Ork warbosses view the size of their Squiggoth as an indication of their power, status and combat prowess. Most Orks see this as simple showing off, and joke about it behind the Warboss' back!

BIG SQUIGGOTH										
	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Big Squiggoth	50	2	2	7	6	4	1	3	7	5+

Weapons: The Squiggoth is unarmed, but it has fangs and stomping feet.

Options: The Big Squiggoth may be armed with one of the following weapons; Kannon at +25 pts, Zzap gun at +40 pts, Lobba at +15 pts.

Transport: The Big Squiggoth may transport a single mob of up to 10 Orks, who ride in the howdah and hang onto the sides. Orks being transported may leave the Squiggoth as if they were exiting an open-topped vehicle.

Heavy Support: A Big Squiggoth is a Heavy Support choice for an Ork or Feral Ork army.

SPECIAL RULES

Monstrous Creature: The Squiggoth is a monstrous creature. It rolls 2D6 for armour penetration and ignores opponents' Armour Saves in close combat.

LOOTED RHINO

Orks use all kinds of captured and recovered vehicles, either looted from battlefields or built in Ork controlled Imperial factories. These vehicles will have anything 'un-Orky', such as weapons, radios, sensors, etc, removed, and replaced with the Ork equivalents. Gradually, Mekboyz will add more and more modifications until the vehicle no longer resembles the original but becomes a new type of battlewagon.

LOOTED RHINO					
	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	2

Type: Tank

Crew: Orks

Weapons: Big Shoota

Options: The Big Shoota may be upgraded to one of the following; Rokkit Launcha for free, Scorcha for free, twin-linked Big Shoota + 5 pts, twin-linked Rokkit launcha + 8 pts.

A Looted Rhino may take any of the following upgrades as described in Codex: Orks: armour plates, big grabber/wrecker ball/reinforced ram/boarding plank, bolt-on Big Shoota, grot riggers, searchlight, spikes n' blades, stik-bomb chuka, turbo-boosta, red paint job.

Transport Capacity: A Looted Rhino can carry 10 Orks.

Heavy Support: 1-3 Looted Rhinos are a Heavy Support choice for an Ork army.

SPECIAL RULES

Looted Vehicle: Make a Breakdown test for the Looted Rhino at the start of each turn. Roll a D6, on a 1 roll again on the table below:

D6	Result
1	May not move this turn; roll again on this table next turn.
2	May not move this turn.
4-6	Don't press that – Waaagh! The vehicle lurches forwards 2D6" straight ahead. Make Dangerous Terrain, Tank Shock tests, etc, as if the vehicle were moving normally. The vehicle counts as moving the distance rolled on the dice and may not make any further moves this turn.

BATTLE FORTRESS

As Battlewagons grow, with more weapons and firing platforms being added, they slowly become Battle Fortresses. Like all Ork vehicles there is no standardisation and these vehicles can come in all sorts of shapes and sizes, but regardless of their appearance they are all heavily armoured and bristling with big gunz and heavy shootas.

The rules here represent a typical Battle Fortress, but there is no reason why a Battle Fortress should not be larger, carry more or different guns or have greater transport capacity. In this case I advise you use the Vehicle Design rules to create your own Battle Fortress.

BATTLE FORTRESS					
	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Fortress	325	13	12	10	2

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 2

Crew: Orks

Weapons: The Battle Fortress mounts a Kannon and two Zzap guns. It also has two twin-linked heavy shootas. It is also equipped with a Krusher.

Options: The Battle Fortress may replace either its Kannon or Zzap guns with Lobbas, Kannons or Zzap guns for free. This means the Battle Fortress can have three Big Gunz in any combination.

The Battle Fortress may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Battle Fortress can be equipped with up to five bolt-on big shootas at +10 points each. These must be fired by the Ork mob onboard.

The Battle Fortress may be given any of the following upgrades from Codex: Orks: Armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

Transport: The Battle Fortress can transport up to twenty Orks.

SPECIAL RULES

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

Battle Fortress Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Battle Fortress.

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

Difficult Terrain: The Battle Fortress 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.
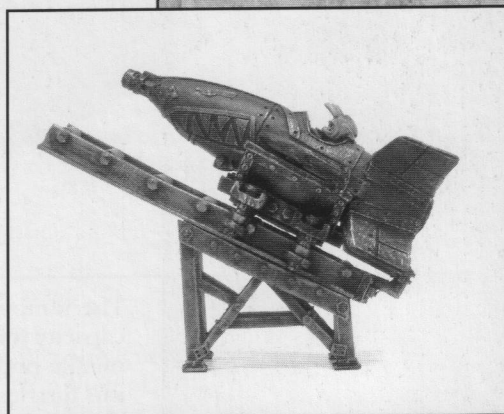
Ork Battle Fortress

GROT BOMB LAUNCHA

A Grot Bomb is a guided missile, only it is not guided by targeters or a Machine Spirit, but a single Gretchin pilot. The Gretchin sacrifices himself to aim the missile. Whether this is a punishment or a reward from his Ork masters is unknown, but it is possible that Ork Mekboyz do not make the pilot fully aware of the fatal effects of detonation.

Each Grot Bomb Launcha can only be fired once per game. Once the missile is launched it may not be fired again.

Most commonly the launcha ramp is mounted on the back of an Ork Wartrak, but a Grot Bomb's launch ramp can also be mounted on a vehicle, allowing it to fire a single missile.

The Grot Bomb works exactly the same way as a normal Guess Range weapon, except you may re-roll the Scatter dice if you don't like the first result, but you must accept the second roll.

Grot Bomb Launcha Vehicle Upgrade . . . . **20 pts**

Range	Str	AP	Special
Guess 24-72"	8	3	Heavy 1, Blast

The following vehicles may take one Grot Bomb Launcha as an Upgrade

Battle Wagon, Battle Fortress, Gun Wagon, any looted vehicle, Gargantuan Squiggoth.

VAMPIRE HUNTER
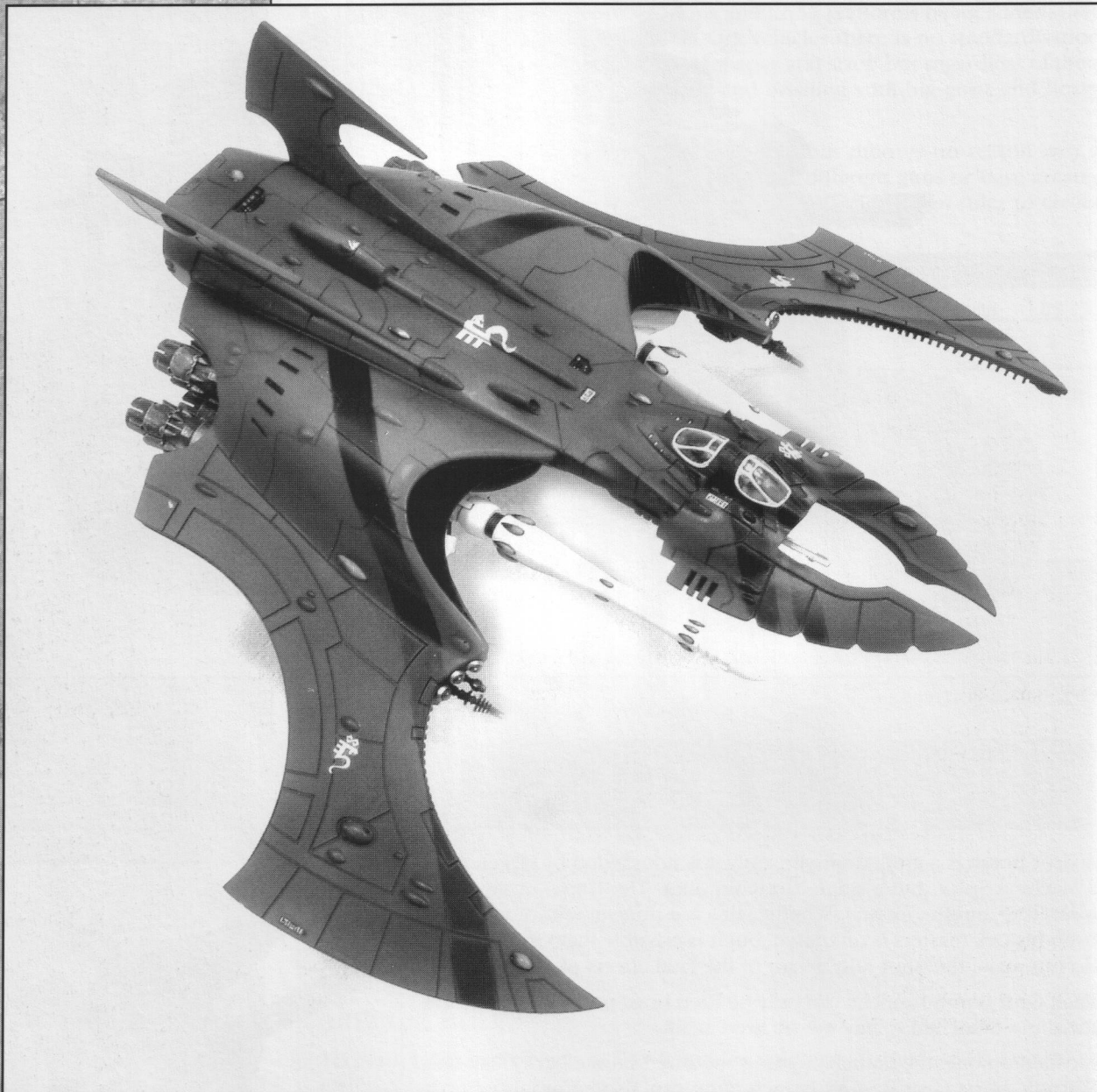
The Vampire Hunter is a variant of the Vampire Raider. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile pods. The Vampire Hunter is a Super-Heavy gunship, capable of taking on the heaviest enemy units, including Titans and will only be deployed into the fiercest battlefields against the largest targets. They fly on missions to engage and destroy specific enemy targets, such as an attacking Titan, and each Vampire Hunter squadron will have its own Nightwing fighter cover to support their attack runs and drive off enemy interceptors.

VAMPIRE HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vampire Hunter	730	10	10	10	4

Type: Super-Heavy Flyer

Structure Points: 3

Crew: Eldar

Weapons: The Vampire Hunter is armed with twin-linked pulsars, twin-linked gatling Eldar missile launchers and a scatter laser in its nose.

Options: None.

SPECIAL RULES

Eldar Fields: The Vampire Hunter is protected by an energy field. The field provides the Vampire with a 4+ Invulnerable Save against any glancing or penetrating hits. This field does not work against close combat attacks.

Twin-linked Pulsar:

Range: 60"   Strength: 9   AP: 1   Special: Heavy D3, Blast

A Pulsar treats all Armour Values of 12 or above as 12.

Twin-linked Gatling Missile Launcher: The missile launchers mounted under the Vampire Hunter's fuselage are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Hunter can fire D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile template must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48"   S:8   AP: 3   Special: Heavy D3

Plasma: Range: 48"   S:4   AP:4   Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 32 of the Warhammer 40,000 rulebook).

VAMPIRE RAIDER WEAPONS UPGRADE

(see Imperial Armour II for full details of the Vampire Raider).

Option: A Vampire Raider may be upgraded to carry a single, centre-line mounted Pulsar for + 200 points or a gatling Eldar missile launcher for + 80 pts, mounted under the aircraft's fuselage. The Vampire must reduce its transport capacity to 20 models to take either of these options.

Pulsar:

Range: 60"   Strength: 9   AP: 1   Special: Heavy D3, Blast

A Pulsar treats all Armour Values of 12 or above as 12.

Gatling Missile Launcher: The missile launcher mounted under the Vampire Raider's fuselage is capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Raider can fire D3 missiles per shot. The Plasma Missile template must be placed touching the first using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48"   S:8   AP: 3   Special: Heavy D3

Plasma: Range: 48"   S:4   AP:4   Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 32 of the Warhammer 40,000 rulebook).

PHOENIX

"I had heard many rumours of the horrors of the mysterious Eldar. Of fire-clad daemons no weapons could harm. Of power-wreathed pyskers who can tell your fortune and forecast your doom. Of winged warriors falling from the sky like rain and tall guardian warriors powered by the spirits of the dead. None concerned me. None held any terror for a faithful servant of the Emperor with the might of the Imperial Guard at his command. None save their aircraft. When fighting the Eldar, watch the skies..."

From the Memoirs of Lord Commander Morcar

The Phoenix is a ground attack and support aircraft, heavily armed with an array of weapons for engaging different targets, therefore it is highly versatile. The shuriken cannons are used against infantry targets or for self defence against interceptors. Its centre-line mounted pulse laser is its main weapon against armoured targets, whilst the wing mounted missile launchers give extra firepower against any target, including hard targets and well dug in infantry in cover.

It has been noted that the Phoenix lacks the swept wing design of the Nightwing, meaning it lacks the very top speed, but with Nightwings covering their attack runs and the Eldar's mysterious knowledge of anti-gravitic engines, a Phoenix is still capable of out running or evading most Imperial interceptors.

These fearsome aircraft, working together, can provide the Eldar with air superiority over almost any battlefield they choose to fight on.

PHOENIX					
	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	353	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, a pulse laser under the fuselage and twin-linked gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Phoenix is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable Save against any glancing or penetrating hits. This field does not work against close combat attacks.

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 32 of the Warhammer 40,000 rulebook).

Phoenix

Void Dragon Phoenix

VOID DRAGON PHOENIX

Eldar Corsairs walk the Path of the Outcast. Many young Eldar find the restrictive life of a Craftworld stifling and leave to seek a life free from restraints – uncaring of the peril they face in doing so. These Eldar form the backbone of Eldar corsair bands, such as the Void Dragons.

