IMPERIAL ARMOUR™

VOLUME ONE - SECOND EDITION

IMPERIAL GUARD

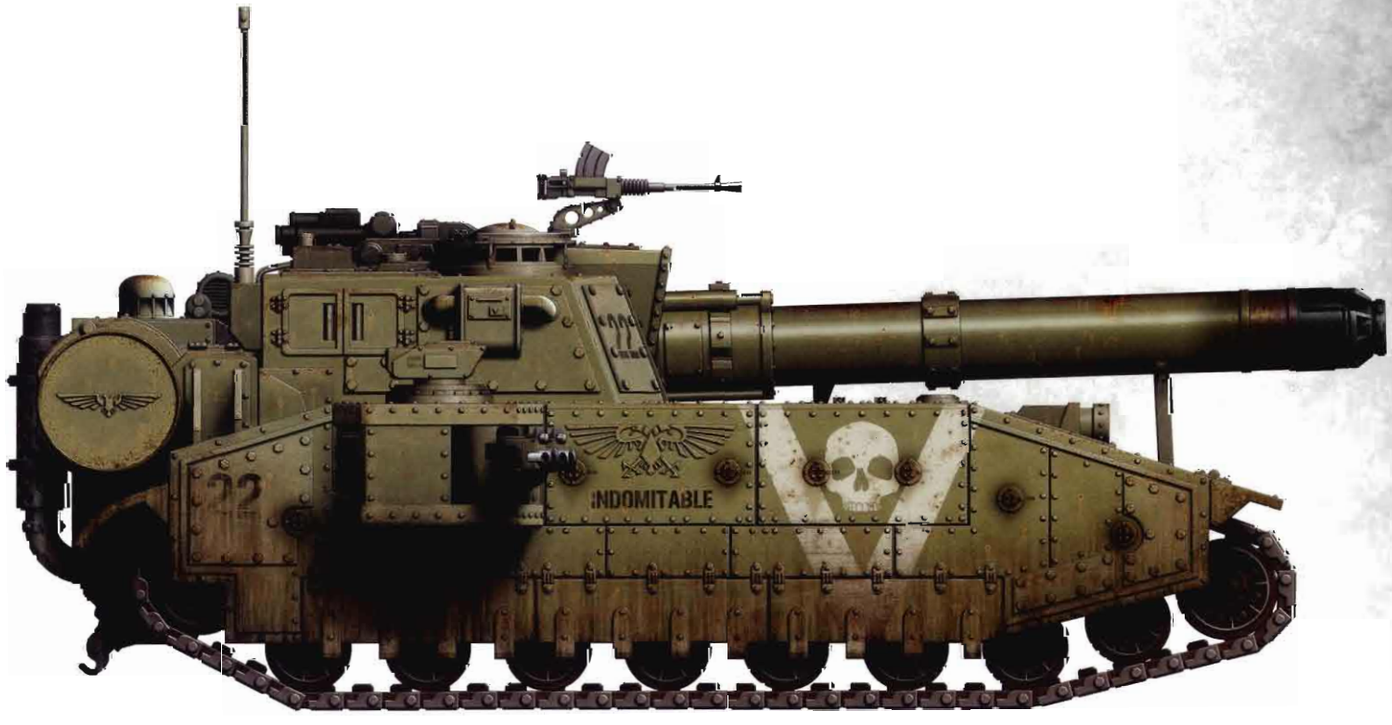


WARHAMMER 40,000 EXPANSION

IMPERIAL ARMOUR™

VOLUME ONE
SECOND EDITION

IMPERIAL GUARD



Forge World™

WARHAMMER® 40,000

PRODUCED BY FORGE WORLD

First published in Great Britain in 2012 by Forge World, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Product Code: 60040187015

ISBN: 978190796408-4

Printed in China

Games Workshop Web site:
games-workshop.com

Forge World Web site:
forgeworld.co.uk

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ACKNOWLEDGMENTS

Forge World models designed by ..... Tony Cottrell, Will Hayes, Brian Fawcett, Daren Parrwood, Mark Bedford, Tim Adcock, Simon Egan & Phil Stutcinskas, with the invaluable help of Games Workshop's range of plastic kits.

Terrain Master Models by ..... Simon Harris, Tony Cottrell, Will Hayes, Tim Adcock & Mark Jones

Models Painted by ..... Mark Bedford, Stu Black, Owen Branham, Damen Brentnall, Guy Carpenter, John Carter, Tony Cottrell, Mick Cudworth, Rod Davies, Kevan Downey, Simon Harris, Warwick Kinrade, Simon Kirkham, Paul Mooney, Mark Owen, Paul Rudge, Phil Stutcinskas, Mark Tait, Rob Townsend, Kirsten Williams, Stuart Witter & Phil Yip

Thanks to ..... Warhammer World, Nottingham for the use of their excellent terrain boards. The staff at Forge World and Games Workshop for their continued support, advice and encouragement.

INTRODUCTION

Welcome one and all to *Imperial Armour Volume One - Second Edition.*

The weighty tome you hold in your hands sees the return of the very first Imperial Armour book, rewritten to be fully compatible with the 6th edition of Warhammer 40,000. It is a book dedicated to the armoured fighting vehicles of the Imperial Guard, to the steel clad behemoths that clank their way across the battlefields of the 41st Millennium belching fire and shell at the enemies of the Emperor. Inside, the full panoply of Imperial Guard armoured vehicles are displayed in exhaustive detail, from the ubiquitous Leman Russ battle tank to the humble Trojan support vehicle.

At its core Forge World is all about tanks, and as the Warhammer 40,000 rules continue to evolve they have become an indispensable part of the game we all love to play. With this book we give you all the tools you'll need to get Forge World's extensive range of Imperial armoured fighting vehicles into the fray as easily as possible. Not only have we updated all the tanks from the original *Imperial Armour Volume One*, we've also added a slew of our more recent vehicles, making this the ultimate reference guide to the armoured fighting vehicles of the Imperial Guard.

In addition to profiles for over fifty different vehicles and artillery pieces we've also included a number of updated appendices. These range from an in-depth look at the varied ammunition types in use by Imperial Guard armoured squadrons, to completely updated rules for some of the Imperium's most celebrated tank commanders. A complete army list for fielding an Imperial Guard Armoured Battle Group can also be found amongst the appendices and, will allow you to bring the sledgehammer force of a fully mechanised army into battle using the latest Warhammer 40,000 rules and our impressive range of Forge World models.

Unlike previous volumes in the Imperial Armour series, this book also collects all of the statistics for individual weapons into a single comprehensive summary section on pages 268-269. In order to find the rules for a weapon mounted on any of the vehicles within, please refer to this summary.

The creation of this new edition of *Imperial Armour Volume One* has only been possible due to the priceless feedback we've received from our dedicated fans over the years since its original publication. Along with all the hard work of the Forge World team, it is this continued praise and criticism that allows us to continue producing these books. Thanks to everyone who has contributed to this work, both within the Forge World team and without.

The Forge World Team

CLASSIFYING THE ENTRIES IN THIS BOOK

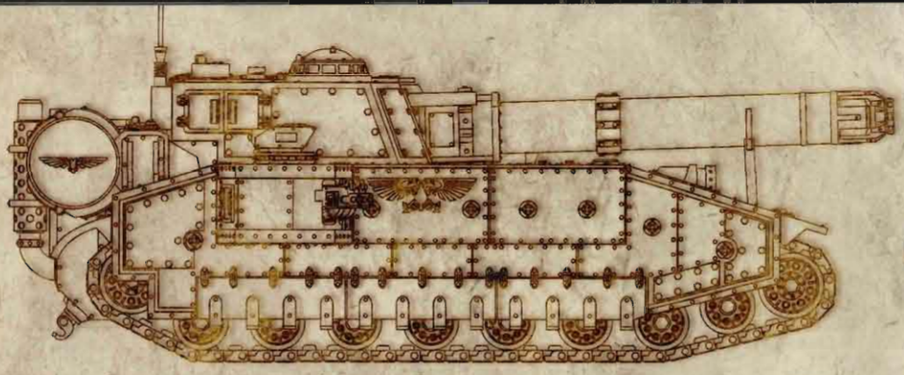
Imperial Armour Volume One – Second Edition is intended as a complete reference for Forge World's range of Imperial Guard vehicles, both in games of Warhammer 40,000 and Apocalypse. To make it clear which game system each of these vehicles is associated with a number of 'stamps' have been used in this book:



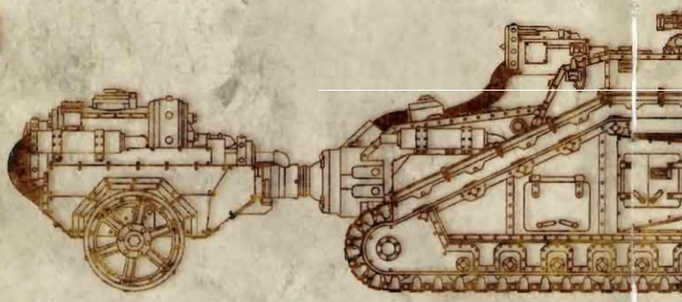
Warhammer 40,000 Apocalypse Unit: Units with this stamp are intended for games of Apocalypse and larger games of Warhammer 40,000 where there is an agreement between players in advance to use super-heavies and other highly powered units. You will need to refer to the Apocalypse update rules in Appendix 4 in order to use these vehicles with the *Warhammer 40,000* sixth edition rules.



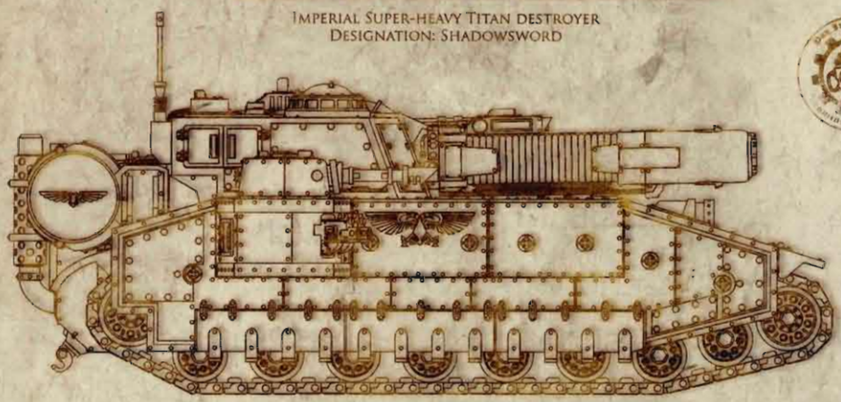
Warhammer 40,000 Unit: This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and force organisation charts. In addition to the *Warhammer 40,000* rulebook you will also need a copy of *Codex: Imperial Guard* to use many of the models included in this book. As with all of our models these should be considered 'official', but owing to the fact they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.



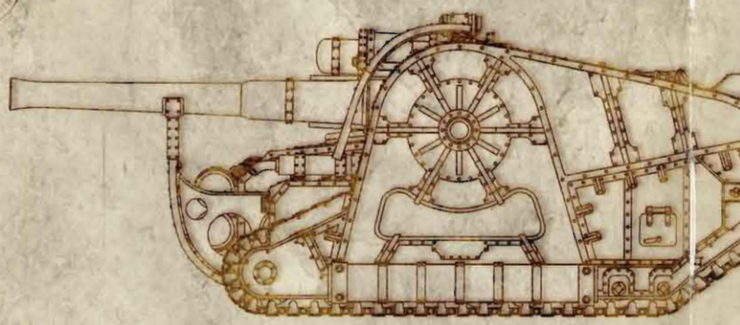
Imperial Super-heavy Titan Destroyer
Designation: Shadowsword



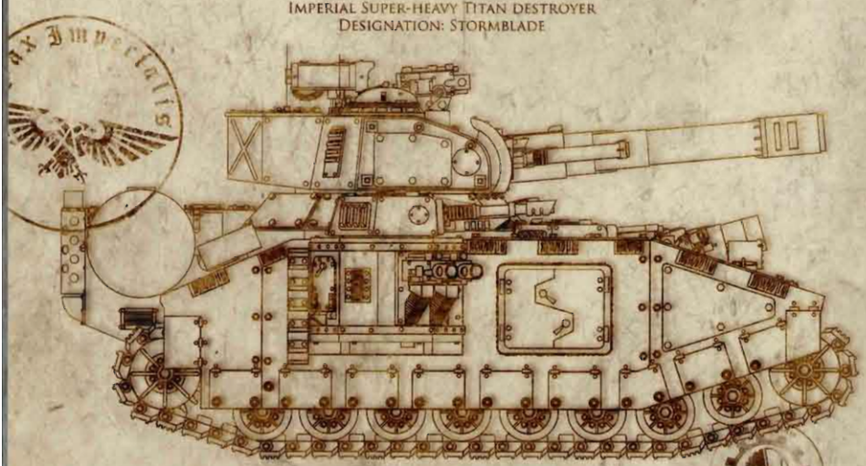
Imperial Super-heavy F ame T
Designation: Malcado Infer



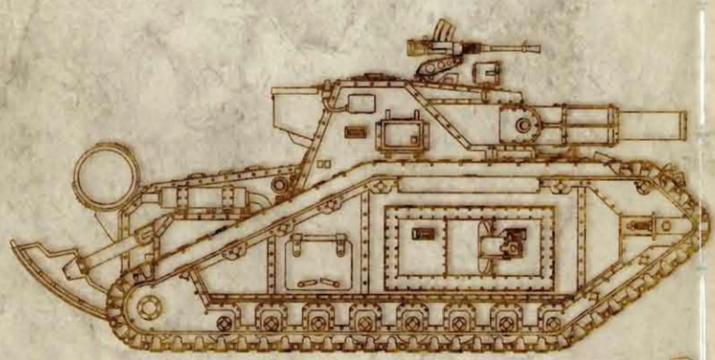
Imperial Super-heavy Titan Destroyer
Designation: Stormblade



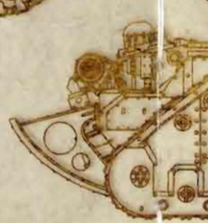
Imperial Super-heavy Artillery Vehicle
Designation: Minotaur



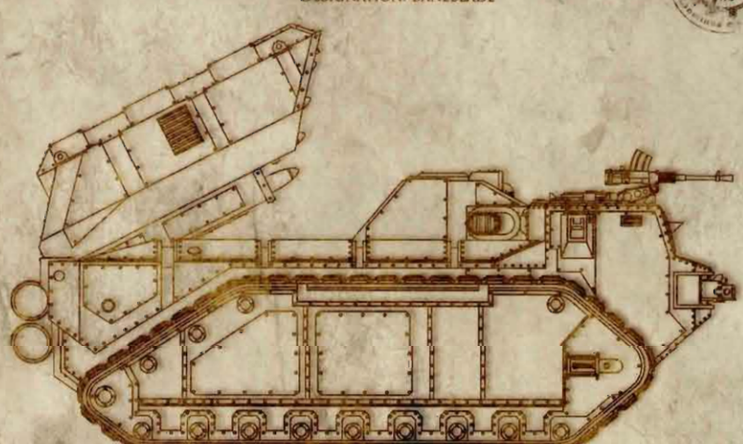
Imperial Super-heavy Battle Tank
Designation: Baneblade



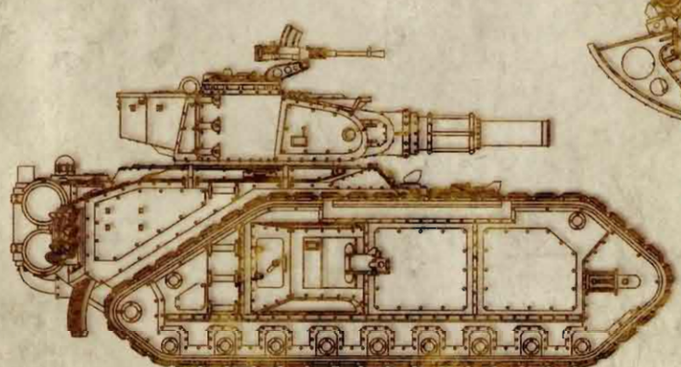
Imperial Super-heavy tank [Obsolete]
Designation: Malcador



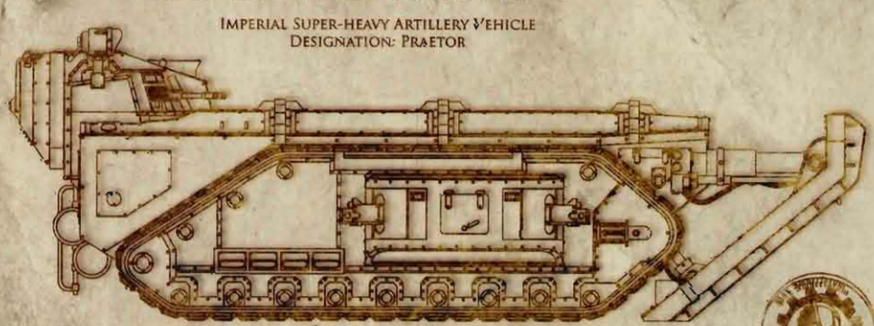
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Designation:



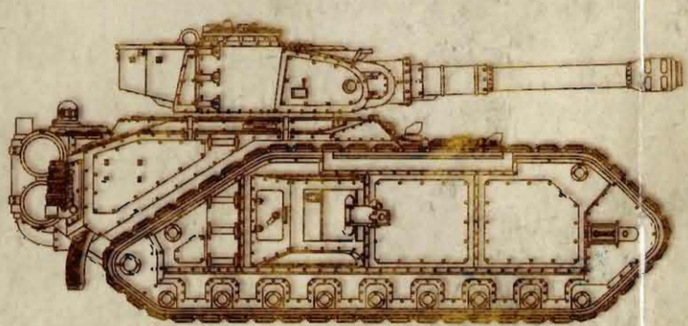
Imperial Super-heavy Artillery Vehicle
Designation: Praetor



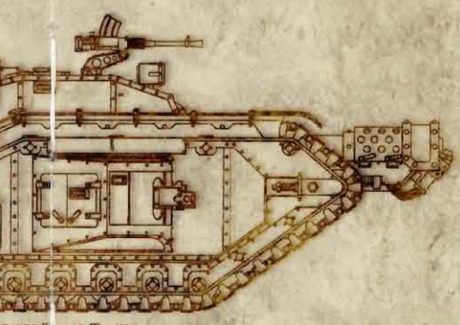
Imperial Super-heavy Tank
Designation: Macharius Heavy Tank



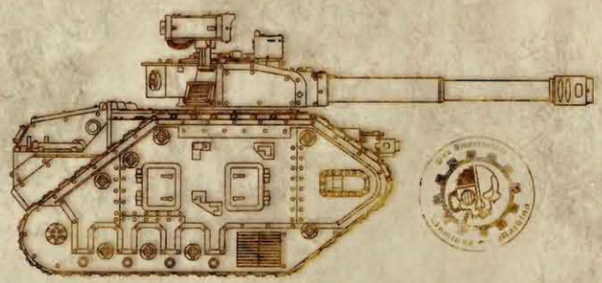
Imperial Super-heavy Troop Transport
Designation: Gorgon



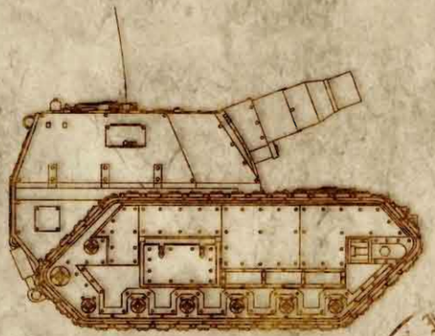
Imperial Super-heavy Tank Destroyer
Designation: Macharius Vanquisher



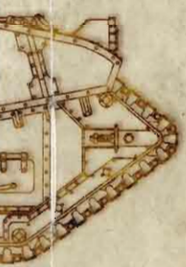
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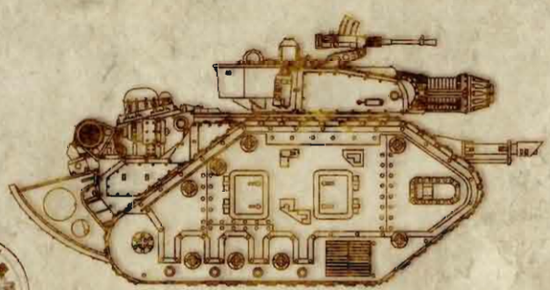


IMPERIAL BATTLE TANK
DESIGNATION: LEMAN RUSS VANQUISHER

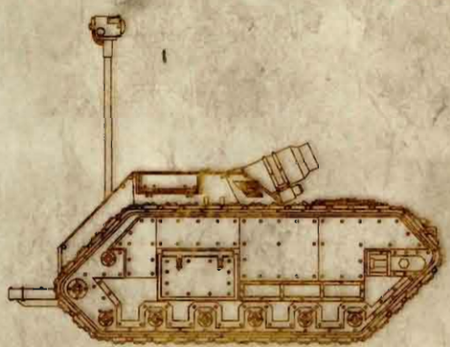


IMPERIAL ARTILLERY VEHICLE
DESIGNATION: MEDUSA





IMPERIAL BATTLE TANK
DESIGNATION: LEMAN RUSS EXECUTIONER



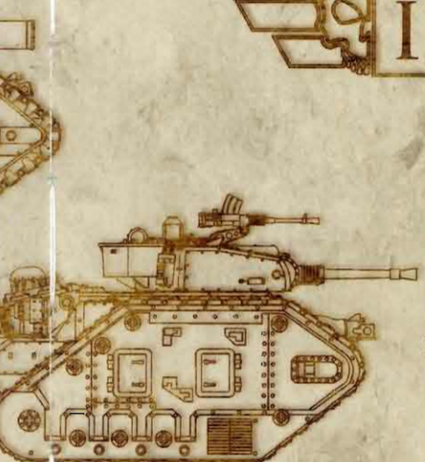
IMPERIAL ARTILLERY VEHICLE
DESIGNATION: GRIFFON



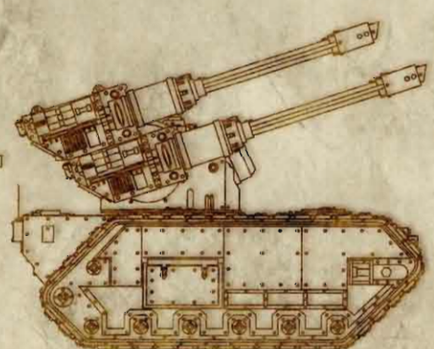
IMPERIAL WALKER
DESIGNATION: DROP SENTINEL

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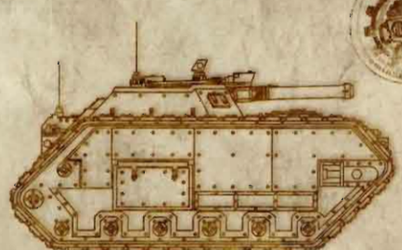
FIELD RECOGNITION GUIDE
IMPERIAL ARMOUR



IMPERIAL BATTLE TANK
DESIGNATION: LEMAN RUSS EXTERMINATOR



IMPERIAL ANTI-AIRCRAFT VEHICLE
DESIGNATION: HYDRA



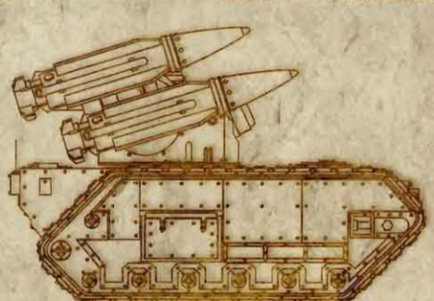
IMPERIAL LIGHT VEHICLE
DESIGNATION: SALAMANDER SCOUT



IMPERIAL WALKER
DESIGNATION: SENTINEL POWERLIFTER



IMPERIAL BATTLE TANK
DESIGNATION: LEMAN RUSS BATTLE TANK

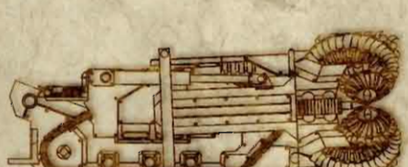


IMPERIAL ARTILLERY VEHICLE
DESIGNATION: MANTICORE

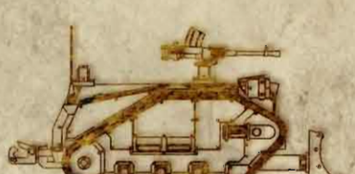


IMPERIAL LIGHT VEHICLE
DESIGNATION: TAUROS VENATOR





IMPERIAL SUPPORT VEHICLE
DESIGNATION: HADES



IMPERIAL SUPPORT VEHICLE
DESIGNATION: CENTAUR



IMPERIAL LIGHT VEHICLE
DESIGNATION: TAUROS



IMPERIAL DEMOLITION VEHICLE
DESIGNATION: CYCLOPS

PRINCIPAL FORGE WORLDS OF THE IMPERIUM

A brief archive of some of the Adeptus Mechanicus' principal Forge Worlds and, where present, their honoured Titan Legions.
Aggregate: 1,000; Aestimare: A1-C500; Tithe Grade: Aptus Non.

ACCATRAN: Ultima Segmentum. Located on the edge of the Ork empire of Charadon. Home world of the Legio Destructor (Beasts of Steel).
Production Grade: IV-Secundi

AGRIPINAA: Segmentum Obscurus. Close to Cadia and the Eye of Terror. Principal supplier to Imperial forces holding the Cadian Gate.
Production Grade: I-Extremis

ANTIOC: Segmentum Obscurus. Prath Veil sub-sector. Captured by Chaos forces based in the Prath Nebula.
Production Grade: IV-Secundi / Non

ARTEMIA MAJORIS: Segmentum Pacificus. Location of the Hieronymite Heresy.
Production Grade: I-Tertius

ESTABAN III: Ultima Segmentum. Third planet of Estaban system. Home world of the Legio Tempestor (Storm Lords).
Production Grade: II-Prima

ESTABAN VII: Ultima Segmentum. Seventh planet of the Estaban system. Home world of the Legio Magna (Flaming Skulls).
Production Grade: II-Prima

GRAIA: Segmentum Tempestus. Home world of the Legio Astramana (Morning Stars).
Production Grade: I-Secundi

GRYPHONNE IV: Segmentum Tempestus. Besieged by Hive Fleet Leviathan. Home world of the Legio Gryphonicus (War Griffons).
Production Grade: II-Extremis

INCALADION: Ultima Segmentum. Incriminated in a conspiracy connected to tech-heretek and worship of proscribed xenos lores.
Production Grade: III-Secundi

LUCIUS: Segmentum Obscurus. Home world of the Legio Astorum (Warp Runners).
Production Grade: III-Prima

MARS: Segmentum Solar. The largest Forge World in the Imperium. Centre of the Cult of the Machine God and seat of the ruling Fabricator-General. Home world of three Titan Legions: Legio Ignatum (Fire Wasps) and two others (classified).
Production Grade: I-Maximus

METALICA: Ultima Segmentum. Located close to the Ork empire of Charadon. Home world of the Legio Metalica (Iron Skulls).
Production Grade: IV-Prima

MEZOA: Segmentum Obscurus. Gothic sector. Cyclops sub-sector. Also a naval shipyard.
Production Grade: II-Tertius

M'KHAND: Segmentum Pacificus. Home world of the Legio Venator (Iron Spiders).
Production Grade: IV-Secundi

MPANDEX: Segmentum Obscurus. Gothic sector. Gethsemane sub-sector.
Production Grade: III-Tertius

PHAETON: Segmentum Solar. Originator of a common Leman Russ pattern. Home world of the Legio Osedax (The Cockatrices).
Production Grade: IV-Extremis

RYZA: Ultima Segmentum. Renowned for its plasma reactor and magnetic containment field technology. Currently under siege by multiple Ork Waaaghs!. Home world of the Legio Crucius (Warmongers).
Production Grade: I-Prima

STYGIES VIII: Ultima Segmentum. Large moon orbiting a massive ringed gas giant on the outer fringes of the Vulcanis system. Renown for its weapons artisans and the production of a Leman Russ Vanquisher pattern. Once the home world of Legio Vulcanum I and II, which both turned traitor. Now home world of the Legio Honorum (Deathbolts).
Production Grade: II-Extremis

TIGRUS: Ultima Segmentum. Originally developed the Vanquisher cannon. Overrun by the Waaagh! of Ork Warlord Arrgard the Defiler in M35. Still under Ork dominion.
Production Grade: IV-Prima / Non

TOLKHAN: Segmentum Tempestus. Home world of the Legio Pallidus Mor (Pale Riders).
Production Grade: III-Tertius

TRIPLEX PHALL: Ultima Segmentum. Located on the Eastern Fringe. Threatened by Hive Fleet Kraken. Home world of the Legio Victorum (Foe Slayers).
Production Grade: I-Extremis

URDESH: Segmentum Pacificus. Principal supplier to Imperial forces fighting in the Sabbat Crusade.
Production Grade: III-Prima

VOSS PRIME: Segmentum Solar. Closest Forge World to the Armageddon system. Home world of the Legio Invigilata (Emperor's Guard).
Production Grade: II-Extremis

VEHICLES OF THE IMPERIUM

STC TECHNOLOGY

Many millennia have passed since humanity first ventured forth from Ancient Earth to colonise the galaxy. For Mankind it was a golden age of science and technology, when its greatest minds developed weapons and machines of war that are still used to arm the Imperium's vast armies in the 41st Millennium. Aided by these great achievements, humanity prospered and ultimately became the dominant species in the galaxy, but those days are long gone and now this time is referred to as the Dark Age of Technology. It is a time forgotten to all save the most learned scholars of this time – and even then, to most, it is an era shrouded in myth and legend.

One of the most enduring relics of the Dark Age of Technology is the Standard Template Construct (STC) system, and as Mankind's colonists originally spread throughout the galaxy, each world they settled would have possessed at least one of these vast repositories of knowledge. Designed to be simple enough for most to use, the colonists merely had to specify what they wanted to build and the machine's logis engines would provide them with the means to do so. Using locally available resources, with it they could fabricate efficient shelters, power plants, communications equipment, transports and weapons, and for many it provided a vital life line which prevented them from slipping back into a subsistence existence and barbarism given the enormous gulfs of space that separated them from Old Terra.

This glorious age of expansion was not to last though, the empire of Mankind fracturing as warp storms swept through the galaxy, cutting off many of its worlds for hundreds if not thousands of years. The Age of Strife which this disaster heralded saw humanity torn apart in a series of terrible wars as it fragmented further into numerous petty empires, many of which turned upon each other as they struggled to survive or were preyed upon in turn by hostile alien races. As anarchy and bloodshed threatened to engulf the human race, a large measure of STC technology was lost, either destroyed in battle, through some great disaster or eventually succumbing to centuries of use. What little survived through those terrible times was often changed beyond all recognition as, completely cut off and fending for themselves, many colonists adapted their STC constructs to their own needs, often changing its original designs beyond all recognition.

Despite its decline many of the more practical STC creations endured in one form or other, copies being passed down from generation to generation, and as the Age of Strife mercifully passed and the Emperor began to reunite Mankind's scattered worlds, those that remained were still discernible in their common shapes and utilitarian designs. The expertise and knowledge required to re-invent such technology however was long lost, and all the artisans of the Imperium could hope to do was replicate what had gone before.

STC AND VEHICLES IN THE 41st MILLENNIUM

Originally developed to provide colonists with technology that could withstand the rigorous environs of the galaxy, STC designs were large, brutish, hard to damage, dependable, easy to repair and provided a high level of standardisation from one machine to another. They had to be capable of operating in any environment, so simplicity and efficiency was key over considerations of form.

Many of the vehicles of the 41st Millennium which have their roots in the STC system still reflect this. Large, brutish but very hardy, they are proven designs which have changed very little down the centuries. They are not the sleek, efficient war machines of the Eldar but noisy, clanking behemoths, belching fumes from roaring engines: Chimeras and Leman Russ being the obvious examples. Once, in the Dark Age of Technology, perhaps Mankind could have improved upon them, made them faster, quieter or added extra labour saving devices to make a crewman's job easier, but now they cannot. Often there is not the knowledge and even where there is, there is not the will.

THE ADEPTUS MECHANICUS AND ATTITUDES TO TECHNOLOGY

In the 41st Millennium, technology is not widely understood and most of those who can understand it have been gathered together under the auspices of the Adeptus Mechanicus, the Tech-Priests, servants of the Cult of the Machine God and one of the key organisations within the Imperium of Mankind. Now they are its worshippers and all of Mankind's ancient technology, particularly that which has been recovered from its long-lost worlds scattered throughout the galaxy, is revered by the Adeptus Mechanicus in a manner more akin to a religious artefact than a simple electric generator or fuel pump – the Tech-Priests believing all machines have a will or soul of their own.

The Adeptus Mechanicus see anything involving STC designs as reflections of the will and divinity of the Machine God and, ultimately, the Emperor himself. Previous modifications, particularly those made by Mankind's early colonists, are rarely questioned and almost always accepted as being an original part of the STC and duplicated as such. In this way what the Tech-Magi currently think of as pure Standard Template Construct designs are not, and it is now impossible for them to separate original from adaptation.

Many consider any change to an STC design heresy, a challenge to the will of the Machine God and the Emperor, and unthinkable for any faithful Imperial servant. Innovation is seen as deeply suspicious and strongly discouraged, even for those few who might have the skills to achieve it. Many of the more advanced forms of technology in the galaxy are considered 'black' technology and outlawed, and any who dabble in such forbidden tech, in particular that created by other races, risk the strongest sanctions, all offences carrying harsh penalties including death or reassignment as one of the Imperium's billions of servitors.

With such an attitude, new or better technology is not seen as the solution to the myriad of dangers facing Mankind, many sub-cults within the Adeptus Mechanicus actually seeming to fear it as one of the dangers which could bring about its downfall. Simply developing better, bigger, or more accurate weapons does not even occur to the Adeptus Mechanicus, a viewpoint shared by many within the highest levels of the Imperium, who consider that most problems can be solved with brute force (i.e., use more men, manpower being one of the Imperium's greatest resources) or through blind faith (the Emperor protects). The obtaining of knowledge through experimentation and scientific method has therefore been replaced within the Imperium by ignorance and faith, which requires neither proof nor evidence, only trust in the truth of the doctrine of the Machine God.



The upper echelons of the Tech-Magi, whilst dogmatic and rigid in their demands for adherence to the Cult of the Machine God, know that Mankind once commanded technology far in advance of what it possesses now. Rather than striving to emulate past achievements through experimentation and research, science to them is now more akin to archaeological study. Tech-Priests search the galaxy for hidden or forgotten traces of past machines, and those found are replicated slavishly, but only once it is established that STC systems are present and thus the Machine God's blessing has been given to their endeavour. Understanding how or why things function is no longer seen as important, just that (by the will of the Machine God) it does function is enough for the Adeptus Mechanicus.

In this way nearly all the fighting vehicles currently fielded by the Imperium came into being, handed down as the heirs of past STC designs or pieced together from discoveries on backwater planets. Some of the Adeptus Mechanicus' latest re-discoveries include the Lightning Fighter, the designs for which were found on Karnak II but still took nearly half a century to verify, and the Sisters of Battle Immolator, a variant on the common Rhino hull. These are the great achievements of the Explorator teams who scour the galaxy to find lost STC machinery and slowly rebuild Mankind's technical heritage. For the Adeptus Mechanicus, recovering STCs is their holy grail and is a painstakingly slow process that has already been underway for over 10,000 years.

Whilst the hunt for new discoveries continues unabated, a steady flow of older technological knowledge is lost to the Imperium forever. When a machine breaks down, particularly one of which few examples remain, there is often no longer the knowledge to repair it. If blessings and praise cannot revive the machine's spirit, then there is nothing the Adeptus Mechanicus can do, such is the will of the Machine God.

This decay and rediscovery makes for a very diverse range of technology, particularly amongst the Imperium's vehicles. Some contain incredibly advanced systems, whilst others are primitive, and many incorporate both extremes, making use of sophisticated targeting systems or mind-impulse links whilst being driven by a steam-powered turbine. The Imperium's starships are another example of this uneven fusion as, whilst capable of sophisticated astro-navigation and warp jumps, many other onboard tasks are accomplished by manpower alone, the vessel's massive guns often manhandled into firing position during a battle by hundreds of indentured crewmen.

THE FORGE WORLDS

Ruled by the Adeptus Mechanicus, Forge Worlds do not pay tithes to the Administratum as other planets in the Imperium must. Instead they supply it with a major proportion of the arms and munitions it requires to maintain its vast armies and continual wars of conquest and defence.

Each Forge World is a planet-sized factory within which toil billions upon billions of servitor slaves. From their production lines roll everything the great war machine of the Imperium requires from simple lasguns, powercells, bullets and shells to Chimeras, Leman Russ, Baneblades and massive Warlord Titans.

The lifeblood of each Forge World is the raw materials it consumes. Each world imports massive amounts of minerals and chemicals from mining planets across the galaxy which must be refined before being turned into the weapons of war. To support the planet's factories, there are space docks for inbound cargo ships and outbound transports, refineries, fuel depots

THE MONSK CONSPIRACY

In the late 40th Millennium work was well advanced on a new design for a heavy escort vessel. The adepts of the orbital shipyards of Monsk had spent many generations gathering information from various archives, cross-checking their efforts with the central archive on Mars, and piecing together tens of thousands of parts of the vast jigsaw to develop the new ship. The design was due for consideration by the Fabricator-General and his minions on Mars, but the omens seemed good and Monsk was preparing to put the vessel into production. It never happened. Before ever reaching the Red Planet the plans were stolen and all other records destroyed. Some suspected spies or a traitorous sub-cult within the Adeptus Mechanicus, others that perhaps a disaffected adept or magos had feared his masters might not allow his life's work to proceed to its rightful conclusion and taken it to other 'interested' parties.

Several years later a new class of enemy raider was identified in the Damocles sector, not far from Monsk, of a remarkably similar configuration to the Monsk vessel. The Imperial Navy hierarchy classified it as an 'Infidel' class raider, and it has continued to threaten Imperial space lanes and outposts ever since.

and storage facilities, foundries, warehouses, power stations and massive scrap yards. These have spread to create entire continents covered in the trappings of heavy industry, and on the greatest Forge Worlds the entire planet's surface may even be entirely devoted to industry.

All of the thousands of Forge Worlds dotted across the galaxy are the sovereign domain of the Adeptus Mechanicus, and many are also bases for its own fighting forces: the Titan Legions and Skitarii. Each Titan Legion is based upon a Forge World, from where it is supplied and equipped, and from where Titan battle groups are sent to join the other armies of the Imperium in wars across the galaxy.

The largest and most productive Forge World is Mars. The Red Planet is the centre of the Cult of the Machine God, the High Temple of the Adeptus Mechanicus and the seat of its ruler, the Fabricator-General, who is also, by ancient decree, a High Lord of Terra. From its ancient hive factories to its orbital dockyards Mars is revered as the fount of all technical knowledge, and is also unique in being the home world of three Titans Legions.

Although all Forge Worlds are ultimately governed from Mars, stellar distances mean that centralised control is all but impossible. Whilst all Forge Worlds strive to adhere to the dictates of the Cult of the Machine God, one world's idea of faithful adherence can differ radically from another, especially if separated by thousands of light years. One Forge World may interpret its lore differently, believing their version is correct affecting vehicle designs from one Forge World to the next. Slight changes and variations of style do occur, and theologists within the Cult of the Machine have argued their validity for centuries, but try as he might, the Fabricator-General cannot control what happens on every Forge World.

One of the worst cases of deviation was the infamous 'Contagion of Ganymede', where unlawful experimentation with warp coil technology resulted in the creation of a warp gate. Likewise, on the Forge World of Artemia Majoris the Hieronymites, followers of High Magos-Alchemys Hieronymus, were outlawed and eventually destroyed for their investigations into proscribed bio-chemical compounds. Such innovators are rarely shown any mercy.

Most Forge Worlds however, small variations apart, only seek to faithfully replicate the designs that have gone before, and the will of the Machine God is such that some have more success in this than others. As a result certain Forge Worlds have developed reputations for specialist knowledge in specific areas. For example, Ryza excels in the replication of plasma technology, including the complex art of magnetic containment fields whilst the munition artisans of Stygies VIII are said to produce the best gun barrels, recoil dampeners and finest quality propellant chemicals.

Only Mars is the master of all such technological arts available to the Imperium and can command access to the archives of any Forge World. This suits the lords of Mars who believe that no other Forge World should be able to threaten its pre-eminent place as the greatest repository of all Mankind's technical knowledge, and so vast, complex and fragmented are its technical archives that no one knows what ancient STC designs have been lost or lie long forgotten within them, only to be rediscovered, sanctioned and eventually go back into production again.

VEHICLE PATTERNS

Since they were originally created thousands of years ago, no vehicle of the Imperium has remained completely unaltered, the majority evolving over the centuries into a myriad of new patterns. These are normally named after the Forge World that discovered them and each will undergo many years of scrutiny before it is accepted as 'canon'; the Ryza pattern Leman Russ turret being one such example. Its design was pieced together from the archives of Forge World Ryza following many years of painstaking research by its adepts, and after long debates and much testing, the Adeptus Mechanicus Lords on Mars decreed that there was evidence of STC technology within the design and it became part of the official canon of sanctioned Leman Russ designs. As part of this Ryza was given the go ahead to start production on the vehicle and the plans were handed over to the Red Planet to be added to its archives. Developing a new pattern does not necessarily mean however that a Forge World retains the sole rights to reproduce it, as once it has entered the data-banks of Mars its plans can be distributed as the lords of the Adeptus Mechanicus see fit. In this way other Forge Worlds can produce the Ryza pattern, not just Ryza itself.

So, despite their rigid dogma, the Adeptus Mechanicus can actually produce a wide variety of broadly similar vehicles, and have been known to amalgamate designs as necessity dictates. Therefore a Forge World might produce a Mars Alpha pattern hull, onto which is added a Ryza pattern turret, inside which is placed a Phaeton pattern engine. In the end, it is still a Leman Russ battle tank but with superficial differences.

SECRET WEAPONS OF THE ADEPTUS MECHANICUS

As the sole guardians of the Imperium's technology, the Adeptus Mechanicus have no difficulty in regulating what vehicles are made for whom. Whilst Leman Russ and Chimeras are manufactured in huge numbers for the Imperial Guard, the largest vehicles entrusted to Imperial Guard commanders (whose loyalties have sometimes proved questionable) are the super-heavy tanks and the Leviathan command vehicle.

The Adeptus Mechanicus keep the biggest and most potent engines of war for themselves, for example, Titans remain firmly under the command of the Adeptus Titanicus, the Adeptus Mechanicus' military division, which includes the Titan Legions and Skitarii regiments. Other, more exotic, war engines are also kept under their control. These machines are rarely seen, such as the Ordinatus, huge rumbling war machines which tow large arrays of exotic weaponry, such as sonic weapons, Vortex missiles or massive Nova cannons. Each is irreplaceable, a weapon from a bygone age, but there are also many other one-off vehicles, the result of failed experiments, captured alien technology or unique vehicles recovered from backwater planets. What hidden weapons the Adeptus Mechanicus keep securely stored away is a matter of speculation, secrets well guarded against the prying eyes of the Inquisition. However in the most extreme circumstances, the lords of Mars risk their wrath and Skitarii regiments have fielded such exotic weapons and vehicles to devastating effect.

OTHER MANUFACTURING SITES

HIVE WORLD FACTORIES

Whilst Forge Worlds are the powerhouses of the Imperium's military machine, they are not the only manufacturing sites. Most well populated planets have their own industries and the more highly developed worlds are capable of manufacturing vehicles and weapons to supply their own planetary defence regiments and 'tithed' Imperial Guard forces. Hive Worlds in particular are huge factory complexes, employing millions of hive workers, and are often run by autocratic merchant cartels or representatives of the Hive's ruling aristocracy.

These secondary sites lack specialised technical knowledge, but are fully capable of replicating plans granted to them by the Adeptus Mechanicus. Usually this is only the most common weapons and vehicles, such as lasguns or Leman Russ, and the Adeptus Mechanicus monitors output closely to ensure that no unauthorised deviation is made from the designs supplied.

By necessity those systems and worlds closest to dangerous war zones, such as Ork empires or approaching Tyranid hive fleets, often produce and export more vehicles and military equipment directly into that warzone rather than to other regions. An example of this is Armageddon's production of Chimera armoured carriers. Due to the Hive World's close proximity to a region of dangerous and unstable Ork-held space, the thousands of Chimeras which roll off its production lines are first allocated to the Armageddon Steel Legion regiments and Armageddon's massive Planetary Defence regiments. Any others are then transported off-world to other Imperial Guard regiments fighting in nearby systems. This means that the most vital equipment can be easily and quickly transported to where it is needed rather than it taking months or even years for it to arrive from distant Forge Worlds.

During the latter invasions of Armageddon, the many Chimeras produced in its Hive factories were turned to a new use, under the ever-watchful eyes of the Adeptus Mechanicus naturally. Having seized control of a number of manufactorums on the Hive World, the Orks began to equip their forces with an increasing array of heavily armed vehicles. To counter this threat the Imperium's own manufacturing facilities were converted to create a heavily armoured Chimera variant as a stop gap measure which proved very effective at dealing with Warlord Ghazghkull's new engines of war in battles which raged near constantly over Armageddon's continent spanning ash wastes during the invasion.

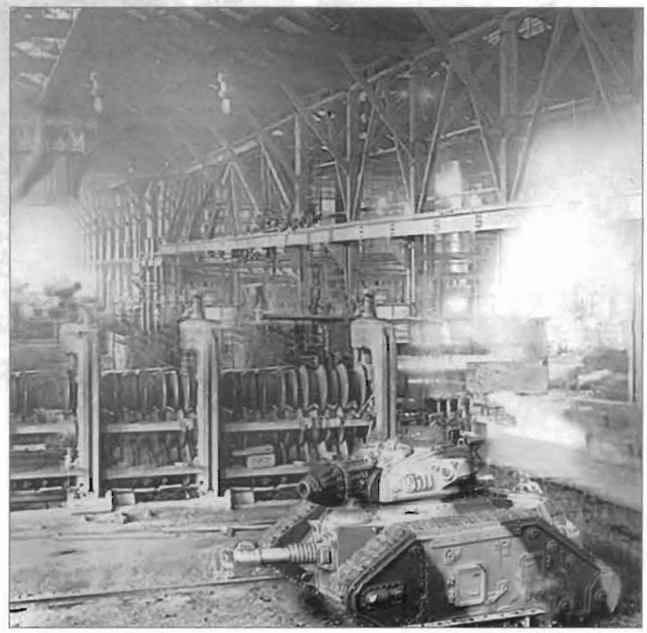
ADEPTUS ASTARTES CHAPTER FORGES

Separate from the entire Departmento Munitorum system of production and supply are the Adeptus Astartes Space Marine Chapters. Each is an independent, self-sufficient army in its own right, which receives its fighting forces and weapons of war from its Chapter forges. For the most part, these are constructed by Techmarines and servitors under the watchful eye of the Chapter's Master of the Forges, but for some Chapters the largest vehicles must come from the Adeptus Mechanicus.

Some Forge Worlds, bound to supply Space Marine Chapters by ancient charters and mutual oaths of service, do manufacture Rhinos, Land Raiders and Thunderhawk gunships, but each vehicle can only be supplied to the specific Chapter it is meant for and strict monitoring ensures they never fall into the wrong hands. Space Marine vehicles, unlike the mass-produced vehicles of the Imperial Guard, contain considerably more classified technology and complex internal systems, making them the foremost weapons of war in the Imperium.

Most Techmarines are trained by the Adeptus Mechanicus and serve an apprenticeship on a Forge World, learning their ancient lores, before returning to their Chapter. They then become responsible for servicing the machine spirit of the Chapter's vehicles and keeping the Chapter's armouries stocked with all the weapons the fighting companies will need, from bolter shells to drop pods and Thunderhawk gunships.

Many Chapter forges have the ability to manufacture the STC Codex vehicles: Rhinos, Land Raiders and Predators, and being descendants of STC technology, these vehicles often utilise the same standardised parts. The Chapter's forges are also capable of making one-off vehicles for special operations or environments, such as siege equipment. This is a prospect that would appal any Tech-Priest, but the Adeptus Mechanicus have no power to intervene or dictate what happens within the walls of a Chapter's fortress-monastery.

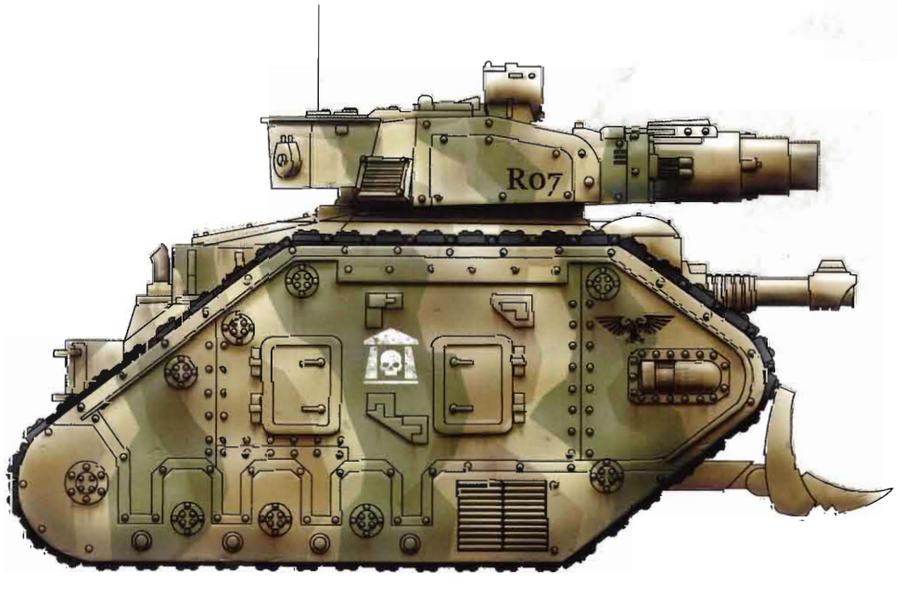


DEPARTMENTO MUNITORUM FIELD WORKSHOPS

When Imperial Guard armies go to war, they are supported by a vast array of rear echelon services. Tanks need fuel, men need food and water, weapons need ammunition and battle-damaged vehicles need repairing. The Departmento Munitorum provides all of these and field workshops are a part of this extensive support system. They provide armoured regiments with the technical knowledge to keep vehicles running and, manned by Departmento Munitorum specialists, they can repair battle damage, fix simple mechanical problems or replace entire parts if a malfunction is beyond them. They also salvage and cannibalise equipment and parts from destroyed vehicles. As well as its own specialists a field workshop will usually have Adeptus Mechanicus advisors attached to it to provide additional specialist knowledge, prevent any unauthorised deviation from existing technological lore and service the machine spirits of vehicles as is their holy duty.

In the course of its repairs, a field workshop can create its own hybrid vehicles. Salvaged hulls can be repaired, have new weapons added or replacement weapons 'jury-rigged' in place. Any Adeptus Mechanicus advisor is likely to take a dim view of this kind of meddling with Standard Template Construct designs, but hard pressed Imperial Guard commanders tend to take a much more pragmatic view. Expedient field conversions are not uncommon, for example, welding new weapons to old hulls to create a new vehicle, and the Thunderer is believed to have been created in this manner, over the years becoming an accepted pattern – some Adeptus Mechanicus even claiming to have evidence for its inclusion in the canon of STC designs. Its true origins will never likely be known and in all probability it started out as a Destroyer, which when its weapon was put beyond use, had a Demolisher cannon added as a replacement. Sometimes such 'unique' vehicles prove popular and more are made, more often than not though they remain unique 'one-offs' which once destroyed are gone from the armies of the Imperium forever.

IMPERIAL GUARD ARMOURED VEHICLES



Leman Russ Conqueror, 212th Cadian Armoured Regiment.

LEMAN RUSS BATTLE TANK & VARIANTS



LEMAN RUSS BATTLE TANK

The Leman Russ is the most widely deployed battle tank in the service of the Emperor. Produced in its millions on Forge Worlds and in Hive factories all across the galaxy, it provides Imperial Guard and Planetary Defence regiments with a powerful backbone of armoured support essential for survival on the brutal, unforgiving battlefields of the 41st Millennium.

The Leman Russ is not a sophisticated vehicle and contains little in the way of advanced targeting or control systems. There are few crew comforts as inside it is cramped, hot and very noisy, and due to the din, communication is only possible through the tank's intercom system. What the Leman Russ lacks in technology however, it more than makes up for in terms of ruggedness and reliability, and it is capable of surviving the most extreme climates and keep on operating. From the freezing chill of methane swamps to the blistering heat of sulphur deserts and dense vegetation of jungle-infested worlds, the Leman Russ battle tank rarely fails in its duty.

Although it is a slow, lumbering vehicle in comparison to many others in the Imperium's armoury, it can be constructed from a vast range of materials as local availability dictates and its highly-efficient engine will run on almost any fuel, both useful features in an army that fights on any number of different types of battlefield across the galaxy. The tank is also robustly constructed, with a reinforced cast plasteel hull and turret strong enough to withstand the impact of most enemy shells and weapons. The majority of its armour is concentrated on its forward facings, being thinner on the sides and thinner again on the rear, which allows the Leman Russ' powerful engine to move its considerable weight without overheating or overstraining the transmission.

There are many different patterns of Leman Russ. As with all STCs its design is easily adaptable to a variety of roles and many of its components are held in such high regard they are incorporated into other vehicles. One of the most common Leman Russ variants is the Demolisher Siege tank, re-gunned to carry a large Demolisher cannon for close support and bunker-busting. Other variants range from the Exterminator, the Vanquisher, the Atlas Recovery tank to bridging vehicles and minesweepers.

It requires a minimum of four crew to operate a Leman Russ, with another two gunners necessary if the tank has sponsons fitted for close defence. Due to the vehicle's simple and functional design, new crews can become familiar with the tank's operations in a relatively short time compared to the Imperium's other machines of war. This is no substitute however for hard-earned battlefield experience, but given the Leman Russ' solid construction and range of powerful and effective weaponry, even the rawest of recruits stand some chance, no matter how slim, of surviving their first encounter with the enemy.

LEMAN RUSS EXTERMINATOR

The Exterminator assault tank is a common variant of the standard Leman Russ tank, replacing its battle cannon with a twin-linked autocannon. Generally equipped with multiple heavy bolters mounted in sponsons and the hull for extra firepower, the Leman Russ Exterminator can lay down a withering hail of shells that tears apart anything that gets within its crew's gun sights. In particular by surrendering its anti-tank effectiveness for increased anti-infantry firepower, the Exterminator comes into its own when deployed to face a lightly equipped mass of enemy troops such as Ork mobs or Tyranid swarms.

As with most Leman Russ designs, different patterns of the Exterminator are known to exist. The Gryphonne IV pattern turret, distinguishable by its heavily armoured gun mantlet guard and additional armour plates bolted onto the turret's sides, has twin autocannon with recoil dampeners which are just visible where the mantlet ends. It also lacks any kind of muzzle brake or flash suppressor.

As well as bristling with rapid firing weapons, the Exterminator is also slightly faster than a standard pattern Leman Russ battle tank, the reduced size of its main weapons allowing for a higher top speed. Astute tank company commanders who recognise this advantage will often include at least one Exterminator in a reconnaissance role, and Exterminators are often attached to regimental reconnaissance companies to add heavy firepower without overly affecting a reconnaissance company's all important speed and mobility. The theory being that the heavier firepower and armour of an Exterminator assault tank will give the vehicles a vital edge in their initial engagement with forward or screening enemy units.

The versatility of the Exterminator assault tank has seen it fulfil many roles within an Imperial Guard armoured regiment, its rapid firing weapons, for example, are often used as a stopgap measure for anti-aircraft defence. Whilst lacking the elevation and advanced targeters to fulfil this role effectively, when needed tank commanders have used Exterminators to throw up a wall of fire against enemy air attacks with some success. Most commanders would still look to Hydras to provide such cover but they are not always available, therefore other means must be utilised as necessity dictates.



Gryphonne IV Leman Russ Exterminator of the Pavarian 3rd Armoured Regiment during city fighting on Pavar V.
The conflict began in the continent spanning forests that cover the Agri World, hence the woodland camouflage scheme still visible on the vehicle.

LEMAN RUSS VANQUISHER

The Vanquisher is a more sophisticated version of the basic Leman Russ battle tank. Once a more common sight wherever the Imperium's armies fought, it is becoming increasingly rare as the skills and technology required for the construction of its long battle cannon were lost when the Forge World of Tigrus was overrun by Ork Warlord Arrgard the Defiler in M35.

Such is the power of its gun and the sophistication of the weapon's ammunition there is no known armour a Vanquisher cannon cannot penetrate, even the thick armour of Titans has been known to have been punctured by a direct hit. Those Vanquishers that remain in service therefore are carefully maintained and only granted to tank crews who have demonstrated they can perform their duty unflinchingly against some of the most heavily armoured enemies the armies of the Imperial Guard face.

The Vanquisher has developed a fearsome reputation amongst the Imperial Guard tank regiments that are lucky enough to field them. The gun's high level of accuracy, long range and high first-hit kill ratio make it the anti-tank weapon of choice for most commanders. Many of the Imperium's foes have come to recognise the danger a Vanquisher represents, and they quickly become high priority targets for enemy tank crews and heavy weapons.

Those Imperial Guard regiments equipped by certain Forge Worlds are now starting to field small but increasing numbers of Vanquishers again. Since the loss of Forge World Tigrus, the Tech-Priests of the Adeptus Mechanicus have made strenuous efforts to reproduce surviving Vanquisher cannons, meeting with limited success. Although progress has been slow and fraught with difficulty, both Gryphonne IV and Stygies VIII have been able to resurrect their own versions of the Vanquisher cannon.

The Stygies VIII Vanquisher utilises a version of the Vanquisher cannon that, whilst lacking the immense length of the Gryphonne IV guns to generate shell velocity, utilises a slightly smaller calibre shell with no barrel rifling. Secret knowledge, jealously guarded by the Adeptus Mechanicus Tech-Priests of Stygies VIII, has been used to incorporate better gun stabilising and recoil dampening after each shot to counteract the worst effects of the weapon's violent kick, and tank crews report that the increased velocity from the smoothbore gun aids accuracy with the first shot, but due to increased barrel movement does not aid follow-up shots. Work is believed to be under way on Stygies VIII to rectify this, but given the sometimes decades or even centuries long approval process all adaptations to existing STC designs must endure, this is not expected to happen any time soon.

LEMAN RUSS ERADICATOR

Unlike the Vanquisher, the Leman Russ Eradicator pattern is still constructed on a wide number of Forge Worlds across the Imperium – those built on Forge World Agripinaa being particularly favoured due to their reliability and the accuracy of their main weaponry. It is a popular variant of the Leman Russ battle tank, particularly amongst Cadian regiments who used it in large numbers in the battle for Khai-Zhan, an Agri World approximately one hundred light years from the Eye of Terror that had turned against the Emperor's light.

Best suited to urban battlefields and supporting infantry fighting in dense terrain, the Eradicator's powerful Nova cannon fires heavy high-calibre shells. Due to the unstable nature of these shells' highly reactive core, Imperial Guard commanders expect a small percentage of their own force to be wiped out due to the shells prematurely exploding whilst being loaded into a Nova cannon. This rate of attrition is considered acceptable



Stygies VIII Leman Russ Vanquisher of the Cadian 142nd Armoured Regiment, 2nd Company, during the Defence of Cadia.



Gryphonne IV Leman Russ Exterminator of the Cadian 155th Armoured Regiment, 3rd Company, during the Defence of Cadia.

given the amount of damage the weapon can unleash upon the enemy if successfully fired, which is more than capable of blasting apart barricades and any enemy infantry and vehicles which may be sheltering behind them.

Although it does not possess the long range of the Leman Russ Vanquisher or the Exterminator, its crew can still engage targets at a much greater distance than the Leman Russ Punisher, for example. It is also capable of engaging much more heavily armoured vehicles than some other Leman Russ variants, particularly those developed more recently. It doesn't however enjoy the benefits of additional rear armour which more recent patterns have been fitted with, a questionable oversight for a vehicle which is often found fighting within the streets of urban battlefields where attacks can come just as easily from behind as well as to the flank or front.

LEMAN RUSS PUNISHER

A relatively recent addition, the Leman Russ Punisher is based upon the standard Leman Russ pattern but with a number of modifications which allow it to fulfil a vital heavy anti-infantry role that some would say has long been lacking in Imperial Guard regiments. Like the Leman Russ Executioner and the Demolisher, it is more heavily armoured to protect against attacks at close range, but where the Demolisher has been created to smash apart enemy fortifications at range, the Leman Russ Punisher is most effective at destroying enemy infantry close up especially during attacks mounted by massed horde armies such as those of the xenos Orks or Tyranids.

With the tremendous rate of fire of its Punisher gatling cannon, the tank's crew can scythe through enemy numbers with devastating effect, potentially breaking a charge or, at the very least, thinning down enemy numbers sufficiently for those following behind to deal with. This makes the Leman Russ Punisher predominantly an infantry support vehicle and squadrons of them will often be placed at the head of an advancing Imperial Guard force to clear the way ahead.

As the army's frontlines relentlessly advance however resupply can prove hard to come by, so Punisher crews will often strip out all non-essential equipment inside their vehicle to cram as much ammunition as possible onboard before setting off. This enables them to remain in battle much longer than would be expected especially given the well-deserved trigger-happy reputation most Punisher crews enjoy. There is though a fine line beyond which the Punisher's effectiveness diminishes as, having sacrificed the Leman Russ' renown anti-tank capability for anti-infantry firepower, once an enemy's armour catches up with its infantry the Punisher may quickly find itself outgunned and vulnerable.

LEMAN RUSS DEMOLISHER

Although the big guns of the Imperium are highly effective, few Imperial Guard commanders are willing to hold their regiments in reserve for too long whilst an artillery barrage of an enemy's fortifications is undertaken. However should the order to attack be given too soon then frontline troops will often be faced by a foe still heavily dug-in and well protected. At some point in the Imperium's distant past, the Leman Russ pattern was modified to provide a solution for this and the Demolisher was created.

The Leman Russ Demolisher is a heavily armoured, mobile siege tank built for one role, that of line breaking. Designed to move up to within close range of an enemy stronghold or other fortification, and often whilst under heavy fire, its Demolisher cannon can blast apart all but the most heavily reinforced structures, creating an opening infantry and other armour can surge through to attack those inside who have somehow managed to survive its devastating barrage.



Ryza pattern Leman Russ Executioner of the Cadian 78th Armoured Regiment, 8th Company fighting on Hive World Bakus III.

LEMAN RUSS EXECUTIONER

Originally developed during the Dark Age of Technology, to the tech-savants of the 41st Millennium the Executioner is a shining example of the heights to which Mankind rose during that glorious period of scientific achievement. One of the oldest variants of the standard Leman Russ battle tank, ancient records stored within Adeptus Mechanicus archives on Mars indicate that during the Great Crusade the Imperial Army fielded entire armoured regiments of Executioners; those days, however, are long gone and over the thousands of years since, knowledge of its plasma weapon technology has been irrevocably lost.

The Executioner is now rarely seen within the armies of the Imperium, with only Ryza still manufacturing it for issue to the Imperial Guard. Renowned within the Adeptus Mechanicus for its knowledge of the mystical arts of plasma reactor and magnetic containment field construction, the Forge World's own Skitarii regiments are almost exclusively equipped with Executioners, harking back to its heyday so long ago.

Like its smaller cousins, the tank's plasma destroyer cannon is a temperamental but ultimately devastating weapon of war. It is especially effective against heavily armoured infantry, its pulsed plasma bursts incinerating the Emperor's enemies in a focussed beam of incandescent light which burns with the fury of the sun. During short engagements the plasma cannon comes into its own, but over protracted fire fights the weapon is less reliable, the time required to recharge its photonic fuel cell often putting the vehicle and its crew at risk during the fast-paced frenzy of battle.

Given the ferocious temperatures generated by the plasma cannon when it is fired, the Ryza pattern turret incorporates emergency vents to disperse the heat from each shot. These are positioned on the forward turret sides, with the crew further screened by protective heat shielding. This is enough to save them in the event of a minor breach in the cannon's containment field, allowing them time to escape. If the worst should happen however, a catastrophic containment field failure can result in the destruction of the entire vehicle and a large area around it.

To reduce this risk many Ryza pattern Executioners incorporate a chemical coolant system towards the rear of the turret comprising twin coolant feed lines. These run across the top of the turret to the weapon, but are exposed and can be severed by enemy fire, making the emergency cooling system less than reliable, and is a factor contributing to a green tank crew's willingness to abandon an Executioner at the first sign of any problems. Any crewman bailing out of his tank, however, faces severe punishment, if not immediate death, from the regiment's Commissars if his crime is discovered!

LEMAN RUSS SQUADRON

LEMAN RUSS BATTLE TANK ..... **150 POINTS PER MODEL**
LEMAN RUSS EXTERMINATOR ..... **150 POINTS PER MODEL**
LEMAN RUSS VANQUISHER ..... **155 POINTS PER MODEL**
LEMAN RUSS ERADICATOR ..... **160 POINTS PER MODEL**
LEMAN RUSS DEMOLISHER ..... **165 POINTS PER MODEL**
LEMAN RUSS PUNISHER ..... **180 POINTS PER MODEL**
LEMAN RUSS EXECUTIONER ..... **190 POINTS PER MODEL**

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3
Leman Russ Vanquisher	3	14	13	10	3
Leman Russ Eradicator	3	14	13	10	3
Leman Russ Demolisher	3	14	13	11	3
Leman Russ Punisher	3	14	13	11	3
Leman Russ Executioner	3	14	13	11	3



Unit Composition
- Vehicle squadron composed of 1-3 Leman Russ tanks, in any combination.

Unit Type
- Vehicle (Tank)

Special Rules
- Lumbering Behemoth*

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
Leman Russ Battle Tank
- Battle cannon

Leman Russ Exterminator
- Exterminator autocannon

Leman Russ Vanquisher
- Vanquisher battle cannon

Leman Russ Eradicator
- Eradicator nova cannon

Leman Russ Demolisher
- Demolisher siege cannon

Leman Russ Punisher
- Punisher gatling cannon

Leman Russ Executioner
- Executioner plasma cannon

Options
- Any model may replace its heavy bolter with:
  - Lascannon ..... +15 points per model
  - Heavy flamer ..... Free
- Any model may take a pair of sponsons armed with:
  - Heavy bolters ..... +20 points per model
  - Heavy flamers ..... +20 points per model
  - Multi-meltas ..... +30 points per model
  - Plasma cannon ..... +40 points per model
- Any model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

* A Leman Russ follows the rules for Heavy Vehicles on page 83 of the *Warhammer 40,000* rulebook.

A Leman Russ squadron is a Heavy Support choice for a Codex: Imperial Guard army.

Thought for the day: Let faith protect your mind and metal your flesh.

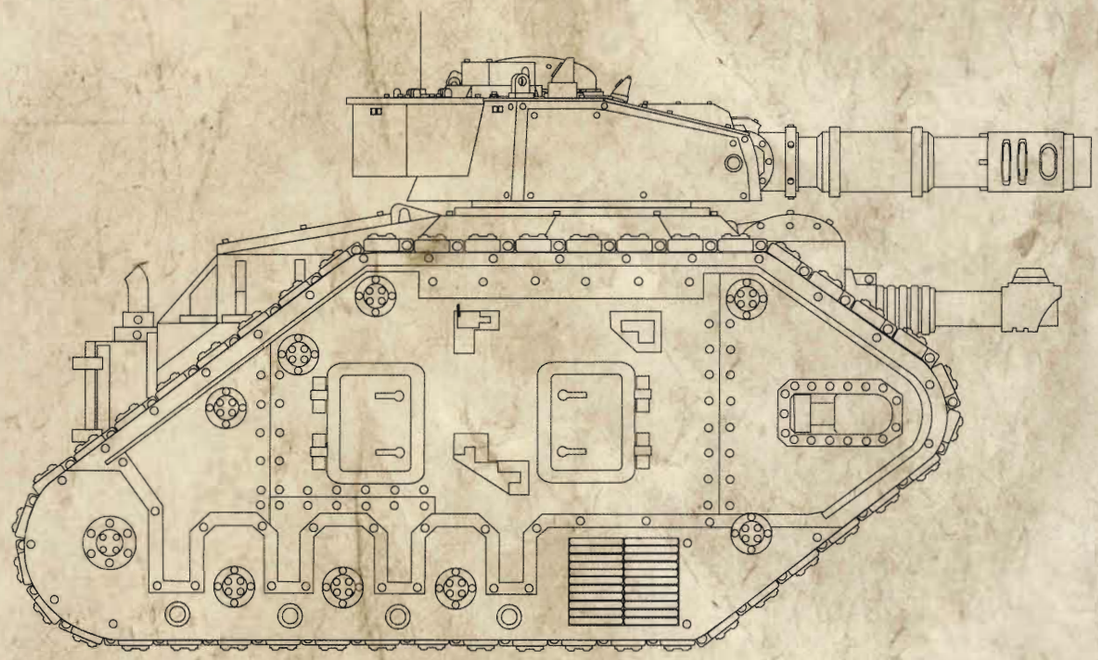
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Ryza pattern Leman Russ Battle Tank



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DEPARTMENTO
MANUFACTARUM
DOMINUS
EX MACHINA

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FERRUM POTENTES

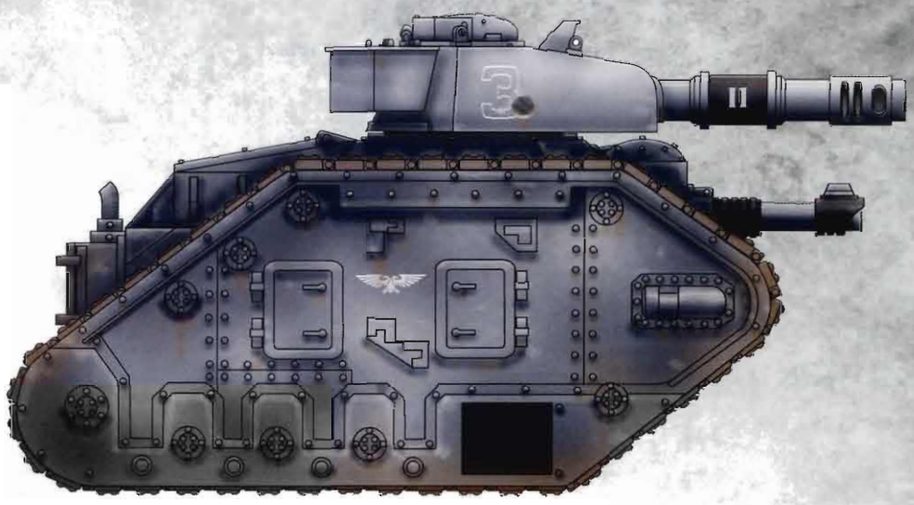
VEHICLE DESIGNATION:	0427-941-1876-LR0058
VEHICLE NAME:	LEMAN RUSS BATTLE TANK
FORGE WORLD OF ORIGIN:	RYZA
KNOWN PATTERNS:	II-XI
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS
POWERPLANT:	HL230 V12 MULTI-FUEL
WEIGHT:	60 TONNES
LENGTH:	7.08 M
WIDTH:	4.86 M
HEIGHT:	4.38 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	35 KPH
MAX SPEED OFF ROAD:	21 KPH

MAIN ARMAMENT:	BATTLE CANNON
SECONDARY ARMAMENT:	LASCANNON OR HEAVY BOLTER
TRAVERSE & ELEVATION:	360°/-8° TO +22°
MAIN AMMUNITION:	40 ROUNDS
SECONDARY AMMUNITION	UNLIMITED OR 600 ROUNDS
ARMOUR :	
TURRET:	200 MM
SUPERSTRUCTURE	180 MM
HULL	150 MM
GUN MANTLET	100 MM
ADDENDUM	

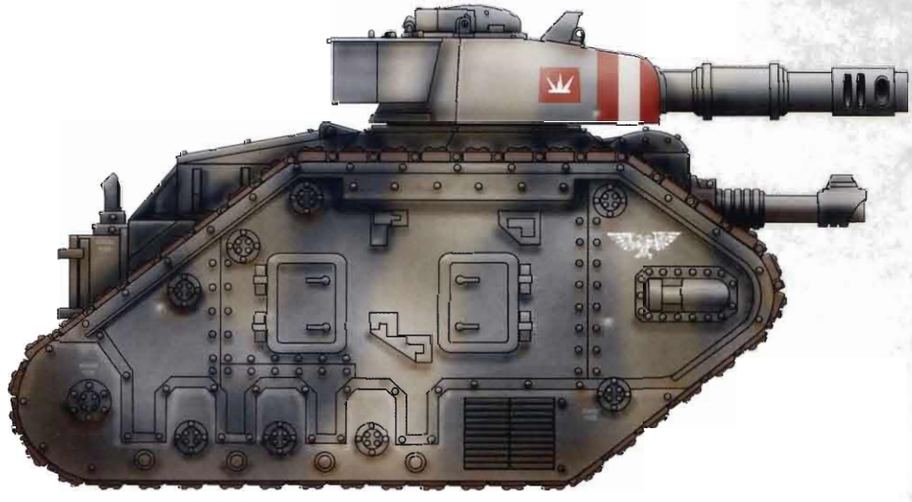
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43 6F 74 74 72 65 6C 6C

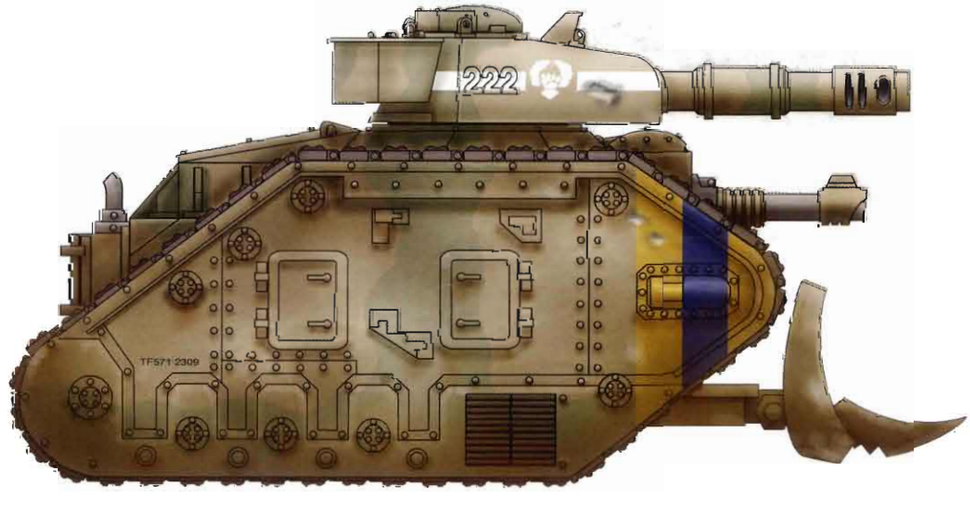
MAGOS FABRICATOR



Leman Russ Battle Tank of the 14th Phyressian Armoured Regiment in standard codex grey.
The large number three shows this to be a vehicle of 3rd Company, whilst the barrel markings show it to be from 2nd Squadron.



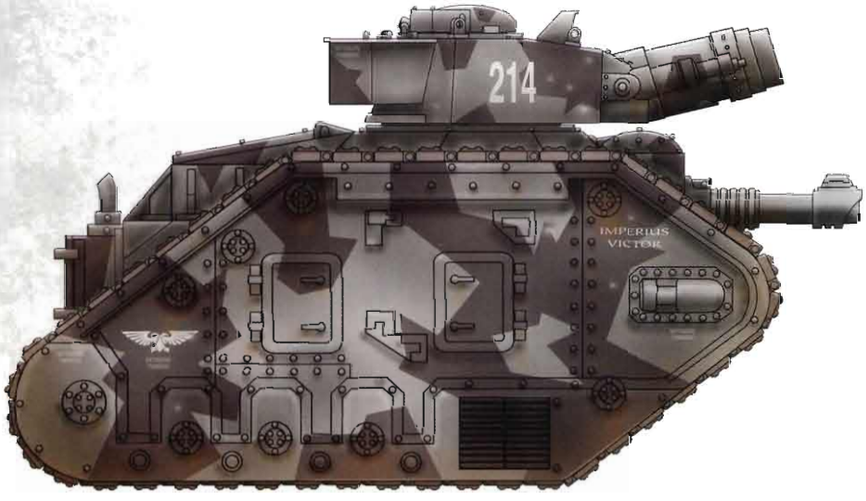
Leman Russ Battle Tank of an unidentified Armageddon Steel Legion squadron. The camouflage scheme is that used for fighting in the ash wastes during the Third Armageddon War. The red and white banding indicates it is of 1st Company, whilst the insignia on the turret is a campaign badge. This symbol shows that this tank was engaged in the battles to recapture the Stygies river bridges.



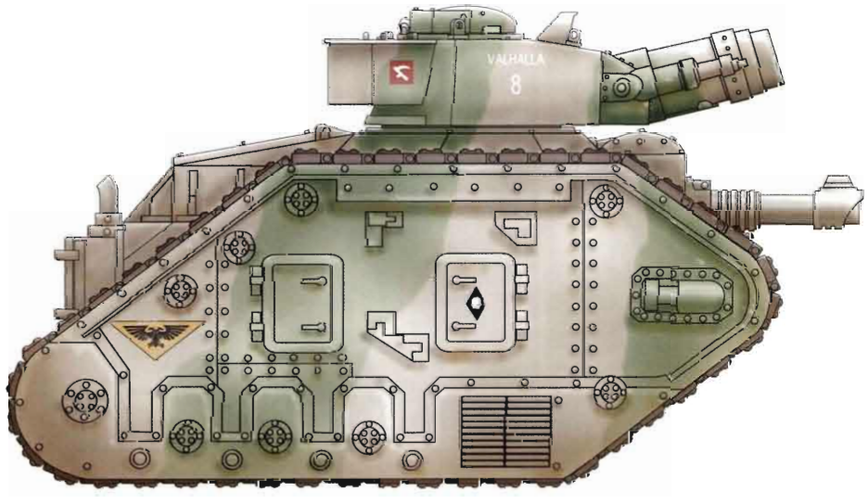
Leman Russ Battle Tank of the 222nd Mortant Armoured Regiment. The regiment uses a distinctive white band around the turret, along with the regiment badge on the turret's side. Within the 222nd, identification stripes are always painted over a yellow base: red for 1st, blue for 2nd (as in this case) and black for 3rd Company.



Leman Russ Battle Tank of the Cadian 8th Regiment. This tank bears a camouflage scheme from the Defence of Cadia against the 13th Black Crusade. Note the Cadian Gate symbol on the turret's side.



Leman Russ Demolisher of the Kovnian 1st Armoured Regiment, 'the Black Knights'.
This tank bears an urban camouflage scheme from the Shadow world of Adun. Note the vehicle's name 'Imperius Victor' on the hull's side.



Leman Russ Demolisher of the Valhallan 8th Armoured Regiment. This tank is camouflaged for the sub-arctic pine tundra of Sallan's World. The campaign badge is the Imperial Eagle on a yellow field, borne by all vehicles serving in this campaign.

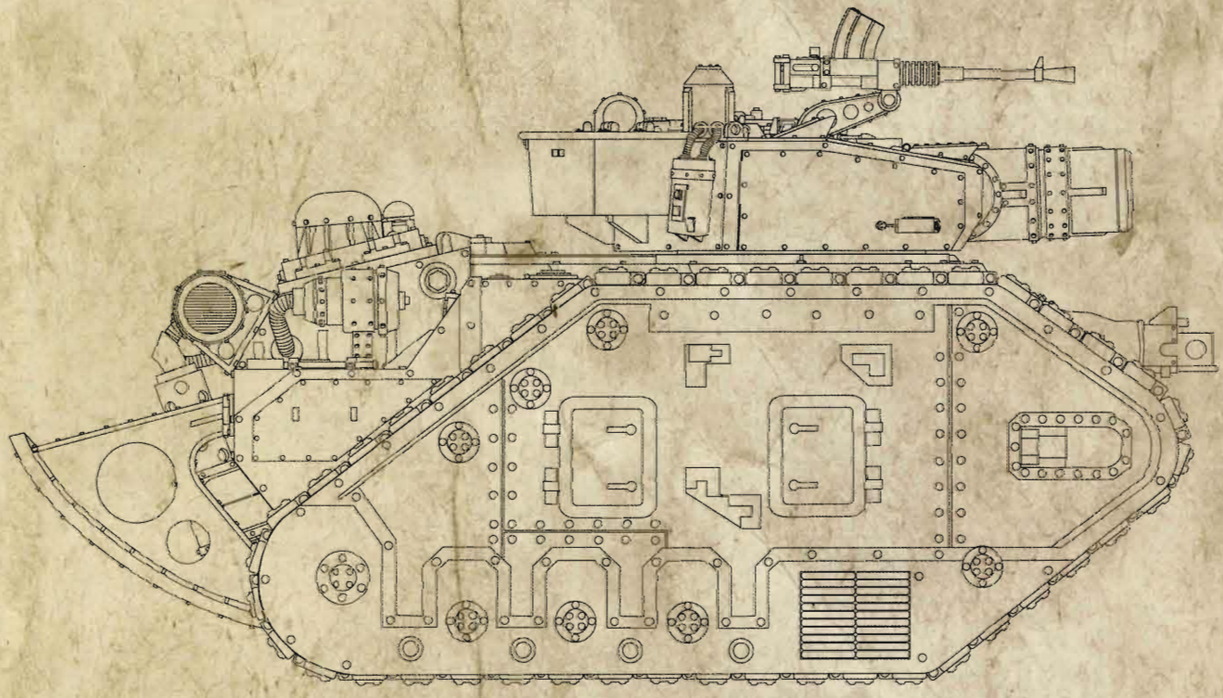
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-I6Z:8C5
7A3:04A
35Z:9B4

PART .....

Phaeton pattern Leman Russ Demolisher



PRODUCT OF DEPARTMENTO MANUFACTURUM

DOMINUS IMPERIALIS

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FERRUM POTENCES

VEHICLE DESIGNATION:	0427-941-1877-LR0297	MAIN ARMAMENT:	DEMOLISHER CANNON
VEHICLE NAME:	LEMAN RUSS DEMOLISHER SIEGE TANK	SECONDARY ARMAMENT:	LASCANNON OR HEAVY BOLTER
FORGE WORLD OF ORIGIN:	PHAETON	TRAVERSE & ELEVATION:	360° /-8° TO +22°
KNOWN PATTERNS:	I-XII	MAIN AMMUNITION:	25 ROUNDS
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS	SECONDARY AMMUNITION	UNLIMITED OR 600 ROUNDS
POWERPLANT:	HL230 V12 MULTI-FUEL	ARMOUR :	
WEIGHT:	62 TONNES	TURRET:	200 MM
LENGTH:	7.08 M	SUPERSTRUCTURE	200 MM
WIDTH:	4.86 M	HULL	180 MM
HEIGHT:	4.42 M	GUN MANTLET	120 MM
GROUND CLEARANCE:	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	28 KPH		
MAX SPEED OFF ROAD:	17 KPH		

DATE: 176209.M38

SIGNATURE: RS

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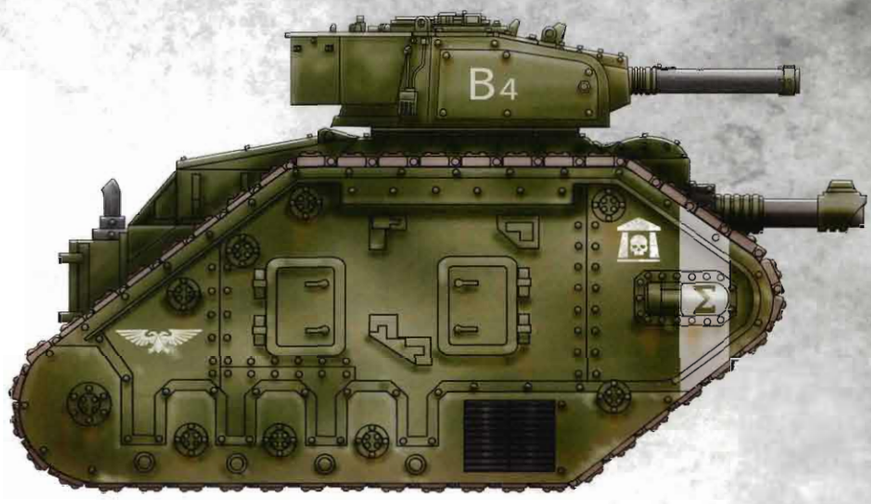
MAGOS FABRICATOR



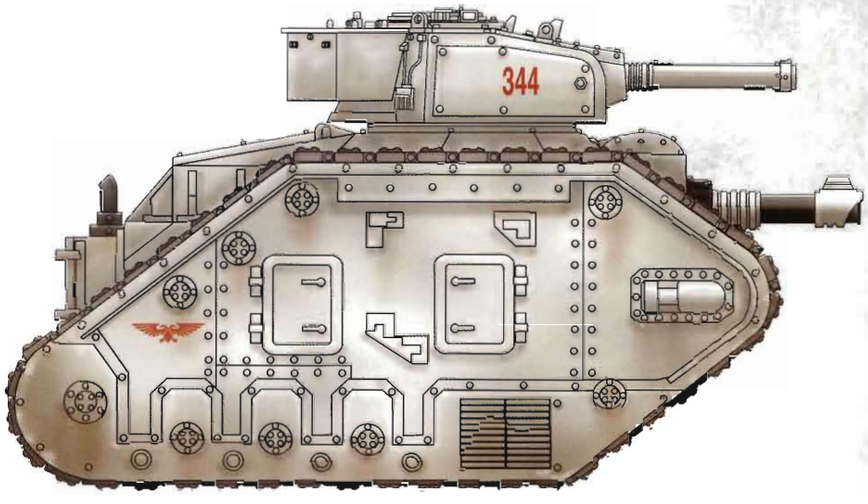
Leman Russ Battle Tank dug-in as part of the main line of resistance on Sallan's World.
Many commanders employ battle tanks in this role when on the defensive, using them as static hardpoints alongside concrete bunkers.



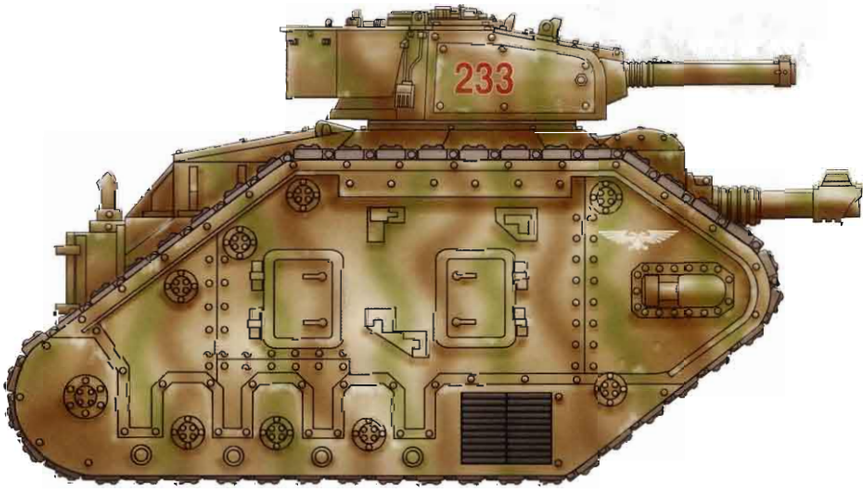
Unidentified Leman Russ Battle Tank on station. The tank's crewman, sheltering in the lee of the tank, gives a good impression of its size.



Gryphonne IV pattern Leman Russ Exterminator of the Cadian 98th Armoured Regiment during the Luxor Uprising. Note the distinctive white band and company symbol. The B4 may indicate that each company has designated its squadrons with a letter rather than a number, but this is speculation.



Gryphonne IV pattern Leman Russ Exterminator of the Valhallan 28th Armoured Regiment. Basic winter paint scheme from the retreat to the Auriga Parallel, Ice World of Adhara.



Gryphonne IV pattern Leman Russ Exterminator of the Palladius 8th Armoured Regiment, Atria Wilderness campaign.

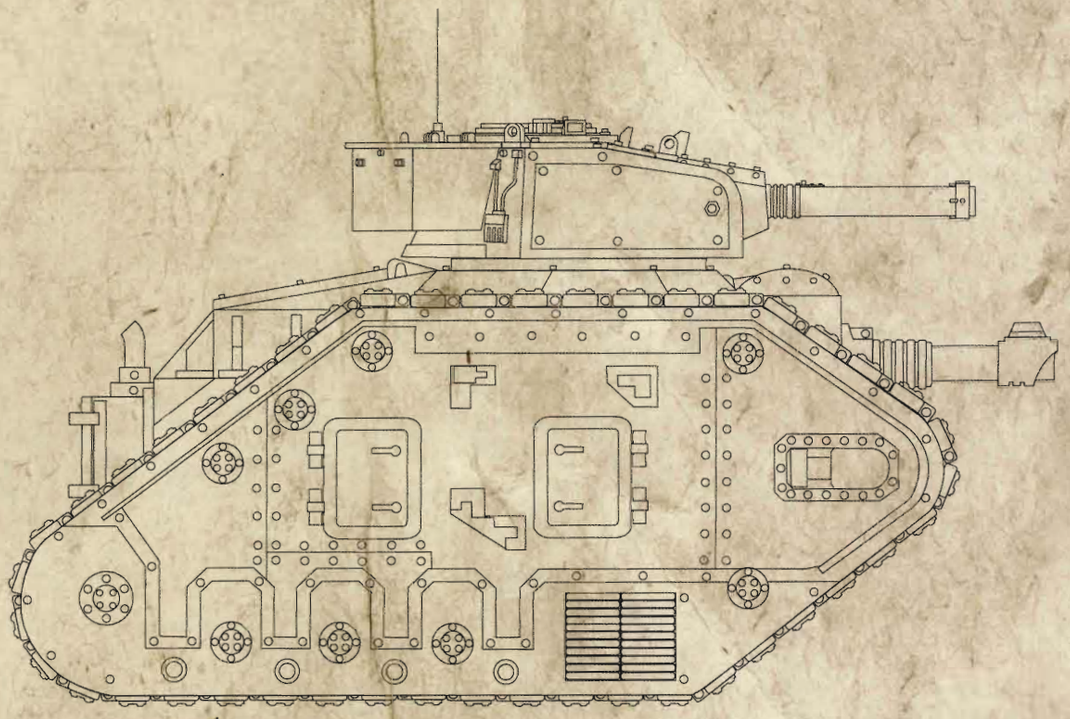
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-162:8C5
7A3:04A
35Z:9B4

PART .....

Gryphonne IV pattern Leman Russ Exterminator



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[illegible] PETRUM POTENTES

VEHICLE DESIGNATION:	0427-941-1907-LR0072
VEHICLE NAME:	LEMAN RUSS EXTERMINATOR
FORGE WORLD OF ORIGIN:	GRYPHONNE IV
KNOWN PATTERNS:	IV-XVI
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS
POWERPLANT:	HL230 V12 MULTI-FUEL
WEIGHT:	58 TONNES
LENGTH:	7.08 M
WIDTH:	4.86 M
HEIGHT:	4.42 M
GROUND CLEARANCE:	0.45 M
MAX SPEED ON ROAD:	40 KPH
MAX SPEED OFF ROAD:	24 KPH

MAIN ARMAMENT:	EXTERMINATOR AUTO CANNON
SECONDARY ARMAMENT:	LASCANNON OR HEAVY BOLTER
TRAVERSE & ELEVATION:	360° /-8° TO +26°
MAIN AMMUNITION:	360 ROUNDS
SECONDARY AMMUNITION	UNLIMITED OR 600 ROUNDS
ARMOUR :	
TURRET:	206 MM
SUPERSTRUCTURE	180 MM
HULL	150 MM
GUN MANTLET:	100 MM
ADDENDUM	

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MAGOS FABRICATOR



A Gryphonne IV pattern Leman Russ Exterminator awaits new orders during the Luxor campaign.



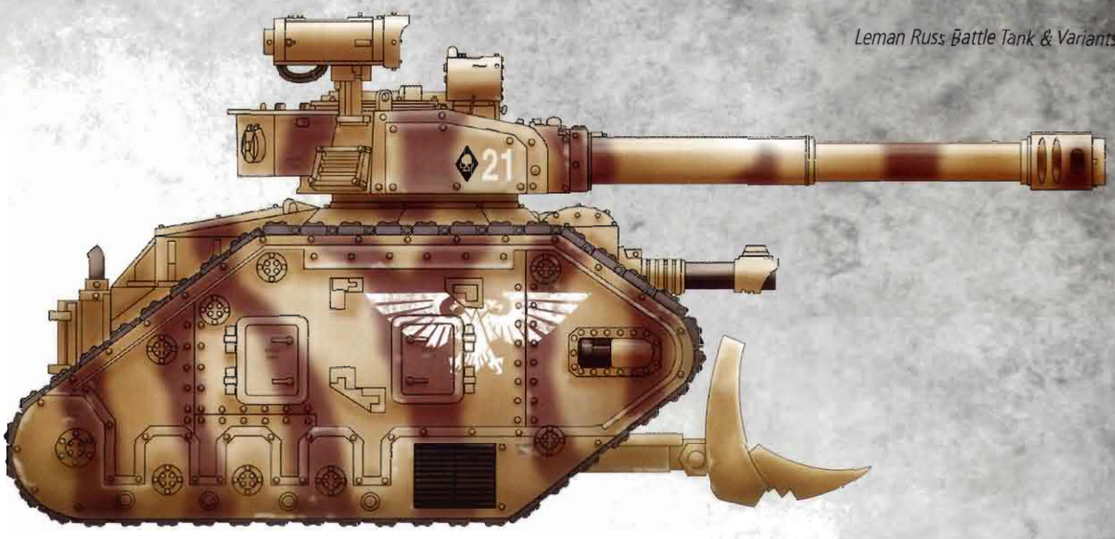
Acting in a scouting role, a Leman Russ Exterminator leads the way down a narrow alley on Luxor Prime. This is dangerous terrain for a tank, especially as no infantry can be seen in close support.



A Ryza pattern Leman Russ Battle Tank operating in winter conditions during the fighting on Sallan's World.
The 'clenched fist' insignia may indicate that this vehicle is from a Narmenian armoured regiment.



A squadron of three Leman Russ counter-attack past their own trenches under cover of a smoke screen.
Note what appears to be an Imperial Guard forward observer team in the frontline trench, directing the artillery barrage.



Gryphonne IV Leman Russ Vanquisher of the Tallarn 3rd Armoured Regiment. The two digit identification number indicates this is the first tank of the 2nd Squadron. The bold striped camouflage scheme is that used on some vehicles of the 1st Company during the Defence of Balle Alpha.



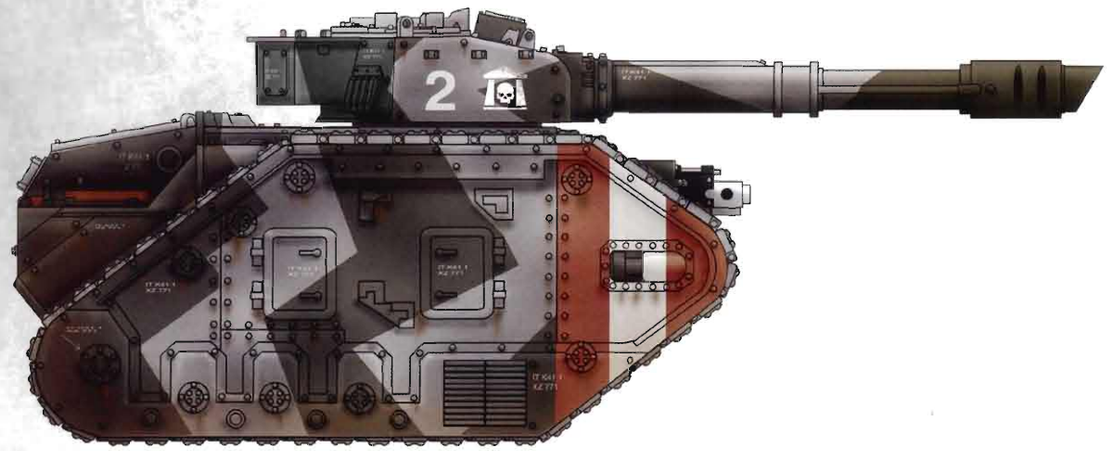
This imposing black colour scheme indicates this is a Commissariat tank, note the embossed golden eagle on the turret. A Commissar's personal vehicle can be any colour, but most are predominantly black.



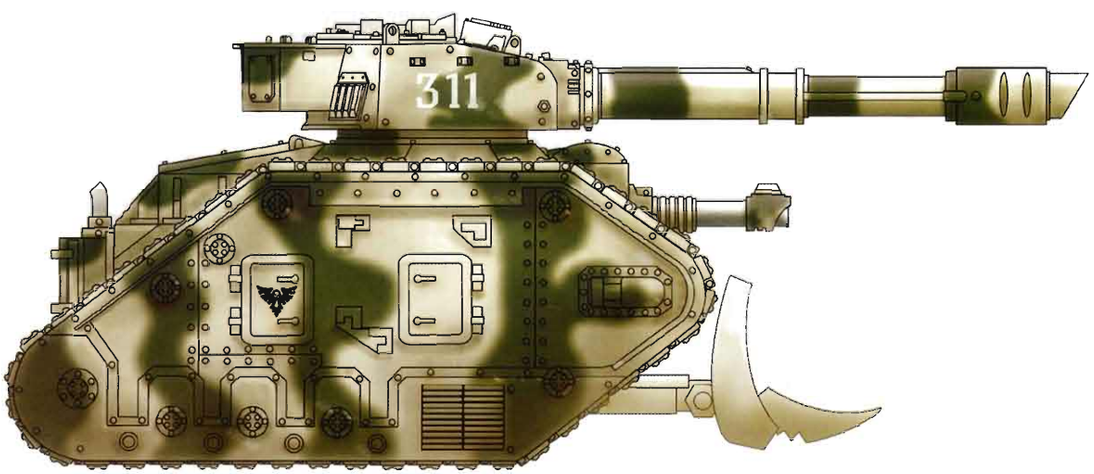
Gryphonne IV Leman Russ Vanquisher of an unknown armoured regiment. This is a more complex camouflage pattern designed for use in temperate and woodland environments.



Stygies VIII Leman Russ Vanquisher of the Kython 2nd Armoured Regiment. This vehicle bears the regimental insignia of a heraldic eagle's head next to its Company and Squadron numbers. The camouflage scheme is a unique pattern devised by the Regimental HQ during the defence of Veridian Prime.



Stygies VIII Leman Russ Vanquisher utilising the larger Mars Alpha pattern hull. This vehicle is of the Cadian 142nd Armoured Regiment, shown here in the Defence of Cadia against heretic forces of the 13th Black Crusade. The red and white banding identifies the vehicle as of 1st Company. It is unknown whether the single number on the turret is the squadron or vehicle number.



Stygies VIII Leman Russ Vanquisher of the Valhallan 193rd Armoured Regiment. This tank has a dark green and white camouflage pattern, used during the Defence of Canaan's World. The company badge, a winged skull, is on the hull. This tank is the first vehicle of the 1st Squadron, of the regiment's 3rd Company.

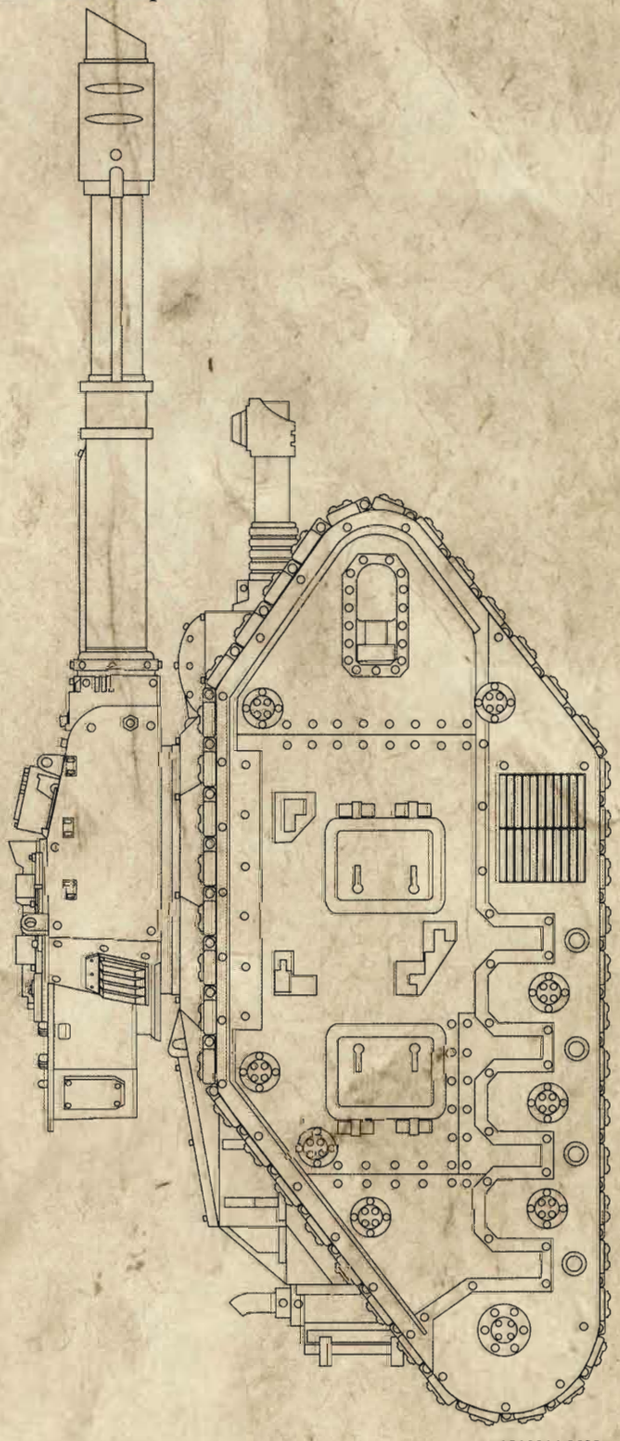
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Stygies VIII pattern Leman Russ Vanquisher



PRODUCT

DEPARTMENT

MANUFACTURE

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FERRUM POTENTES

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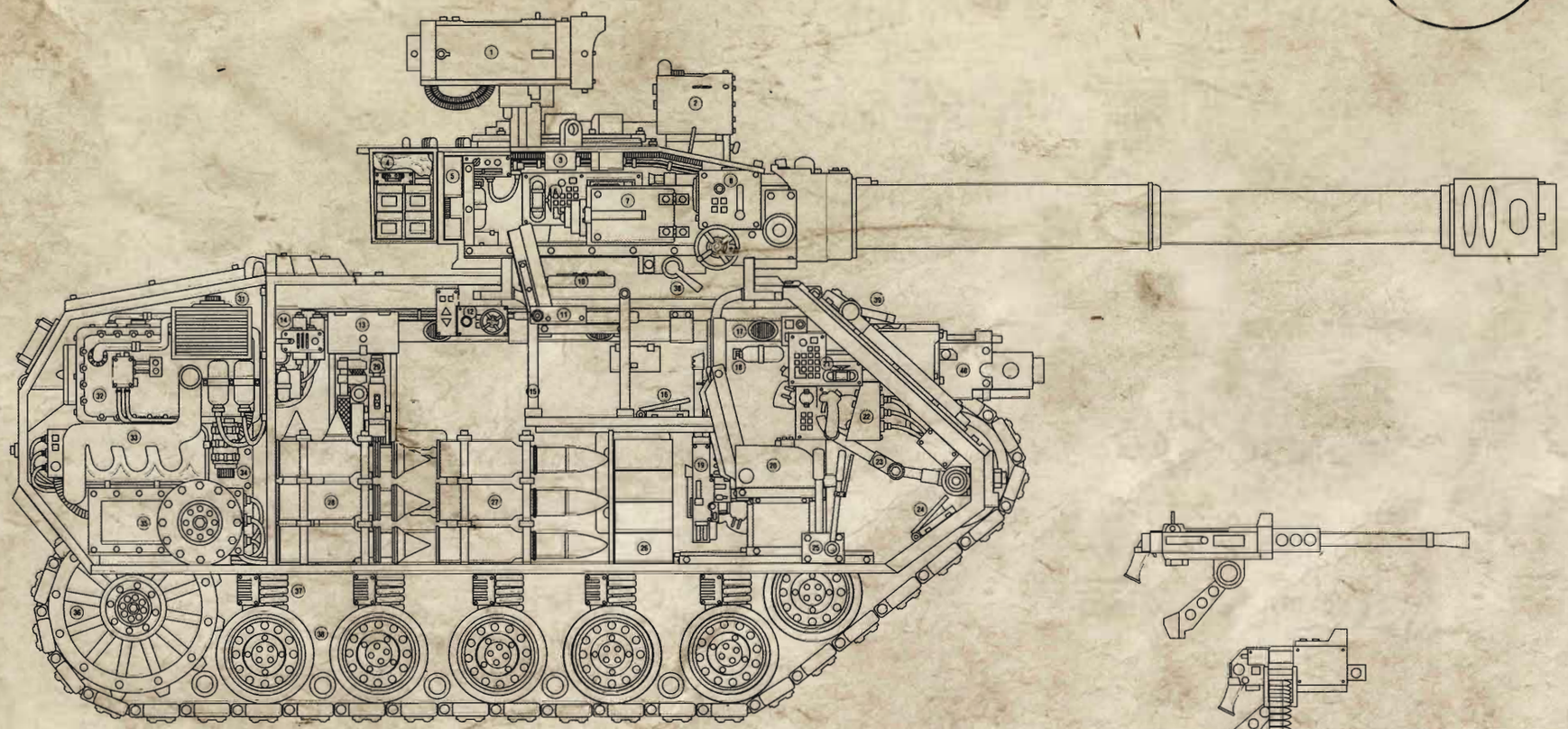
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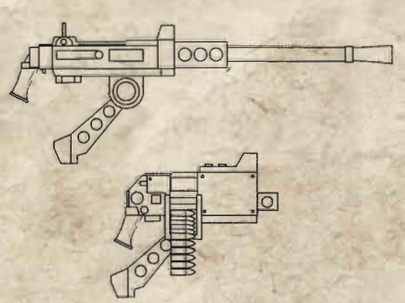
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MAGOS FABRICATOR

LEMAN RUSS VANQUISHER - INTERIOR DETAIL

GRYPHONNE IV PATTERN TURRET
MARS ALPHA PATTERN HULL





Mars sanctioned Ryza pattern pintle-mounted heavy stubber and storm bolter, commonly mounted on the cupola of any armoured fighting vehicle for additional anti-infantry defence.

1819014.M38

INTERIOR DETAIL KEY

1 Primary searchlight, optional
2 Secondary searchlight, can also be used for communication
3 Turret vision block
4 Stowage bin. Used to store camo-nets, rations and crew's personal equipment
5 Primary vox & communications equipment, including crew inter-comm controls
6 Commander's systems control panel
7 Gun breach
8 Weapon targeter console. Primary sights and range finder console
9 Gun elevation mechanism and manual override
10 Commander's seat
11 Gunner's seat
12 Turret traverse power unit and system override
13 Air filtration unit
14 Main energy supply
15 Turret cradle
16 Gunner's firing pedal, controls main gun and co-axial storm bolter
17 Environmental filtration system, sealable against hostile external conditions
18 Fire suppression system
19 Crew lasgun (stowed)
20 Driver's seat
21 Driver's systems control panel
22 Driver's console
23 Steering system
24 Driver's foot levers
25 Transmission levers
26 Heavy bolter ammunition boxes (replaced by lascannon batteries if required)
27 High explosive ammunition
28 Vanquisher anti-tank ammunition
29 Sanctified toolbox
30 Turret traverse lever
31 Cooling system
32 Power plant
33 Engine venting pipe
34 Generator
35 Gearbox and power transmission to driver wheel
36 Driver wheel
37 Suspension unit
38 Road wheel
39 Driver's vision aperture
40 Hull-mounted heavy bolter





43 6f 74 74 72 65 6d 6c

CREW DUTIES

Whilst tank crew have training in all aspects of maintaining and crewing their vehicle, each crewman has his own duties in and out of combat.

Driver: Controls and manoeuvres the vehicle in response to the orders of his tank commander and squadron commander. The driver should keep the tank in formation, and find the best available cover for the vehicle. Also primarily responsible for performing basic maintenance of the vehicle's running gear (drive wheels, road wheels, return wheels and power transmission as well as track tension). The driver has the most technical position in a tank crew and as such is always well respected. When the vehicle is in a stationary firing position the driver can take over control of the hull-mounted weapon whilst the loader is busy in the turret. This leaves the tank immobile and many commanders discourage the tactic as too risky.

Gunner: Usually the tank's second-in-command and most likely to take over command of the vehicle should the commander be incapacitated. The gunner must aim and fire the main weapon and, if present, any co-axial weapons. He also has the controls to the smoke launchers. Between battles the gunner is responsible for applying holy unguents all the tank's weapons, including hull-mounted, sponson-mounted and pintle-mounted weapons, as well as the correction of all sights. He will be aided in this by other crew members.

Loader: The most junior position within a tank crew, unless it has sponson gunners. Most newly recruited tank crew start out as loaders who must manually load the main weapon with the ammunition type dictated by the tank commander. As needed the loader also mans the hull-mounted weapon.

Whilst not in combat the loader is responsible for acquiring and maintaining the vehicle's supply. The loader keeps check on ammunition, batteries and fuel levels, and will re-arm and refuel the tank before action.

Commander: The commander's main task is observation, seeking out the enemy, movement routes and cover, then instructing his crew. He retains a complete overview of the tank's operations. The driver follows his move orders, the gunner follows his target directions, and the loader follows his ammunition demands. The commander has the tank's main external vox array, allowing him to talk to other tanks in the squadron and company. He also controls any pintle-mounted weapon.

Outside of combat, the commander must attend orders and tactical briefings. He is also responsible for all aspects of his crew's well-being, training, morale, discipline and faith.

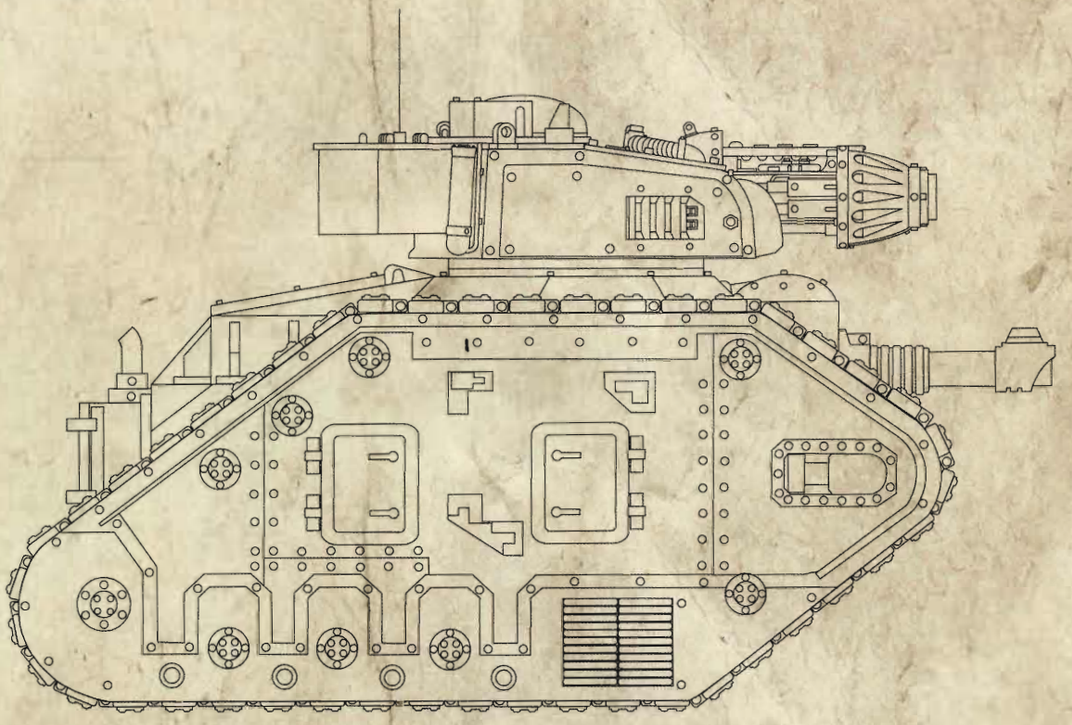
Sponson Gunners: The most junior role on a tank. The sponson gunners have the unenviable task of crawling into the cramped sponson gun seat. Access is via a crawl-way through the side hull hatches. The sponson gunner's only duty is to man his weapon, seek targets and provide close protection to the tank. Outside of combat a sponson gunner must aid the other crew members with maintenance, and cleaning and resupplying duties.

ADEPTUS MECHANICUS — TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Ryza pattern Leman Russ Executioner
(Mk III subtype)



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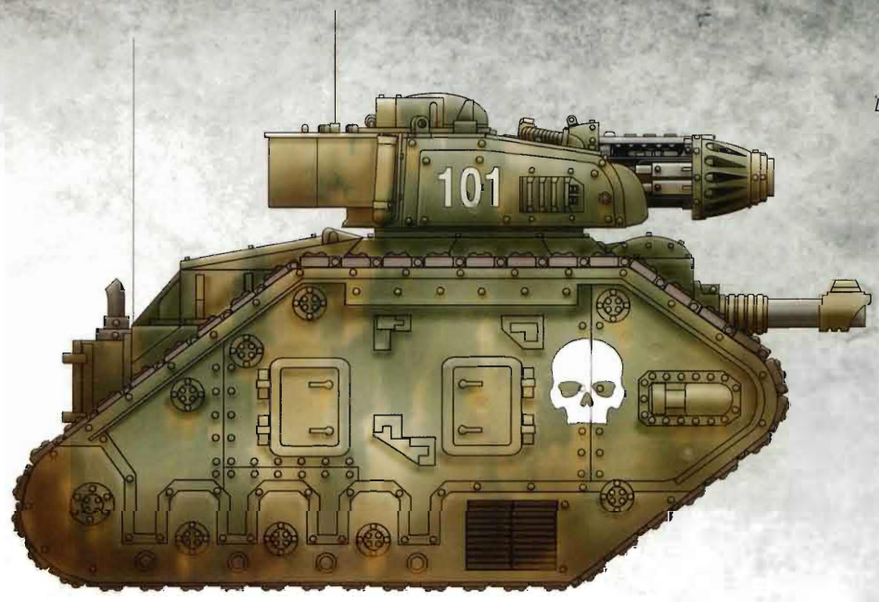
VEHICLE DESIGNATION:	0427-941-2010-LR01035
VEHICLE NAME:	LEMAN RUSS EXECUTIONER
FORGE WORLD OF ORIGIN:	RYZA
KNOWN PATTERNS:	III-VI
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS
POWERPLANT:	HL230 V12 MULTI-FUEL
WEIGHT:	63 TONNES
LENGTH:	7.08 M
WIDTH:	4.86 M
HEIGHT:	4.42 M
GROUND CLEARANCE:	0.45 M
MAX SPEED ON ROAD:	30 KPH
MAX SPEED OFF ROAD:	18 KPH

MAIN ARMAMENT:	PLASMA DESTROYER
SECONDARY ARMAMENT:	LASCANNON OR HEAVY BOLTER
TRAVERSE & ELEVATION:	360°/-8° TO +22°
MAIN AMMUNITION:	46 ROUNDS
SECONDARY AMMUNITION	12 SHOTS FROM PHOTONIC FUEL CELL
ARMOUR :	
TURRET:	200 MM
SUPERSTRUCTURE	180 MM
HULL	150 MM
GUN MANTLET	100 MM
ADDENDUM	

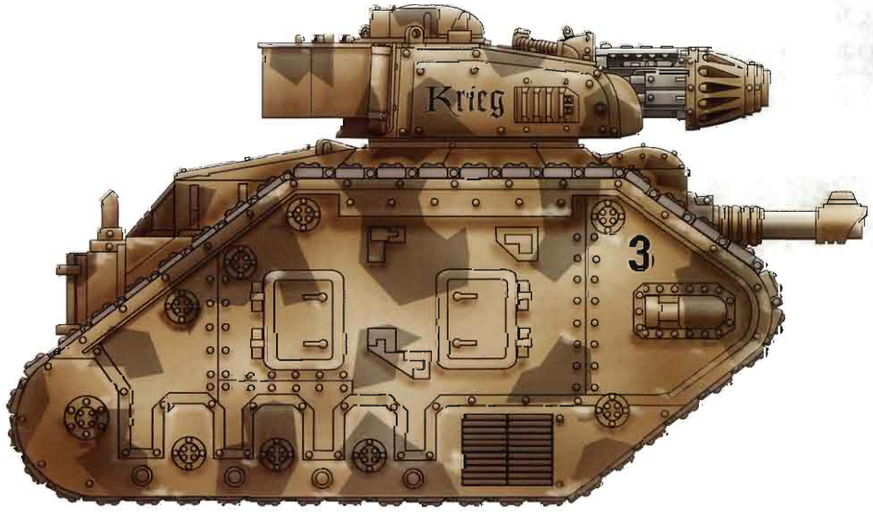
DATE: 1777012.M38

SIGNATURE: 43 6F 74 74 72 65 6C 6C

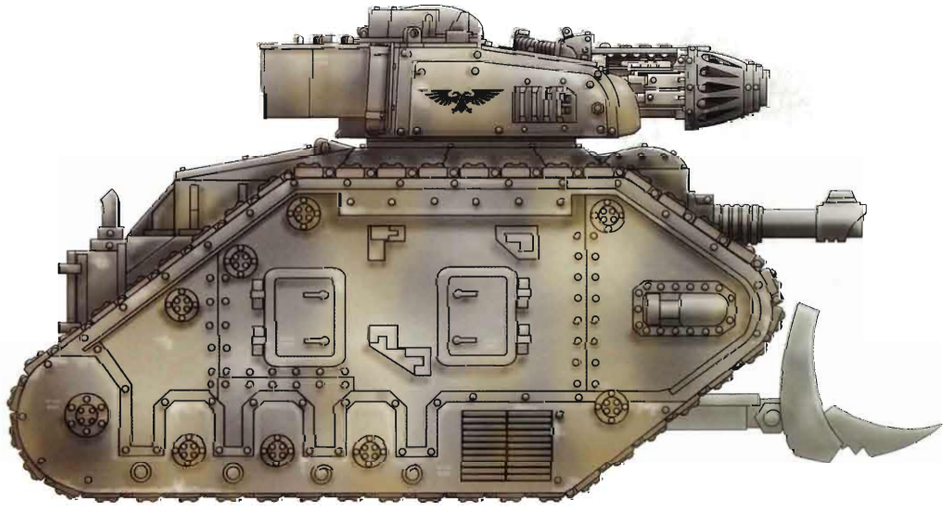
MAGOS FABRICATOR



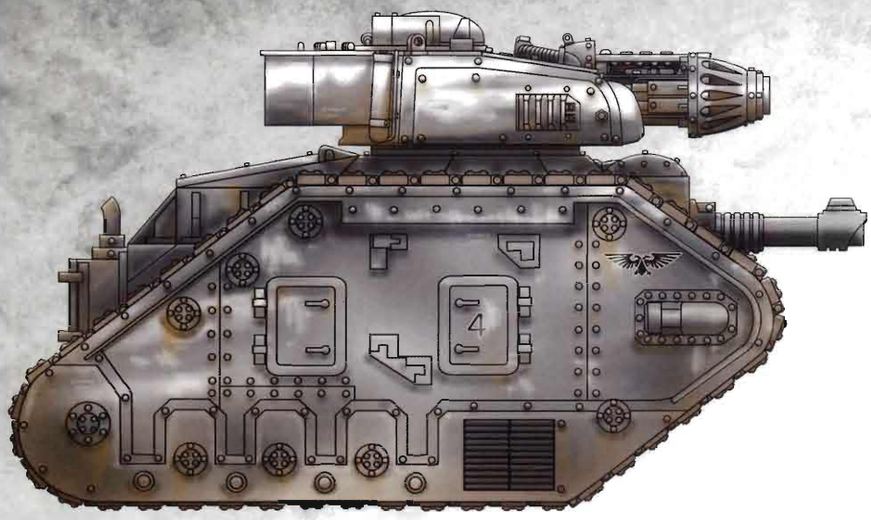
Leman Russ Executioner of the Savlar Chem-Dogs 71st Regiment. This vehicle has had a hastily applied green wash scrubbed over its base brown colour by the crew, with the tank's number stencilled over in white. This vehicle is probably a survivor from the ill-fated campaign in the chloride-swamps of Goru. As a command tank, it has had an extra vox-caster and aerial fitted.



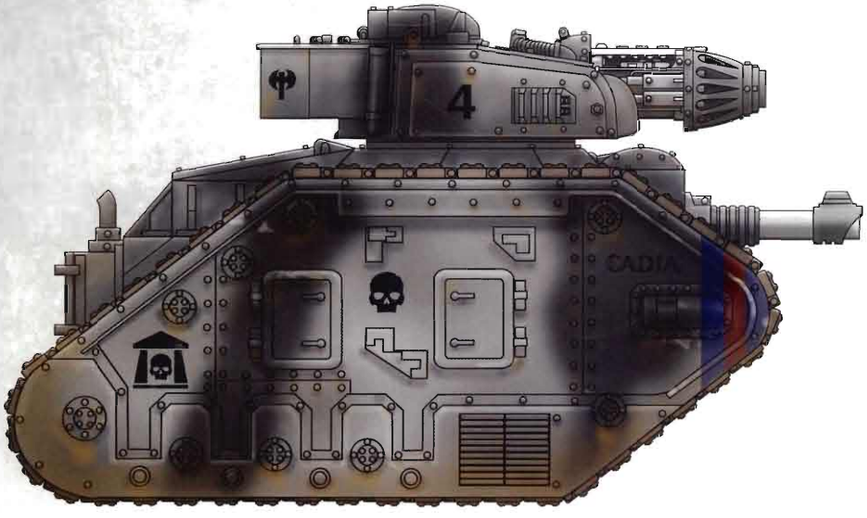
Leman Russ Executioner of the 28th Krieg Armoured regiment. The camouflage scheme is an adaptation of a common pattern for desert warfare. This vehicle was part of the Galan Expeditionary Force. The significance of the number three is not known.



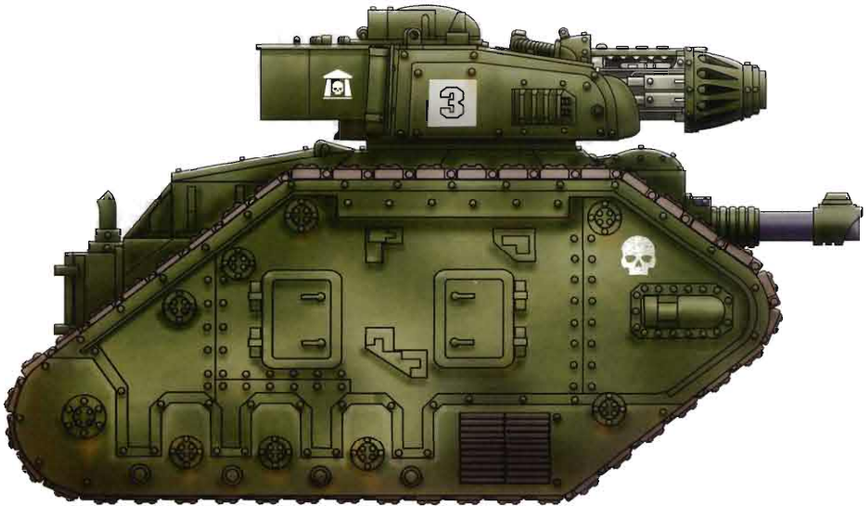
Rare Leman Russ Executioner of the Armageddon Steel Legion. Few Steel Legion Armoured Regiments fielded the Executioner and the lack of markings makes this tank difficult to identify. The camouflage scheme is that used throughout the Third Armageddon War by Steel Legion units operating in the ash wastes. The lack of numbers may indicate that this vehicle was hastily painted before being committed to battle.



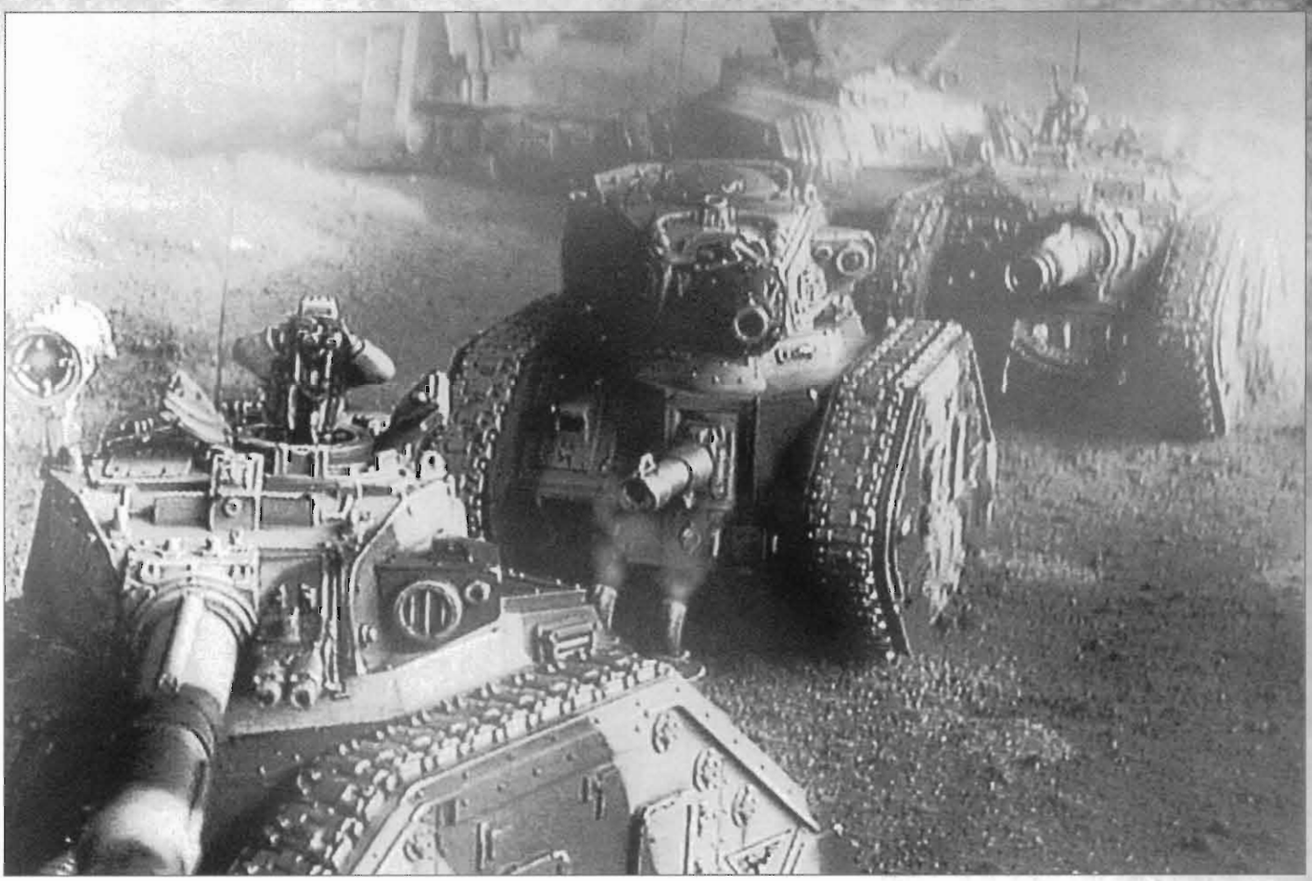
Leman Russ Executioner of the Phyressian 42nd Armoured Regiment.
The white camouflage applied by the field workshop has faded. This tank is the fourth vehicle of its squadron.



Leman Russ Executioner of the Cadian 122nd Regiment, here camouflaged for the street fighting in Vogen City on Zai-Khann. During the protracted Battle of Vogen the regiment adopted three colour banding for each of its armoured companies. The red and blue shown here signify the 2nd Company. Squadrons adopted their own insignia, in this case the axe of 2nd Squadron, painted on the turret rear. The tank is the fourth of its squadron.



Leman Russ Executioner of the Cadian 31st Armoured Regiment. The regiment utilised a basic drab green colour scheme whilst fighting on Levilnor IV. Identification markings are stencilled over a white square.



A Leman Russ Executioner moves forward as part of the 8th Valhallan armoured column as they advance on Sallan's Point.



A Leman Russ Executioner of the Palladius 46th Armoured Regiment.
This tank has been equipped with track guards for the assault on the Hive city of Vorenz Secundus.

LEMAN RUSS CONQUEROR



The Leman Russ Conqueror is not a common variant of the standard Leman Russ battle tank. Records show that it is currently only being produced in significant numbers on the Forge World of Gryphonne IV, where the original pattern blueprints were rediscovered sometime during the 38th Millennium.

Initial fears that the design's smaller gun barrel would result in an excessive loss in the Leman Russ' renown firepower were allayed when field testing demonstrated that the reduced recoil from the gun's torsion bar counter-balance provided greater accuracy when firing on the move. As well as giving the original Leman Russ design greater mobility, the reduced size of the barrel also meant that the tank now fired smaller shells, allowing loaders to maintain a higher rate of fire. The turret space saved also increased the amount of ammunition that could be carried, meaning the Conqueror required less re-supplying during offensive operations.

The Conqueror turret's design also includes extra armour plates riveted on its forward sides, a co-axial mounted storm bolter for anti-infantry defence, alleviating the need for a pintle-mounted storm bolter and removing the tank commander's original exposed firing position, and a small searchlight, which can also be used for night time communications in the event of vox failure or interference from atmospheric conditions. Improved air-intakes and venting via modified mufflers and closure valves mean that the vehicle can be sealed against all but the most extreme environmental hazards, and to aid with this the turret's rear includes an armoured ammunition access hatch, which makes re-arming the Conqueror fast and easy. This hatch can also be used during battle for disposing of spent shell casings without the need for a crew member to exit the vehicle.

The first production run of the rediscovered Conqueror design was entirely issued to the Skitarii of Gryphonne IV for the Castra campaign. Operating in conjunction with a battle group of War Griffon Titans, the Conqueror-equipped squadrons were easily capable of keeping up with the war machines as they encircled and trapped the besiegers of Hive Castra Septus. Once sealed within the pocket, the traitors were then annihilated by their combined fire power, the hive collapsing upon the millions inside. After this success, production was fully sanctioned and Conquerors began to be issued to equip Imperial Guard regiments. Well liked by frontline crews for its speed, mobility and high rate of fire, it has become unofficially known as a 'breakthrough' tank because of its common tactical deployment, advancing to exploit gaps in enemy lines.

Sometime in the 39th Millennium, an attempt was made by Gryphonne IV's munition-adepts to increase the Conqueror's firepower with the use of advanced 'Augur' shells. This was considered a failure and Augur shell production is now proscribed by the Adeptus Mechanicus.



LEMAN RUSS CONQUEROR SQUADRON ..... 150 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Conqueror	3	14	13	10	3

Unit Composition
- 1 Leman Russ Conqueror

Unit Type
- Vehicle (Tank)

Special Rules
- Co-axial weapon

Wargear
- Conqueror battle cannon with co-axial storm bolter
- Heavy bolter
- Searchlight
- Smoke launchers

Co-axial weapon
A co-axial weapon must be fired at the same target as the main weapon (ie the weapon it is attached to), and any damage result that affects the main weapon affects it as well. If the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, they may re-roll the Scatter dice for the main weapon.

Note: *The Leman Russ Conqueror does not have the Lumbering Behemoth special rule.*

Options
- Any Leman Russ Conqueror may replace its heavy bolter with:
  - Lascannon ..... +15 points per model
  - Heavy flamer ..... Free
- Any Leman Russ Conqueror may take a pair of sponsons armed with:
  - Heavy bolters ..... +20 points per model
  - Heavy flamers ..... +20 points per model
  - Multi-meltas ..... +30 points per model
  - Plasma cannon ..... +40 points per model
- Any Leman Russ Conqueror may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter .... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

Leman Russ Conquerors may be taken as part of a Leman Russ squadron for a Codex: Imperial Guard army.

Thought for the day: Vengeance is your sword. Hatred is your shield. Loyalty is your Armour.

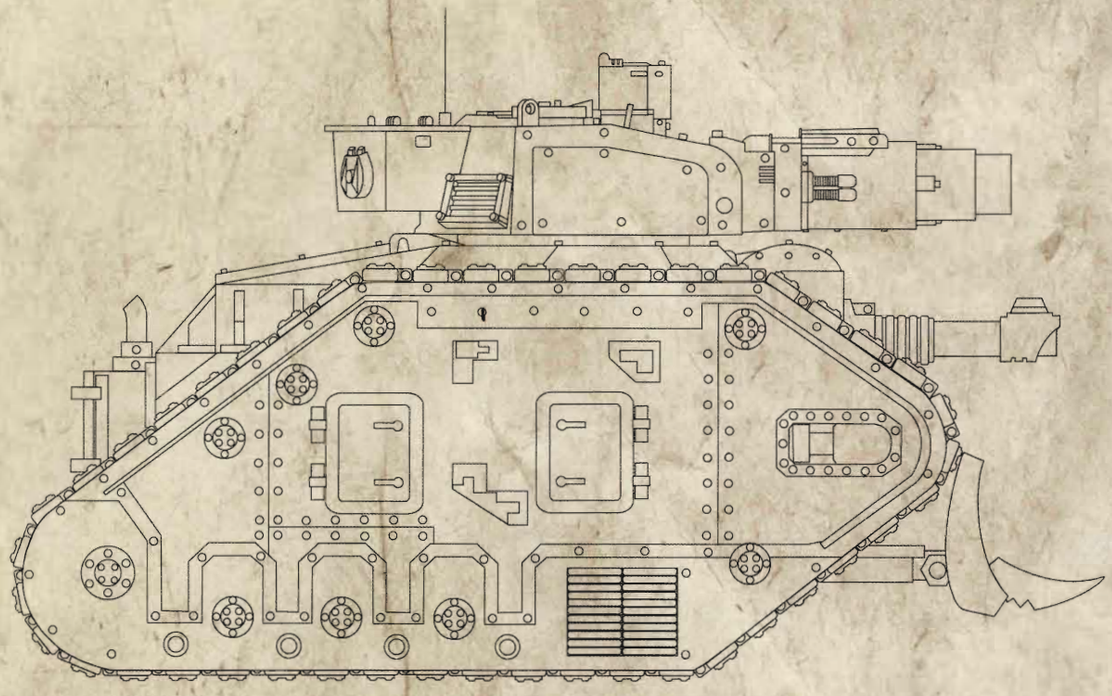
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Gryphonne IV pattern Leman Russ Conqueror



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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-2002-LR0085	MAIN ARMAMENT:	CONQUEROR CANNON
VEHICLE NAME:	LEMAN RUSS CONQUEROR	SECONDARY ARMAMENT:	STORM BOLTER
FORGE WORLD OF ORIGIN:	GRYPHONNE IV	TRAVERSE & ELEVATION:	360°/-8° TO +20°
KNOWN PATTERNS:	III-VI	MAIN AMMUNITION:	46 ROUNDS
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS	SECONDARY AMMUNITION	1,000 ROUNDS
POWERPLANT:	G4230 V12 TRM MULTI-FUEL	ARMOUR :	
WEIGHT:	62 TONNES	TURRET:	200 MM
LENGTH:	7.08 M	SUPERSTRUCTURE	180 MM
WIDTH:	4.86 M	HULL	150 MM
HEIGHT:	4.42 M	GUN MANTLET	100 MM
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	34 KPH		
MAX SPEED OFF ROAD:	24 KPH		

DATE: 1003014.M38

SIGNATURE: 43 6F 74 74 72 65 6C 6C

MAGOS FABRICATOR

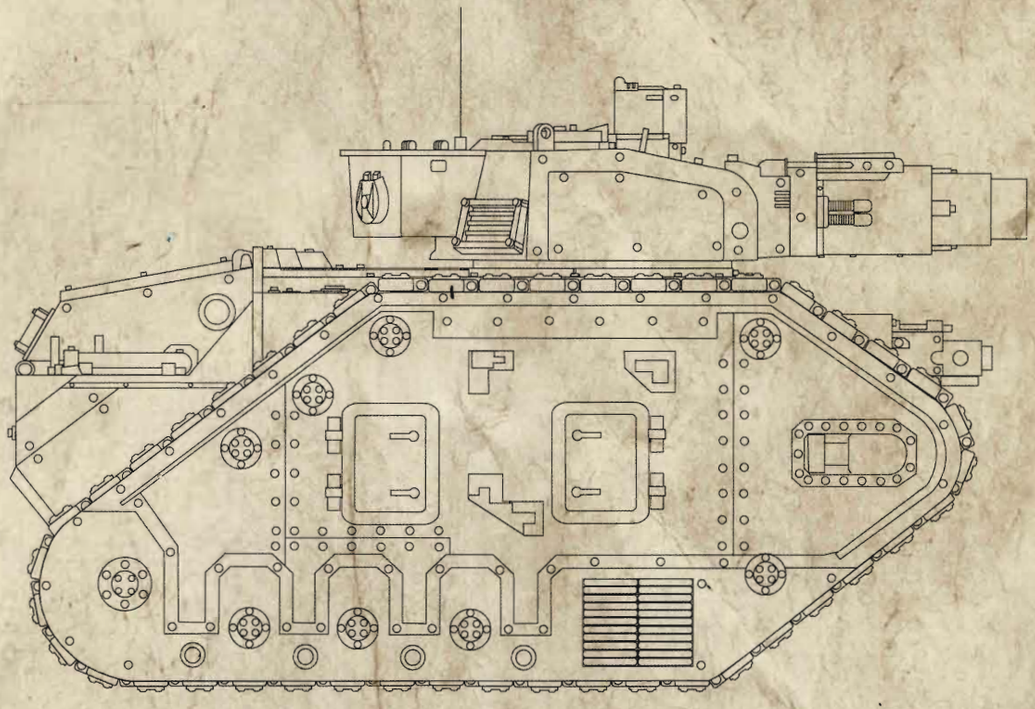
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Mars Alpha pattern Leman Russ Conqueror



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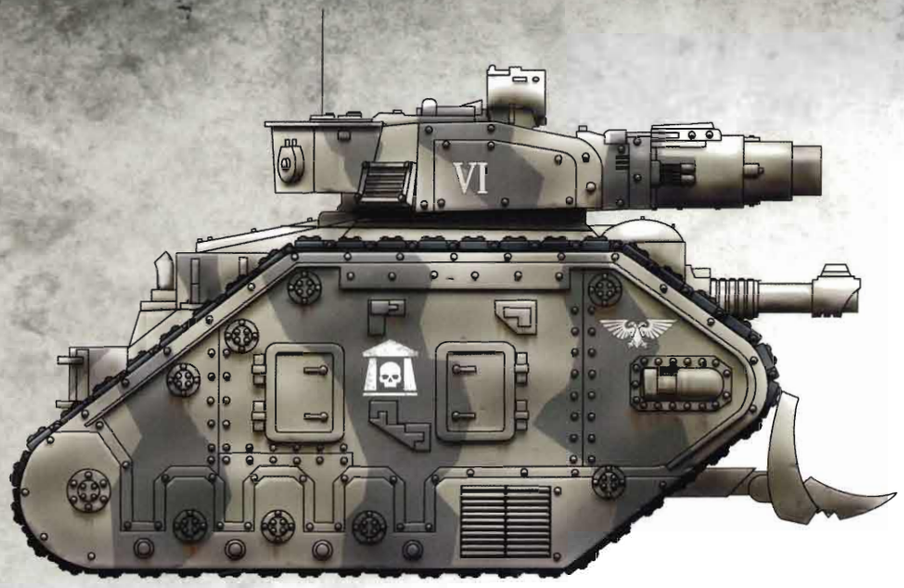
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FERRUM POTENTES

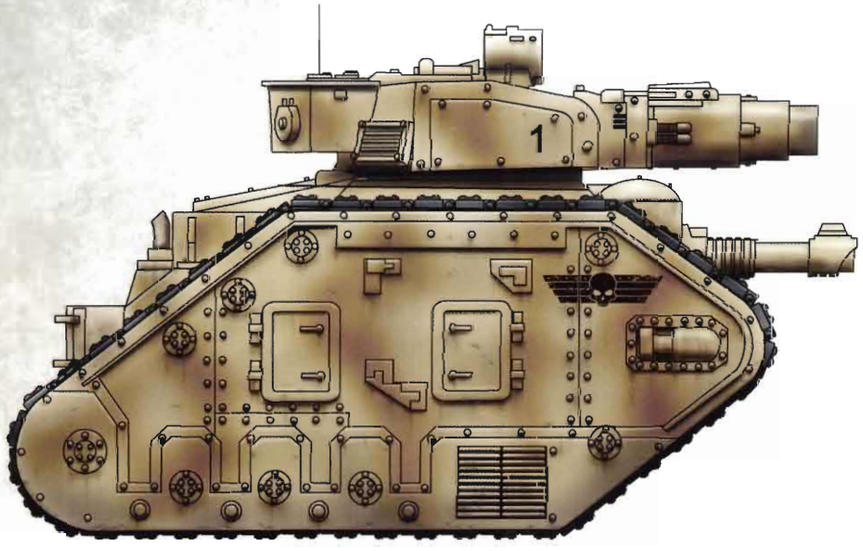
VEHICLE DESIGNATION:	0427-941-2002-LR0085	MAIN ARMAMENT:	CONQUEROR CANNON
VEHICLE NAME:	LEMAN RUSS CONQUEROR	SECONDARY ARMAMENT:	STORM BOLTER
FORGE WORLD OF ORIGIN:	GRYPHONNE IV	TRAVERSE & ELEVATION:	360°/-8° TO +20°
KNOWN PATTERNS:	MARS ALPHA PATTERN HULL	MAIN AMMUNITION:	46 ROUNDS
CREW:	CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS	SECONDARY AMMUNITION	49 ROUNDS
POWERPLANT:	MR230 V12 MULTI-FUEL	ARMOUR :	1,000 ROUNDS
WEIGHT:	63 TONNES	TURRET:	200 MM
LENGTH:	7.08 M	SUPERSTRUCTURE	180 MM
WIDTH:	4.86 M	HULL	150 MM
HEIGHT:	4.42 M	GUN MANTLET	100 MM
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	34 KPH		
MAX SPEED OFF ROAD:	24 KPH		

DATE: 1006014.M38 SIGNATURE: 43 6F 74 74 72 65 6C 6C

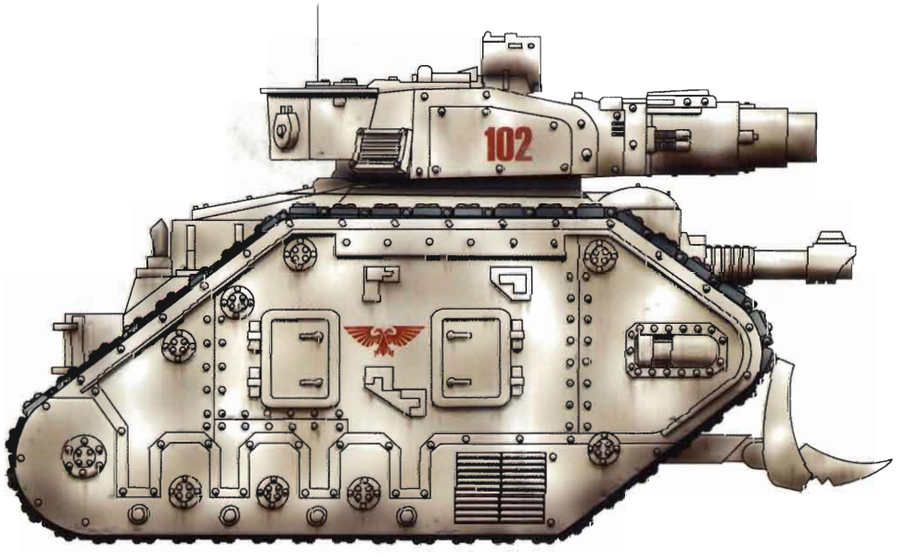
MAGOS FABRICATOR



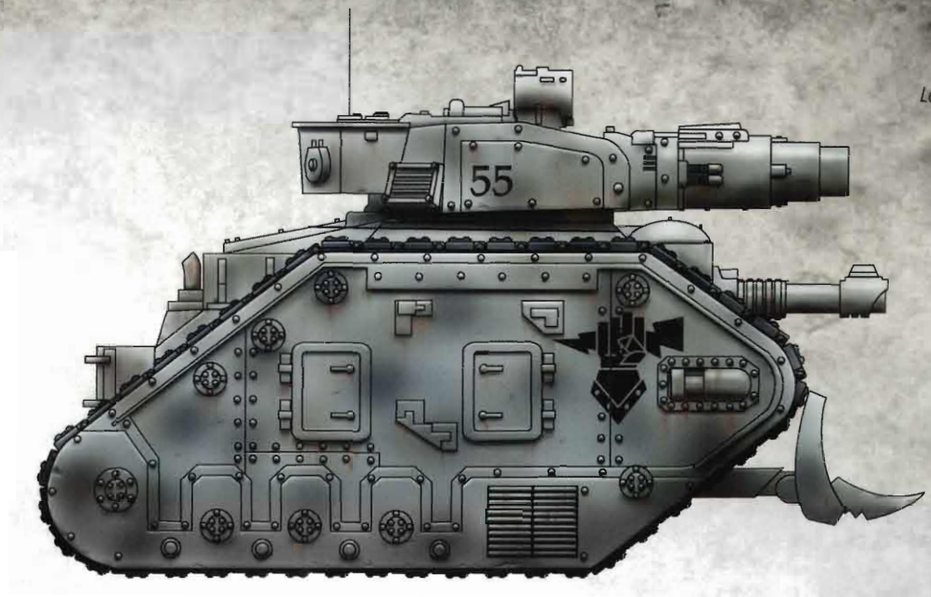
Leman Russ Conqueror of the Cadian 74th Armoured Regiment.
Camouflaged for the temperate highlands of Hamman's World, during the defence of the planet against Hive Fleet Kraken.



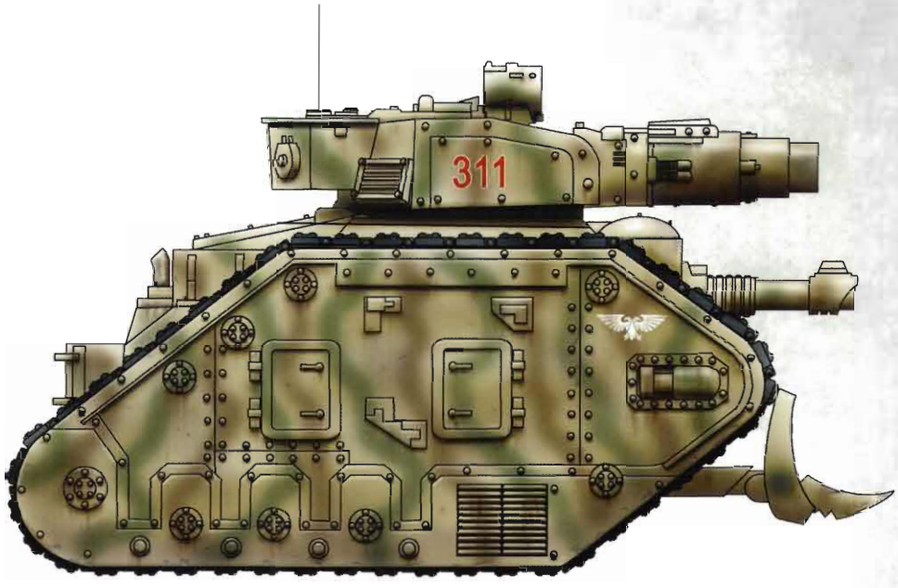
Leman Russ Conqueror of the Tallarn 3rd Armoured Regiment. Defence of Balle Alpha.



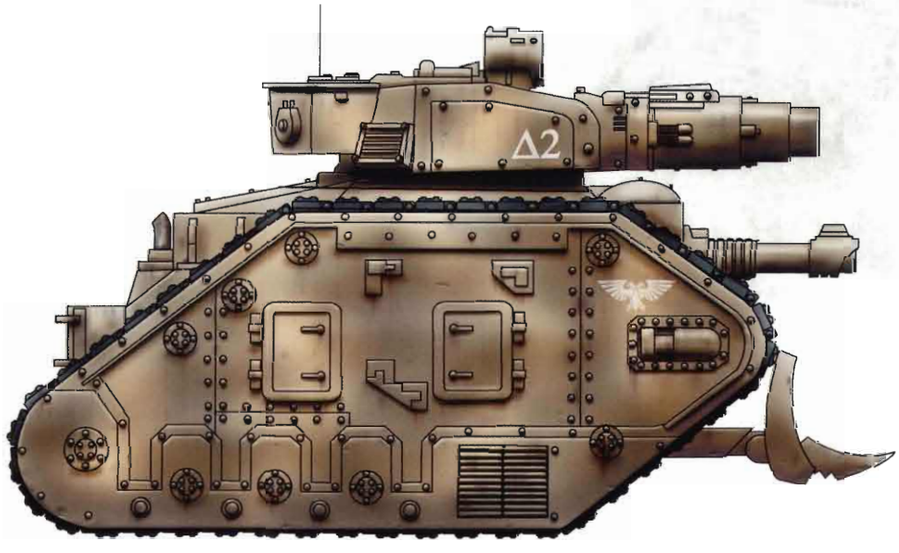
Leman Russ Conqueror of the Valhallan 28th Armoured Regiment. This vehicle has had a subtle camouflage banding added.
Many of the regiment's other vehicles are a flat white colour, but there seems to be no standardisation even within a company or squadron.



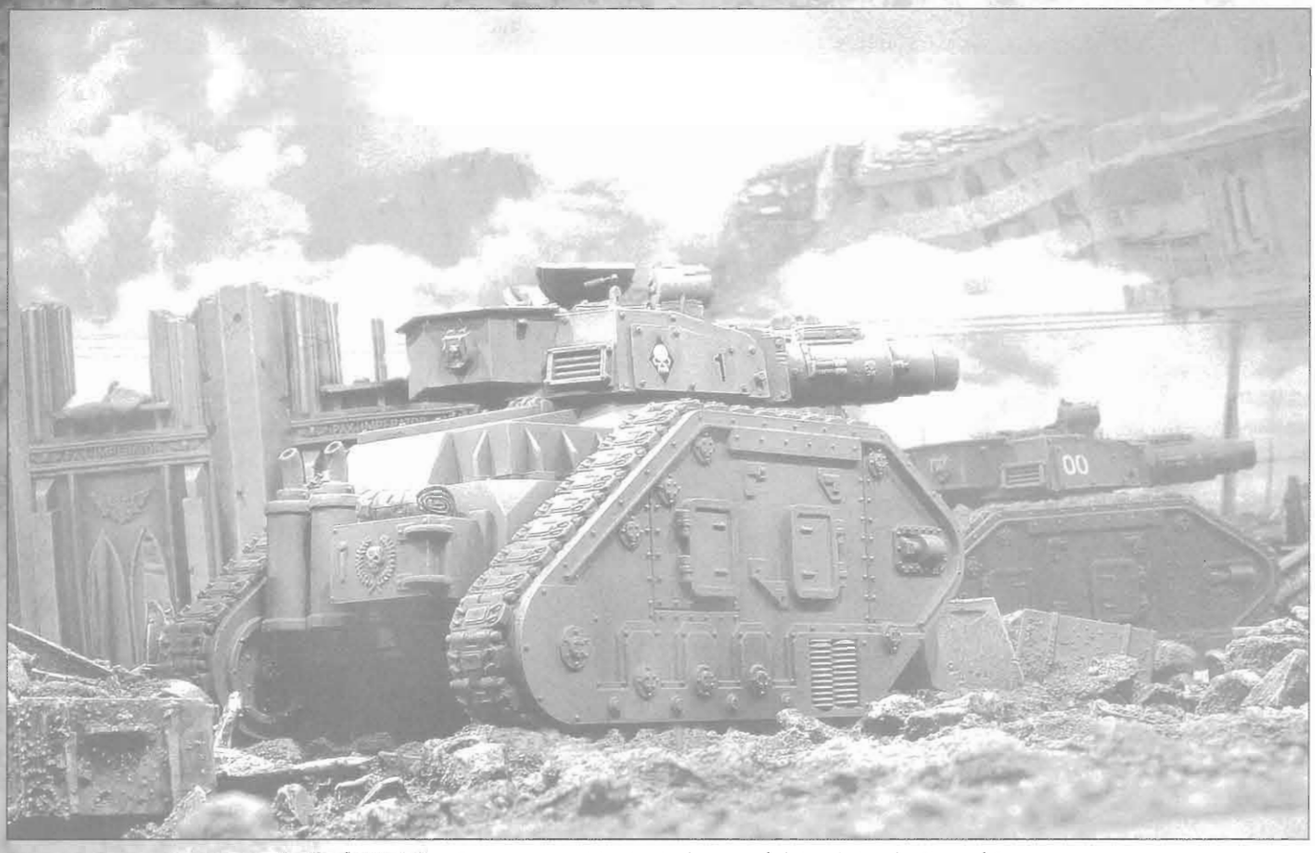
Leman Russ Conqueror of the Konig 27th Armoured Regiment. Caleb Reclamation Force.



Leman Russ Conqueror of the Palladius 8th Armoured Regiment, Atria Wilderness campaign.



Leman Russ Conqueror of an unknown unit. The camouflage scheme is that commonly used in the ash wastes of Armageddon. This may be a rapidly painted Steel Legion tank, or from another armoured regiment using the same camouflage scheme.



A pair of Leman Russ Conquerors participating in the street fighting during the Siege of Castra.
The far vehicle, '00', is probably a Commissar's tank. The vehicles are likely to be from a regimental command unit.



A Leman Russ Conqueror waits on-station in one of the many Hive cities on Caleb, its route forward blocked by tank traps. The Conqueror's lighter gun is not well suited to the rigours of urban combat – a Demolisher might be capable of clearing its own path, but the Conqueror must wait for aid.

LEMAN RUSS ANNIHILATOR



A variant of the standard Leman Russ battle tank currently more commonly seen in Imperial Guard armoured companies than standard line regiments, the Leman Russ Annihilator is believed to have been developed within the past three to five millennia. Accounts on when the Tech-Priests of Mars officially sanctioned its existence vary wildly, although there are confirmed listings of it on various regiments' Orders of Battle from the 37th Millennium onwards.

Like its Adeptus Astartes namesake, this Leman Russ variant exchanges its battle cannon for a twin-linked lascannon and this shift in firepower makes the Annihilator a very able tank destroyer, although not as highly regarded as the more powerful Leman Russ Vanquisher. However, given the relatively straightforward nature of its armament as opposed to the increasingly rare technology required to create and maintain the Vanquisher cannon, the Annihilator finds favour in war zones where tank attrition rates are high and resupply problematical. Accordingly, both the mighty foundries of Mars and the primary Forge Worlds of Ryza and Accatran have begun producing the Leman Russ Annihilator in increasing numbers to meet demand following battlefield losses, with a number of other Forge Worlds across the galaxy lobbying for unrestricted access to the tank's blueprints.

As well as exchanging the Leman Russ' main weapon, its interior has also been modified extensively, the space previously used for storing ammunition now given over to the lascannon's power cells. Further augments have also been added which vary depending on its Forge World of origination, for example, the Mars Alpha pattern commonly mounts a heavy bolter.

In recent decades Krieg armoured forces have been a major recipient of this pattern, its design being adapted to cope with the hostile environments its armies commonly endure. These adaptations include, amongst many others, trench rails for easy extraction should the vehicle become bogged down and additional filtration systems to protect against airborne contaminants.

In the past few decades Mars Alpha pattern Annihilators allocated to the Krieg regiments have also started to appear off the production lines with significantly reinforced hulls. It is not known if this is a general adaptation of the variant pattern recently sanctioned by the Adeptus Mechanicus or a reaction to the Krieg regiments' tendency to follow more aggressive battle strategies, their commanders preferring to send the Annihilator charging towards enemy lines rather than the more defensive tank hunter role it plays in other armies.



LEMAN RUSS ANNIHILATOR SQUADRON ..... 130 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Annihilator	3	14	13	10	3

Unit Composition
- 1 Leman Russ Annihilator

Unit Type
- Vehicle (Tank)

**See page 21 for details.*

Special Rules
- Lumbering Behemoth*

Wargear
- Turret-mounted twin-linked lascannon
- Heavy bolter
- Searchlight
- Smoke launchers

Leman Russ Annihilators may be taken as part of a Leman Russ squadron for a Codex: Imperial Guard army.

Options
- Any Leman Russ Annihilator may replace its heavy bolter with:
  - Lascannon .....+15 points per model
  - Heavy flamer..... Free
- Any Leman Russ Annihilator may take a pair of sponsons armed with:
  - Heavy bolters.....+20 points per model
  - Heavy flamers .....+20 points per model
  - Multi-meltas .....+30 points per model
  - Plasma cannon .....+40 points per model
- Any Leman Russ Annihilator may be given any of the following:
  - Pintle-mounted heavy stubber or storm bolter....+10 points per model
  - Hunter-killer missile .....+10 points per model
  - Dozer blade.....+10 points per model
  - Extra armour.....+15 points per model
- The entire squadron may take:
  - Camo-netting .....+20 points per model



Thought for the day: The dead watch over us and guide us.

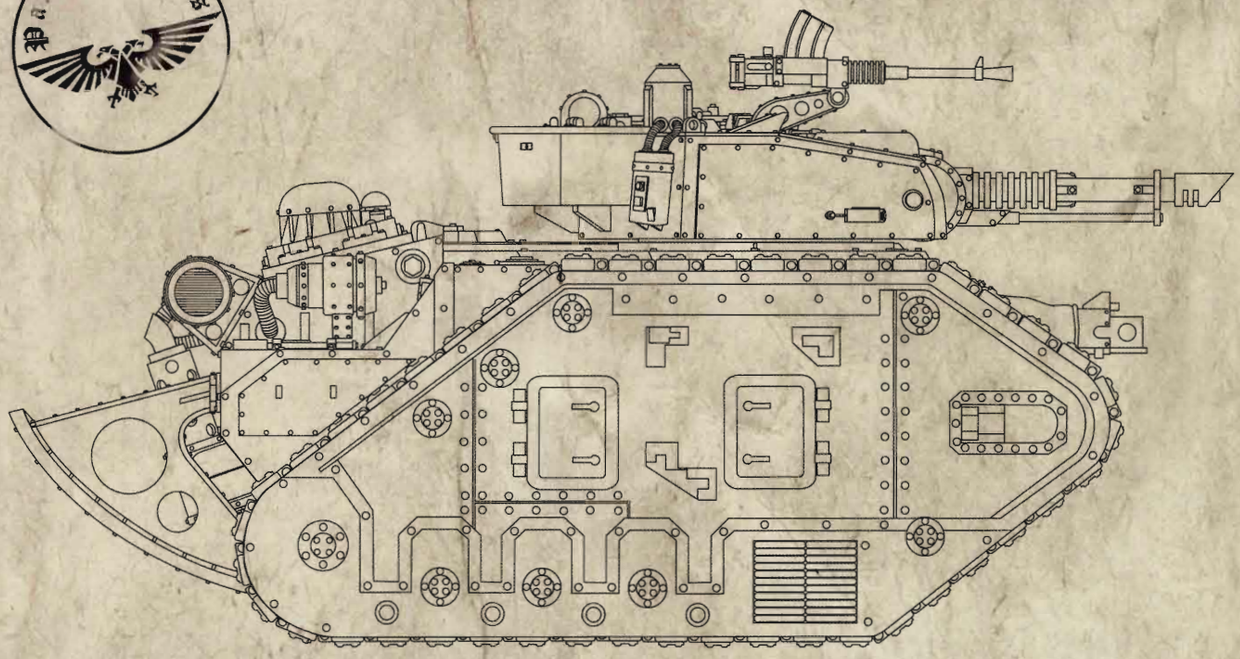
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 3A

Mars-Alpha pattern Leman Russ Annihilator with additional engine filters and trench rails



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VEHICLE DESIGNATION: 0427-941-1876-LR 657/514
VEHICLE NAME: LEMAN RUSS ANNIHILATOR
FORGE WORLD OF ORIGIN: MARS
KNOWN PATTERNS: II-VI
CREW: CDR, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS
POWERPLANT: HL230 V12 MULTI-FUEL
WEIGHT: 58 TONNES
LENGTH: 7.08 M
WIDTH: 4.86 M
HEIGHT: 4.42 M
GROUND CLEARANCE: 0.45 M
MAX SPEED ON ROAD: 40 KPH
MAX SPEED OFF ROAD: 24 KPH

MAIN ARMAMENT: 2 X LASCANNON
SECONDARY ARMAMENT: LASCANNON OR HEAVY BOLTER
TRAVERSE & ELEVATION: 360°/-8° TO +26°
MAIN AMMUNITION: UNLIMITED
SECONDARY AMMUNITION: UNLIMITED OR 600 ROUNDS
ARMOUR :
TURRET: 200 MM
SUPERSTRUCTURE: 180 MM
HULL: 150 MM
GUN MANTLET: 100 MM
ADDENDUM:

DATE: 1822015.M38
SIGNATURE: 43 6F 74 74 72 65 6C 6C
MAGOS FABRICATOR



Leman Russ Annihilator of the 134th Krieg Siege Regiment. This vehicle does not sport the traditional Krieg company markings and may be part of an ad-hoc formation. It was later reported destroyed during one of the many assaults on the Citadel of Vraks.



Leman Russ Annihilator of the 158th Siege Regiment, 9th Company, deployed during the fighting on Vraks

DESTROYER TANK HUNTER



The Destroyer Tank Hunter is a relic. Once it was a common vehicle amongst Imperial Guard armoured regiments, now it is rarely seen and its numbers are declining with each battle it is fielded in. The reason for this is that whilst the vehicle's Leman Russ hull can be mass produced, only a few Forge Worlds have the skill to hand craft its laser destroyer weapon; a particularly painstaking and laborious process, resulting in demand far outstripping supply.

The Destroyer utilises the old Mars Alpha pattern hull design, retaining the same engine, transmission and drive train components, but modified with the removal of the standard Leman Russ' armoured crew hatch. In place of this the roof includes the main crew hatch along with forward and rear maintenance access hatches where the primary gun sight is also situated, fitted centrally and accessible by the vehicle's gunner and commander. The gun itself is positioned off-set to the left side of the hull in a limited traverse mount to accommodate the other changes and has multiple chambers which are mounted in a single armoured shroud.

Destroyers are generally issued to specialist tank hunter squadrons, and occasionally enough vehicles are gathered together to form an entire Destroyer company. Armoured regiments consider themselves blessed to even have a single squadron of Destroyers attached to their battle roster, most relying on their other tanks or infantry anti-tank teams to fulfil the same role. Those Imperial Guard units that do still possess Destroyer Tank Hunters guard them jealously and each vehicle is reverentially patched up and repaired to keep it operational. If a Destroyer is lost in battle, a regimental commander knows he is unlikely to get any replacements, and all wrecks which can be reconstructed are therefore high priority salvage, and even if the wreck cannot be repaired, the hull can be patched up and a new weapon added. In this way there are many field conversions of the basic Destroyer hull with the heavy laser destroyer replaced with a Demolisher cannon or a battle cannon, and even the Vanquisher cannon has been witnessed on occasion utilised in this role.

Lacking a turret or secondary weapons means the Destroyer is vulnerable to flank attacks or enemy infantry assaults. Wise commanders know that it lacks the versatility of a true tank and it is generally relegated to a supporting role behind spearhead units. The Destroyer's main role on the battlefield therefore is to seek out and eliminate enemy armour. Tactical doctrine dictates that Destroyers are best used on the defensive, deployed hidden and hull down with weapons trained ready to ambush enemy armoured columns. After a couple of long range shots, the Destroyer's crew will quickly change firing positions to avoid return fire should they have been spotted. This tank 'sniping' makes the Destroyer a notorious hazard to enemy tank crews, who value a confirmed Destroyer kill far greater than other vehicles they may encounter on the battlefields of the 41st Millennium.



DESTROYER TANK HUNTER SQUADRON..... 160 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Destroyer Tank Hunter	3	14	13	10	3

Unit Composition
- 1-3 Destroyer Tank Hunters

Unit Type
- Vehicle (Tank)

Wargear
- Heavy laser destroyer array
- Smoke launchers
- Searchlight

Options
- Any Destroyer Tank Hunter may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter...+10 points per model
  - Hunter-killer missile.....+10 points per model
  - Dozer blade .....+10 points per model
  - Extra armour.....+15 points per model
- The entire squadron may take:
  - Camo-netting .....+20 points per model

A Destroyer Tank Hunter squadron is a Heavy Support choice for a Codex: Imperial Guard army.

Warhammer 40,000

Thought for the day: Faith grows from the barrel of a gun.

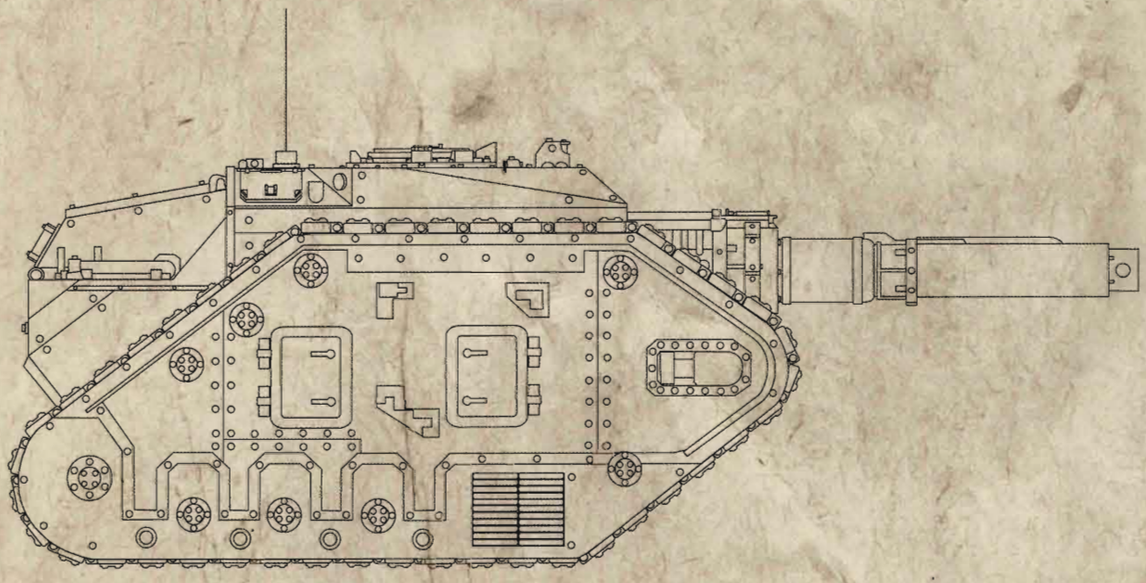
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Stygies VIII pattern Destroyer Tank Hunter



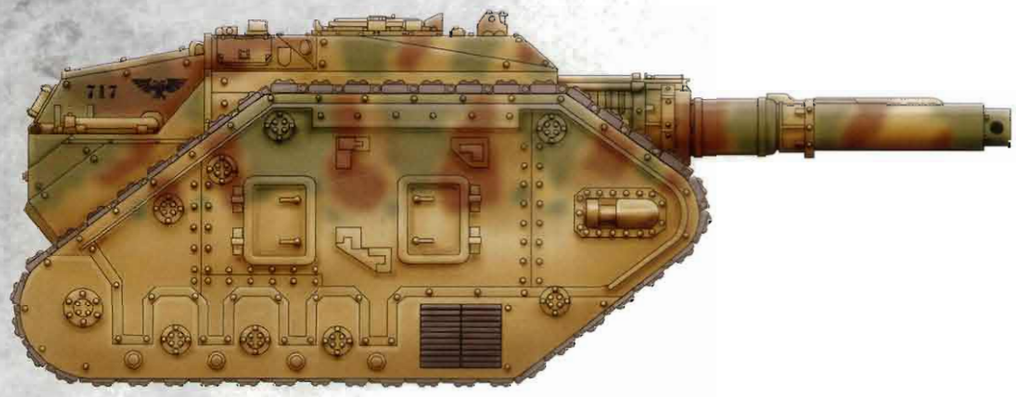
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TRIPLEX PHALL, TOLKHAN, ESTABAN VII, LUCIUS, M'KHAND, VOSS
MUNDUS
EX MACHINA

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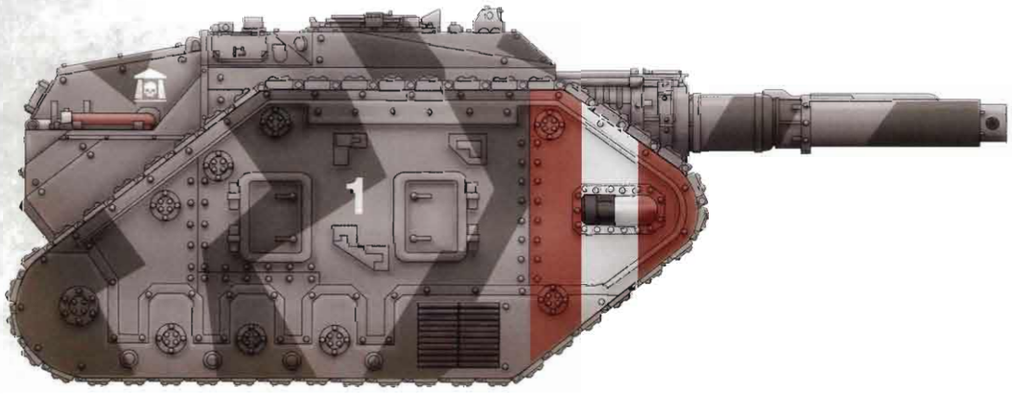
VEHICLE DESIGNATION: 0427-941-1877-LR02975
VEHICLE NAME: DESTROYER TANK HUNTER
FORGE WORLD OF ORIGIN: MARS, STYGIES VIII,
KNOWN PATTERNS: I-IX
CREW: CDR, GUNNER, DRIVER,
POWERPLANT: MR230 V12 MULTI-FUEL
WEIGHT: 52 TONNES
LENGTH: 7.08 M
WIDTH: 4.86 M
HEIGHT: 3.4 M
GROUND CLEARANCE: 0.45 M
MAX SPEED ON ROAD: 50 KPH
MAX SPEED OFF ROAD: 36 KPH

MAIN ARMAMENT: HEAVY LASER DESTROYER
SECONDARY ARMAMENT: NONE
TRAVERSE & ELEVATION: 5°/-3° TO +12°
MAIN AMMUNITION: 20 SHOTS FROM POWER PACK
SECONDARY AMMUNITION: N/A
ARMOUR :
TURRET: N/A
SUPERSTRUCTURE: 200 MM
HULL: 150 MM
GUN MANTLET: 100 MM
ADDENDUM:

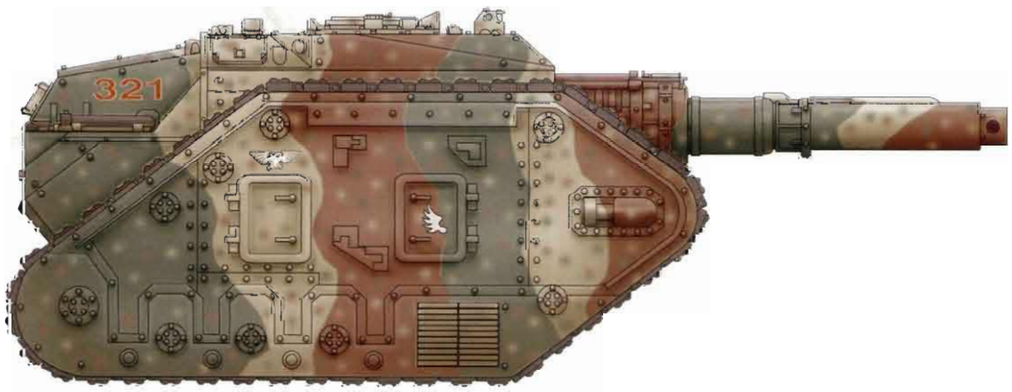
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MAGOS FABRICATOR



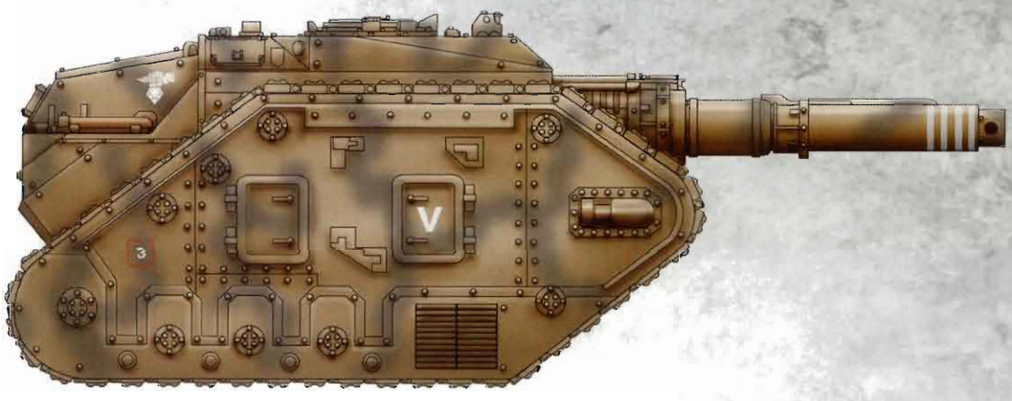
Destroyer Tank Hunter of the Valstadt 13th Armoured Regiment, during the Karsundi river crossing on Lammas. This unique camouflage scheme has been devised mainly with defence against aerial reconnaissance and attack in mind.