The Void Dragons are a large and well equipped corsair band. Their fleet is a constant threat to the space lanes, and their troops, using Vampire Raiders, launch surprise raids against ground targets. These raids are always well supported by aircraft, providing fast moving heavy firepower which can operate from their orbiting fleet with ease.

Female crews are not unusual amongst the Eldar. Female Eldar corsairs fulfil all the same roles as male warriors, in fact it seems the Eldar do not recognise any difference. As a race, the sexes seem to be physically and pyschologically very similar. Amongst such an androgynous race telling the sexes apart can be very difficult.

VOID DRAGON PHOENIX					
	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	360	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, twin-linked star cannons under the fuselage and twin-linked gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Void Dragon Phoenix is a Heavy Support choice for an Eldar or Dark Eldar army.

SPECIAL RULES

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable Save against any glancing or penetrating hits. This field does not work against close combat attacks.

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48"   S: 8   AP: 3   Heavy 1

Plasma: Range: 48"   S: 4   AP: 4   Heavy 1, Blast *

* A squad that takes casualties from a plasma missile must test for Pinning (see page 32 of the Warhammer 40,000 rulebook).

FIRESTORM

The Firestorm is a rarely encountered variant of the Falcon grav-tank. Armed for anti-aircraft defence with firestorm scatter lasers, whose long range and high rate of fire make it highly effective. The Firestorm is never deployed in great numbers, and only when there is the significant threat of enemy air attacks or not enough Nightwings to provide effective fighter protection.

0-1 FIRESTORM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Firestorm	210	12	12	10	3

Type: Skimmer, Fast, Tank
Crew: Eldar

Weapons: The Firestorm is armed with twin-linked shuriken catapults and twin-linked fire storm scatter lasers.

Options: The shuriken catapults can be upgraded to a single shuriken cannon for +20 pts.

A Firestorm may be given the following vehicle upgrades from Codex: Eldar: crystal targeting matrix, spirit stones, holo-field, star-engines, vectored engines, scythes.

Transport Capacity: The Firestorm retains the Falcon's transport capacity. It can carry 6 models. It may not carry an Avatar, Wraithlord, Wraithguard or a squad containing an anti-grav platform.

Heavy Support: A single Firestorm is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Firestorm Scatter Lasers
Range: 54" **Strength:** 6 **AP:** 6 **Special:** Heavy D6+3, AA mount

REVENANT TITAN

Eldar Titans are unrivalled in their sophistication and technology. The Titans of the Imperium are crude, slow and ungainly by comparison with the smooth grace of the 'Engines of Vaul', which have fluid, life-like movements. The Revenant uses image distorting Eldar fields, projected from its rear wing, to confuse enemy targeters. This holo-field is the Titan's principle defence, as its wraithbone construction is comparatively lightweight to aid speed and manoeuvrability.

The Eldar Revenant is extremely fast, using its long legs and multiple jump jets to move across the battlefield with astonishing speed. It is armed with either two pulsars, capable of cutting through the armour of most foes at long range, or two Sonic Lances, generating lethal and disrupting sound waves. It also has a rapid firing missile launcher for close defence.

The Titan is crewed from within its head by a single Eldar Steersman. He is aided in controlling the Titan by many spirit stones containing the essence of former pilots.

REVENANT					
	Points	Front Armour	Side Armour	Rear Armour	BS
Revenant	415 + weapons	12	12	12	4

Type: Super-Heavy Tank, Skimmer   **Structure Points:** 3

Speed: Fast   **Crew: 1.** Eldar Steersman

Weapons: The Revenant must be armed with either two Pulsars for +360 pts, or two Sonic Lances for +220 pts. It always has a Revenant missile launcher. The Revenant always has Spirit Stones and Vectored Engines.

Options: None.

Super Heavy Detachment: As a Super-heavy vehicle the Revenant must be taken as a separate detachment. A detachment consists of 1-3 Revenants.

SPECIAL RULES

Eldar Fields: The Revenant is protected by an energy field. The field provides the Titan with a 4+ invulnerable save against glancing or penetrating hits from the front, side, rear, top or bottom. The field does not work against close combat attacks.

Fast Vehicle: The Revenant may move up to 6" and fire all its weapons. Up to 12" and fire one main weapon, or up to 24" and fire no weapons. As a Super-heavy vehicle it can fire at different targets with each of its weapons.

Engine Damage: As a fast vehicle, if the Revenant takes an engine damaged result it loses a D6 inches of movement instead of a D3. As a skimmer if it is reduced to 0 movement the Revenant is destroyed.

Spirit Stones: The essence contained within help control the vehicle, even if the crewman is disabled. If the Titan suffers a Gun Crew Shaken result, roll a D6. On a 4+ the vehicle is unaffected. If the Titan suffers a Driver stunned result, roll a D6. On a roll of a 4 or 5 treat this as a 'Gun crew shaken' result. On a roll of a 6 the result is ignored.

Vectored Engines: The Revenant may re-roll any failed difficult terrain tests.

Titan Stomp! Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the assault phase. The Titan has a weapon skill of 1, an initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no armour save allowed against these attacks (except for invulnerable saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

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

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are tank shocked by a Revenant. The enemy unit may still use the 'Death or Glory' special rule.

Pulsars: Pulsars are large, highly advanced weapons, with a highly focussed laser beam, firing a stream of powerful bolts.

Range	Str	AP	Type
60"	9	2	HeavyD3, Blast

A Pulsar treats all armour values of 12 or above as 12.

Sonic Lance: The Sonic Lance uses powerful resonant sonic waves to shatter its target apart. By combining the waves and focussing them on a target the energy increases rapidly, reaching a lethal pitch capable of destroying armoured vehicles, bunkers and killing infantry. The longer a Revenant can stay locked onto a target the greater the damage it will inflict, making the sonic lance particularly lethal to targets that cannot move to avoid the build-up of sound waves. The Revenants Sonic lances can fire separately (at different targets) or be combined to fire together at one target.

Range	Str	AP	Type
60"	6*	6	Heavy1, small blast **

* If the Revenant is stationary add +1 to the strength. If the target did not move last turn, or is immobile add +1 to the strength. If the two Sonic lances are combined then add a further +1 to the strength.

** If the two lances are combined into 1 shot then it becomes a large blast marker.

A unit that suffers a casualty (or a wound) from a Sonic Lance may be pinned (knocked over and thrown about by the sudden massive explosion of sound waves). A unit is pinned on a roll of 6. If the Revenant is stationary subtract 1, so the target would be pinned on a 5,6. If the target is stationary (did not move last turn) there is an additional –1 to this. If the target is immobile, there is an additional –1 to this. Hence a stationary target fired on by a stationary Revenant will be pinned on a 4+. A unit can still be pinned even if it is usually immune to pinning (such as Tyranids in synapse range).

Against vehicles, hits from a Sonic Lances always cause glancing hits regardless of their penetration roll. (ie they will either penetrate or score a glancing hit).

Against buildings, bunkers and other immobile targets the Sonic Lance rolls 2D6 and add the dice together for penetration.

Example: A Revenant walks forward 6" and opens fire with both its Sonic Lances, targeting an advancing Space Marine squad and a Predator, which did not move last turn.

Using its BS4 it hits both targets. Against the squad the sonic lance has a strength of 6 and AP6. Using the small blast marker it causes 2 wounds (one of which is saved by the Space Marine's powered armour). It causes pinning on a 6 (because the Space Marines and Revenant moved). A 6 is rolled and the squad are pinned next turn.

Against the Predator the Sonic Lance has a strength of 7 (because the Predator is stationary). It rolls 1D6+7 to penetrate scoring a total of 9. This fails to penetrate, but the Sonic Lance automatically causes a glancing hit to the Predator anyway.
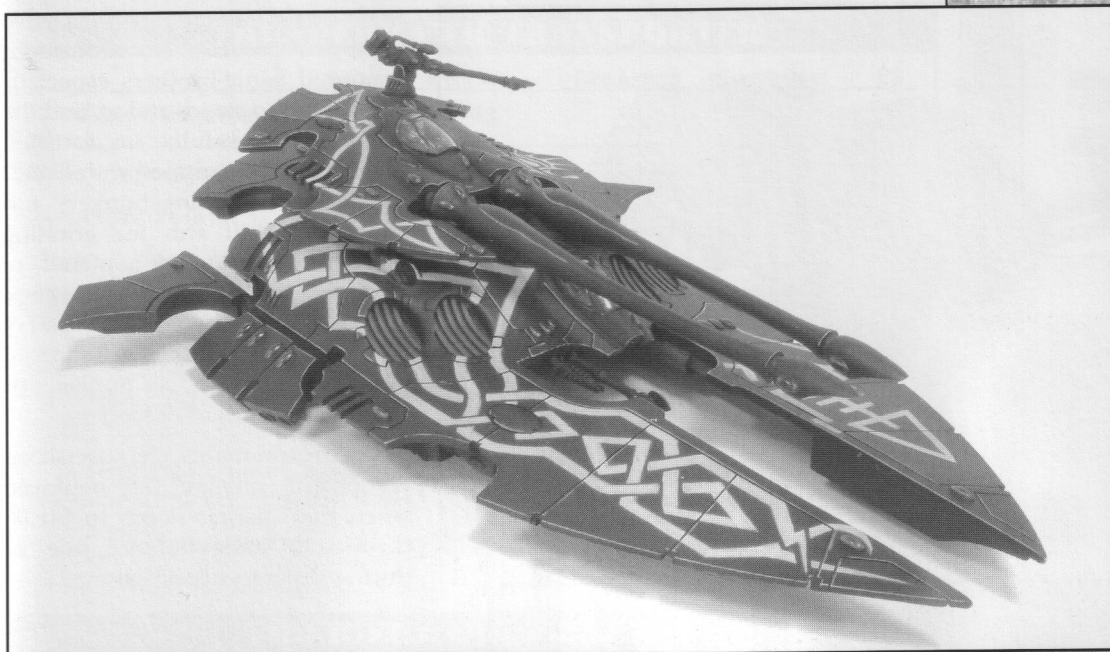
Revenant Missile Launcher: The Revenant is armed with large Eldar missile launchers on its shoulders for close defence. These are defensive weapons.

Range	Str	AP	Type
24"	5	3	Heavy4

Revenant with Pulsars

ELDAR

SCORPION

The Scorpion is amongst the largest vehicles recorded as capable of anti-gravitic movement. Known to the Eldar as an Engine of Vaul, it combines sophisticated and powerful weaponry with the Eldar's customary manoeuvrability and speed. Protected by a holo-field and armed with two Pulsars, using similar technology to that of a Bright Lance but four or five times the size, the Scorpion has earned nicknames like the Grave-maker and Deathsled from the Imperium's forces.

SCORPION					
	Points	Front Armour	Side Armour	Rear Armour	BS
Scorpion	650	12	12	11	4

Type: Super Heavy Tank, Skimmer, Agile
Crew: Eldar
Structure Points: 3

Weapons: The Scorpion is armed with twin-linked Pulsars and a turret mounted Shuriken cannon.

Options: The Shuriken cannon can be upgraded to any of the following for the additional points given: Scatter Laser at + 5pts; Eldar missile launcher at +20 pts; Bright Lance at +15 pts; Star Cannon at + 15 pts.

SPECIAL RULES

Pulsar

Range: 60"	**Strength:** 9	**AP:** 1	**Special:** Heavy D3, Blast

Note: A Pulsar treats all Armour Values of 12 or above as 12.

Eldar Field: The Scorpion is protected by an energy field. The field provides the Scorpion with a 4+ Invulnerable Save against glancing or penetrating hits. The field does not work against close combat attacks.

Agile Vehicle: Scorpion's are quite fast and manoeuvrable, but do not have the straight line speed of a fast vehicle. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.

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SIEGE DREADNOUGHT

Some Space Marine Chapters have equipped their Dreadnought armoured battle-brothers especially to take part in sieges and to lead the way during assaults on fortified positions. It is equipped with flamer weapons for clearing bunkers and an assault drill arm for grinding through ferrocrete in a matter of seconds. Once a hole has been created the arm's in-built heavy flamer can pour super-heated promethium into a bunker or pillbox to clear it of defenders.

Siege Dreadnoughts are specialized equipment, and are only deployed when the Chapter needs to break-through a static defence line or during street-to-street fighting.

0-1 SIEGE DREADNOUGHT

	Points	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Dreadnought	120	4	4	6(10)	12	12	10	4	2

Type: Walker   **Crew:** 1 Space Marine

Weapons: The Dreadnought's left arm is equipped with an assault drill that has a built in heavy flamer. The Dreadnoughts right arm is equipped with an Inferno cannon.

Options: The Dreadnought may take any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers.

Elites: A Siege Dreadnought is an Elite choice for a Space Marine army.

SPECIAL RULES

Assault Drill with built in Heavy Flamer: The Dreadnought's assault drill is designed to punch through rock and reinforced ferrocrete, grinding its way through buildings, walls and bunkers. Once penetrated the heavy flamer can unleash a torrent of flaming promethium through the hole to incinerate those inside.

The assault drill acts like a normal Dreadnought close combat weapon. If it is used to attack a bunker or building, then roll 2D6 for penetration and add the dice together. If the Dreadnought penetrates a bunker/pillbox/building it may immediately make a heavy flamer attack against anybody inside (troops on a different level or in a different section of a large building cannot be attacked). Models inside a bunker is hit automatically.

Inferno Cannon

Range: 24"   **Str:** 6   **AP:** 4   **Type:** Heavy1, Template

When firing the Inferno cannon, designate a target unit and place the normal flamer template so that it is at least partially over as many enemy members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Dreadnought's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.

The Dreadnought can only carry a limited amount of fuel for the Inferno cannon. After each shot roll a D6, on a 1 the Dreadnought is out of fuel and cannot fire its Inferno cannon again.

Wisdom of the Ancients: If the Chapter has the 'Wisdom of the Ancients' Trait the 0-1 restriction is lifted, and Siege Dreadnoughts may be taken as a Heavy Support choice as well as an Elites choice.
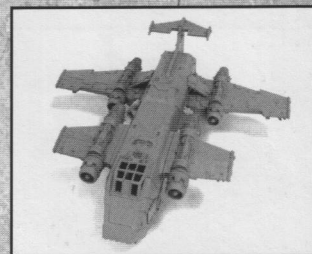
THUNDERHAWK TRANSPORTER

THUNDERHAWK TRANSPORTER					
	Points	Front Armour	Side Armour	Rear Armour	BS
T'hawk Transporter	455	12	12	10	4

Type: Super-heavy Flyer, Orbital Lander

Structure Points: 3

Crew: 2. Space Marines

Weapons: 4 x twin-linked heavy bolters. All Thunderhawk transporters have a decoy launcher.

Options: A Thunderhawk transporter may carry up to 6 hellstrike missiles for +10 pts per missile.

Transport: A Thunderhawk Transporter may carry 2 Rhinos or Rhino variants, or 1 Land Raider or Land Raider variant.

Rhino variants include: Predator, Razorback, Whirlwind, Vindicator, Damocles.

Land Raider variants include: Crusader, Prometheus, Helios.

Transport vehicles may contain any passengers they would normally be carrying. Vehicles and passengers must be paid for separately.

Super Heavy Detachment: As a Super-heavy Flyer the Thunderhawk transporter must be taken as a separate detachment. A detachment consists of 1-3 Thunderhawks or Thunderhawk Transporters which may be mixed in the same detachment.

SPECIAL RULES

Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk transporter has thick ceramite shielding. This makes it resistant to melta (and melta-type) weapons. Melta weapons, including melta-bombs, never roll an extra dice for armour penetration due to being at half range.

Decoy Flares: If the Thunderhawk transporter takes a glancing hit from enemy fire, then it may fire its decoy flares to re-roll the result. The second result must stand, even if it is better than the first. Decoy flares may only be used once per game.
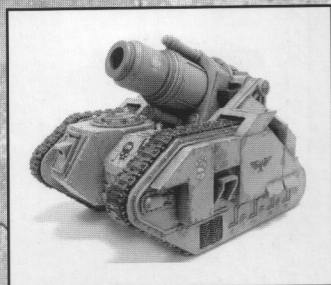
Unloading Vehicles: Vehicles can disembark from the transporter very quickly. The Thunderhawk transporter lands using the normal orbital lander rules. Simply leave the vehicle or vehicles in place when the transporter takes off again. A landed vehicle may begin moving, shooting etc as normal in their own turn.

Loading Vehicles: An empty transporter can pick up a vehicle by using the Orbital Lander rules to land on top of a vehicle. It must then spend a complete turn on the ground whilst the clamps are secured. When the Transporter takes off it takes the vehicle (and any passengers) with it.

Any damaged vehicle that is removed from the battlefield by a Thunderhawk transporter is worth half its normal Victory Points value to its opponents. Note destroyed vehicles are still worth their full value for Victory Points.

More information about this vehicle can be found in Imperial Armour Volume 3: The Taros Campaign.

This section contains only the rules for Forge World's latest Imperial Guard vehicles. More information about these vehicles can be found in Imperial Armour Volume 3: The Taros Campaign.

BOMBARD					
	Points	Front Armour	Side Armour	Rear Armour	BS
Bombard	145	12	10	10	3

Type: Tank, Open-topped

Crew: 5. Imperial Guard

Weapons: The Bombard is armed with a heavy siege mortar. It has no other weapons.

Options: The Bombard may be equipped with the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Bombard may be equipped with siege shells for an additional +10 pts.

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

SPECIAL RULES

Slow: Due to the weight of its weapon the Bombard can only move slowly. A Bombard is limited to a maximum move of 6" per turn. A Bombard cannot move and fire in the same turn, it must remain stationary to fire.

Bombard Heavy Siege Mortar

> **Range:** G36"-240"   **Strength:** 8   **AP:** 3   **Type:** Ordnance 1/ Massive Blast

Indirect Fire: The heavy siege mortar always fires indirectly at targets it can't see. Bombards are always Barrage weapons with a range of 36"-240". Note the minimum Guess range is 36".

Slow Rate of Fire: The Bombard takes a long time to reload its huge shells. It can only fire once every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

Massive Blast: The Bombard uses its own massive blast template. You will need to make a 7" diameter template to represent the explosion of a bombard shell. In all ways this is treated as an ordnance template, deviating etc as per the normal rules – it just effects a larger area.

Siege Shell: A Bombard may be equipped with siege shells. When rolling to penetrate buildings or bunkers, roll 2D6 and add both dice's results together.

Dedicated Ammunition Vehicle: Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombard's dedicated ammunition vehicle. The Trojan counts as part of the same Heavy Support choice as the Bombard itself. Any vehicle upgrades for the Trojan must be paid for as normal. The Trojan is still worth its normal Victory Points should it be destroyed.

0-1 SUPPORT SENTINEL SQUADRON

	Points	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Drop Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open-topped.

Crew: (1) Imperial Guard.

Squadron: Consists of between 1 and 3 Sentinels.

Weapons: Each Support Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).

Missile launcher +30 pts   Multiple rocket pod +20 pts

Options: Sentinels may take the following vehicle upgrades: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Fast Attack: 0-1 Sentinel Support squadron is a Fast Attack choice for an Imperial Guard army. You must include at least 1 Sentinel squadron in your army to include a Sentinel Support squadron.

0-1 Support Sentinel squadron is a Fast Attack choice for an Elysian Drop Troop army.

SPECIAL RULES

Multiple Rocket Pod

Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are highly effective anti-infantry weapons used against swarms of lightly armed troops.

Range: 24"   **Str:** 4   **AP:** 6   **Type:** Heavy2, Blast

Missile Launcher

Frag	**Range:** G6-48"	**Str:** 4	**AP:** 6	**Type:** Heavy1, Blast
Krak	**Range:** 0-48"	**Str:** 8	**AP:** 3	**Type:** Heavy1

The frag missiles may use indirect fire. It is treated as a Barrage (ie, Guess range) weapon with a minimum range of 6". As a Barrage weapon the frag missiles always causes Pinning tests.

The missile launcher can also be fired in a direct fire role as normal without the minimum range.

Note: Support Sentinels are not used in a scouting role and do not benefit from the Sentinel's Scout special rule.

ENCLOSED BASILISK

	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	120	12	10	10	3

Type: Tank

Crew: 4. Imperial Guard

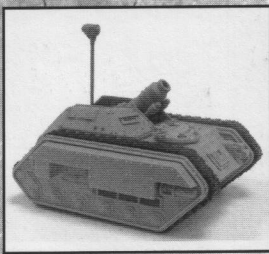**Weapons:** The Basilisk is armed with an Earthshaker cannon and a hull-mounted heavy bolter.

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

The Basilisk may be modified to fire indirectly as described in the special rules below at a cost of +25 pts.

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

SPECIAL RULES

Indirect Fire: The Earthshaker can 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 (ie, Guess ranges) weapons with a range G36"-240". Note the minimum Guess range is 36".

GRIFFON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

Type: Tank, Open-topped

Crew: (4) Imperial Guard

Weapons: The Griffon is armed with a heavy mortar and a hull-mounted heavy bolter.

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

A Griffon may be equipped with any of the following types of shell; Smoke shells +5 pts, illumination shells +5 pts, siege shells+ 5 pts, infernus shells +10 pts.

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

SPECIAL RULES

Griffon Heavy Mortar

Range: G12"-48" **Strength:** 6 **AP:** 4 **Type:** Ordnance 1/ Blast

High Explosive Shell: These are the standard shells and use the stat line given above.

Instead of firing a high explosive shell a Griffon may be equipped with one of the following types of shell instead.

Siege Shells: Griffon Siege shells use the smaller blast template instead of the ordnance blast template, but count as ordnance in all other respects. Roll 2D6+6 when rolling armour penetration for siege shells against bunkers and buildings, and add the dice together rather than picking the highest.

Illum Shells: Illumination shells are fired at night to light up the battlefield and allow friendly troops to find targets. Once fired high into the sky they burn slowly, drifting down to earth on a parachute.

If the Griffon fires an illum shell then for the rest of the Shooting phase any unit on the table can re-roll their Night Fighting roll for targeting the enemy. They must accept the second roll even if it is worse.

Of course a lighter battlefield for one side is also a lighter battlefield for the other. Your opponent may also re-roll Night Fighting targeting dice in his next Shooting phase.

Smoke Shells: Smoke shells are fired to hide friendly forces from enemy fire and create a smoke screen.

Choose a friendly unit within range to protect with a smoke screen. The smoke provides an infantry unit with a 5+ Cover Save. Place some cotton wool in front of the unit to represent the smoke screen. The unit protected by a smoke screen cannot fire through it themselves. If the smoke is fired to hide a vehicle, then it counts as if it had used smoke launchers – any penetrating hits become glancing hits.

Infernus Shells: The interior of an infernus shell is filled with a combustible substance, such as oxy-phospur gel or thermite. This instantly burns, setting the target on fire.

An Infernus shell has the same effect as a high explosive shell, except any infantry unit that is hit must make an immediate Fall Back move to avoid the fire now burning.

ENCLOSED MEDUSA SIEGE GUN

	Points	Front Armour	Side Armour	Rear Armour	BS
Medusa	155	12	10	10	3

Type: Tank

Crew: 4. Imperial Guard

Weapons: The Medusa is armed with a Medusa siege gun and a hull-mounted heavy bolter.

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

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

SPECIAL RULES

Medusa Siege Gun

Range: 36"   **Strength:** 10   **AP:** 2   **Special:** Ordnance1/Blast

Siege Shells: A Medusa can fire siege shells instead of normal rounds, they use the normal blast template. Roll 2D6+10 when rolling for Armour penetration for the Medusa siege gun against bunkers, adding the dice scores together, instead of 2D6, and pick the highest.

AQUILA LANDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Aquila	110	11	11	10	3

Type: Flyer, Orbital Lander

Crew: (1) Imperial Navy

Weapons: The Aquila lander has a single nose-mounted heavy bolter.

Options: The Aquila lander may upgrade its heavy bolter to a multi-laser for +10 pts, or an autocannon for +15 pts.

May take the following Imperial Navy Aircraft upgrades: Ejector seats, flare or chaff launcher, armoured cockpit, illum flares, distinctive paint scheme or decals.

Transport: May carry one character and up to 6 other men.

Transport Option: The Aquila lander is a Transport option for an Imperial character and his retinue or bodyguard (see rules below).

Access Points: 1. The Aquila has a single door as an access point for the passengers.

Fire Points: 0

SPECIAL RULES

VTOL Hover Mode: After arriving on the table the Aquila can choose to engage its VTOL hover mode and remain on the table. The Aquila uses its pinion thrusters to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering it may fire its weapons.

For the purposes of being fired at, treat the Aquila as a moving skimmer whilst in hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Aquila is immobilised then it is destroyed. Whilst hovering it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it was a moving vehicle.

At the end of its own turn the Aquila may disengage VTOL hover mode, using its main thrusters, and fly off. It now reverts to being a flyer. It will return in the enemy turn on a 2+ as per the normal Flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

WARHOUND TITAN
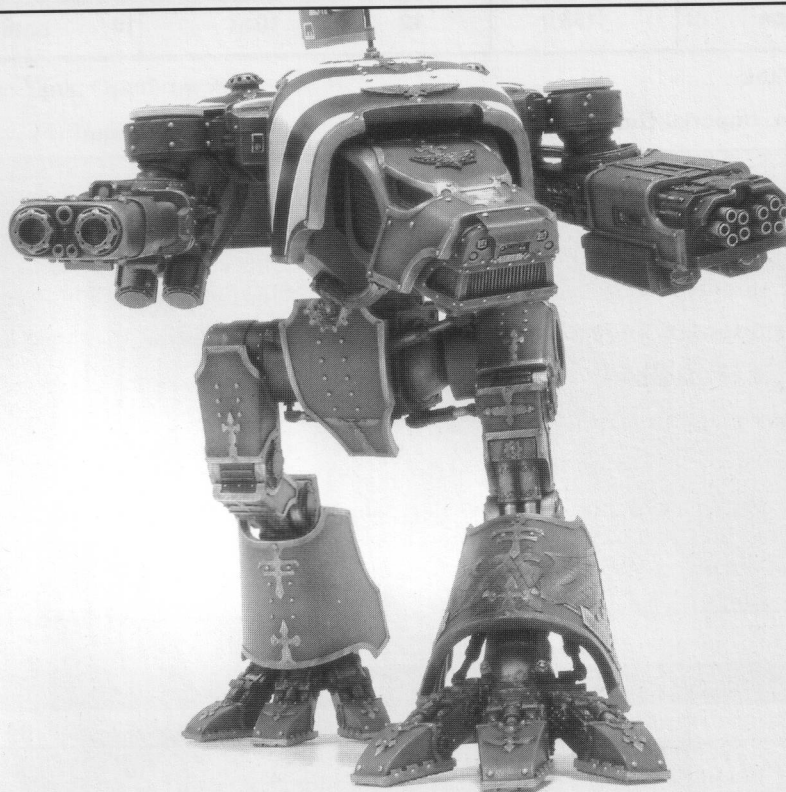
TITAN WEAPONS

Turbo-laser	Range	Str	AP	Type
	12-72"	9	2	Heavy/1, Blast

Notes: The stat line is for a single barrelled turbo-laser. A double-barrelled Turbo-laser would be Heavy/2, a triple-barrelled would be Heavy/3, with the extra Blast templates treated as a barrage.

Plasma Blastgun	Range	Str	AP	Type
	12-54"	8	2	Ord1, Blast, Titan killer.

Note: If a target is under the centre hole of the Ordnance template, roll 2D6 for armour penetration and add the results together rather than choosing the highest.