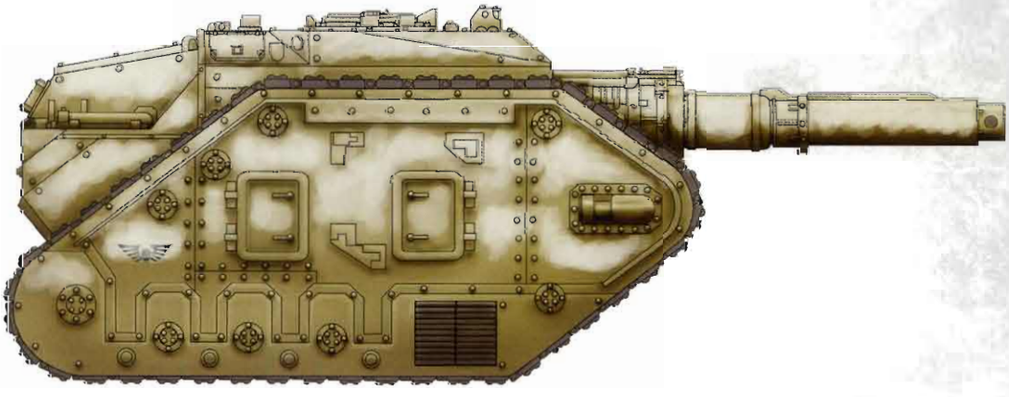
Destroyer Tank Hunter of the Cadian 142nd Armoured Regiment during the Defence of Cadia. The red and white banding indicates a vehicle attached to the 1st Company. As the 142nd only had a single Tank Destroyer squadron on its order of battle for the campaign, the number on its side is likely to indicate it is the first vehicle of that squadron.



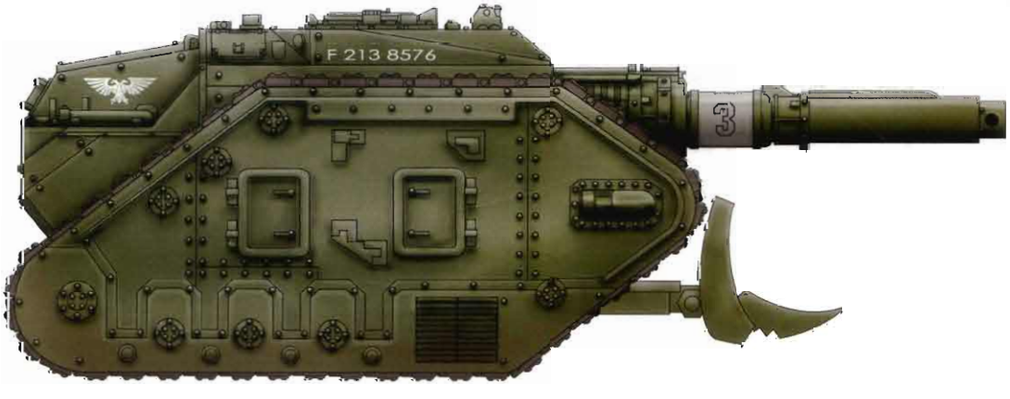
Destroyer Tank Hunter of the 5th Deneb Armoured Regiment. It is not unusual, given the Destroyer's mainly defensive role, for crews to lavish more time on a convincing camouflage scheme. This scheme has been devised for use in woodland environments.



Destroyer Tank Hunter of the Palladius 46th Armoured Regiment. The vehicle is the fifth of its squadron, which would indicate that the 46th is fortunate to have an overstrength squadron attached to it. The number three may indicate that the Tank Destroyer squadron is attached to the regiment's 3rd Company. Note the four kill rings added to the barrel.



Destroyer Tank Hunter of an unknown unit. Any identification numbers have been obscured by the addition of a hasty whitewash applied by the crew. This whitewashing by hand is the fastest way to achieve a winter camouflage scheme on vehicles which have recently arrived in a war zone.



Destroyer Tank Hunter of the Dniepr 9th Tank Corps. This, the squadron's third vehicle, has had a dozer blade fitted. Although there is no standard practice for fitting such additional equipment, veteran commanders often equip one in three vehicles with a dozer blade. The meaning of F213 8576 is unknown, although it is likely to be a temporary Departmento Munitorum identifier that was not removed when the unit received the vehicle.



An unidentified Destroyer Tank Hunter operating in winter conditions on Sallan's World.



A Destroyer Tank Hunter lies in waiting having found itself a well concealed firing position in the ruined shell of a building. This demonstrates classic Destroyer ambush tactics.

THUNDERER SIEGE TANK



The Thunderer Siege Tank was originally a conversion of the variant Destroyer Lemun Russ hull, believed to have originated in a Departmento Munitorum field workshop as a stop-gap armoured vehicle for use in close quarters street fighting. In such situations there are often not enough Demolisher siege tanks to support all front line Imperial Guard infantry platoons, and infantry units lacking the heavy supporting firepower of the large Demolisher cannon often find attacking through dense terrain hard going, if sometimes nigh on impossible. The inclusion, therefore, of the Demolisher cannon on the Destroyer hull went some way to resolving this.

With the Destroyer's main weapon being difficult to manufacture and almost impossible for field workshop units to repair once it has been damaged or malfunctions, it was found that an otherwise fully functional Destroyer chassis could be retro-fitted with another weapon. With the heavy laser destroyer stripped out, along with its capacitors and batteries, enough space was then available to fit a battle cannon or Demolisher cannon and its ammunition. Due to the size, however, of the Demolisher cannon's shells, ammunition storage within the Thunderer Siege Tank has always been problematic as, fully loaded, only eighteen rounds can be squeezed into the vehicle, significantly reducing the time a Thunderer can remain fighting before requiring re-supplying.

Aside from the change in weaponry, the Thunderer retains all the hull features of the Destroyer and benefits from extra bracing and armour plates welded inside its roof. This provides protection from attacks from above whilst the vehicle is operating in urban terrain. As a stop-gap vehicle the Thunderer therefore fulfils its role well, although the Demolisher is still the close support weapon of choice for most commanders, due to its turret and many secondary weapons.

The Thunderer's role is to engage enemy-held buildings or bunkers, using its armour tipped shells to pierce the defender's walls before the delay-fused high explosive detonates within, causing massive damage to the occupants and the structure itself, and it is not unknown for a single Demolisher shell to cause an entire building to collapse. The weight of the shell can also easily destroy enemy vehicles, but its size reduces its accuracy, making it ineffective against enemy armour unless its target is at close range.

As the Thunderer is a replacement vehicle, few units' 'Orders of Battle' include it. Where siege tank companies are equipped with Demolishers, any Thunderers will be included as direct replacements for losses in previous battles or as additional tank squadrons. Given the difficulty of manufacturing Destroyers, some Thunderers have been produced as newly built vehicles, their patterns beginning to appear on various Forge Worlds throughout the Imperium, although whether this activity has been sanctioned by Mars is unconfirmed.



THUNDERER SIEGE TANK SQUADRON..... 140 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Thunderer	3	14	13	11	3

Unit Composition
- 1-3 Thunderers

Unit Type
- Vehicle (Tank)

Wargear
- Demolisher cannon
- Searchlight
- Smoke launchers

Options
- Any Thunderer may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter...+10 points per model
  - Hunter-killer missile.....+10 points per model
  - Dozer blade .....+10 points per model
  - Extra armour.....+15 points per model
- The entire squadron may take:
  - Camo-netting .....+20 points per model

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



Thought for the day: Obedience is not enough.

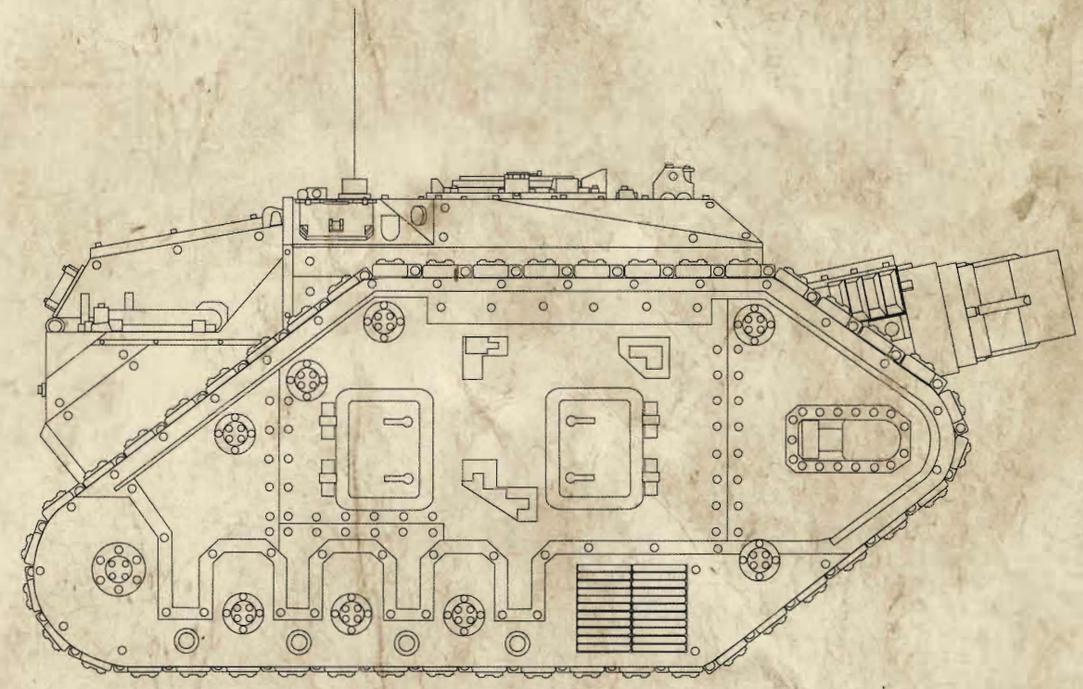
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Stygies VIII pattern Thunderer Siege Tank



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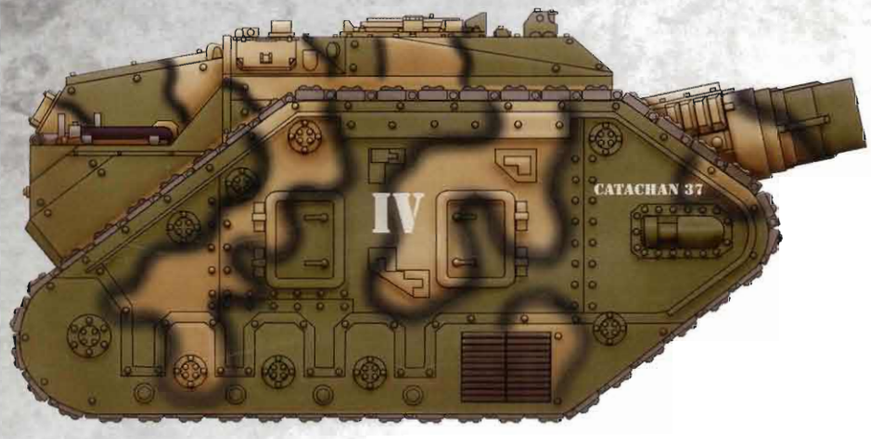
PERIRUM PARENDES

VEHICLE DESIGNATION: 0427-941-2020-LR011
VEHICLE NAME: THUNDERER SIEGE TANK
FORGE WORLD OF ORIGIN: FIELD CONVERSION
KNOWN PATTERNS: I-IX
CREW: COMMANDER, GUNNER, DRIVER
POWERPLANT: HL230 V12 MULTI-FUEL
WEIGHT: 52 TONNES
LENGTH: 7.08 M
WIDTH: 4.86 M
HEIGHT: 3.40 M
GROUND CLEARANCE: 0.45 M
MAX SPEED ON ROAD: 32 KPH
MAX SPEED OFF ROAD: 22 KPH

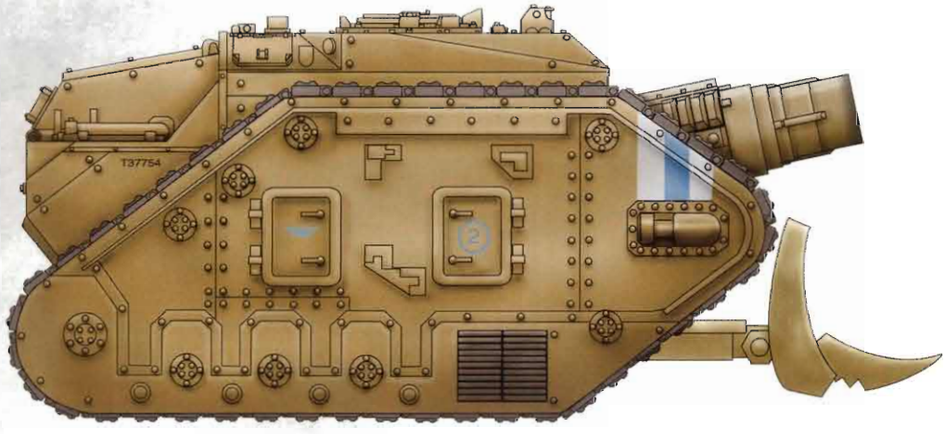
MAIN ARMAMENT: DEMOLISHER CANNON
SECONDARY ARMAMENT: NONE
TRAVERSE & ELEVATION: 5°/-3° TO +12°
MAIN AMMUNITION: 18 ROUNDS
SECONDARY AMMUNITION: N/A
ARMOUR :
TURRET: N/A
SUPERSTRUCTURE: 200 MM
HULL: 150 MM
GUN MANTLET: 150 MM
ADDENDUM:

DATE: 1760010.M38
SIGNATURE:
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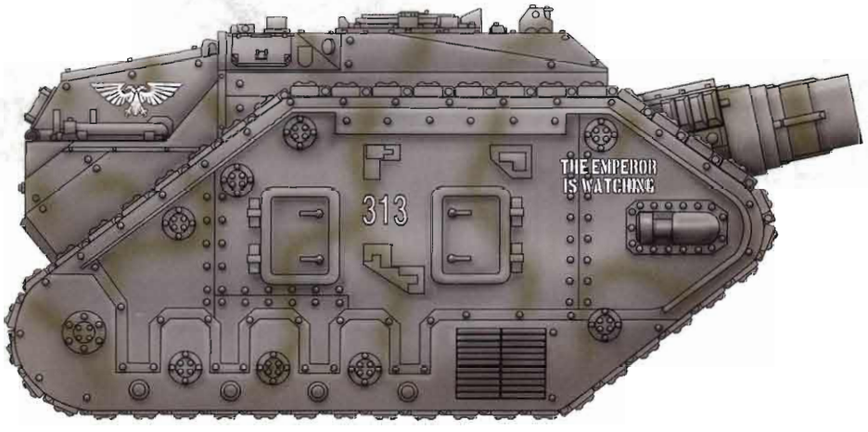
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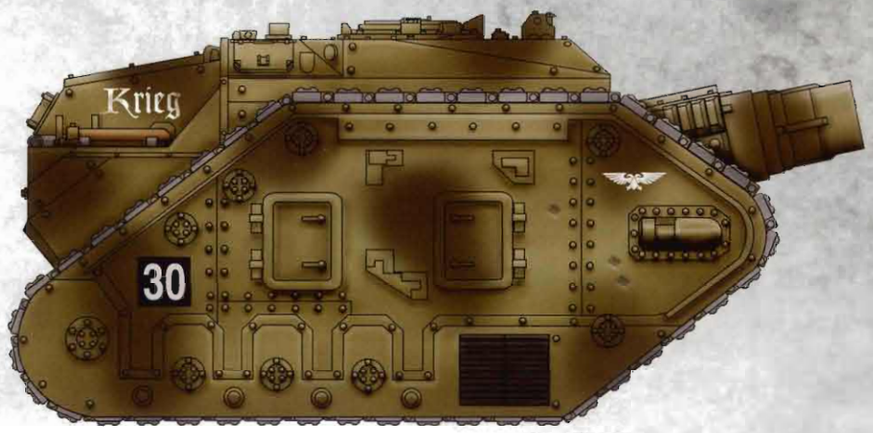
Thunderer Siege Tank of the Catachan 37th Regiment. Although not usually equipped as armoured units, regiments of the Imperial Guard raised on Catachan do sometimes utilise armoured vehicles to support their guerilla operations. A siege tank is an unusual choice as close support vehicles such as Hellhound flame tanks or Chimeras equipped with heavy flamers are more commonly used.



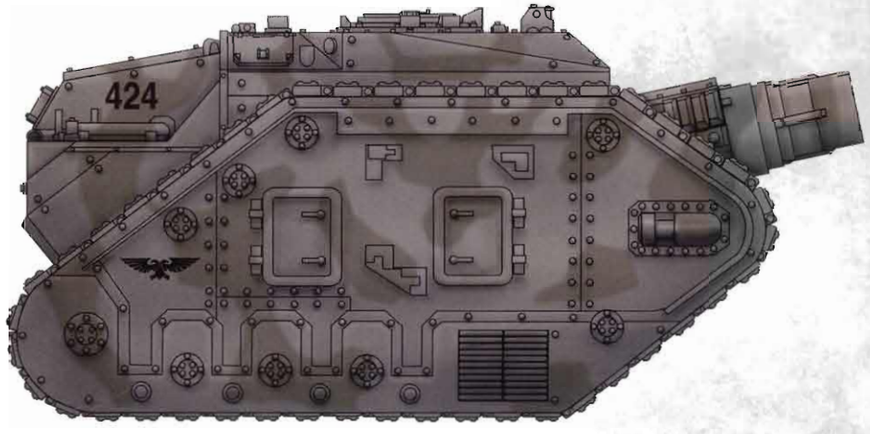
Thunderer Siege Tank of the Tallarn 17th Armoured Regiment, painted in a flat yellow desert colour scheme. The blue and white bands indicate 2nd Company, with the number two in a blue circle identifying it as a vehicle of 2nd Squadron.



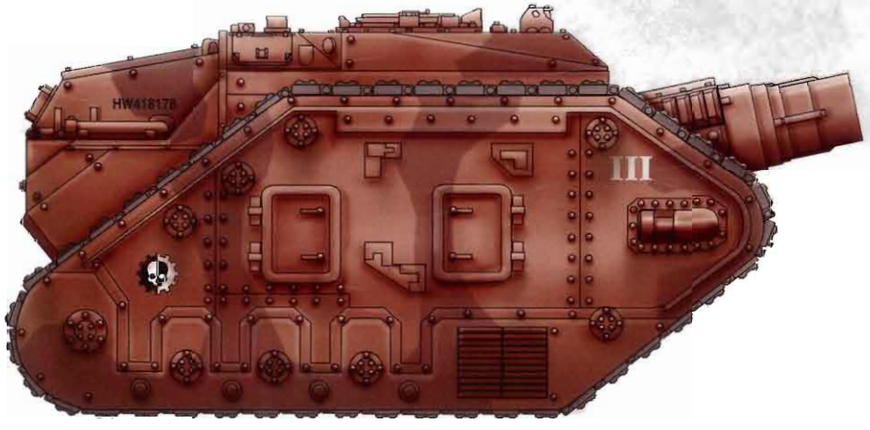
Thunderer Siege Tank of the Palladius 2nd Armoured Regiment. Note the vehicle's slogan: 'The Emperor is Watching', an unofficial addition by the crew which the regiment's Commissars would approve of. Crews individually naming vehicles is common practice in many Imperial Guard regiments.



Thunderer Siege Tank of the Krieg 21st Armoured Regiment, camouflaged in dappled muddy-green colours during fighting in the extensive wetlands of Vorenz III. The stencilled number indicates that this tank is attached to the command squadron of the regiment's 3rd Company. It is not uncommon for a tank company to attach additional specialist vehicles to the command squadron where they are directly under the commander's control.



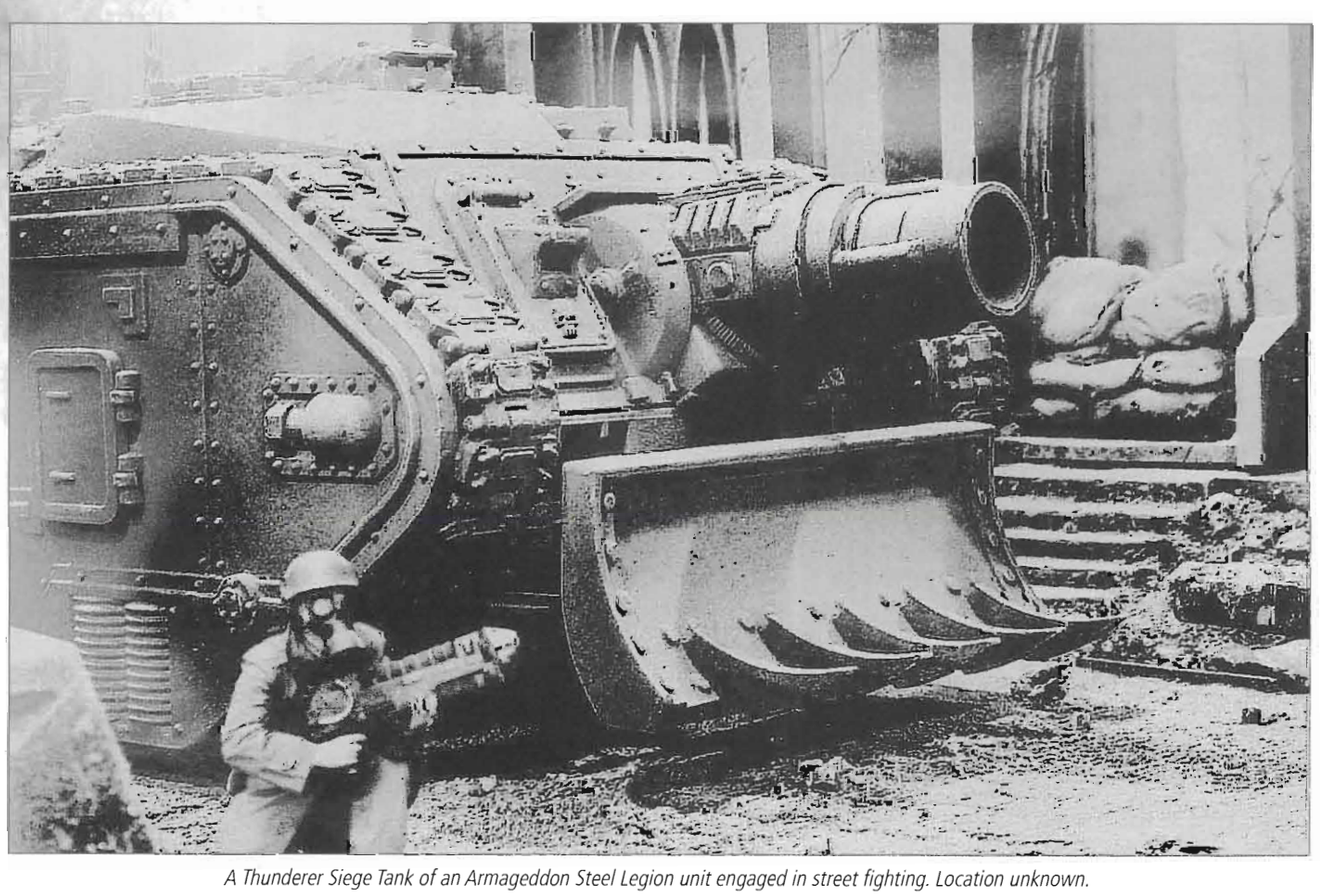
Thunderer Siege Tank of an unknown armoured regiment. The unusual camouflage scheme may be a variant on an urban pattern, or may be designed to blend in with a specific xenos environment.



Thunderer Siege Tank of a Mars Skitarii regiment, painted to blend in with its surroundings, in this case the red deserts of Mars.



A Thunderer Siege Tank with an infantry heavy weapons team in close support.
Note the enemy bunker behind, part of the final line of rebel defences on Vorenz III – probably this vehicle's main target.



A Thunderer Siege Tank of an Armageddon Steel Legion unit engaged in street fighting. Location unknown.

CHIMERA ARMOURED TRANSPORT



The Chimera is an incredibly versatile vehicle and over the millennia it has been pressed into service in a variety of forms. Its basic chassis is used for more vehicles than any other by the Imperium, providing the basis for vehicles as diverse as Basilisk artillery and Hellhound flame tanks to command vehicles and medicae transport. The most common version is the armoured personnel carrier with a turret-mounted multi-laser and hull-mounted heavy bolter, but these weapons can be replaced with other heavy weapons to fulfil a variety of roles.

The Chimera's primary function is to accompany tanks into battle whilst providing protection to an infantry squad within, infantry can then disembark to support the tanks. The Chimera's weapons also provide heavy firepower in an attack, particularly when infantry-borne heavy weapons are difficult to deploy and use when the squad is on the move.

Standard tactical doctrines state that after racing towards its objective, the Chimera's access ramp will crash down, disembarking the infantry who will then move forwards rapidly. Meanwhile the Chimera's heavy weapons lay down a barrage of fire on the objective, and as the squad moves out towards the objective, the Chimera will reverse away to find a new firing position, within cover but where it is still able to fire in support of the squad. There its crew will wait on standby, ready to race forwards again to collect the squad should they need evacuating or moving on to another position.

As well as firepower, protection and mobility, a Chimera offers its assigned squad many other advantages, particularly in terms of storage of equipment. Relieved of the need to carry heavy equipment onto the battlefield they are therefore less likely to suffer from fatigue during long advances. The vehicle also carries extra supplies, such as med kits and vox-casters, giving the infantry fast access to new orders and information on the battlefield situation, and extra storage means more ammunition is always close at hand. All of which make mechanised infantry a far more efficient instrument of war than their footslogging counterparts.

Variants of the basic Chimera are common, most mounting different weapons. The heavy flamer variant is popular amongst troops operating in dense terrain, where the enemy can be close by but difficult to spot, such as in buildings or dense jungle. Usually one heavy flamer Chimera will be deployed for every three standard Chimeras as a stand-in infantry close support vehicle if Demolishers, Thunderers or Hellhounds are in short supply.

The Forge World of Gryphonne IV produces its own unique Chimera variant, armed with twin-linked heavy bolters. Although not entirely suited to an anti-tank role, its heavy bolters can lay down a hail of high explosive bolts that make it particularly effective against dense infantry formations such as those associated with Tyranid swarms and Ork mobs.



CHIMERA ARMOURED TRANSPORT.....55 POINTS

		Armour			
	BS	Front	Side	Rear	HP
Chimera	3	12	10	10	3

Unit Composition
- 1 Chimera

Unit Type
- Vehicle (Tank, Transport)

Transport Capacity
- The Chimera can transport 12 models.

Access Point
- Rear ramp

Special Rules
- Amphibious
- Mobile Command Vehicle

Wargear
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Fire points
- Five models may fire from the Chimera's top hatch.

Mobile Command Vehicle
An officer embarked within a Chimera may still issue orders to squads. Measure ranges and line of sight from any point of the Chimera's hull.

Options
- Replace multi-laser with:
  - Heavy flamer..... Free
  - Heavy bolter..... Free
  - Autocannon.....+5 points
  - Twin-linked heavy bolters.....+10 points
- Replace heavy bolter with:
  - Heavy flamer..... Free
- Take any of the following:
  - Pintle-mounted storm bolter or heavy stubber.....+10 points
  - Hunter-killer missile.....+10 points
  - Dozer blade.....+10 points
  - Extra armour.....+15 points
  - Camo-netting.....+20 points

A Chimera Armoured Transport is a dedicated transport choice for a Codex: Imperial Guard army.

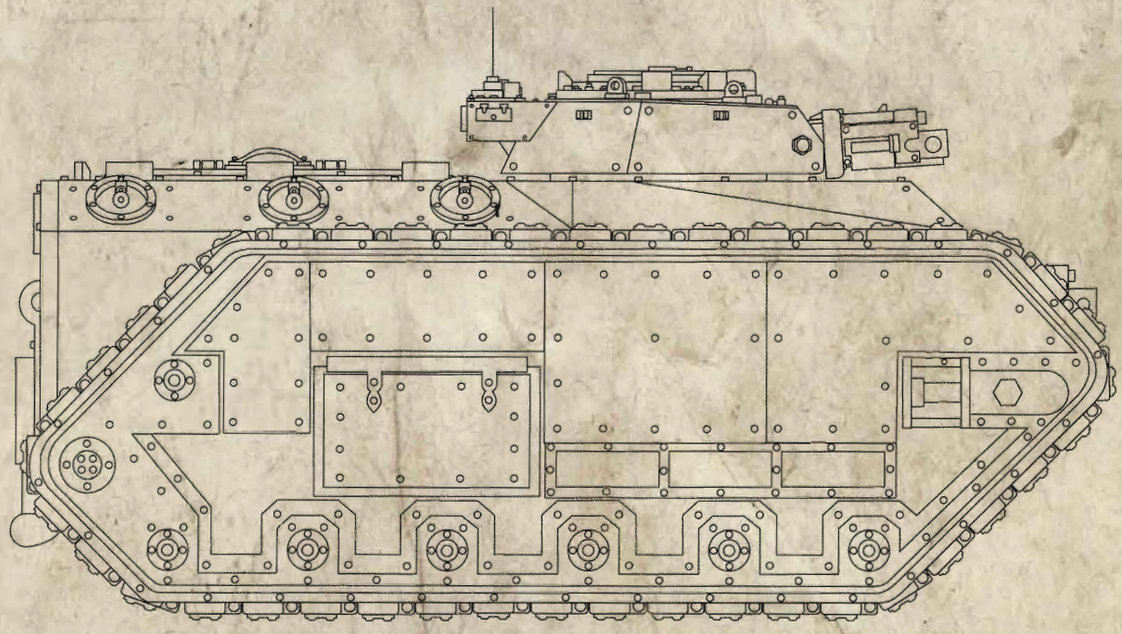
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Gryphonne IV pattern Chimera Armoured Transport



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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-3062-CH124
VEHICLE NAME:	CHIMERA ARMOURED TRANSPORT
FORGE WORLD OF ORIGIN:	GRYPHONNE IV
KNOWN PATTERNS:	II-XI
CREW:	COMMANDER, DRIVER, GUNNER
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT	38 TONNES
LENGTH:	6.90 M
WIDTH:	5.70 M
HEIGHT:	3.72 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	70 KPH
MAX SPEED OFF ROAD:	55 KPH

MAIN ARMAMENT:	2 X HEAVY BOLTER
SECONDARY ARMAMENT:	HEAVY BOLTER OR HEAVY FLAMER
TRAVERSE & ELEVATION:	360°/-8°-+25°
MAIN AMMUNITION:	1,000 ROUNDS
SECONDARY AMMUNITION	400 ROUNDS OR 10 SHOTS
ARMOUR :	
TURRET:	150 MM
SUPERSTRUCTURE	150 MM
HULL	100 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1814014.M38

SIGNATURE:

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MAGOS FABRICATOR

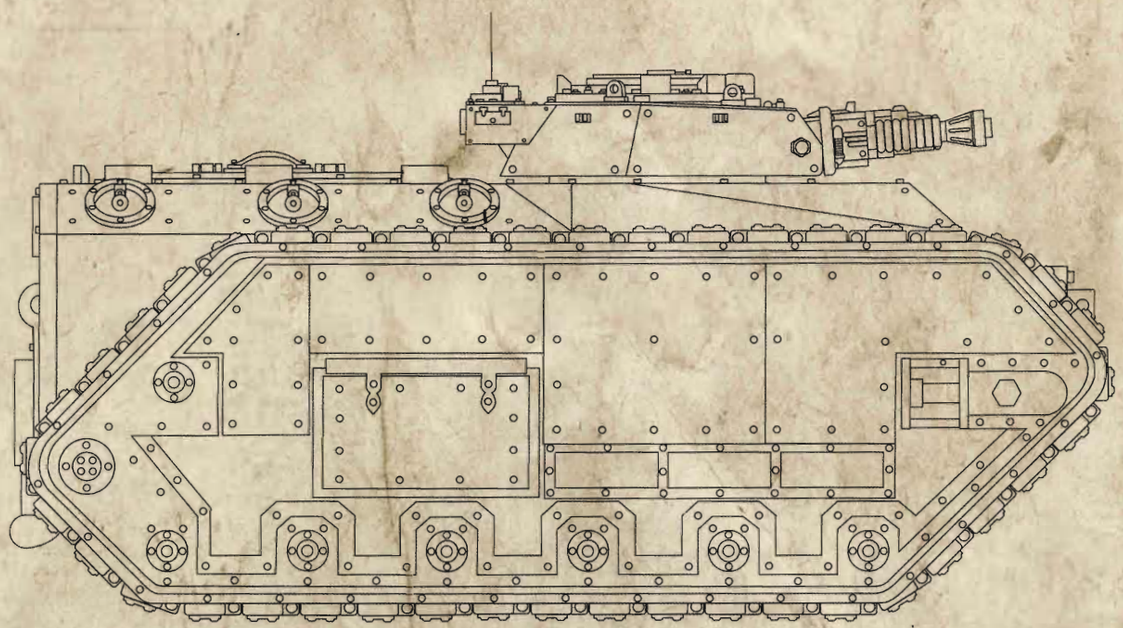
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

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PART .....

Gryphonne IV pattern Chimera Armoured Transport



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FERRUM POTENTES

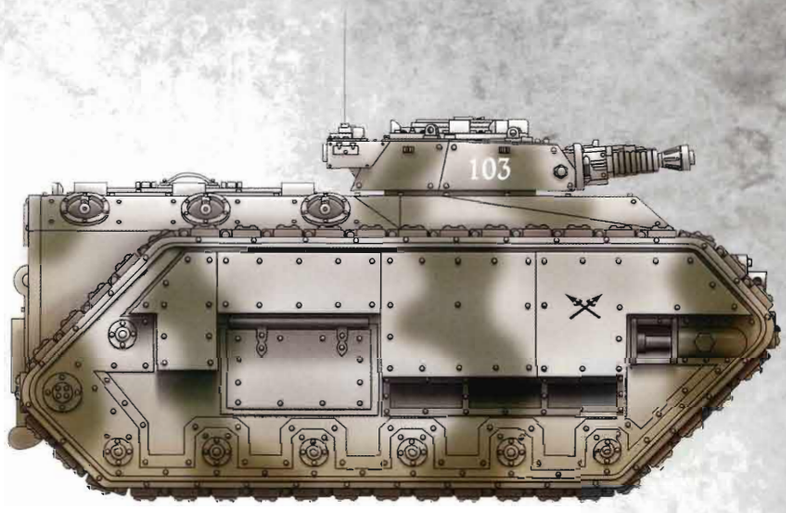
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VEHICLE NAME:	CHIMERA ARMOURED TRANSPORT	SECONDARY ARMAMENT:	HEAVY BOLTER OR HEAVY FLAMER
FORGE WORLD OF ORIGIN:	GRYPHONNE IV	TRAVERSE & ELEVATION:	360°/-8°-+25°
KNOWN PATTERNS:	III-IXI	MAIN AMMUNITION:	20 SHOTS
CREW:	COMMANDER, DRIVER, GUNNER	SECONDARY AMMUNITION	400 ROUNDS OR 10 SHOTS
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN	ARMOUR :	
WEIGHT:	38 TONNES	TURRET:	150 MM
LENGTH:	6.90 M	SUPERSTRUCTURE	150 MM
WIDTH:	5.70 M	HULL	100 MM
HEIGHT:	3.72 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	70 KPH		
MAX SPEED OFF ROAD:	55 KPH		

DATE: 1831010.M38

SIGNATURE:

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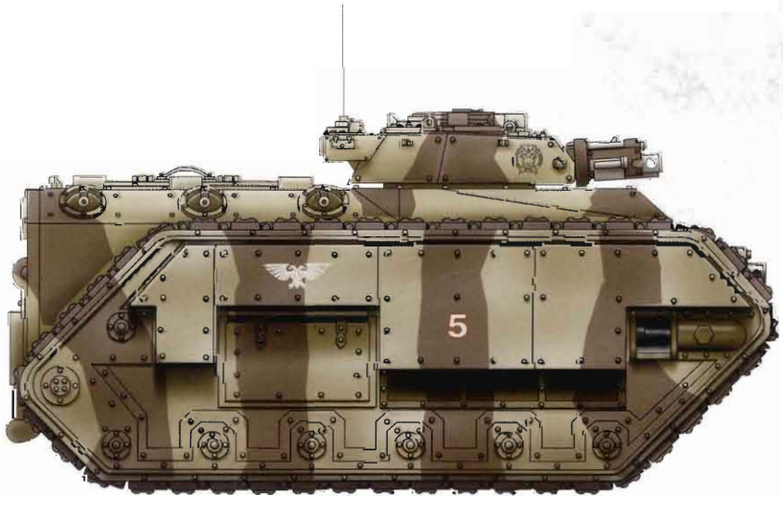
MAGOS FABRICATOR



The Valhallan 193rd Armoured Regiment primarily equips their Chimeras with heavy flamers. This vehicle is the third attached to the 1st Company command section. The crossed spears form a campaign badge, showing it took part in the Tymari Glacier offensive on Achernar Prime.



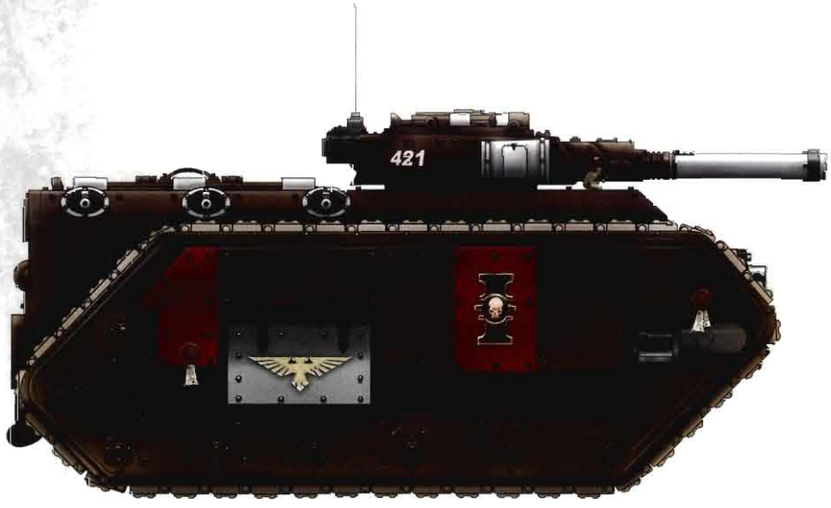
This Chimera Armoured Transport was believed to be part of the Mordian 84th Armoured Regiment. It bears a standard Codex grey colour scheme.



Chimera Armoured Transport deployed as part of the Mortant 7th Regiment 'Headhunters' at the Sacking of Colonia. This is the fifth vehicle of its company.



A Mars pattern Chimera Armoured Transport of the Magdellan 6th Armoured Regiment during the Battle of Tsaragrad. This vehicle is from the 1st Armoured Fist Company, 2nd Platoon. The skull is either a campaign badge or a unit honorary citation.



This is an Inquisitorial Storm Troopers Chimera Armoured Transport in the service of Ordo Malleus Inquisitor Hector Rex. Note the purity seals added to protect the machine spirit of the Chimera and its passengers from daemonic corruption.



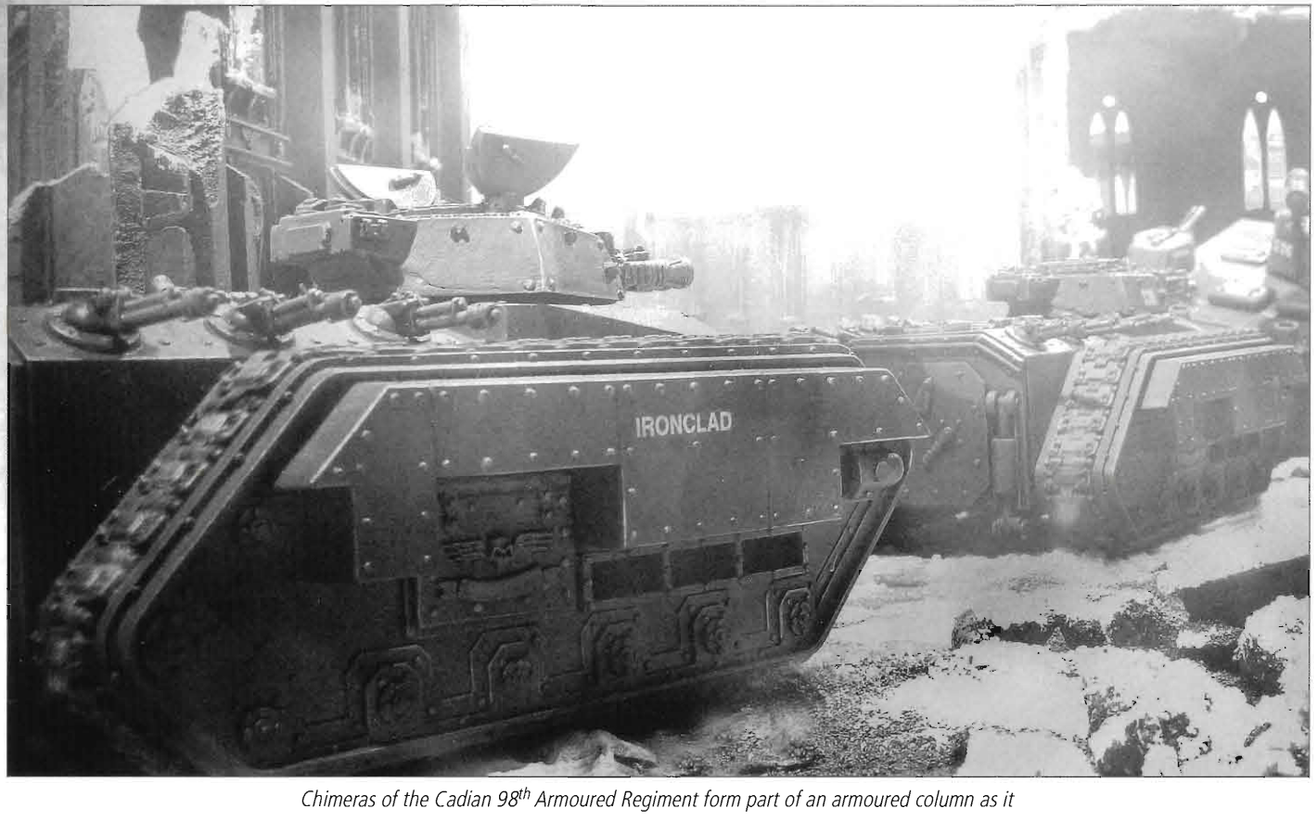
One of the Chimera Armoured Transports used by the Tallarn 3rd Armoured Regiment during the Defence of Balle Alpha.



Gryphonne IV Chimera Armoured Transport of the Tekarn 83rd Mechanised Infantry Regiment, during the Cleansing of Radnar. Note the rear door is emblazoned with a cast eagle, an honour granted to a unit for proven loyalty.



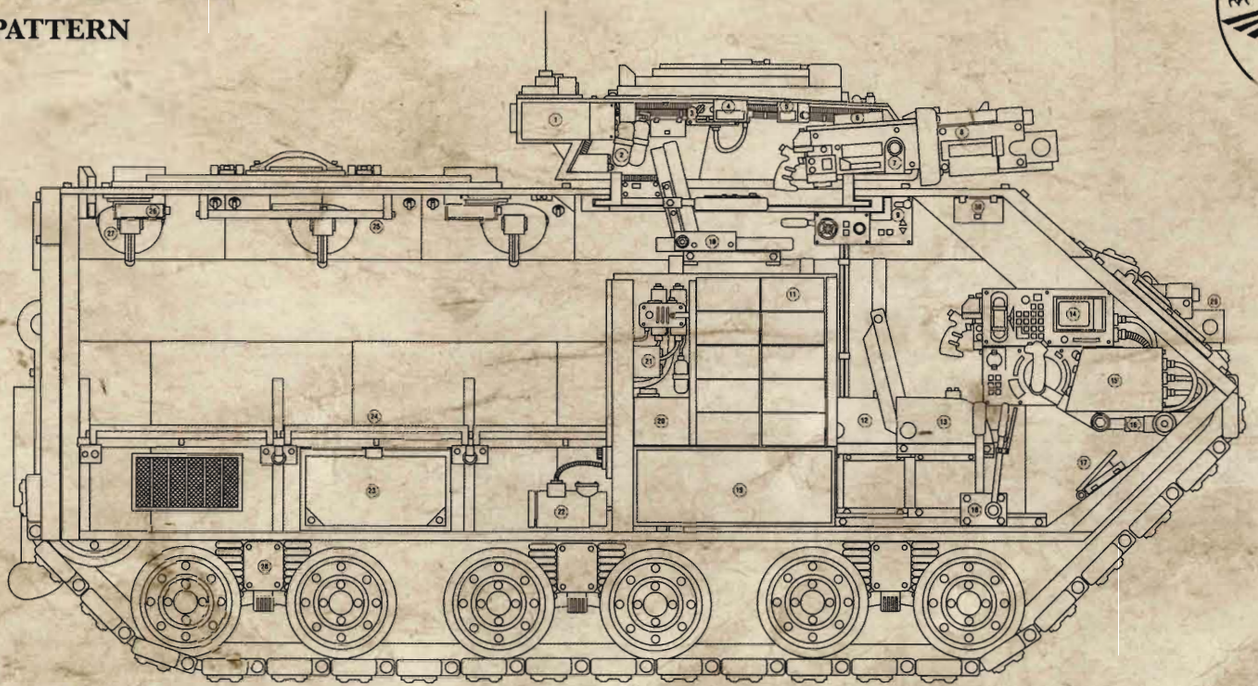
A Chimera Armoured Transport from the 98th Cadian Armoured Regiment carrying a tank rider, probably an officer or sergeant from the infantry squad within. Units being transported in Chimeras often assign a spotter as they close upon an objective, the Chimera's design providing its crew with a better view of the battlefield than the Guardsmen being transported in its hull.



Chimeras of the Cadian 98th Armoured Regiment form part of an armoured column as it advances through the ruined streets of a destroyed city during the Luxor Uprising.

CHIMERA ARMOURED TRANSPORT - INTERIOR DETAIL

GRYPHONNE IV PATTERN



INTERIOR DETAIL KEY

1 Vox-caster equipment
2 Air purification tanks (for use in hostile environments)
3 Commander's control system
4 Turret scope (fixed)
5 Turret scope (fixed)
6 Heavy bolter magazine, on left hand side
7 Gun cradle mount
8 Twin-linked heavy bolters
9 Turret traverse unit
10 Commander's seat (suspended)
11 Heavy bolter ammunition boxes (replaced by flamer fuel tanks as required)
12 Gunner's seat
13 Driver's seat
14 Driver's control system
15 Driver's console
16 Steering mechanism
17 Driver's foot lever
18 Transmission levers
19 Internal fuel tank
20 Power cell
21 Power generation systems
22 Electrical generator
23 Stowage bin (under seating)
24 Seating, for twelve Guardsmen
25 Handrail
26 Vision block
27 Ball mount and lasgun handle
28 Bogey and suspension unit
29 Hull-mounted heavy bolter
30 Med kit

43 6F 74 74 72 65 6C 6C

HELLHOUND FLAME TANK & VARIANTS



HELLHOUND FLAME TANK

The Hellhound is a flame tank based upon the versatile Chimera hull. Armed with a fearsome inferno cannon, its main role is for deployment as a terror weapon during close range combat such as street-fighting or against enemy troops concealed in dense terrain such as jungles.

Hellhounds are issued to dedicated Hellhound Tank companies or as squadrons of support vehicles to Armoured Fist and Tank companies. Although some regiments are lucky enough to include entire Hellhound companies, many Imperial Guard commanders on the ground use a flexible approach to the deployment of Hellhounds as they find Hellhounds more useful as independent vehicles, attached in an ad hoc fashion to battle groups or assault groups as needed. Hellhounds therefore do not tend to fight as complete companies in their own right, as many Leman Russ companies practise, for example.

Most Hellhounds have a crew of three Guardsmen: a driver, a commander and a main gunner. As with other Imperial Guard vehicles there are a variety of patterns of Hellhound. These have cosmetic or minor differences, but all have the same basic features. Many flame thrower weapons suffer from a lack of ammunition capacity, requiring a considerable amount of fuel to maintain a steady rate of fire. The Hellhound overcomes this drawback by carrying a huge supply of promethium, enabling its inferno cannon to remain in action during an extended battle. In turn, this makes each vehicle a potential death trap for its crew as enemy fire can easily detonate the promethium store in a massive super-heated fireball. In an attempt to avoid such catastrophic damage, all Hellhounds have thicker armour to protect their fuel tank.

The Artemia pattern includes a remotely operated turret which reduces its crew to two, whilst on many patterns, including the Mars Alpha, the fuel tank is inside the Chimera's standard hull, filling the transport compartment. Many commanders prefer these patterns, as the vehicle's shape and profile remain very similar to a standard Chimera, making its identification more difficult for the enemy. Being such a lethal weapon, Imperial Guard commanders are well aware that, given the chance, enemy forces will give priority to destroying Hellhounds.

During the Beta Anphelion IV campaign, the Cadian 266th Regiment fielded a Hellhound company, dividing the vehicles between the infantry companies for direct close support in the jungles. As well as proving valuable during combat, they were also used for defoliation operations – clearing lines of fire or burning a path through dense foliage for following Chimeras.

DEVIL DOG MELTA TANK

Whilst the Hellhound is mainly utilised in an anti-infantry capacity, the Devil Dog acts predominantly in an anti-armour role. Exchanging promethium for a pyrum-petroleum based mix, the injectors within its weapons system, which sits adjacent to its melta cannon, combine the two chemicals into a chamber. When this extremely volatile combination is fired through its melta cannon, it heats up the air to such a degree that it literally vapourises the moisture within it, producing a distinctive high-pitched howl that screams across the battlefield.

Against this wall of ferocious heat enemy troops stand no chance, even the most heavily armoured being incinerated in an instant. However it is against enemy armour and fortifications that the Devil Dog's thermal weaponry is most often used. Its technology, believed to have been based on that used in Mankind's distant past to render down the toughest of ores and metals for use in constructing its colonies across the galaxy, is capable of rendering part of most tanks or structures to little more than molten slag and steaming gas. This often initiates critical failures in surrounding systems, causing the tank to explode or collapsing the building down upon those inside.

BANE WOLF CHEM TANK

Where an enemy is particularly entrenched and other methods such as artillery cannot be used to flush them out, one alternative Imperial Guard commanders will call upon is the Bane Wolf. This variant of the standard Hellhound pattern has been modified to unleash a noxious cloud of gas so toxic that it dissolves all organic material it comes into contact with, stripping flesh from bone, before rendering even that down into a bubbling pool of rank, festering ooze.

Using such a lethal weapon is not without its risks as should environmental conditions shift on the battlefield, the highly acidic clouds of gas can quickly drift over the Imperial Guard's own troops killing and maiming infantry and even affecting tank crews if their vehicle is not completely sealed against such toxic airborne contaminants. When a Bane Wolf rumbles past therefore, it is up to a regiment's commissars to ensure that those under their charge do not immediately flee in fear of the horrors their own machines of war can unleash.

HELLHOUND SQUADRON

HELLHOUND FLAME TANK ..... 130 POINTS PER MODEL
DEVIL DOG MELTA TANK ..... 120 POINTS PER MODEL
BANE WOLF CHEM TANK ..... 130 POINTS PER MODEL

		Armour			
	BS	**Front**	**Side**	**Rear**	**HP**
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

Unit Composition
- Hellhound squadron composed of 1-3 tanks, in any combination.

Unit Type
- Vehicle (Tank, Fast)

Wargear (All)
- Heavy bolter

Wargear (Specific)
Hellhound
- Inferno cannon

Devil Dog
- Melta cannon

Bane Wolf
- Chem cannon

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
  - Multi-melta ..... +15 points per model
- Any model may take any of the following:
  - Searchlight ..... +1 point per model
  - Pintle-mounted storm bolter or heavy stubber ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Smoke launchers ..... +5 points per model
  - Carno-netting ..... +20 points per model

A Hellhound squadron is a Fast Attack choice for a Codex: Imperial Guard army.

Thought for the day: Brave are they who know everything yet fear nothing.

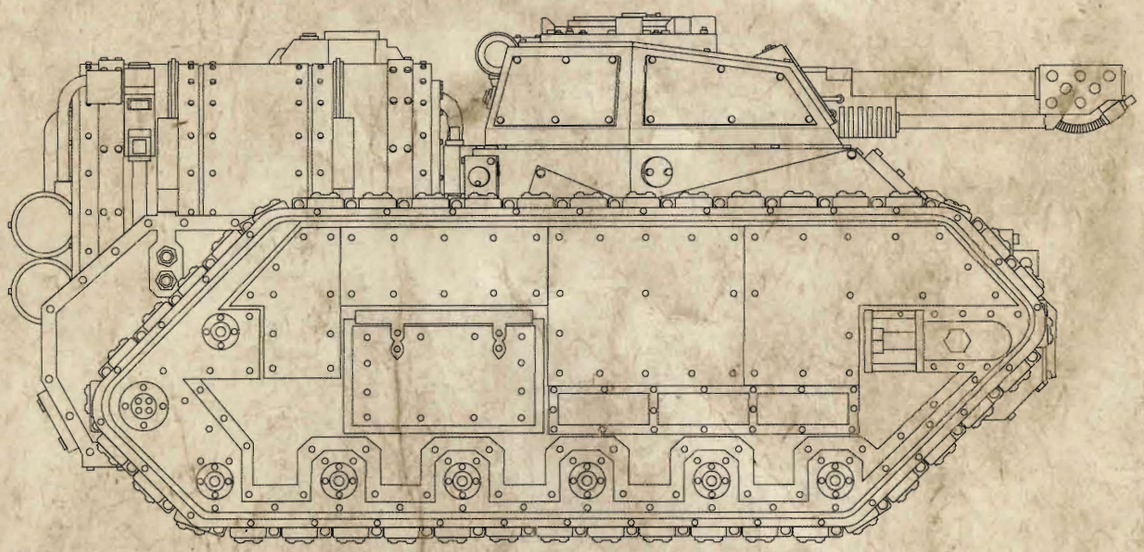
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Graia pattern Hellhound Flame Tank



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IM POTENTES

VEHICLE DESIGNATION:	0639-944-6501-HH070	MAIN ARMAMENT:	INFERNO CANNON
VEHICLE NAME:	HELLHOUND FLAME TANK	SECONDARY ARMAMENT:	HEAVY BOLTER
FORGE WORLD OF ORIGIN:	GRAIA	TRAVERSE & ELEVATION:	360°/-8°-+25°
KNOWN PATTERNS:	II-XXVII	MAIN AMMUNITION:	98 SHOTS
CREW:	COMMANDER, DRIVER, GUNNER	SECONDARY AMMUNITION	400 ROUNDS
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN	ARMOUR :	
WEIGHT:	35 TONNES	TURRET:	150 MM
LENGTH:	6.90 M	SUPERSTRUCTURE	150 MM
WIDTH:	5.70 M	HULL	120 MM
HEIGHT:	4.1 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX. SPEED ON ROAD:	70 KPH		
MAX. SPEED OFF ROAD:	55 KPH		
DATE:	1786035.M39	SIGNATURE:	4316F74 74 72 63 6C6C

MAGOS FABRICATOR

CENTAUR CARRIER



The Centaur is a small utility vehicle, used in a wide variety of roles – as a command squad transport, communications vehicle, supply vehicle towing trailers, but most commonly as an artillery tow for field artillery guns and a transport for the gun's crew. The Centaur is not a frontline combat vehicle, although it does have limited armour protection against enemy shelling.

The Centaur has two crew as standard, a driver and a gunner, although many vehicles operate with just a single driver and rely on its passengers to man the gun. In addition to the crew, the Centaur can cram in up to five passengers.

The Centaur is usually armed with a single pintle-mounted heavy stubber. This weapon is often dismounted and used by the infantry for additional fire support, but most artillery crews retain the weapon as their best defence against a surprise enemy attack, especially as field artillery are usually required to operate close to the front. A feature of the Centaur is its second weapons mount. Positioned in the forward hull next to the driver, a squad in transit can attach their special or heavy weapon there and continue to use it to protect the vehicle. Most artillery crews are not issued with such a weapon, but command squads and grenadier squads in transit find this feature useful.

As well as its weaponry, Centaurs are often upgraded with a variety of other useful features, such as dozer blades, smoke launchers, hunter-killer missiles and mine sweepers, which all add to the vehicle's versatility on the battlefield. The Centaur's main feature is its twin engines, mounted in the track sponsons. For its size, the Centaur has a very powerful power pack, useful for towing very heavy loads, but when freed from this role the Centaur's engine means it can reach a top speed of 110 kph on road and 70 kph off road. This speed means it is well-liked by its crew, who rely on its speed to avoid enemy fire.

Centaurs are often issued to grenadier units as a battlefield transport, to get them close to their targets quickly. Because these Centaurs are deployed into the heart of a battle, and must face enemy fire in no-man's land, the grenadiers' Centaur has been adapted with additional armour plates. This armour gives the driver and passengers some extra protection, especially against shrapnel. They are also fitted with a spiked ram for breaking through razorwire obstacles.

On Vraks, Krieg regiments deployed thousands of Centaurs, utilised in every imaginable role, and behind the trench lines they were a common sight, racing along towing trailers of ammunition or bringing forward reinforcements.

CENTAUR CARRIER SQUADRON ..... 40 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Centaur Carrier	3	11	10	10	2

Unit Composition
- 1-3 Centaur Carriers

Unit Type
- Vehicle (Transport, Fast, Open-topped)

Special Rules
- Artillery Tractor
- Gun Deployment

Wargear
- Heavy stubber
- Searchlight
- Smoke launchers

Transport Capacity
- A Centaur Carrier can transport five models

Options
- Any Centaur Carrier may take any of the following:
  - Hunter-killer missile.....+10 points per model
  - Dozer blade .....+5 points per model
  - Extra armour.....+10 points per model
- The entire squadron may take:
  - Camo-netting .....+20 points per model

Artillery Tractor
If the Centaur begins its Movement phase in contact with a friendly model of the Artillery type that has not moved this turn, and does not have more crew than the currently available transport capacity of the Centaur, then it may attempt to tow that model. The Centaur makes an immediate move of up to 12". Once it has finished moving, the Artillery model may be placed anywhere within base contact of the Centaur and the crew are placed as if they had Disembarked from the Centaur. The Artillery model and its crew may neither move nor fire in a turn when it has been towed, and the Centaur may neither fire any weapons or move Flat Out this turn.

A Centaur Squadron is a Fast Attack choice for a Codex: Imperial Guard army, and a dedicated transport for certain units in a Death Korps of Krieg Siege Regiment army (see IA Five: The Siege of Vraks – Part One, page 130).



During the fighting on Vraks the various Krieg siege regiments deployed to destroy the rebel fortifications employed the Centaur in great numbers. This example lies abandoned by its crew in the midst of the final assault on the Citadel of Vraks.

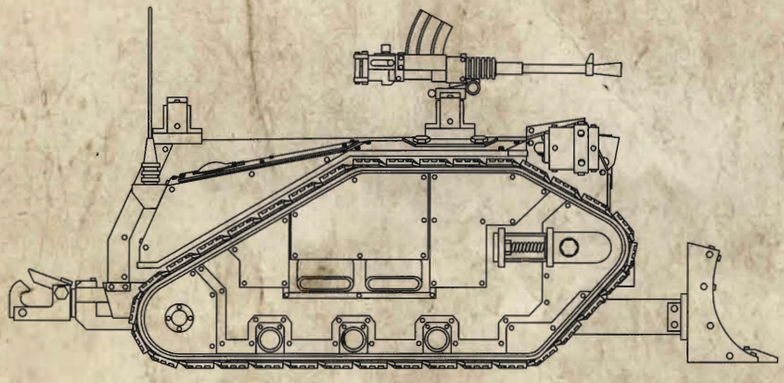
ADEPTUS MECHANICUS

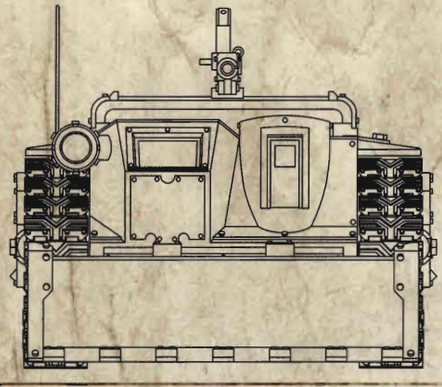
TECHNICAL SPECIFICATIONS

DVLA-I6Z:8CS
7A3:04A
35Z:9B4

PART C1

Vanaheim pattern Centaur





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FERRUM POTENTES

VEHICLE DESIGNATION:	5657-436-0671-CN71	MAIN ARMAMENT:	HEAVY STUBBER
VEHICLE NAME:	CENTAUR	SECONDARY ARMAMENT:	NA
FORGE WORLD OF ORIGIN:	VANAHEIM	TRAVERSE & ELEVATION:	160°/-22°-+45°
KNOWN PATTERNS:	II-XIV	MAIN AMMUNITION:	300 ROUNDS
CREW:	DRIVER, GUNNER	SECONDARY AMMUNITION	N/A
POWERPLANT:	VULCANOR 8 TWIN COUPLED MULTI-FUEL	ARMOUR :	
WEIGHT:	6.2 TONNES	TURRET:	N/A
LENGTH:	4.1 M	SUPERSTRUCTURE	80 MM
WIDTH:	3 M	HULL	50 MM
HEIGHT:	2.3 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.4 M	ADDENDUM	
MAX SPEED ON ROAD:	110 KPH		
MAX SPEED OFF ROAD:	70 KPH		

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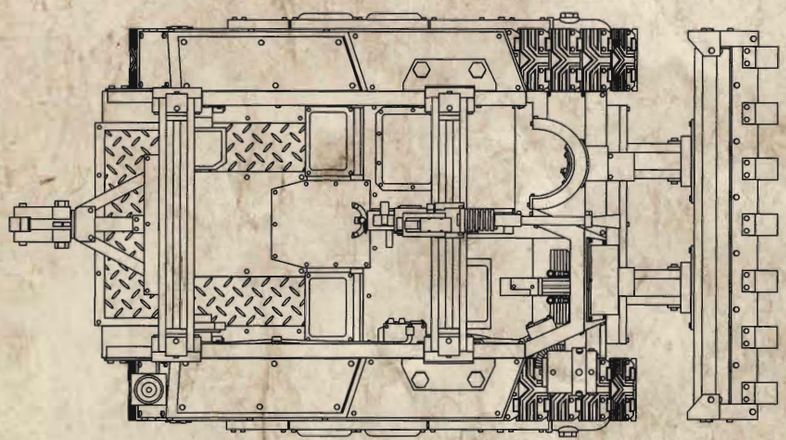
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MAGOS FABRICATOR

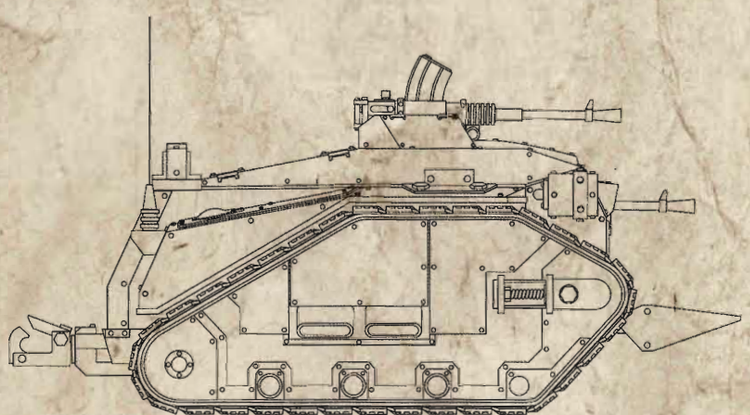
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

Vanaheim pattern Centaur



Vanaheim pattern Centaur Grenadier variant



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FERRUM POCENTES

DATE: 1887345.M40

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MAGOS FABRICATOR



Centaur attached to the 152nd Krieg Siege regiment artillery batteries as an ammunition tender.



Whilst normally associated with the Krieg siege regiments, other regiments of the Imperial Guard also make use of the ubiquitous Centaur to tow cumbersome artillery guns. This Centaur is employed by the Konig 27th Armoured Regiment in such a role.



The crew of Centaur T70, attached to the 83rd Krieg Armoured Regiment, received several commendations for the defence of the guns they were assigned to transport during an enemy counter attack on Vraks.

SALAMANDER RECONNAISSANCE TANK



Operating ahead of the main body of an army, scouting units require highly mobile yet effective fire support. The Salamander scout vehicle, equipped with an autocannon and heavy bolter, fulfils this role providing the Guardsmen with the majority of their heavy weapon support. Although Sentinels usually assigned to these units are able to operate in just about any terrain, they are lightly armoured and unlikely to survive a protracted engagement. Although no match for a tank, the Salamander is fast and therefore capable of getting out of trouble quickly. Backed up by an armoured vehicle such as this, ie, one capable of tackling other light vehicles, is a desirable asset since first contact with the enemy is often a clash between opposing light scouting units.

The Salamander's four-man crew consists of a gunner and driver inside the vehicle, and a commander and vox operator on the rear fighting platform. Because they may operate far in advance of the main combat units, the crew often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy resistance. Whilst this is a breach of regulations, given the dangers faced by lightly equipped scout units operating independently of support, this is often overlooked although the extra strain placed on the engine by such tinkering is a constant source of grievance amongst maintenance units.

For mutual protection Salamanders often operate in pairs, teaming up to support each other, one vehicle covering the other as they take turns to lead an advance into enemy-held territory. By its nature a reconnaissance unit mainly acts on the offensive, but when a regiment is attacked or takes on a more defensive role, Salamanders are often relegated to rear area policing and security duties. Like Sentinels, it is not unusual to find Salamanders therefore guarding supply dumps, headquarters units or patrolling supply routes.

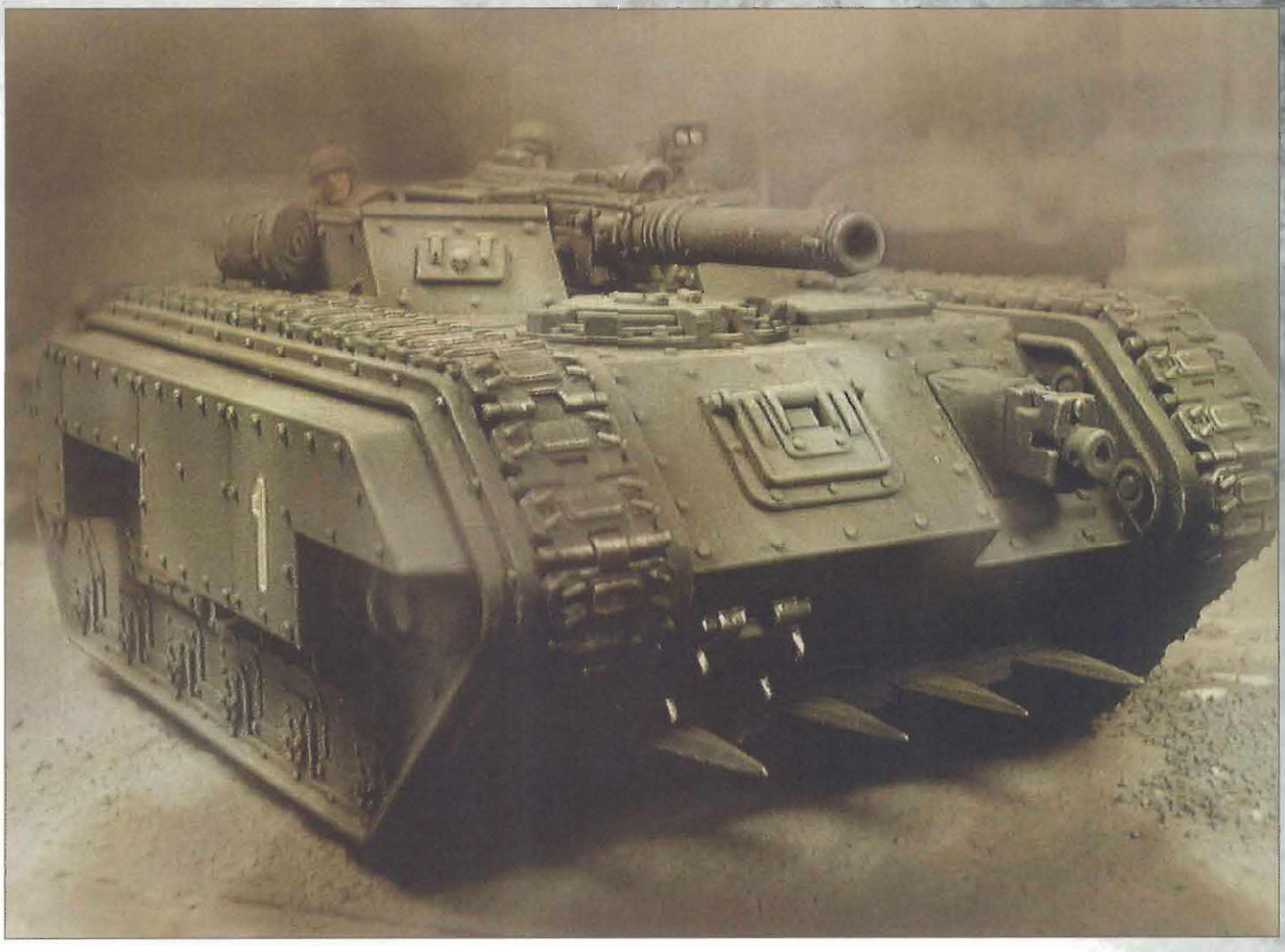
During a major offensive, such is the demand placed on reconnaissance units that they often do not have enough vehicles to fulfil all requirements. In this case it is usual for the shortfall to be made up by Armoured Fist squads operating in Chimeras, detached from their parent platoon and company, and temporarily given to the reconnaissance company. In this way Armoured Fist patrols and Salamanders often operate in concert during a battle.

Salamander Command Vehicle

The Salamander is also issued to company command units as a combined transport, liaison and communications vehicle. There it is generally armed with a hull-mounted heavy bolter and either a second heavy bolter or heavy flamer for self-defence, and is not intended to be used for frontline combat, but more for transporting command staff around the battlefield.

Its rear platform will also be upgraded with extensive long range vox equipment to keep the company commander (usually a Captain) in touch with his own units, regimental command and other company commanders, with each vehicle having a dedicated vox operator. In the Vanaheim pattern Salamander command vehicle, the driver is also provided with a multi-spectral auspex surveyor, fitted as part of his overhead hatch. This is an advanced piece of equipment, providing the vehicle with magnification, tracking and night vision equipment.

Salamander Reconnaissance Tank



SALAMANDER RECON SQUADRON ..... 55 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Salamander Scout	3	12	10	10	3

Unit Composition
- 1-3 Salamander Scout vehicles

Unit Type
- Vehicle (Tank, Fast, Open-topped)

Special Rule
- Scout
- Amphibious

Wargear
- Autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- Any Salamander Scout may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber...+10 points per model
  - Hunter-killer missile.....+10 points per model
  - Dozer blade .....+10 points per model
  - Extra armour.....+15 points per model
- The entire squadron may take:
  - Camo-netting .....+20 points per model

A Salamander Recon squadron is a Fast Attack choice for a Codex: Imperial Guard army.

Warhammer 40,000

Thought for the day: Glory in death is life Eternal.



SALAMANDER COMMAND VEHICLE ..... 60 POINTS

		Armour			
	BS	Front	Side	Rear	HP
Salamander Command	4	12	10	10	3

Unit Composition
- 1 Salamander

Unit Type
- Vehicle (Tank, Fast, Open-topped)

Special Rules
- Scout
- Amphibious

Wargear
- Heavy flamer
- Heavy bolter
- Searchlight
- Smoke launchers
- Auspex Surveyor

Options
- A Salamander Command Vehicle may replace its heavy flamer with:
  - Heavy bolter ..... Free
- A Salamander Command Vehicle may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points

A Salamander Command Vehicle is an Elites choice for a Codex: Imperial Guard army.

Auspex Surveyor
These short-ranged vehicle-mounted scanning devices can be used to identify concealed or dug-in enemy positions.

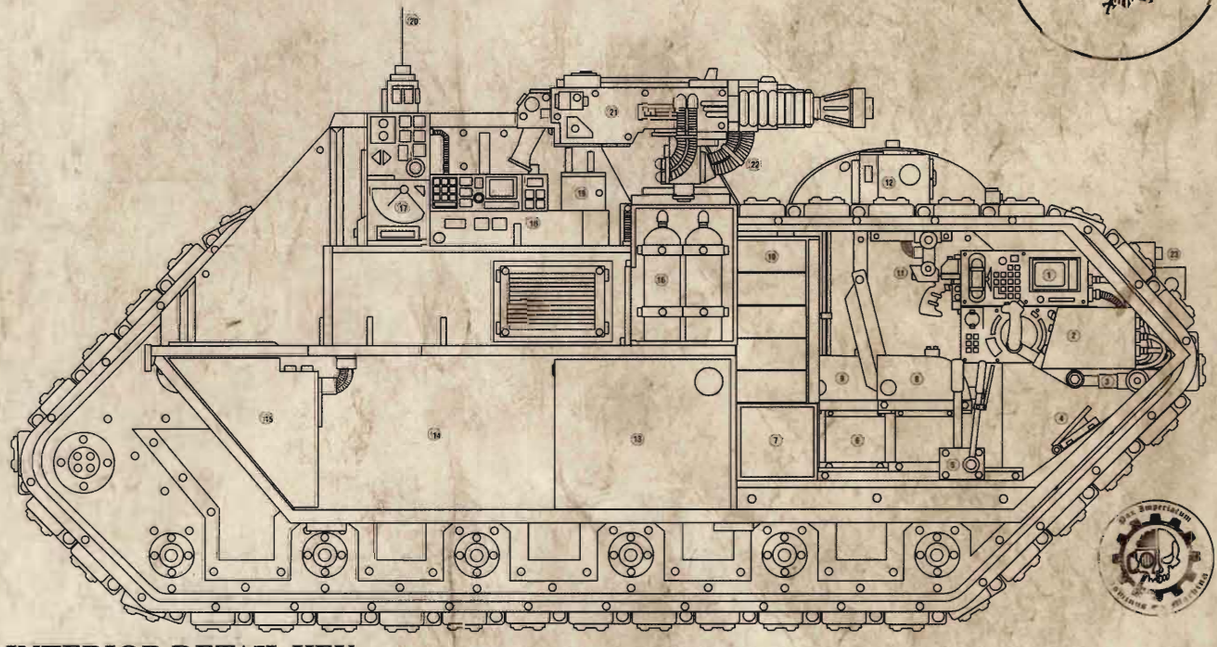
A model equipped with an Auspex Surveyor counts as having the Night Vision special rule, and in addition can use the Auspex to make an active scan instead of making their shooting attacks or moving flat out that turn. If this is done select an enemy unit within 18" to be the target of their scan. A unit which is the subject of one or more Auspex scans has its cover saves reduced by -1 until the end of the phase (a cover save of 5+ becoming 6+ and so on).



Thought for the day: Obedience is blind.

SALAMANDER COMMAND INTERIOR DETAIL

VANAHEIM PATTERN HULL

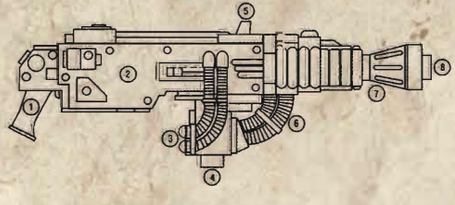


INTERIOR DETAIL KEY

1 Driver's control system
2 Driver's console
3 Steering column
4 Driver's foot levers
5 Transmission levers
6 Underseat stowage space
7 Power cell
8 Driver's seat
9 Gunner's seat
10 Heavy bolter ammunition boxes
11 Drop-down auspex for driver's surveyor (in down position). Fitted with magnification, scanning and night vision equipment
12 Driver's surveyor
13 Internal fuel tank
14 Stowage compartment for camo-nets, rations, crew equipment and weapons
15 Primary & secondary power generation systems
16 Promethium fuel tanks (replaced by heavy bolter ammunition boxes as required)
17 Vox and navigational systems
18 Commander's control systems
19 Med kit
20 Aerial
21 Heavy flamer (can be replaced by a heavy bolter)
22 Fuel feed lines
23 Hull-mounted heavy bolter

No engine is shown in this cutaway. This is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels.

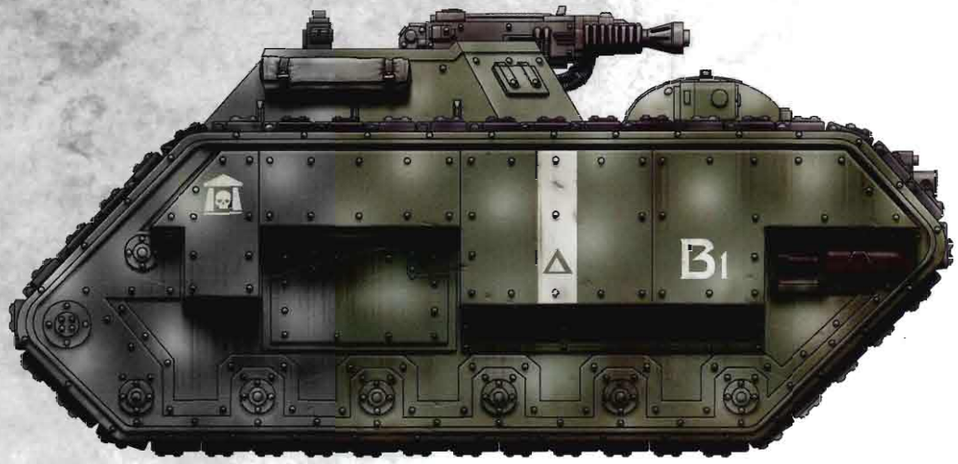
HEAVY FLAMER DETAIL
Vanaheim pattern



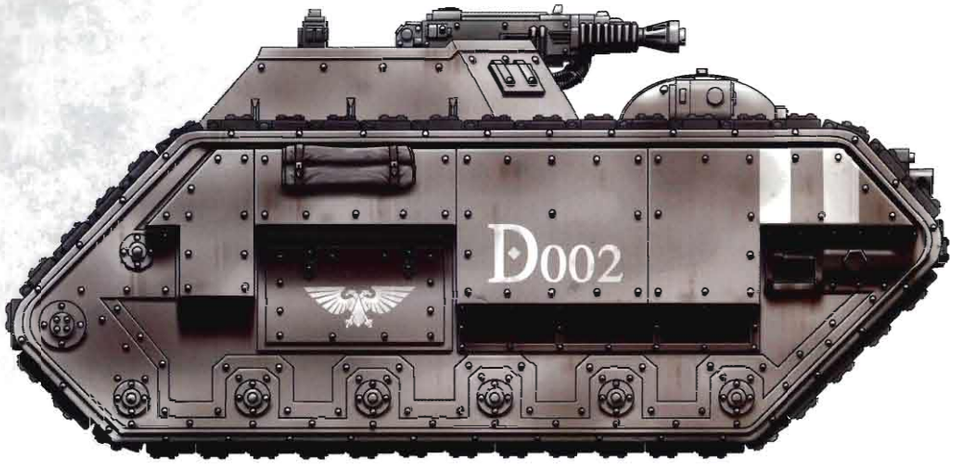
1 Grip and trigger
2 Housing for firing mechanism, fuel pump and mixing chamber
3 Secondary fuel feed lines
4 Lug for pintle-mount
5 Sights
6 Main fuel feed lines
7 Ignition nozzle and venting chambers for escaping gases
8 Pressure nozzle, adjustable to control spread and range

Promethium is stored in two parts and pumped along the feed lines into the weapon's mixing chamber where it combines into a highly flammable mixture. The firing mechanism then forces the pressurised fuel through the ignition nozzle. To prevent damage to the weapon, vehicle and crew, excess gases are also vented during this stage to prevent a catastrophic explosion.

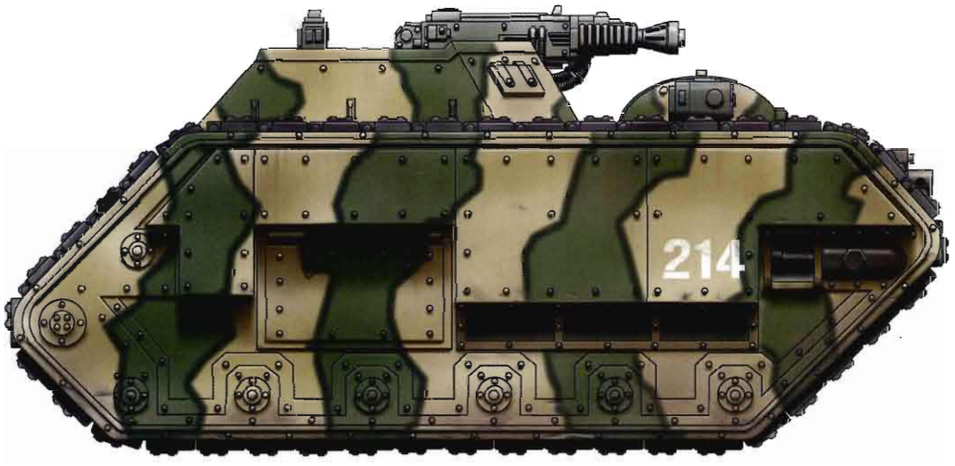
43 6F 74 74 72 65 [illegible]



Salamander Command Vehicle of the Cadian 98th Armoured Regiment. The regiment's green colour scheme has been adapted for winter combat by the addition of white camouflage. Luxor Uprising.



Salamander Command Vehicle of the Mordian 3rd Heavy Tank Company. Most heavy tank companies are commanded in battle from a super-heavy tank, but Salamanders are issued as utility and support vehicles.



Salamander Command Vehicle of the Catachan 146th Regiment. As a light infantry regiment specialising in guerilla warfare, the 146th have very few vehicles, and often must deploy their command vehicle in close support of its infantry squads, where its heavy flamer is most effective.