Inferno Gun	Range	Str	AP	Type
	12-36"	7	3	Heavy/1, Massive Blast

Note: Any unit taking casualties from the Inferno gun must make an immediate fall back move as if it had failed a Morale check. The unit is not actually broken and does not have to regroup at the start of the next turn. There are no Cover Saves against Inferno gun hits.

Vulcan Mega-bolter	Range	Str	AP	Type
	12-36"	6	4	Heavy/10, Rending

Note: Any rolls of 6 to hit cause an automatic wound with no armour save (except Invulnerable Saves and Cover Saves). Against vehicles any Penetration roll of a 6 add a further D6 to the result.

WARHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Warhound	450 + wpns	14	13	12	4

Type: Super-Heavy Tank

Speed: Normal

Structure Points: 3

Void Shields: 2

Crew: Adeptus Titanicus

Weapons: A Warhound must take two weapons from the following list for the points cost given: Plasma Blastgun +180 pts; double-barrelled Turbo-laser +210 pts; Inferno gun +180 pts; Vulcan Mega-bolter +180 pts.

Options: None

SPECIAL RULES

Minimum Range: A Warhound may not target units within 12".

Agile Vehicle: The Warhound is fast and manoeuvrable (for a Titan!), but its long strides do not have the straight line speed of the fastest vehicles. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It must move in a straight line, but can pivot up to 90° at the end of its move.

Targeting: As a Super-Heavy vehicle the Warhound can target different units with its weapons.

Void Shields: Each void shield counts as having an Armour Value of 12. If the Titan has any Void shields operating then roll to penetrate the void shield rather than the vehicle. If a hit scores a glancing or penetrating hit then the void shield is overloaded and taken down - no additional damage is caused. Only when a Titan has no void shields left do you roll against its own Armour Value and then roll for damage for glancing or penetrating hits as normal for a Super-Heavy vehicle. Void shields have no effect in close combat.

At the start of its turn a Warhound can attempt to regenerate downed void shields. Roll a D6 for each downed void shield, it is regenerated on a roll of 6.

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are tank Shocked by a Warhound. The enemy unit may still use the 'Death or Glory' special rule.

Leg Armour: A Warhound has its thickest armour protecting its vulnerable legs. Troops on the ground which assault a Warhound can usually only attack its legs or feet, and therefore all close combat attacks against a Warhound are resolved against Armour Value 14, regardless of which direction the attacks come from. Troops which have jump packs or that can fly ignore this rule and use the Armour Value of whichever facing they are attacking.

Titan Stomp!: Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the Assault phase. The Titan has a Weapon Skill of 1, an Initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no Armour Save allowed against these attacks (except for Invulnerable Saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

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

Enginseer Repairs: Every Titan has a Techpriest as part of its crew, aided by servitors and Servo-skulls to keep the Titan running smoothly. At the start of his turn the Enginseer may attempt to repair damage to the Warhound. If the Warhound has its engines damaged, weapon destroyed or field destroyed, one of these defects (chosen by the Techpriest) is fixed on a roll of 5+. Note, the Techpriest is always aided by a Servitor dedicated to the task, so gains a +1 to the roll (on his own he would require a 6 to fix the damage).

FORTRESS WALLS

Many Imperial cities, fortresses, outposts and garrisons are surrounded by strong curtain walls to protect them from the many perils of the galaxy. These massively strong bastions provide excellent protection for the troops within, and mount a large array of weapons to repel attackers.

Fortress Walls are divided into four different types of section; Walls, Towers, Gate Towers and the Gate. Each section has an Armour value of 14 on all facings and a number of hits (noted below). Each Penetrating or Glancing hit automatically causes 1 hit. When a section has no hits left it is destroyed.

A Fortress section must be targeted separately from any unit occupying it. You must choose to either shoot at the Fortress section or a unit occupying it. Bastion-mounted Sentry guns may also be targeted separately from the rest of the section. For rules for Sentry guns see Imperial Armour volumes 1 or 2.

Wall section . . . . **50 pts each**

Each Wall section has 4 hits.

A unit deployed onto the ramparts gain a 3+ Cover save.

A Wall section that is reduced to 0 hits is breached. A breached wall section becomes rubble, giving a 4+ cover save and is treated as difficult terrain. Any model on a wall section when it is breached takes a single wound (armour save as normal).

A Wall section can be upgraded to include a Wall bunker for +50 pts. A single unit can be deployed into the Wall bunker. Once inside they cannot be targeted or assaulted. If the Wall is breached then any unit inside the bunker is destroyed in the collapse.

Tower . . . . **75 pts each**

Each Tower has 6 hits.

If a Tower that is reduced to 0 hits it is destroyed. Any weapons mounted upon it are destroyed. Any models inside the tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section.

Any Tower may be upgraded to include a flak turret with twin-linked long-barrelled autocannons on an AA mount for +75 pts

Any Tower may be upgraded to include a buttress-mounted Sentry gun with twin-linked heavy bolters at +15 pts, or twin-linked lascannons at +25 pts.

Gate . . . . **50 pts**

A Gate has 4 hits.

A Gate that is reduced to 0 hits is destroyed. The Gate is now open and troops can move through it as normal.

A unit deployed onto the Gate's ramparts gain a 3+ Cover save.

Each Gate must also have two Gate Towers.

Gate Tower . . . . **100 pts each**

Each Gate Tower has 8 hits.

A Gate Tower that is reduced to 0 hits is destroyed. Any weapons mounted upon it are destroyed. Any troops inside the tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section.

A Gate Tower may be upgraded to include buttress-mounted Sentry guns with twin-linked heavy bolters at +15 pts, or twin-linked lascannons at +25 pts.

Scenario Note: When using the Fortress Walls in a game, build them first as a separate detachment to the defenders army. Once the Fortress has been constructed you will know how many points you have left to spend on the troops inside.

Example: The Fortress shown above has 4 Walls sections (2 with Wall bunkers), 2 Towers with flak turrets and heavy bolter Sentry guns, 2 Gate Towers with lascannon Sentry guns and a Gate. In all, it costs 930 pts. In a 2000 point game this would leave the defender 1070 pts to spend on his army to defend it.

HELL TALON

It is believed that the Hell Talon was first created on the hellish forge world of Xana II within the Eye of Terror, upon the orders of Abaddon himself. When the Warmaster's 13th Black Crusade spew forth from the Eye of Terror to assault the Cadian Gate, the forces of Chaos were accompanied by squadrons these daemonically powered aircraft.

The Hell Talon's sleek form races through the skies issuing horrific wails and screams, swooping low to strafe with lascannons and indiscriminately dropping incendiary bombs , to bring death in the name of their masters!
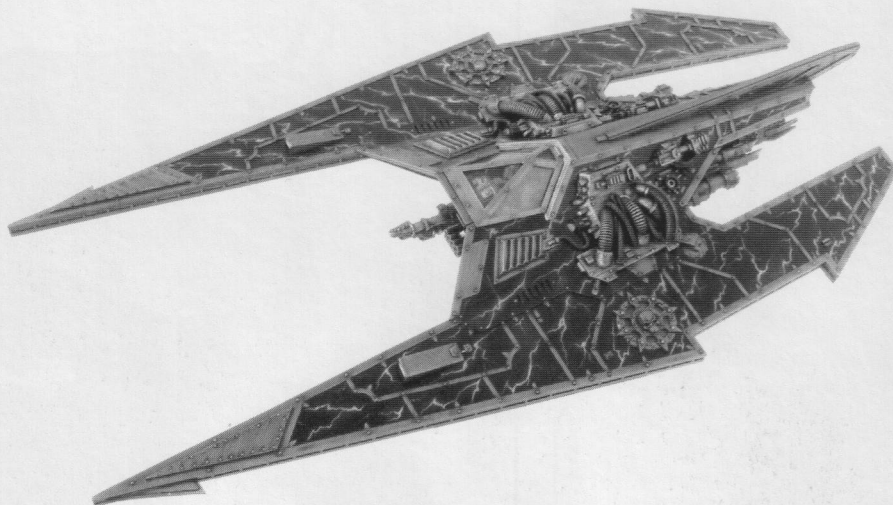
HELL TALON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hell Talon	135	10	10	10	3

Type: Flyer

Crew: 3. Chaos Servitors

Weapons: The Hell Talon is armed with twin-linked lascannons and an autocannon.

Options: The autocannon may be upgraded to a Havoc launcher for free. In addition a Hell Talon may carry up to eight Incendiary bombs at +15 pts per bomb.

A Hell Talon may take the following vehicle upgrade from Codex: Chaos Space Marines. Daemonic Possession.

Heavy Support: A Hell Talon is a Heavy Support choice for a Chaos Space Marines army or a Lost and Damned army.

SPECIAL RULES

Weapon	Range	Str	AP	Type
Lascannon	48"	9	2	Heavy/1
Autocannon	48"	7	4	Heavy/2
Havoc launcher	48"	4	6	Heavy/2, Blast *

* If the Havoc launcher scores two hits on a unit place the blast marker once to determine the number the models that are hit and double the result after rolling for partial hits.

Incendiary Bomb	Range	Str	AP	Type
	G48"	5	4	Heavy/1, Blast, may Pin.

After rolling for scatter all models partially or wholy under the template are hit. Ignore Cover Saves for models hit by incendiary bombs. Units which suffer casualties from an incendiary bomb must make a Pinning test.

HELL BLADE
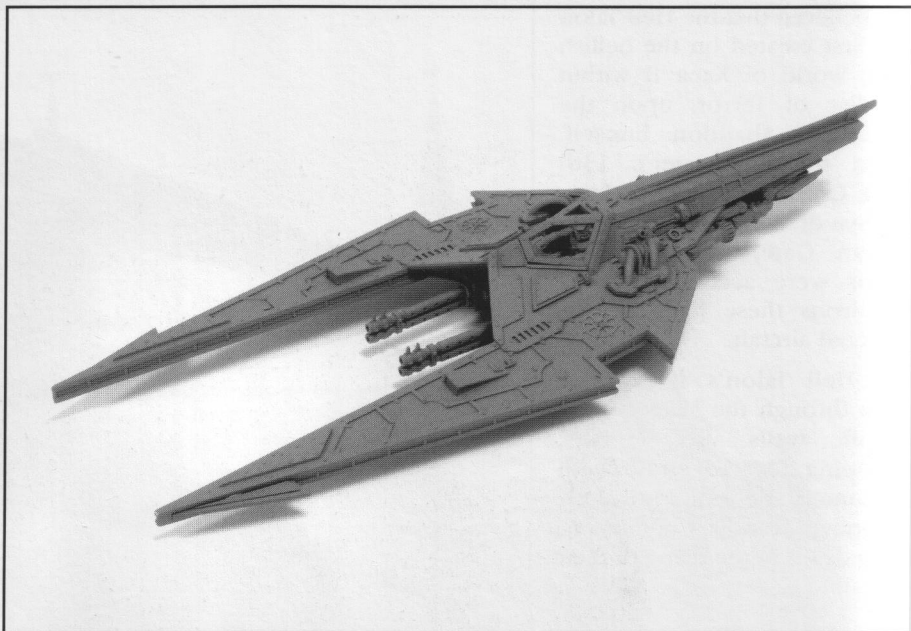
Like its larger cousin, the Hell Talon, it is believed that the Hell Blade was created on the traitor Forgeworld of Xana II. Hidden within the Eye of Terror, the renegade Adeptus Mechanicus Techpriests churn-out infernal war machines and weapons for the heretic legions of the Warmaster of Chaos, Abaddon. When Abaddon's forces spew forth from the Warp to attack Imperial worlds they are accompanied by these daemonically powered war machines and aircraft.

The Hell Blade's slim form races through the skies issuing horrific shrieks, wails and screams. They are flown with reckless abandon by corrupted servitors hardwired into the cockpit. They are fast, agile and well armed for their role as an interceptor, designed to engage other aircarft in dogfights whilst the larger Hell Talon streaks in low for ground attack runs.

HELL BLADE					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hell Blade	130	10	10	10	3

Type: Flyer

Crew: 1. Chaos Servitor

Weapons: The Hell Blade is armed with two twin-linked autocannons.