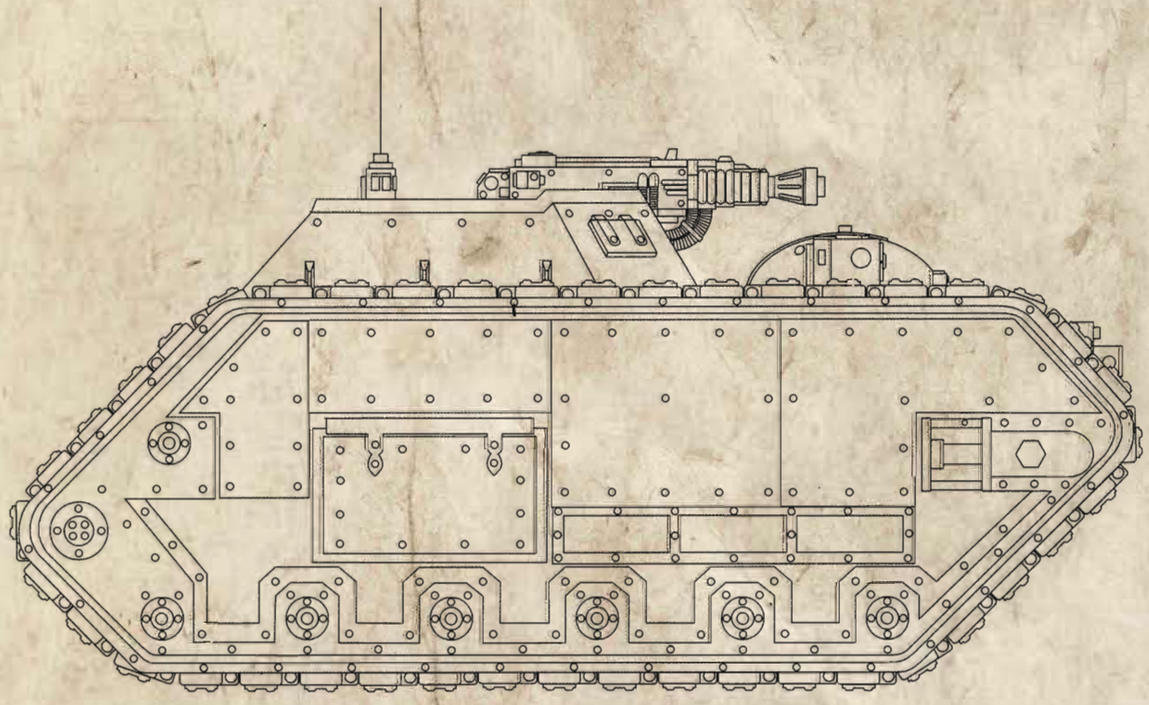
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Vanaheim pattern Salamander Command Vehicle



PRODUCT OF DEPARTMENTO MANUFACTORUM

IMPERIUS EX MACHINA

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PENALTY: OBLITERATES

VEHICLE DESIGNATION:	0427-941-0350-SA42
VEHICLE NAME:	SALAMANDER COMMAND VEHICLE
FORGE WORLD OF ORIGIN:	VANAHEIM
KNOWN PATTERNS:	II-XXII
CREW:	CDR, DRIVER, GUNNER, COMMS OPERATOR
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-FUEL
WEIGHT:	33 TONNES
LENGTH:	6.90 M
WIDTH:	5.70 M
HEIGHT:	3.18 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	70 KPH
MAX SPEED OFF ROAD:	55 KPH

MAIN ARMAMENT:	HEAVY FLAMER
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	22°/-3°-÷24°
MAIN AMMUNITION:	10 SHOTS
SECONDARY AMMUNITION	600 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	150 MM
HULL	130 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1767010.M38

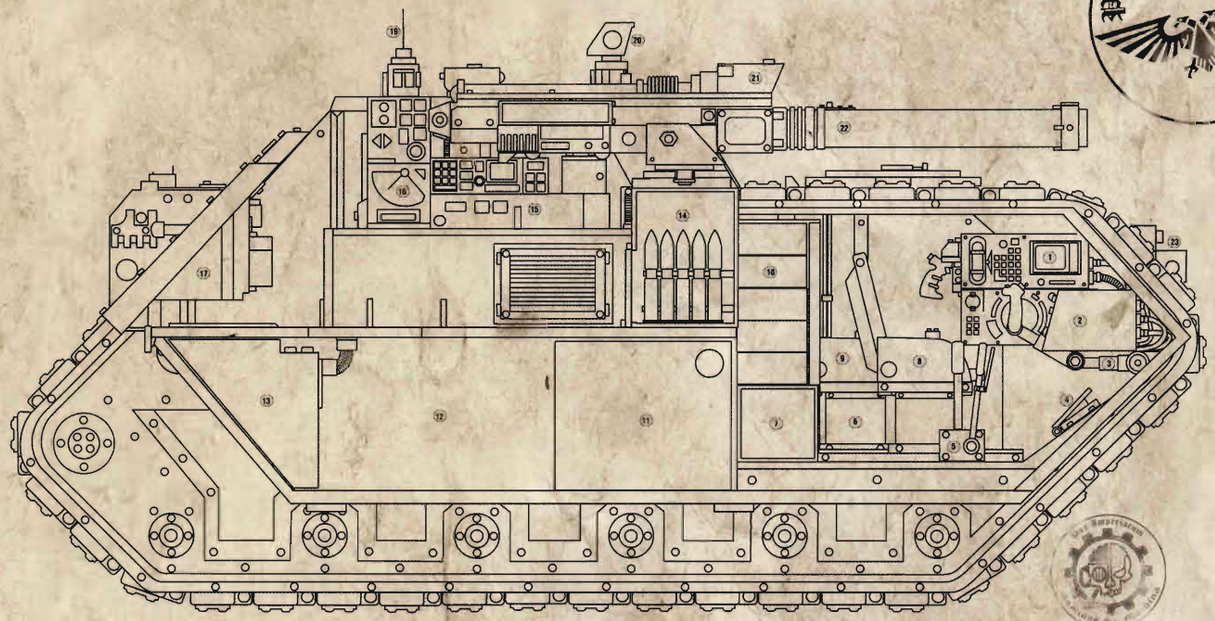
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MAGOS FABRICATOR

SALAMANDER SCOUT – INTERIOR DETAIL

VANAHEIM PATTERN HULL

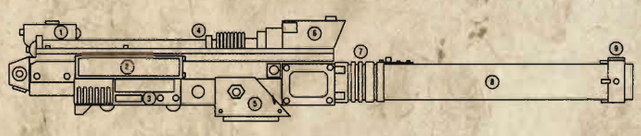


INTERIOR DETAIL KEY

1 Driver's system control panel
2 Driver's console
3 Steering column
4 Driver's foot levers
5 Transmission levers
6 Underseat stowage space
7 Power cell
8 Driver's seat
9 Gunner's seat
10 Heavy bolter ammunition boxes
11 Internal fuel tank
12 Stowage compartment for camouflage nets, rations, crew equipment and weapons
13 Generator and secondary battery, dedicated to supply communications equipment
14 Autocannon ammunition stowage
15 Commander's control systems
16 Primary vox and navigational system
17 Long range vox system and back-up vox equipment
18 Secondary aerial
19 Main aerial
20 Magnocular
21 Autocannon sight
22 Autocannon
23 Hull-mounted heavy bolter

No engine is shown in this cutaway, this is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels

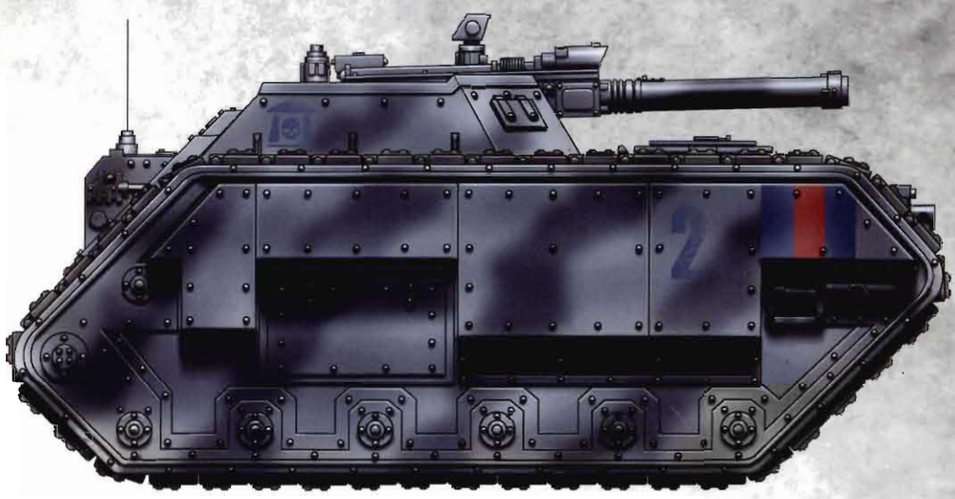
AUTOCANNON DETAIL
Gryphonne IV pattern



Ammunition is loaded via a feed tray (not shown). The tray holds four rounds, and extra ammunition is dropped into the tray by hand, which is then fed automatically into the weapons breech.

1 Rangefinder and main sight viewer
2 Ammunition breech
3 Housing for firing mechanism
4 Protective housing for sight electrics
5 Cradle mount
6 Main sight lens
7 Recoil dampener
8 Smoothbore barrel
9 Barrel bracing

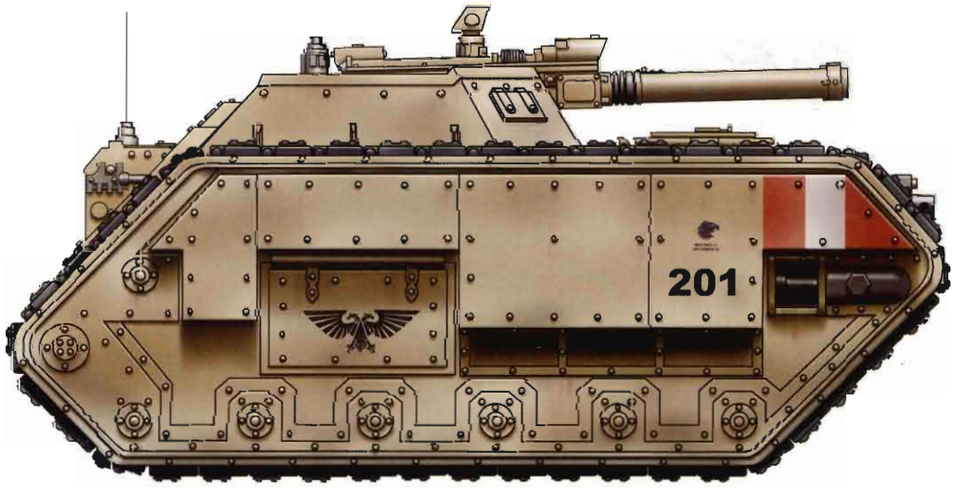
43 6F 74 74 72 65 6C 6C



Salamander Scout Vehicle of the Cadian 122nd Regiment. Siege of Vogen during the Khai-Zann Uprising.



Salamander Scout Vehicle of the Tekarn 90th Armoured Regiment. Denkari-Prime Death World campaign. Armoured Reconnaissance Company, fifth vehicle.



Salamander Scout Vehicle of the Tallarn 101st Armoured Regiment. First assault on the Palace of Tears.

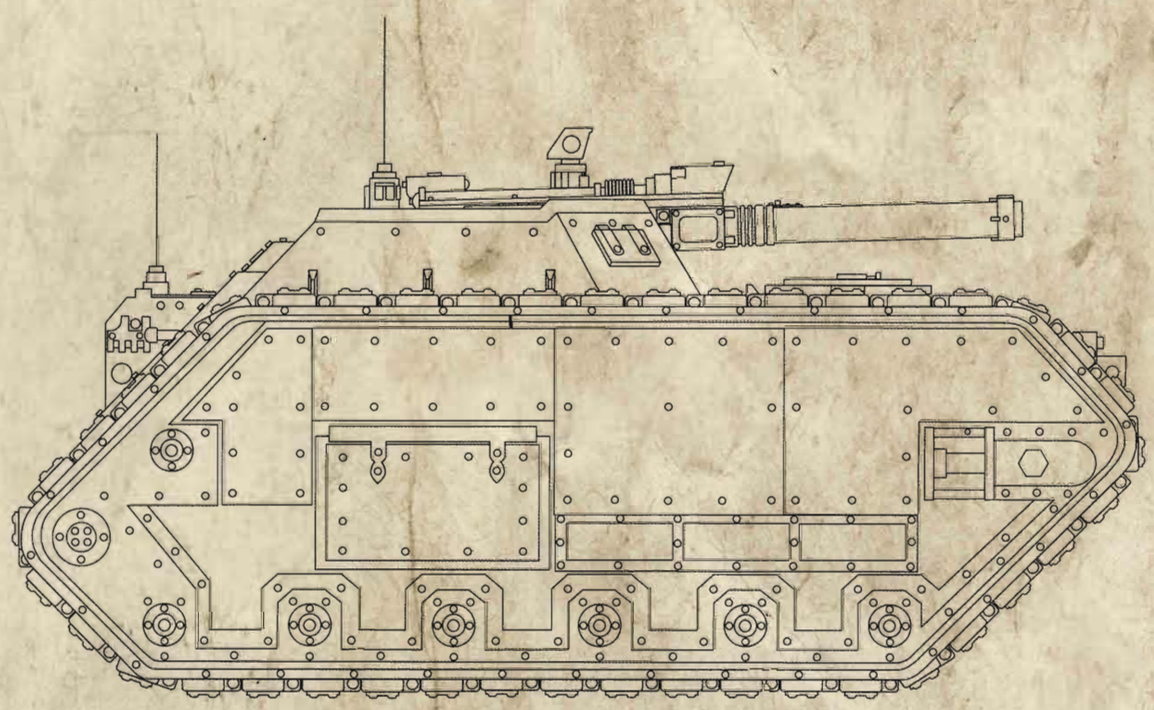
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-I6Z:8CS
7A3:C4A
35Z:9B4

PART .....

Vanaheim pattern Salamander Scout



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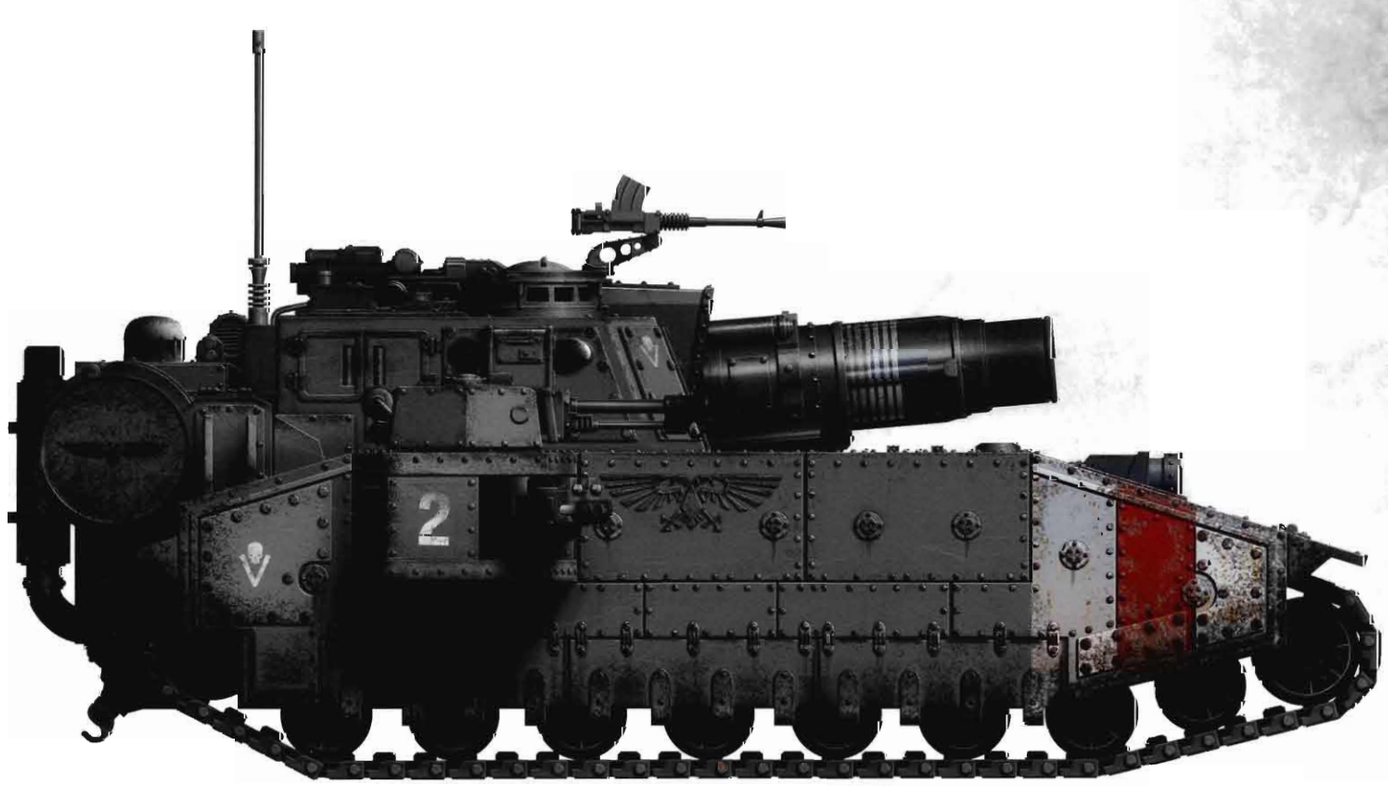
VEHICLE DESIGNATION:	0427-941-0340-SA38	MAIN ARMAMENT:	AUTOCANNON
VEHICLE NAME:	SALAMANDER SCOUT VEHICLE	SECONDARY ARMAMENT:	HEAVY BOLTER
FORGE WORLD OF ORIGIN:	VANAHEIM	TRAVERSE & ELEVATION:	22°/-3°-+24°
KNOWN PATTERNS:	I-XIXX	MAIN AMMUNITION:	500 ROUNDS
CREW:	CDR, DRIVER, GUNNER, COMMS OPERATOR	SECONDARY AMMUNITION	600 ROUNDS
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-FUEL	ARMOUR :	
WEIGHT:	33 TONNES	TURRET:	N/A
LENGTH:	6.90 M	SUPERSTRUCTURE	150 MM
WIDTH:	5.70 M	HULL	130 MM
HEIGHT:	3.18 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	100 KPH		
MAX SPEED OFF ROAD:	68 KPH		

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MAGOS FABRICATOR

IMPERIAL GUARD SUPER-HEAVY VEHICLES



Stormsword attached to 143rd Siege Regiment. As well as serving in heavy tank companies, vehicles are also detached from their parent unit to support infantry companies. Where this attachment becomes permanent, the tank will be re-painted and re-numbered.

BANEBLADE



The Baneblade and its variants are amongst the oldest Imperial tank designs still in use in the 41st Millennium. Created using Standard Template Construct technology, they utilise many systems that are now unique to their construction, and the reverence given to this ancient STC data by the Adeptus Mechanicus means it is limited to a select number of Forge Worlds, most of the original Baneblades having come from Mars itself.

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

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

Superficially the vehicles look similar but there is one sure way for a commander to know if he is in charge of a true Baneblade. Each vehicle constructed and consecrated on those Forge Worlds that have the original STC is logged and registered with Mars, and given its own identity number and name. Its whereabouts, the war zones it has fought in, its crew rosters and all its other history are reported regularly to the originating Forge World so that the fate of each might be known – if one knows where to look and has been sanctioned to do so...



BANEBLADE ..... 500 POINTS

	Armour			
	BS	Front	Side	Rear	SP
Baneblade	3	14	13	12	3

Unit Composition
- 1 Baneblade

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Command Tank
- Commissariat Crew

Wargear
- Turret-mounted Baneblade cannon with co-axial autocannon
- Hull-mounted Demolisher cannon
- Hull-mounted twin-linked heavy bolters
- Two sponsons, each with a lascannon and twin-linked heavy bolters
- Searchlight
- Smoke launchers

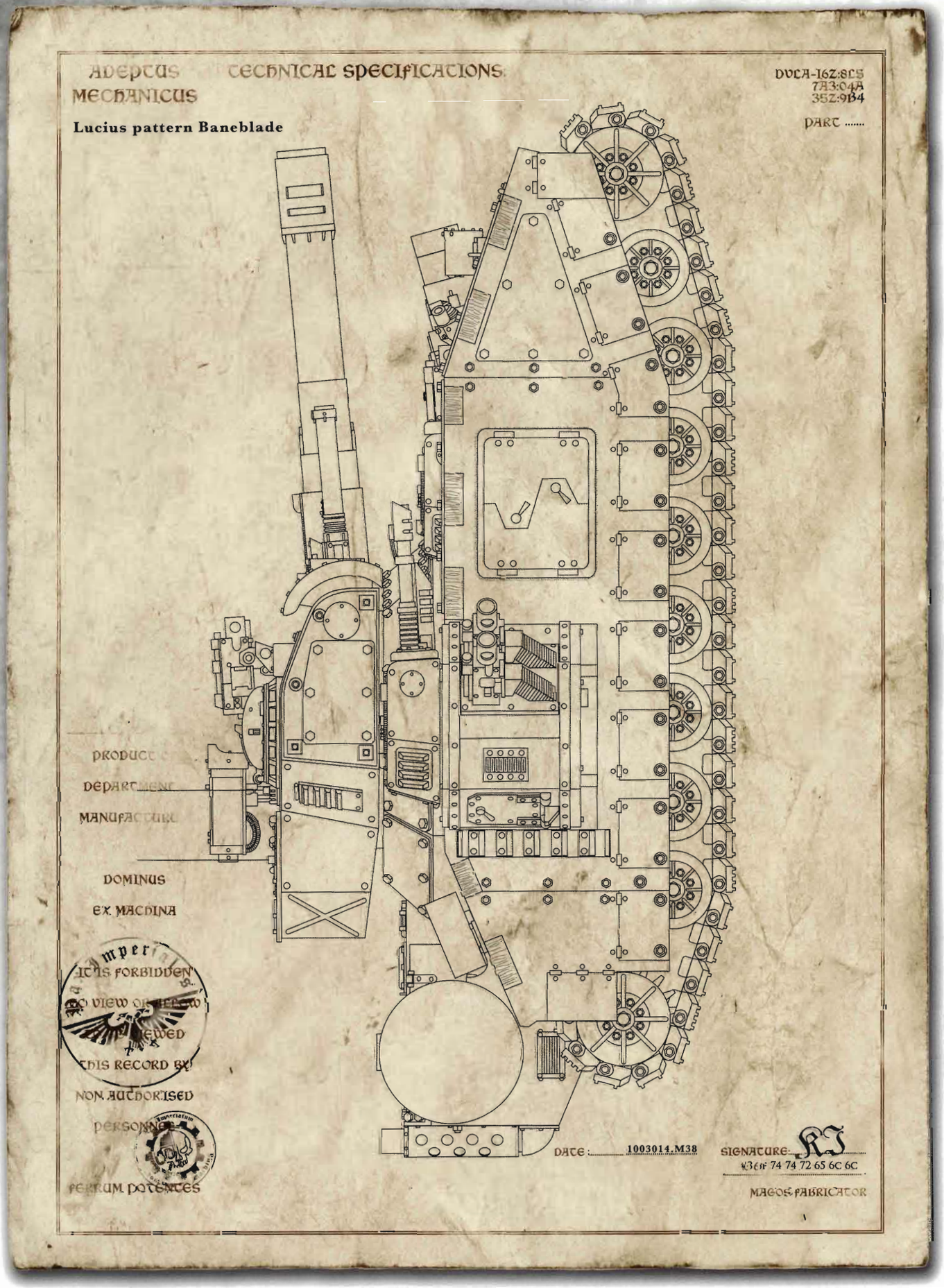
Options
- A Baneblade may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
- A Baneblade may take one of the following:
  - Replace its two side sponsons with extra armour plates, increasing its side armour to 14 ..... Free
  - Take two additional side sponsons, each armed with lascannon and twin-linked heavy bolter ..... +100 points
- A Baneblade may be upgraded to one of the following:
  - Command Tank ..... +25 points
  - Commissariat Crew ..... +25 points

Command Tank
A high ranking officer is using the Baneblade as a mobile field HQ. All Imperial Guard units within 24" of a Baneblade command tank may re-roll failed Morale checks.

Commissariat Crew
A Baneblade may be upgraded to carry members of the Commissariat, who use the Baneblade as a platform to urge troops on to more heroic deeds. Any Imperial Guard unit within 12" of a Baneblade with Commissariat crew count their Leadership value as 10.

Co-axial weapon (Baneblade Cannon with co-axial autocannon)
This must be fired at the same target as the main weapon (ie, the weapon it is attached to), and any damage result that affects the main weapon affects it as well.

If the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, they may re-roll the To Hit roll for the main weapon.


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
Lucius pattern Baneblade
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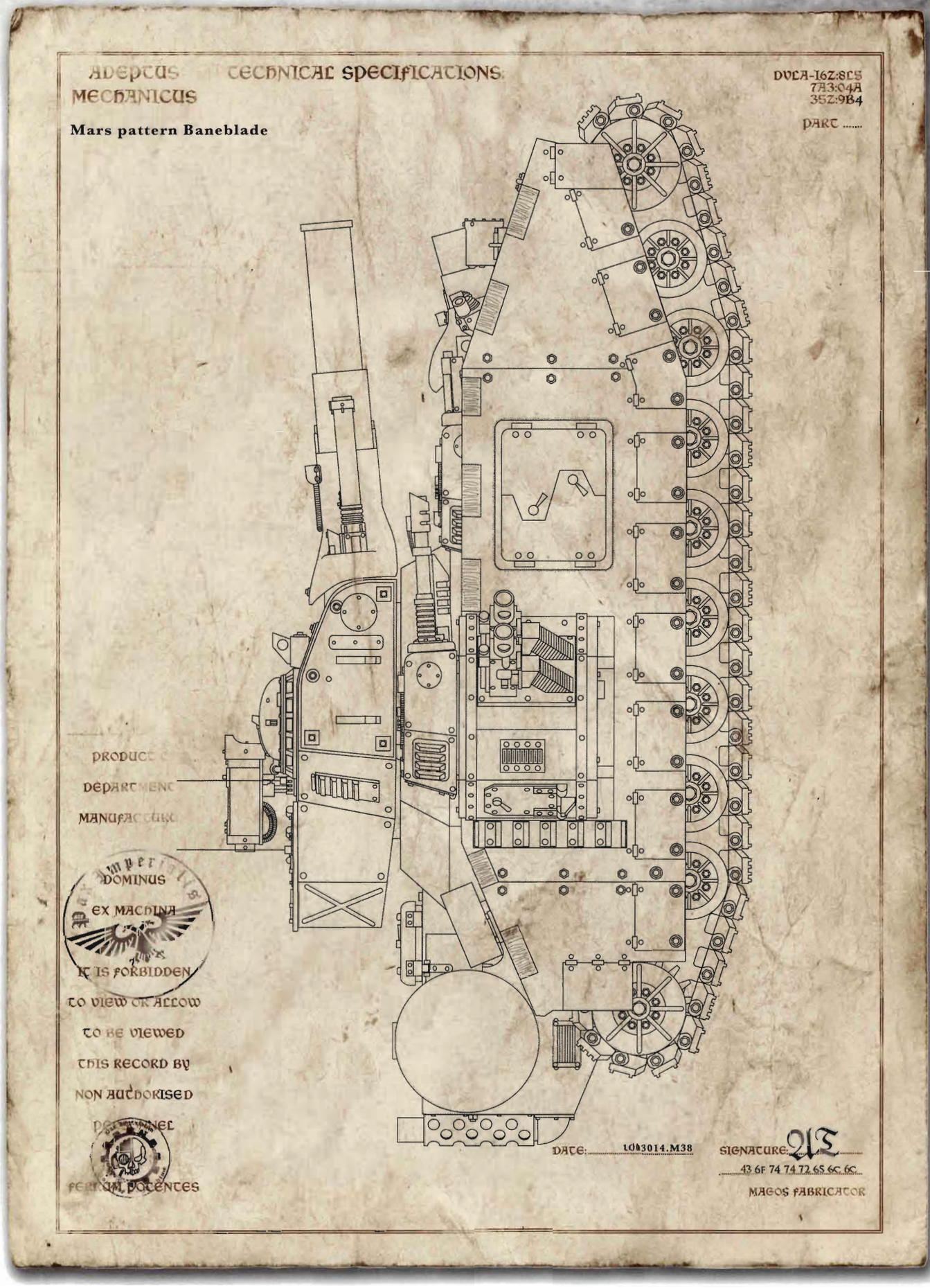
Lucius pattern Baneblade of the Konig 9th Heavy Tank Company, attached to the Mortant 7th Regiment's 2nd Company during the Colonia campaign. This is the company's second vehicle, commanded by the famed tank ace 'Maximillian Weisemann'. The vehicle's name, 'Arethusa', is not visible in this view.

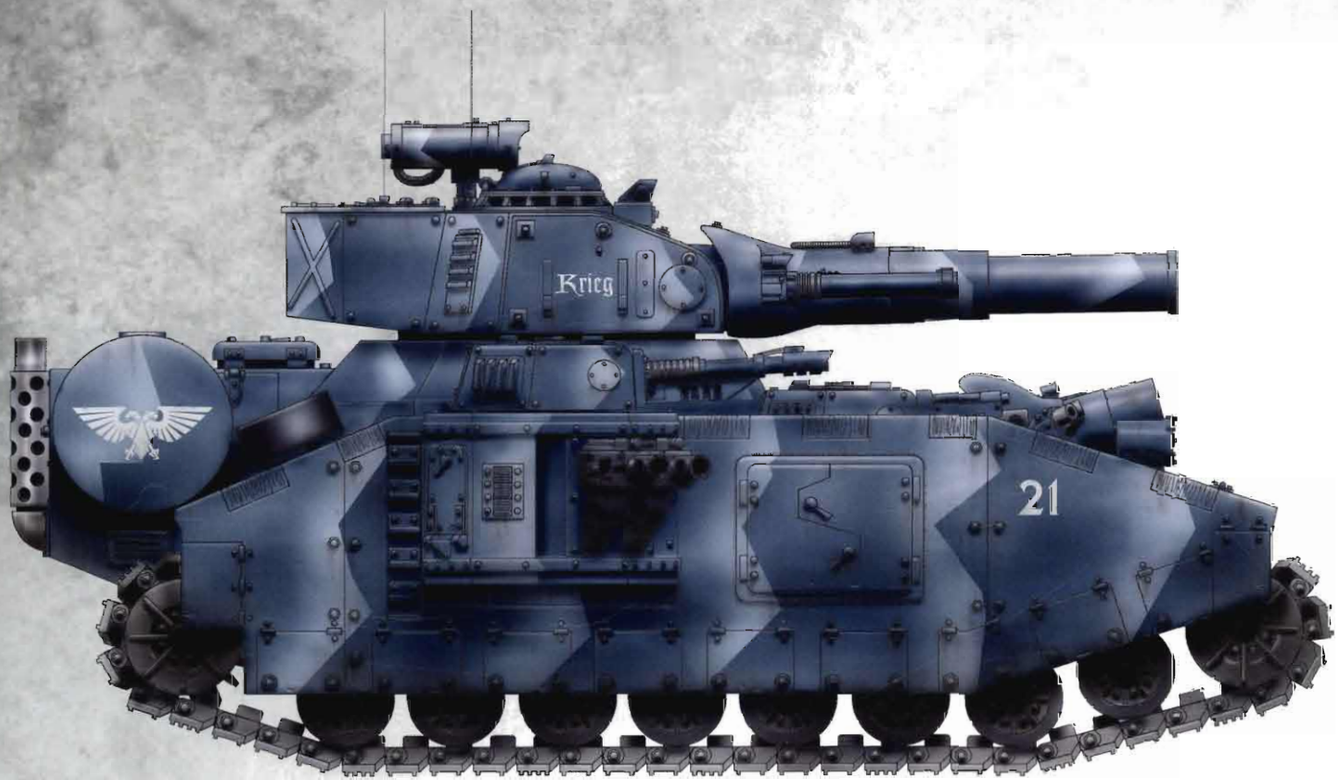


Lucius pattern Baneblade of the Krieg 13th Heavy Tank Company. This is the company's fourth vehicle, and is in the desert camouflage scheme used during the Galen V Expedition, when elements of the company were attached to the Krieg 28th Armoured Regiment.



Lucius pattern Baneblade of the Tekarn 11th Heavy Tank Company. This is the first vehicle of its squadron, and the campaign badge on its side hatch is that used on the tropical Death World of Denkari Minor during fighting against Waaagh! Grughakh.

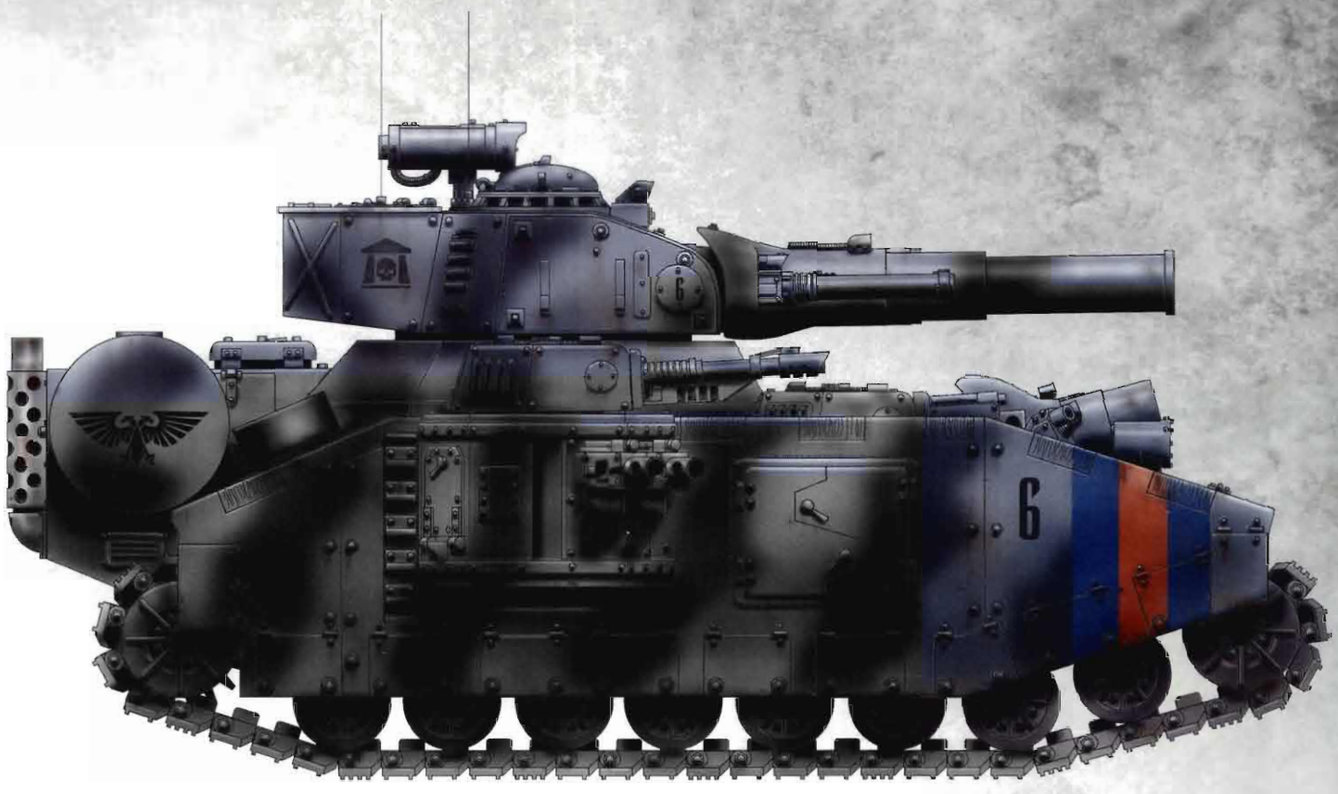

ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
Mars pattern Baneblade
DVLA-I6Z:8C5
7A3:04A
35Z:9B4
PART .....
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MAGOS FABRICATOR



Mars pattern Baneblade of the Krieg 1st Heavy Tank Company 'Emperor's Loyal Shield'. The company has two squadrons, of which this is the 2nd Squadron's command vehicle. The camouflage scheme is that used during the Cleansing of Radnar, a Hive World infested by Genestealers.



Mars pattern Baneblade of the Cadian 98th Armoured Regiment. This vehicle is permanently attached to the 98th Regiment and as such has adopted the same distinctive markings as the rest of the regiment, as well as the green colour scheme used during the Luxur Uprising.



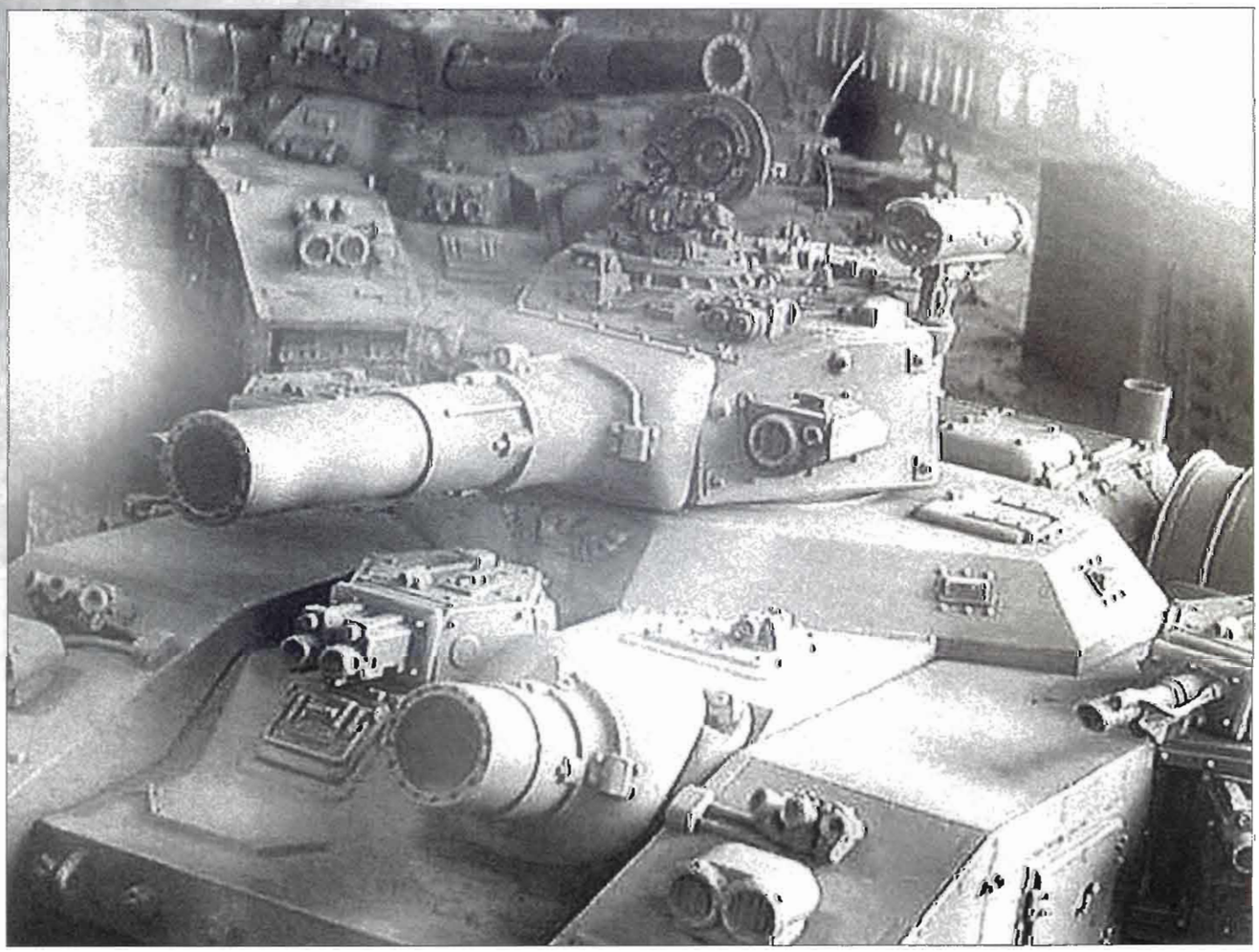
Mars pattern Baneblade of the Cadian 3rd Heavy Tank Regiment, in the urban camouflage scheme used in the Battle for Vogen during the Khai-Zhan rebellion. Tanks of the 3rd were attached to the Cadian 122nd Regiment during the street fighting and use the same colour schemes. This is the regiment's sixth vehicle.



Mars pattern Baneblade of the Tallarn 9th Heavy Tank Company. It is the 2nd Squadron's third tank. The plain colour scheme makes it difficult to identify which campaign this vehicle is deployed in.



Baneblade of the Cadian 3rd Heavy Tank Company during the Battle for Vogen City.



Close-up vid-screen image showing the massed armament of a Baneblade. Note the vent ports around the end of the battle cannon and Demolisher cannon barrels. These are to allow the gases released during firing to escape.



Mars pattern Baneblade of the Mortant 7th Tank regiment seen in action during the Sacking of Colonia.



A Baneblade of Krieg 8th Heavy Tank company, 9th Tank regiment during the advance to the inner defence lines of the Citadel of Vraks

SHADOWSWORD



In history and honour as long as there has been the Baneblade then there has also been its sister war machine, the Shadowsword. Like the Baneblade it utilises STC technology and its production is limited to a few privileged Forge Worlds, but 'counterfeit' or 'second generation' Shadowswords are also produced on other Forge Worlds. These vehicles lack the original Shadowsword's advanced technology, and may be gunned with a different main weapon; large plasma cannons, turbo-lasers or huge battle cannons, for example, are not an unknown alternative configuration. The original remote-controlled sponson weapons too are often replaced by crewed versions, and targeting equipment and logis engines may be more primitive, and the capacitors or engine less efficient.

True Shadowswords are armed with a Volcano cannon, a huge laser powered by capacitors which draw power directly from the tank's engine. The generator and capacitors need constant supervision and each Shadowsword is crewed by an engineer, sometimes a member of the Adeptus Mechanicus itself or occasionally a highly trained specialist from the Imperial Guard; his role to control the power flow from the engine through the generator as well as keeping the tank running. To draw power, the enginseer must disconnect the engine's main drive and connect the generator in its place. This power is then transferred to the capacitors which hold the titanic energies required for the Volcano cannon. A single shot will drain the Shadowsword's capacitors completely, and requires for the vehicle to be stationary with its engine disengaged. Once the shot is fired, the vehicle can move again, but to recharge the capacitors it must remain stationary, making it a prime target for an opportunistic enemy gunner.

The Shadowsword was originally developed as a Titan-killer and still performs that function to a greater degree. Its massive gun is actually a Titan weapon, and is capable of severing a Titan's arm or leg. Shadowswords therefore tend to only be made on Forge Worlds which raise Titan Legions, and are deployed to support Imperial Guard regiments which are likely to be faced with enemy Titans.

Just as with its sister tank, each Shadowsword constructed and consecrated on those Forge Worlds that have access to its original STC, is logged and registered with Mars, and is given its own identity number and name – often painted on the vehicle by its crew. Its whereabouts, the warzones it has fought in and its crew rosters are all reported regularly so that the fate of each Shadowsword might be known.



SHADOWSWORD.....450 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Shadowsword	3	14	13	12	3

Unit Composition
- 1 Shadowsword

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Command Tank

Wargear
- One Volcano cannon
- Two sponsons, each with a lascannon and twin-linked heavy bolters
- Searchlight
- Smoke launchers

Options
- A Shadowsword may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter.....+10 points
  - Hunter-killer missile.....+10 points
- A Shadowsword may replace its sponson lascannon with targeters (+1BS).....Free
- A Shadowsword may take one of the following:
  - Replace its two side sponsons with extra armour plates, increasing its side armour to 14.....Free
  - Take two additional side sponsons, each armed with a lascannon and twin-linked heavy bolter.....+100 points
- A Shadowsword may take a:
  - Hull-mounted twin-linked heavy bolter.....+25 points
- A Shadowsword may be upgraded to a:
  - Command tank.....+25 points

Command Tank
A high ranking officer is using the Shadowsword as a mobile field HQ. All Imperial Guard units within 24" of a Shadowsword command tank may re-roll failed Morale checks.



Thought for the day: Big guns never tire.

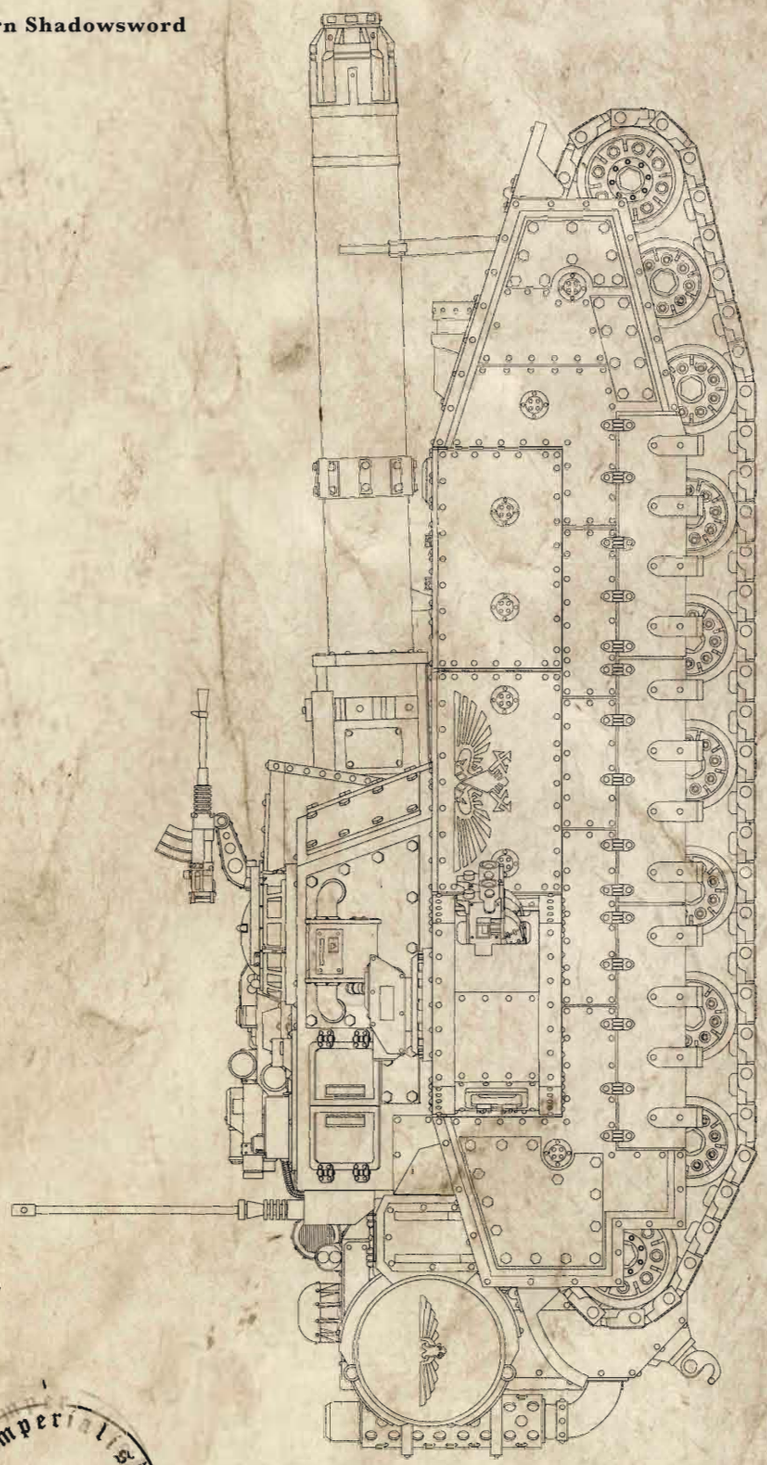
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-I6Z:8C5
7A3:04A
35Z:9B4

PART .....

Arkurian pattern Shadowsword



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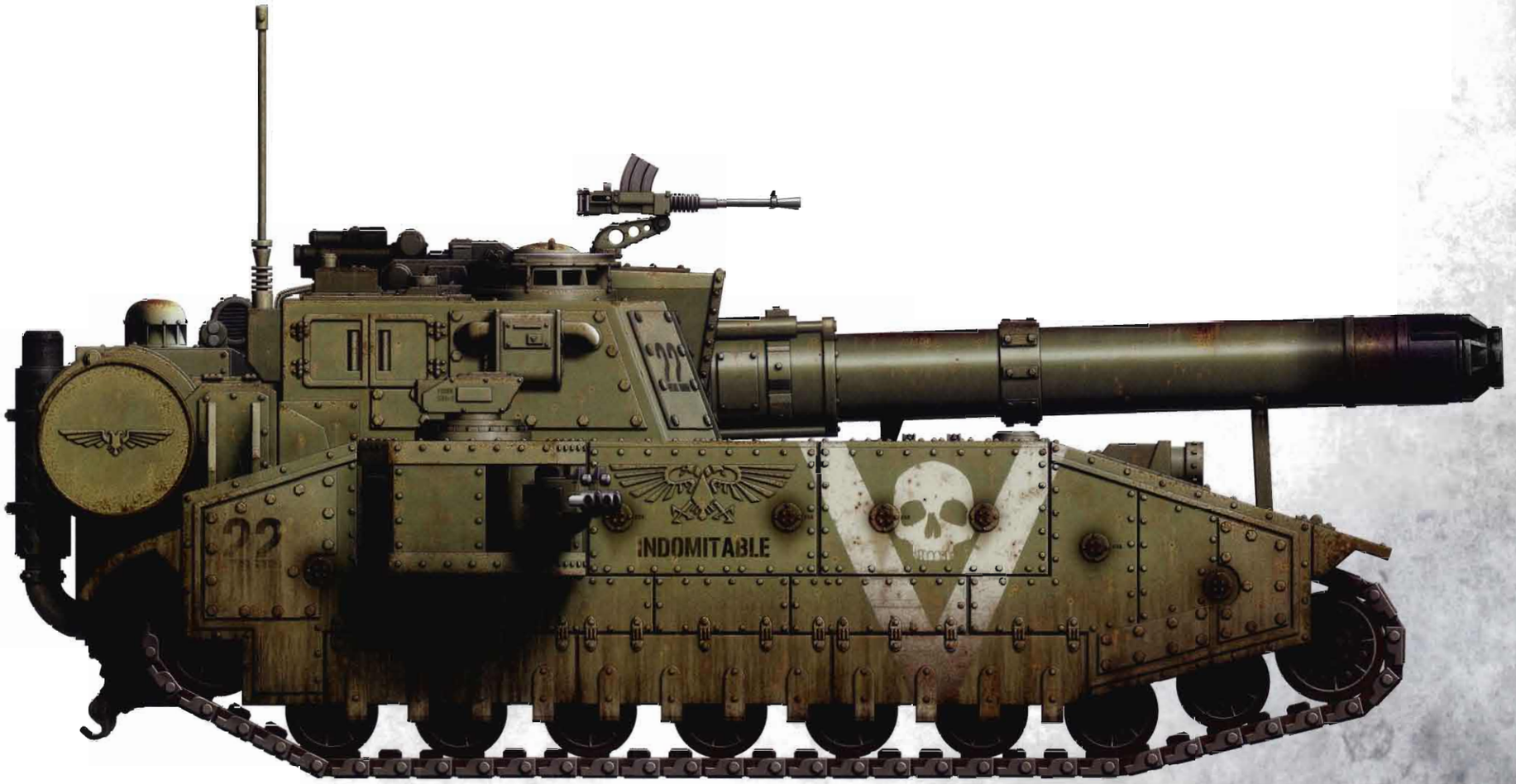
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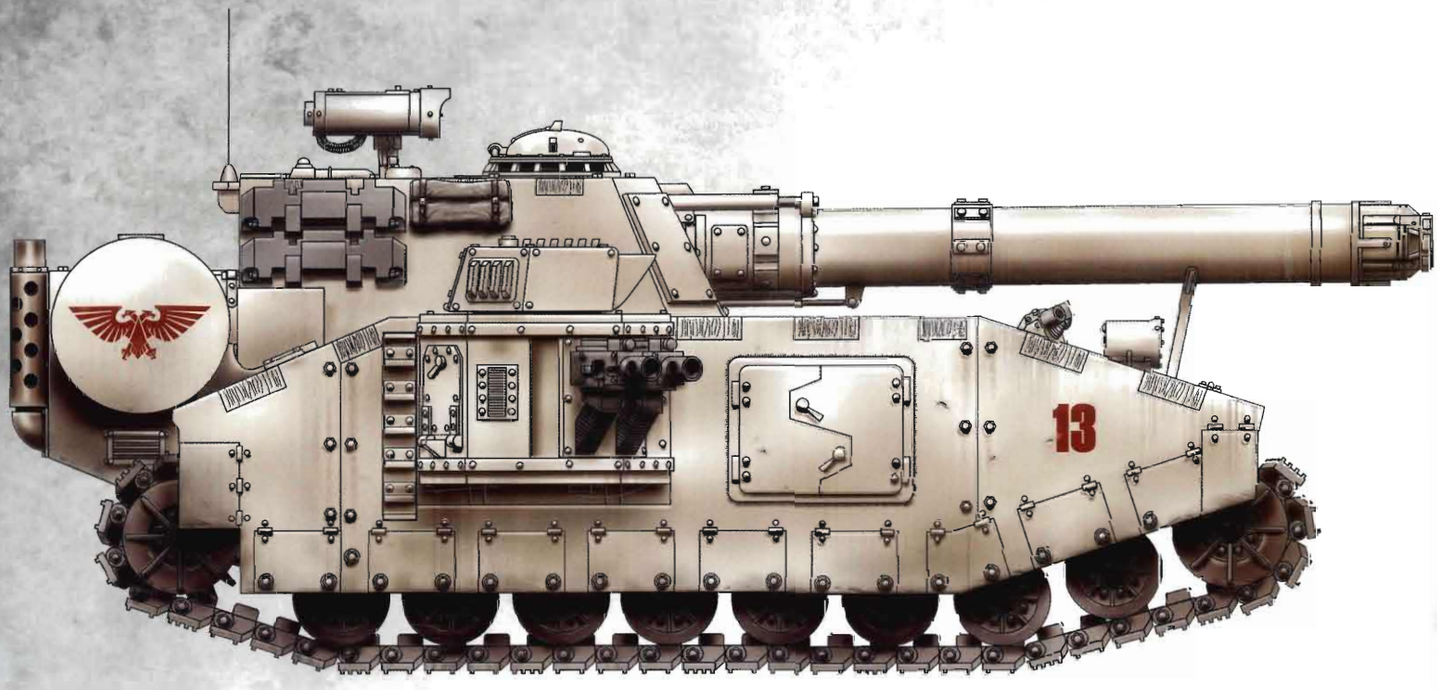
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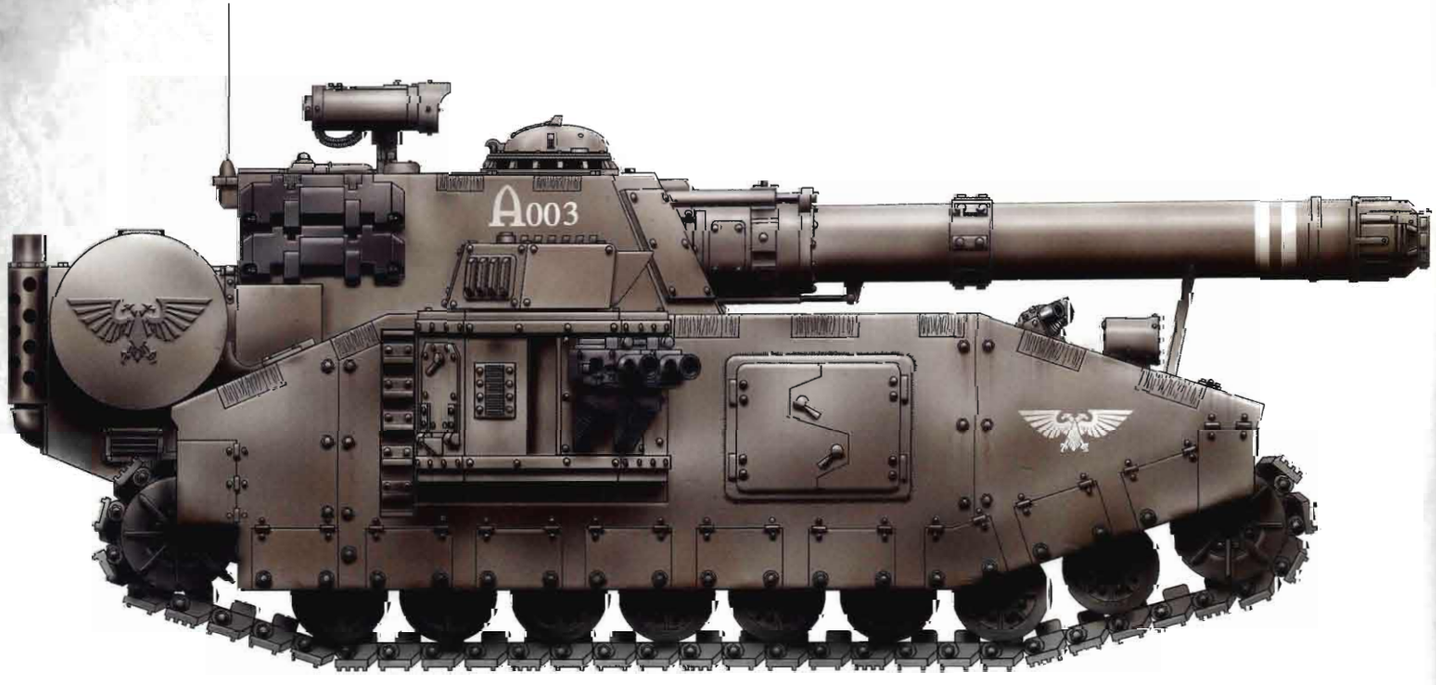
MAGOS FABRICATOR



Shadowsword of the Krieg 11th Tank Regiment, 14th Titan-hunter Company (Heavy). The 14th was the regiment's only dedicated Titan-hunter unit. This tank was destroyed whilst engaged with enemy Titans during the war on Vraks.



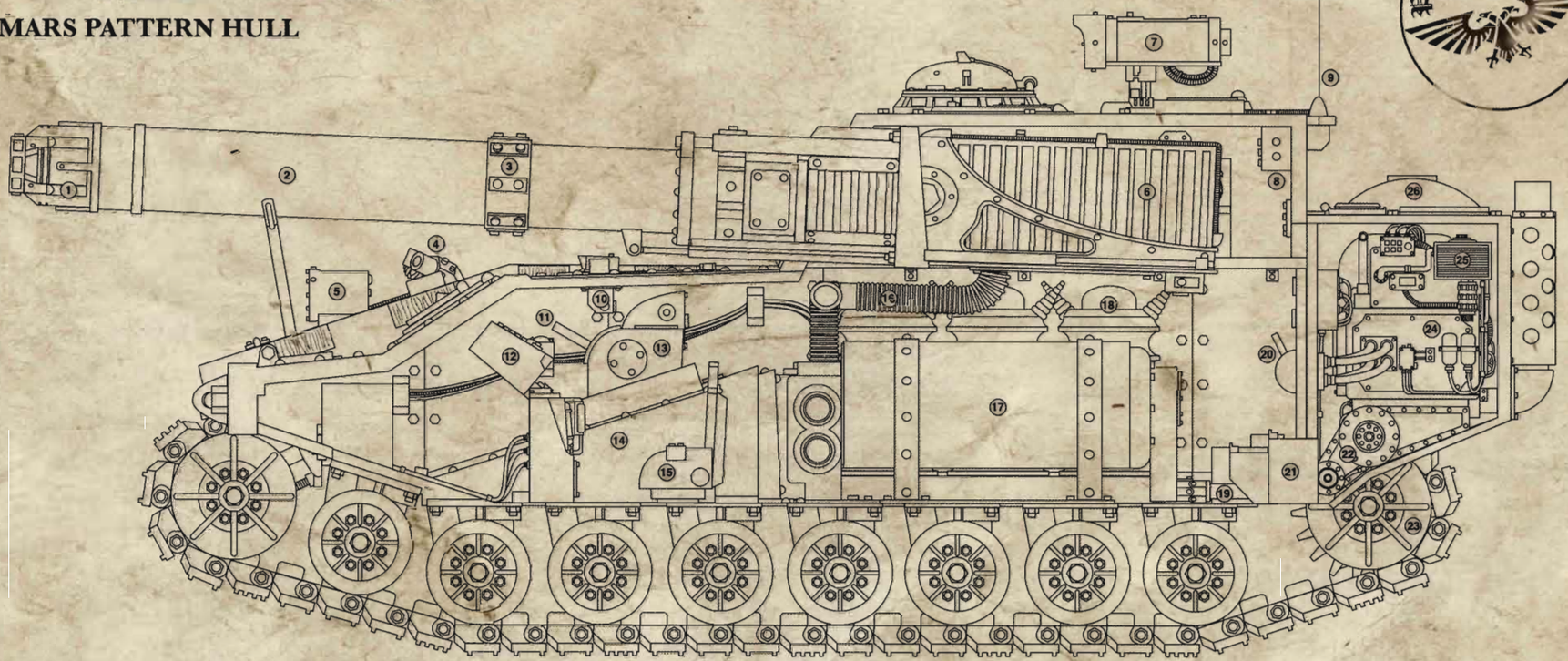
Mars pattern Shadowsword of the Valhallan 1st Heavy Tank Company, operating in support of the Valhallan 28th Armoured Regiment. This is the third vehicle of the company. It uses the same paint scheme and numbering system as the regiment it is attached to, including the red eagle honour badge.



Mars pattern Shadowsword of the Mordian 3rd Heavy Tank Company. This is the third vehicle of the company, which is a mixed company of super-heavy tanks, operating Baneblades, Shadowswords and Stormblades of various patterns together as one unit. Note the two kill rings, suggesting this vehicle has been credited with two confirmed enemy Titan kills.

SHADOWSWORD SUPER-HEAVY TITAN HUNTER – INTERIOR DETAIL

MARS PATTERN HULL



SHADOWSWORD INTERIOR DETAIL KEY

1 Sleeve vents
2 Volcano Cannon, barrel and insulation sleeve
3 Barrel bracing
4 Smoke launcher
5 Secondary searchlight
6 Volcano cannon, energy convertor and refraction assembly
7 Primary searchlight (optional)
8 Vox controls
9 Vox aerial
10 Vision scope (fixed)
11 Steering lever
12 Weapons console
13 Driver's seat
14 Ramp for positioning driver's seat
15 Main gunner's seat
16 Primary power feed
17 Dynamo
18 Capacitors
19 Dynamo transmission
20 Transmission override controls
21 Generator
22 Gearbox and final drive
23 Driver wheel
24 Primary power source
25 Radiator
26 External auxiliary fuel tanks

43 6F 74 74 72 65 6C 6C

STORMBLADE



Not every Forge World has access to the STC data required to manufacture true Shadowswords, but many have sought to produce tanks that fulfil the same 'Titan-hunter' role. Instead of a Volcano cannon, these vehicles will often mount turbo-lasers, massive battle cannons or adaptations of other Titan-sized weaponry. In the case of the Stormblade, the plasma blastgun is modified and mounted in a Shadowsword chassis. This is an effective weapon but lacks the awesome power of the Volcano cannon, meaning its gun crews must fire at a much shorter range to engage their enemy. To compensate for this, it is also equipped with multiple heavy bolters for anti-infantry defence.

First developed upon Ryza, the Stormblade represents a viable alternative to the Shadowsword. Whilst it lacks the most advanced features of a true Shadowsword, including its long range targeting auspex and the redundant main generator and capacitors for the Volcano cannon, these are replaced by massive photonic fuel cells which more than adequately power the tank's plasma weaponry. Space created by the removal of the capacitors is taken up by the weapon's extensive cooling system, and much like its smaller cousin, the Executioner, its crew are protected by additional heat shielding. The vehicle's larger size also allows for a more efficient main cooling system, making it a more reliable vehicle than the Executioner.

The Lucius pattern hull, the same design as used for the Stormsword, includes a hull-mounted heavy bolter and an armoured housing on the right side of the super structure for the vehicle's primary searchlight. To additionally compensate for the loss of long-range firepower, the sponson turrets both mount lascannon, adopting the fire control system of the Baneblade.

A final identifying feature of the Stormsword is the addition of bolted-on armour plates along the side and around the super structure. Due to the relatively poor quality of ore generally used in these they have little additional protective value and the increase in weight adds extra strain upon the engine and power transmission, in turn requiring additional maintenance time.

In the past, when facing the heaviest Titans, some Stormblades were fitted with external Hellion missile racks. These proved to be highly unreliable, being exposed to enemy fire and prone to sudden, catastrophic detonation of the missiles' warheads if damaged. After three Stormblades from the Phyressian 31st Heavy Tank Company were destroyed by their own missiles, the Hellion racks were withdrawn from service.

STORMBLADE.....450 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Stormblade	3	14	13	12	3

Unit Composition
- 1 Stormblade

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Command Tank

Wargear
- Plasma blastgun
- Two sponsons, armed with a lascannon and twin-linked heavy bolters
- Hull-mounted heavy bolter
- Searchlight

Options
- A Stormblade may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter.....+ 10 points
  - Hunter-killer missile.....+10 points
- A Stormblade may replace its two side sponsons with:
  - Extra armour plates, increasing its side armour to 14 ..... Free
- A Stormblade may be upgraded to:
  - Command Tank.....+25 points

Command Tank
A high ranking officer is using the Stormblade as a mobile field HQ. All Imperial Guard units within 24" of a Stormblade command tank may re-roll failed Morale checks.

Thought for the day: The future is trivia.



Stormblade of the Krieg 1st Heavy Tank Company during operations to cleanse the Genestealer infestation from Hive World Radnar. During the fighting many of Radnar's sprawling cities were heavily damaged when the civilian population rebelled against their Imperial overseers.

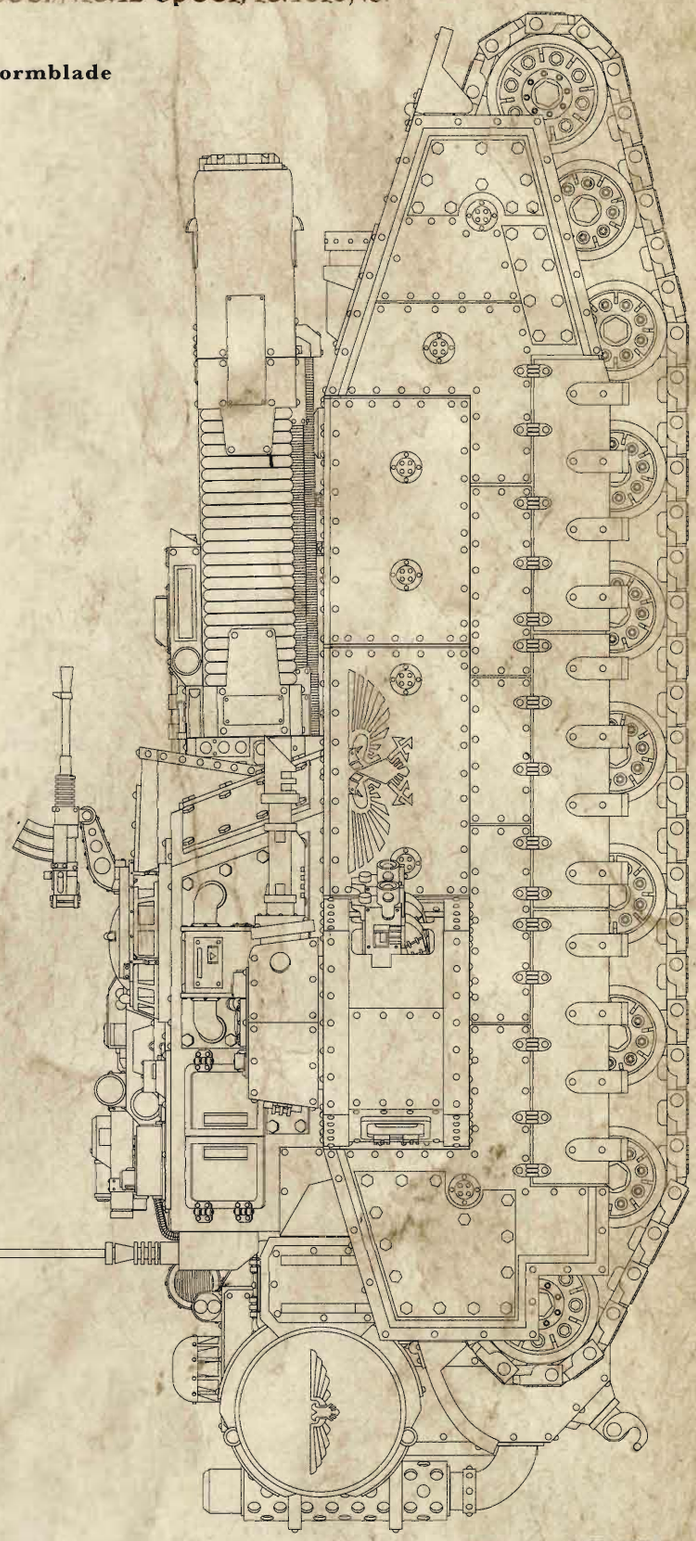
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Arkurian pattern Stormblade



DOMINUS
EX MACHINA

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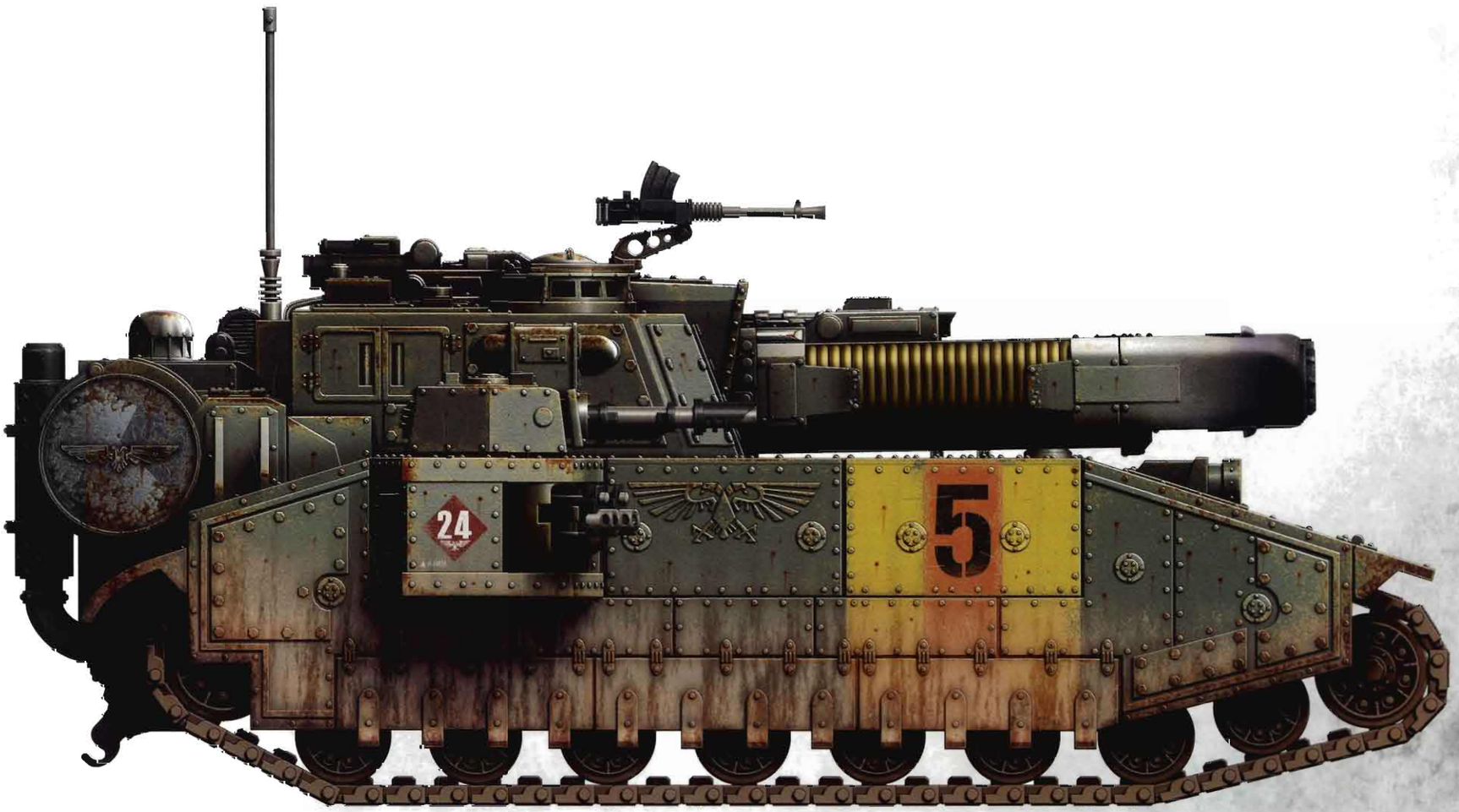
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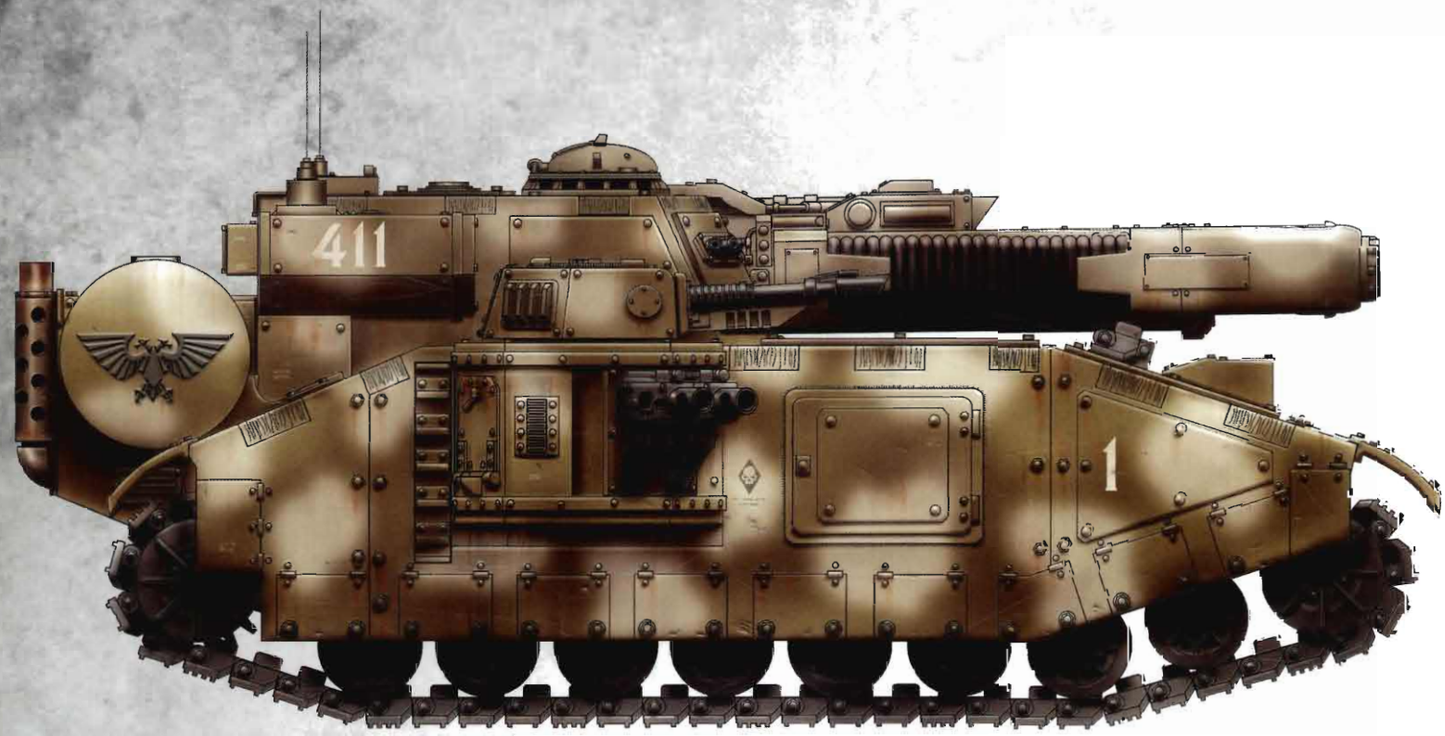
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43 6F 74 74 72 65 6C 6C

MAGOS FABRICATOR



Arkurian pattern Stormblade of Magdellan 11th Tank Regiment, 18th Heavy Tank Company. This company seems to use a wide variety of non-standard colour schemes and numbering.



Lucius pattern Stormblade of the Sarenian 5th Heavy Tank Company. During the defence of Canaan's World, the company was sent to reinforce the Valhallan 193rd Armoured Regiment, and on arrival temporarily formed the regiment's 4th Tank company. This is the 1st Squadron command vehicle. A white camouflage has been hastily applied over the vehicle's brown base colour for operating in winter conditions.



Lucius pattern Stormblade of the Krieg 1st Heavy Tank Company. This was a mixed company of Stormblades and Stormblades deployed during the 'Cleansing of Radnar'.

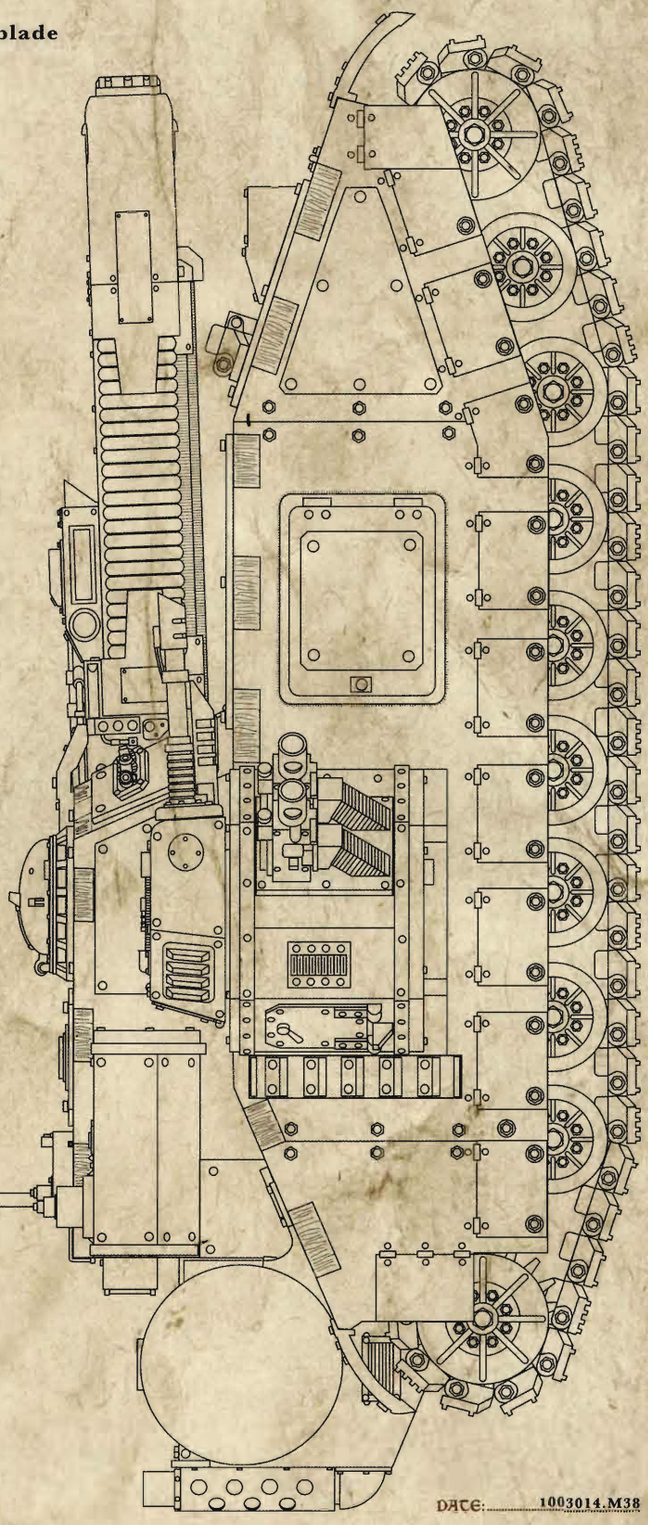
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Lucius pattern Stormblade



DEPARTMENT

MANUFACTURE

DOMINUS

EX MACHINA

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MAGOS FABRICATOR

STORMSWORD

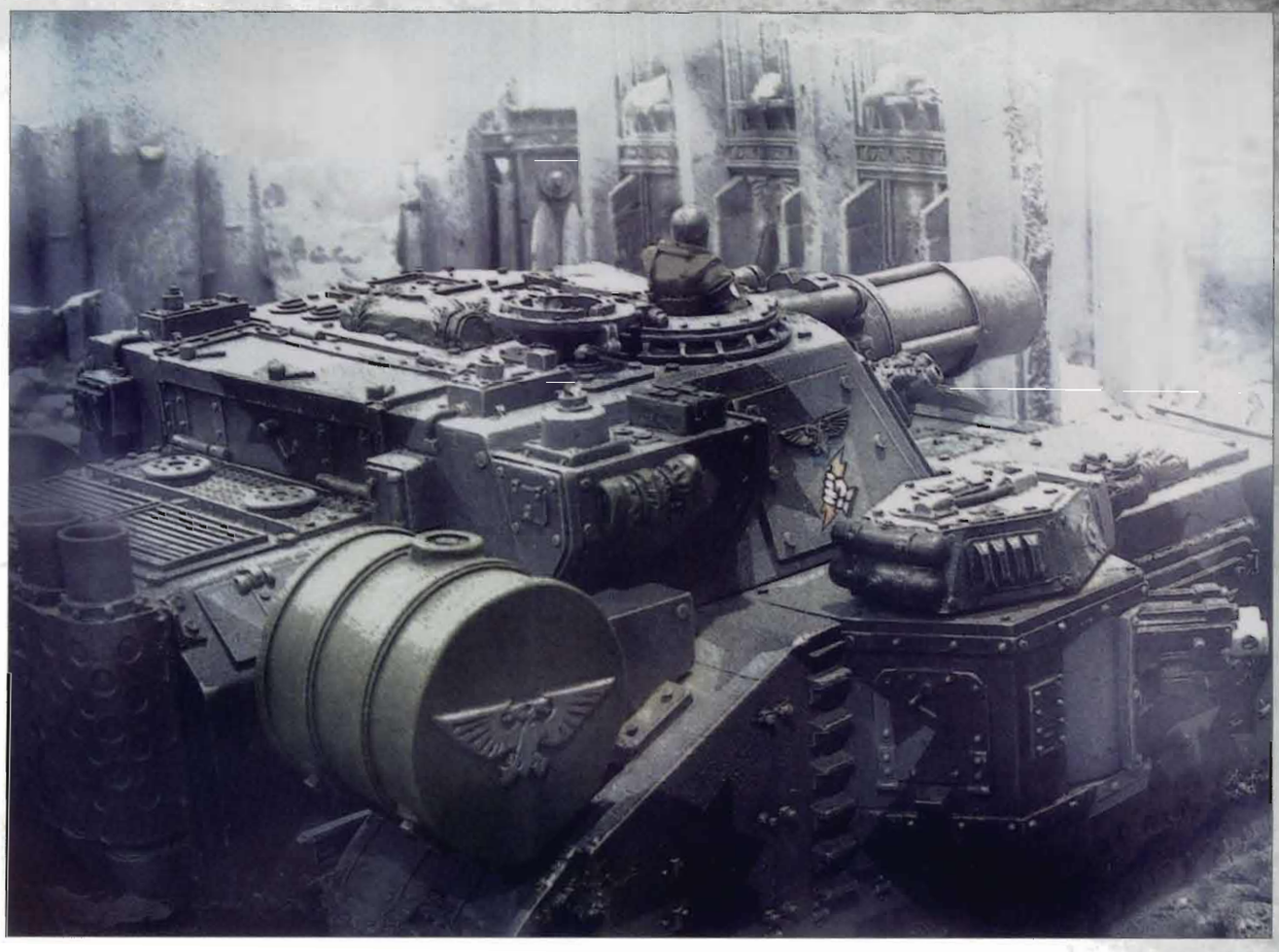


Originally a field conversion of the Shadowsword, when a Shadowsword or Stormblade is taken out of action the salvaged chassis is often rebuilt and new weapons added to create the Stormsword, as troops have christened it. Whilst such conversions are 'unofficial' and unsanctioned by the conservative upper echelons of the Adeptus Mechanicus, Imperial Guard commanders facing large numbers of enemy infantry on the ground such as rampaging mobs of Orks or swarms of Tyranids must take a more pragmatic view. Any vehicle that can fulfil such a vital battlefield role, as the Stormsword more than ably can, will be included on their roster regardless of what other institutions of the Imperium may have to say about it.

Built specifically for sieges and street fighting, whilst the Shadowsword excels at long range and the Baneblade is an 'all rounder' equally at home in open battlefields or in street fighting, the Stormsword lends its weight and firepower to troops at close quarters. Its main armament's restricted range leaves it dangerously exposed in open terrain and most commanders will only commit them to battle in the environment they were built for, in the heart of a city fight where the fighting is at its most intense.

Each massive siege shell the Stormsword's gun fires holds enough explosive to flatten a building, and gunners are trained to aim at the ground floor of a structure, with the intention of causing the entire building above to collapse. The siege gun barrel however has a restricted elevation, which reduces the weapon's ultimate range, but this is compensated for by the shell's integral rocket propulsion system. Each huge shell weighs in excess of 180 kg, and rather than firing by conventional means, a Stormsword literally launches each one, exhaust vents on either side of the gun barrel allowing the gas discharged by the rocket's engine to escape during firing. The size of the shells unfortunately limits the vehicle's ammunition racks to holding just twenty rounds and, due to the weight of each, the vehicle's loader has to be aided by an automated loading tray which is then hand cranked to move the shell into the barrel. This is a time consuming process and the Stormsword therefore cannot maintain a high rate of fire.