Options: A Hell Blade may take the following vehicle upgrade from Codex: Chaos Space Marines. Daemonic Possession.
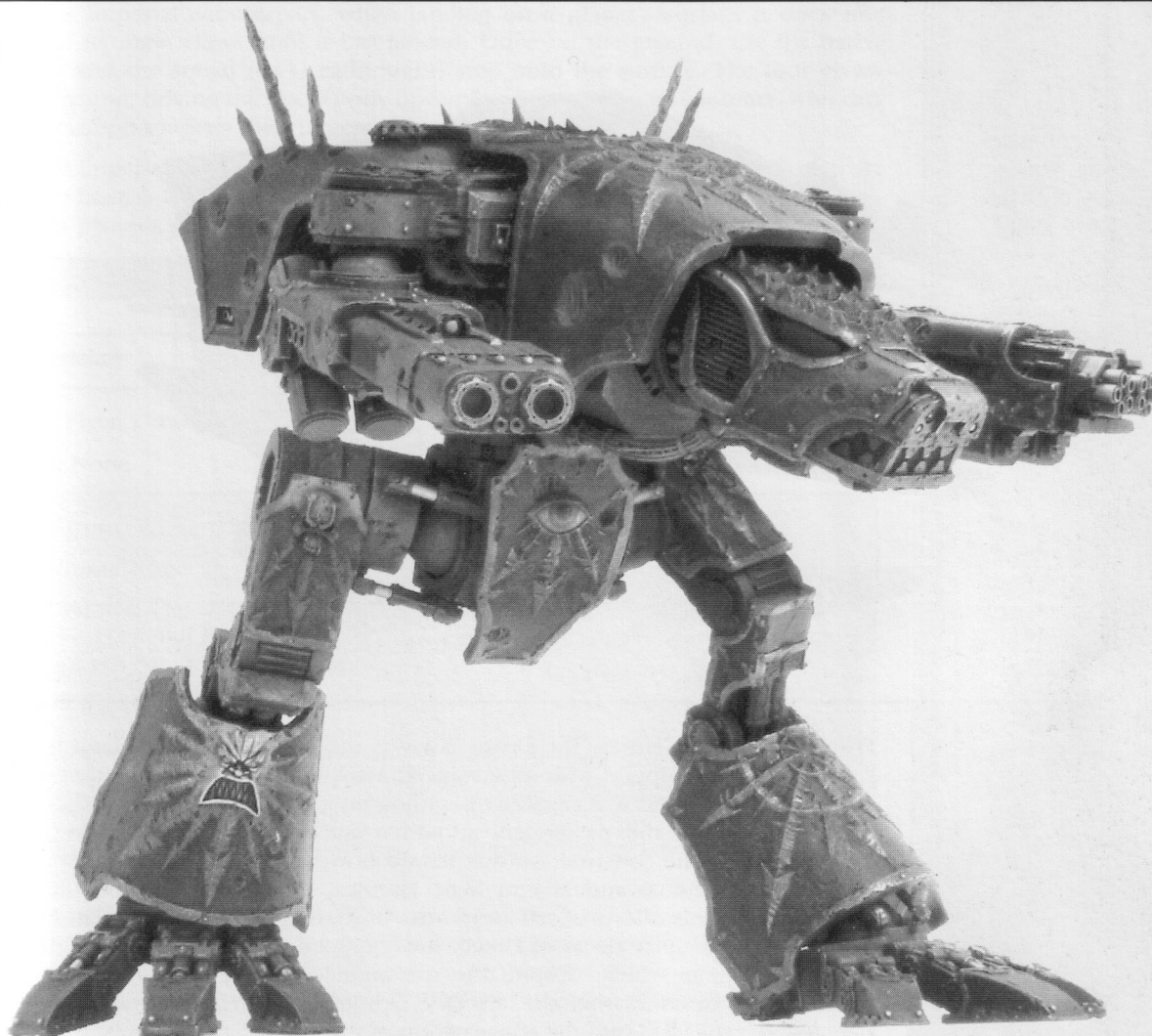
Fast Attack: A Hell Blade is a Fast Attack choice for a Chaos Space Marines army.

Heavy Support: A Hell Blade is a Heavy Support choice for a Lost and Damned army.

SPECIAL RULES

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy/2

CHAOS WARHOUND TITAN

Once a loyal servant of the Imperium, the machine-spirit of the Warhound has been corrupted by the powers of Chaos, and now it has turned against its former masters. Daubed in sigils and blasphemous runes, the Titan's soul and crew are now possessed by a warp daemon, doomed to serve the Chaos God's in battle for all eternity.

As the Warhound advances it growls and roars, broadcasting a dirge of Chaos litanies and prayers, driving the worshippers of Chaos into a blood-letting frenzy, for surely nothing can stand before them when a Titan bestrides the battlefield!

Over the millennium many Titan's, and even entire Titan Legions, have turned traitor. This is a great stain upon the reputation of the Adeptus Mechanicus, who regard a Chaos Titan as the greatest blasphemy against the Machine God, which must be destroyed at all costs.

The rules for the Chaos Warhound Titan are exactly the same as those for the Imperium's Warhound, except it loses the *'Enginseer Repair'* Special Rule and gains the following instead.

Daemonic Possession: The Titan does not have any crew, they have become possessed by a daemon. The daemon now controls the Titan and may ignore Gun Crew Shaken damage results from the Super Heavy vehicle damage tables.

Dirge Caster: As it advances the Chaos Warhound broadcasters a non-stop litany of Chaos. Incomprehensible and disturbing to all others, the sound enthralls and emboldens the followers of Chaos. Apart from Daemons, any Chaos units with a model within 12" of the Titan become Fearless (see Codex Chaos Space Marines, page 12).

DREADCLAW
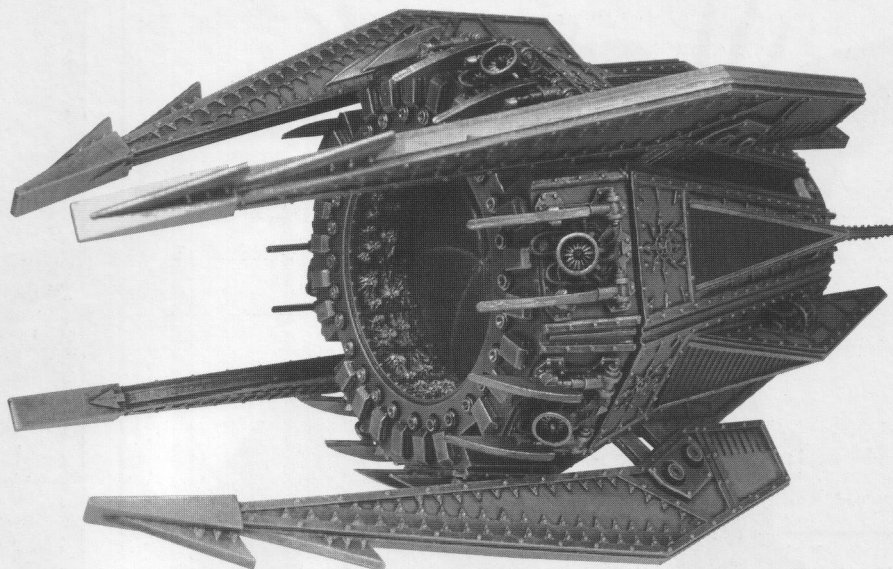
Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. It was equipped with an advanced Machine Spirit similar to that of the Land Raider tank and was capable of landing on a designated target without any intervention from the passengers and then acting in general support totally autonomously. The construction was flawed however. When interfaced with the array of navigational augurs and logic engines, the Machine Spirit began to develop a dangerous level of self-awareness, bordering on the psychic. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the Techpriests, created superstitious rumours that the Machine Spirits were in some way tainted. A detailed investigation into the construction of the Dreadclaw was prevented only by the outbreak of hostilities.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor. The Imperial Navy was prevented from ordering their immediate withdrawal because of opposition from the Adeptus Mechanicus. However, unofficially many captains simply jettisoned their Dreadclaws in the Warp. After an incident aboard the Legate Peracles in the Battle for Terra, the Dreadclaw was only evident in the Traitor fleets, where its talon-like profile earned it the nickname 'Touch of Death' amongst opposing captains.

DREADCLAW OPERATIONS

The Dreadclaw is still used in two types of operation by Chaos forces. Planetary landings and for ship-to-ship boarding actions as an assault boat.

For boarding actions, the Dreadclaw's main thruster drives it towards the target ship. As it closes, the four main claws extend, whilst manoeuvring thrusters adjust the final approach before it accelerates into the hull. The impact punches the main claws through the hull, and smaller secondary claws clamp the pod securely to the surface, creating a tight seal. A ring of melta-cutters in the pod's base then begin to burn through the hull, creating a circular breach large enough for the

troops inside the pod to access the interior. Once the cutting operation is complete, (which only takes a couple of minutes) the iris hatch rotates open and the troops inside can disgorge into the ships.

The Dreadclaw is also used as a more conventional drop pod. Operating much like its Imperial counterpart, when landing on a planet's surface it does not extend its main claws until it has landed. Once on the ground, the iris hatch opens and the squad (or Dreadnought) step onto the surface. The four claws then extend, driving the pod's body upwards and revealing its contents, who can then race off towards their targets.

Unlike Imperial drop pods, which are one use vessels, the Dreadclaw is also an assault boat. It is capable of lifting off again, and so can be used to extract troops from a planet's surface as well as insert them.

DREADCLAW ASSAULT POD					
	Points	Front Armour	Side Armour	Rear Armour	BS
Dreadclaw	65	12	12	12	–

Type: Flyer, Orbital Lander, Drop Pod

Crew: None

Weapons: None. The Dreadclaw is unarmed.

Options: None.

Transport: The Dreadclaw is a Transport option for the following squads: Chaos Lord and Retinue, Chosen, Possessed, Chaos Space Marines (of any type), Havocs, a Dreadnought.

SPECIAL RULES

Transport: The Dreadclaw can carry a single squad of up to 10 Chaos Space Marines. A Chaos Terminator counts as two Chaos Space Marines. A Dreadclaw can carry a single Dreadnought.

Difficult Ground: Dreadclaws can be immobilised by landing in difficult terrain as normal.

Deploying the Dreadclaw: The Dreadclaw and any unit assigned to be transported by it will always begin the game in reserve even if the mission does not normally use the Reserves special rule. When the Dreadclaw becomes available from reserve it is deployed using the Drop Pods rules.

There are no fire points and the Dreadclaw's one access point is beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

USING THE DREADCLAW

The Dreadclaw is a special case, as its only real use is to deploy a squad from reserve anywhere on the table. It does not have any weapons. Putting a points value on this is difficult as it can't really affect the opposition, but if it delivers five Terminators onto the table, late in a battle to secure the objective, and thereby wins the game, how many points is that worth?

Really, a Dreadclaw is more akin to a piece of terrain, to make your battlefield look great rather than win you the game. In fact there is nothing to stop you deploying the Dreadclaw on the tabletop for any battle involving Chaos forces, and just using it as cover and to block lines of sight like a building. It would represent a damaged pod that has crash landed.

AN'GGRATH THE UNBOUND

Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names which are only ever whispered, names which invoke dread amongst even the Emperor's mightiest servants. One such name is An'ggrath, the mightiest Bloodthirster yet summoned from the Warp, the most favoured of Khorne's servants. He is known by many titles – the Guardian of the Throne of Skulls, Lord of Bloodthirsters, the Deathbringer. Amongst the ranks of Khorne's daemon-followers An'ggrath is one of the greatest and most revered, created by his God to be the ultimate expression of Khorne's bloody creed. No-one can stand before him and hope to live!

In the past ten thousand years An'ggrath has been summoned forth from the Warp on only two occasions. Those who attempted to summon him must have pleased Khorne with their devotion and slaughter, few would even attempt it. Those that do attempt to summon An'ggrath risk Khorne's displeasure and wrath. Both succesful summonings have resulted in terrible destruction to the Imperium, worlds have fallen beneath An'ggrath's cloven hooves before the Grey Knights were able to stop his rampage.

0-1 AN'GGRATH THE UNBOUND

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
An'ggrath	888	10	3	10	8	8	5	7	10	2+/ 4+

Weapons: Axe of Khorne, Lash of Khorne

Options: None

Character: An'ggrath is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of its sheer size it is always possible to fire at the Bloodthirster even if it is within 6" of another viable target.

Transport: The Bloodthirster may not ride in a transport vehicle.

SPECIAL RULES

Possession: The Bloodthirster must possess another model to enter the battlefield. See the Daemon special rules for more details.

Fearsome: The Bloodthirster is terrifying to look upon and fills all his foes with an unnatural dread. If an enemy unit has to take a Morale check after losing a close combat they must do so at -2 Leadership.

Fearless: Bloodthirsters never take Morale checks, never fall back and cannot be Pinned.

Monstrous Creature (and some!): The Bloodthirster is huge and powerful. It rolls 2D6 for Armour Penetration and ignores opponent's Armour Saves in close combat.

Invulnerable: The Bloodthirster is an unnatural creature, made of the very stuff of Chaos itself and is therefore difficult to destroy. It may make an Invulnerable Save against all wounds it takes, even those that would normally permit no save.

Daemonic Armour: The Bloodthirster is also clad in daemonic brass armour, forged by Khorne himself. It receives a 2+ Armour Save as well as the 4+ Invulnerable Save and may choose which to use against any attack.

Living Icon: Such is the power of the Bloodthirster that it counts as an Icon of Khorne, so lesser daemons can be summoned adjacent to it.

Daemonic Flight: The Bloodthirster has wings. It may move as if he had a jump pack. Because of its strength and power it does not have to take a test if it lands in difficult terrain.

The Mark of Khorne: The Bloodthirster bears the Mark of Khorne, giving him +1 attack (already included in his stat line) and the Blood Frenzy special rules.

Blood Frenzy: The Bloodthirster must charge if there is an enemy in range at the start of the Assault phase.

> If victorious in an assault it must make a sweeping advance.

> May not join a unit. Always operates as an independent character.

Rage of Khorne: Consumed by a lust for battle, its rage builds until it is released in the first frenzy of close combat. The Bloodthirster gets +D3 extra attacks for charging instead of the normal +1.

Axe of Khorne: The Axe of Khorne contains the bound spirit of another daemon, imbuing it with an insatiable bloodlust. Hits from the Axe of Khorne ignore Armour Saves. In addition, any to hit roll of 6 allows the Bloodthirster to make an additional attack. As long as he keeps rolling 6s you can keep making additional attacks.

Lash of Khorne: As well being an additional close combat weapon the Lash of Khore can be used as a ranged attack in the Shooting phase, with the following profile:

Range	Str	AP	Type
12"	7	3	Assault/2

SPINED CHAOS BEAST
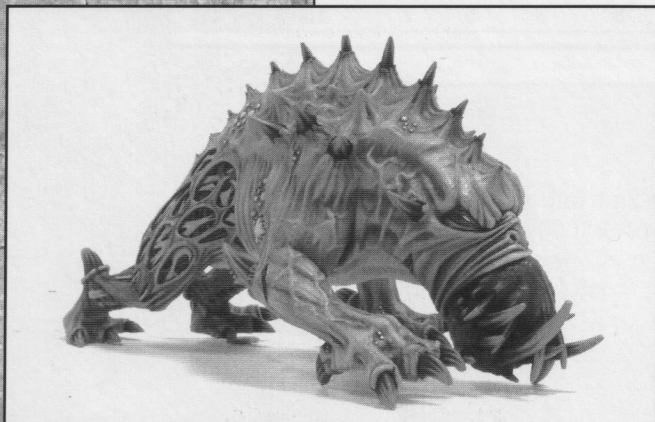
Many horrors too foul to name spill from the daemon worlds of the Eye of Terror. They are the foul abomination of Chaos, creatures taken by the dark gods and corrupted for their entertainment or possessed by ravenous daemons. Tormented and driven insane by its new hideous form, its soul driven by the base desires of the daemon within, the Chaos Beast seeks only to kill before being slain in its turn.