In addition to the main gun and to compensate for its slow reload speed, a Stormsword is also formidably equipped with secondary weapons for combat in the close confines of a city fight. Turret-mounted heavy flamers are frequently used to clear buildings and rubble of hidden enemy infantry, driving them into the open to become targets for heavy bolters and supporting infantry. Well adapted to its role, the Stormsword, whilst still rare, has therefore earned a place within the Imperial Guard's arsenal, with some Forge Worlds already starting to produce them in limited numbers to meet demand for this ever increasingly popular vehicle.



STORMSWORD ..... 450 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Stormsword	3	14	13	12	3

Unit Composition
- 1 Stormsword

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Command Tank

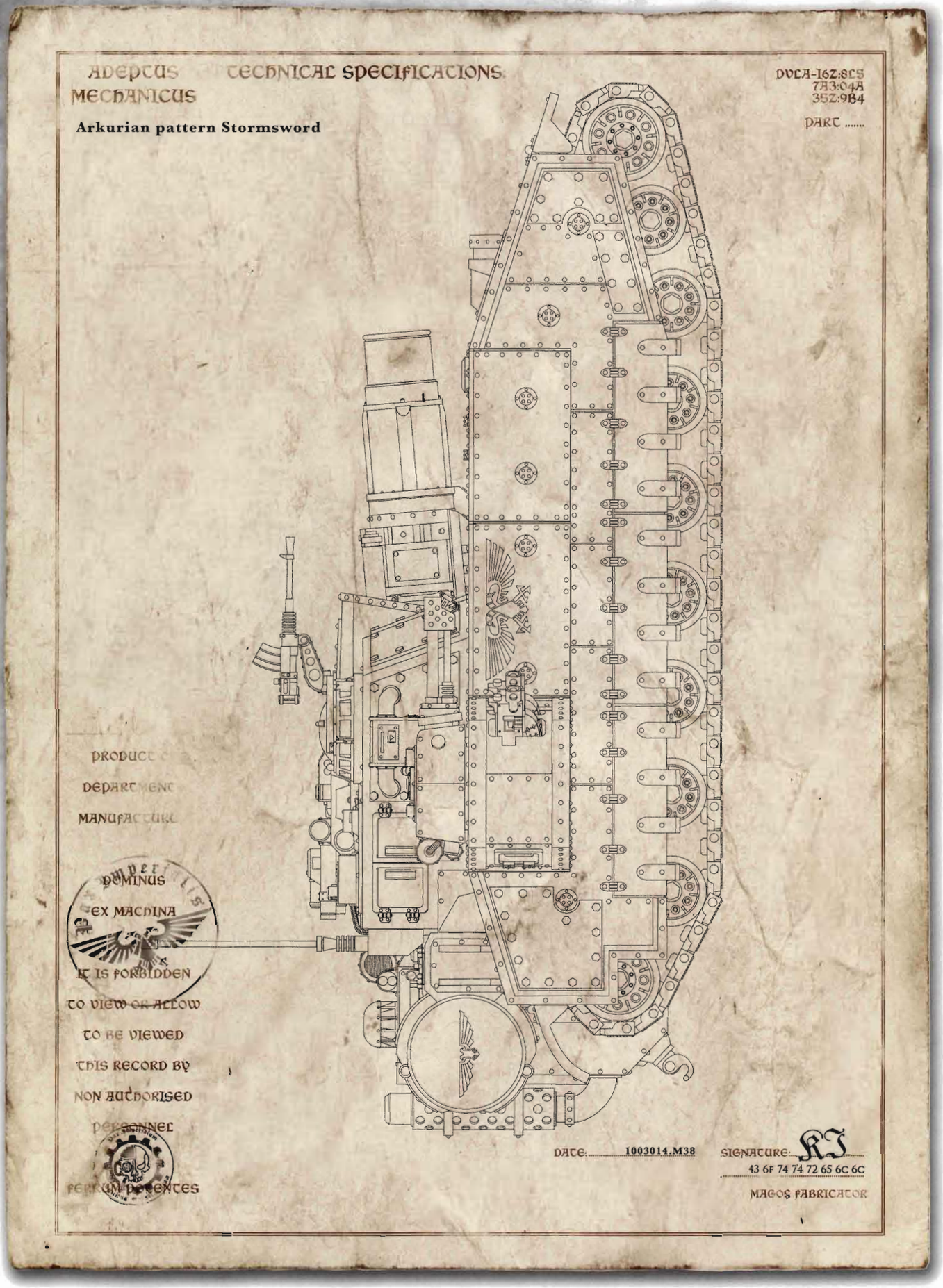
Wargear
- Hellhammer cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy flamer and one twin-linked heavy bolter
- Searchlight
- Smoke launchers

Options
- A Stormsword may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
- A Stormsword may replace its two side sponsons with:
  - Extra armour plates, increasing its side armour to 14 ..... Free
- A Stormsword may be upgraded to:
  - Command Tank ..... +25 points

Command Tank
A high ranking officer is using the Stormsword as a mobile field HQ. All Imperial Guard units within 24" of a Stormsword command tank may re-roll failed Morale checks.

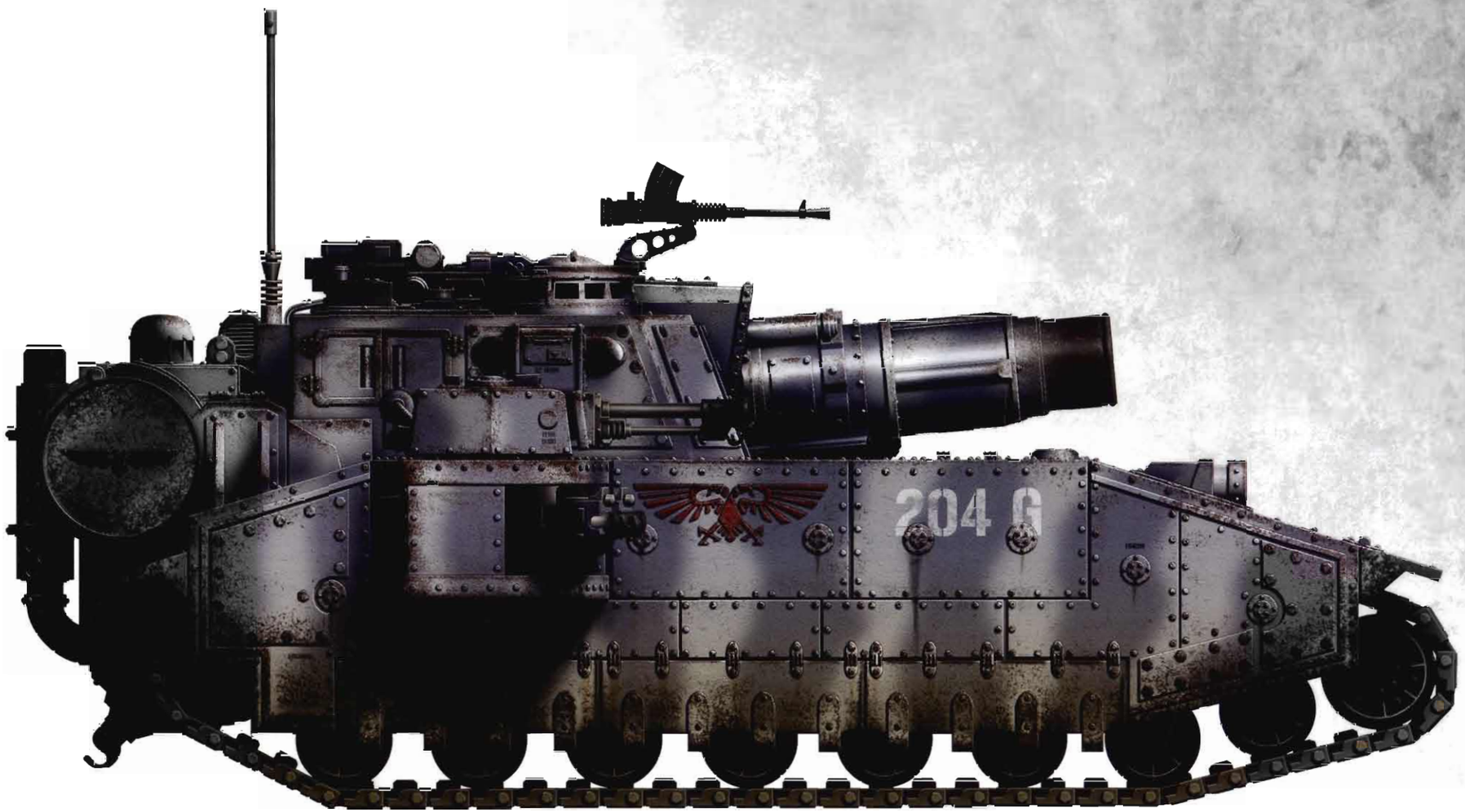


Thought for the day: We are all a weapon in the hands of the Emperor.

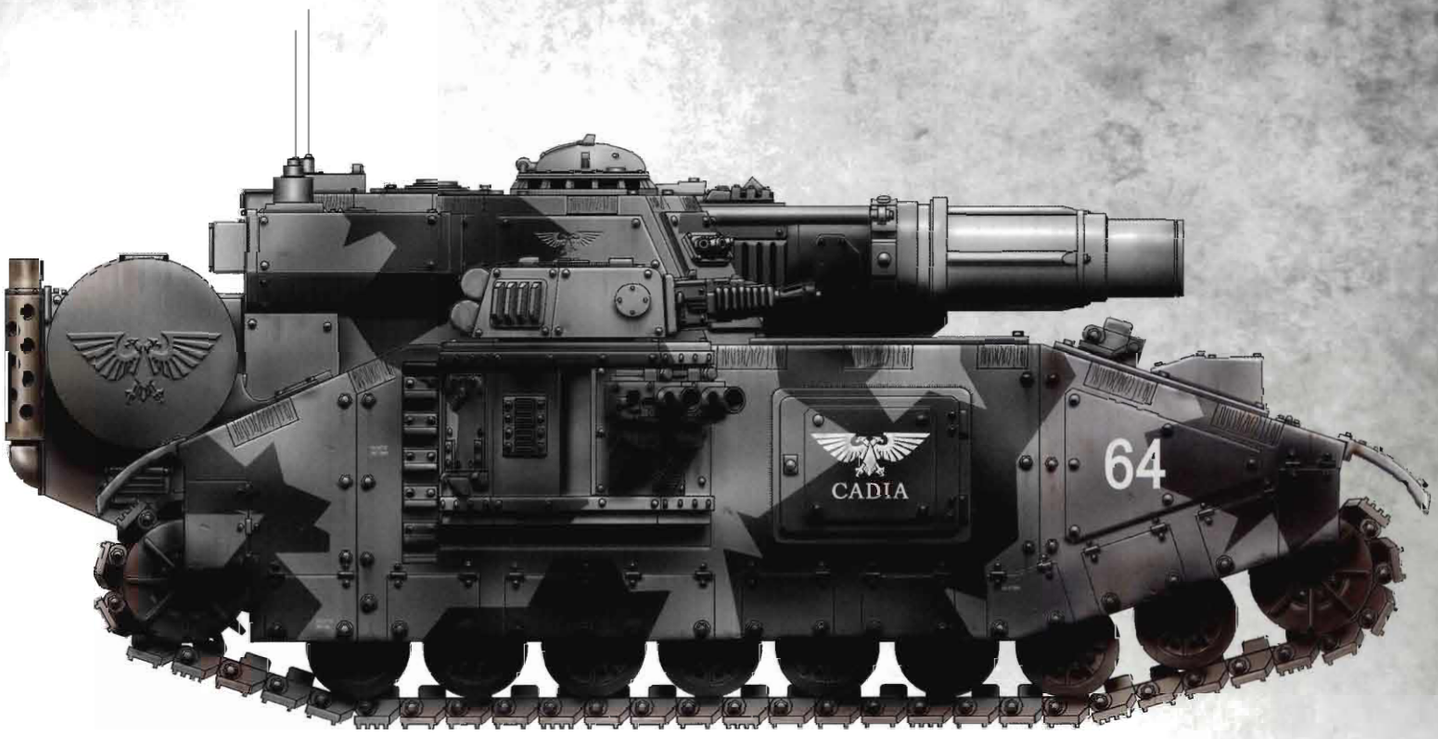

ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
Arkurian pattern Stormsword
DVCA-16Z:8C5
7A3:04A
35Z:9B4
PART .....
PRODUCT
DEPARTMENT
MANUFACTURE
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DATE: 1003014.M38
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43 6F 74 74 72 65 6C 6C
MAGOS FABRICATOR



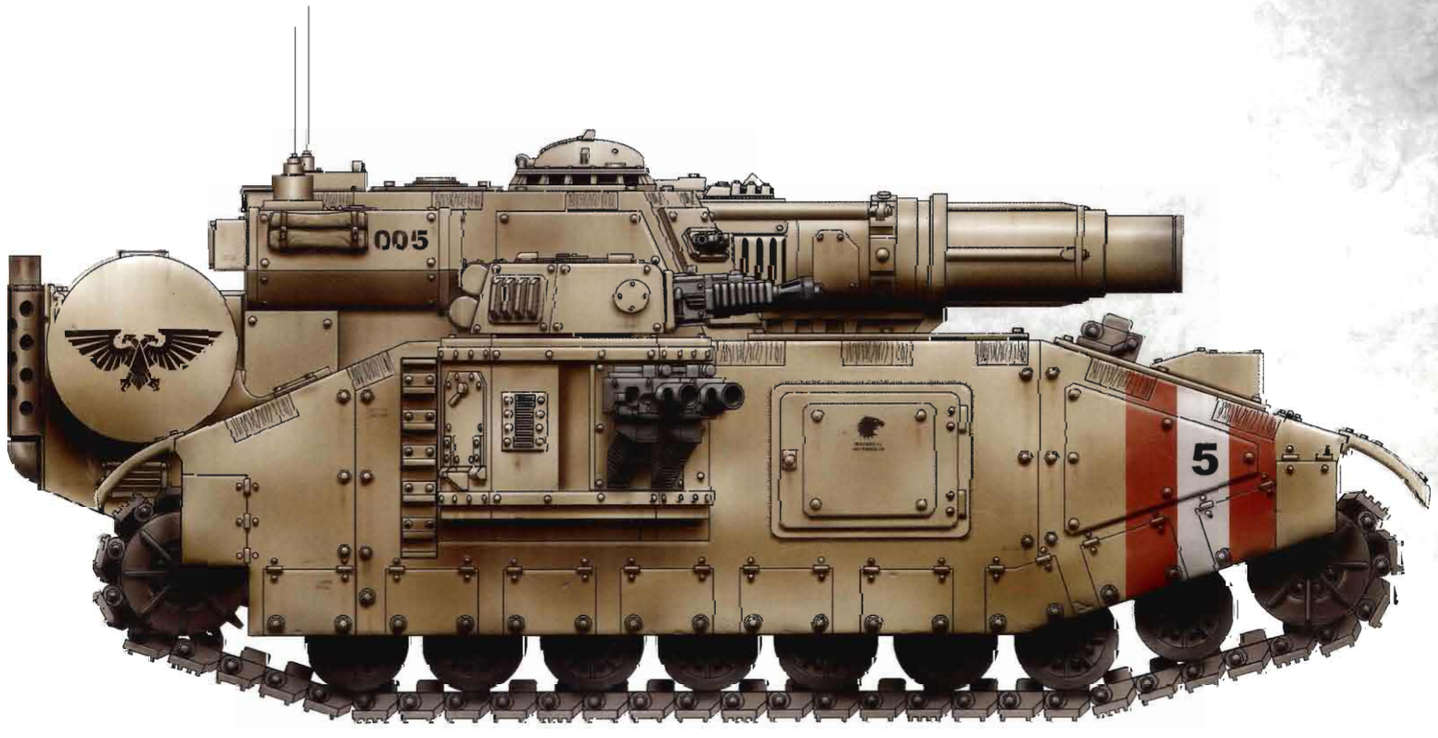
Stormsword of the 12th Cadian Heavy Tank Regiment. The first tank of 6th Squadron, stationed to defend an Imperial shrine during the 13th Black Crusade.



Arkurian pattern Stormsword of the 61st Tank Regiment. For its efforts in the Vraks campaign, the vehicle was awarded the right to bear the Imperial Eagle as an honour badge.



Mars pattern Stormsword of the 8th Cadian Heavy Tank Regiment. The orders of battle for the 8th includes six Shadowsword tanks, so it is likely that this is one of those vehicles refitted due to battle damage. The regiment saw heavy fighting in the Defence of Cadia from the heretic forces of the 13th Black Crusade.



Mars pattern Stormsword of the 17th Tallarn Heavy Tank Company, attached to the Tallarn 101st Armoured Regiment. This is the fifth vehicle of the company and bears the eagle's head honour badge, awarded as a unit citation after the 101st led the first assault on the Palace of Tears.

MACHARIUS HEAVY TANK



The Macharius is one of a variety of what are referred to as 'second generation' Baneblades. These are built by Forge Worlds eager to secure large military contracts, but who do not possess the STC data required to build true Baneblades. Only a handful of Forge Worlds still manufacture Baneblades to the same design as those used during the Great Crusades, and the Adeptus Mechanicus of Mars keep a close guard on which Forge Worlds are allowed access to this data.

From archive material it is known that, in ancient times, other super-heavy tanks were deployed by the Imperial Army. During the Great Crusades there were many of these 'large' tanks in the Emperor's service, and for years Adeptus Mechanicus munition-adepts have searched for the data for these missing vehicles. This search is made all the more difficult as, in the intervening millennia, they have fallen out of favour and the knowledge of how they were manufactured, or even what they were called, has been lost.

Through diligent study one man, Magos Nalax, discovered fragments of a blueprint buried deep in the archives of Lucius Forge World. He made it his life's work to re-construct the missing data by cross-referencing it with Baneblade components and other similar vehicles until he had the plans for an entire vehicle. Once completed Magos Nalax's work was forwarded to Mars and placed before the Fabricator-General for approval. This notoriously lengthy procedure took another two hundred years, and Nalax himself did not live to see the outcome.

After a long testing process and consultations with many other Forge Worlds, the plans were finally accepted, and Forge World Lucius was sanctioned to start production. The tank was named the Macharius, after the great Lord Commander Solar Macharius whose crusades at the beginning of the 41st Millennium had liberated one thousand worlds in the name of the Emperor. Ironically, in the meantime, Lucius had also lobbied for and been granted the right to build STC Baneblades, and it seemed that Magos Nalax's work would be wasted.

Forge World Lucius started production of its Baneblade but soon found that demand outstripped supply and struggled to keep up with the Departmento Munitorum's requirements. Then the world of Krieg returned to the Imperium's fold and suddenly offered a vast amount of new regiments for service with the Imperial Guard. The Departmento Munitorum in turn looked to Lucius to provide much of their equipment. The sudden increase in demand meant that the Adepts of Lucius turned to the Macharius, and in 852.M41 the first tanks rolled off the production lines destined for Krieg. Thus began Krieg's association with the Macharius tank, although other regiments have been equipped with them since, and the Lords of Mars have also now begun to allow the production data to be used by further Forge Worlds.

The Macharius tank has eight crew, comprising the commander, gunner and two loaders in the turret, with the driver, vox-operator (who also doubles as the heavy stubber gunner) and two sponson gunners in the hull. The vehicle lacks the Baneblade's massive size and many of its weapons, but is more than capable of fulfilling the same battlefield role and is a potent war machine, even if it cannot match the Baneblade's massive firepower, its heavy armour bracing, advanced logis engines and engine performance. Despite this the Macharius is still a heavy tank, with very thick frontal armour, and its twin battle cannons provide devastating firepower. Some entries surrounding the Macharius' data core, stored on Mars, hint that Magos Nalax also developed plans for alternative armaments. This may be true but as yet no such files have been found.

MACHARIUS VANQUISHER & VULCAN

There are two primary variants of the Macharius tank. The Vanquisher replaces the Macharius' original battle cannons with powerful Vanquisher cannon. These weapons, although harder to manufacture and never available in great numbers, fire a very high velocity anti-tank shell that can penetrate the thickest armour with devastating results. The addition of these weapons turns the standard Macharius into a deadly tank killer.

The Vulcan mega-bolter is a weapon usually carried by Titans. It is a multiple barrel gatling autocannon which can fire thousands of rounds per minute in a destructive torrent, turning the standard Macharius into a highly effective anti-personnel weapon. Due to the weapon's and the Macharius' size, ammunition storage is restricted and is the variant's main drawback, carrying only enough ammunition for twenty seconds continuous firing. It is not unusual for the crew therefore to fill the tank's stowage bins with extra ammunition and carry more ammunition crates as external stowage.

MACHARIUS OMEGA

A relatively new addition to the Imperial arsenal, the Macharius 'Omega' is a war machine built around a single focus – the battlefield deployment of the Omega pattern plasma blastgun, a variant of the more common Ryza design employed on the Stormblade.

The Omega pattern, although available since its rediscovery in late M39 by Explorator Magos Valistle Hum'nal, suffered doctrinal wranglings over the purity and completeness of its template within the Adeptus Mechanicus. This would delay its field testing and eventual deployment for centuries. The weapon's design, although more widely replicable than the arcane technologies of its forebear, lacks the stability of the superlative Ryza pattern weapon, and generates considerably more waste heat. However, the Omega also utilises a more compact generator design and force crucible, allowing it to be mounted on smaller super-heavy hulls.

The comparable ease with which the Macharius 'Omega' can be manufactured and repaired has more than overcome its shortcomings in the eyes of the Lords Militant, and large quantities of production capacity have been devoted to the design on the dogmatically allied Forge Worlds of Lucius, Hellgrace and Dynax Primus. Subsequently, the Omega has proved its worth on the battlefields of Orask, Nicanodes and in the counter-assault that has driven the Tyranids out of the Sable Nebula, offering a palpable victory against the devouring tide.



A Macharius Vanquisher of the 11th Tank Regiment in the vanguard of the assault on Mortuary Ridge.

MACHARIUS HEAVY TANK ..... 325 POINTS

	Armour			
	BS	**Front**	**Side**	**Rear**	**SP**
Macharius	3	14	13	12	2

Unit Composition
- 1 Macharius

Unit Type
- Super-heavy vehicle (Tank)

Wargear
- Turret-mounted Macharius battle cannon
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

Options
- A Macharius may take a:
  - Hunter-killer missile ..... +10 points
- A Macharius may be given one of the following vehicle upgrades:
  - Pintle-mounted storm bolter ..... +10 points
  - Pintle-mounted heavy stubber ..... +10 points
- The Macharius may exchange its sponson weapons for:
  - Heavy bolters ..... +10 points
  - Heavy flamers ..... +10 points

MACHARIUS VANQUISHER ..... 375 POINTS

	Armour			
	BS	**Front**	**Side**	**Rear**	**SP**
Macharius Vanquisher	3	14	13	12	2

Unit Composition
- 1 Macharius Vanquisher

Unit Type
- Super-heavy vehicle (Tank)

Wargear
- Turret-mounted twin-linked Macharius Vanquisher cannon
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

Options
- A Macharius Vanquisher may take a:
  - Hunter-killer missile ..... +10 points
- A Macharius Vanquisher may be given one of the following vehicle upgrades:
  - Pintle-mounted storm bolter ..... +10 points
  - Pintle-mounted heavy stubber ..... +10 points
- The Macharius Vanquisher may exchange its sponson weapons for:
  - Heavy bolters ..... +10 points
  - Heavy flamers ..... +10 points

Macharius Vanquisher Cannon
The cannon of the Macharius Vanquisher may either fire standard blast shells or use special armour piercing Vanquisher shells which have separate profiles as listed in the Weapons Summary (see page 271). You must declare which you are using before firing. Note that the special AP rounds have no blast effect, but gain an extra D6 bonus when rolling to penetrate armour.

MACHARIUS VULCAN ..... 405 POINTS

	Armour			
	BS	**Front**	**Side**	**Rear**	**SP**
Macharius Vulcan	3	14	13	12	2

Unit Composition
- 1 Macharius Vulcan

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Vulcan mega-bolter

Wargear
- Turret-mounted Vulcan mega-bolter
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

Options
- A Macharius Vulcan may take a:
  - Hunter-killer missile ..... +10 points
- A Macharius Vulcan may be given one of the following vehicle upgrades:
  - Pintle-mounted storm bolter ..... +10 points
  - Pintle-mounted heavy stubber ..... +10 points
- The Macharius Vulcan may exchange its sponson weapons for:
  - Heavy bolters ..... +10 points
  - Heavy flamers ..... +10 points

Vulcan Mega-bolter
If the Macharius Vulcan remains stationary in the Movement phase, it may fire its Vulcan mega-bolter twice that turn (both shots must be at the same target).

MACHARIUS OMEGA ..... 355 POINTS

		Armour			
	BS	**Front**	**Side**	**Rear**	**SP**
Macharius Omega	3	14	13	12	2

Unit Composition
- 1 Macharius Omega

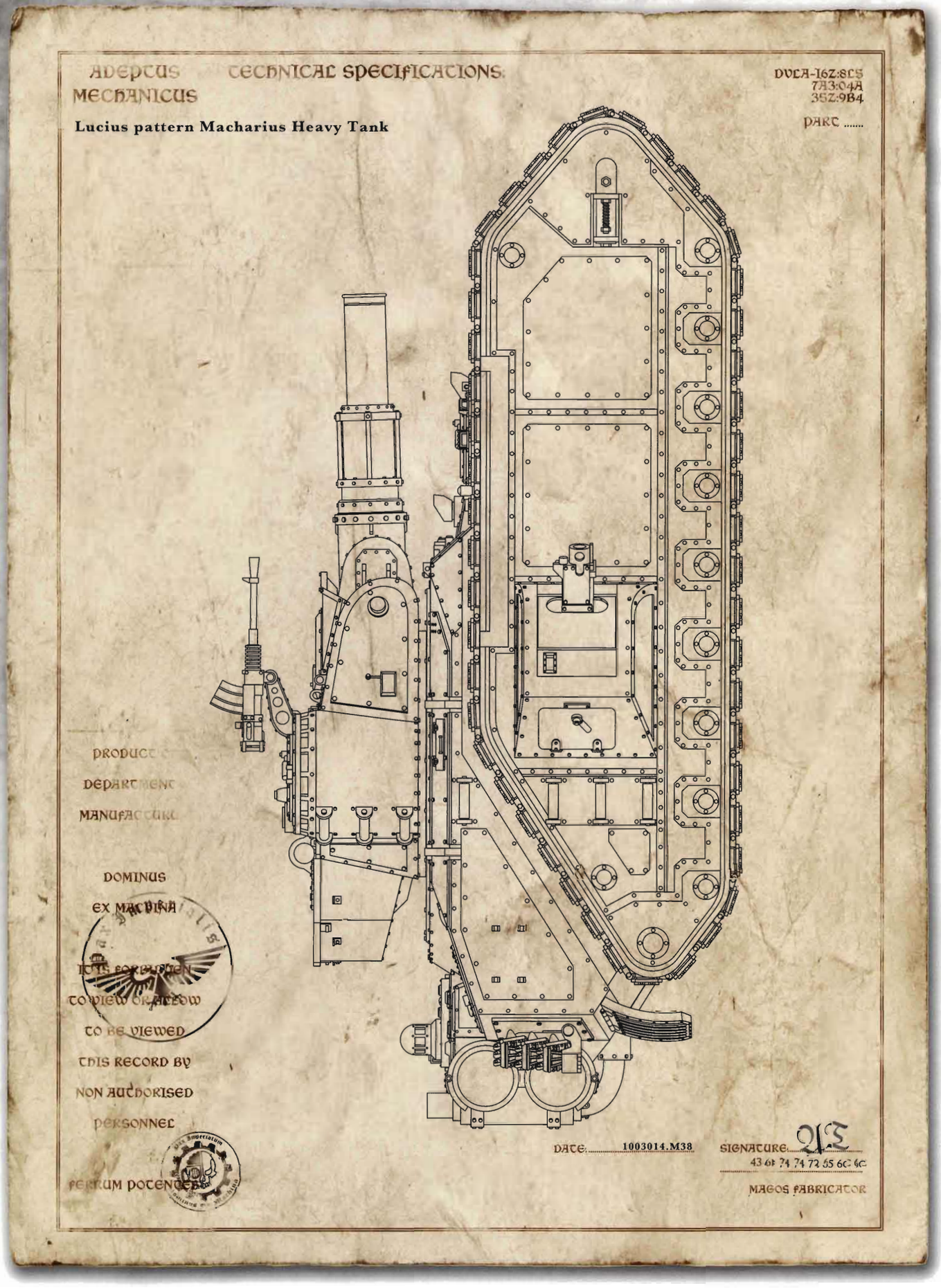
Unit Type
- Super-heavy vehicle (Tank, Open-topped)

Wargear
- Omega pattern plasma blastgun

Options
- A Macharius Omega may take a:
  - Hunter-killer missile ..... +10 points
- A Macharius Omega may be given one of the following vehicle upgrades:
  - Pintle-mounted storm bolter ..... +10 points
  - Pintle-mounted heavy stubber ..... +10 points
- The Macharius Omega may take side sponsons equipped with either:
  - Heavy bolters or heavy flamers ..... +10 points
  - Autocannon ..... +20 points

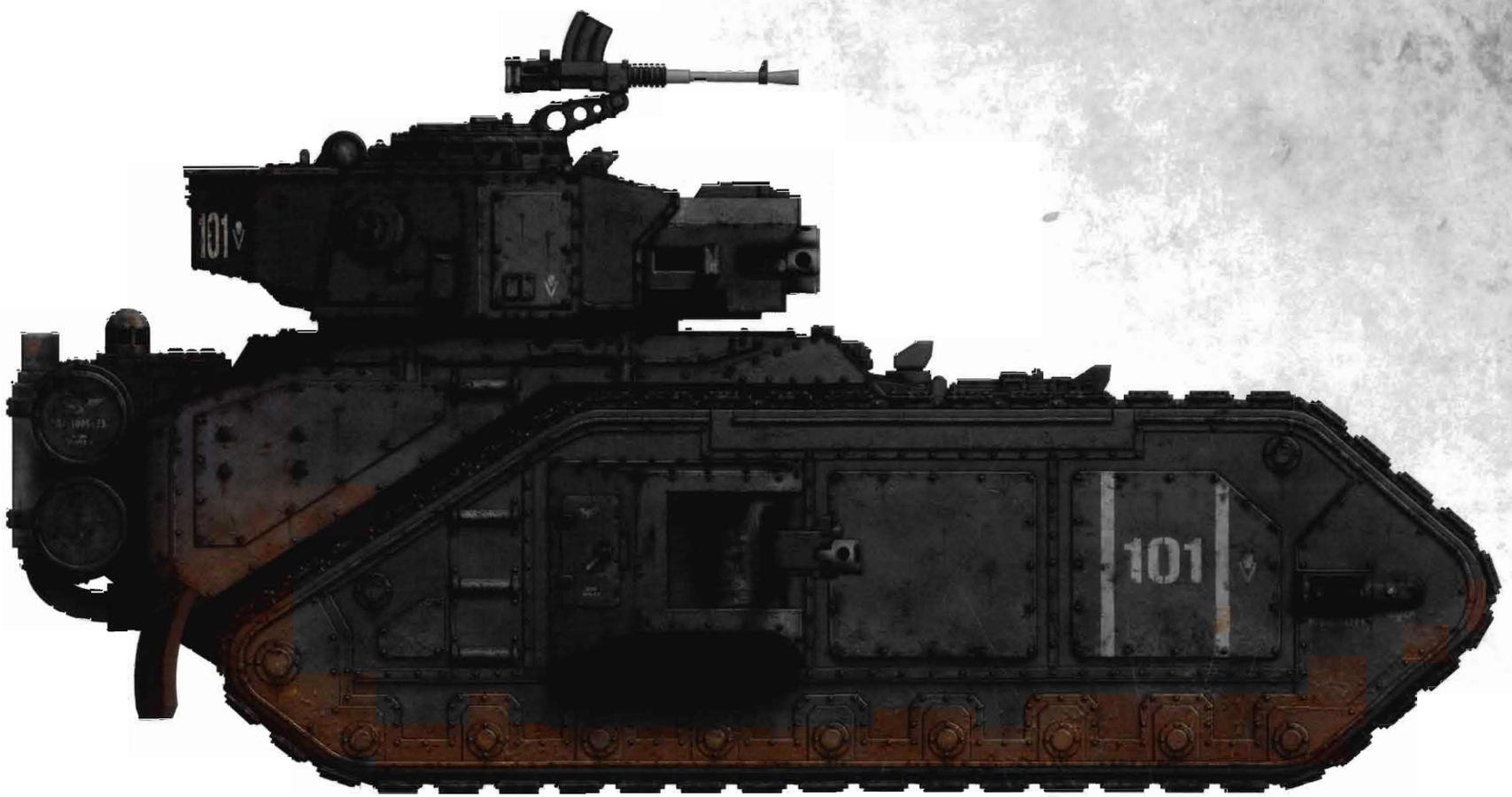


A Krieg Macharius Vulcan, operating on Vraks. The markings on its side indicate it is part of the 25th Tank Company.


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS:
Lucius pattern Macharius Heavy Tank
PART .....
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EX MACHINA
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A Macharius Heavy Tank of the 123rd Death Korps Armoured Regiment, 15th Heavy Tank Company. Recorded as destroyed during the expedition to Denkari Prime.



A Macharius Vulcan of the 18th Krieg Armoured Regiment deployed during the Barbarius campaign. This vehicle is from the 1st Squadron Command Platoon, 1st Heavy Tank Company.

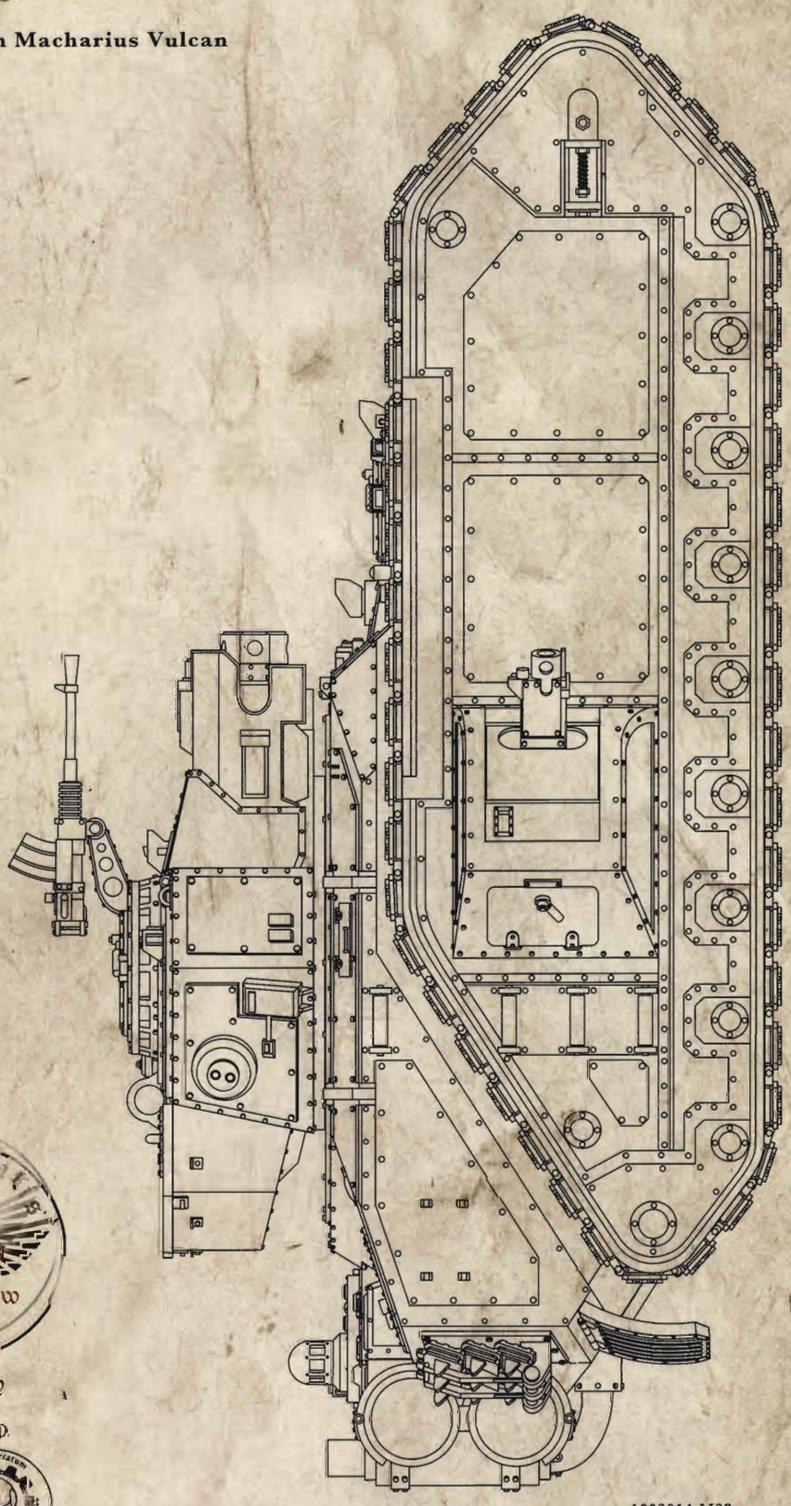
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Lucius pattern Macharius Vulcan



PRODUCT

DEPARTMENT

MANUFACTURE

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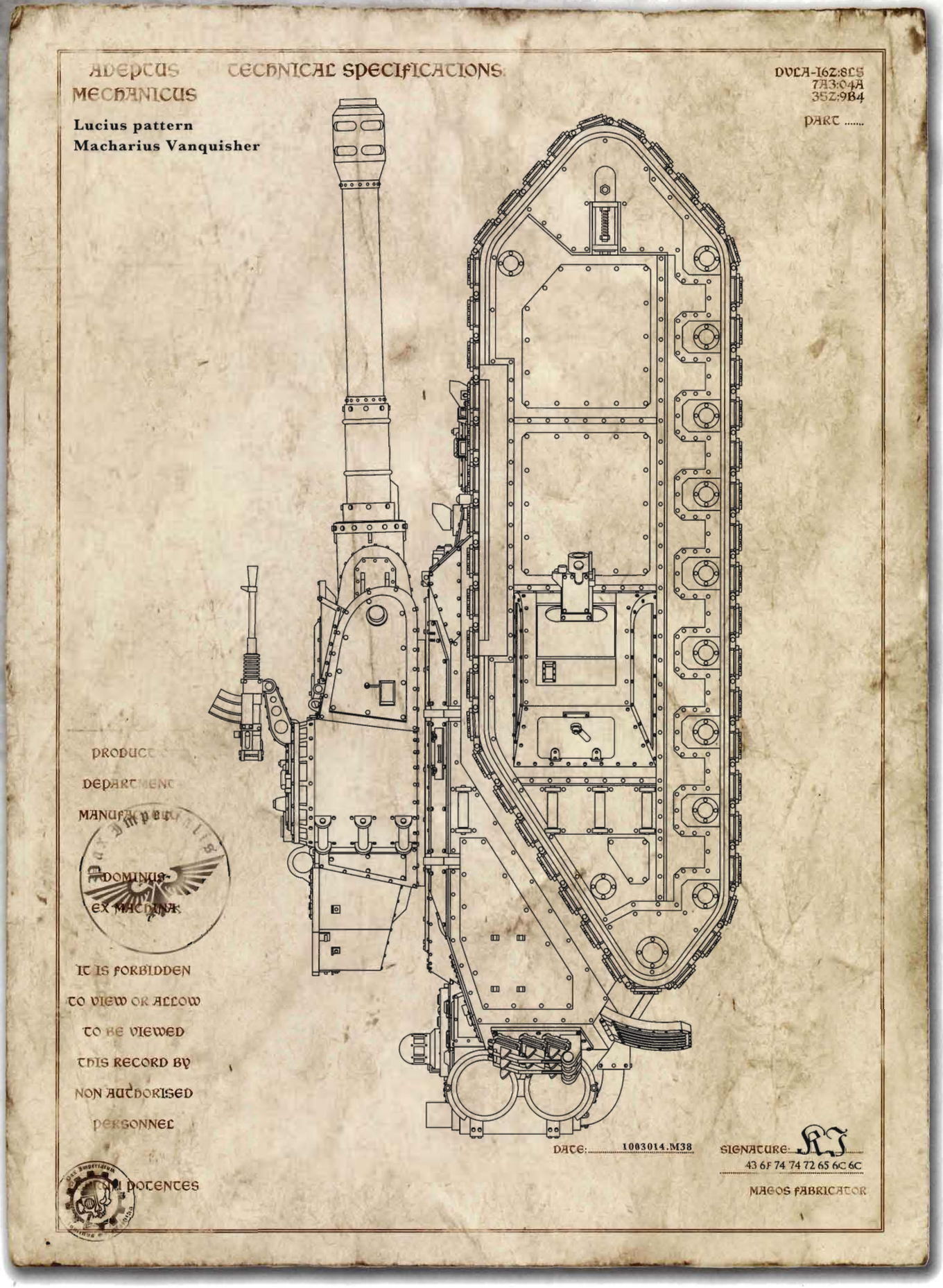
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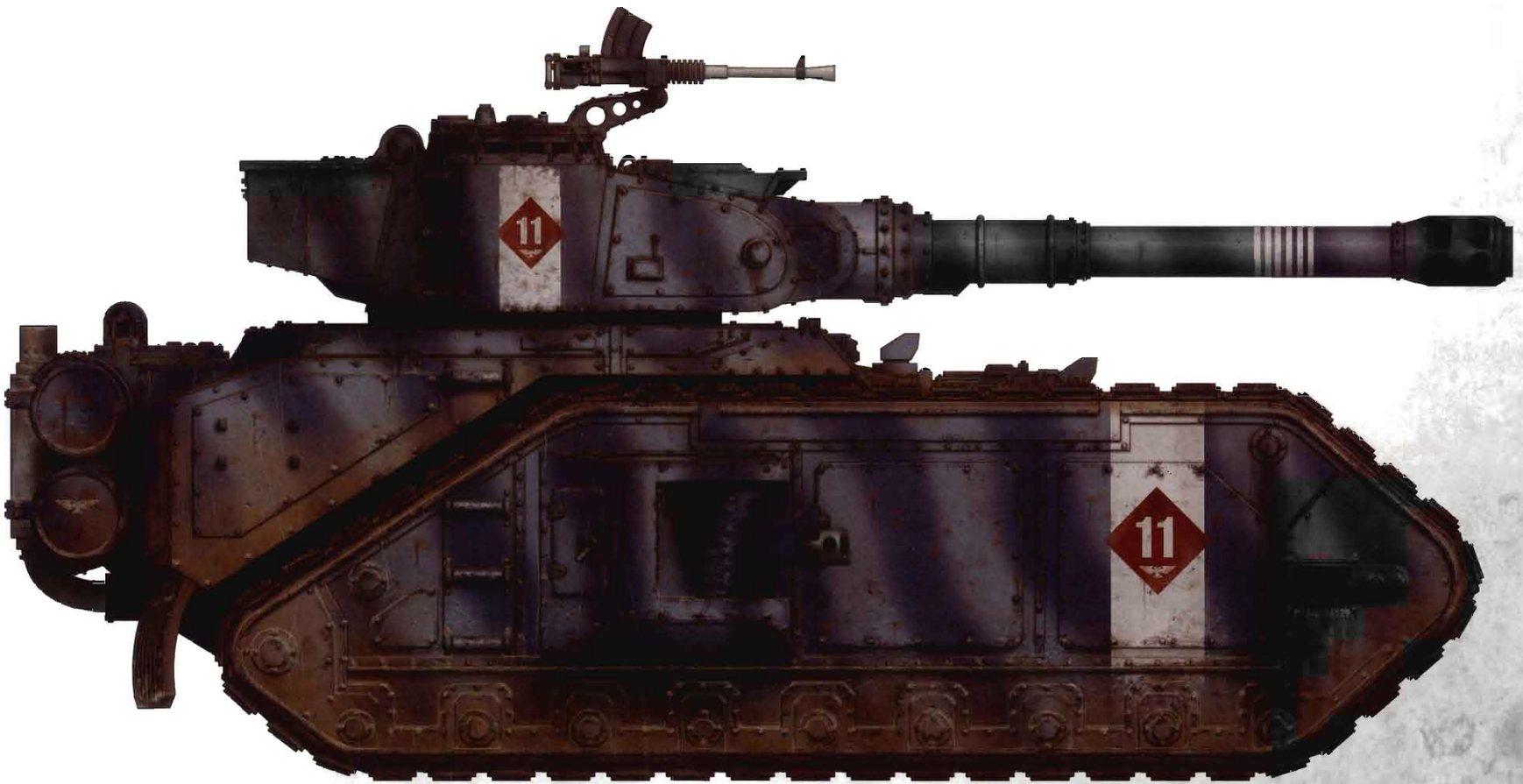
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MAGOS FABRICATOR


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
DVLA-16Z:8C5
7A3:04A
35Z:9B4
PART .....
Lucius pattern
Macharius Vanquisher
PRODUCT
DEPARTMENT
MANUFACTUR
DOMINUS
EX MACHINA
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POTENTES
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MAGOS FABRICATOR



During the heavy fighting on Radnar, the Krieg 11th Heavy Tank Company deployed a variety of tanks, including this Macharius Vanquisher. Note the six kill markings on the barrel denoting cultist armoured vehicles its crew destroyed during the campaign.

CRASSUS ARMOURED ASSAULT VEHICLE & VARIANTS



This immense armoured carrier is named after one of Lord Commander Solar Macharius' greatest generals, Borgen Crassus, who remained steadfastly loyal to the Imperium throughout the grim and bloody Macharian Heresy that followed the Lord Solar's death. Its provenance may be considerably stranger and older than commonly guessed, however, and some factions within the Divisio Militaris believe it is a 'reclaimed' design originating within the re-conquered Forge World of Zhao-Arkkad and, for that reason, suspect.

Regardless of this, the Crassus has become widely used by the Imperial Guard and Adeptus Mechanicus armoured units of the southern and western Segmentum Tempestus, and with production of the design being taken up in the last several centuries by the major Forge World of Lucius, it is now being used extensively to resupply units close to the Eye of Terror to replace on-going losses in that steadily worsening war zone. There, as elsewhere, it has achieved considerable fame for its durability and power, leading it to develop an almost talismanic reputation for some siege assault units, to the disquiet of some within the Commissariat and Departmento Munitorum.

The Crassus' drive system is considerably more powerful than other vehicles of its size. This was designed to not only cope with the additional armour fitted to its chassis, but also to provide its driver with the speed to deliver the vehicle's human cargo to their destination, normally performed under heavy enemy fire, and then move to a safer position to await their extraction again.

Its weapons are used in a primarily defensive capacity for troop deployment, but it can also be retro-fitted with a hunter-killer missile. This one-shot option is most often used against enemy tanks. It is very effective, although best deployed en masse with that of other Crassus to maximise its effects.

On Betalis III the Crassus Armoured Assault Transport was crucial in deploying Guardsmen to the various war zones across the planet's frozen wastes. Capable of holding up to thirty-five Guardsmen or two Cyclops Demolition vehicles, it played a crucial role in the Battle at Alnitac, enabling Colonel Empteda to reach the facility before the Eldar and also ultimately enabling him to destroy the facility there to prevent it from falling into enemy hands.

Praetor Armoured Assault Launcher
Based upon a variant hull design of the Crassus, the Praetor is named for the sophisticated multiple heavy launcher system it mounts in place of the Crassus' generous transport capacity. The Praetor launcher is a sophisticated weapon that far predates the introduction of the Crassus itself, and it is thought to have last seen widespread service on the Land-leviathans of the Tellarite Rebellion forces which gouged out their own pocket-empire during the dark years of the Nova Terra Interregnum.

The STC template for the weapon – along with several others of note – was thought lost until relatively recently when the Tech-Priests of the re-consecrated Forge World of Zhao-Arkkad unearthed the data in the depths of that once nightmare-haunted realm. This has ultimately led with the dissemination of the powerful Crassus chassis to the introduction of a new mobile Praetor-weapon platform by Zhao-Arkkad's manufactora which has spread relatively swiftly through frontline regiments throughout the Segmentum Tempestus and beyond.

The Praetor's design means that it can fire a number of different warheads depending on the role the vehicle has been assigned to. Foehammer and Firestorm missiles provide a hard-hitting and devastating barrage which can be used against ground-based enemy vehicles or enemy-held targets. The Pilum warhead enables the Praetor to be used in an anti-aircraft capacity, sophisticated tracking systems within its AA mount constantly monitoring the skies for potential airborne threats.

While the Praetor launcher's relative sophistication and materiels cost means it will unlikely supplant more common Imperial designs, its durability and versatility have already found it a treasured place in the arsenal of units facing the harshest enemy powers ranged against them.

Dominus Armoured Siege Bombard
A heavy siege tank featuring an automated battery of three bombardment cannon, the Dominus is a powerful if somewhat unpredictable weapon and one of several to have been developed on the once-lost Forge World of Zhao-Arkkad based upon the Crassus chassis. The Dominus' armament is at the very extreme of the hull frame's capability, and the on-board supply of shells for its main weapon are, by necessity, somewhat limited. These drawbacks are more than made up for by its suitability to its true role – one not of slow grinding bombardment, but close support of a direct assault, bringing its siege shells to bear on enemy fortifications and strongpoints.

Much like the rarer and ancient Minotaur, the Dominus' formidable armour allows it to accompany an armoured spearhead into the very jaws of an enemy's firepower before unleashing a rapid saturation bombardment in support of a main attack. This means it can operate in kill-zones where other, more commonplace, Imperial artillery tanks such as the Basilisk or Colossus would have little chance of surviving long enough to provide close range support.

Despite its durability, thanks to the bombard tank's role at the forefront of siege assaults, losses among Dominus crews remain high, leading some Imperial Guard siege regiments to favour the sobriquet of the '*Iron Tomb*' for the Dominus, and see assignment to Dominus-equipped units as a virtual death sentence; a fact some deal with by affecting mortuary or religious insignia for the tanks themselves, trusting to either their faith in the God-Emperor's salvation to protect them, or scorning death to come for them if it may.



CRASSUS ARMOURED ASSAULT TRANSPORT ..... 250 POINTS

	Armour			
	BS	Front	Side	Rear	SP
Crassus	3	14	13	12	2

Unit Composition
- 1 Crassus

Unit Type
- Super-heavy vehicle (Tank, Transport)

Special Rules
- Overdrive

Wargear
- Two front sponsons, armed with heavy bolters
- Two side sponsons, armed with heavy bolters
- Searchlight & smoke launchers

Transport Capacity
- Can transport 35 models.

Overdrive
The Crassus possesses an unusually powerful drive system for a vehicle of its size, allowing it to move at Cruising speed in the Movement phase rather than being limited to Combat speed as is usual for a super-heavy vehicle.



Access Points
- One rear hatch. Up to two units may embark or disembark per turn.

Options
- A Crassus may replace any or all of its heavy bolters with the following:
  - Heavy flamers ..... Free
  - Autocannon ..... +5 points per weapon
  - Lascannon ..... +10 points per weapon
- A Crassus may replace its side sponsons with:
  - Extra armour, increasing its side armour to 14 ..... Free
- A Crassus may have one of the following upgrades from *Codex: Imperial Guard*:
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points

PRAETOR ARMOURED ASSAULT LAUNCHER ..... 300 POINTS

	Armour			
	BS	Front	Side	Rear	SP
Praetor	3	14	13	12	2

Unit Composition
- 1 Praetor

Unit Type
- Super-heavy vehicle (Tank)

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



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

DOMINUS ARMOURED SIEGE BOMBARD ..... 280 POINTS

	Armour			
	BS	Front	Side	Rear	SP
Dominus	3	14	13	12	2

Unit Composition
- 1 Dominus

Unit Type
- Super-heavy vehicle (Tank)

Wargear
- One triple-barrelled bombard
- Two front sponsons, armed with heavy bolters



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

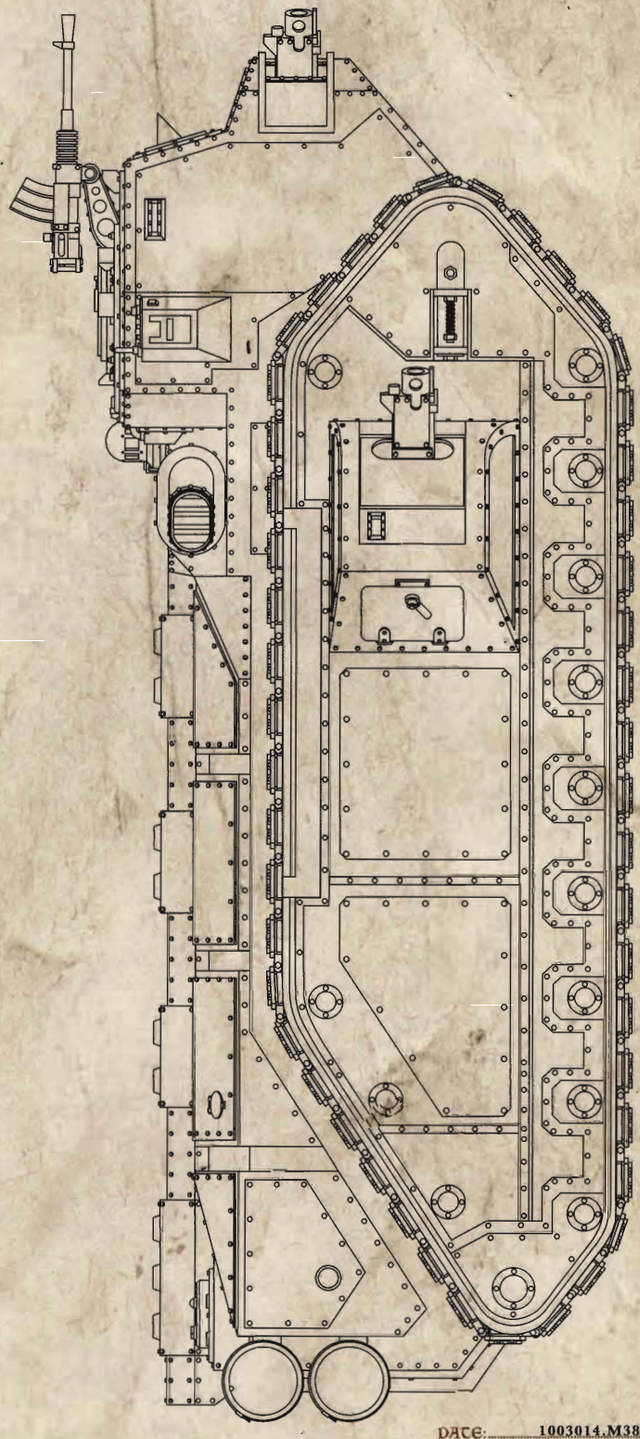
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS.

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Lucius pattern Crassus Armoured Assault Transport



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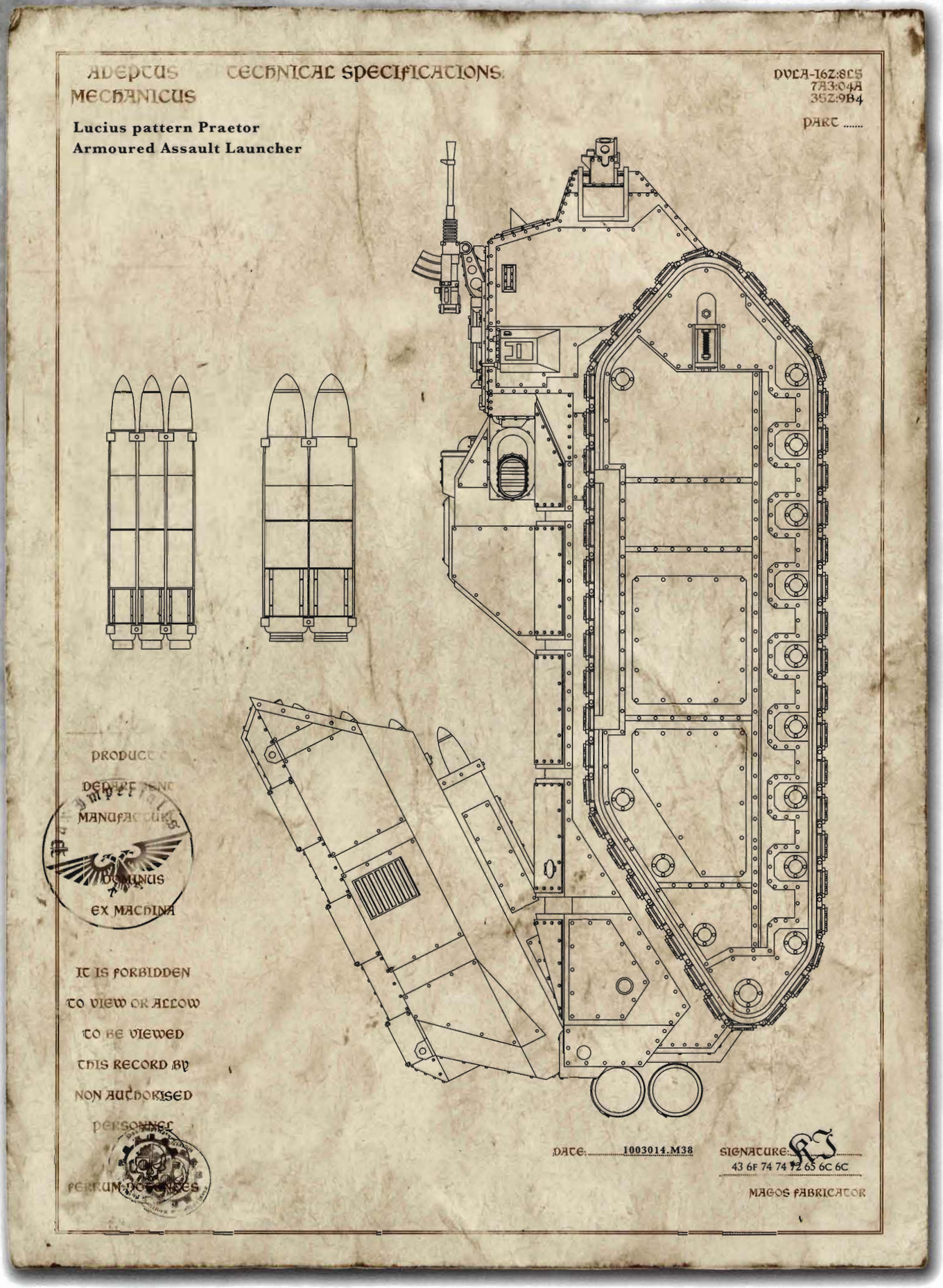
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MAGOS FABRICATOR


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
DVLA-16Z:8C5
7A3:04A
35Z:9B4
PART .....
Lucius pattern Praetor
Armoured Assault Launcher
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GORGON HEAVY TRANSPORTER



The Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops straight towards enemy lines before disgorging them directly into enemy-held positions. Generally only deployed during trench warfare, where infantry are forced to cross regions of hostile no-man's land, the Gorgon has a heavily armoured prow to protect it as it rumbles forwards. The vehicle is so large and cumbersome, and carries so many men, that on an open battlefield it makes for a large and slow target that always draws a considerable amount of enemy fire. Wise commanders therefore only sanction Gorgon assaults across a short distance, after the enemy has been heavily suppressed by a sustained artillery bombardment.

A Gorgon can carry a full platoon in its open-topped hold, albeit in very cramped conditions and as the Gorgon reaches its target, the armoured ramp drops and the men charge out, weapons blazing, to overrun enemy positions by sheer weight of numbers. As troops inside are generally only required to make a short journey across no-man's land inside it, the provision of even the most basic comforts are not considered an essential part of the Gorgon's construction, and the vehicle is only lightly armed, with heavy stubbers providing suppressing fire as the infantry disembark.

Some Gorgons are fitted with additional sponsons to assist in this role, commonly these variants are equipped with multiple heavy bolters or mortars to lob shells into enemy trenches as the Gorgon approaches. Despite its size, the Gorgon does not carry any larger weaponry. This is because its role is not to destroy the enemy, but to deliver an infantry platoon safely in the face of heavy enemy fire.

As a specialist vehicle, the Gorgon is only deployed for carefully selected missions, such as attacking heavily fortified enemy defences, or delivering troops into a breach during a siege. They are not routinely deployed for front line operations unless to assist a major offensive. Before the attack, the assaulting platoons are pre-loaded into the Gorgon whilst it is still in relative safety behind the frontlines before rolling forwards. The Gorgon's long chassis also means it can cross most trench systems without hindrance, only the most unfortunate Gorgon crews seeing their vehicles bogged down.

For such a large vehicle, the Gorgon has a relatively small crew of just three men, a driver and two gunners, who also have remote control over any sponson weapons that may be mounted on it. Gorgons can also be used as an assault landing craft as they are amphibious and are able to cross rivers with little difficultly.

As a specialised armoured vehicle, the Gorgon is not common amongst Imperial Guard regiments. It is most widely used by siege regiments for trench warfare, but they are sometimes issued to armoured regiments and infantry regiments when the demands of a campaign require such support. Its vulnerability on the open battlefield makes this the exception rather than the rule.

GORGON HEAVY TRANSPORTER ..... 400 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Gorgon	3	14	14	10	3

Unit Composition
- 1 Gorgon

Unit Type
- Super-heavy vehicle (Tank, Open-topped, Transport)

Special Rules
- Heavy Armoured Prow
- Amphibious

Fire Points
- Although it is Open-topped, passengers may not fire out of the Gorgon.

Wargear
- Two twin-linked heavy stubbers
- Gorgon mortar

Transport
- The Gorgon has a transport capacity of 50*. Up to two units may embark or disembark per turn.

* *The Gorgon model itself is capable of carrying only 15 models, nowhere near the 50 that it can actually fit in. During the game fill the Gorgon with as many models as you can and keep the other models at the side of the table. These can be placed on the table when they disembark.*

Options
- A Gorgon may be given the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
- The Gorgon may replace its Gorgon mortars with two forward and two rearward sponson-mounted weapons. These may be either:
  - Heavy stubbers ..... Free
  - Heavy flamers ..... +5 points per heavy flamer
  - Heavy bolters ..... +5 points per heavy bolter

Heavy Armoured Prow: The Gorgon's prow is so heavy and thick that it has a 4+ Invulnerable save against attacks from the front.

Amphibious: The Gorgon is an amphibious vehicle. It treats all water terrain as open terrain.



Gorgon Heavy Transporter of the Krieg 113th Armoured Regiment. This vehicle is shown advancing through no man's land during the Siege of Vraks.

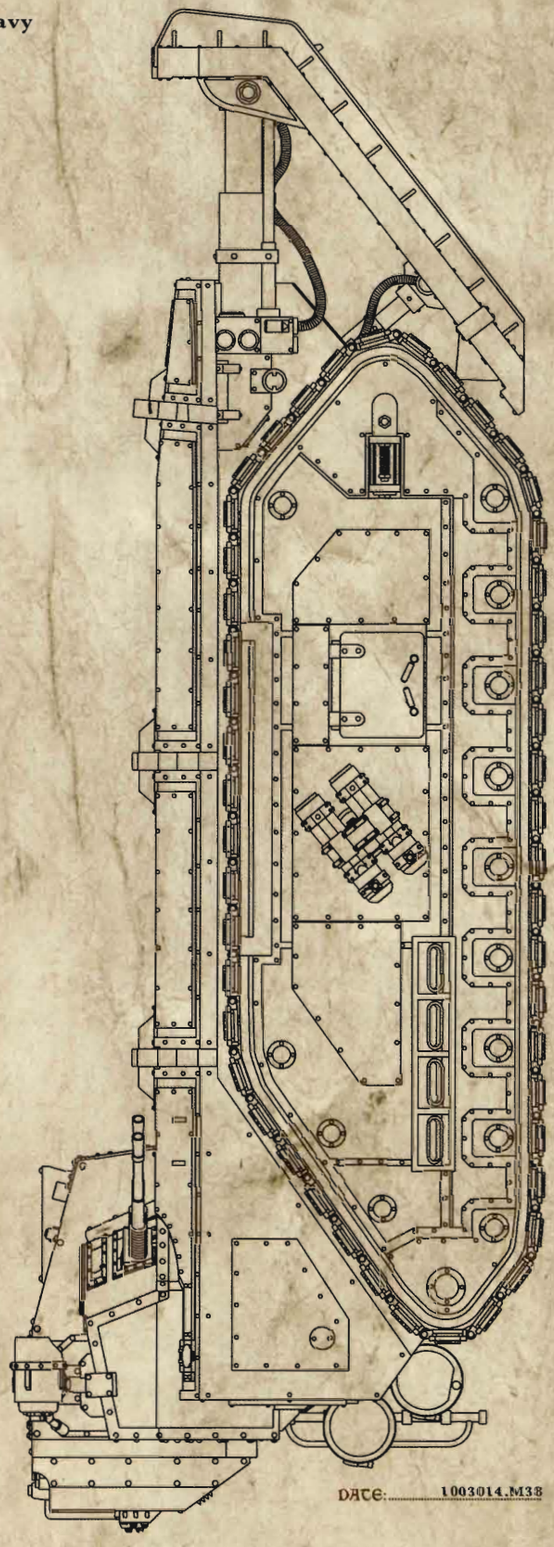
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Vanaheim pattern Gorgon Heavy Transporter with mortars



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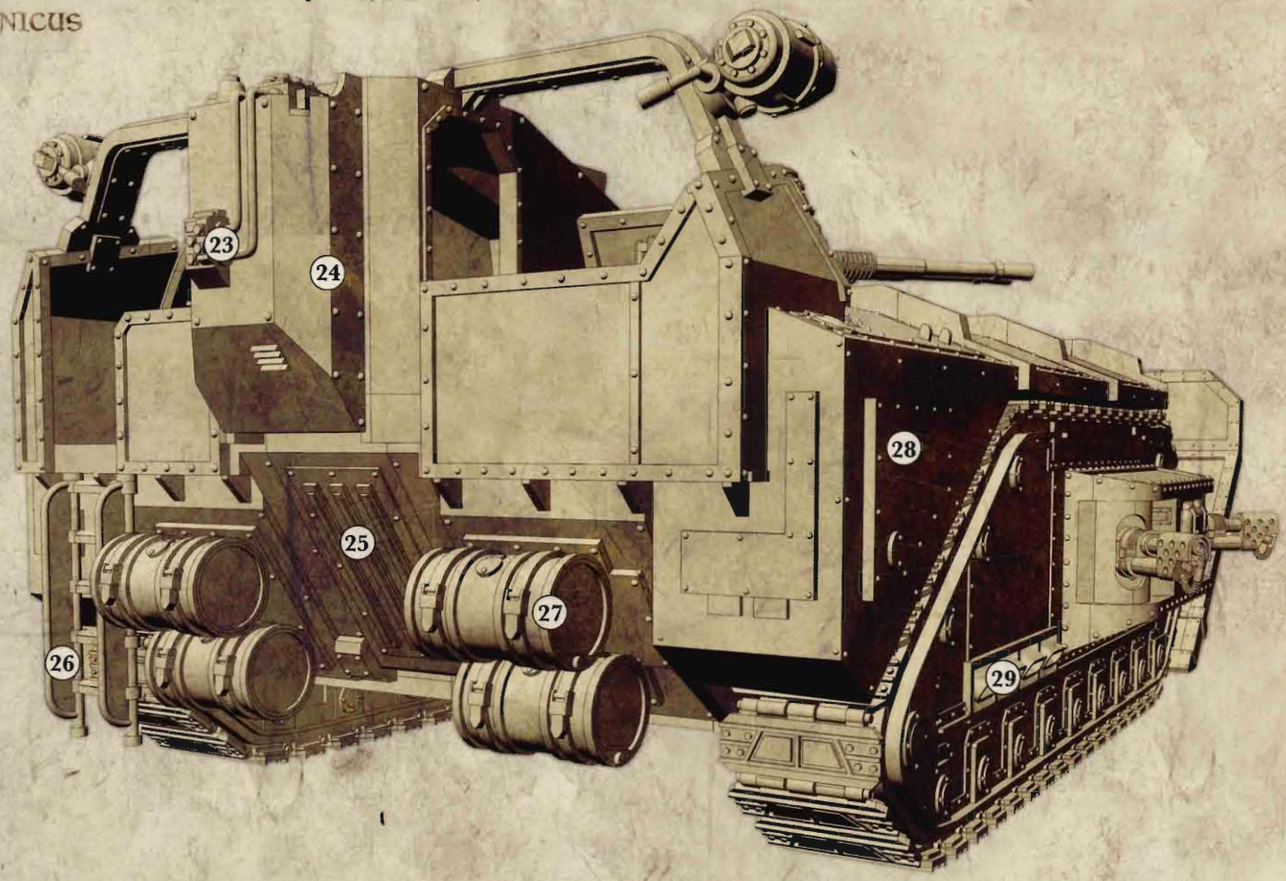
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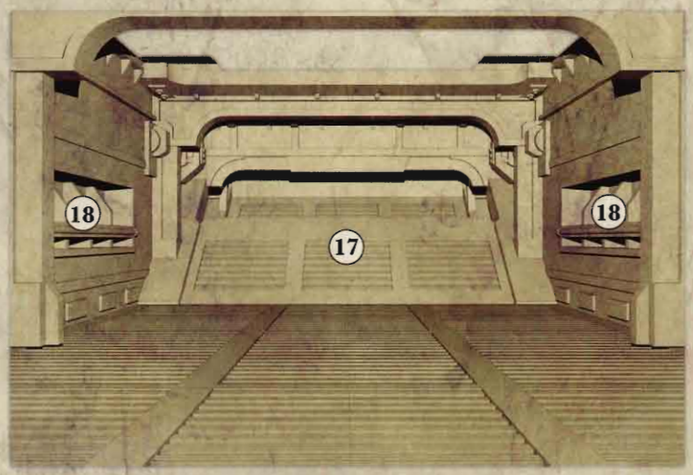
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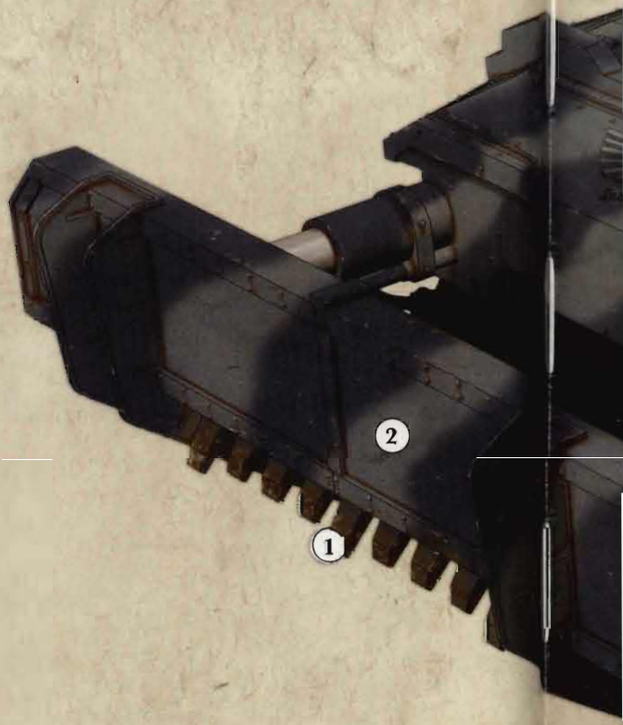
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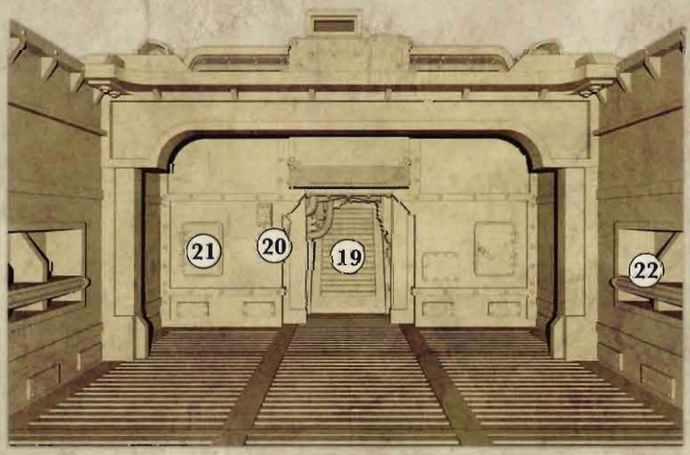
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PARC .....

GORGON

HEAVY TRANSPORTER

1. Front ramp teeth
2. Armoured dozer blade
3. Ramp pneumatic piston
4. Ramp support
5. Track tensioning screw
6. Reinforced armour plate
7. Troop compartment
8. Bracing girder
9. Forward remote control sponson with heavy flamer
10. Loading hatch
11. Rear remote control sponson
12. Twin heavy stubber turret
13. Armoured shield
14. Driver's periscope
15. Searchlight rail
16. Searchlight
17. Interior ramp/drawbridge
18. Forward stowage bins
19. Rear ramp
20. Emergency ramp control panel
21. Maintenance access hatch
22. Rear stowage bins
23. Electronics maintenance panel
24. Communications, sensors and navigation systems
25. Rear access door
26. Crew ladder
27. Auxiliary fuel drums
28. Internal fuel tanks and heavy stubber ammunition store
29. Engine exhausts



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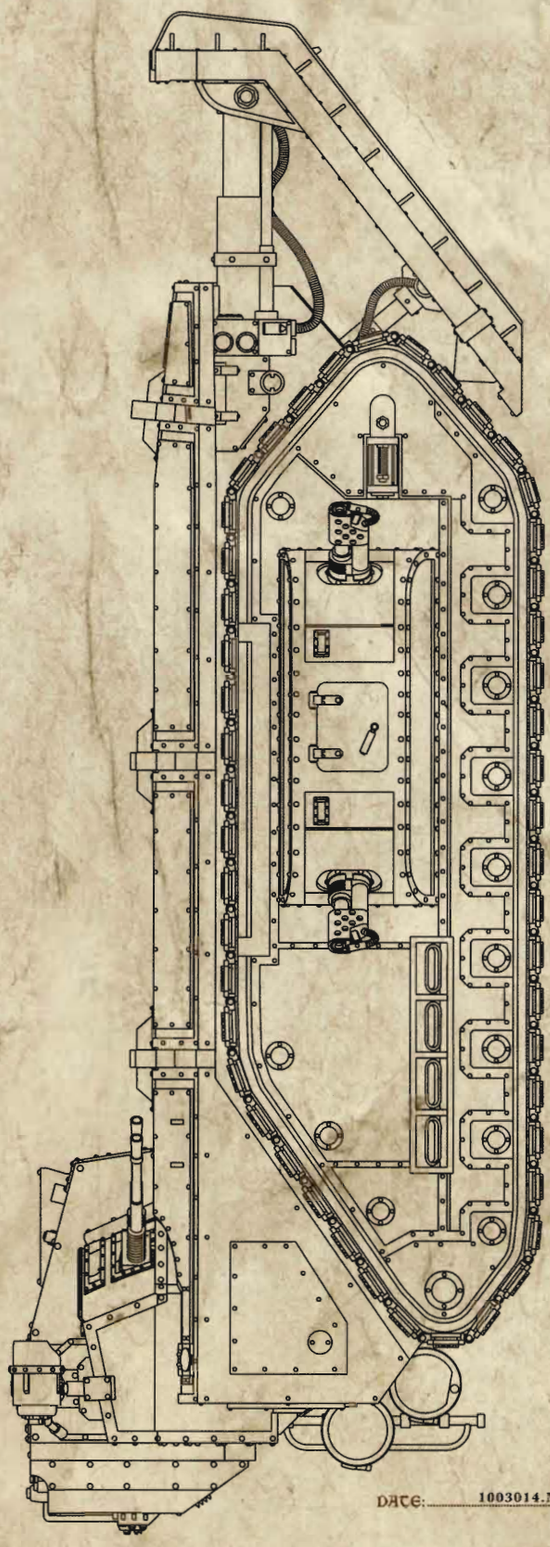
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

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PART .....

Vanaheim pattern Gorgon Heavy Transporter with heavy flamers



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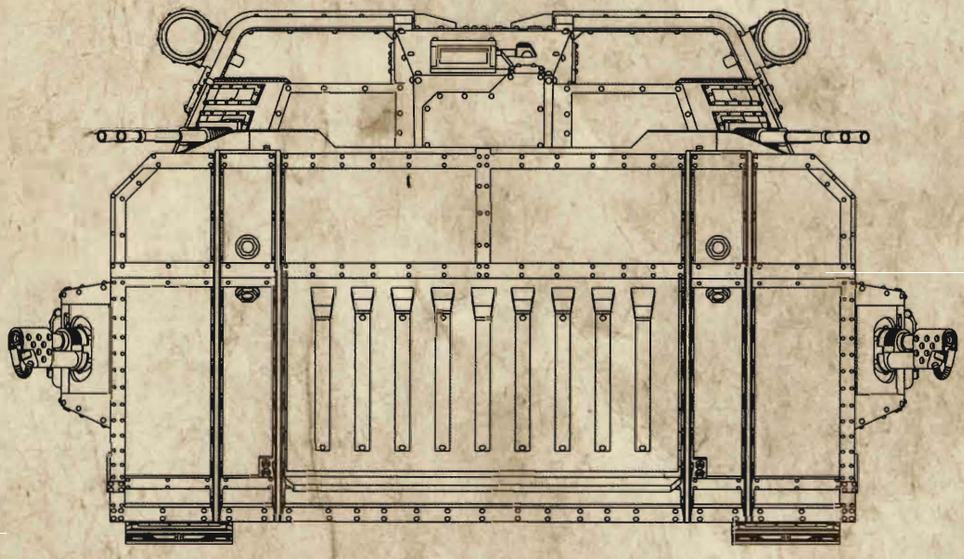
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PART .....

Vanaheim pattern Gorgon Heavy Transporter with heavy flamers



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FERRUM POTENTES

VEHICLE DESIGNATION:	5657-776-015-G099	MAIN ARMAMENT:	4 X HEAVY STUBBERS
VEHICLE NAME:	GORGON HEAVY TRANSPORTER	SECONDARY ARMAMENT:	4 X MORTARS
FORGE WORLD OF ORIGIN:	VANAHEIM	TRAVERSE & ELEVATION:	92° / -22° TO +34°
KNOWN PATTERNS:	I-VII	MAIN AMMUNITION:	8,000 ROUNDS
CREW:	DRIVER, 2 GUNNERS	SECONDARY AMMUNITION	4 ROUNDS
POWERPLANT:	XD503 V12 P6 MULTI-FUEL	ARMOUR :	
WEIGHT:	220 TONNES	TURRET:	N/A
LENGTH:	13.9 M	SUPERSTRUCTURE	200 MM
WIDTH:	8.1 M	HULL	180 MM
HEIGHT:	4.9 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.74 M	ADDENDUM	
MAX SPEED ON ROAD:	27 KPH		
MAX SPEED OFF ROAD:	19 KPH		

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MAGOS FABRICATOR

MALCADOR HEAVY TANK & VARIANTS



The Malcador is a venerable tank design, thought by many to predate the Leman Russ, but today is not widely used by Imperial forces or widely known about. In many regions of the Imperium the Malcador has long since passed out of service entirely (or perhaps has simply never been present) leaving some to erroneously believe it to be a heretical or local pattern of manufacture. For the large part those relatively few Malcadors that remain in Imperial service have either been relegated to strategic reserves, planetary defence arsenals and other 'second line' forces, or are maintained in active service by a few Imperial Guard regiments as a matter of tradition.

Very few Forge Worlds continue to provide new Malcador hulls or replacement parts (although there are exceptions to this such as M'Khand Secundus in the Segmentum Pacificus), and the exact origin and provenance of the Malcador's basic design is a matter of some confusion and mystery even within the Adeptus Mechanicus. It is commonly held though that the design itself is named for Malcador the Sigilite – himself a mysterious and shadowy figure and close confident of the Emperor during the Imperium's early history. This attribution itself, according to some theorists, holds the key to the design's origins, pointing to a possible link to the dangerous and uncertain times immediately after the Horus Heresy. During this age there was a great need for new war materiels – with so much having been lost during the great battles of the Warmaster's revolt, not least in terms of knowledge and production capacity. For example, it was during this period that the valuable Land Raider design was reserved for the exclusive use of the Adeptus Astartes and that designs like the Malcador may have been recovered or put into mass production to fill the void. However, like much from those strife-torn years, the truth has long since been lost to obscurity and myth.

Malcador Heavy Tank

Although intended to fill the main battle tank role, the basic Malcador design is somewhat larger and heavier than the more familiar Leman Russ. The tank itself gains considerable durability from its bulk and its heavy layers of armour plating, and it is well-armed with a battle cannon mounted in a limited-traverse turret embrasure, supplemented by a hull mount and two additional sponson heavy weapons mounts capable of bearing either heavy stubbers, heavy bolters, lascannon or autocannon. The tank's design does have some limitations, particularly in comparison with the smaller but more versatile Leman Russ. The first is that of limited arcs of fire; the overall shape of the tank's hull with its heavy plating and re-enforced weapons mounts serves to reduce the traversing range of its sponson and hull weapons, while its immobile main turret can also prove a liability in a chaotic engagement where lines of battle become interpenetrated and enemy armour or infantry can exploit these vulnerabilities. Experienced commanders can overcome these problems by combining other armour variants and infantry support alongside their Malcador squadrons, however the tank's second known flaw, the vulnerability of its engine, is not so easy to overcome.

The Malcador's main engine plant, a perfectly serviceable thermic combustor design (a variant of a common pattern used in various industrial and agricultural heavy machinery) is unfortunately somewhat underpowered in relation to the Malcador's size and mass. This reduces

its overall performance and makes for very poor fuel efficiency. This problem in particular has persistently plagued the Malcador and its variants, and perhaps more than any other factor has relegated what is otherwise a very well-armed and durable war machine to 'secondary' status.

Much like the far more common Leman Russ, the Malcador has had numerous hull variants designed over its service history, created either to fulfil some specific battlefield role or in an attempt to overcome a particular shortcoming. These variants have included siege weapons platforms, self-propelled guns and other specialised vehicles, but they are somewhat of a rarity, with the two most commonly encountered variants on the basic battle tank pattern being an 'Annihilator' tank hunter pattern and the 'Defender' breakthrough tank, although an 'Infernus' variant is seen on occasion.

Malcador Annihilator
This variant replaces the tank's usual limited-traverse battle cannon with a twin-linked lascannon, and its forward hull mount with a demolisher cannon. Thought to have been a field modification carried out on battle-damaged or incomplete hulls, and originally an attempt to 'up-gun' the tank and extend its battlefield use, the Malcador Annihilator's detractors maintain that the design falls somewhat between two roles, accomplishing neither with particular ability. The tank is simply too slow and too large to serve as a true 'tank hunter', while the Annihilator isn't actually large enough or formidably enough armed (a problem made worse by its limited supply of shells for its Demolisher cannon) to be matched against a true super-heavy such as a Baneblade in open battle. Against other conventional armour however, particularly when supported as part of a wider attacking force, the Malcador Annihilator can still prove its worth in the hands of a skilled crew.

Malcador Defender
This is perhaps the most unusual and arguably the most effective of the Malcador sub-types, and despite being a variant on the basic chassis is more common than the standard heavy battle tank on which it is based. As with the Annihilator, the hull weapon mount is replaced by a Demolisher cannon, however the upper turret embrasure is heavily modified to mount five separate heavy bolters angled to give the tank all-round fire coverage. This in essence shifts its role to that of a mobile fortress, referred to as a breakthrough tank in some doctrines; ably suited to close-quarters fighting, trench warfare and urban engagements.

In this role its Demolisher cannon can be brought into play against fortified positions and enemy strongpoints, while its multiple heavy bolters can sweep areas for concealed infantry and defend the tank from close assault. Although the tank is extremely cramped (fitting a large crew of eight into its tightly packed and sweltering hull) and as prone to engine difficulties as other Malcador variants, its role means it seldom operates far from support or resupply, while its considerable firepower and heavy protection make it a powerful asset both in attack and defence.

Malcador Infernus
A huge flame thrower tank, now largely replaced by the faster and more reliable Hellhound in most Imperial Guard regiments, the few Malcador Infernus that remain are firmly relegated to second line duties. In effect it is simply a huge flamer on tracks, with a large fuel trailer towed behind it. Within the trailer the promethium fuel is stored as separate chemicals. These are then mixed together in a chamber just behind the barrel to create a chemical 'jelly' that jets out and sticks to any surface, burning fiercely. The massive gout of flames launched from its inferno gun is also effective at clearing minefields, the sudden heat detonating mine fuses and making large areas safe much quicker than alternative methods.



The rebellion on Zhai-Khann saw rebel forces capture and utilise a variety of Imperial vehicles in their bloody insurrection. This Malcador Defender has been hastily repainted by its heretic crew to represent their new allegiance.