Chaos Beasts come in many forms, but each is a creature of muscles, sinew, fangs and claws, with only one thought driving it, to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.

SPINED CHAOS BEAST

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Spined Chaos Beast	140	5	1	7	6	4	4	3	5	6+/5+

Number/squad: 1

Weapons: Large fangs and claws

Options: The Chaos Beast may be given a Mark of Chaos, as if it was an independent character. If given the Mark of Tzeentch it becomes a Sorcerer, but may only select the following psychic abilities for the points cost indicated in Codex: Chaos Space Marines: Doombolt, Minor Pyschic Power, Wind of Chaos. If you take a Mark of Chaos, the Beast should be painted in an appropriate manner for its patron God.

The Chaos Beast may select up to 25 pts of Daemonic Gifts from the Chaos Armoury, paying points as for an independent character: Daemonic Essence, Daemonic Fire, Daemonic Resilience, Daemonic Speed, Daemonic Strength, Daemonic Venom, Daemonic Visage.

Character: A Chaos Beast is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook, except for the following. A Giant Spined Chaos Beast cannot join another unit. Because of its sheer size it is always possible to fire at a Giant Spined Chaos Beast even if it is within 6" of another viable target.

Transport: A Spined Chaos Beasts may not ride in a transport vehicle.

Heavy Support: A Spined Chaos Beasts is a Heavy Support choice for a Chaos Space Marines army or a Lost and Damned army (see Codex Eye of Terror). It may join a Deathguard, World Eaters, Emperor's Children or Thousand Sons army if it has the appropriate Mark of Chaos.

SPECIAL RULES

Fearless: A Spined Chaos Beast never takes Morale tests, never falls back and cannot be Pinned.

Monstrous Creature: Huge and daemonically powerful, the Spined Chaos Beast rolls 2D6 for Armour penetration and ignore their opponent's Armour Saves in close combat.

Invulnerable: Created from the raw stuff of Chaos, the beast is very difficult to stop. They may therefore make an Invulnerable Save against all wounds they take, even those that would normally permit no save.

Daemonic: The Spined Chaos beasts is daemonic, and is effected by special rules that effect daemons, such as psycannons or the Grey Knights' Rites of Exorcism, Banishment and Destroy Daemon psychic powers.

GIANT CHAOS SPAWN

Those that seek the aid of the Chaos gods strike a dangerous bargain. One path leads to power and glory and ultimately to the immortality of daemonhood. The other path leads to corruption and abomination, to the mindless sub-human horror of the Chaos Spawn. They are drooling, insane creatures with no will. Chaos Spawn come in all shapes and sizes, from dog or man-sized creatures to huge monstrosities. All are foul to look upon, mutations left to run riot for the amusement of the Dark Gods, the ultimate expression of the nature of Chaos.

Although they have no mind these creatures can be goaded into battle, set loose upon the enemy as cannon fodder or terror weapons. They attack without thought, hurling themselves towards the enemy, with no regard for the dangers, in a nightmarish wave of gibbering mouths, sharp claws and flailing tentacles. Some powerful warlords or aspiring champions keep such creatures as pets.

GIANT CHAOS SPAWN										
	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Giant Chaos Spawn	60	4	0	6	6	4	3	D6	9	3+

Number/squad: 1

Weapons: Teeth, claws, tentactles, bad breath, stingers etc…

Transport: A Chaos Spawn may not ride in a transport vehicle.

Heavy Support: 1-3 Giant Chaos Spawn are a single Heavy Support choice for a Lost and the Damned army (see Codex: Eye of Terror).

Elites: 1-3 Giant Chaos Spawn are a single Elite choice for a Chaos Space Marines army. They maybe taken by a Death Guard, World Eaters, Emperor's Children or Thousand Sons army.

SPECIAL RULES

Random Attacks: Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling a D6 at the start of each Assault phase when they are fighting.

Fearless: Giant Chaos Spawn have long since lost any semblance of rational thought or sanity. As such it automatically passes any Morale checks or Pinning tests it is required to make.

Monstrous Creature: Huge and powerful, a Giant Chaos Spawn rolls 2D6 for armour penetration and ignore their opponents Armour Saves in close combat.

Insanely Stupid: Make a Leadership test for the Giant Spawn at the start of the Chaos player's turn. If the test is failed the Spawn does not move that turn and may not assault. Spawn which are already in an assault don't have to take this test – they are not that stupid! Independent characters may not join a Giant Chaos Spawn. Giant Chaos Spawn may not claim table quarters or occupy objectives for the purposes of determining Victory Points.

HIEROPHANT
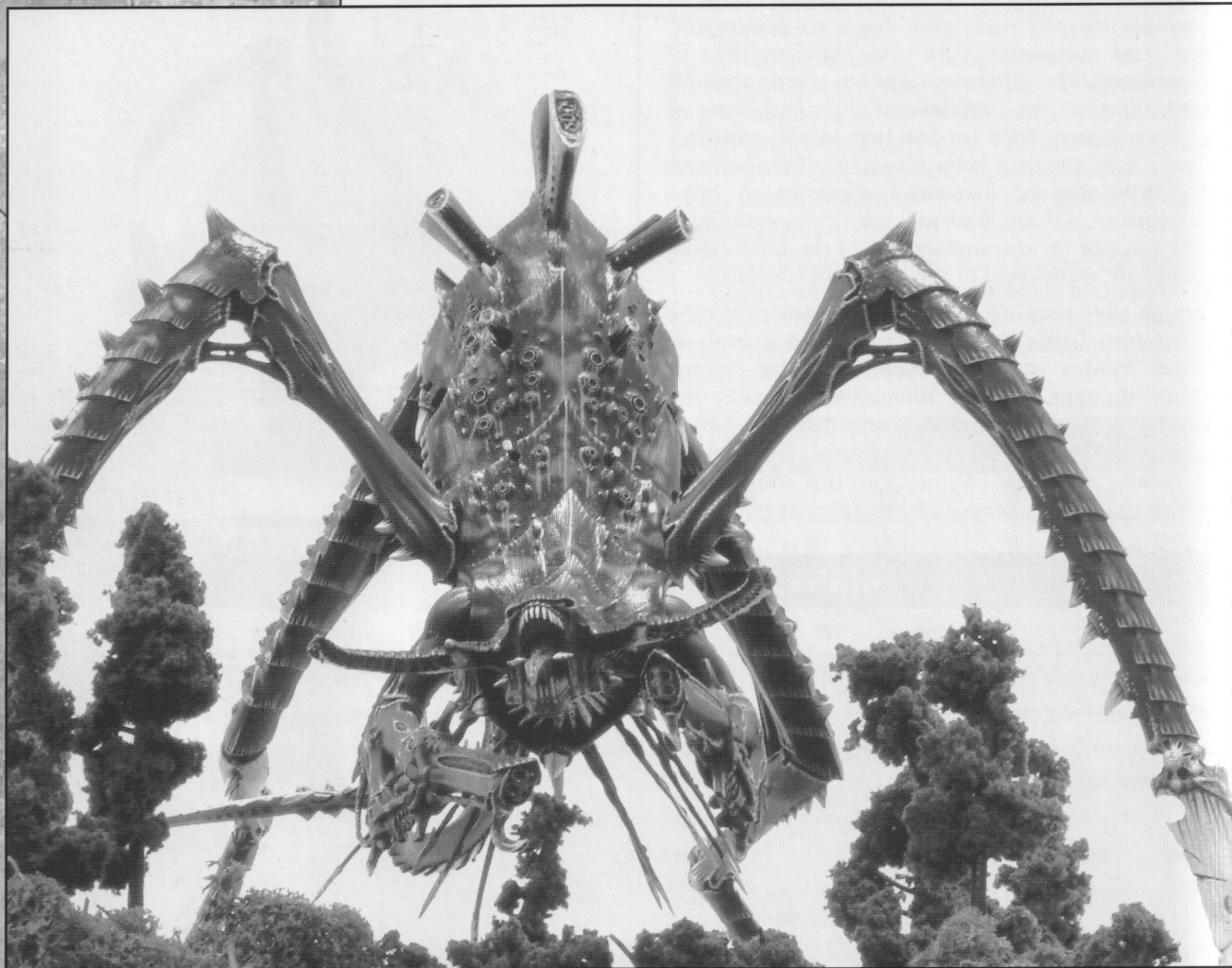
The Hierophant bio-titan is an immense, hideous creature, towering over the battlefield and bristling with spines, tendrils and symbiote weapons. They are amongst the largest bio-creatures yet encountered amongst the swarms of Hive Fleet Kraken.

As well as its many razor sharp claws and spines, mounted along its body, around its head and on the end of its tail, the Hierophant is also armed with two long bio-cannons — symbiote weapons which spew forth salvoes of highly corrosive poison crystals. The creature's belly is protected by many spiny tendrils which lash out in all directions, as if with their own will, to bind and entangle enemies which get too close.

From rends in its armour plates and body the Hierophant constantly exudes a cloud of highly toxic poisonous spores. These are lethal to all non-Tyranid creatures, burning and choking those that dare approach the bio-killer.

Like all Tyranid creatures the bio-titans seem to be able to mutate rapidly, evolving new weapons and defences. Bio-titans have been identified with huge claws and scythes, cluster spines and other bio-weapons.

HIEROPHANT

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Hierophant	835	6	3	10	8	5	3	3(5)	10	2+

Brood: 1-3 Hierophant

Bio-Weapons: It has two Scything Talons and two Bio-cannons. It is also surrounded by a poisonous spore cloud.

Options : The Hierophant may be upgraded to take Lash whips. Lash whips cost +30 pts.

Mass Points: 3

Separate Detachment: A Hierophant must be taken as a second detachment of 1-3 Hierophants, like other super-heavy war machines.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Monstrous creatures apply to the Hierophant. As a gargantuan creature a Hierophant never has to fall back when in combat with a war machine, even if it didn't destroy the war machine. A Gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non Gargantuan creature. It counts as 30 models for the purposes enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging bio-titan; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

Beast: The Hierophant moves using the Beast special rules. It may move 6", use the 'fleet of foot (claw)' rules, and assault 12".

The Horror: Any enemy unit wishing to assault the Heirophant must make a morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Warp Field: The Hierophant is protected by a Warp Field, giving it an invulnerable save of 5+.

Poisonous Spore Clouds: The Hierophant is surrounded by a cloud of poisonous spores which spew from rends in its hideous body. These toxic, corrosive fumes effect anybody in base contact with the creature. At the start of the Assault phase, each model takes a hit with a strength equal to its toughness (so always wounded on a 4+) with AP-. Open-topped vehicles take an automatic glancing hit. Other vehicles are unaffected.

Lash Whips: Lash whips are spiny tentacles which writhe from the creatures body to entangle those close by. All creatures in base contact with the Hierophant reduce their attacks by 1, to a minimum of 1.

Bio-cannon:	Range	Str	AP	Type
	48"	10	3	Assault1, Large blast

Notes on base contact: Establishing base contact with the Hierophant can be difficult., as it stands on four claws and could have a base of any size. To determine if an enemy is in base contact draw an imaginary line between the four feet and assuming anything that is in contact with that line is in contact with the bio-titan.
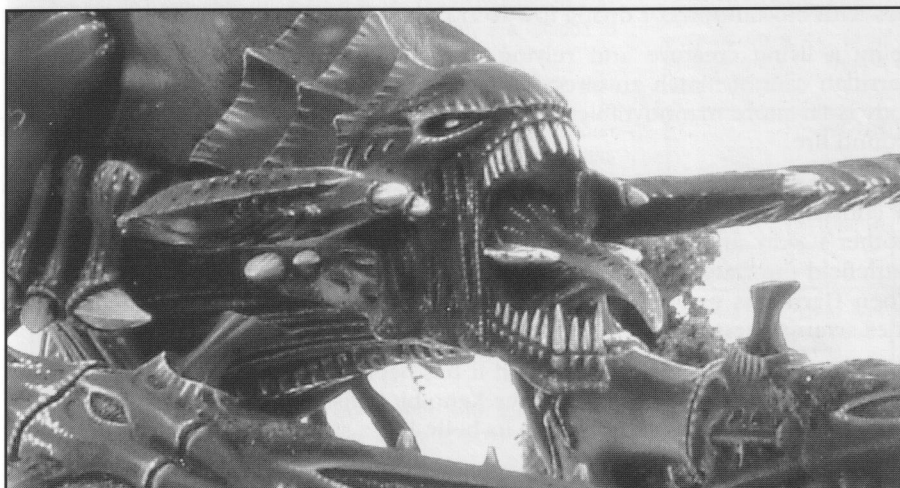
HARRIDAN
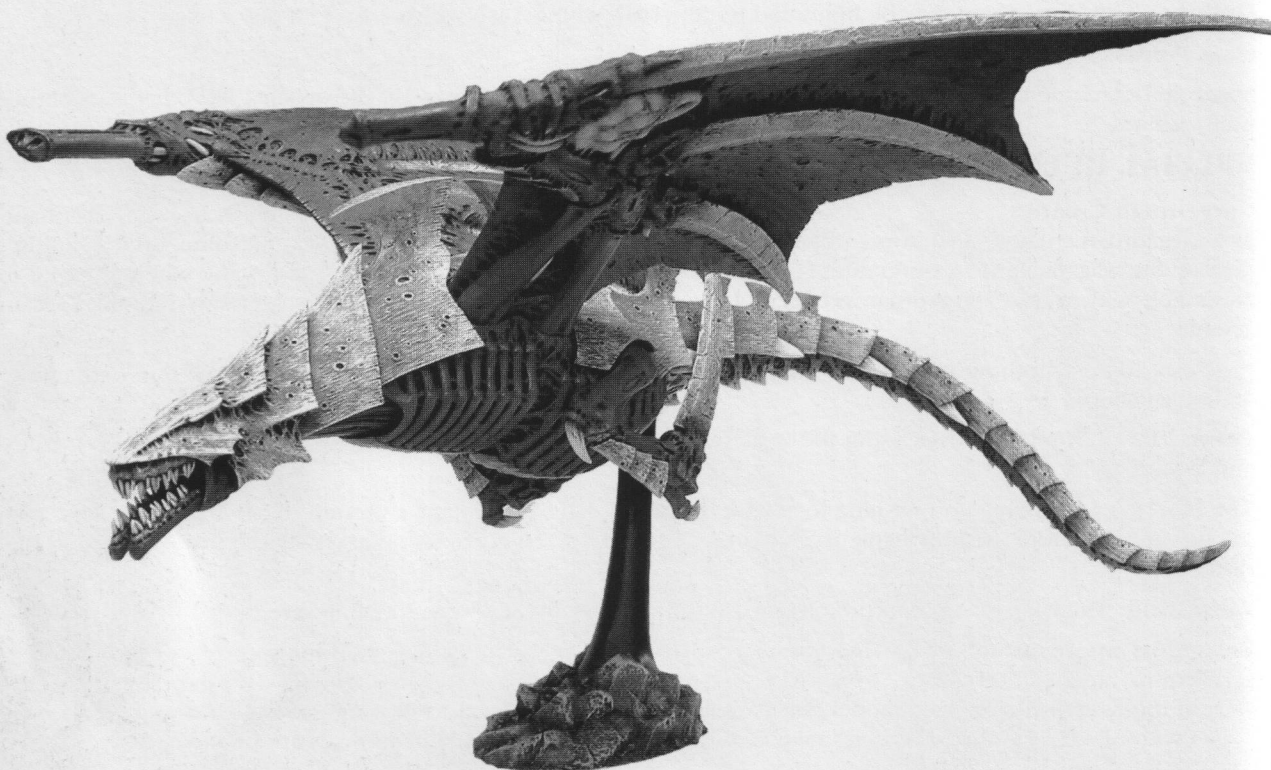
Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before swooping down over the battlefield, strafing its foes with bio-cannons or diving low to rake a tank with its two massive claws.