MALCADOR HEAVY TANK ..... 235 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Malcador	3	13	12	11	2

Unit Composition
- 1 Malcador

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Engine Damage (see Malcador Defender entry below for details)

Wargear
- Turret-mounted battle cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy stubber
- Searchlight

Options
- A Malcador may be given the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
- The Malcador may exchange its hull-mounted heavy bolter for one of the following:
  - Lascannon ..... +15 points
  - Autocannon ..... +5 points
- The Malcador may exchange its sponson weapons for:
  - Lascannon ..... +30 points
  - Autocannon ..... +20 points

MALCADOR ANNIHILATOR ..... 275 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Malcador Annihilator	3	13	12	11	2

Unit Composition
- 1 Malcador Annihilator

Unit Type
- Super-heavy Vehicle (Tank)

Special Rules
- Engine Damage (see Malcador Defender entry below for details)

Wargear
- Turret-mounted twin-linked lascannon
- Hull-mounted Demolisher cannon
- Two sponsons, each with one heavy stubber
- Searchlight

Options
- The Malcador Annihilator may be given the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
- May exchange its hull weapon for one of the following:
  - Lascannon ..... +15 points
  - Autocannon ..... +5 points
- May exchange its sponson weapons for:
  - Lascannon ..... +30 points
  - Autocannon ..... +20 points

MALCADOR DEFENDER ..... 285 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Malcador Defender	3	13	12	11	2

Unit Composition
- 1 Malcador Defender

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Engine Damage

Wargear
- Five upper hull-mounted heavy bolters
- Hull-mounted Demolisher cannon
- Two sponsons, each with one heavy bolter
- Searchlight

Options
- A Malcador Defender may be given the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
- The Malcador Defender may exchange its sponson weapons for:
  - Lascannon ..... +30 points
  - Autocannon ..... +20 points

Engine Damage
The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On a 4+ the tank is immobilised rather than suffering reduced speed.

MALCADOR INFERNUS.....275 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Malcador Infernus	3	13	12	11	2

Unit Composition
- 1 Malcador Infernus

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Engine Damage
- Highly Flammable
- Chemical Ammunition

Wargear
- Hull-mounted inferno gun
- Two sponsons, each with one heavy stubber
- Searchlight
- Smoke launchers

Options
- The Malcador Infernus may exchange both its sponson heavy stubbers for:
  - Heavy bolters.....+5 points
  - Heavy flamers.....+5 points
  - Autocannon.....+20 points
  - Lascannon.....+30 points
- The Malcador Infernus can replace its standard flammable fuel with:
  - Chemical ammunition.....+10 points
- The Malcador Infernus may take any of the following:
  - Pintle-mounted heavy stubber.....+10 points
  - Hunter-killer missile.....+10 points

Engine Damage
The first time the Super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+ the tank is immobilised rather than suffering reduced speed.

Highly Flammable
Carrying large amounts of flammable fuel, the trailer is a rolling bomb! If the Malcador Infernus suffers an Explodes! result on the Catastrophic Damage table then roll a further D6. On a 2+ treat the Explosion as an Apocalyptic Explosion! instead.

Chemical Ammunition
The standard combustible fuel can be replaced by corrosive chemicals. If this upgrade is chosen then the 'Highly Flammable' rule no longer applies. In this case the inferno gun is replaced by the chem inferno gun as detailed in the Weapons Summary (see page 268-269).



A Malcador Infernus utilised by the Arcadian 66th Armoured Regiment during fighting in the arctic region of Toal III.

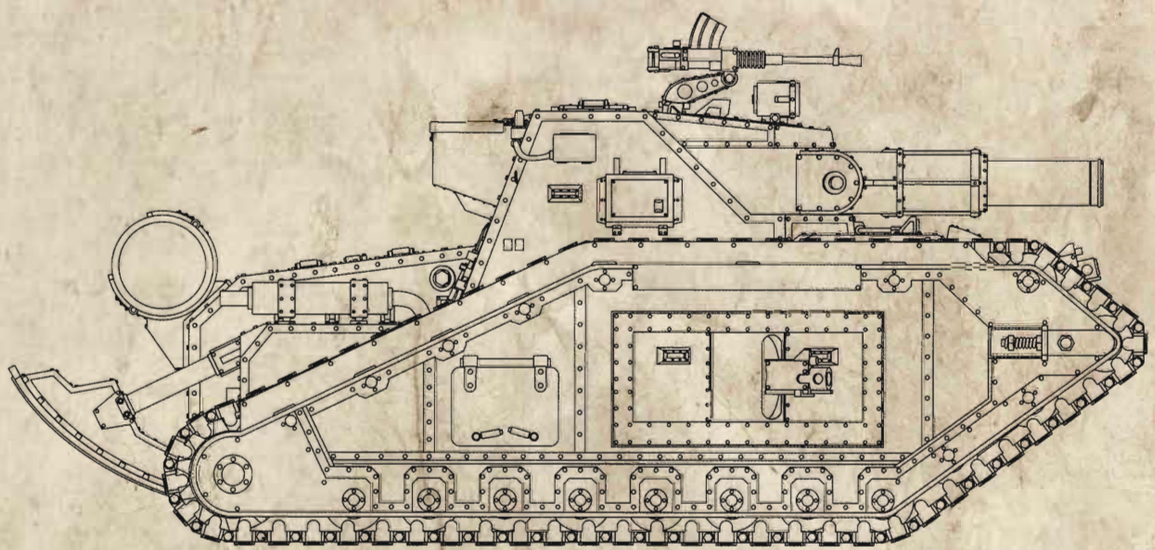
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:SLS
7A3:04A
35Z:9B4

PART R3k[1]

M'khand pattern Malcador Heavy Tank



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DOMINUS EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	8677-032-8391-ML021
VEHICLE NAME:	MALCADOR HEAVY TANK
FORGE WORLD OF ORIGIN:	M'KHAND
KNOWN PATTERNS:	I-XIII
CREW:	COMMANDER, LOADER, 4 X GUNNERS
POWERPLANT:	HL330 V12 MULTI-FUEL
WEIGHT:	105 TONNES
LENGTH:	9.6 M
WIDTH:	4.4 M
HEIGHT:	3.9 M
GROUND CLEARANCE:	0.65 M
MAX SPEED ON ROAD:	25 KPH
MAX SPEED OFF ROAD:	18 KPH

MAIN ARMAMENT:	BATTLE CANNON
SECONDARY ARMAMENT:	3 X HEAVY BOLTER
TRAVERSE & ELEVATION:	60°/-2° TO +20°
MAIN AMMUNITION:	40 ROUNDS
SECONDARY AMMUNITION:	32 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	180 MM
HULL	160 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1325154.M38

SIGNATURE: 43 6F 74 74 72 65 6C 6C

MAGOS FABRICATOR

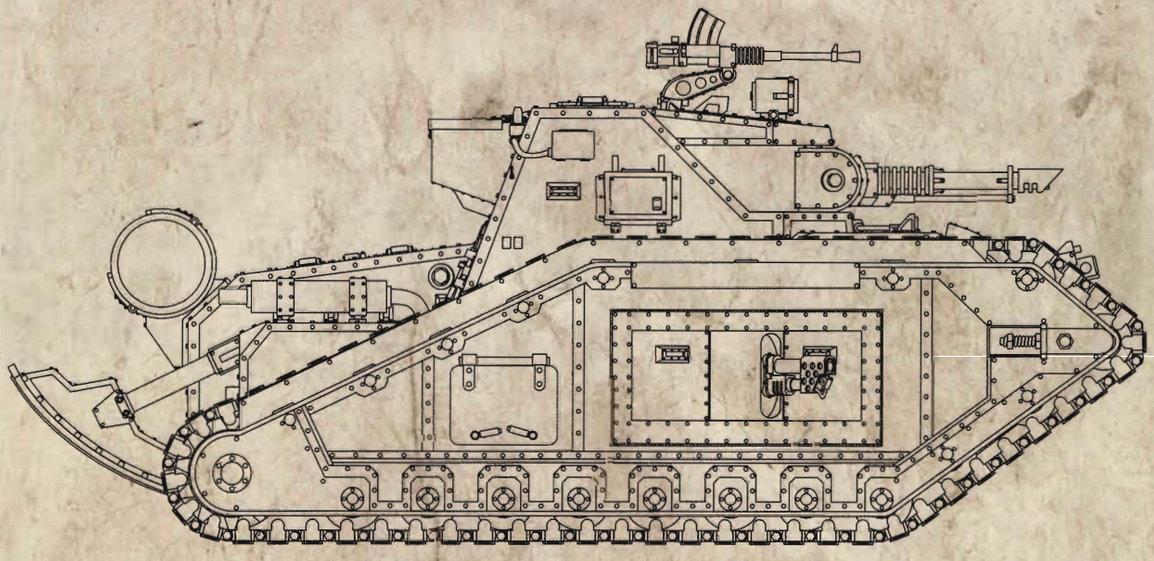
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 3 of 12

M'khand pattern Malcador Annihilator



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FERRUM PRAECEPTUM

VEHICLE DESIGNATION:	8677-032-8391-ML028	MAIN ARMAMENT:	TWIN-LINKED LASCANNON
VEHICLE NAME:	MALCADOR ANNIHILATOR	SECONDARY ARMAMENT:	HEAVY BOLTER 2 X HEAVY FLAMERS
FORGE WORLD OF ORIGIN:	M'KHAND	TRAVERSE & ELEVATION:	60° /-2° TO +20°
KNOWN PATTERNS:	I-VII	MAIN AMMUNITION:	40 ROUNDS
CREW:	COMMANDER, LOADER, 4 X GUNNERS	SECONDARY AMMUNITION	2,500 ROUNDS
POWERPLANT:	HL330 V12 MULTI-FUEL	ARMOUR :	
WEIGHT:	99 TONNES	TURRET:	N/A
LENGTH:	9.6 M	SUPERSTRUCTURE	180 MM
WIDTH:	4.4 M	HULL	160 MM
HEIGHT:	3.9 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.65 M	ADDENDUM	
MAX SPEED ON ROAD:	25 KPH		
MAX SPEED OFF ROAD:	18 KPH		
DATE:	1325154.M38	SIGNATURE:	43 6F 74 74 72 65 6D 00

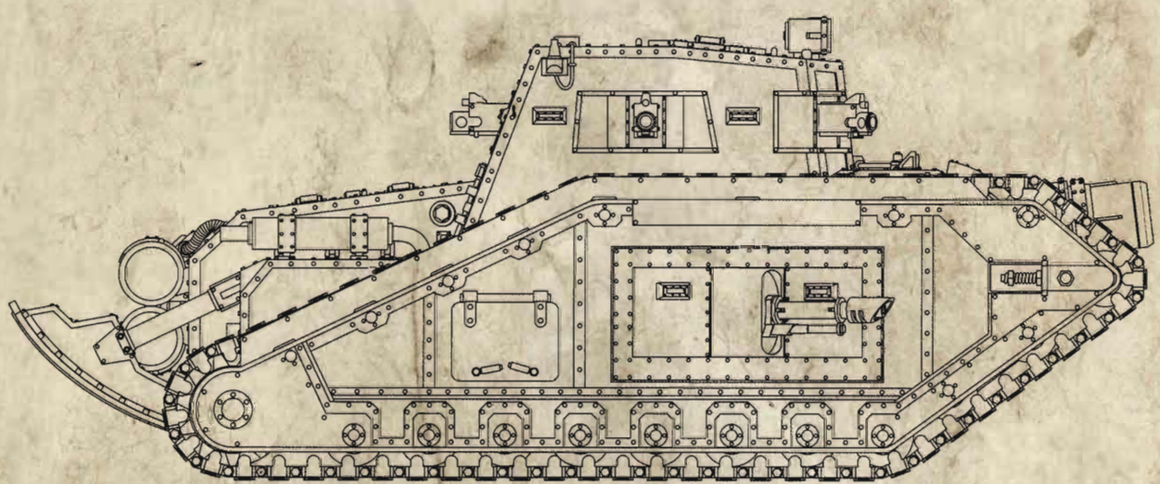
MAGOS FABRICATOR

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-I6Z:8C5
7A3:04A
35Z:9B4
PART R3k[3]

M'khand pattern Malcador Defender



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POTENTES

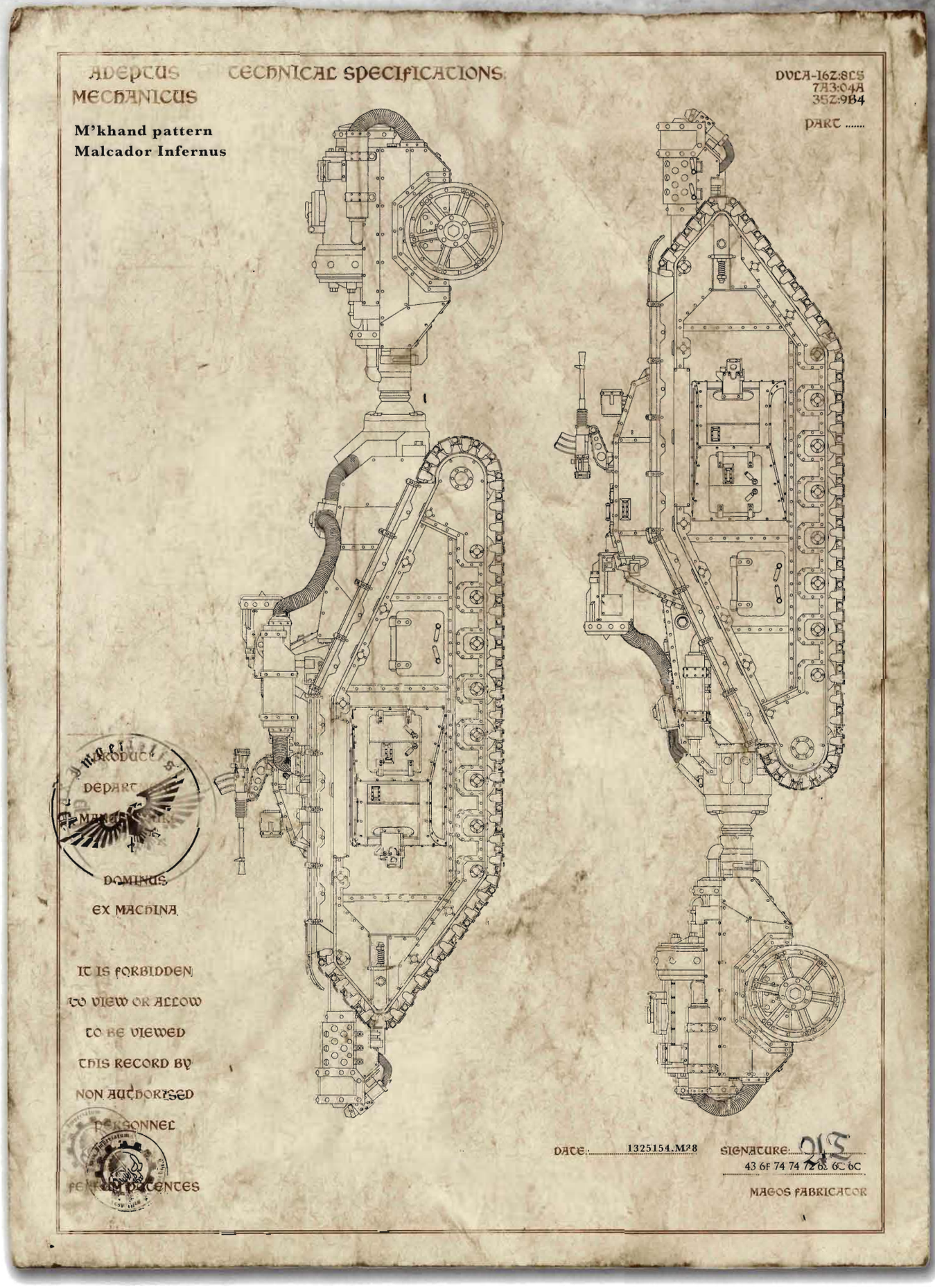
VEHICLE DESIGNATION:	8677-032-8391-ML028
VEHICLE NAME:	MALCADOR DEFENDER
FORGE WORLD OF ORIGIN:	M'KHAND
KNOWN PATTERNS:	I-IX
CREW:	COMMANDER, LOADER, 4 X GUNNERS
POWERPLANT:	HL330 V12 MULTI-FUEL
WEIGHT:	106 TONNES
LENGTH:	9.6 M
WIDTH:	4.4 M
HEIGHT:	3.9 M
GROUND CLEARANCE	0.65 M
MAX SPEED ON ROAD:	25 KPH
MAX SPEED OFF ROAD	18 KPH

MAIN ARMAMENT:	DEMOLISHER CANNON
SECONDARY ARMAMENT:	5 X HEAVY BOLTERS
TRAVERSE & ELEVATION:	2 X LASCANNON $5^{o}/0^{o}$ TO $+46^{o}$
MAIN AMMUNITION:	18 ROUNDS
SECONDARY AMMUNITION	7,500 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	180 MM
HULL	160 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1325.154.M38 SIGNATURE:

43 6F 74 74 72 65 6C 6C

MAGOS FABRICATOR


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
M'khand pattern
Malcador Infernus
DVLA-16Z:8C5
7A3:04A
35Z:9B4
PART .....
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MAGOS FABRICATOR

VALDOR TANK HUNTER



The Valdor tank hunter is much feared by enemy crews confronted by it, and it is one of the most unusual and certainly most arcane variants of the ancient Malcador super-heavy tank designs. In the Valdor's case, the Malcador chassis plays host to a powerful neutron laser, a weapons system believed to be a relic from the Dark Age of Technology.

Even though it is considerably more compact in construction, and far less energy-hungry than comparable weapons on other super-heavy tanks, such as the Shadowsword's volcano cannon, the neutron laser and the neutronic coil arc reactor that power it consumes much of the vehicle's interior space. The relative lack of reactor shielding within can prove hazardous to the crew that operates the machine and disastrous should enemy fire rupture the reactor's containment coils. The neutron energy beam the Valdor's main armament unleashes is capable of rupturing the densest of protective materials, smashing apart its target's molecular structure and creating a massive electro-magnetic shock effect in addition to explosive matter disruption. This shock pulse can prove particularly devastating to smaller armoured vehicles which lack the thick shielding and mass of their super-heavy counterparts, making the weapon perfect for a purpose-designed tank destroyer. However, the nature of the neutron beam is such that if it fails to transfer its energy discharge entirely to its target, dangerous feedback can occur to the cannon itself.

The Valdor, believed apocryphally to be named after the sainted figure of Constantine Valdor, the 'Emperor's Spear' said to be the head of the legendary Custodian Guard during the darkness of the Great Betrayal, is reckoned to owe its genesis and most widespread use to the bitter wars known to later historians as the Scouring that followed it. This is supported by evidence found in the cryptic data fragments held by the Scholastica Bellicose on Mordia, dating to this era. This document makes mention of the Valdor's use as a counter-measure to the traitor force's numerical superiority in Land Raider tanks following the fall of Anvillus-9 earlier in the Heresy.

While the Valdor's chassis and superstructure has much in common with other war machines of this period, such as the Malcador and Minotaur, its core systems components are unique in their design and highly sophisticated, now well beyond the ability of most Forge Worlds to replicate or maintain. It is likely then that the Valdor pattern was even in those shadowed ancient days principally a weapon deployed by the loyal Adeptus Mechanicus and those Imperial Army regiments and other forces with close ties to the militant Machine Cult. So it remains to this day, with production facilities for the Valdor known to be situated on a small number of far flung Adeptus Mechanicus strongholds such as Lathe-het and Cyraxus II, as well as Mars itself. It is also the case that a scattering of Valdor tank hunters are maintained by the most venerable of armoured regiments as treasured relics; the Cadian 1st Armoured Regiment having previously reported five such vehicles as part of their strength.

During the Siege of Vraks, the Valdor only made an appearance amongst the renegade forces later on in the conflict, and had an effect on the battle quite disproportionate to the number in which they were employed. The 88th Army's intelligence officers believe that there were no more than twenty to thirty Valdors secreted in Vraks' vast stores, and until the arrival of an accursed Dark Magos accompanying a warband of the Steel Brethren Chaos Space Marines faction drawn into the war, the renegades on Vraks had neither the knowledge nor skills required to bring these Valdors into service. The payment the Steel Brethren took for this service is believed to have been several working Valdors and a secured data-core detailing the design, which raises the dreadful possibility of these powerful machines of war featuring in the arch-enemy's forces at some point in the future.

VALDOR TANK HUNTER.....320 POINTS

	Armour			
	BS	Front	Side	Rear	SP
Valdor	3	13	12	11	2

Unit Composition
- 1 Valdor

Unit Type
- Super-heavy vehicle (Tank)

Special Rules
- Engine Damage
- Unstable Reactor
- Feedback
- Shock Pulse

Wargear
- One hull-mounted neutron laser projector
- One sponson-mounted heavy stubber
- Searchlight
- Smoke launchers

Options
- A Valdor may also have the following upgrades from *Codex: Imperial Guard*:
  - Hunter-killer missile.....+10 points
  - Dozer blade.....+10 points
  - Pintle-mounted storm bolter.....+10 points
  - Pintle-mounted heavy stubber.....+10 points
- The sponson-mounted heavy stubber can be upgraded to one of the following:
  - Heavy bolter.....+5 points
  - Heavy flamer.....+5 points
  - Autocannon.....+10 points
  - Lascannon.....+15 points

Engine Damage
The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On a 4+ the tank is immobilised rather than suffering reduced speed.

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

Feedback (Neutron Laser Projector)
If the neutron laser fails its Penetration roll against a target's armour (note that successful saves do not count for this) roll a D6. If the result is a '1', dangerous energy feedback along the beam causes an automatic penetrating hit, with a -1 to the Vehicle Damage chart for the tank.

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



A squadron of Valdor Tank Hunters fielded by rebels during the Vraks campaign dug-in in expectation of an enemy counter attack during the final assault on the Citadel of Vraks.

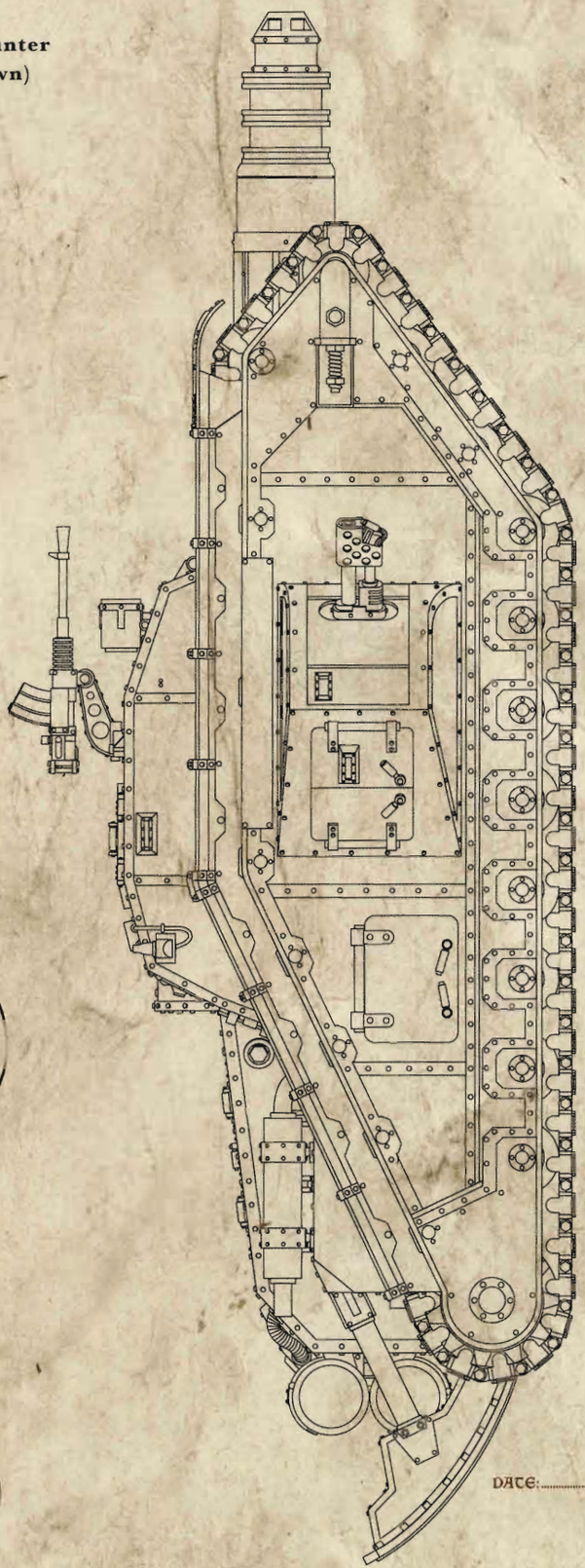
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS.

DVLA-16Z:8ES
7A3:04A
35Z:9B4

PART kl2

Valdor Tank Hunter
(pattern unknown)



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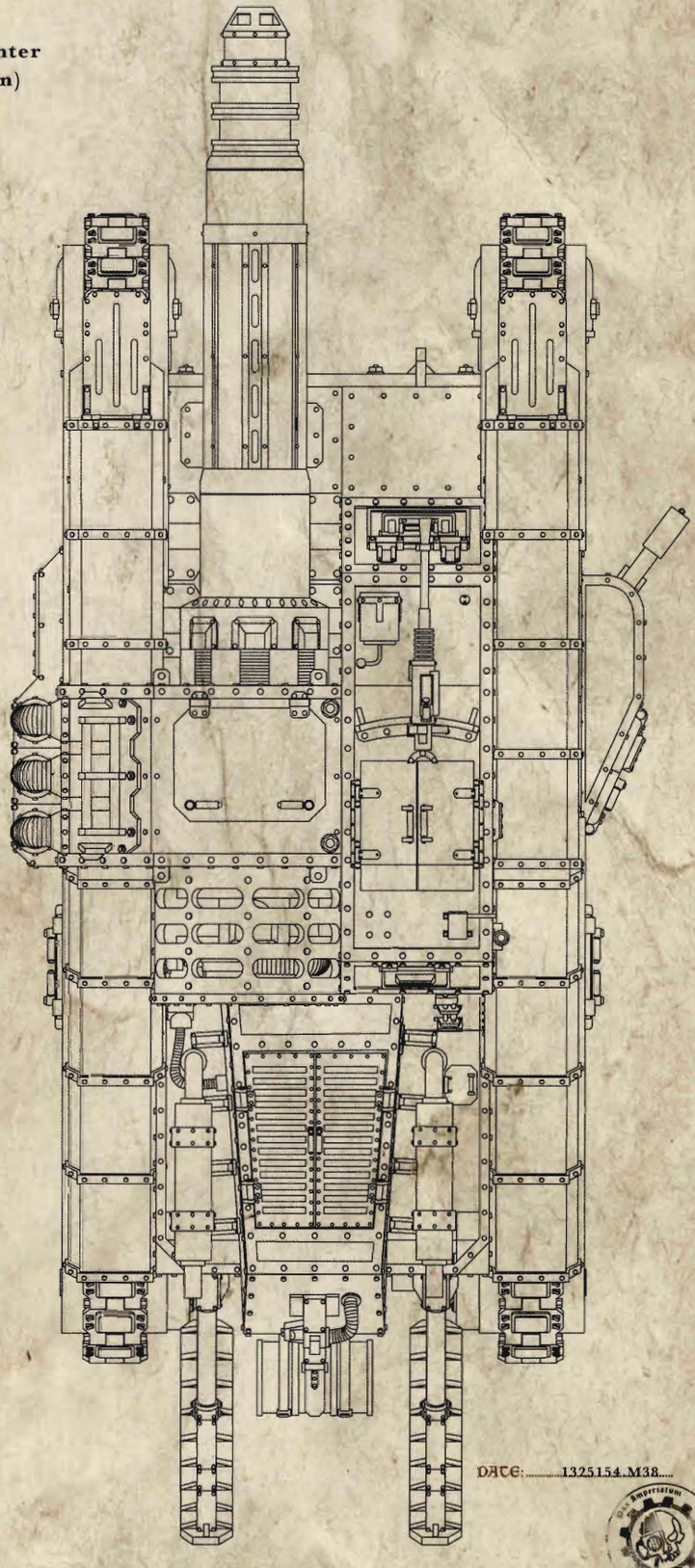
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART I...I

Valdor Tank Hunter
(pattern unknown)



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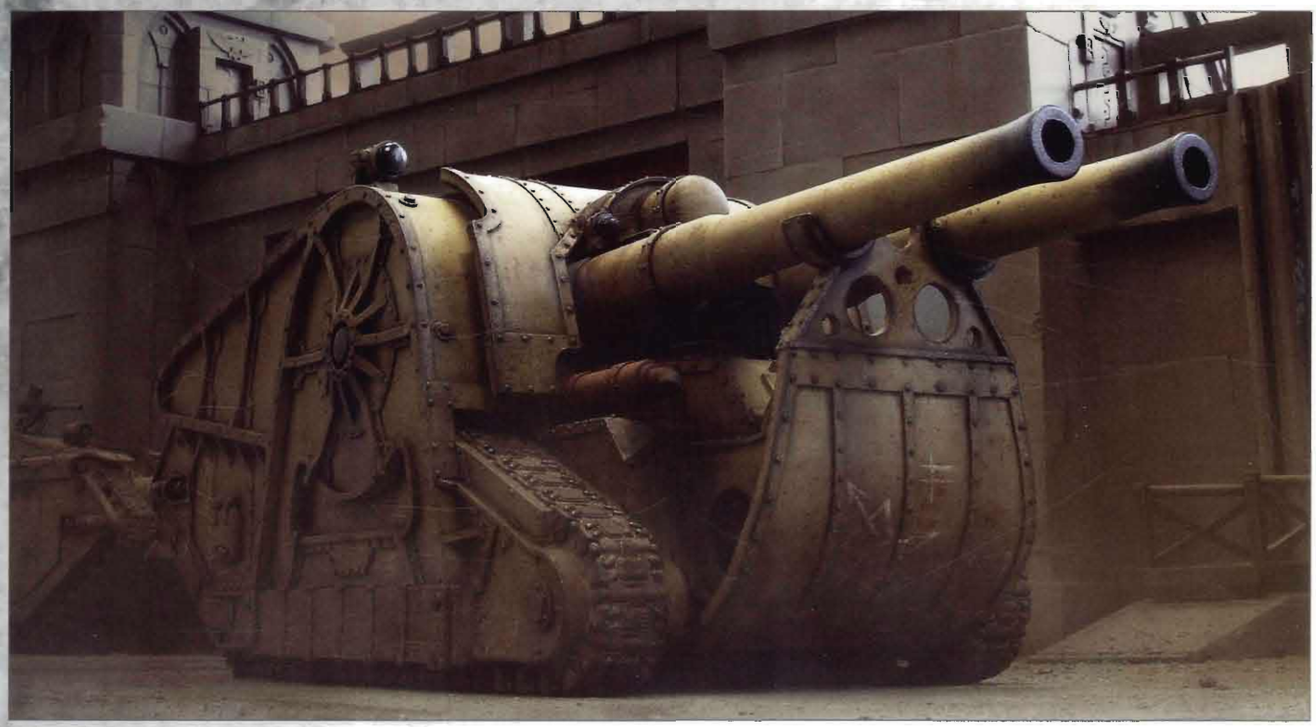
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MAGOS FABRICATOR

MINOTAUR ARTILLERY TANK



A rare and all but unknown design on the battlefields of the 41st Millennium, nevertheless the Minotaur series of heavy self-propelled guns have a particularly ancient provenance and their power remains undeniable. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform, designed to lay down crushing barrages of ordinance from advanced positions whilst under threat from enemy fire, before redeploying under its own power. The Minotaur remains a powerful weapon, far greater both in terms of firepower and durability than the ubiquitous Basilisk that may well have superseded it in Imperial service.

The Minotaur series shares many design features in common with the similarly antiquated Malcador pattern (in particular engine and chassis features), but in layout and design philosophy stands almost unique among Imperial war machines. Owing to their similarities, many of the Imperium's military scholars believe the Minotaur shares a point of origin with the Malcador, lost now to the passing millennia. Some believe the Minotaur is older yet, pointing to obscure references in the fragmentary military histories of the Great Crusade and certain frescos found adorning the Templis Nemesii on Holy Terra itself which show war machines with the Minotaur's unmistakable profile. If this is true then the Minotaur's origins predate the Imperium of Man and perhaps even the Great Crusade. The Malcador (an ancient design in its own right) may even have started off as a variant of the Minotaur, or at least begun its existence with the intention of utilising the same manufacturing facilities as this truly venerable engine.

The Minotaur's most unusual feature is its deck layout, which distributes its engines, drive systems and ammunition storage evenly across its superstructure and mounts its armament on a wide central axis point facing rearward, away from the crew compartment. This centreline weapons mounting has a huge payload capacity and an inherent tolerance for recoil which serves to stabilise the vehicle when firing even the most massive of ordnance. The unusual 'backwards' design allows the Minotaur to reverse into firing positions such as prepared dugouts or emplacements or even into ruined structures and, if needs be, rapidly re-deployed 'forwards' through ground already cleared by its passage.

For a mobile weapons carrier, the Minotaur is also unusually heavily armoured, with thick plating on all sides comparable to the protection levels of many heavy tanks – a fact that serves as a strong indicator of its provenance in the conquests of humanity's ancient past and likely purpose as an aggressive weapon. If the Minotaur has a deficiency, it is the complexity of its advanced construction, particularly in terms of its armoured defence and the sophisticated hydraulic and recoil compensation systems that form a key part of its design. These factors over time may well have led to the steady decline of the Minotaur's manufacture to the point where now it is only seen in the hands of certain specialised siege artillery regiments. Some reports, however, place thousands of these machines held in the strategic war reserves of the Departmento Munitorum awaiting the call to battle.

On Vraks, the Minotaur made its appearance relatively late in the bloody campaign for the control of the planet, along with an even more unusual war machine of similar vintage – the Valdor Tank Hunter. It appears that the arsenals of Vraks contained at least a hundred Minotaurs long forgotten in deep storage, although they were only encountered in significant numbers as the Imperial forces pressed home against the curtain wall and Citadel. The Minotaur's firepower, flexibility and durability proved telling factors in several artillery engagements, although their aggressive use by the traitors led to a dozen Minotaurs being recaptured or salvaged by the Death Korps Quartermasters. They would later be turned over to the Adeptus Mechanicus and re-consecrated to the God Emperor's service.

MINOTAUR ARTILLERY TANK ..... 275 POINTS

		Armour			
	BS	Front	Side	Rear	SP
Minotaur	3	13	12	14	2

Unit Composition
- 1 Minotaur

Unit Type
- Super-heavy vehicle (Tank, Open-topped)

Wargear
- Double Earthshaker cannon
- Two side sponsons, armed with heavy bolters
- Searchlight
- Smoke launchers

Options
- A Minotaur may have the following upgrades from *Codex: Imperial Guard*:
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Enclosed crew compartment ..... +15 points
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points

Special Rules
- Indirect Fire
- Engine Damage
- Assaulting the Minotaur

Indirect Fire
The Minotaur's Earthshakers cannot be levelled for direct fire, and may only engage targets using the barrage rules with a minimum range of 24" (see page 34 of the *Warhammer 40,000* rulebook).

Engine Damage
The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On a 4+ the tank is immobilised rather than suffering reduced speed.

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



An ancient design, Minotaur Artillery Tanks such as this one spotted operating amongst rebel artillery batteries on Vraks have long been relegated to second line units and Munitorum ordnance depots within the Imperium.


ADEPTUS MECHANICUS
TECHNICAL SPECIFICATIONS
Minotaur Artillery Tank (pattern unknown)
DVLA-16Z:8C5
7A3:04A
35Z:9B4
PART A1
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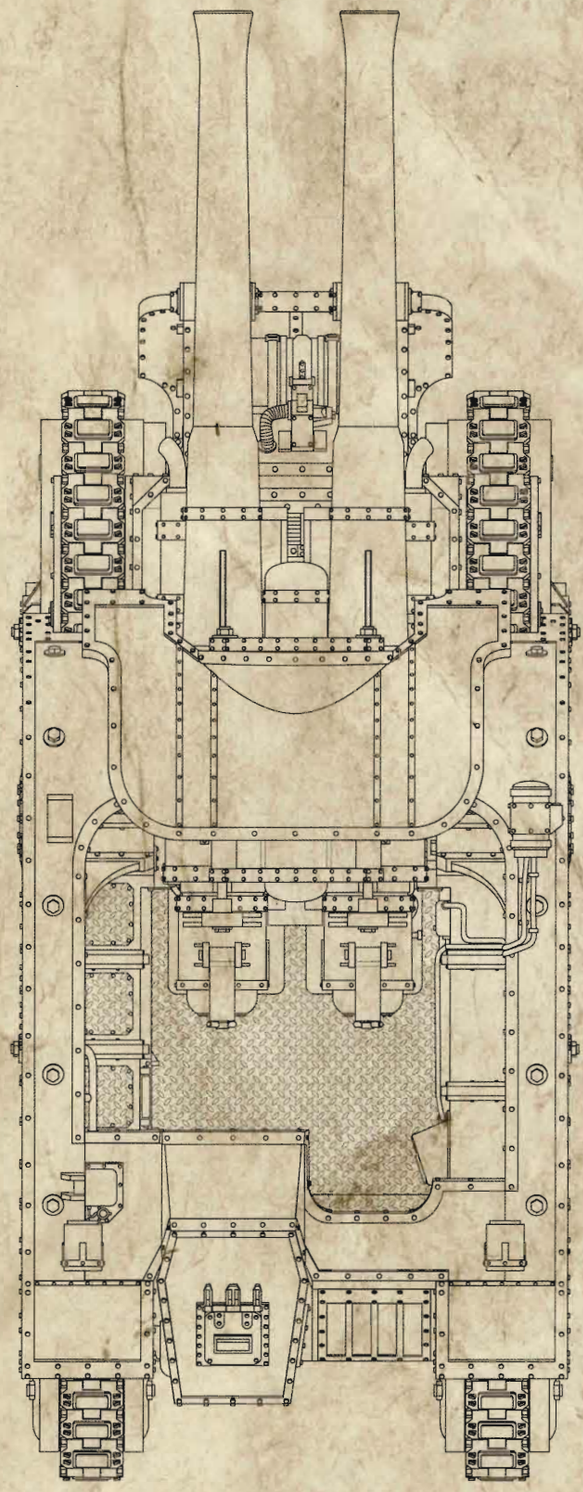
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-16Z:8C5
7A3:04A
35Z:9B4

PART A1....

Minotaur Artillery Tank
(pattern unknown)



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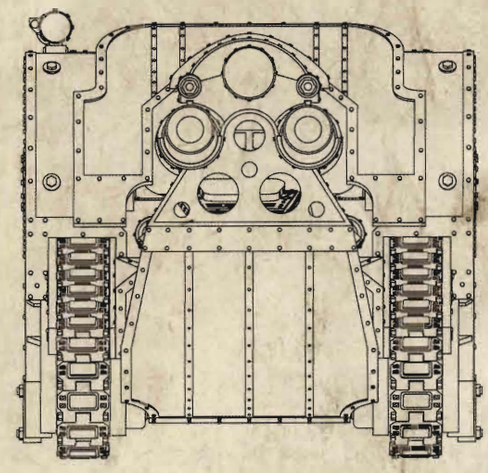
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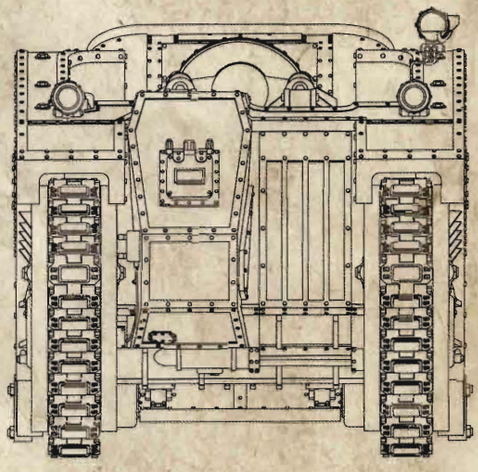
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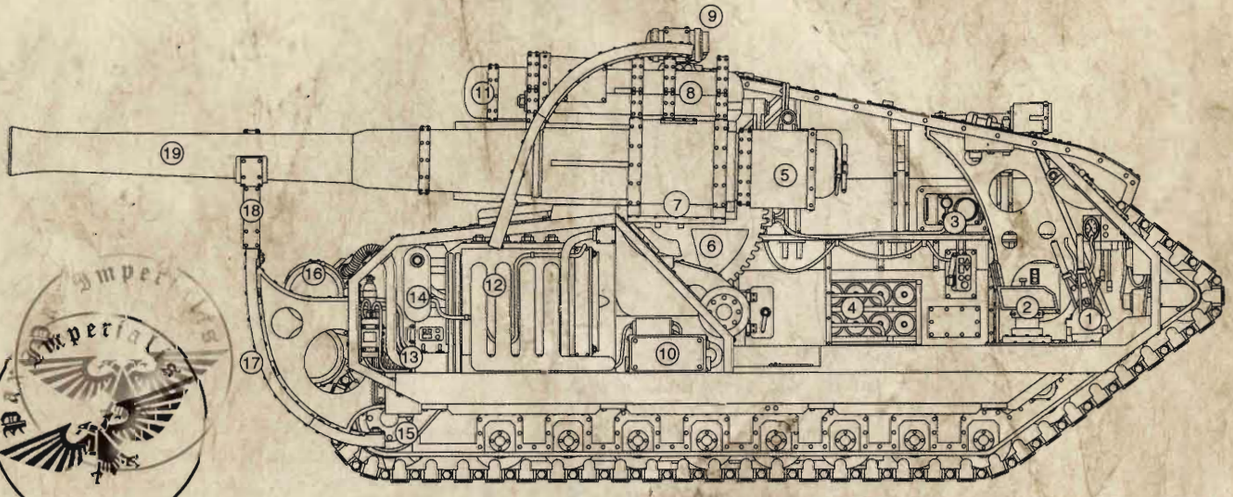
MAGOS FABRICATOR

Adeptus
Mechanicus

MINOTAUR – INTERIOR DETAIL







INTERIOR DETAIL KEY

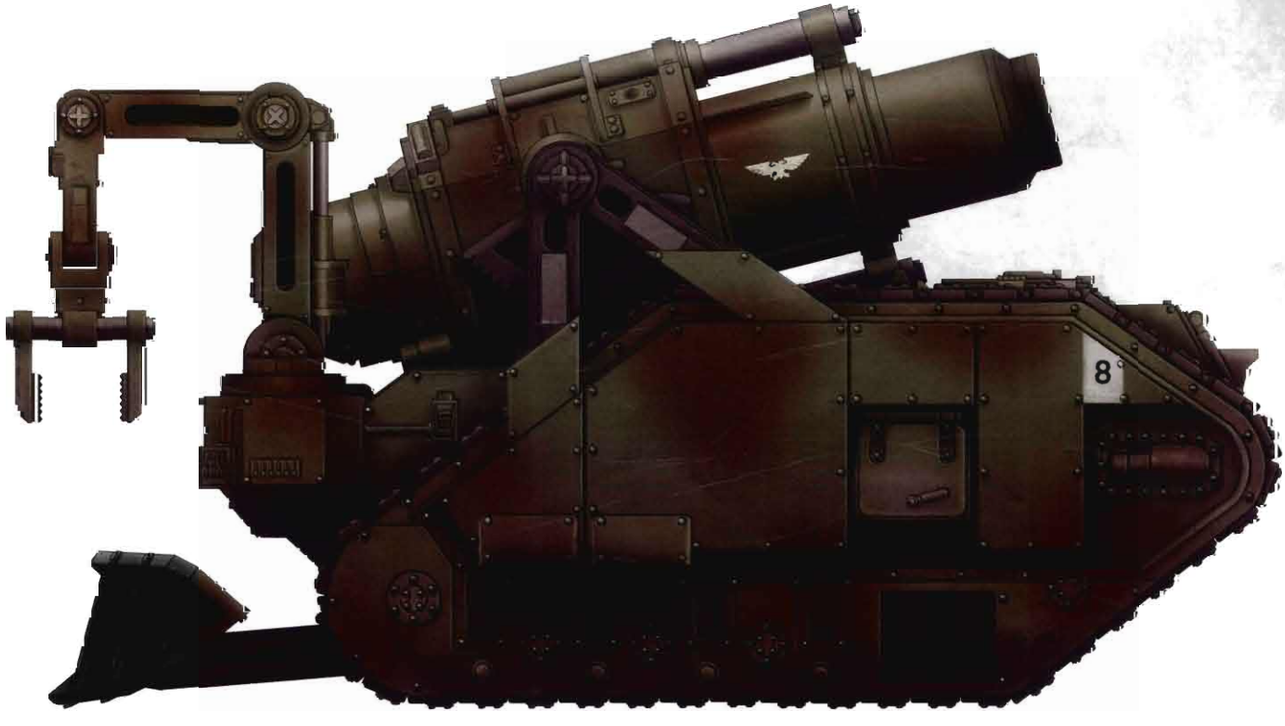
1. Driver's control system
2. Driver's seat
3. Gunnery control system
4. Ammunition locker
5. Breach
6. Elevation mechanism
7. Gun axle
8. Recoil piston housing
9. Searchlight
10. Power generation system
11. Recoil piston buffer
12. Cooling system
13. Fuel system
14. Engine
15. Transmission
16. Auxiliary fuel tanks
17. Engine shield
18. Gun brace
    (used whilst in transit)
19. Earthshaker cannon

DATE: 1325154.M38 SIGNATURE: RJ

43 6F 74 74 72 65

MAGOS FABRICATOR

IMPERIAL GUARD ARTILLERY



Colossus Bombard heavy siege mortar, eighth gun of the 13th Siege Artillery Company, 19th Krieg Regiment.

ORDNANCE BATTERIES



BASILISK ARTILLERY TANK

The Basilisk is a self-propelled field gun designed to provide medium to long range artillery support to units on the frontline. Utilising the versatile and rugged Chimera chassis to mount an Earthshaker cannon it is the mainstay of Imperial Guard artillery regiments, although within a regiment it is likely to be mixed with other types of artillery such as Manticore missile launchers, Griffon heavy mortar carriers or even huge Bombard siege artillery pieces. All these other weapons have their place, but the Basilisk is by far the most common and called upon the most to fire long barrages.

The Basilisk retains all the basic features of the Chimera such as engines, suspension, etc, but replaces the rear passenger compartment with an open-topped fighting platform, protected to the front by an armoured gun shield. Inside the Basilisk there is space for a driver and commander, who also mans the vehicle's heavy bolter for self defence. The gun crew comprises a gunner and a loader who stand on the rear platform during a battle, with the loader working to heave heavy shells into the gun's breach, whilst the gunner follows the commander's instructions to aim and fire the massive weapon.

The Basilisk's main task is to fire artillery barrages to support frontline units. They are directed by the company's forward artillery observers or by other high ranking Imperial Guard officers who are trained to direct artillery. Most missions use high explosive rounds but other, more specialised, rounds are often issued to Basilisks such as smoke shells, incendiary shells and illumination shells for lighting up a battlefield at night.

Such is the power of the Earthshaker cannon that its shells are easily capable of destroying enemy vehicles, strongpoints or buildings. Basilisks are often required to add their firepower in direct support of combat troops, and the Earthshaker's low angle of elevation means it can be fielded as an assault gun, engaging targets at short range with devastating effect. It is not seen as a direct replacement for a battle tank as its lack of armour and open-topped platform make it too vulnerable to enemy fire to lead assaults. Instead it is most often fielded in a support role where it will be detached from its parent Artillery company and temporarily placed under the command of the Tank company or Armoured Fist company HQ it is to support.



GRIFFON HEAVY MORTAR CARRIER

The Griffon is much maligned by many Imperial Guard artillery commanders, who see it as lacking firepower and range; its heavy mortar being too heavy to be man-portable, like its smaller cousins, but not large enough to warrant mounting on an armoured vehicle. Being vehicle-mounted, the Griffon needs the fire control and observation back-up usually found in large artillery companies, and because of this Imperial commanders have allowed the Griffon to become something of a relic. Losses are often not replaced and manufacturing rates on Forge Worlds have dropped off steadily, meaning the Griffon is slowly becoming extinct.

Like the Basilisk, the Griffon has a standard crew of four: a driver and a commander in the front compartment, and a gunner and loader operating the mortar on the rear-fighting platform. Despite its perceived drawbacks, the Griffon does have advantages over heavier artillery, and when used correctly is a valuable addition to the Imperial Guard's arsenal. It is the lightest of its artillery, and as such an ideal compromise between weight, firepower, mobility and ease of use. It can maintain a higher rate of fire, and delivers appropriate firepower for engaging enemy infantry and light vehicles, thereby freeing heavier weapons to engage harder targets. Well used, the Griffon is perfectly suited to both defensive fire and close support in offensive operations, and is a versatile tactical weapon when utilising different ammunition types.

The Griffon's mortars fire a wide variety of shells from standard high explosive, smoke and illumination to siege shells. A siege shell is designed to bury itself into the ground before exploding, if fused correctly. This reduces the blast radius, making this type of explosion less dangerous to infantry but devastating against buildings and bunkers whose foundations can collapse, bringing the building down with it.

Imperial Guard siege regiments have used platform-mounted versions of the Griffon's heavy mortar in static positions for continuous bombardments during sieges, and many of the Imperial Guard regiments involved in the Battle for Taros still included Griffons on their inventory, providing heavier firepower to the frontline infantry units. The Griffons of the 114th Cadian Regiment in particular provided important fire support during the regiment's drive to relieve Hydro-processing Plant 23-30. The regiment's Basilisks were deemed too slow to keep up with the rapid advance, so the Griffons became the regiment's only artillery support during the battle.

I have at my command an entire battle group
of the Imperial Guard.
Fifty regiments, including specialised drop troops,
stealthers, mechanised formations,
armoured companies and mobile artillery.
Over half a million fighting men and thirty thousand tanks
and artillery pieces are mine to command

Emperor show mercy to the fool who stands against me,
for I shall not.

Warmaster Demetrius, Salonika Crusade, 733.M38



MEDUSA SIEGE GUN

Siege warfare is common of the 41st Millennium, and many rebels and heretics who dare to defy the will of the Imperium will seek sanctuary behind the thick walls of a city or fortress. The Hammer of the Emperor is well equipped to deal with such situations, and few walls are thick enough to withstand the artillery fire launched from an Imperial Guard Medusa siege gun.

Unlike the Griffon which can fling its shells over a curtain wall, the Medusa fires heavy shells directly into the walls of the structure, turning them into rubble and dust and opening a breach for assaulting infantry to attack through. A long siege is usually accompanied by the constant dull thump of the Medusa's siege cannons, firing all day and all night from well-protected, dug-in positions and once it has blasted a way into the city or fortress and the breach has been secured, the Medusa will rumble forwards to support the assault, levelling buildings with a single shell until street by street, the city is blasted apart, leaving no hiding place for the enemy.

Once, the Medusa was a regular part of any siege army, but it is now regarded by Imperial commanders as an aging warhorse whose time has long since passed and is no longer considered as an important or necessary part of an armoured force, and lacks the range of a Bombard, Manticore or Basilisk or the thick armoured protection of a Demolisher or Thunderer. Because of this Medusa are generally only deployed when a fortress wall needs to be breached or a strongly held bunker line must be assaulted and Demolishers are in short supply. Occasionally an armoured regiment might have a battery of Medusa kept in reserve, but most commanders would avoid deploying them in the frontline if at all possible.

Some Imperial Guard regiments have tried the Medusa in other roles, but never with any real success as its gun's short range does not allow it to be used in the same way as conventional artillery. At times it has been deployed to directly support infantry squads, but its open fighting platform leaves the crew exposed at close range and the vehicle too vulnerable to enemy fire, with many commanders preferring to defer this role to Demolishers and Thunderers.

The Medusa's other drawback is its lack of ammunition storage – its large siege shells mean it can only carry eighteen rounds. When dug-in for a siege this is not a problem as more ammunition can be constantly brought forwards along supply trenches. In the open field however, a Medusa cannot stay engaged for very long, and if the army is advancing rapidly, its effectiveness can be significantly reduced.

COLOSSUS BOMBARD

Bombards are amongst the largest artillery routinely fielded by Imperial Guard heavy artillery and siege artillery companies. Unlike most other artillery pieces, which are always constructed on a single chassis, the Bombard is sometimes built upon the larger, more robust chassis of the Leman Russ battle tank instead of the Chimera chassis, with the Leman Russ chassis being heavily modified to accommodate the weight of the siege mortar.

A Bombard is crewed by a single driver. The rest of the gunners follow in transport vehicles and work outside the Bombard. Most are occupied loading ammunition, whilst the gunner aims the weapon. Loading a Bombard is a time-consuming process, each shell being too heavy for a man to lift, so the Bombard incorporates a small crane for moving shells into the breach.

Lacking mobility and requiring significant time to reload, the Bombard is not usually deployed on the frontline. Because of these restrictions Bombards are only deployed for sustained bombardments of static targets such as an enemy fortress or a rebel-held city. Once deployed a Bombard battery will remain in place and begin relentlessly pounding its target. Launching huge rounds over long distances the plunging fire of a battery of Bombards can quickly reduce walls, building and strongpoints to rubble.

Another feature of the Bombard is its large recoil spade. This wedges into the ground and helps absorb the gun's recoil, stopping it from rolling backwards. As it is not expected to come face to face with enemy units the bombard is not equipped with any other weapons for self-defence, but may be fitted with a pintle-mounted weapon if required.

Each Bombard battery requires resupply and maintenance so a battery will also include other support vehicles such as a Chimera as a command vehicle and other Chimeras as crew transports. There will also be Trojans towing trailers of ammunition, Sentinel Powerlifters for loading supplies, Salamanders for forward observer teams and maybe even an Atlas recovery vehicle to help move a Bombard's massive weight should it become bogged down. An Imperial Guard siege artillery company therefore is a small army in its own right.

On Taros, only the 17th Tallarn Regiment was equipped with Bombards, counting a heavy artillery company of six vehicles within its order of battle. These heavy guns were originally being kept in reserve for the finale of the campaign, the expected siege of Tarokeen, but they were instead deployed earlier and used in support of the regiment's assaults on the Phyyra Heights, lobbing heavy fire into the hills. How effective this fire was against the Kroot defenders is not known and all six Bombards were eventually abandoned during the regiment's retreat.





ORDNANCE BATTERY

BASILISK ARTILLERY TANK ..... 125 POINTS PER MODEL
GRIFFON HEAVY MORTAR CARRIER ..... 75 POINTS PER MODEL
MEDUSA SIEGE GUN ..... 135 POINTS PER MODEL
COLOSSUS BOMBARD ..... 140 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Basilisk	3	12	10	10	3
Griffon	3	12	10	10	3
Medusa	3	12	10	10	3
Colossus	3	12	10	10	3

Unit Composition
- 1 Basilisk, Griffon, Medusa or Colossus.

Unit Type
- Vehicle (Tank, Open-topped)

Special Rules
- Accurate Bombardment (Griffon only)

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
Basilisk
- Earthshaker cannon

Griffon
- Griffon heavy mortar

Medusa
- Medusa siege cannon

Colossus
- Colossus siege mortar

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any model may take any of the following:
  - Enclosed crew compartment ..... +15 points per model
  - Pintle-mounted storm bolter or heavy stubber ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model
- Any Medusa may take:
  - Bastion-breacher shells ..... +5 points per model

An Ordnance Battery is a Heavy Support choice for a Codex: Imperial Guard army.

Thought for the day: Thou shalt not!

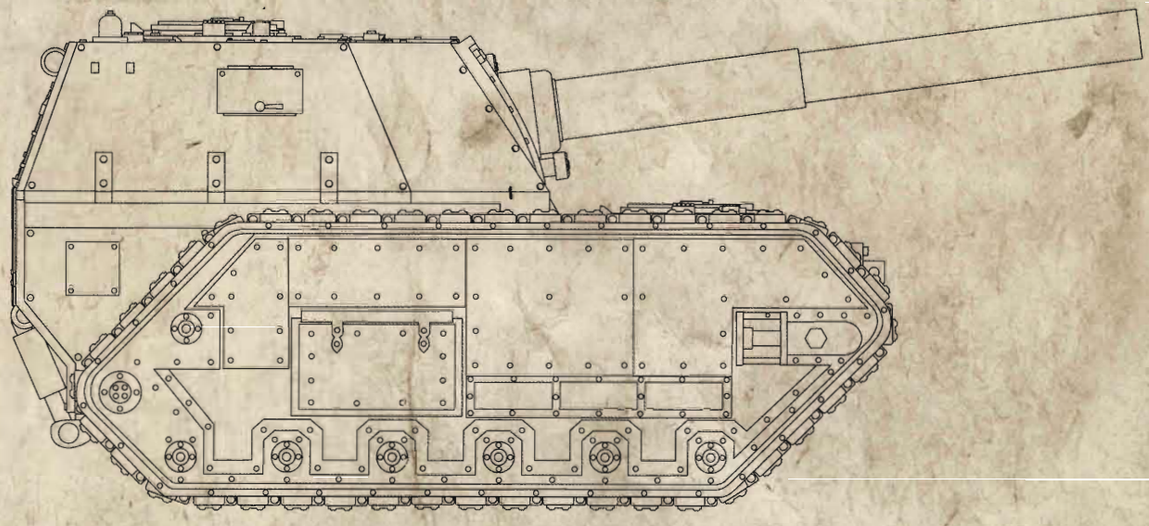
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART ...

Armageddon pattern Basilisk Artillery Tank



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MAT[illegible]

DOMINUS

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PERIUM PECCATUS

VEHICLE DESIGNATION:	9427-331-3911-BA94
VEHICLE NAME:	BASILISK ARTILLERY TANK
FORGE WORLD OF ORIGIN:	ARMAGEDDON
KNOWN PATTERNS:	I-VI
CREW:	DRIVER, COMMANDER, GUNNER, LOADER
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	44 TONNES
LENGTH:	6.8 M
WIDTH:	4.8 M
HEIGHT:	3.8 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	35 KPH
MAX SPEED OFF ROAD:	21 KPH

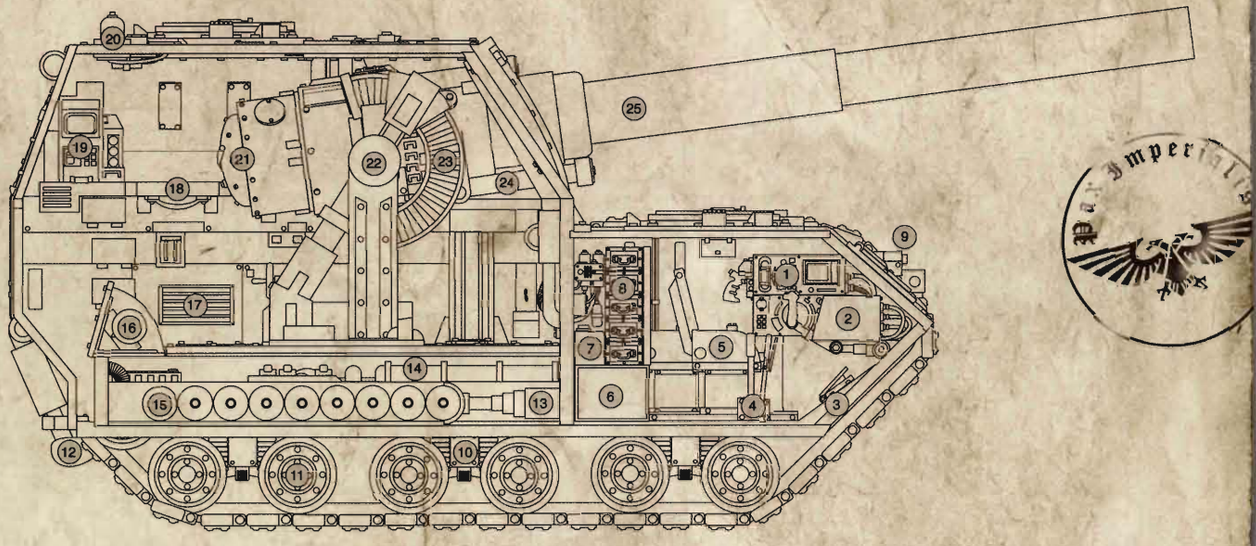
MAIN ARMAMENT:	EARTHSHAKER CANNON
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	3°/0° TO +53°
MAIN AMMUNITION:	12 ROUNDS
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	100 MM
HULL	150 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1325154.M38

SIGNATURE:
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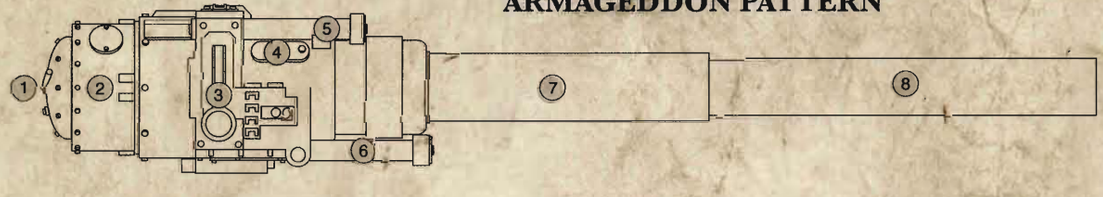
MAGOS FABRICATOR

ARMAGEDDON PATTERN BASILISK – INTERIOR DETAIL



1. Driver's control systems
2. Driver's console
3. Driver's foot pedals
4. Transmission levers
5. Driver's seat
6. Power cell
7. Power generation system
8. Heavy bolter ammunition boxes
9. Hull-mounted heavy bolter
10. Suspension unit
11. Road wheel
12. Rear ramp hydraulics
13. Ammunition loading arm
14. Fuel tank
15. Under-floor ammunition storage
16. Ammunition ready box
17. Exhaust vent
18. Gunner's seat
19. Targeting control panel
20. Main aerial lug
21. Breech
22. Elevation servo
23. Elevation gearing
24. Recoil piston
25. Earthshaker cannon

EARTHSHAKER CANNON – ARMAGEDDON PATTERN

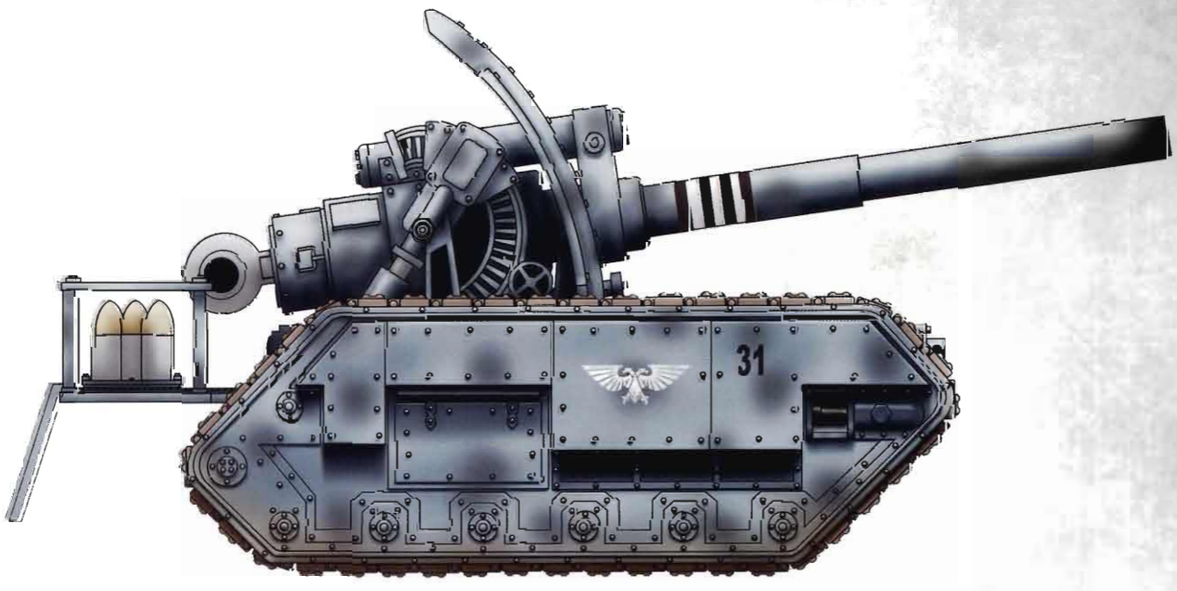


1. Breech handle and door
2. Breech
3. Elevation mount
4. Emergency vent – manual
5. Upper recoil piston
6. Lower recoil piston
7. Earthshaker, reinforced barrel shroud
8. Earthshaker barrel

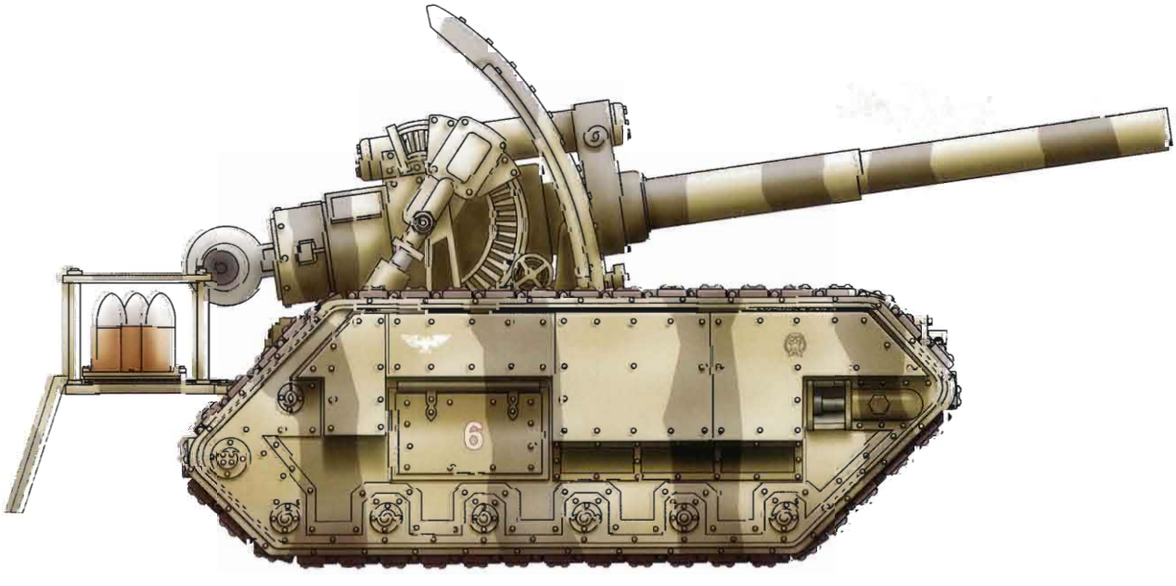
43 6F 74 74 72 65 6C 6C



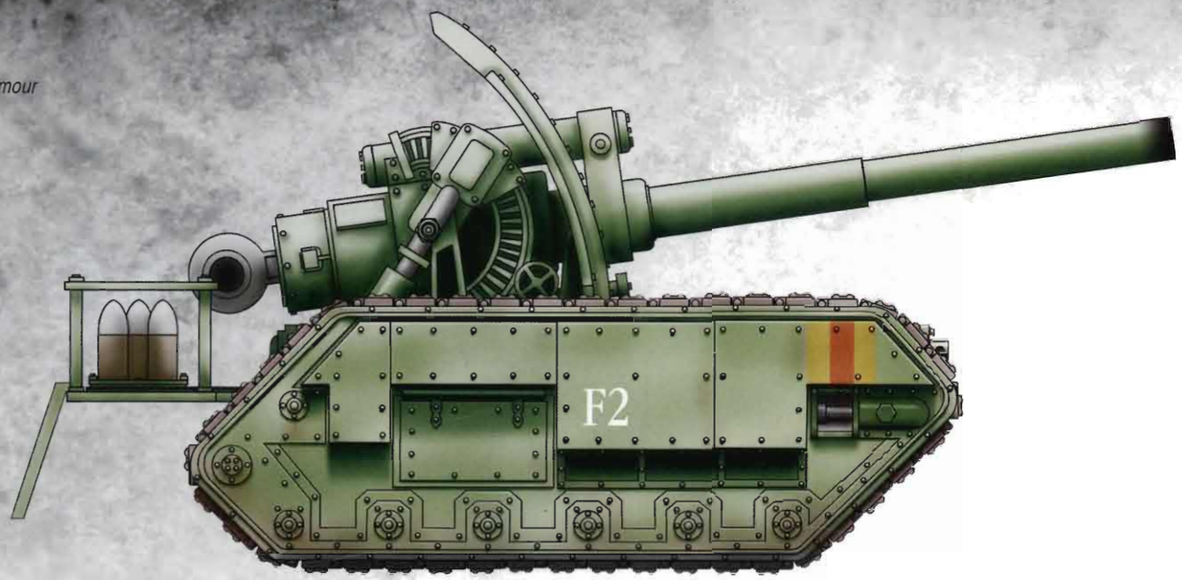
Basilisk Artillery Tank of the Arcadian 66th Armoured Regiment. This is the second gun of C Battery. Woodland camouflage scheme. Toal III Invasion force.



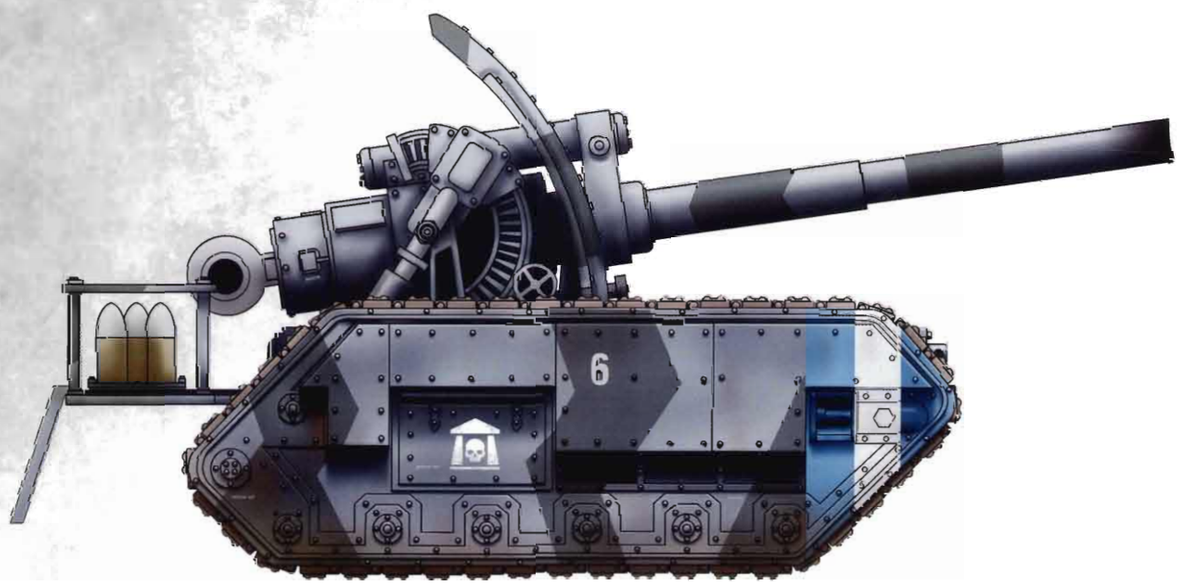
Basilisk Artillery Tank of the Konig 27th Armoured Regiment. Third Battery, first gun. Note the four kill marks, indicating this gun has probably been deployed in a close support role.



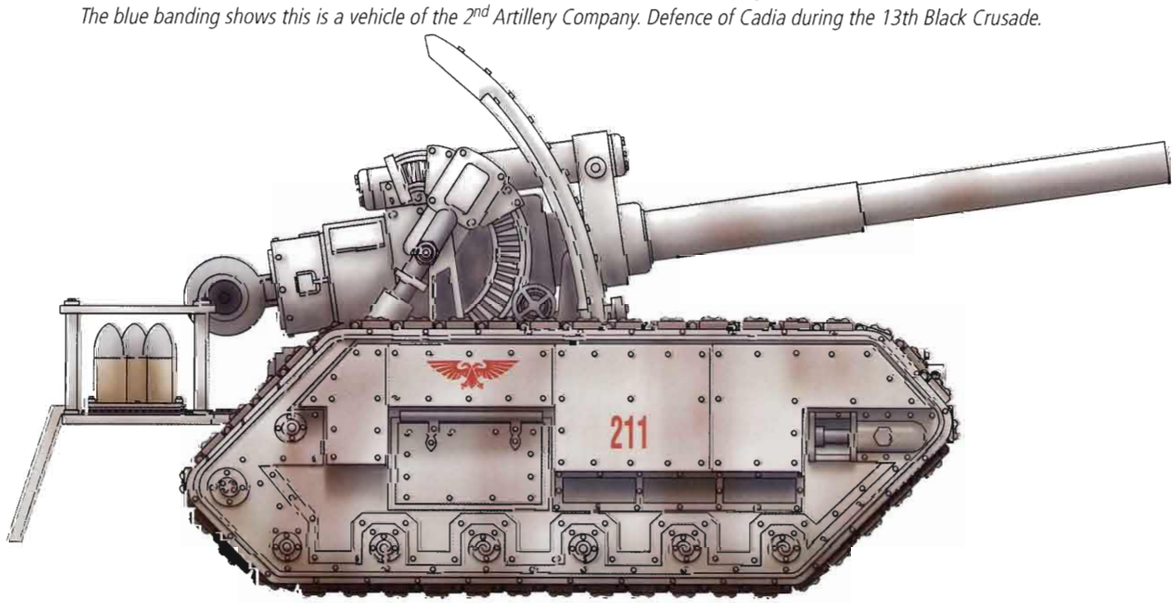
Basilisk Artillery Tank of the Mortant 7th Regiment. This is the sixth gun of the artillery company. Sacking of Colonia.



Basilisk Artillery Tank of the Dniepr 9th Tank Corp, F Battery, second gun. Destroyed during the siege of Hive Vorskan.



Basilisk Artillery Tank of the Cadian 142nd Armoured Regiment.
The blue banding shows this is a vehicle of the 2nd Artillery Company. Defence of Cadia during the 13th Black Crusade.



Basilisk Artillery Tank of the Valhallan 28th Armoured Regiment, 2nd Artillery Company, 1st Battery, first gun. Betalis IV.

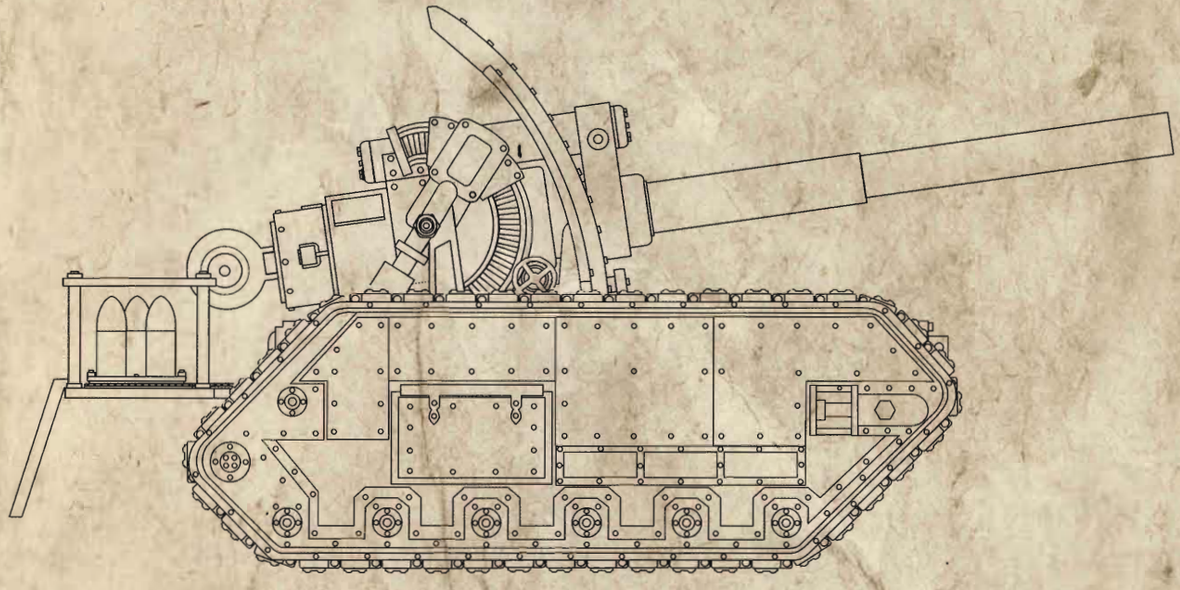
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART A1

Mars pattern Basilisk Artillery Tank



Imperial Property of the Departmento Manufactorum

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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-3011-BA02
VEHICLE NAME:	BASILISK ARTILLERY TANK
FORGE WORLD OF ORIGIN:	0427-941-3011-BA02
KNOWN PATTERNS:	I-XXVI
CREW:	DRIVER, COMMANDER, GUNNER, LOADER
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	40 TONNES
LENGTH:	7.08 M
WIDTH:	4.86 M
HEIGHT:	4.38 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	35 KPH
MAX SPEED OFF ROAD:	21 KPH

MAIN ARMAMENT:	EARTHSHAKER CANNON
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	3°-0° TO +59°
MAIN AMMUNITION:	20 ROUNDS
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	100 MM
HULL	150 MM
GUN MANTLET	GUN SHIELD 60 MM
ADDENDUM	

DATE: 1325012.M38

SIGNATURE: 21Z
43 6F 74 74 72 65 6C 6C

MAGOS FABRICATOR

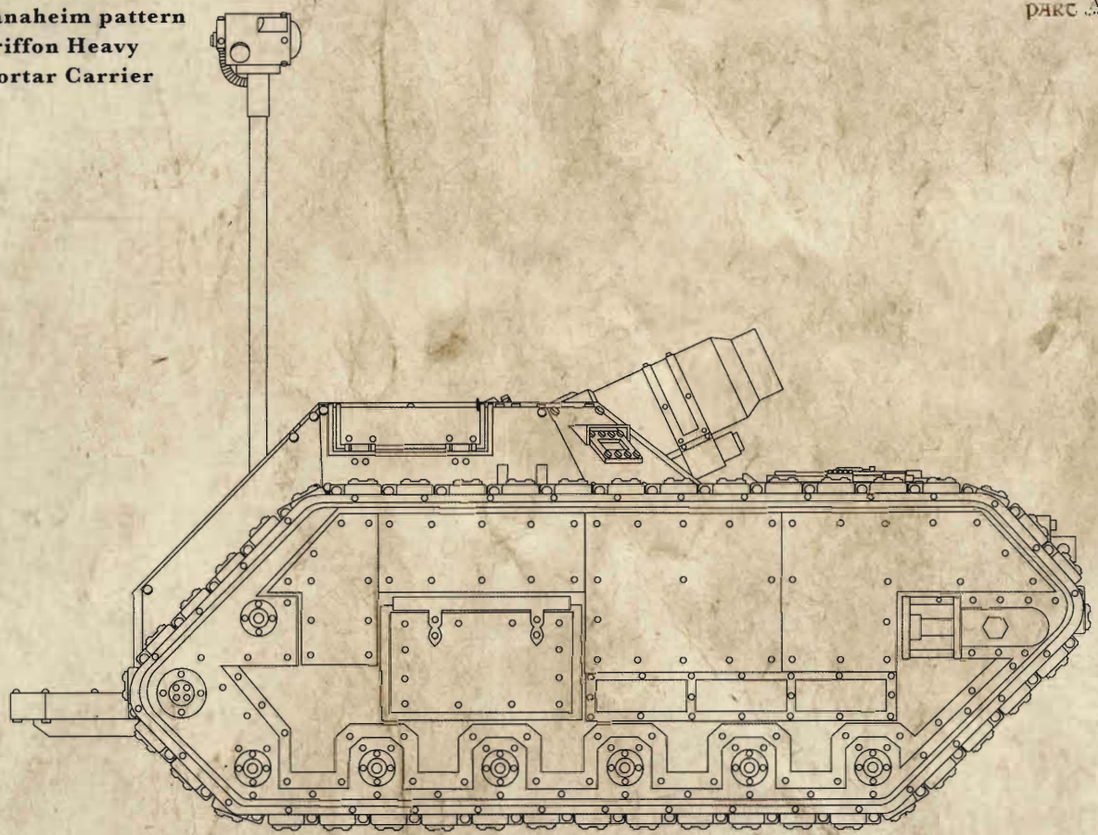
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART A1

Vanaheim pattern
Griffon Heavy
Mortar Carrier



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FERRUM POTENCES

VEHICLE DESIGNATION:	0427-941-2544-GR18
VEHICLE NAME:	GRIFFON HEAVY MORTAR CARRIER
FORGE WORLD OF ORIGIN:	VANAHEIM
KNOWN PATTERNS:	I-IIX
CREW:	DRIVER, COMMANDER, GUNNER, LOADER
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	38 TONNES
LENGTH:	6.9 M
WIDTH:	4.8 M
HEIGHT:	3.85 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	70 KPH
MAX SPEED OFF ROAD:	55 KPH

MAIN ARMAMENT:	HEAVY MORTAR
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	3°/+35° TO +80°
MAIN AMMUNITION:	50 ROUNDS
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	150 MM
HULL	150 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1325154.M38

SIGNATURE:
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MAGOS FABRICATOR

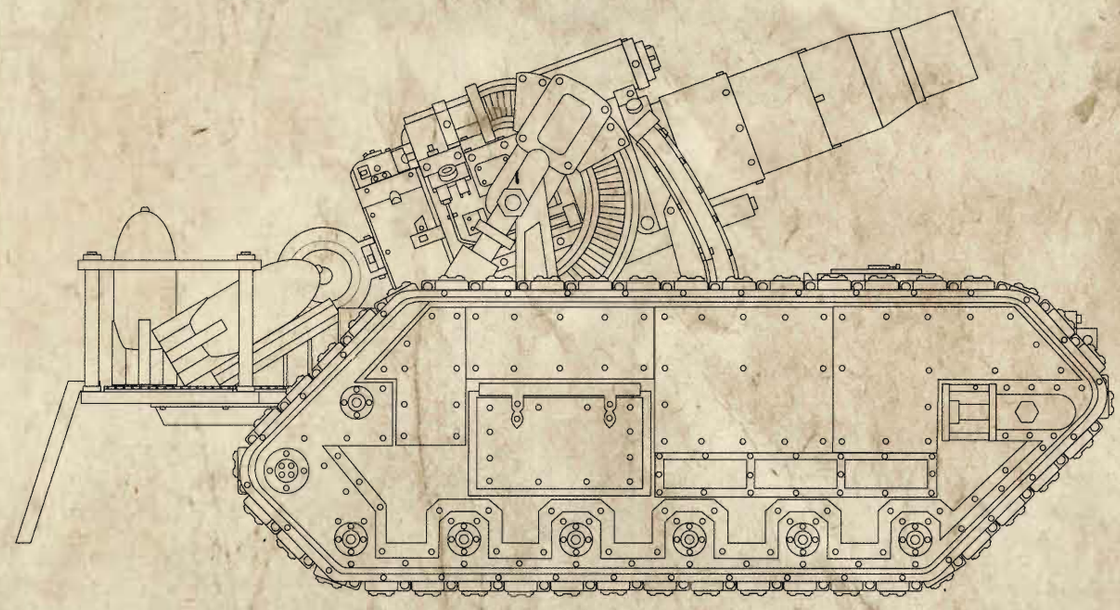
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8CS
7A3:04A
35Z:9B4

PART 2/2

Gryphonne IV pattern Medusa Siege Gun



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CORUM POTENTES

VEHICLE DESIGNATION:	0427-941-3021-BA112
VEHICLE NAME:	MEDUSA SIEGE GUN
FORGE WORLD OF ORIGIN:	GRYPHONNE IV
KNOWN PATTERNS:	II-XIII
CREW:	COMMANDER, DRIVER, GUNNER, 2 LOADERS
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	38 TONNES
LENGTH:	5.29 M
WIDTH:	3.78 M
HEIGHT:	3.72 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	50 KPH
MAX SPEED OFF ROAD:	35 KPH

MAIN ARMAMENT:	MEDUSA SIEGE GUN
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	3°-0° TO +40°
MAIN AMMUNITION:	18 ROUNDS
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	100 MM
HULL	150 MM
GUN MANTLET	GUN SHIELD 60 MM
ADDENDUM	

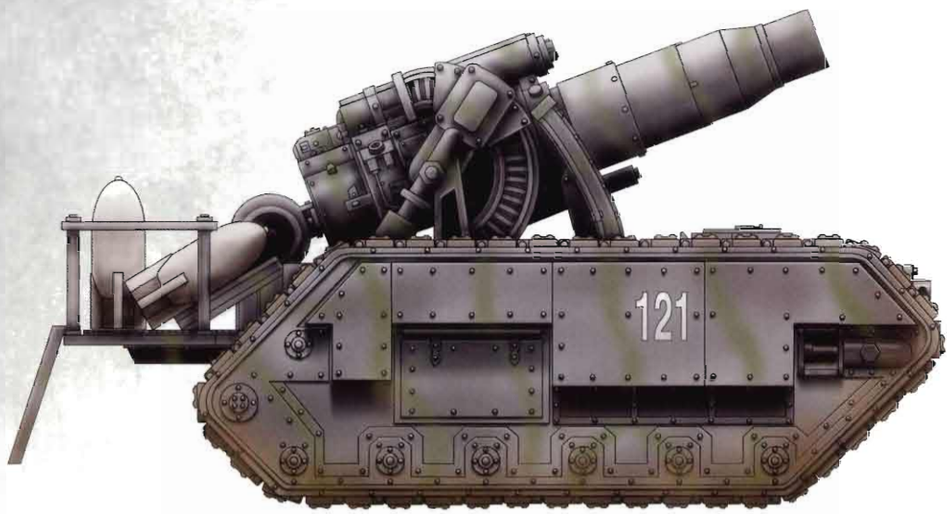
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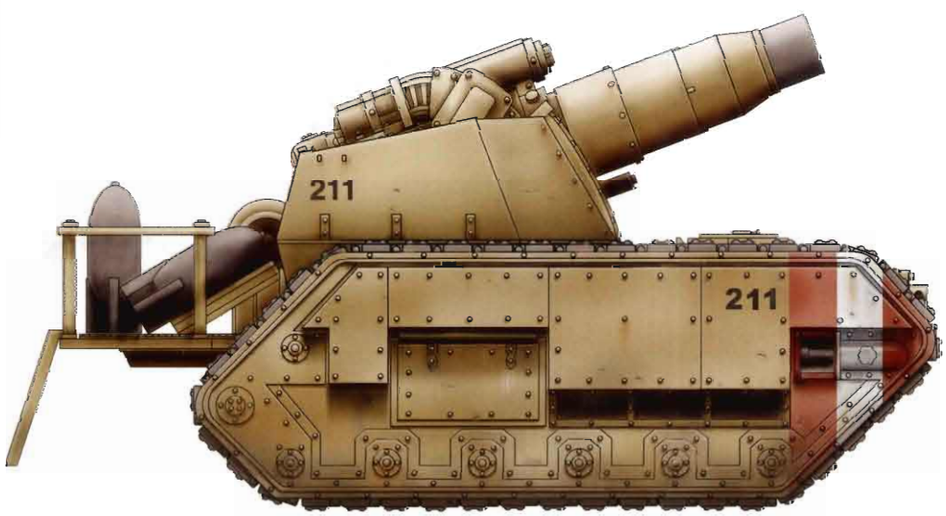
MAGOS FABRICATOR



Medusa Siege Gun of the Cadian 13th Armoured Regiment, part of the Cadian Gate garrison forces.



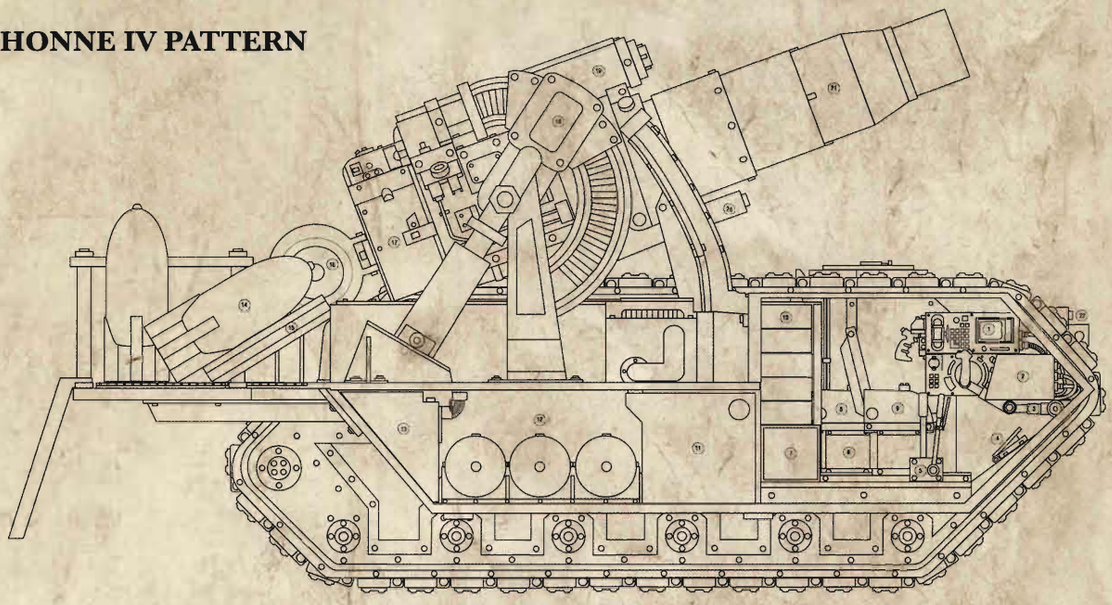
Medusa Siege Gun of the Palladius 2nd Armoured Regiment.



Medusa Siege Gun of the Tallarn 101st Armoured Regiment. This is a Vanaheim pattern vehicle with its distinctive gun shield. The red bands indicate a vehicle of 1st Company, but the numbering indicates 2nd Company. It seems that over time the 101st have adopted red as the colour of 2nd Company.

MEDUSA SIEGE GUN – INTERIOR DETAIL

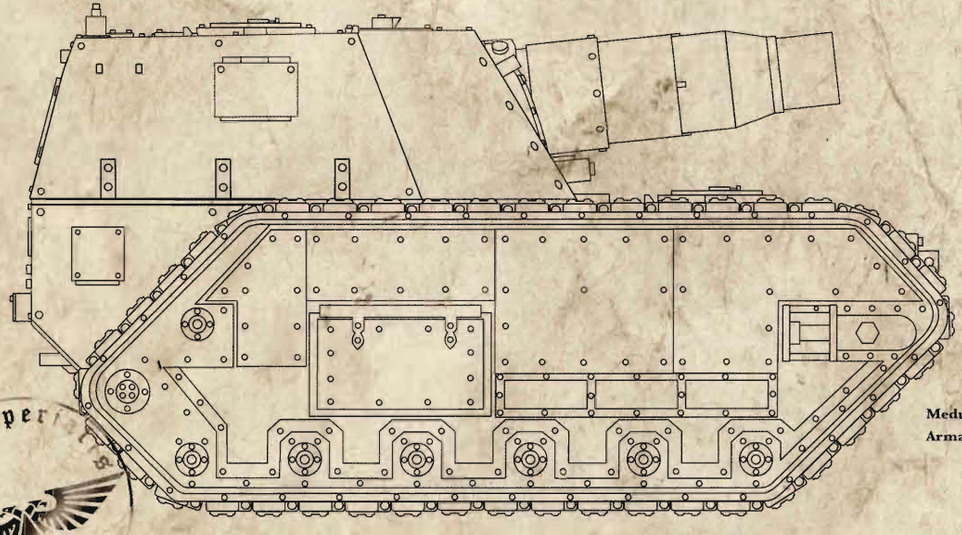
GRYPHONNE IV PATTERN



INTERIOR DETAIL KEY

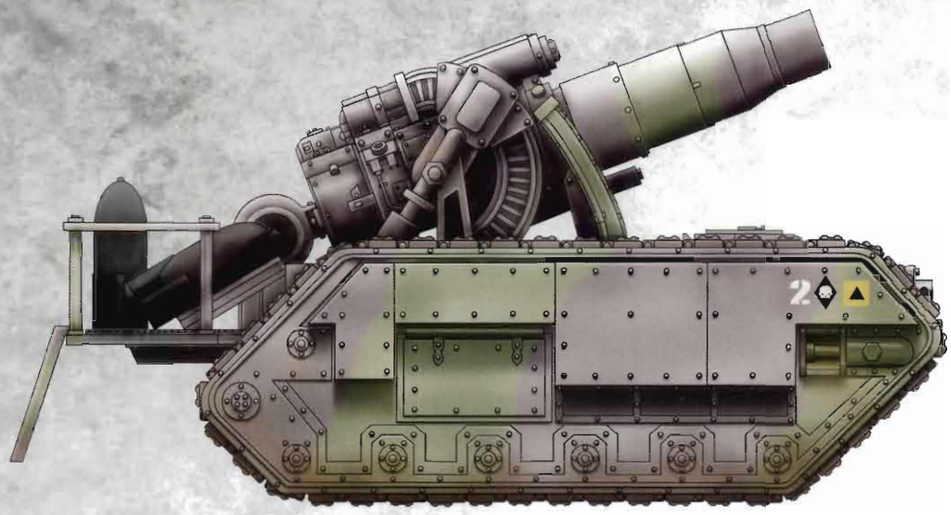
1 Driver's control systems
2 Driver's console
3 Steering column
4 Driver's foot pedals
5 Transmission levers
6 Underseat stowage space
7 Powercell
8 Commander's seat
9 Driver's seat
10 Heavy bolter ammunition boxes
11 Internal fuel tank
12 Internal ammunition stowage
13 Primary & secondary power systems
14 Siege shell on loading trolley
15 Ammunition loading ramp
16 Breach door
17 Breach
18 Gun elevation arm
19 Primary recoil dampener piston
20 Secondary recoil dampeners
21 Medusa siege cannon
22 Hull-mounted heavy bolter

No engine is shown in this cutaway. This is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels.

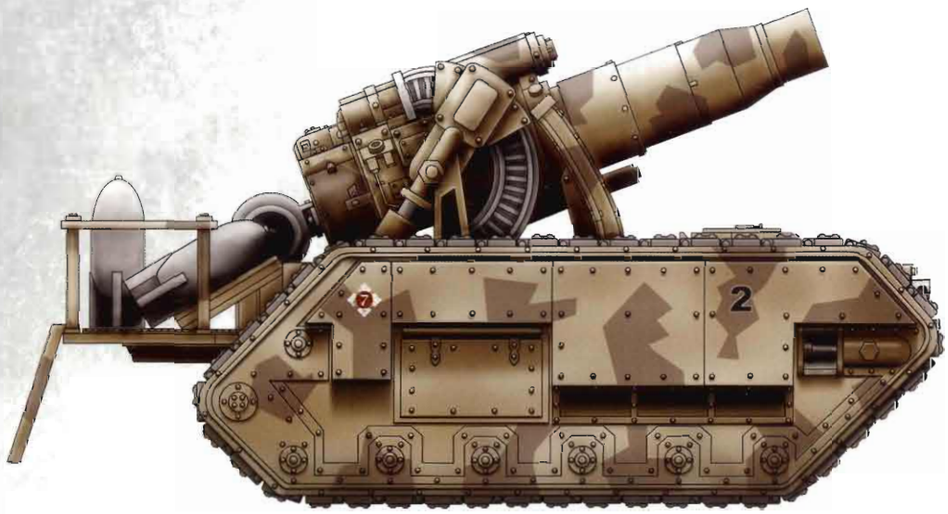


Medusa Siege Gun
Armageddon Pattern

43 6F 74 74 6F 66 6C 6C



Medusa Siege Gun of the Valhallan 8th Armoured Regiment, deployed during the Sallan's World Offensive. This is the regimental siege gun battery's second gun.



Medusa Siege Gun of the Krieg's 28th Armoured Regiment, second vehicle, 7th Company. Galan V Expedition Force.



Medusa Siege Gun of the Cadian 122nd Regiment, during the siege of Vogen City.

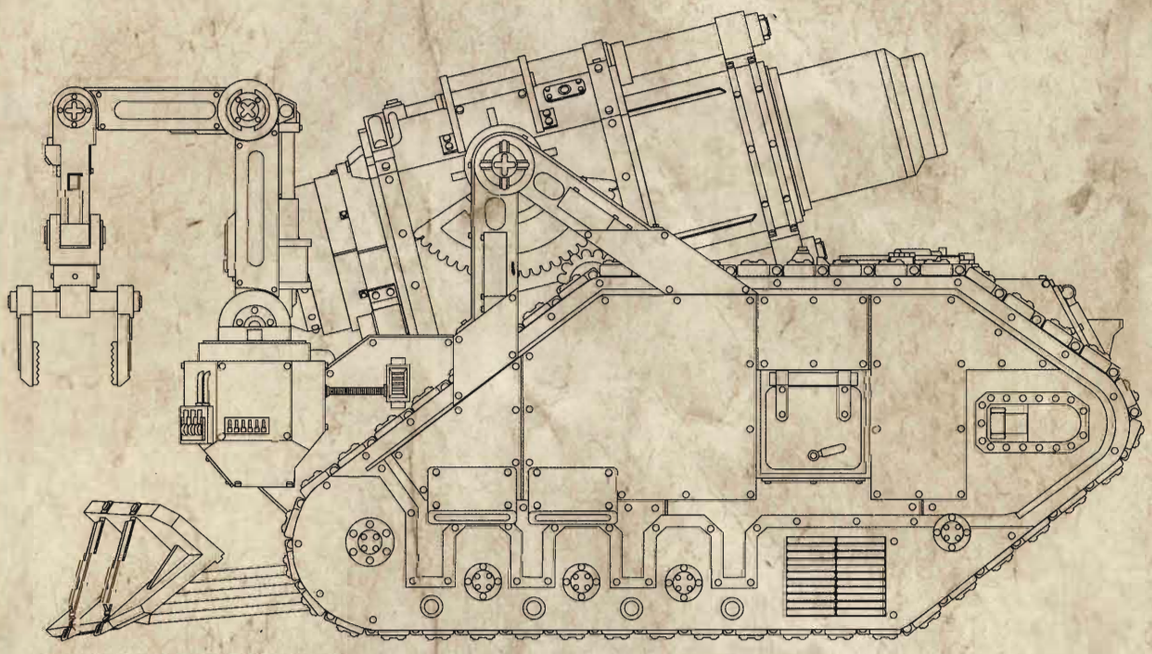
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 1.....

Gryphonne IV pattern Colossus Bombard



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FERRUM POTENTES

VEHICLE DESIGNATION: 0427-941-3049-B061	MAIN ARMAMENT: HEAVY SIEGE MORTAR
VEHICLE NAME: BOMBARD HEAVY SIEGE MORTAR	SECONDARY ARMAMENT: NONE
FORGE WORLD OF ORIGIN: STYGIES VIII	TRAVERSE & ELEVATION: 0° +10° TO +70°
KNOWN PATTERNS: II-XVII	MAIN AMMUNITION: 0 ROUNDS, CARRIED SEPARATELY
CREW: DRIVER, COMMANDER, (GUNNER), 2 LOADERS	SECONDARY AMMUNITION: 300 ROUNDS
POWERPLANT: HL270 V12 MULTI-FUEL	ARMOUR :
WEIGHT: 71 TONNES	TURRET: N/A
LENGTH: 7.7 M	SUPERSTRUCTURE: 100 MM
WIDTH: 4.8 M	HULL: 150 MM
HEIGHT: 4.7 M	GUN MANTLET: N/A
GROUND CLEARANCE: 0.45 M	ADDENDUM:
MAX SPEED ON ROAD: 24 KPH	
MAX SPEED OFF ROAD: 12 KPH	

DATE: 1325154.M38

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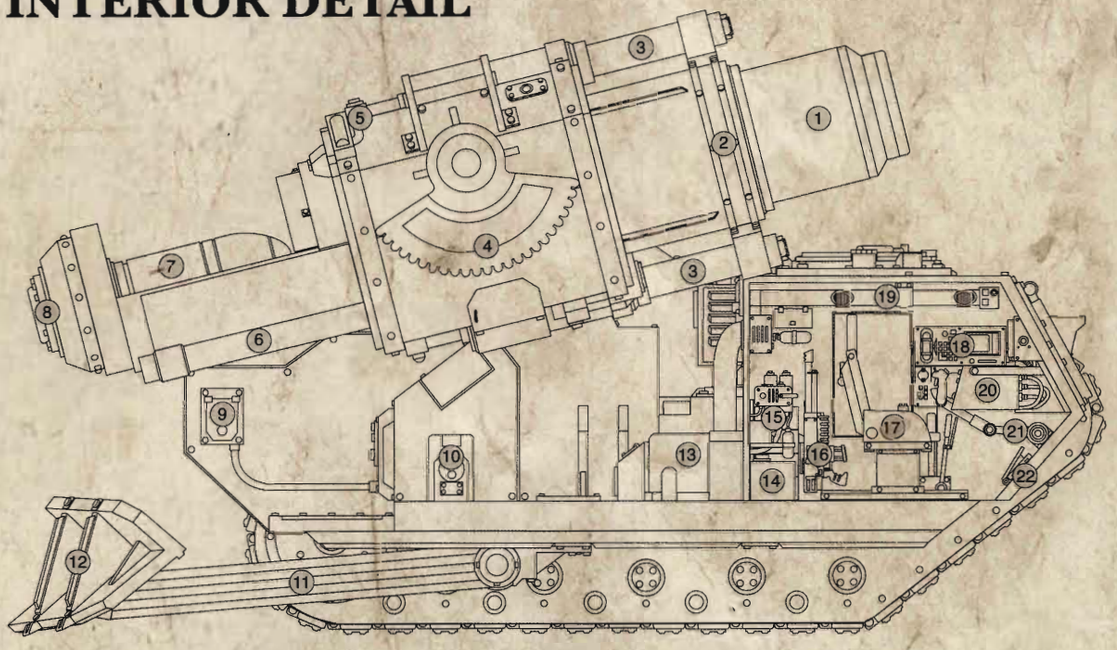
MAGOS FABRICATOR

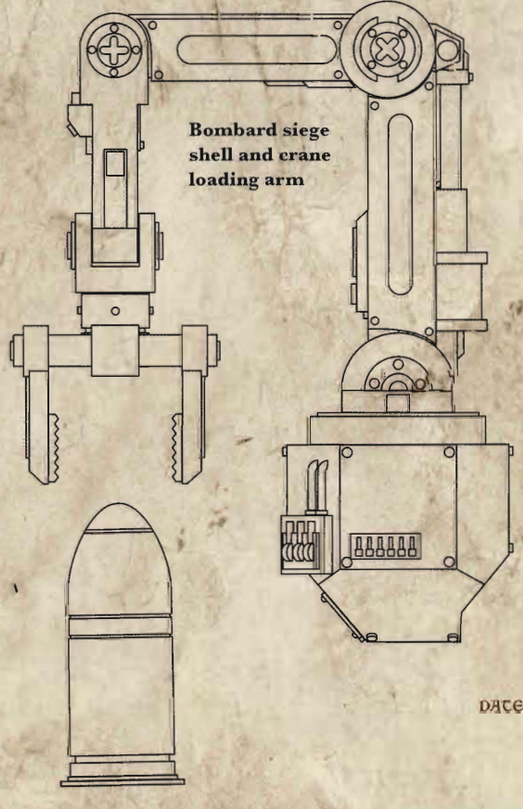
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVCA-16Z:8C5
7A3:04B
35Z:9B4
PART 42

COLOSSUS BOMBARD – INTERIOR DETAIL





Bombard siege shell and crane loading arm

INTERIOR DETAIL KEY

1. Heavy siege mortar barrel
2. Barrel bracing
3. Recoil pistons
4. Elevation gearing
5. Recoil piston adjustment controls
6. Breech pistons
7. Heavy mortar siege shell
8. Breech locking wheel
9. External comms-link
10. Power unit control panel
11. Recoil spade arm
12. Recoil spade
13. Engine housing
14. Power cell
15. Primary power system
16. Lasgun (stowed)
17. Driver's seat
18. Driver's system control panel
19. Air intake ducting
20. Driver's console
21. Steering column
22. Driver's foot pedals

PRODUCT

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MANUFACTURE



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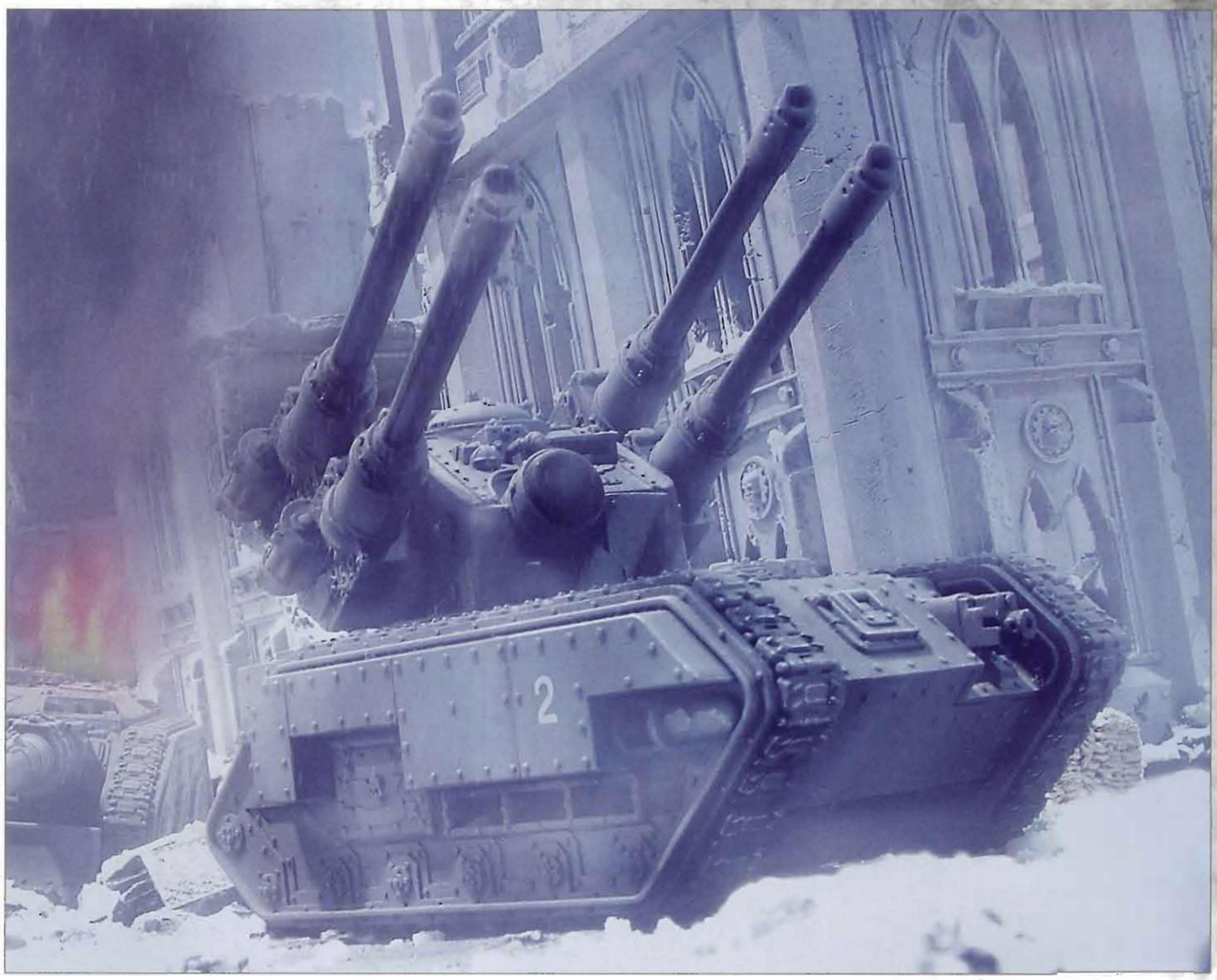
FERRUM POTENTES

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MAGOS FABRICATOR

HYDRA FLAK TANK



The Hydra Flak tank is a specialised vehicle based on the Chimera chassis and used for mobile air defence. It can often be seen defending Imperial Guard columns and artillery positions from aerial attacks; its four long-barrelled auto-cannon sweeping the skies and unleashing a wall of explosive shells through which few enemy craft will survive.

The Hydra is manned by five crew. The driver, commander and comms-operator sit inside the vehicle's main hull and between them operate the heavy bolter, whilst the gunner and loader sit in the turret where they man the Hydra's quad auto-cannon. The Hydra's turret is equipped with tracking and targeting equipment and an automated turret, which means that once it is locked onto an aircraft, its guns will remain aimed at the target regardless of any evasive manoeuvres it may attempt. Coupled with the Hydra's high rate of fire, the aircraft's chances of survival are usually pretty slim.

Hydras are issued to the flak company of a regiment, but of all the companies they are the least likely to see service together. The company's existence is merely an administrative aid as the squadrons, even the individual vehicles, will invariably be split up and attached to different units for air defence. Demand for Hydras always outstrips a regiment's supply and commanders must choose carefully which units require AA cover and which do not. Artillery often receives priority as they are a primary target for enemy bombers, and many Basilisk batteries have a Hydra permanently attached.

Frontline tank companies are also vulnerable to air attack without Hydras to protect them, and the tank columns will often be accompanied by a Hydra as they roll forwards. Should there be no Hydra available then some other means of air defence must be found – this might mean employing an Exterminator as a stand-in AA tank or using a Chimera or some other converted vehicle.

Next in line for air defence are HQ units and important supply depots, but these are often stationary enough for a Hydra platform to be used over a valuable mobile weapon.

When the threat of air attack has receded, the flak tank is often pressed into frontline service to engage ground targets. Its long range and high firepower making it useful against infantry assaults and lightly armoured vehicles. The Hydra has proven so effective in this role that Imperial Guard commanders often overlook this breach of official regulations.

HYDRA FLAK TANK BATTERY ..... 75 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Hydra	3	12	10	10	3

Unit Composition
- Vehicle squadron composed of 1-3 Hydra Flak tanks, in any combination.

Unit Type
- Vehicle (Tank)

Wargear
- Two twin-linked Hydra autocannon with auto-targeting system
- Heavy bolter
- Searchlight
- Smoke launchers

Auto-targeting system (Hydra autocannon)
The Hydra's twin-linked autocannon ignore any cover saves or cover save bonuses provided by the Supersonic and Jink special rules, and prevent it from moving Flat Out.

Options
- Any Hydra may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any Hydra may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber ...+10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire Battery may take:
  - Camo-netting ..... +30 points per model

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



Hydra Flak Tank of the Mordian 16th Armoured Regiment tracks and fires on a secessionist fighter wing during the bitter struggle on Kaanis Scriptoria.

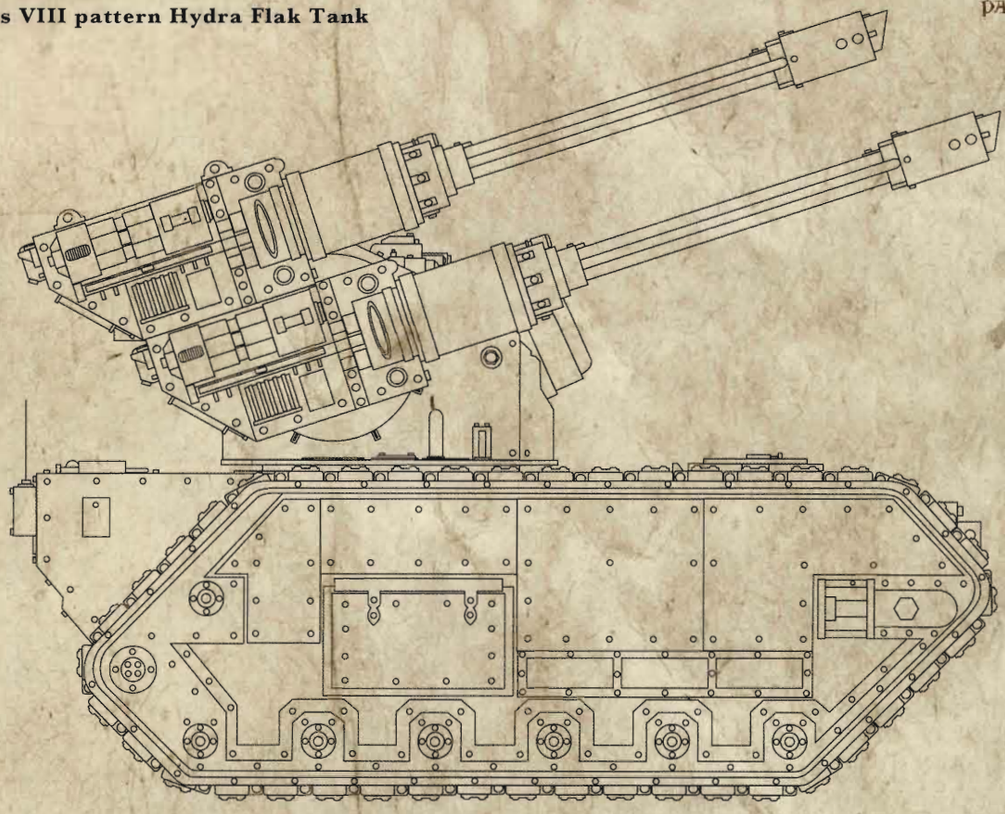
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 2/2

Stygies VIII pattern Hydra Flak Tank



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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-3030-HY442
VEHICLE NAME:	HYDRA FLAK TANK
FORGE WORLD OF ORIGIN:	STYGIES VIII
KNOWN PATTERNS:	I-XIX
CREW:	COMMANDER, DRIVER, GUNNER, LOADER COMMS OPERATOR
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	38 TONNES
LENGTH:	5.29 M
WIDTH:	3.78 M
HEIGHT:	5.10 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	50 KPH
MAX SPEED OFF ROAD:	35 KPH

MAIN ARMAMENT:	4 LONG BARREL AUTOCANNON
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	360°/0° TO +79°
MAIN AMMUNITION:	600 ROUNDS
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	100 MM
SUPERSTRUCTURE	100 MM
HULL	150 MM
GUN MANTLET	N/A
ADDENDUM	

DATE: 1347012.M38

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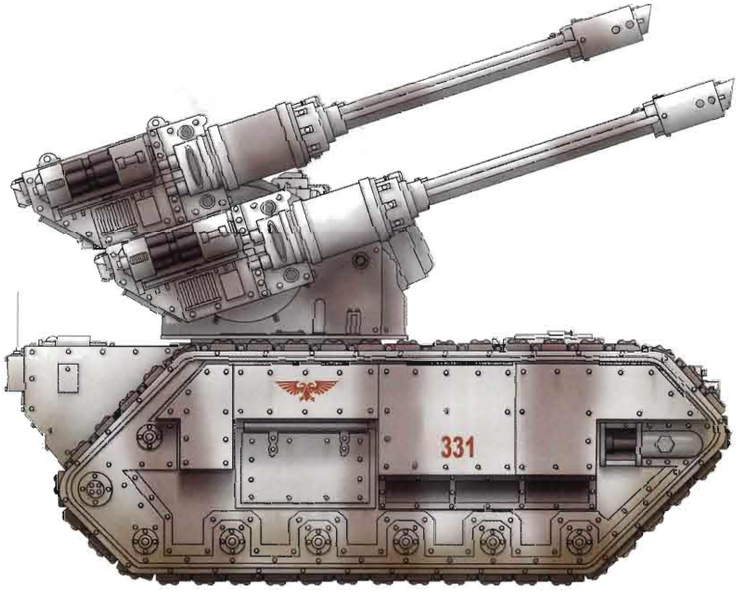
MAGOS FABRICATOR



Hydra Flak Tank of the Palladius 46th Armoured Regiment. This is the third vehicle of the flak company. Note the kill markings on the barrel shroud.



Hydra Flak Tank of the Armageddon Steel Legion 87th Regiment. Assigned to protect the 1st Company. The campaign badge is that of the Acheron attack.



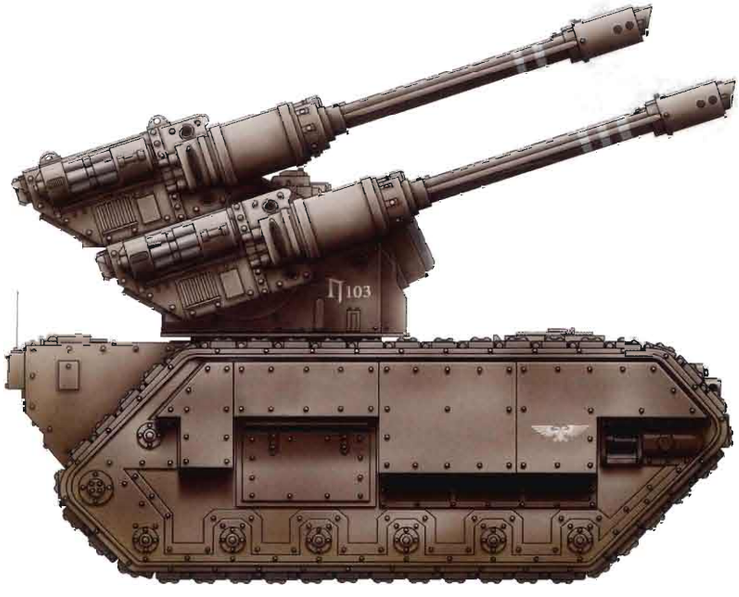
Hydra Flak Tank of the Valhallan 28th Armoured Regiment, stationed on Betalis IV as part of the planetary garrison force.



Hydra Flak Tank of the Cadian 74th Armoured Regiment, camouflaged for the temperate highlands of Hamman's World.



Hydra Flak Tank of the Cadian 142nd Armoured Regiment.



Hydra Flak Tank with no unit identification markings sighted during the fighting on Hive Secundus, Vaust Hive World. Most probably pressed into service immediately after construction before any unit markings could be applied.

MANTICORE LAUNCHER TANK



Of the many fighting arms of the Imperium, the Imperial Guard field some of the heaviest and most devastating artillery that exists in the 41st Millennium. Created to provide the type of constant and unrelenting bombardment required to shatter the walls of the most strongly built fortifications, when an enemy city or fortress needs razing then it is to their heavy artillery companies that generals often look.

With Earthshakers, Medusas, Griffons, Bombards and Manticores, the Imperial Guard can flatten walls, level forests and turn trench lines into cratered moonscapes, and there is an old saying amongst Imperial Guard artillery officers, *"Infantry win firefights. Tanks win battles. Artillery win wars"*. They know that artillery is the king of the battlefield, and when the heavy guns fall silent, and tanks and infantry move in for the attack, their role will be nothing more than a mopping-up operation if the gunners have done their work well.

By far the most common big guns in the Imperial Guard's arsenal are the Basilisk and the Earthshaker Cannon. Less common is the venerable Manticore, a mobile multiple rocket launcher variant which is built on a Chimera chassis. Compared to the Earthshaker Cannon, the Manticore is a highly sophisticated piece of equipment, utilising audio-modulated vox control systems, gyroscopic roll stabilisation and radar tracking. Its main advantage over other artillery is its versatility as the Manticore's launcher is capable of firing a variety of rockets, from standard high explosive fragmentation warheads to oxy-phosphor incendiary warheads and high altitude surface-to-air interceptor missiles.

Each Manticore missile is divided into five parts: fuse, control and guidance equipment, electrical unit, explosive warhead and propellant container. It is powered by a two part solid-fuel rocket, consisting of a starting rocket and a main in-flight rocket motor, which generates speeds of up to 300 metres per second once airborne. Although they are highly effective, supply rarely meets demand and it is this restriction which means Manticores are not as common as Basilisks, and most barrages are still unleashed using breach loading artillery.

A Manticore can be used to fulfil a number of roles, and aside from being an effective siege weapon it can be just as devastating when refitted for use in an anti-aircraft role. Mounting a payload of four formidable sky eagle missiles and equipped with radar-guided targeting augers, predictive logis engines and gyroscopic stabilisers, the Manticore's crew can keep track over a vast area of the skies above a battlefield. This provides Imperial Guard commanders with vital mobile air cover, particularly when fighting xenos forces with a predilection for mounting aerial attacks such as the Eldar and the Orks.



MANTICORE BATTERY ..... 145 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Manticore	3	12	10	10	3

Unit Composition
- 1-3 Manticores

Unit Type
- Vehicle (Tank)

Special Rules
- Limited Ammunition
- Heat Seeker (Sky Eagle rocket)

Wargear
- Four Manticore missiles
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- A Manticore may replace all of its Manticore missiles with:
  - Four storm eagle rockets ..... +15 points
  - Four sky eagle rockets ..... Free
- A Manticore may replace its heavy bolter with:
  - Heavy flamer ..... Free
- A Manticore may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire Battery may take:
  - Camo-netting ..... +30 points per model

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

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

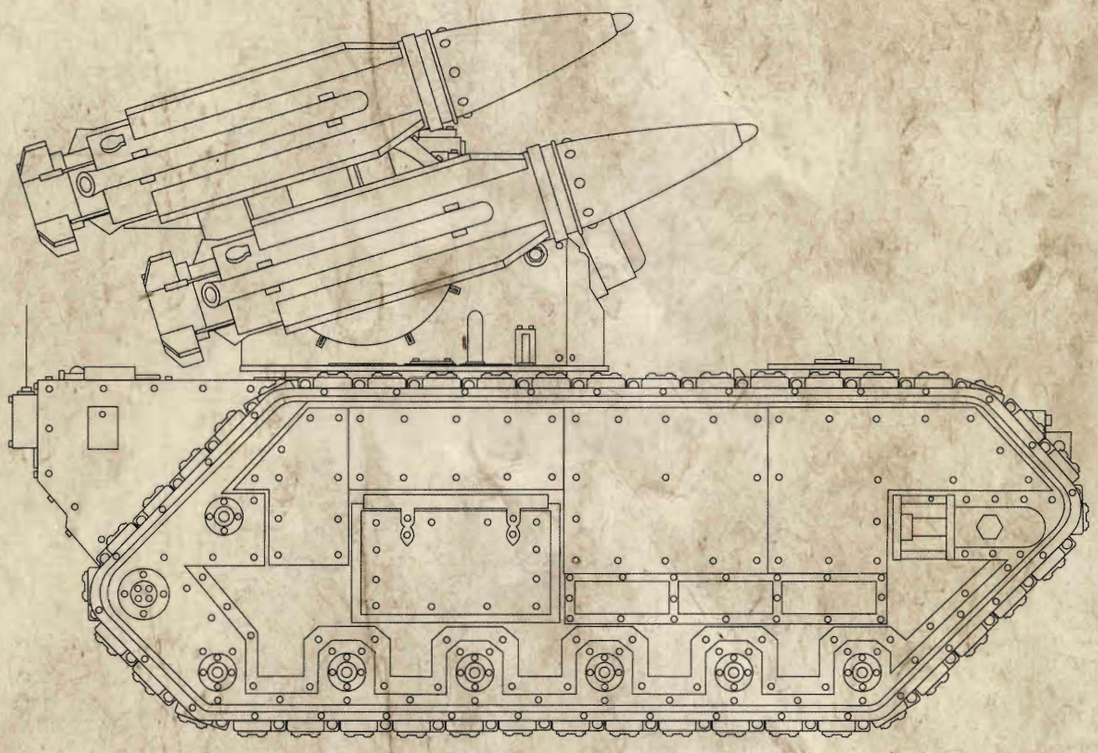
Thought for the day: To fail in the service of the Emperor is the greatest of sins.

ADEPTUS MECHANICUS — TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 1/2

Stygies VIII pattern Manticore Launcher Tank



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IMPERIUM POTENTES

VEHICLE DESIGNATION:	0427-941-3043-MA3
VEHICLE NAME:	MANTICORE LAUNCHER TANK
FORGE WORLD OF ORIGIN:	STYGIES VIII
KNOWN PATTERNS:	I-XXII
CREW:	COMMANDER, DRIVER, GUNNER, LOADER
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-BURN
WEIGHT:	38 TONNES
LENGTH:	5.29 M
WIDTH:	3.78 M
HEIGHT:	3.29 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	60 KPH
MAX SPEED OFF ROAD:	45 KPH

MAIN ARMAMENT:	4 MANTICORE MISSILES
SECONDARY ARMAMENT:	HEAVY BOLTER
TRAVERSE & ELEVATION:	360°/0° TO +45°
MAIN AMMUNITION:	4 MISSILES
SECONDARY AMMUNITION	300 ROUNDS
ARMOUR :	
TURRET:	100 MM
SUPERSTRUCTURE	100 MM
HULL	150 MM
GUN MANTLET	N/A
ADDENDUM	

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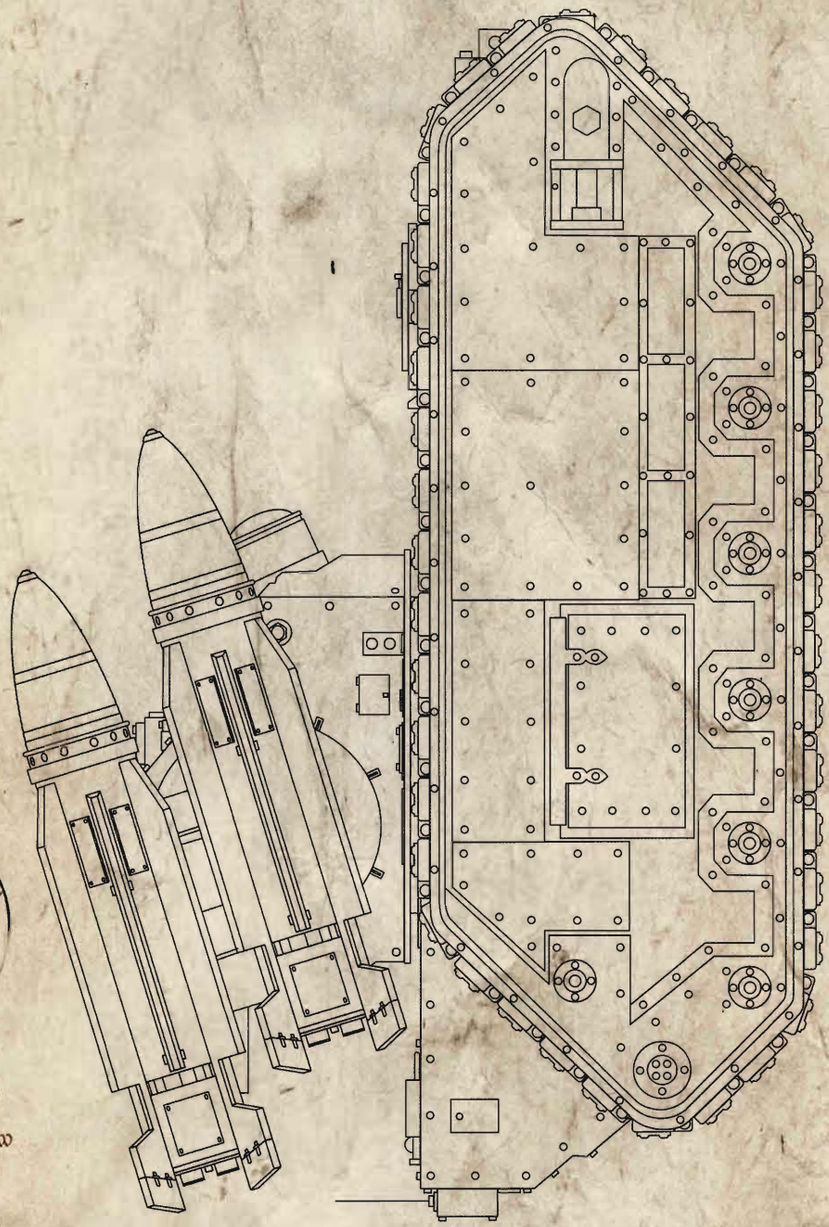
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MAGOS FABRICATOR

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
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PART 2/2

Graia pattern Manticore Launcher Tank equipped with Sky Eagle missiles



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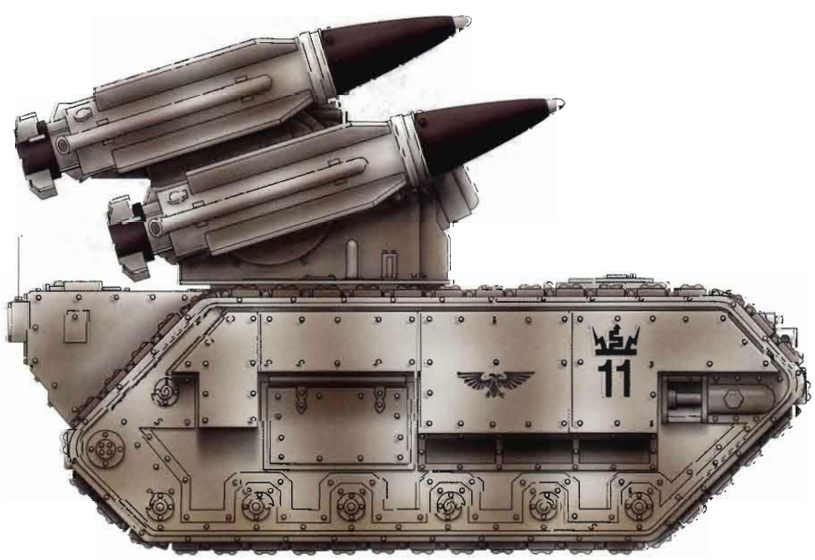
MAGOS FABRICATOR



Manticore Launcher Tank of the Krieg 22nd Armoured Regiment. Barbarius campaign camouflage. This is the battery's second vehicle.



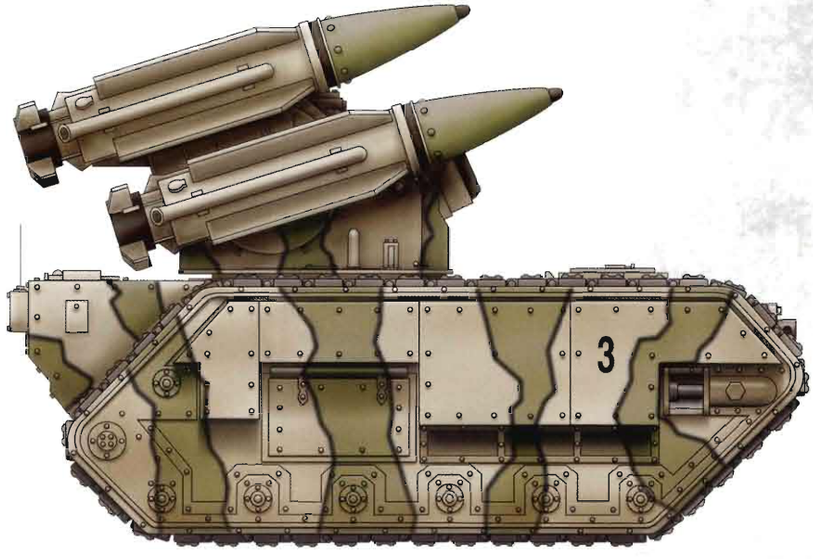
Manticore Launcher Tank of the Cadian 31st Armoured Regiment. The regiment utilised a basic drab green colour scheme whilst fighting on Levilnor IV. Identification markings in the regiment are commonly stencilled over a broad white band.



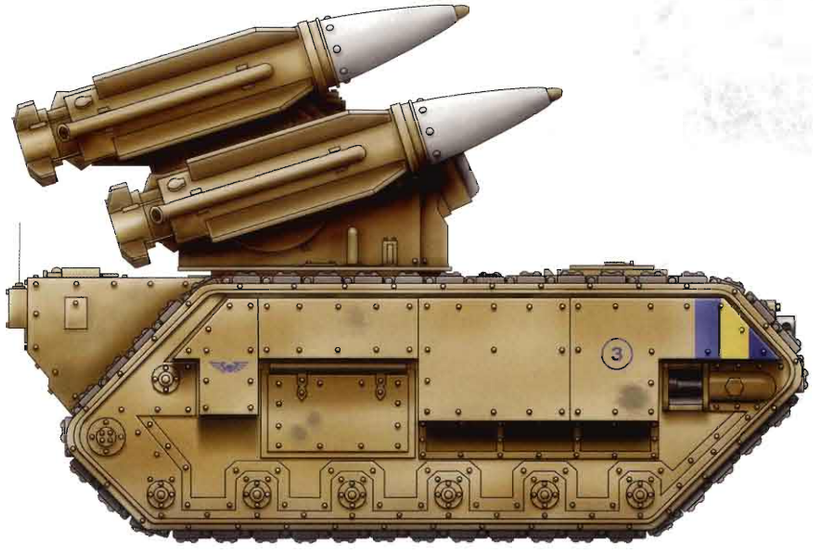
Manticore Launcher Tank of the Valhallan 58th Armoured Regiment, part of Rogue Trader Milos Baral's exploration force, Prath-Veil sub-sector.



Manticore Launcher Tank of the 14th Phyressian Armoured Regiment in codex grey.
The large 'one' shows this to be a vehicle of the 1st Battery, whilst the unit markings show it to be of 2nd Artillery Company.

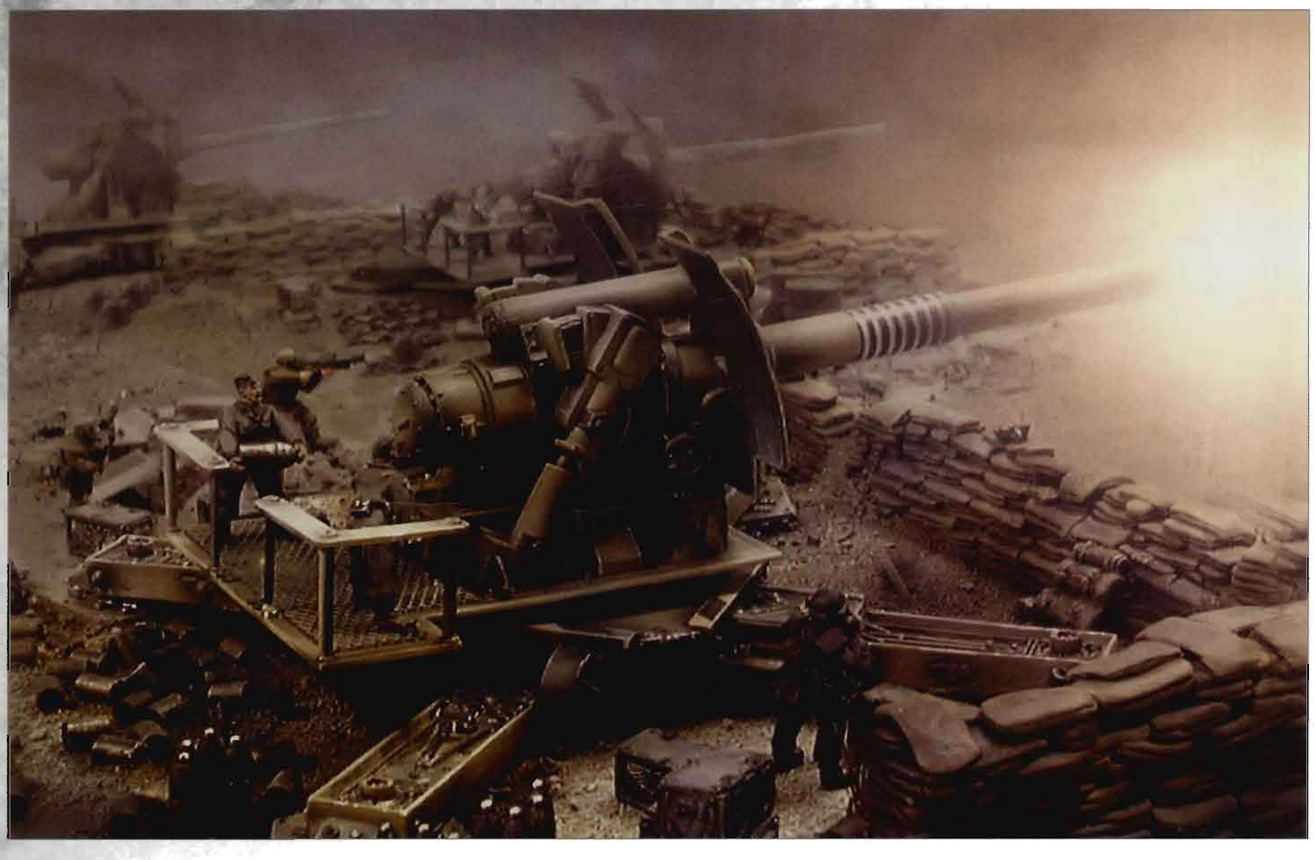


Manticore Launcher Tank of the Catachan 146th regiment. Equatorial jungles of Yarant II.



Manticore Launcher Tank of the Tallarn 17th Armoured Regiment, painted in a flat yellow desert colour scheme.
The blue and yellow bands indicate it is of the 3rd Company, with the number 3 in a blue circle identifying it as a vehicle of the 3rd Battery.

HEAVY ARTILLERY



Weapons Platforms

Not all the Imperial Guard's weapons are self-propelled, and many are mounted upon carriages, being referred to as weapon platforms. The most commonly deployed are Earthshakers, Hydras and Manticores, usually towed into position by their own dedicated Trojan. These support vehicles not only enable the platforms to be moved around as frontlines ebb and flow, but also provide storage for additional ammunition within their armour plated hulls.

Each platform is crewed by a minimum of four Guardsmen, although five is preferable to keep up a good rate of fire. These include the gun commander and the gunner, with the remainder made up of loaders, whose back-breaking task it is to load shells into the weapon's breach.

The Earthshaker forms the backbone of many artillery companies. This is exactly the same weapon as mounted upon a Basilisk but on a standard cruciform platform. Normally firing five charges, sometimes it may be issued with a sixth or seventh charge in an attempt to increase its range. This induces considerable strain on the gun's barrel and eventually leads to erosion of the firing chamber so that correctly sealing the breach becomes impossible. No more than twenty rounds are therefore allowed through any single gun before it must be allowed to cool down.

The vast majority of the Earthshaker's barrages are fired using high-explosive rounds, but smoke shells, incendiary shells with an oxy-phosphor gel core, illumination shells and diamantine tipped armour-piercing rounds may also be used. Although most Earthshakers are part of artillery batteries, dug-in far to the rear, it is not unknown for them to be detached from their company and given over to frontline units as, fired on a low elevation, they can easily destroy an enemy vehicle or bunker.

The Hydra platform utilises exactly the same quad autocannon turret as its self-propelled cousin. These are deployed to defend important static positions against air attacks, and most Imperial-held ridges, command bunkers, airfields and artillery positions will often have a Hydra platform close-by during a protracted campaign. Compared to the Earthshaker and Hydra platforms, the Manticore is the least common of the static weapon systems. Highly prized for its versatility, being both a siege weapon and capable of providing much needed AA cover, once deployed it is standard practice to dedicate a squad or platoon to defend the Manticore's site.

Heavy Artillery Companies

The backbone of a siege regiment's artillery, such as that fielded in Krieg armies, are its heavy artillery companies. These include the workhorse Earthshaker and the ageing Medusa heavy siege guns whose role it is to fire sustained bombardments en masse or at selected targets, box barrages to isolate a battlefield from enemy reinforcements, and counter-battery fire to suppress enemy artillery.

Siege regiments are not only supported by their own artillery companies, but also by the army's bombardment korps. These are concentrations of heavy artillery pieces that back up the attacking regiments, and are used to keep up sustained bombardments and add to the artillery's concentration of shells before major offensives.

HYDRA PLATFORM BATTERY ..... 50 POINTS

	Armour			
	BS	Front	Side	Rear	HP
Hydra Platform	3	10	10	10	2

Unit Composition
- 1-3 Hydra Platforms

Unit Type
- Vehicle (Immobile)

Special Rules
- Immobile Vehicle

Wargear
- Two turret-mounted twin-linked Hydra autocannon with auto-targeting system (see page 176)

A Hydra Platform Battery is a Heavy Support choice for a Codex: Imperial Guard army.

Options
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

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

MANTICORE PLATFORM BATTERY ..... 100 POINTS PER MODEL

	Armour			
	BS	Front	Side	Rear	HP
Manticore Platform	3	10	10	10	2

Unit Composition
- 1-3 Manticore Platforms

Unit Type
- Vehicle (Immobile)

Special Rules
- Immobile Vehicle
- Limited Ammunition *(See page 181)*
- Heat Seeker (Sky eagle rocket)

Wargear
- Four Manticore missiles

A Manticore Platform Battery is a Heavy Support choice for a Codex: Imperial Guard army.

Options
- A Manticore Platform may replace all of its Manticore rockets with:
  - Four sky eagle rockets ..... Free
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

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

EARTHSHAKER PLATFORM BATTERY ..... 75 POINTS PER MODEL

	Armour			
	BS	Front	Side	Rear	HP
Earthshaker Platform	3	10	10	10	2

Unit Composition
- 1-3 Earthshaker Platforms

Unit Type
- Vehicle (Immobile)

Special Rules
- Immobile Vehicle

Wargear
- Earthshaker cannon

An Earthshaker Platform Battery is a Heavy Support choice for a Codex Imperial Guard army.

Options
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

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

HEAVY ARTILLERY CARRIAGE BATTERY ..... 75 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Guard Crew	3	3	3	3	1	3	1	7	5+
Death Korps Crew	4	3	3	3	1	3	1	7	5+
Artillery Carriage	-	-	-	7	4	-	-	-	3+



Unit Composition
- 1-3 Heavy Artillery pieces, each with four Imperial Guard Crewmen, forming a battery

Unit Type
- Artillery (Immobile)

Special Rules
- Gun Carriage
- Immobile

Wargear
- Earthshaker cannon
- Flak armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Lasguns (Crew)

A Heavy Artillery battery is a Heavy Support choice for an Imperial Guard army. In addition, a Heavy Artillery Battery may also be taken in a Death Korps of Krieg Siege Regiment army (see Imperial Armour Volume 5) as a Heavy Support choice (in which case its crew use the Death Korps crew profile listed above at no additional cost.

Options
- All Heavy Artillery pieces in the battery may upgrade their Earthshaker Cannon to a:
  - Medusa Siege Gun ..... +25 points each
- A battery of Heavy Artillery entirely composed of Medusa Siege Guns may all be upgraded to use:
  - Bastion Breacher shells ..... +5 points each
- The entire Battery may take:
  - Camo-netting for ..... +30 points each
- A Heavy Artillery Carriage Battery may include up to:
  - Three Trojan Support Vehicles* ..... +35 points each
- Any Heavy Artillery piece in the Battery may have up to four additional Crewman each:
  - Additional Crewman ..... +6 points each

**If this option is taken, the Battery must include a number of Trojan support vehicles equal to the number of Heavy Artillery guns in the Battery. When a unit that includes both Trojan support vehicles and Heavy Artillery pieces is fired at, the player targeting it must choose to resolve any hits against either the Heavy Artillery pieces or Trojan support vehicles before rolling to hit. Resolve hits against the Trojans as if they formed a separate vehicle squadron.*

Gun Carriage
This unit may be moved if attached to a vehicle capable of towing it. This is possible even if this unit has the Immobile or Automated Artillery rules.

Bastion Breacher Shells
A Medusa upgraded to fire Breacher Shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

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

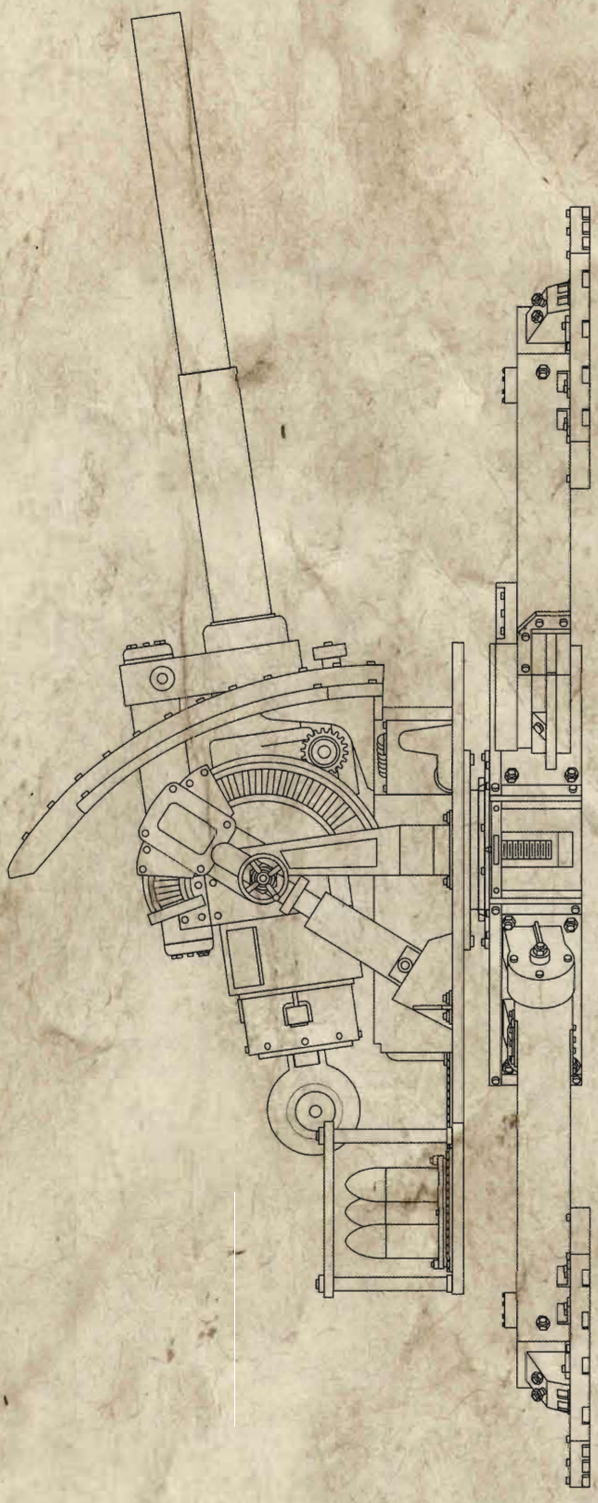
ADEPTUS MECHANICUS

Phaeton pattern
Earthshaker
Platform

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....



DEPARTMENT MANUFACTORUM

DOMINUS

EX MACHINA

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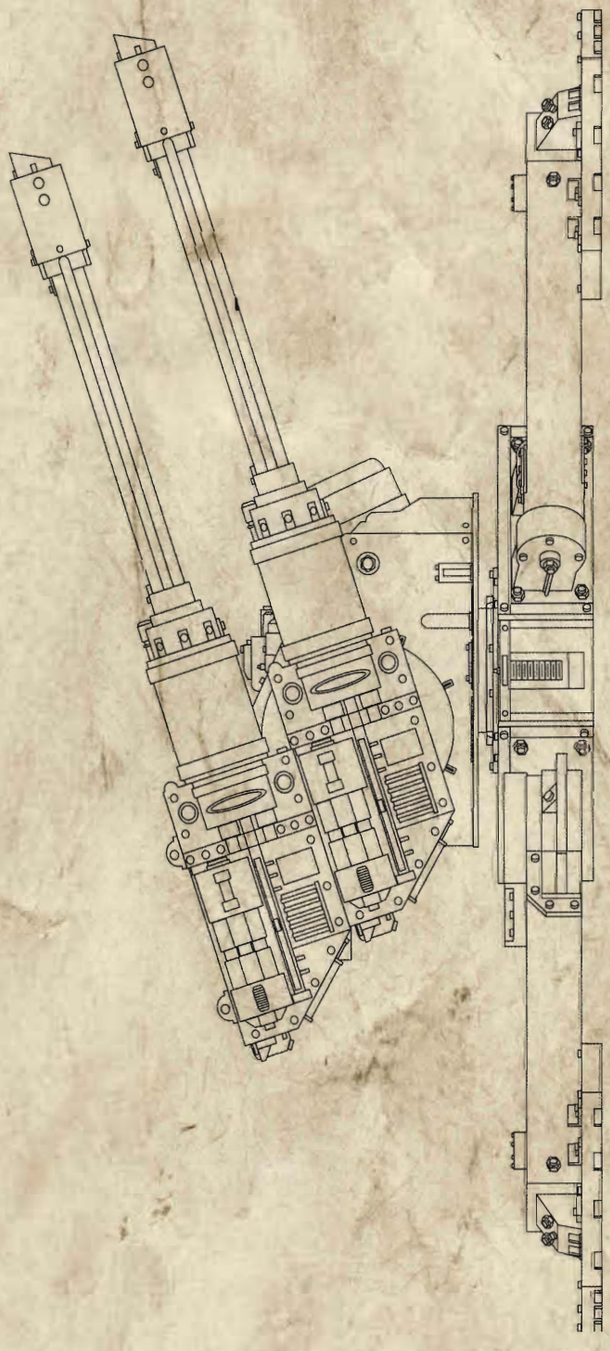
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-I6Z:8C5
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35Z:9B4

PART .....

Stygies VIII pattern Hydra platform



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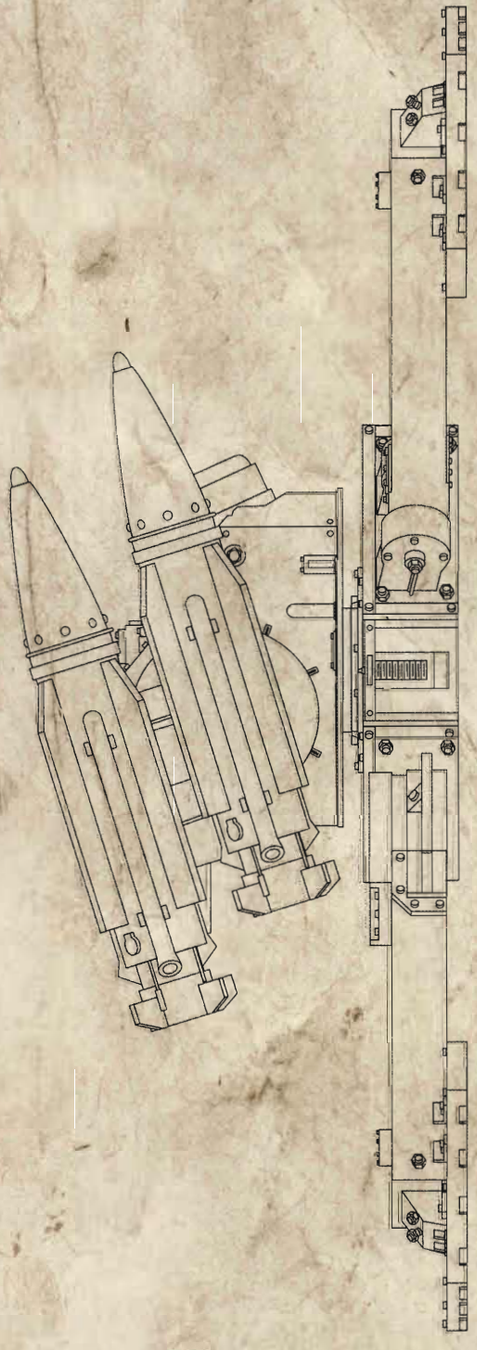
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
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PART .....

Graia pattern Manticore platform



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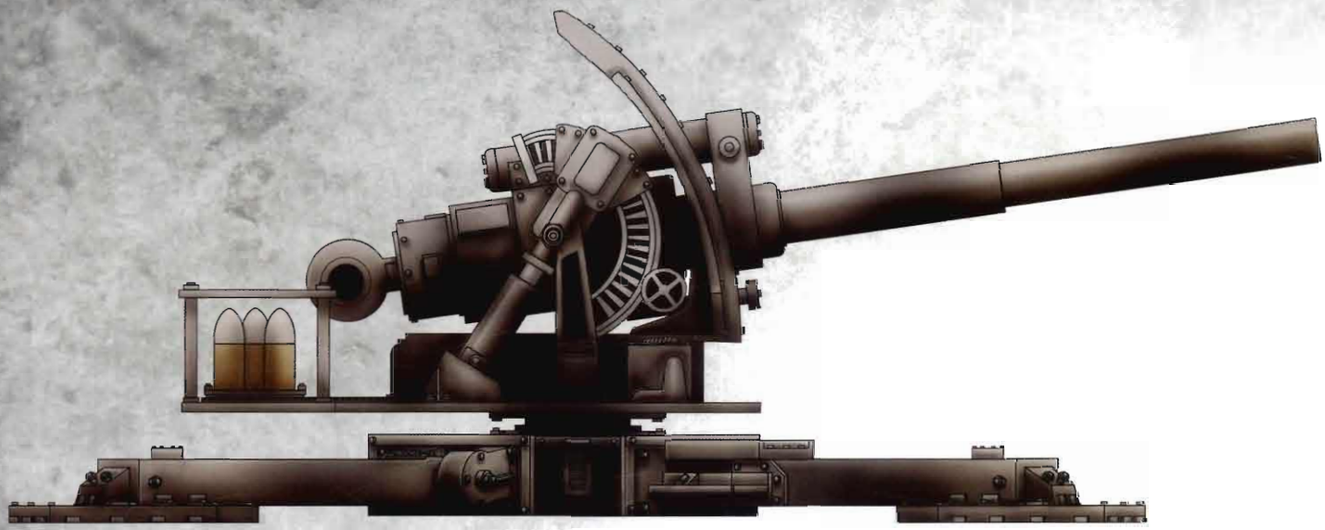
FERRUM POTENTES

DATE: 1887345.M40

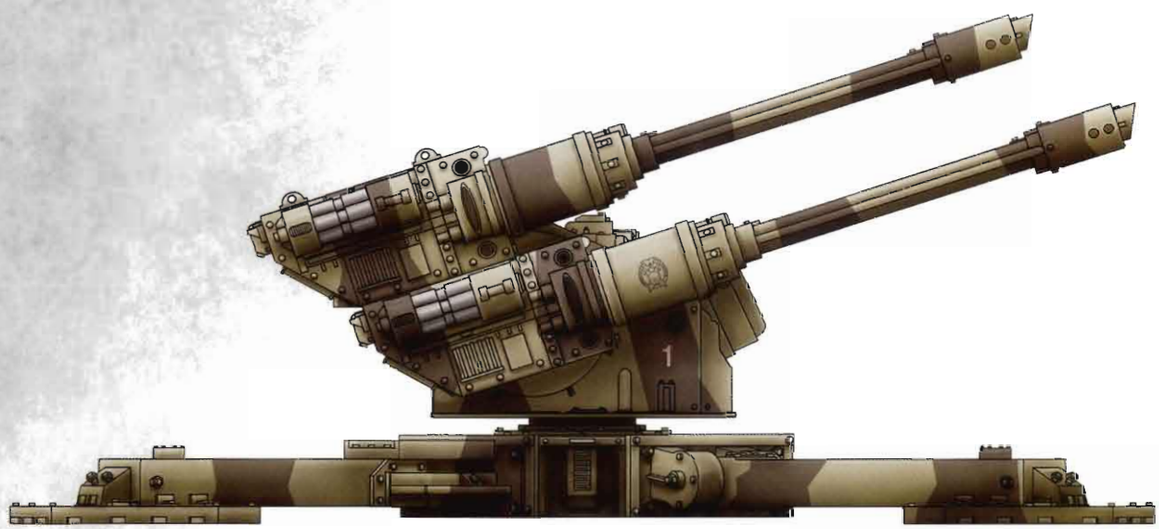
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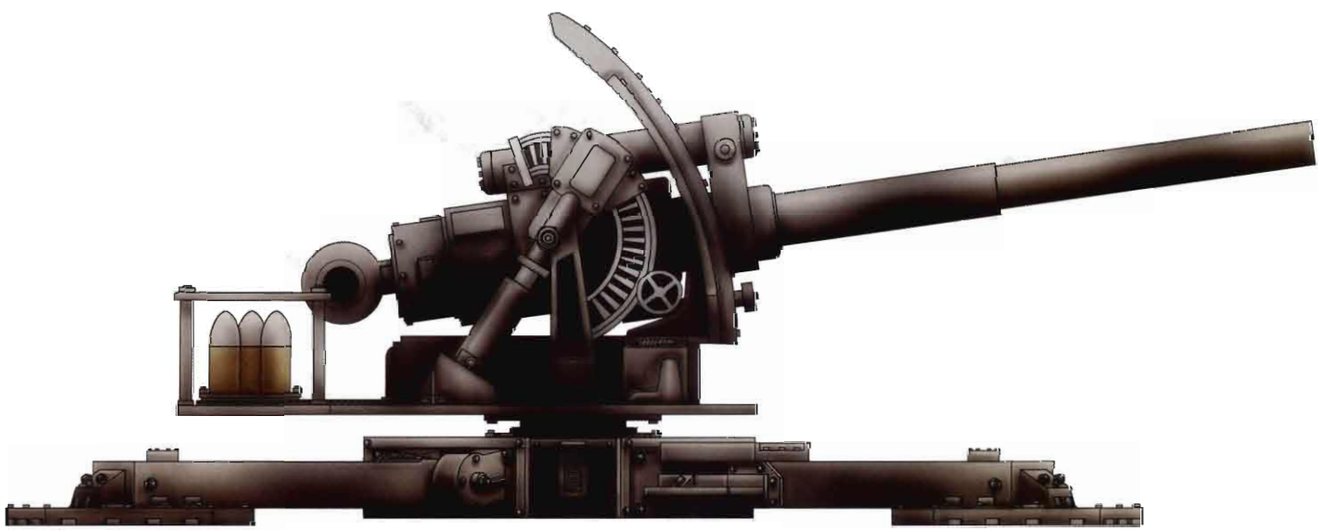
MAGOS FABRICATOR



An Earthshaker Platform of the Konig 27th Armoured Regiment.
The lack of visible markings makes this platform impossible to identify. Most unit markings are painted on the gun shield.



A Hydra Platform of the Mortant 7th Regiment. Sacking of Colonia.



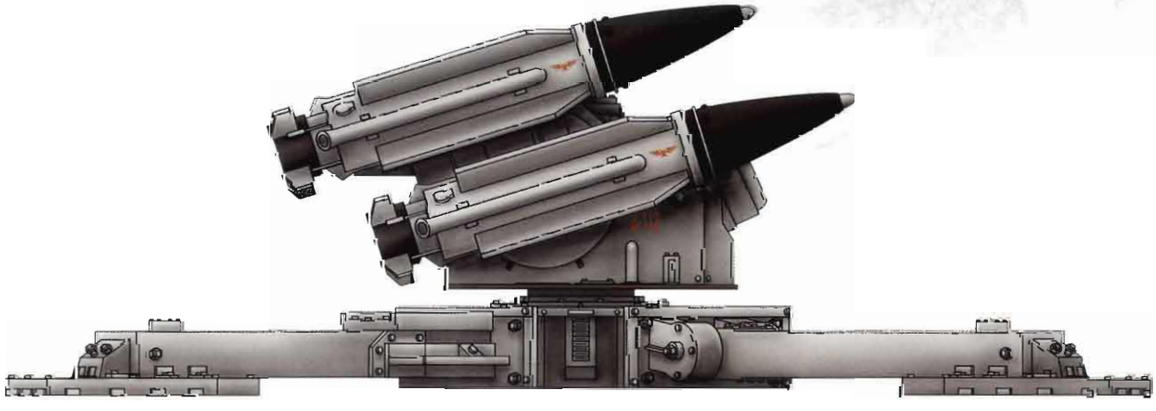
An Earthshaker Platform of the Cadian 98th Armour Regiment. Luxor Uprising.



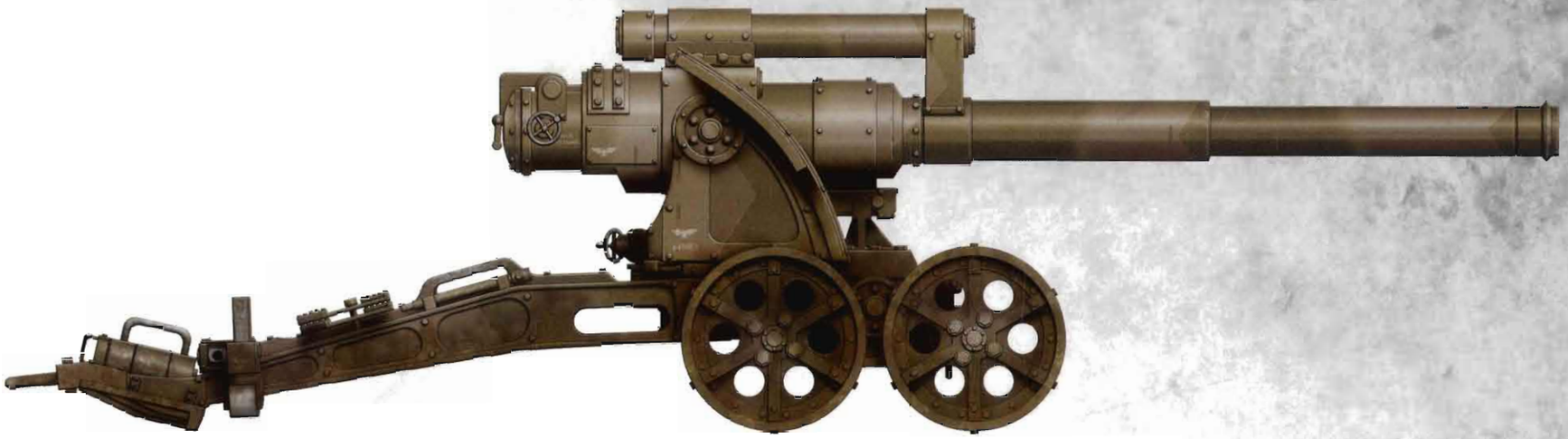
A Manticore Platform of the Konig 27th Armoured Regiment. Location unknown.



A Manticore Platform of the Catachan 146th Regiment. Equatorial jungles of Yarant II. Manticores firing missiles with incendiary warheads were used for jungle clearance by the Death World veterans, the resulting fires burning for days as each sector of the battlefield was cleared.



A Manticore Platform of the Valhallan 28th Armoured Regiment. Betalis IV.



An Earthshaker Cannon of the Krieg 31st Artillery Company, deployed during the long war for Vraks and later scrapped after excessive use of extra propellant charges caused extreme deformation of the weapon's breach.



A Medusa Siege Gun of the Krieg 143rd Regiment, P Battery, 378th Artillery Company. This weapon is the sole survivor of Eldar counter-battery fire on Toal III.

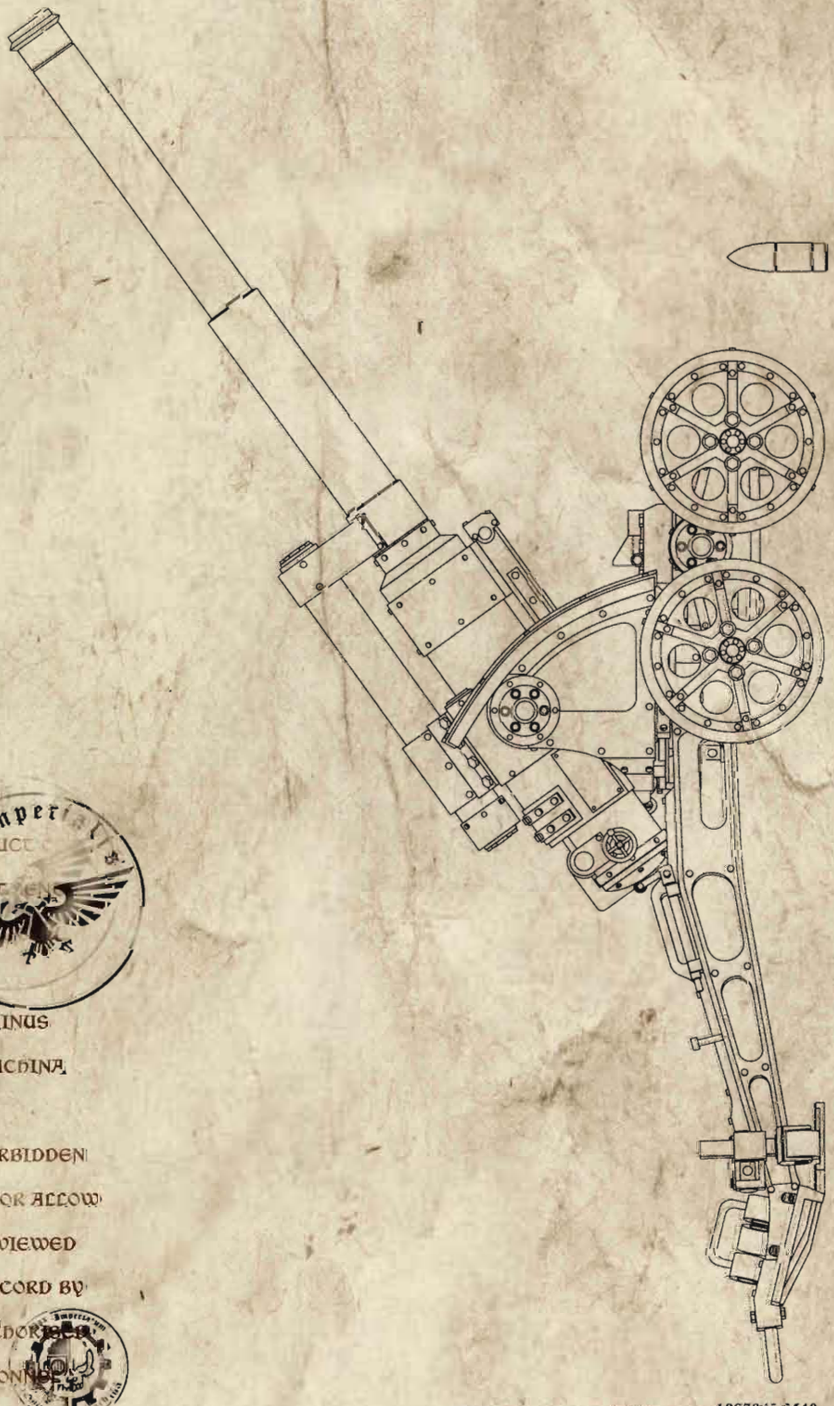
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 5[2c]

Lucius pattern Earthshaker Cannon



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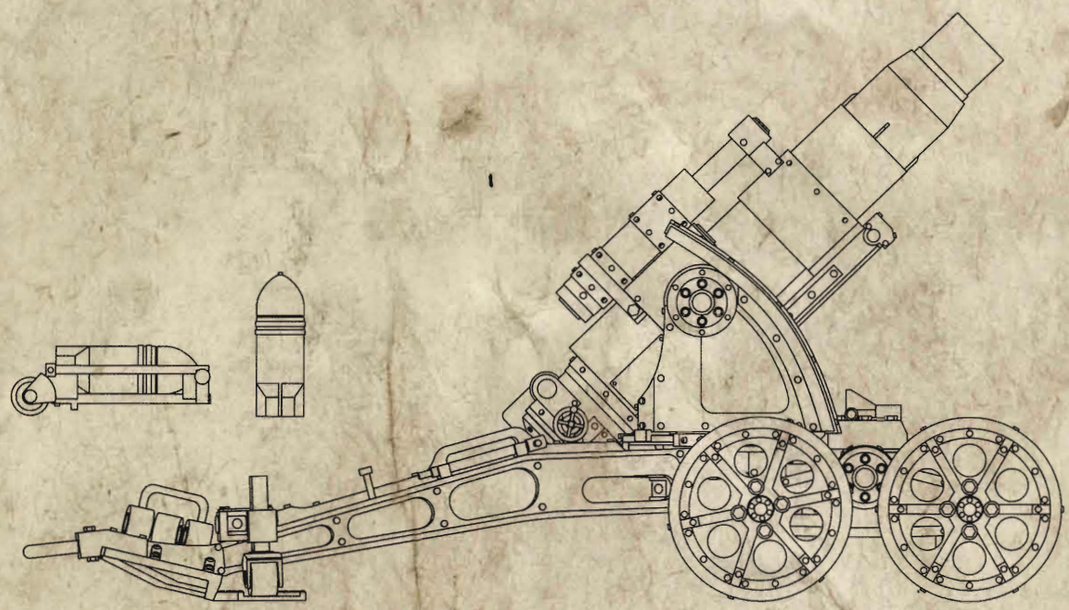
MAGOS FABRICATOR

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-I6Z:8CS
7A3:04A
35Z:9B4
PART 6[2c]

Lucius pattern Medusa Platform



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IMPOTENTES

VEHICLE DESIGNATION:	0198-673-7609-HQL3
VEHICLE NAME:	MEDUSA SIEGE GUN
FORGE WORLD OF ORIGIN:	LUCIUS
KNOWN PATTERNS:	I-III
CREW:	6 X GUNNERS
POWERPLANT:	N/A
WEIGHT:	12 TONNES
LENGTH:	8.2 M (CARRIAGE ONLY)
WIDTH:	3.7 M
HEIGHT:	3.7 M (GUN AT 0° ELEVATION)
GROUND CLEARANCE	0.7M
MAX SPEED ON ROAD:	N/A
MAX SPEED OFF ROAD:	N/A

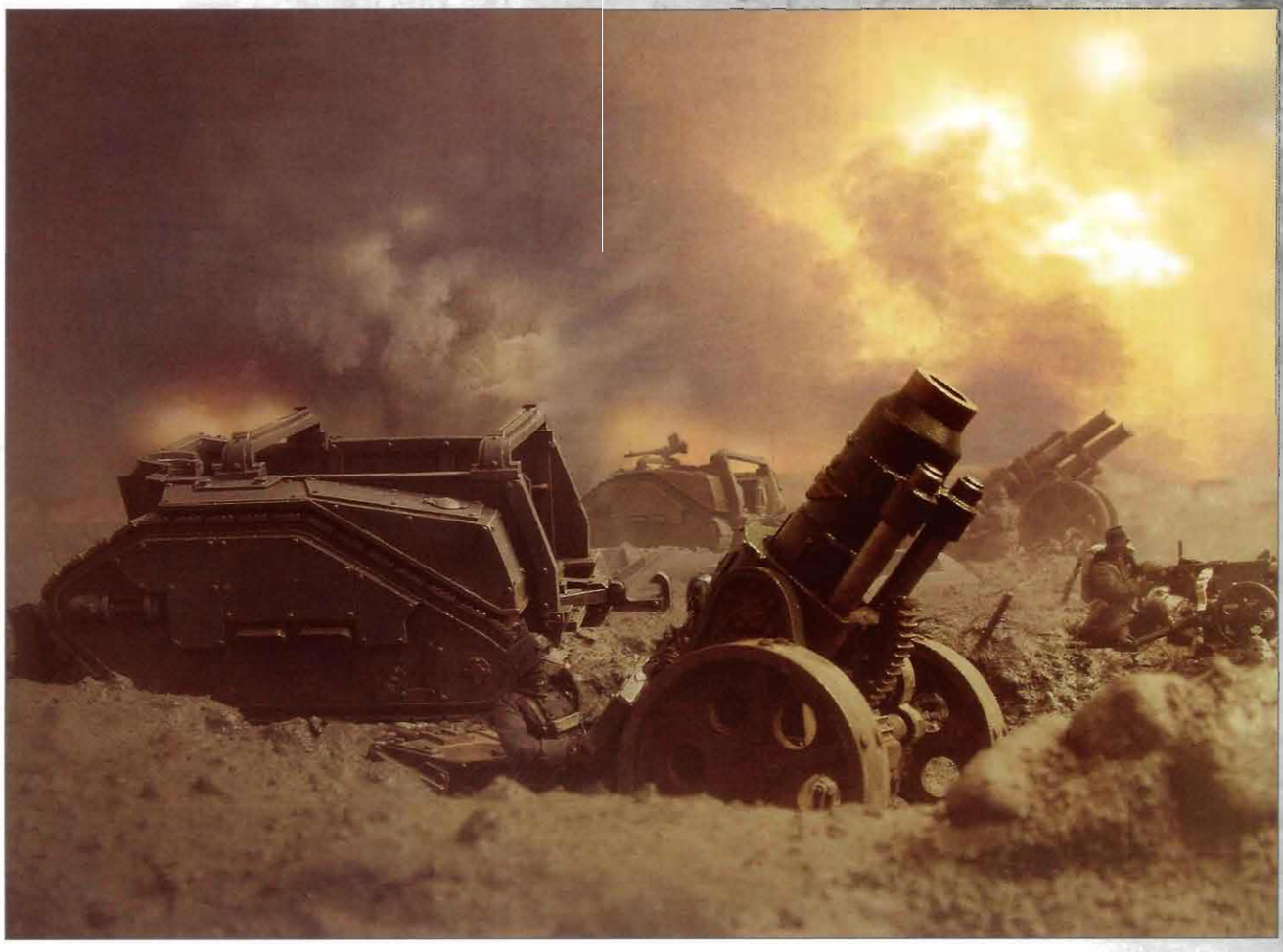
MAIN ARMAMENT:	4 X MORTARS
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	0°/10° TO +54°
MAIN AMMUNITION:	600 ROUNDS
SECONDARY AMMUNITION	N/A
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	N/A
HULL	N/A
GUN MANTLET	60 MM
ADDENDUM	

DATE: 1556092.M38

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FORGE FABRICATOR

FIELD ARTILLERY



For the majority of Imperial Guard regiments, the two most commonly fielded artillery pieces are quad launchers and heavy mortars. Both form part of the field artillery companies, and are generally deployed in batteries of up to four guns, each with its own tow, and supported by various command vehicles and extra ammunition vehicles and trailers.