Being a living creature and relying upon wings rather than jet engines the Harridan cannot match an aircraft for straight line speed, but its lithe, twisting body is far more manouvrable, able to twist and turn to avoid enemy fighters or ground fire.

Harridans seem to act as brood mothers to smaller Gargoyles. Their bellies appear to constantly writhe with hideous clusters of Gargoyles which hook onto the mother's skin and chitinous armour plates. As the Harridan soars over the battlefield the Gargoyles will detach themselves and flap off to attack the enemy. When Harridans gather for a large attack, swarms of Gargoyles will darken the skies around them.

The Harridan has no legs or feet and it has been theorised that once airborne a Harridan never lands, although other Xeno-biologists believe that the creature is capable of landing and slithering on its belly, like a snake, but as yet neither theory has been proven.

HARRIDAN

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	636	5	3	8	7	5	5	1(2)	10	3+

Brood: 1 Harridan

Bio-Weapons: The Harridan has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Options : A Harridan may carry a brood of Gargoyles, clinging to its body. The brood consists of 8-20 Gargoyles at 12 points each. These are part of the Harridans detachment.

Mass Points: 3

Heavy Support: A Harridan is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Monstrous creatures apply to the Harridan As a gargantuan creature a Harridan never has to fall back when in combat with a war machine. A Gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non Gargantuan creature. It counts as 20 models for the purposes enemy morale after an assault.

Fearless: Harridans are Fearless, see page 74 of the Warhammer 40,000 rulebook.

Flyer: The Harridan is a flyer and uses the Flyer rules as described on page 48 of this book.. Because it flaps and glides over the battlefield, units firing at the Harridan always hit using their normal BS, rather than on a 6 as for standard aircraft.

Scything claws: Instead of firing its bio-cannons a Harridan may use its scything claws to swoop down on the enemy and attack in close combat. To do this the Harridan is moved into contact with an enemy unit – it can still be fired at as normal. It then makes its two attacks with the long scything claws, this is instead of firing the bio-cannons. After the attacks are resolved, using the creature's Strength of 8 and rolling 2D6 for penetration, the Harridan then flies off using the normal Flyer rules.

Gargoyle Brood: If it is carrying a Gargoyle brood they may detach themselves from the Harridan and flap off at any point during the Harridan's movement. This is treated as disembarking from a vehicle, place the Gargoyle brood on the table within 2" of the Harridan. They may move as normal in the Tyranid player's next turn.

If the Harridan is hit by a Blast weapon whilst carrying Gargoyles then the Gargoyle brood are also hit. If the Harridan is shot down then the Gargoyles immediately flap off, deploy them from the point were the Harridan was destroyed.

Bio-cannon:	Range	Str	AP	Type
	48"	10	3	Assault1, Large blast

GARGANTUAN CREATURES & MASS POINTS

The rules for Mass Points are part of the 'Tyranid Monstrosities – A guide to spawning' article from White Dwarf 255 which was reproduced in Chapter Approved 2002. As they are difficult to find, I have reproduced them here.

Large creatures, which are the equivalent size of war machines, are referred to as Gargantuan creatures to distinguish them from Monstrous Creatures. To represent their immense bulk, Gargantuan creatures have Mass points. Mass points serve a similar purpose to War Machine's structure points.

When a Gargantuan creature is attacked, the weapon used may not be capable of inflicting serious damage to such a large creature. A Gargantuan Creature's mass points must be reduced to zero before any normal wounds can be lost. Mass points are lost by inflicting serious wounds. Each serious wound inflicts 1 Mass point of damage. A Titan-killer weapon inflicts D3 Mass points damage.

The severity of a wound is only considered after a successful Wound roll is made and a saving throw (if any) attempted.

Ordnance, massive or mega-weapons with strength equal to or greater than the creature's toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's toughness will inflict serious wounds on a 4+. In all other circumstances the wounds is serious on a 6. This is summarized on the Wound Severity table below.

WOUND SEVERITY TABLE		
	Ordnance, Massive or Mega-weapon	Other Weapon
Attack's strength is equal to or greater than target's toughness	Always a serious wound	Serious wound on a 4+
Attack's strength is less than target's toughness	Serious wound on a 6	Serious wound on a 6

Once a Gargantuan creature has no Mass points remaining it starts to take wounds as normal.

SCYTHED HIERODULE

The Scythed Hierodule is a Tyranid creature first sighted during the invasion of Hamman's World, an Imperial world close to one of the tendrils of Hive Fleet Kraken. Nothing like it had ever been seen before. During the battles for Hamman's World, the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser Gaunts into battle, especially against strong points and prepared defences. It is not thought that the Hierodule acts as a focus for hive mind activity, or is a synapse creature – attacks were always accompanied by the usual Tyranid Warriors and Hive Tyrants.

As well as its claws, the Scythed Hierodule also bears a symbiote creature, which appears to live on the Hierodule's back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research. Those that have been killed have all been destroyed by huge weapons, leaving few remains for laboratory investigation.

As yet the Scythed Hierodule has only been reported active within a single tendril of Hive Fleet Kraken, and even then only encountered on a handful of worlds, but slowly its presence on the battlefield is growing. Capture of a live sample has become a high priority for Xeno-biologists if an effective counter measure to this new threat is to be found quickly. So far four separate Xenos Hunter teams have been sent in search of a Scythed Hierodule. None have returned!

SCYTHED HIERODULE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Scythed Hierodule	445	6	2	10	8	5	3	2(4)	10	2+

Brood: 1 Scythed Heirodule

Bio-Weapons: The Scythed Heirodule (as its name suggests) has two sets of scything talons (+2 attacks), it also has an acid spray. It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Monstrous creatures apply to the Hierodule As a gargantuan creature a Hierodule never has to fall back when in combat with a war machine. A Gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non Gargantuan creature. It counts as 20 models for the purposes enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging Hierodule; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

The Horror: Any enemy unit wishing to assault it must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Acid Spray:	Range	Str	AP	Type
	Template	5	3	Assault 1

BARBED HIERODULE

Following the loss of Hamman's World to the swarms of Hive Fleet Kraken, the Imperial forces were evacuated and moved to the Moran system. Reinforcements, originally intended for Hamman's World, were redirected to the main planets of the Moran system. A new defence was then rapidly established.

Moran did not have long to wait before the onslaught began. Hive ships moved in-system and soon the clouds darkened and the skies were filled with the tell-tale fire trails of mycetic spores. The veterans which formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, whilst the defenders had been busy, the hive mind had not been idle. Now a new threat emerged. The Scythed Hierodule had evolved into a new, deadlier species.

Many Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range. The hive mind had recognised its new weakness, and with dazzling speed had evolved a response.

The Barbed Heirodule (as troops on Moran soon came to know it) had replaced two of its four huge scythe-like claws with massive bio-cannons. The symbiote acid creature was gone and the creature's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the soldiers on the ground. Was the alien hive mind learning and adapting faster than anybody thought possible?

BARBED HIERODULE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Barbed Hierodule	540	4	3	8	8	5	3	1(2)	10	2+

Brood: 1 Barbed Hierodule

Bio-Weapons: The Barbed Hierodule has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Monstrous creatures apply to the Hierodule As a gargantuan creature a Hierodule never has to fall back when in combat with a war machine. A Gargantuan creature can still be fired upon in the shooting phase when engaged in an assault with a non Gargantuan creature. It counts as 20 models for the purposes enemy morale after an assault.

Fearless: Almost nothing can stop a rampaging Hierodule; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

The Horror: Any enemy unit wishing to assault the Barbed Hierodule must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Bio-cannon: Range	Str	AP	Type
48"	10	3	Assault1, Large blast

WINGED HIVE TYRANT

WINGED HIVE TYRANT										
	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Winged Hive Tyrant	239	6	4	6	6	4	6	3	10	2+(6+)

Brood: 1 Hive Tyrant.

Bio-Weapons: Scything Talons, Venom Cannon.

Hive Mind Powers: Synapse Creature, the Horror, Warp Field.

HQ: A Winged Hive Tyrant is a HQ choice for a Tyranid army.

SPECIAL RULES

Monsterous Creature: All the rules for Monstrous Creatures apply to the Winged Hive Tyrant.

Winged: The Winged Hive Tyrant counts as Jump Infantry in all respects.

Bio-Morphs: Our Winged Hive Tyrant has the following mutable genus: Winged, Adrenal Glands (+1WS), Enhanced Senses (+1BS), Toxin Sacs (+1S), Adrenal Glands (+1 I). All increases are included in the stat line above.

Note: Players should feel free to use the model to create their own Winged Hive Tyrant, the stat line above is just our recommended version.

TYRANID ARCHITECTURE

When a planet is invaded by a Tyranid hive fleet, not only is it subjected to the horror of monstrous Tyranid creatures, marauding and destroying everything in their path, but the Hive Mind starts to infect the planet with its own alien fauna. Capillary towers sprout from the planet's surface, Spore chimneys grow and start pumping alien spores into the atmosphere, slowly rendering it toxic and unbreathable. Brood hives appear, spawning more creatures within to burst forth and attack the inhabitants.

CAPILLARY TOWERS

A capillary tower is impassable terrain. Skimmers and jump pack troops may not move over a capillary tower and it blocks line of sight.
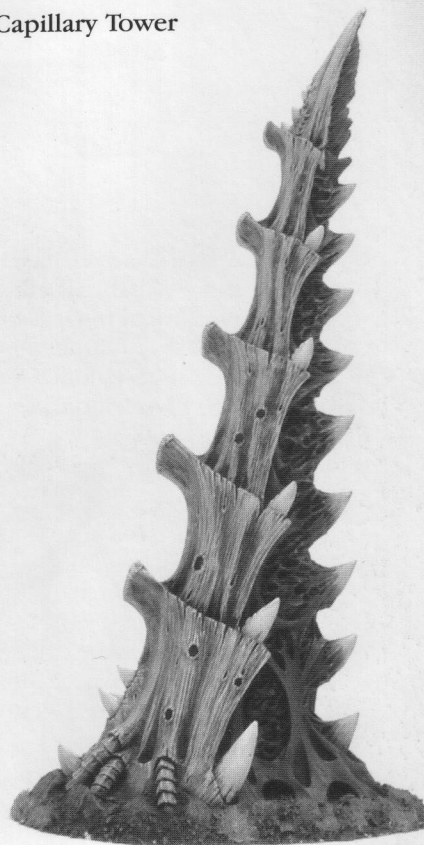
SPORE CHIMNEYS

A spore chimney is impassable terrain that cannot be passed over by skimmers or jump pack troops. The chimney pumps out spores to pollute the atmosphere. At the start of each Tyranid players turn roll a dice, on a 6 the spore chimney releases 2D6 spore mines, scattering from the centre of the chimney. The Tyranid player can choose the type before rolling for scatter.

If a non-Tyranid weapon hits the Spore chimney accidentally as a result of a scatter etc, then 2D6 spore mines are immediately scattered from the centre of the spore chimney. The Tyranid player can choose the type before rolling for scatter.

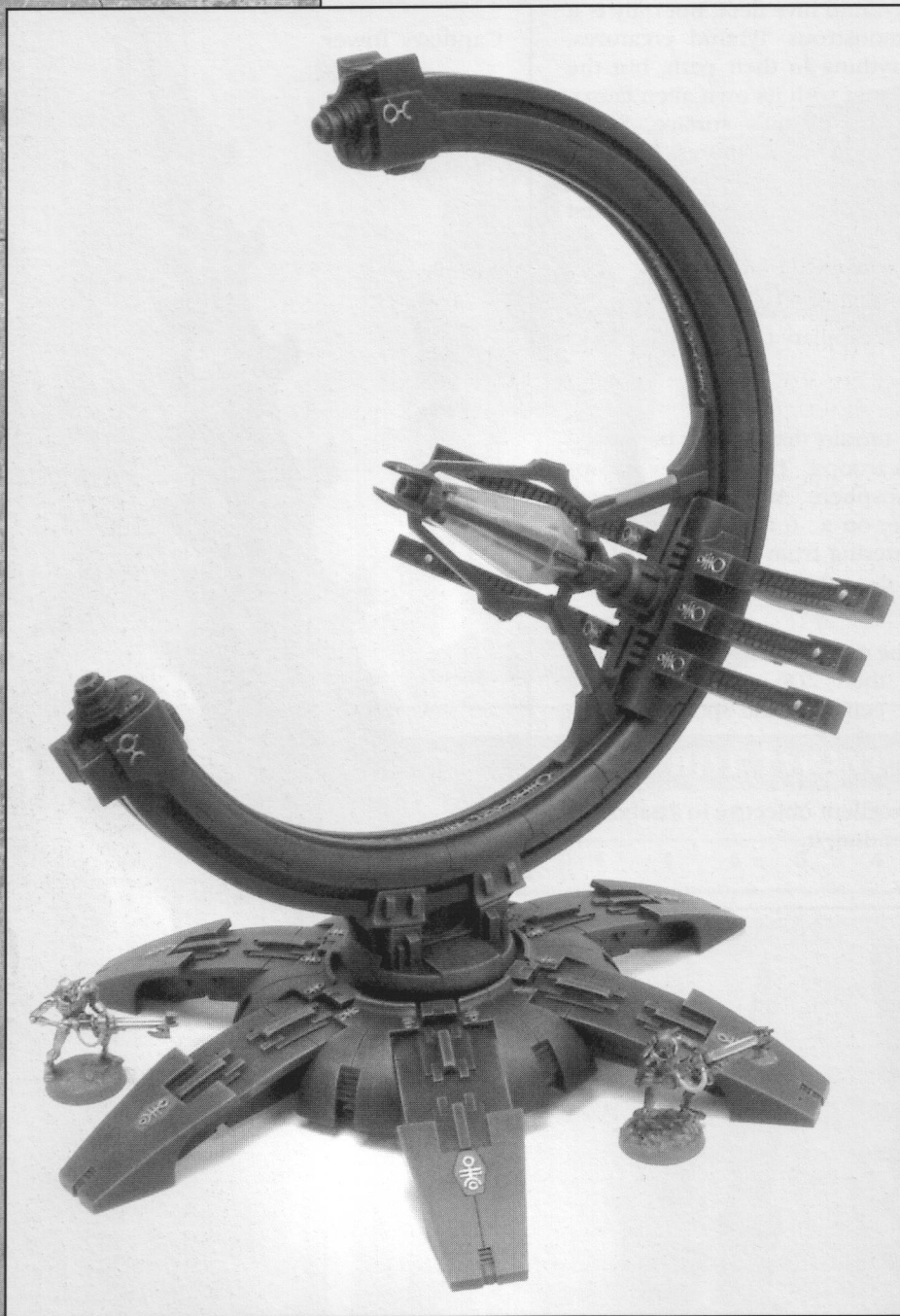The Spore chimney makes an excellent objective in a Sabotage scenario, with the Tyranids defending it.

Capillary Tower

Spore Chimney

PYLON

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

The location of the Pylons was logged and the Imperial Guard forces withdrew in the face of the overwhelming firepower. An air strike was targeted on the exact location, but Navy pilots reported the Pylons were no longer at the grid reference given. The weapons had vanished, seemingly into thin air, or back below the sands. The entire area was quarantined until further investigations could be made.

The next encounter with a Necron Pylon was recorded during the infamous attack on Merida. The colony garrison defending the surface reported that a large crescent-shaped weapon had materialised, seemingly out of thin air, and devastated the defences. It was the last message received from Merida. When relief forces eventually reached the planet all the colonists and the defenders had vanished, along with any trace of their attackers.

Since then there have been five other recorded encounters with Necron Pylons.

The Pylon draws energy from the Necron power matrix and discharges it in one of two methods, either as a single powerful bolt or as a crackling discharge of coruscating lightning as a gauss flux arc. It may be able to utilise this energy in other methods, but as yet these abilities remain unknown. Similar constructs have been encountered beaming information streams to orbiting spacecraft.

PYLON

	Points	Front Armour	Side Armour	Rear Armour	BS
Pylon	420	14	14	14	4

Type: Immobile   **Crew:** None

Structure Points: 2

Weapons: Particle Accelerator or Gauss Flux Arc Projector

Transport: 0

SPECIAL RULES

Living Metal: The Pylon is constructed of the same living Necron metal as the Monolith, capable of self-repair and adapting its structure to resist incoming attacks. Attacks which count the target's Armour Value as being less than it really is (such as bright lancers and blasters) do not do so against the Pylon. Similarly, weapons that get additional Armour Penetration dice (such as chainfists, Monstrous Creatures or Melta weapons) do not get the extra dice against the Pylon. Ordnance weapons still roll 2D6 for Armour Penetration and select the highest score.

Deep Strike: A Necron attack can be supported by Pylons teleporting to the surface. When defending a tombworld dormant Pylons can suddenly rise from the ground to engage any trespassers. A Pylon may therefore be deployed by Deep Strike if the special rules for the mission being played allow it. Because of the Pylon's size it is not destroyed if there are enemy within 1" when it arrives. Instead move any models that are in the way the minimum distance necessary to make space for the Pylon. A Pylon that lands in impassable terrain is not destroyed but takes an immediate glancing hit. Move the pylon the minimum distance possible to avoid the dangerous terrain. If the scenario does not use the Deep Strike special rule then the Pylon must set up with the rest of the army as normal.

Damage Effects: Roll to damage the Pylon on the Super-Heavy Tank Damage tables. As the Pylon has no crew these tables are modified as follows:

Gun Crew Shaken result means that the Pylon can not fire one of its weapon modes next turn. Which mode is chosen by the opponent. The other weapon mode may fire normally.

Driver Stunned and Engines Damaged both have no effect on the pylon, as it has neither a driver or an engine.

Each *'Field or Weapon Destroyed'* result reduces the Gauss Flux Arc by -1 shot, and also reduces the Str of the Particle Accelerator by -1.

Firing Modes: The Pylon can be used in one of two ways, either as a Gauss Flux Arc Projector or as a Particle Accelerator. Choose which mode the pylon will use to fire before rolling any dice.

Gauss Flux Arc Projector
The Pylon unleashes blasts of energy arcing in all directions. It fires D6 shots at every enemy unit with a model within 12" of the Pylon's base.

Range	Str	AP	Type
12"	5	4	Heavy D6 per unit.

Particle Accelerator
The Pylon focus' the energy into one particle beam, which carries a single powerful bolt. The Pylons Particle Accelerator is a larger version of the particle whip, capable of engaging targets at very long ranges and responding to any threat, whether it be ground targets or incoming aircraft.

Range	Str	AP	Type
12-120"	9	3	Ord.1/Blast, AA mount, Titan-Killer

Any model under the hole in the centre of the template is hit with an AP1 attack. It is an Ordnance weapon and counts as an AA mount. Such are the weapons vast energies that it causes 1D3 Structure Points of damage per hit.

SUPER-HEAVY VEHICLES

RULES FOR USING SUPER-HEAVY VEHICLES IN GAMES OF WARHAMMER 40,000

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 it should be saved up for special occasions, rather than being wheeled out willy-nilly for every battle 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 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 opponent's 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 and Super-heavy Flyer 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, as are Marauders and Marauder Destroyers.

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 2 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 vehicles may fire ordnance and still fire other weapons. They may fire ordnance even if they move.

TARGETING

Super-heavy vehicles can engage more than one target unit if desired. Instead of picking a target for the Super-heavy vehicle, pick a target for each weapon on the Super-heavy Tank. You must declare all of the Super-heavy vehicle'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. They can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90° 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 enemy's turn as normal). Being in close combat does not stop the Super-heavy Tank shooting, and it may fire at the unit it is 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 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 (ie, 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.

NEW WEAPON RULES

Co-axial Weapons: A 'co-axial' 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 co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

SUPER-HEAVY TANK DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a Super-heavy Tank. Ordnance also rolls on these tables, not the Ordnance 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 vehicle's move (vehicles reduced to a move of 0 are immobilised; skimmers are destroyed).

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table opposite.

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 vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers destroyed).

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

5 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

CATASTROPHIC DAMAGE

(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, ie, 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 vehicle is vaporised in a huge explosion. Roll a D3 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+.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

3 Pilot Shaken – Roll a D6 immediately. On a 1-3, the aircraft turns 45° left; on a 4-6, the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

4 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier.

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on the Penetrating Hits table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Pilot Shaken – Roll a D6 immediately. On a 1-3 the aircraft turns 45° left; on a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

2 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

3 Field or Weapon Destroyed - One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Damage Points, roll on the Catastrophic Damage table instead.

5 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

SUPER-HEAVY FLYER DAMAGE TABLES

Roll on the following tables for hits on a Super-heavy Flyer. As a flyer, all hits are Glancing. Ordnance also rolls on these tables, not the Ordnance Damage tables.

CATASTROPHIC DAMAGE

(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, ie, 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the Super-heavy Flyer 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!).

2-5 Crash – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected.

6 Huge Explosion – The flyer is vaporised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.

FLYERS

RULES FOR USING AIRCRAFT IN GAMES OF WARHAMMER 40,000

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 flyers 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.

ON-STATION!

Flyers always start the game 'on-station', ie, 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.

ATTACK RUN

A flyer makes its attack run after your 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 he has had a chance to fire at it.

After making the move, play returns to your 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, which may only target flyers if they are in an AA mount.

Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, 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 is. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and Shaken results stop the flyer from attacking but have no other effect. Immobolised 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 suffers a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° 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.

SECOND STRIKE

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player's 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. Bombs costs 5 pts each.

Heavy Bombs: These work in the same manner as a normal bomb, but it has the effect of a Griffon mortar (G12-48", S6, AP4, Ordnance 1 blast). Heavy bombs cost 20 pts each.

Rockets: Rockets have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket carried may be used once per battle. Rockets cost 10 pts each.

Smart Bombs: A bomb or heavy 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 re-roll the Scatter dice if you don't like the first result (you must accept the second roll though!). To turn a bomb or heavy bomb into a smart bomb add +50% to its standard point costs.

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 mount. 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. For ordnance or barrage AA weapons, roll the Scatter dice – on a 'Hit' result the flyer is hit, otherwise the shot misses. Do not roll for scatter.

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.

SUPER-HEAVY FLYERS

The Thunderhawk and Vampire are Super-heavy Flyers, and all of the rules that apply to Super-heavy Tanks apply to them also. Note that because they are flyers they can't Tank Shock enemy units or assault them! Because Thunderhawks and Vampires are Super-heavy units they must be taken in their own 'detachment', as described in the Super-heavy vehicle rules. A detachment can consist of between 1-3 aircraft. Note that any types of Thunderhawk or Vampire variant may be included in the same detachment.

ORBITAL LANDER

If a flyer is an orbital lander then it will fly down from orbit (or the sky) to land on the battlefield. When the flyer arrives from reserve it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table (or hover low). If it chooses to land troops, it may not shoot.

The passengers may disembark in the opponent's turn; place them within 2" of the access points. The flyer may now completes its attack run, taking off again and leaving the table in same manner as if it were completing an attack runner (ie, it flies off the table in a straight line).

If new passengers wish to embark the flyer must land (or hover low) through its sides next turn. New passengers must move to the flyer and embark using the normal rules. Whilst landed, a flyer cannot move, but may shoot weapons like a normal vehicle. A flyer may not fire rockets or drop bombs whilst landed! If the flyer is fired upon whilst landed then the enemy roll to hit as normal, they do not need to roll 6s to hit.

A landed flier may take off again in any enemy turn, after the enemy has had their Shooting phase. It takes off and leaves the table in the same manner as completing an attack run.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy's movement phase the Valkyrie moves to the point it wishes to drop the Storm Troopers off. In the enemy shooting phase they can target the Valkyrie, requiring 6s to hit, adding 12" to the range and only scoring glancing hits. After this, the Valkyrie drops off its troops, who are placed within 2" of the access points. It then flies straight off the board. It may return next turn on a 2+ roll as per the Flyer rules.

VTOL HOVER MODE

Some flyers (such as the Valkyrie and Vulture) are able to hover in place, remaining over the battlefield rather than flying off after an attack run.

When the flyer halts it may declare it is entering VTOL hover mode. Resolve the enemy shooting phase as normal, but the hovering flyer is hit using the firer's normal BS. The hovering flyer may then fire as a normal flyer, or disembark passengers. Rather than leave the table as per the normal Flyer rules, it remains on the table. The flyer uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, a flyer may fire all its weapons.

For the purposes of being fired at, treat the hovering flyer as a moving skimmer whilst in Hover mode. It can be targeted using the firer's normal BS, but still add 12" to the range. All hits are treated as glancing hits. If the hovering flyer is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it is a moving vehicle.

At the end of its own turn the hovering flyer may disengage VTOL Hover Mode, using its main thrusters and fly off. It now reverts to being a flyer. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run. It will return in the enemy turn on a 2+ as per the normal flyer rules.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy Movement phase, the Valkyrie moves to the point it wishes to drop its troops off and declares it is activating VTOL hover mode. In the enemy Shooting phase they can target the Valkyrie, using there normal BS, adding 12" to the range and only scoring glancing hits. After the shooting, but before the Assault phase, the Valkyrie deploys its troops, who are placed within 2" of the access points. The Valkyrie then remains on the board, and can fire in its own Shooting phase before de-activating VTOL mode and leaving the board at the end of its turn. The Storm Troopers can move normally in their turn.