Quad launchers, also commonly known as 'quad' or 'thudd' guns due to their distinctive sound when firing, are effectively four large mortars mounted on a single carriage. Once the 'quads' were common weapons amongst the Imperial Guard, but most of these weapons have now been relegated to second line units, used to arm planetary defence forces and militia units.

The Quad Launcher's main drawback is the time required to reload it between volleys. This is a labourious process which involves the ammunition being placed into the hop, the breech is then hand cranked back which allows the round to feed into the breech, which then slams forwards into the ready position. The hop can then be reloaded with another shell and when the gun fires, the recoil allows the second shell to load automatically. Once this second shell is fired, the whole slow loading process must be repeated. The weapon's complex automated loader is also prone to jamming and misfeeds, and must be carefully maintained in the field.

Despite these drawbacks, when loaded the Quad Launcher is a highly effective anti-infantry and suppression weapon, lobbing four shells at a time in a high trajectory to rain down onto enemy trenches in a distinctive rapid bursting four shell pattern. The 'quads' are also deployed for point defence, where they are used in a direct fire role against enemy infantry attacks. The weapon lacks the range of heavier artillery and as such is of little use for box-barrages or counter-battery fire.

The field artillery company's other weapon is the heavy mortar, which is a larger version of the standard infantry mortar. This is the same weapon that is commonly mounted on the Griffon mortar carrier, but mounted on a wheeled carriage and towed by a Centaur or Trojan. The mortar is breech loading, and a well-drilled crew can maintain a good steady rate of fire for several hours.

The heavy mortar is highly versatile, and unlike the Quad Launcher it can fire a wide variety of ammunition. It is often used to fire illumination shells at night, or to lay smoke barrages before an infantry attack. Whilst lacking the destructive power of the 'quads', the heavy mortar's versatility makes it popular with artillery commanders and Guardsmen alike.

FIELD ARTILLERY BATTERY ..... 50 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+
Heavy Mortar	-	-	-	7	2	-	-	-	3+

Unit Composition
- 1-3 Heavy Quad Launchers, each with three Imperial Guard crew

Unit Type
- Artillery (Immobile)

Special Rules
- Immobile
- Shell Shock (Heavy Quad launcher only)

Wargear
- Heavy Quad Launcher
- Flak armour (Crew)
- Lasgun (Crew)
- Frag grenades (Crew)
- Close combat weapon (Crew)

Options
- Any artillery piece may take:
  - Up to two additional Crewmen.....+6 points each
- Any Heavy Quad Launcher may be exchanged for:
  - Heavy mortar ..... Free
- All artillery pieces in the squadron may take
  - Camo-netting .....+30 points per model
- Any squadron may also take:
  - Trojan towing vehicles.....+35 points each*
  - Centaur artillery tractors.....+45 points each*

A Field Artillery Battery is a Heavy Support choice for a Codex Imperial Guard army.

* *If this is chosen, one Trojan or Centaur must be purchased for each artillery piece in the battery.*

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

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



A poisonous smog hangs over the heavy mortars of the 261st Regiment on Vraks.

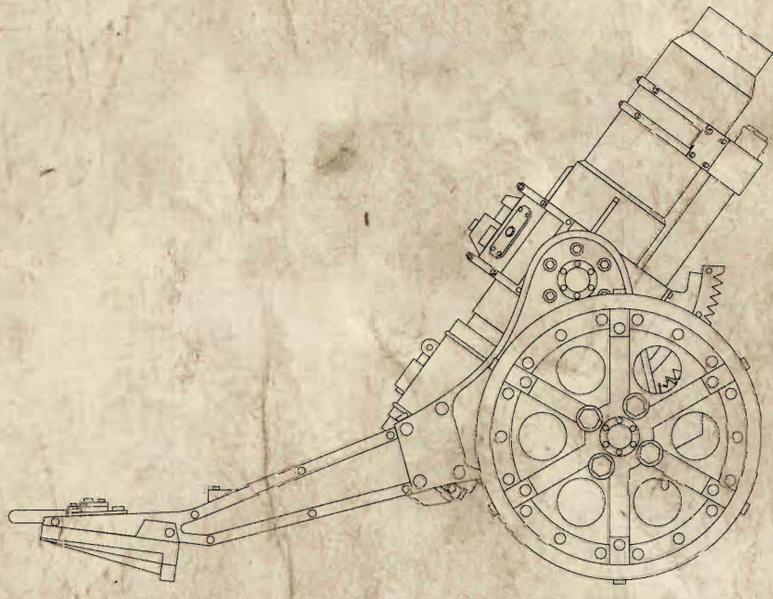
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 7[2c]

Lucius pattern Heavy Mortar



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FERRUM POTENTES

VEHICLE DESIGNATION:	7556-307-9857-HM03	MAIN ARMAMENT:	HEAVY MORTARS
VEHICLE NAME:	HEAVY MORTAR	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	LUCIUS	TRAVERSE & ELEVATION:	0°/20° TO +82°
KNOWN PATTERNS:	I-XII	MAIN AMMUNITION:	N/A
CREW:	4 X GUNNERS	SECONDARY AMMUNITION	N/A
POWERPLANT:	N/A	ARMOUR:	
WEIGHT:	3.5 TONNES	TURRET:	N/A
LENGTH:	4.6 M	SUPERSTRUCTURE	N/A
WIDTH:	2.3 M	HULL	N/A
HEIGHT:	3.3 M	GUN MANTLET	N/A
GROUND CLEARANCE	.6M	ADDENDUM	
MAX SPEED ON ROAD:	N/A		
MAX SPEED OFF ROAD:	N/A		

DATE: 1556092.M38

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MAGOS FABRICATOR

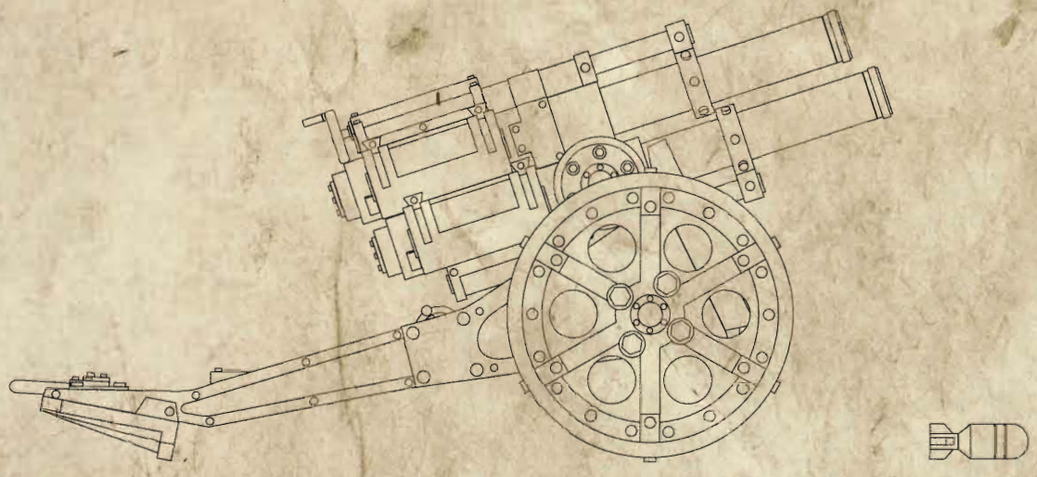
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
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PART 7[2b]

Lucius pattern Quad Launcher



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FERRUM PERFECTUS

VEHICLE DESIGNATION:	2312-673-7609-HQL3	MAIN ARMAMENT:	4 X MORTARS
VEHICLE NAME:	QUAD LAUNCHER	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	LUCIUS	TRAVERSE & ELEVATION:	0°/10° TO +45°
KNOWN PATTERNS:	II-IX	MAIN AMMUNITION:	4 ROUNDS
CREW:	4 X GUNNERS	SECONDARY AMMUNITION	N/A
POWERPLANT:	N/A	ARMOUR :	
WEIGHT:	3.8 TONNES	TURRET:	N/A
LENGTH:	4.6 M	SUPERSTRUCTURE	N/A
WIDTH:	2.3 M	HULL	N/A
HEIGHT:	2.2 M	GUN MANTLET	30 MM
GROUND CLEARANCE	.44M	ADDENDUM	
MAX SPEED ON ROAD:	N/A		
MAX SPEED OFF ROAD:	N/A		

DATE: 1556092.M38 SIGNATURE:

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MAGOS FABRICATOR

TARANTULA SENTRY GUN



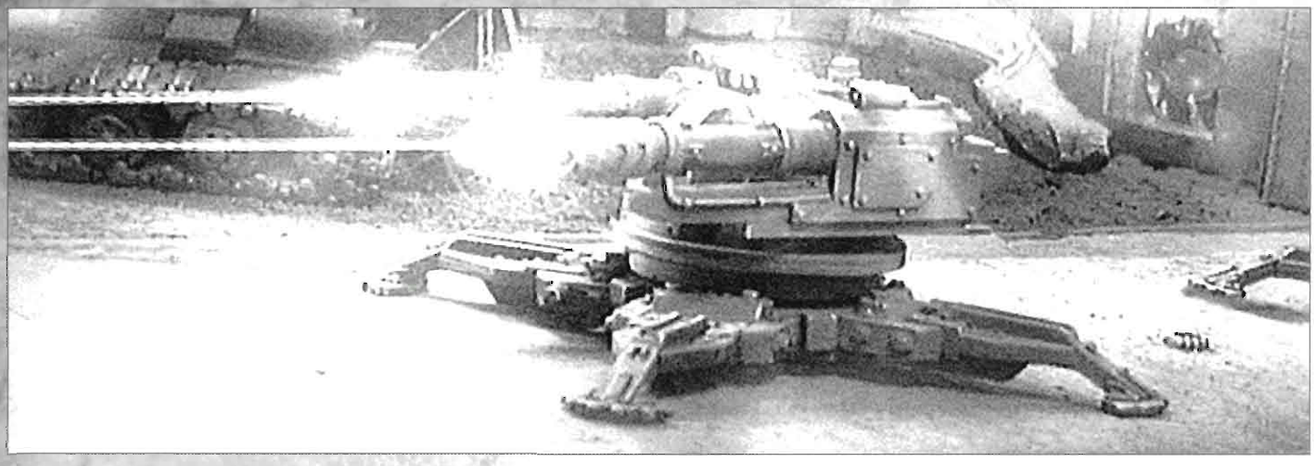
Based upon ancient Imperial technology sentry guns are automated weapons systems which for a beleaguered force low on manpower, or stretched thinly through the streets of an urban battlefield, can literally be a lifesaver. Able to operate independently without the need for a controller due to their machine spirit-infused simple logis engines, once placed, set and armed their systems remain constantly vigilant, keeping guard over an assigned area day and night, needing neither sustenance or rest. Then when an attack comes, the sentry guns burst into life, methodically gunning down anything that approaches them until they either run out of ammunition or are destroyed.

Known also as Tarantulas, the origin of this moniker has long since been lost in the depths of time, although it is fair to assume that their mutli-legged construction can be attributed in part to this. Veteran Guardsmen in particular are said to venerate these arcane devices based, on ancient STC data, which will have undoubtedly saved their lives on more than one occasion. It is not unheard of for dedications to the sentry gun's machine spirit to be found reverentially placed around it, a practice that is frowned upon by most Imperial commanders and commissars have been known to issue severe penalties to anyone caught participating in such acts of unsanctioned worship.

Sentry guns are used in a variety of roles, and are often placed to cover approaches to key positions such as roadblocks or to defend a perimeter from surprise attack. There are many types, the most common by far being those equipped with twin-linked heavy bolters or twin-linked lascannon, which are deployed in anti-personnel and anti-tank roles respectively.

As a relatively light support weapon, Tarantulas can be carried in the back of a Chimera or Rhino, and are also often used by Storm Troopers and Drop Troops rapidly deployed from the rear of a Valkyrie. They can even be packed in crates and airdropped via a grav-chute into a battle zone, enabling troops to be freed up from rear defence duties as Imperial frontlines march steadily forwards.

Having proven their usefulness in war zones wherever the Imperial Guard have fought across the galaxy, other branches of the Imperium also occasionally adopt their use. This includes the Space Marines and the Adeptus Arbites, who as well fielding them with standard issue technology, may also arm them with some of the more exotic weaponry available from their armouries.



SENTRY GUN BATTERY ..... 15 POINTS PER GUN

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

Unit Composition
- 1-3 Sentry Guns

Unit Type
- Artillery

Special Rules
- Automated Artillery
- Fire Modes

Wargear
- Twin-linked heavy bolters

Options
- A Sentry Gun may exchange its twin-linked heavy bolters for:
  - Twin-linked lascannon .....+10 points per model
- The entire squadron may take:
  - Camo-netting .....+10 points per model

A Sentry Gun Battery is a Heavy Support choice for a Codex: Imperial Guard army.

Automated Artillery
Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not pile-in and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale test as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

Firing Modes
A Sentry Gun can fire in one of two ways and you must decide which mode the sentry gun will be set in before the start of the game. You cannot change its mode once you have decided, it remains in that mode for the rest of the game.

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

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

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its firing mode.
- A lascannon-equipped Sentry Gun will fire at the nearest enemy vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles are still counted as viable targets, only wrecked vehicles will be ignored).

Thought for the day: The truth is terrible to bear.

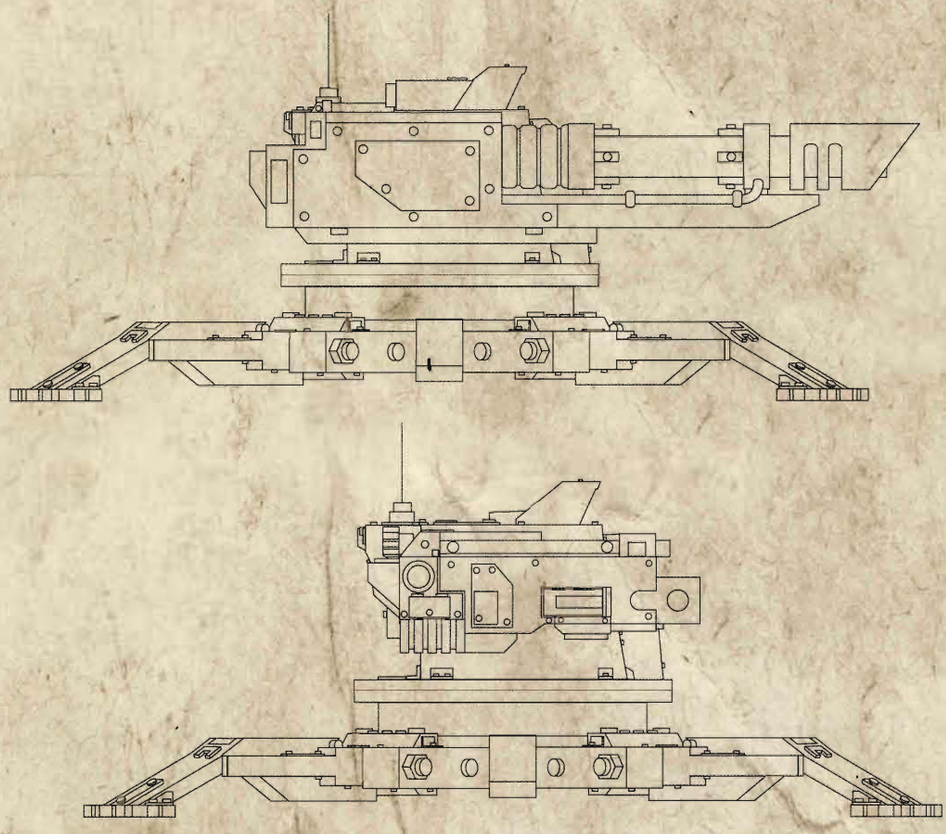
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 1a3.

Metalica pattern Tarantula Sentry Gun



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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-4098-TA5513	MAIN ARMAMENT:	2 HEAVY BOLTERS
VEHICLE NAME:	TARANTULA SENTRY GUN	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	METALICA	TRAVERSE & ELEVATION:	360°/0° TO +70°
KNOWN PATTERNS:	I-V	MAIN AMMUNITION:	600 ROUNDS
CREW:	N/A	SECONDARY AMMUNITION	N/A
POWERPLANT:	N/A	ARMOUR :	
WEIGHT:	1.1 TONNES	TURRET:	10 MM
LENGTH:	5.3 M	SUPERSTRUCTURE	10 MM
WIDTH:	5.3 M	HULL	N/A
HEIGHT:	1.6 M	GUN MANTLET	N/A
GROUND CLEARANCE	N/A	ADDENDUM	
MAX SPEED ON ROAD:	N/A		
MAX SPEED OFF ROAD:	N/A		

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MAGOS FABRICATOR



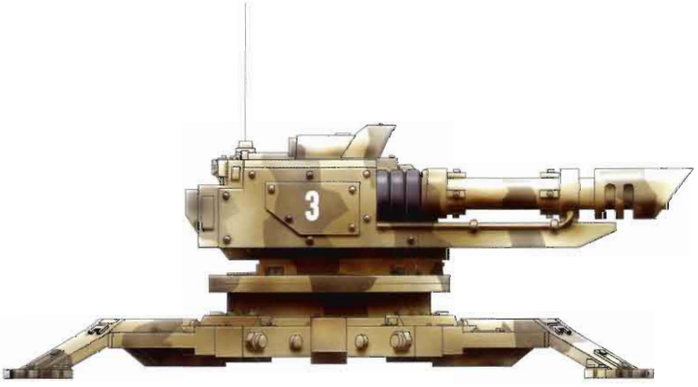
Tarantula Sentry Gun of the Mordian 16th Armoured Regiment.



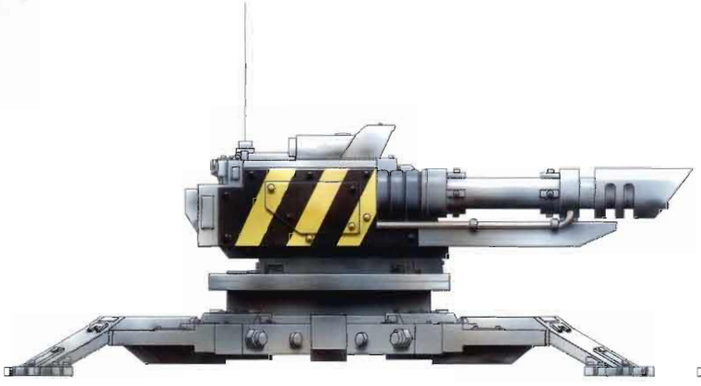
Tarantula Sentry Gun of the Catachan 18th Regiment, Koralkal VIII.



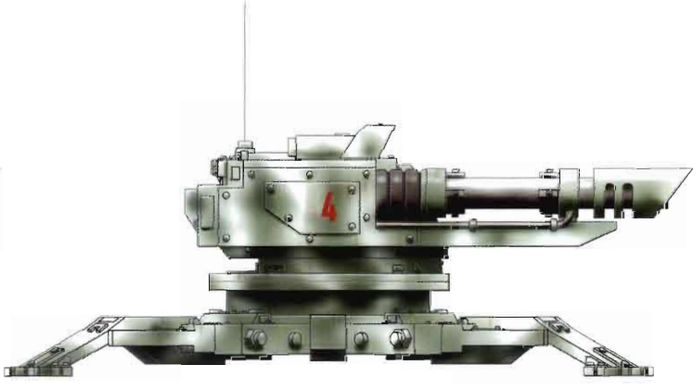
Tarantula Sentry Gun of the Cadian 98th Armoured Regiment, Luxor Uprising.



Tarantula Sentry Gun of the Krieg 28th Armoured Regiment, Galan V Expeditionary force.



Tarantula Sentry Gun of an unidentified unit. This may be an Adeptus Arbites weapon, clearly marked with warning stripes.



Tarantula Sentry Gun of the Valhallan 193rd Armoured Regiment, Canaan's World.

GUN PLATFORMS



Sabre Gun Platforms
These are auto-stabilised mounts for heavy weapons, such as twin-linked autocannon, twin-linked lascannon and quad heavy stubbers. Their design enables a single infantryman to operate them effectively without the need for additional crew, and units issued Sabre weapon platforms will often operate outside of the usual platoon command structure, being deployed where needed the most by Imperial commanders.

Due to their light structure they are easily assembled on the field in forward positions or around vital strong-points, where they provide supporting fire to Imperial forces in the area. The gyroscopic frame they are mounted on also allows the operator to engage aerial targets effectively, providing vital anti-aircraft cover. As well as mounting heavy weapons, the Sabre platform may also be fitted with a large searchlight. Batteries of these are predominantly attached to heavy weapon teams and used for finding ground targets and to illuminate airborne targets for anti-aircraft fire. Searchlight platforms can also be vehicle-mounted.

The platforms must be fully broken down before they can be moved, a procedure not easily accomplished whilst under fire and which renders them incapable of keeping up with the other elements of an Imperial Guard platoon. Instead these soldiers are placed around key objectives and expected to hold their ground regardless of opposition. They will often find themselves forming the last line of defence of any failing campaign, and many Guardsmen rightly consider assignment to a Sabre battery a death warrant.

Rapier Laser Destroyer
The Rapier Armoured Carrier is an ancient device, one of many such technological relics of the dawning days of Mankind's stellar empire. A bulky, armoured track unit which mounts an antomantic reactor, the Rapier is armed with a powerful laser destroyer, the same as mounted on the Laser Destroyer Tank Hunter. This has become synonymous with the Rapier Armoured Carrier, and the Graia pattern Rapier Laser Destroyer is perhaps the most common design of this potent anti-tank weapon in use.

SABRE WEAPONS BATTERY ..... 30 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+
Platform	-	-	-	7	2	-	-	-	3+



Unit Composition
- 1-3 Sabre Gun Platforms, each with a single Crewman per Platform

Unit Type
- Artillery (Immobile)

Special Rules
- Immobile
- Scout
- Skyfire
- Interceptor
- Defence Searchlight

Wargear
- Twin-linked heavy bolters

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

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

A Sabre Weapons Battery may be chosen instead of a Heavy Weapons squad as part of an Imperial Guard infantry platoon (see Codex: Imperial Guard).

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

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

RAPIER LASER DESTROYER ..... 40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Imperial Guard Crew	3	3	3	3	1	3	1	7	5+
Death Korps Crew	4	3	3	3	1	3	1	7	5+
Rapier	-	-	-	7	2	-	-	-	3+

Unit Composition
- 1-3 Rapiers, each with a single Imperial Guard Crewman, forming a battery.

Unit Type
- Artillery

Special Rules
- Extremely Bulky (Rapier and Crew)
- Explosive Demise

Wargear
- Laser destroyer array
- Flak armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Lasguns (Crew)

Options
- Any Rapiers in the battery may have one additional Crewman each:
  - Additional Crewman ..... +6 points per Rapier

A Rapier Battery is a Heavy Support choice for a Codex Imperial Guard army or a Defenders of Vraks army (see Imperial Armour Volume 5).

In addition, a Rapier Battery may also be taken in a Death Korps of Krieg Siege Regiment army (see Imperial Armour Volume 5) as an Elites choice (in which case its Crew have an identical profile to the Death Korps Crewmen listed for the army at no additional cost).

Explosive Demise: When the Rapier loses its last wound roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1 then place a Large Blast (5") template onto the table, centred on the Rapier. All models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved remove the Rapier as a casualty as normal.



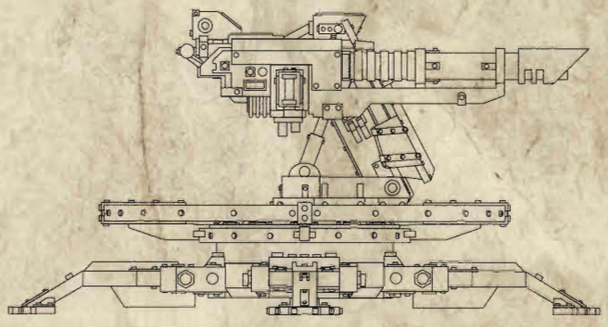
ADEPTUS MECHANICUS

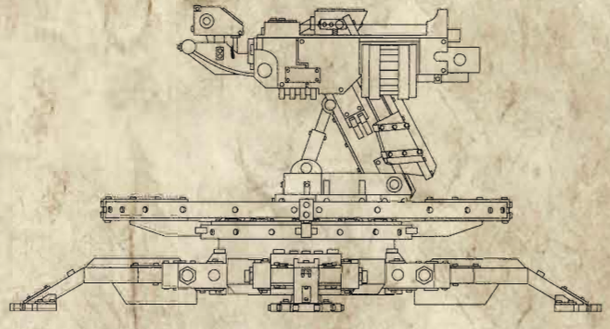
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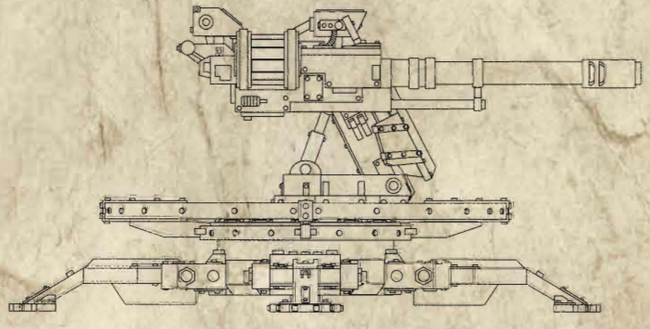
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7A3:04A
35Z:9B4

PART Label

Phaeton pattern
Sabre Gun Platforms







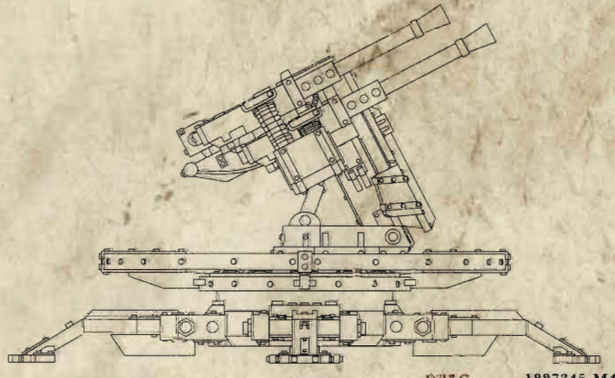
PRODUCT

DEPARTMENT

MANUFACTURE

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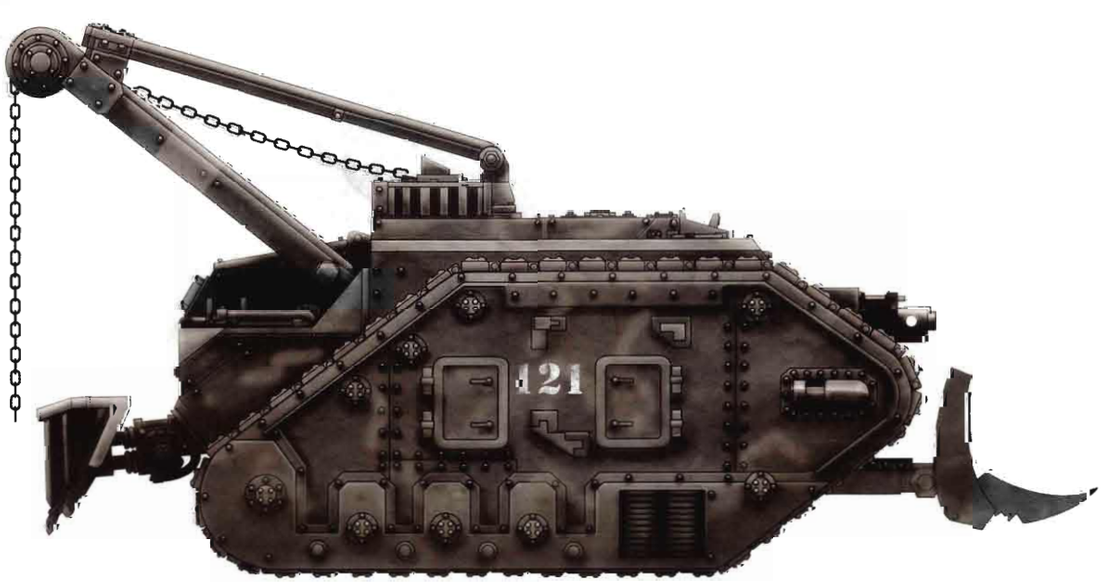
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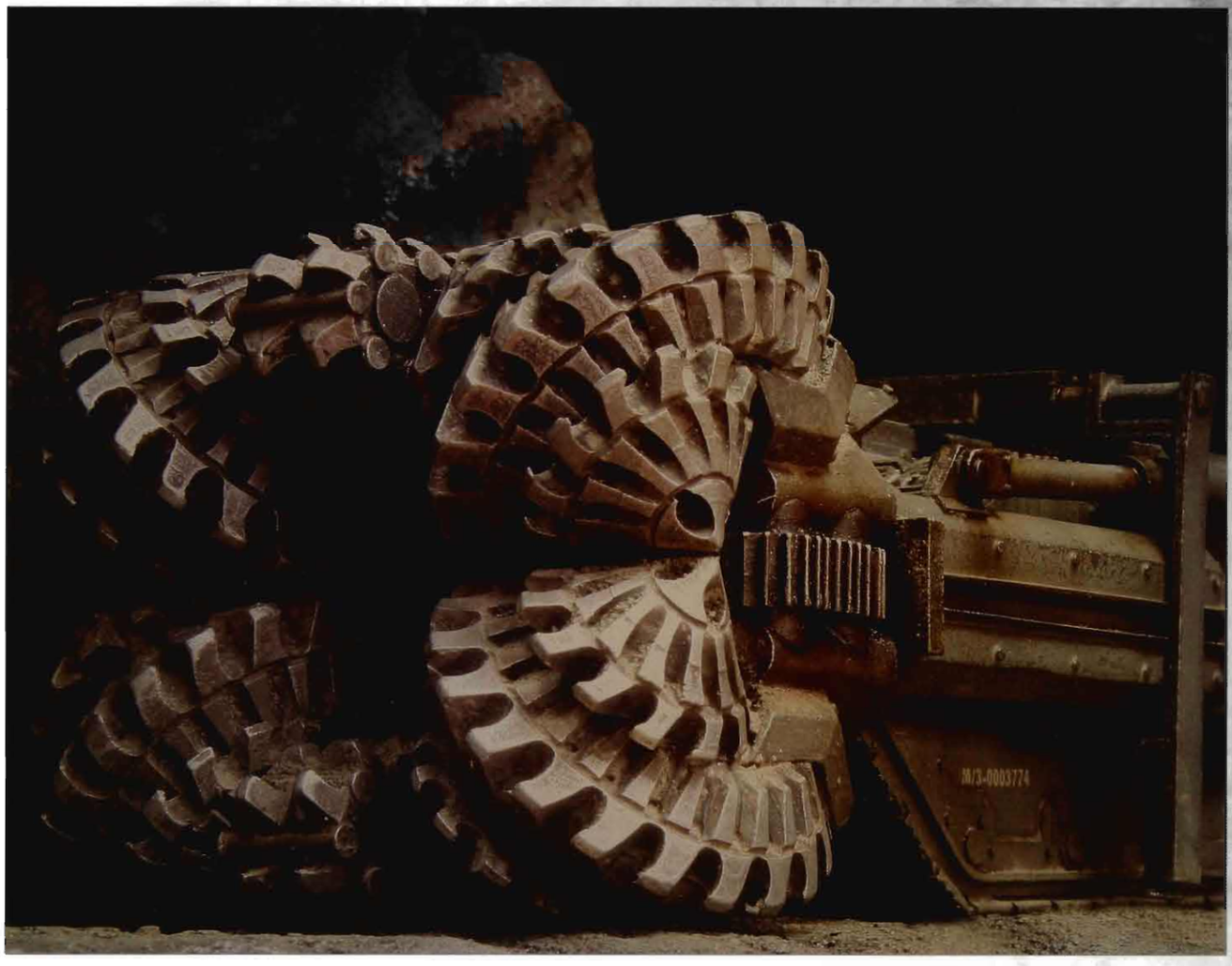
MAGOS FABRICA

IMPERIAL GUARD SUPPORT VEHICLES



Atlas Recovery Tank of the Teutonian 121st Armoured Regiment. This vehicle has had a dozer blade added making it a useful all-round engineering vehicle.

HADES BREACHING DRILL



Imperial Guard engineers have access to a vast range of specialised equipment to assist with digging tunnels under enemy lines or undermining existing enemy-held tunnel networks during battles. As well as all carrying handheld digging equipment, they also have larger machines for heavy cutting and boring, and one such machine is the fearsome Hades breaching drill.

A feat of engineering in itself, the Hades' powerful cutting head is equipped with a melta-cutter for blasting rock into liquid slag and four large, diamantine-tipped, rotary powercutters. These can quickly smash and pound rock into rubble, and the blades are also shaped to help drag the machine forward as more rock is fed into the head. For additional mobility, this heavy cutting head is mounted via two powerful piston arms to a tracked chassis, through which there runs a conveyor belt to carry the rubble and debris away from the rock face.

As a cutting tool, it should not be confused with the Termite or Mole, which are rare subterranean transport vehicles sometimes fielded by the Adeptus Mechanicus for similar tunnelling assaults. These utilise advanced phase-field generator technology to 'dig' under the enemy rather than the brute force of the Hades.

Typically Hades' engineers and their support crews will have spent weeks or sometimes even months digging a sap tunnel ahead of a carefully planned attack. Once all is ready the breaching drill is then secretly moved into place and, on command, set into motion, quickly smashing through the last ten or twenty yards of rock to its objective. In its wake the Engineer squads then charge from the tunnel in a hail of dust, rock, debris and spinning blades which will quickly mangle anything still on the surface that blocks the Hades' way.

The Hades is not really a battlefield weapon but a piece of engineering equipment. In the past it has been pressed into service on the surface when attacking heavy fortified positions or fortress walls, but high rates of attrition mean it is often a weapon of last resort, and a poor replacement for a demolisher cannon. Although slow and cumbersome to move, once above ground the Hades drill's cutting head can still be used as an improvised weapon. It is capable of cutting through just about any material with its powerblades and melta-cutter, smashing bunkers, buildings, defences or vehicles, and just about anything else including, on occasion, enemy troops.

HADES BREACHING DRILL..... 100 POINTS (INCLUDING HADES ASSAULT SQUAD)

			Armour			
		BS	Front	Side	Rear	HP
Hades Drill		-	12	10	10	2
	WS	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Sv**
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+

Unit Composition

- 1 Hades Breaching Drill and one Imperial Guard Hades Assault Squad composed of 9 Veterans and a Veteran Sergeant. Although part of the same force selection choice, they operate independently as units during the game (and are worth Victory points separately where this is applicable).

Unit Type

- Hades Drill – Vehicle (Tank, Heavy)
- Assault Squad (Infantry)

Special Rules (Hades Drill)

- Subterranean Assault
- Melta-cutter Drill

Special Rules (Assault Squad)

- Follow-up Attack

Wargear (Hades Drill)

- None

Wargear (Assault Squad)

- Flak armour
- Shotgun
- Close combat weapon
- Frag and krak grenades

Options

- The Veteran Sergeant may exchange their shotgun and/or close combat weapon for:
  - Laspistol ..... Free
  - Bolt pistol ..... +2 points
  - Power sword or axe ..... +10 points
  - Plasma pistol ..... +10 points
  - Power fist ..... +15 points
- One Veteran may have a vox-caster ..... +5 points
- Up to two Veterans may replace their shotguns with a:
  - Flamer ..... +5 points per model
  - Grenade launcher ..... +5 points per model
  - Meltagun ..... +10 points per model
  - Plasma gun ..... +15 points per model
- The entire squad may replace its flak armour for:
  - Carapace armour ..... +30 points
- The entire squad may be given melta bombs ..... +20 points

A Hades Breaching Drill and its Assault squad is an Elites choice for a Codex: Imperial Guard army.

Death Korps of Krieg Siege regiments may also use Hades Drills as listed here, however the Assault squad is instead replaced with a Death Korps Combat Engineer squad instead for +60 points.

Subterranean Assault

The Hades is an unusual assault unit as it arrives not from above or even via teleport, but from under the ground, boring its way to the surface in an explosion of burning earth and rock. Hades Drills and their attendant Assault squads are always placed in reserve and arrive in the game via the Deep Strike rules modified as shown below, with the Drill itself arriving first and the Hades Assault squad arriving on the subsequent turn through the opening it has created.

Rather than placing the model for the Hades Drill while deep striking, instead place a Blast (3") template instead. Roll to scatter as normal to determine where the template is placed. If the template is placed in clear ground, place the Hades Drill on top of the template as normal.

If the template is placed in contact with an enemy unit, fortification or building, that unit suffers an immediate Tank Shock or Ram attack (see the rules for Melta-cutter Drill) by the Hades Drill. If this attack is sufficient to displace the enemy unit so that the drill can be placed without an enemy unit being within 1", or destroys the fortification, vehicle or building in question, then the deep strike is successful and the Hades Drill is placed on the table over the template (note the template itself then remains on the table). If not, than the Hades Drill suffers a Deep Strike Mishap with the roll on the table modified by -2.

If the deep strike template is partially or completely off the table, on top of a friendly model or in some other form of impassable terrain, the Drill suffers a Deep Strike Mishap as normal. If the Hades Drill is destroyed by a Deep Strike Mishap, then the attached squad is also destroyed.

Melta-cutter Drill

The Hades is not a true battlefield weapon but a piece of heavy engineering equipment, however it can be very effective at close quarters, using its power-grinders and melta-cutters to shred and vaporise anything unfortunate enough to be caught in its path.

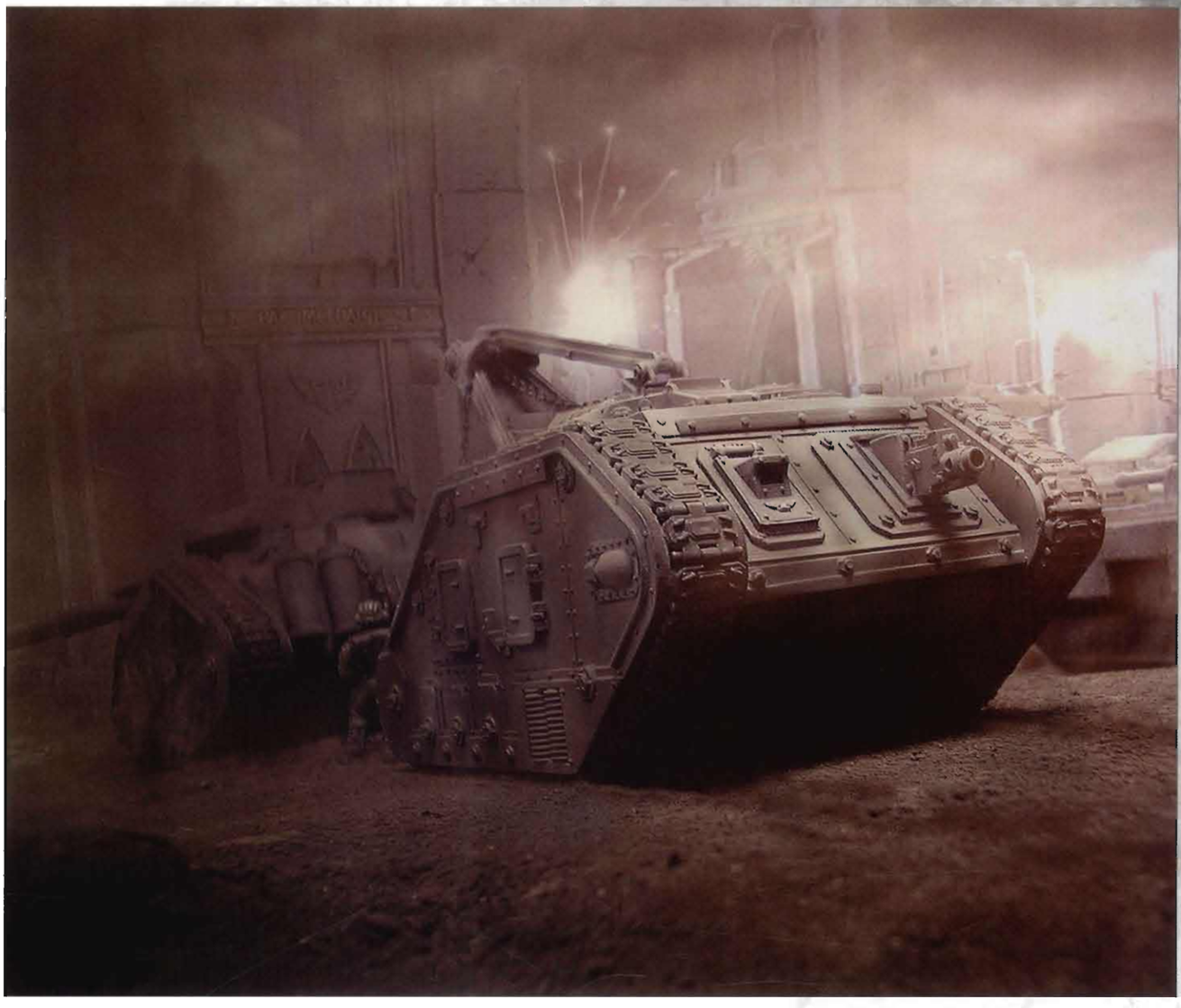
When conducting Ram attacks against other vehicles, buildings or fortifications, ram attacks caused by the Hades are treated as Strength 8, AP 1 and have the Melta rule (gaining D6 extra armour penetration), regardless of how far it has moved or other factors. In addition the Hades has a 4+ Invulnerable save against any damage it may suffer while making a ram attack.

When conducting a Tank Shock attack, any affected unit suffers D3 Strength 8 AP 2 hits (inflicted on the closest enemy models in the unit to the Hades) in addition to the usual effect of the Tank shock.

Follow-up Attack

Rather than roll for reserves normally, the Assault squad attached to the Hades Drill arrives from reserve automatically the turn after the Hades Drill breaches the surface, and may be placed in relation to the area of the deep strike template just as if they had disembarked from a vehicle. If they cannot be placed (if, for example, there is no room to place them), they count as suffering a Deep Strike Mishap, and may only attempt to enter the table in the area of the Drill's deep strike template on future turns.

ATLAS RECOVERY TANK



The Atlas is an armoured recovery tank based on the standard Leman Russ chassis, its battlefield role to recover disabled or immobilised armoured vehicles and tow them out of the line of fire. Towing a Leman Russ tank that weighs in excess of 60 tonnes requires an immensely powerful vehicle, and by removing a standard Leman Russ' turret, stripping down its armour and supercharging its engine, the Atlas can provide enough power to tow its heavy weight cousin, with three to four required to tow a super-heavy tank.

A regiment's complement of Atlas recovery tanks is usually gathered together into a single recovery squadron, directly under the command of the regimental colonel and his staff. Not all regiments are fortunate enough to have a compliment of Atlas, and those that do always find they are in demand.

During a battle, they are held safely in reserve, awaiting a call from the tank companies in the frontline. Once they receive a call for aid, an Atlas moves forward and locates the stricken Leman Russ. The Atlas crew will then hook up the crane and lower its rear spade. To prevent the weight of the tank being recovered from dragging the Atlas backwards, the rear spade acts a counterpoint digging into the ground as the crane begins to winch. The Atlas' engine can then be engaged, moving the Atlas and its load forwards until clear of any obstacle.

Seriously damaged vehicles in need of repair will be towed to the rear, well clear of the front lines, and placed on a flatbed trailer for removal to the regimental field workshop. For this reason, recovery squadrons usually have Trojans and trailers accompanying them. Less serious damaged vehicles, such as those that have thrown a track, can be immediately repaired by the Atlas crew and sent back into combat. For this purpose an Atlas crew will often be accompanied by an Adeptus Mechanicus Enginseer and his servitor assistants, to see that the correct blessings are administered to the vehicle's machine spirit.

Destroyed vehicles and those deemed damaged beyond repair will be inspected for possible salvage, spare parts or unfired ammunition. Then, after its machine spirit has been commended to the Emperor, it will be left to rust in peace.



ATLAS RECOVERY TANK ..... 85 POINTS

		Armour			
	BS	**Front**	**Side**	**Rear**	**HP**
Atlas	3	14	13	10	3

Unit Composition
- 1 Trojan

Unit Type
- Vehicle (Tank, Transport)

Special Rules
- Recovery Vehicle

Wargear
- Heavy bolter
- Searchlight
- Smoke launchers

Access Point
- Top hatch

Options
- An Atlas may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber.....+10 points
  - Hunter-killer missile.....+10 points
  - Dozer blade .....+10 points
  - Extra armour.....+15 points
  - Camo-netting .....+20 points

An Atlas Recovery Tank is an Elites choice for a Codex: Imperial Guard army.

Recovery Vehicle
If a vehicle with this special rule begins its Movement phase in contact with a friendly vehicle that has either been immobilised or has the Immobile Vehicle special rule then it may attempt to tow the immobilised/immobile vehicle. Immediately move both vehicles D6+2". They must finish this move in contact with each other, and if either vehicle moves over any terrain, both vehicles must take any appropriate tests. Vehicles with the Heavy type, or Super-heavy vehicles are only moved D3+2". On a turn in which this special rule is used both vehicles affected by it may only make Snap Shots. This rule may also be used on Immobile Artillery, the same rules apply except that any crew are considered to be moving with the Artillery piece and once the move is completed are placed within 1" of their weapon. An Immobile Artillery piece moved using this rule may not fire in the turn in which it has been moved.

In addition if the vehicle is within 6" of a Tech-Priest Enginseer, the Tech-Priest may re-roll all Repair tests made using the Blessings of the Omnissiah special rule, and may make an additional Repair test that turn (this second Repair test may be used on the same vehicle as the first or another vehicle in contact with either the Tech-Priest or recovery vehicle).

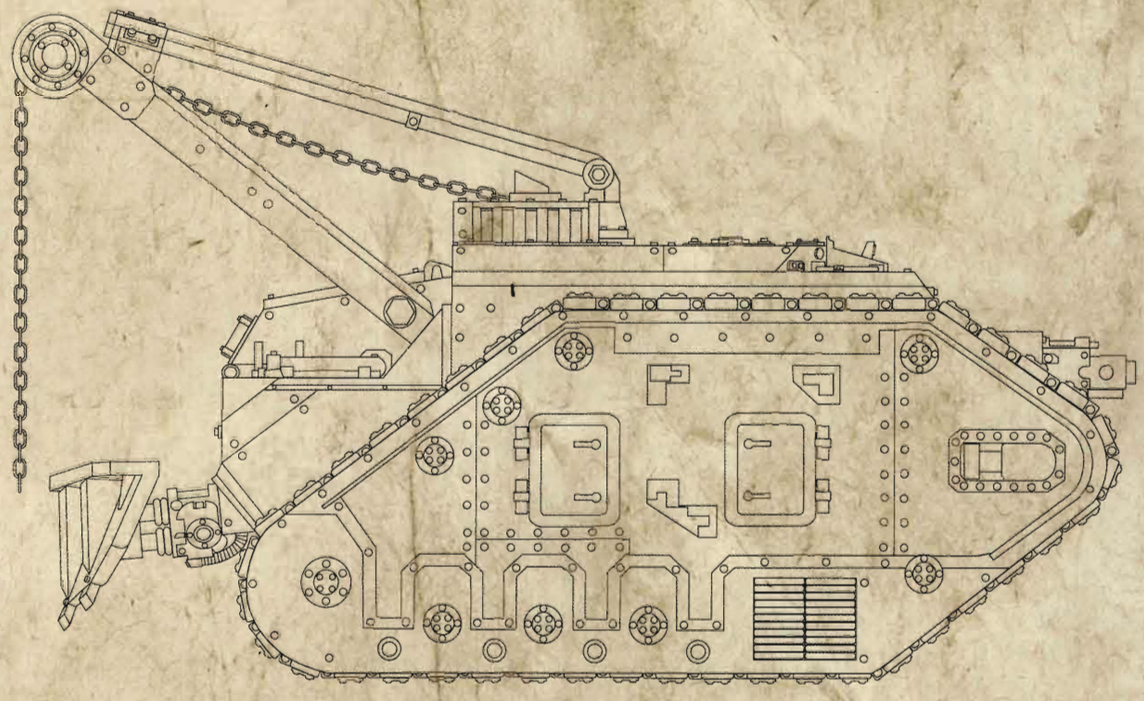
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Stygies VIII pattern Atlas



PRODUCT OF FORGE WORLD MANUFACTURUM

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POTENTES

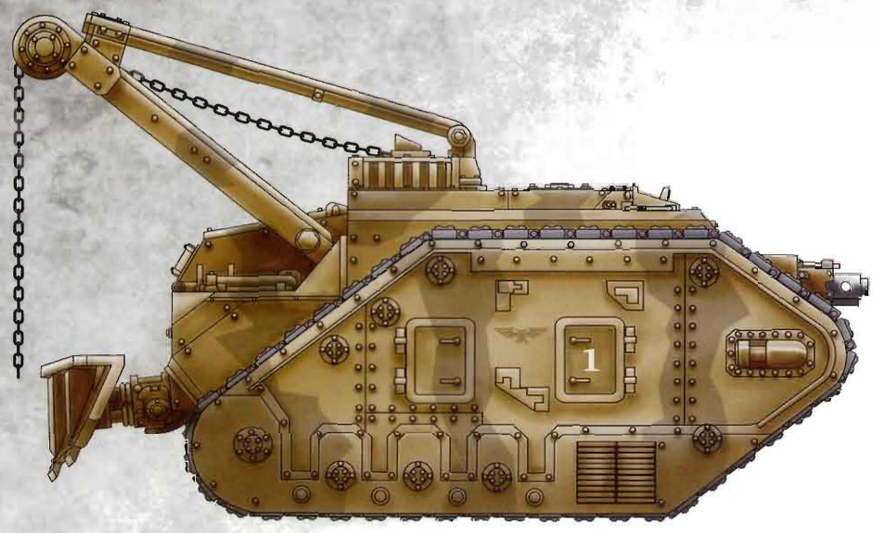
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VEHICLE NAME:	ATLAS RECOVERY TANK	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	STYGIES VIII	TRAVERSE & ELEVATION:	10°/-1°-+18°
KNOWN PATTERNS:	I-IXI	MAIN AMMUNITION:	300 ROUNDS
CREW:	COMMANDER, DRIVER, OPERATOR	SECONDARY AMMUNITION	N/A
POWERPLANT:	VMR230 V12 MULTI-FUEL	ARMOUR :	
WEIGHT:	43 TONNES	TURRET:	N/A
LENGTH:	7.08 M	SUPERSTRUCTURE	90 MM
WIDTH:	4.86 M	HULL	80 MM
HEIGHT:	3.75 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.45 M	ADDENDUM	
MAX SPEED ON ROAD:	34 KPH		
MAX SPEED OFF ROAD:	20 KPH		

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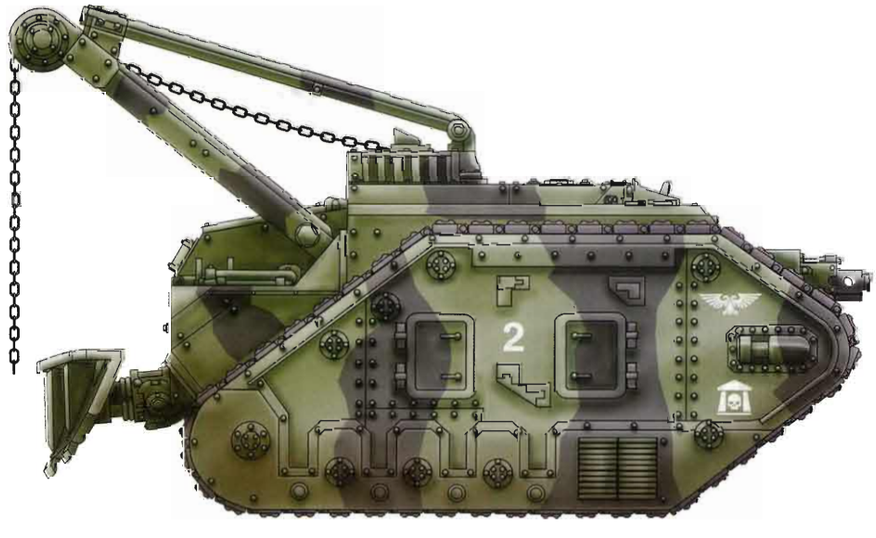
MAGOS FABRICATOR



Atlas Recovery Tank of the Tallarn 3rd Armoured Regiment, first vehicle, Defence of Balle Alpha.



The few visible markings on this vehicle indicate it is attached to the 7th Tank Company of a Krieg Armoured regiment.



Atlas Recovery Tank of the Cadian 7th Armoured regiment, second vehicle, Defence of Hamman's World .

CYCLOPS DEMOLITION VEHICLE



The Cyclops is a small, tracked armoured vehicle used for battlefield demolitions. Inside its hull sits a large demolition charge that can be triggered by a vox signal which, when the charge explodes, destroys not only the Cyclops but hopefully takes its target with it.

Each Cyclops has a single controller – a guardsman who has been trained to operate the remote control device and guide the vehicle to its target. The Cyclops' primary function is to attack enemy bunkers, strong points and obstacles, but in the field troops have found it can be used to attack other targets.

Cyclops are therefore commonly deployed for minefield clearance and to destroy obstacles such as tank traps and razor wire. They have also been used during street fighting to attack enemy-held buildings or targeted at structural weak points on bridges. Although not designed for the task, the demolition charge is also large enough to damage enemy vehicles.

The Cyclops' small size means it can be transported inside another vehicle. For example, both the Chimera and the Crassus armoured assault transport have the capacity to carry two within their hulls.

Even a Valkyrie can carry a Cyclops inside its hold. Air mobile Cyclops have been used by Storm Trooper units as sabotage weapons, landed behind enemy lines with a single controller who then guides the vehicle to its target, be it an ammunition dump, road bridge or enemy command bunker.

The Cyclops is a specialised piece of equipment and not in common use. They are usually only issued to units as and when they are needed, but when they are deployed they are well liked by infantrymen, relieving them of many hazardous tasks.

CYCLOPS DEMOLITION SQUAD ..... 30 POINTS PER CYCLOPS TEAM

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	-	-	-	6	2	-	-	-	4+
Guardsman	3	3	3	3	1	3	1	7	5+

Unit Composition
- 1-3 Cyclops teams, each comprised of 1 Cyclops Demolition Vehicle and 1 Guardsmen operator, forming a unit.

Unit Type
- Infantry – special (Cyclops)*
- Infantry (Guardsmen)

**see Remote Control below*

Special Rules
- Remote Control
- Extremely Bulky (Cyclops)
- Fearless (Cyclops)

Wargear
- Cyclops Demolition charge (Cyclops)
- Flak armour (Guardsman)
- Lasgun (Guardsman)
- Close combat weapon (Guardsman)

A Cyclops Demolition Squad is a Heavy Support Choice for a Codex: Imperial Guard army.

Remote Control
Cyclops units are deployed together but as soon as the game begins, the Cyclops Demolition Vehicles that are part of the unit may immediately be individually detached from the unit and act separately and move on their own to close with and attack their targets. The Cyclops cannot function more than 48" away from their operators. If they become separated by a greater distance than this, the Cyclops simply stops and can do nothing until the operator is back within 48". Likewise if all the operators in the unit are killed, the Cyclops can do nothing but is left in play (and may still suffer accidental detonation if destroyed). If all the unit's operators are killed, the unit itself counts as being destroyed at the end of the game.

Cyclops carry no ranged weapons and cannot fight normally in assaults, but can themselves be targeted normally, being hit automatically in assaults. They may however carry out charges – this is to bring them in range to detonate! Cyclops Demolition Vehicles and any unit containing them can never make sweeping advances in combat.

Cyclops Demolition Charge
The Cyclops is in essence a mobile bomb and can be detonated by remote control in any of the owning player's Assault phases regardless of whether it is in combat, and any of their opponent's Assault phases in which the Cyclops is in combat. This detonation occurs on Initiative step 10 of the Fight sub-phase. When the Cyclops detonates, first centre the Large Blast (5") template on its model and resolve the attack as shown on the profile below. Then remove the Cyclops, which is automatically destroyed by its detonation.

Weapon	Range	Str	AP	Type
Cyclops Demolition Charge	N/A	9	3	Ordnance 1, Large Blast (5")

Accidental Detonation: If a Cyclops Demolition vehicle is destroyed by any means, roll a D6. On a result of 6 it detonates.



A pair of Cyclops demolition vehicles attached to the Kovnian 1st Armoured Regiment.
These are being remotely directed towards an enemy bunker during urban fighting on the Shadow world of Adun.

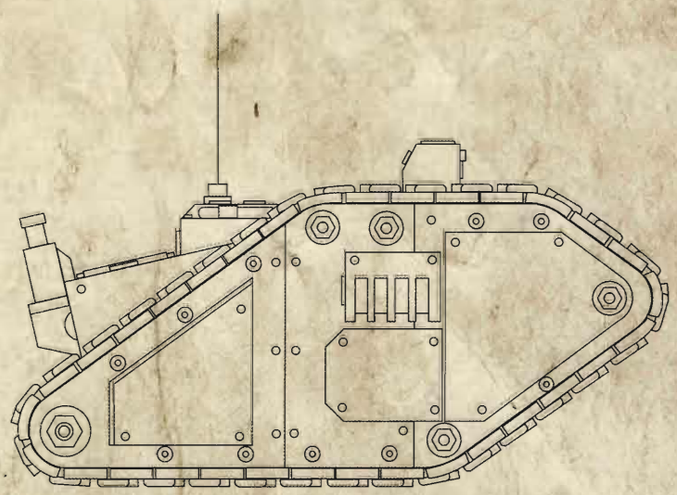
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Lucius pattern Cyclops Demolition Vehicle



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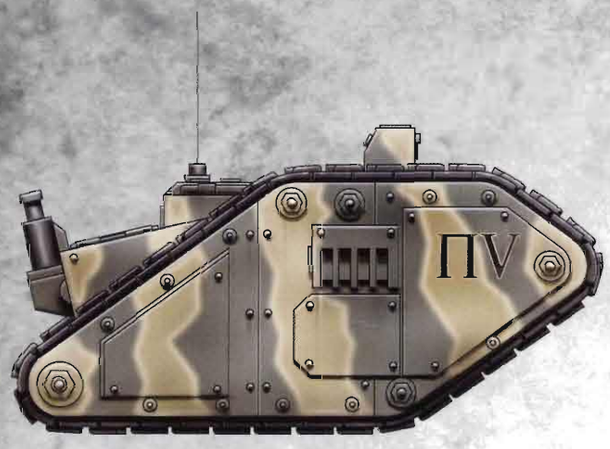
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VEHICLE NAME:	CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	LUCIUS	TRAVERSE & ELEVATION:	N/A
KNOWN PATTERNS:	I-XII	MAIN AMMUNITION:	N/A
CREW:	N/A	SECONDARY AMMUNITION	N/A
POWERPLANT:	HB40 491 MULTI-FUEL	ARMOUR :	
WEIGHT	1.5 TONNES	TURRET:	N/A
LENGTH:	2.5 M	SUPERSTRUCTURE	30 MM
WIDTH:	1.8 M	HULL	30 MM
HEIGHT:	1.2 M	GUN MANTLET	N/A
GROUND CLEARANCE	0.25 M	ADDENDUM	
MAX SPEED ON ROAD:	42 KPH		
MAX SPEED OFF ROAD:	4 KPH		

DATE: 1089015.M38

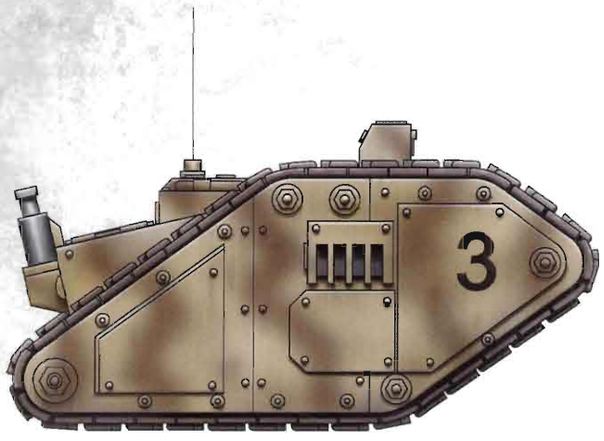
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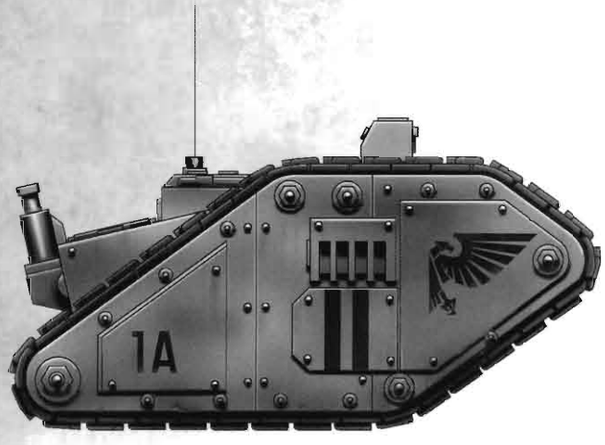
MAGOS FABRICATOR



Cyclops Demolition Vehicle of the Krieg 2nd Armoured Regiment. Third Armageddon War.



Cyclops Demolition Vehicle in desert camouflage scheme from an unidentified unit.



Cyclops Demolition Vehicle of the Mordian 201st Regiment. Used for crowd control during the occupation of Hive Secundus, Vaust Hive World.



Cyclops Demolition Vehicle of the Catachan 146th Regiment. Used in the equatorial jungles of Yarant II.



Cyclops Demolition Vehicle issued to Krieg's 1st Heavy Tank Company. Used to clear battlefield obstacles during the Cleansing of Radnar.



Cyclops Demolition Vehicle of the Cadian 98th Armoured Regiment. Luxor Uprising.

SENTINEL WALKER



The Sentinel is the Imperial Guard's standard issue light combat and scout vehicle. Widely used by most regiments for a variety of battlefield and rear echelon tasks, the Sentinel is one of the most common vehicles deployed by the Imperial Guard.

It is a single-seater, all-terrain walker, and its articulated legs and feet mean it is capable of traversing even the most treacherous terrain; from jungles and deserts, to swamps and ice fields the Sentinel can go almost anywhere. Being a walker it lacks the top speed of tracked or wheeled vehicles but, at need, it can run – much like a man.

Amongst Guardsmen, Sentinel pilots have gained a reputation as rogues and mavericks. Often called upon to operate independently of higher command, Sentinel pilots become individualistic, relying on their initiative, traits not generally encouraged in Imperial Guard troops.

Sentinels operate in squadrons of one to three vehicles, but are also fielded en-masse as entire companies. Their primary role is reconnaissance, ranging out in front of Imperial Guard columns to locate the enemy, but they are also used in many other roles. As a light combat vehicle, equipped with a single heavy weapon, they can provide valuable mobile heavy weapons support for infantry. Equipped with hunter-killer missiles, they become an anti-tank weapon, although they are more commonly used for security duties, patrolling around supply dumps, headquarters and airfields.

There are many different patterns of Sentinel, with each generally being armed differently. For example, the ubiquitous Mars pattern is armed with a multi-laser, the Catachan pattern carries a heavy flamer for jungle clearance, the Cadian pattern has an autocannon, and the Armageddon pattern has a lascannon and a fully enclosed cockpit to protect the pilot from toxic environments.

Drop Sentinels

The Elysians' Drop pattern Sentinel is equipped with either a heavy bolter or multi-melta, and will have had modifications made to its power plant and cab to allow it to fit inside a Valkyrie once its legs are folded away. The Sentinel can be launched from the Valkyrie and landed via a grav-chute with the rest of the troops and for the Elysian Drop Troops, who lack many of the Imperial Guard's heavier weapons, Drop Sentinels are vital, providing both mobile fire support and anti-tank firepower.

Generally the Elysians do not use Drop Sentinels as scouts, rather they are attached directly to infantry platoons as heavy weapons support, such as when the 23rd regiment's Drop Sentinels were heavily engaged during the assault and subsequent defence of Hydro-plant 23-30. All of the regiment's forty-two vehicles were destroyed during the three day battle.

Sentinel Powerlifter

Also operating behind the frontline, Sentinel Powerlifters are not combat vehicles and do not have any weaponry as such. They are a utility vehicle, used by rear echelon units for loading and unloading supplies at Departmento Munitorum storage depots, amongst which they are a common sight, stomping backwards and forwards carrying crates of ammunition and pallets of supplies.

This Sentinel's only 'weapon' is its heavy powerlifter, which has strong hydraulic claws easily capable of crushing a man. To counterbalance this weight, each Powerlifter has a large counterweight mounted to its rear to prevent it tipping forwards whilst carrying heavy loads. Powerlifters are often used on airfields and space ship flight decks to arm aircraft before missions, carrying missiles and ammunition from the magazines to the waiting aircraft. Artillery positions also sometimes use them for moving heavy ammunition, and they are occasionally called upon to defend the guns during infantry charges, but this is a desperate last measure.

SCOUT SENTINEL SQUADRON ..... 35 POINTS PER MODEL

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition
- Vehicle squadron of 1-3 Scout Sentinels.

Unit Type (specific)
- Vehicle (Walker, open topped)

Special Rules
- Scout
- Move through Cover

Wargear
- Multi-laser

Options
- Any Sentinel may replace its multi-laser with:
  - Heavy flamer ..... + 5 points per model
  - Autocannon ..... + 5 points per model
  - Lascannon ..... +15 points per model
  - Missile launcher ..... +10 points per model
  - Multiple rocket pod ..... +10 points per model
- Any Sentinel may take the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points per model
  - Searchlight ..... +1 point per model
- The entire squadron may take:
  - Camo-netting ..... +10 points per model
  - Smoke launchers ..... +5 points per model

A Scout Sentinel Squadron is a Fast Attack choice for a Codex: Imperial Guard army.

ARMOURED SENTINEL SQUADRON ..... 55 POINTS PER MODEL

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Armoured Sentinel	3	3	5	12	10	10	3	1	2

Unit Composition
- Vehicle squadron of 1-3 Armoured Sentinels.

Unit Type (all)
- Vehicle (Walker)

Wargear
- Multi-laser
- Extra armour

Options
- Any Sentinel may replace its multi-laser with:
  - Heavy flamer ..... + 5 points per model
  - Autocannon ..... + 5 points per model
  - Lascannon ..... +15 points per model
  - Missile launcher ..... +10 points per model
  - Multiple rocket pod ..... +10 points per model
  - Plasma cannon ..... + 20 points per model
- Any Sentinel may take the following vehicle upgrades:
  - Hunter-killer missile ..... +10 points per model
  - Searchlight ..... +1 point per model
- The entire squadron may take:
  - Camo-netting ..... +10 points per model
  - Smoke launchers ..... +5 points per model

An Armoured Sentinel Squadron is a Fast Attack choice for a Codex: Imperial Guard army.

Thought for the day: Will is not enough. Act!

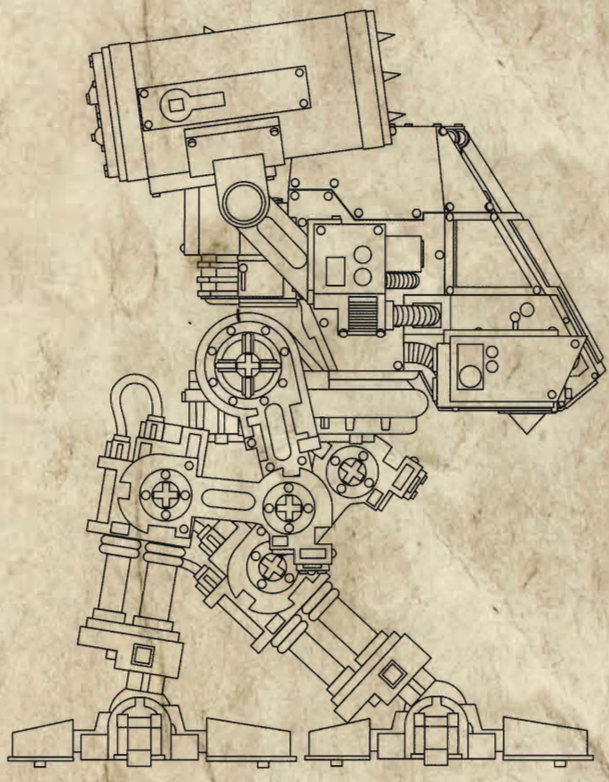
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Triplex-Phall pattern Sentinel Walker with rocket pod



PRODUCT OF DEPARTMENTO MANDATORUM

DOMINUS EX MACHINA

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FOR INCREMENTES

VEHICLE DESIGNATION:	0427-942-2203-CY023	MAIN ARMAMENT:	MULTIPLE ROCKET POD
VEHICLE NAME:	SENTINEL WALKER	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	TRIPLEX-PHALL	TRAVERSE & ELEVATION:	90°/ -0° TO +60°
KNOWN PATTERNS:	I-XII	MAIN AMMUNITION:	7 MISSILES
CREW:	DRIVER	SECONDARY AMMUNITION	N/A
POWERPLANT:	CRDV 6 CYL 90PS	ARMOUR :	45 MM
WEIGHT:	4 TONNES	TURRET:	N/A
LENGTH:	N/A	SUPERSTRUCTURE	45 MM
WIDTH:	2.3 M	HULL	N/A
HEIGHT:	4.8 M	GUN MANTLET	45 MM
GROUND CLEARANCE	2.22 M	ADDENDUM	
MAX SPEED ON ROAD:	45 KPH		
MAX SPEED OFF ROAD:	40 KPH		

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MAGOS FABRICATOR



DROP SENTINEL SQUADRON..... 55 POINTS PER MODEL

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Drop Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition
- 1-3 Drop Sentinels

Unit Type
- Vehicle (Walker, Open-topped)

Wargear
- Heavy bolter

Special Rules
- Move through Cover
- Deep Strike

Transport Capacity
- A squadron of 1-2 Drop Sentinels may select a Sky Talon as a dedicated transport.

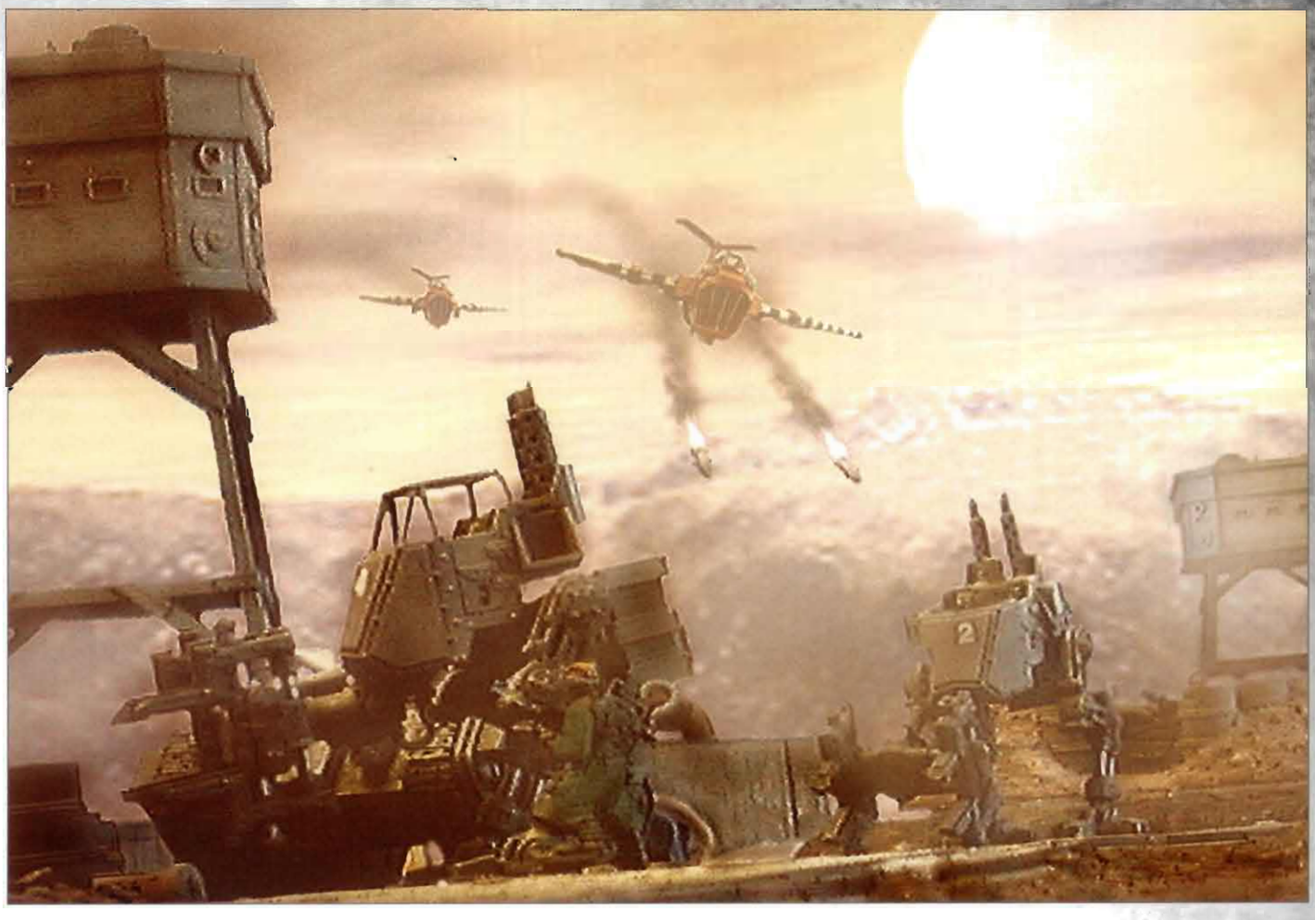
Options
- Any Drop Sentinel may replace its heavy bolter with:
  - Heavy flamer..... Free
  - Multi-melta.....+15 points per model
- Any Drop Sentinel may take any of the following:
  - Searchlight..... +1 point per model
  - Hunter-killer missile.....+10 points per model
- The entire squadron may take:
  - Smoke launchers.....+5 points per model
  - Camo-netting .....+10 points per model

A Drop Sentinel Squadron is a Fast Attack choice for a Codex: Imperial Guard army.



Thought for the day: The same hammer that shatters the glass, forges the steel.

Sentinel Walker



SENTINEL POWERLIFTER SQUADRON ..... 30 POINTS PER MODEL

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Sentinel Powerlifter	3	3	5 (7)	10	10	10	3	2	2

Unit Composition
- 1-3 Sentinel Powerlifters

Special Rules
- Powerlifter

Unit Type
- Vehicle (Walker, Open-topped)

Options
- Any Sentinel Powerlifter may take any of the following:
  - Dozer blade ..... +1 point per model
- The entire squadron may have:
  - Smoke launcher ..... +5 points per model
  - Camo-netting ..... +10 points per model

A Sentinel Powerlifter squadron is a Heavy Support choice for a Codex: Imperial Guard army.

Powerlifter
The Powerlifter can use its lifting claws in combat using the following weapon profile. Note: The Sentinel Powerlifter's power claw increases its basic Strength of 5 up to 7.

Weapon	Range	Str	AP	Type
Powerlifter claw	-	+2	4	Melee

Warhammer 40,000

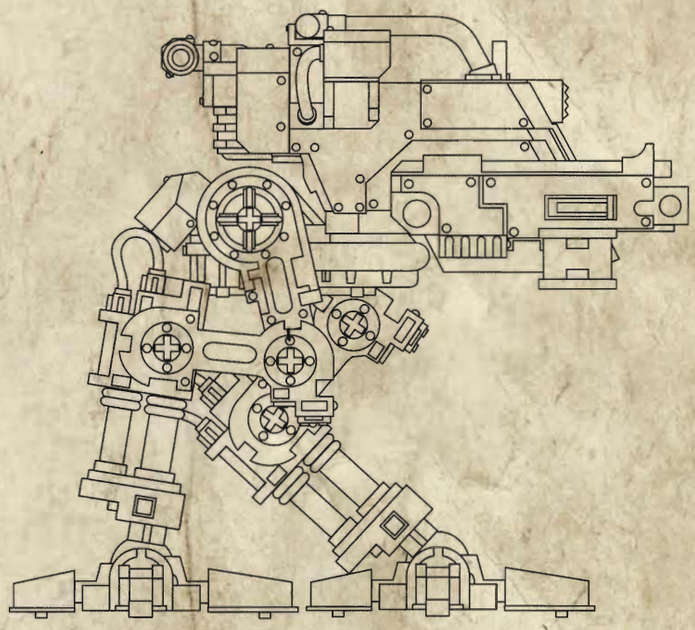
Thought for the day: The strength of Humanity is the Emperor

ADEPTUS MECHANICUS TECHNICAL SPECIFICATIONS.

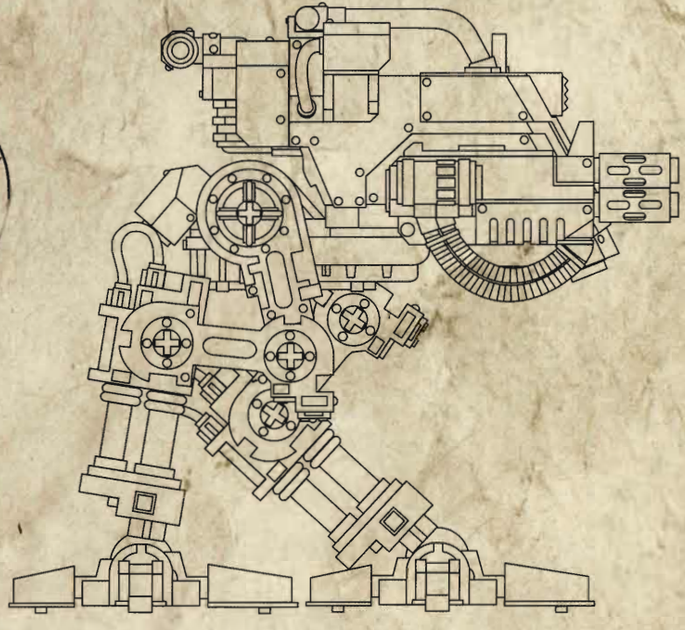
DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART .....

Accatran pattern Drop Sentinel with heavy bolter



Accatran pattern Drop Sentinel with multi-melta



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MAGOS FABRICATOR



Drop Sentinel of I Company, 181st Elysian Regiment. Destroyed fighting Ork forces on Kastorel-Novem.



Drop Sentinel of the 23rd Elysian Regiment. All 42 of the regiment's Sentinels were destroyed or captured fighting Tau Empire forces on Taros.

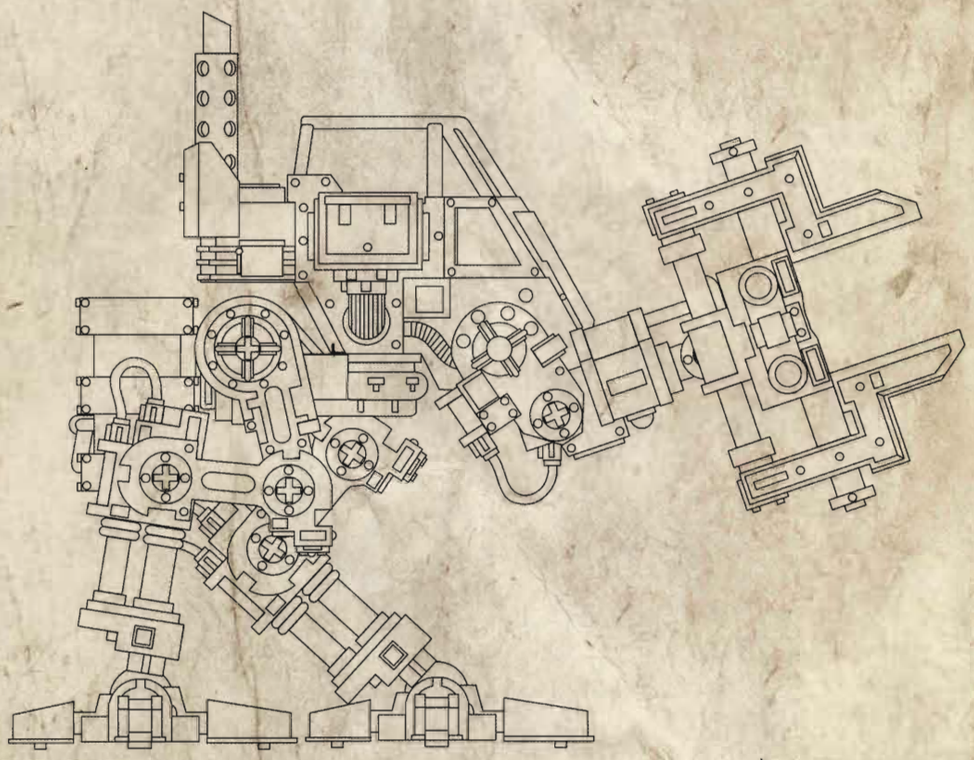
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-I6Z:8C5
7A3:04A
35Z:9B4

PART .....

Triplex-Phall pattern Sentinel Powerlifter



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PERTUM DISCERNERE

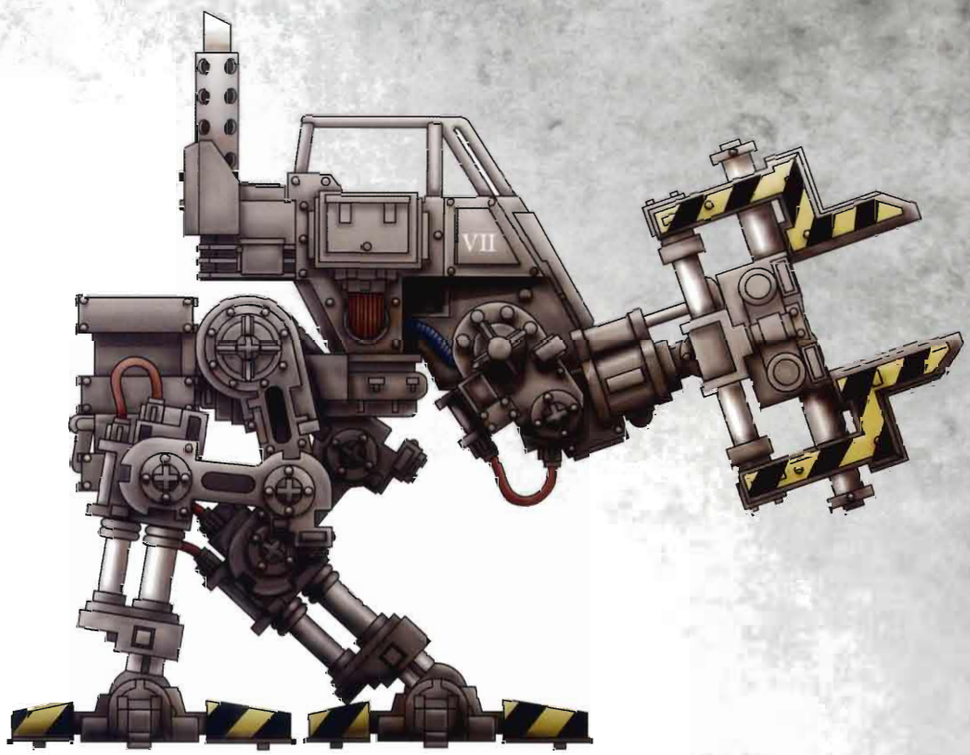
VEHICLE DESIGNATION:	0427-942-2203-CY014	MAIN ARMAMENT:	N/A
VEHICLE NAME:	SENTINEL POWERLIFTER	SECONDARY ARMAMENT:	N/A
FORGE WORLD OF ORIGIN:	TRIPLEX-PHALL	TRAVERSE & ELEVATION:	N/A
KNOWN PATTERNS:	I-XII	MAIN AMMUNITION:	N/A
CREW:	DRIVER	SECONDARY AMMUNITION	N/A
POWERPLANT:	CRDV 6 CYL 90PS	ARMOUR :	N/A
WEIGHT:	7.5 TONNES	TURRET:	N/A
LENGTH:	2.34 M	SUPERSTRUCTURE	45 MM
WIDTH:	5.34 M	HULL	45 MM
HEIGHT:	2.22 M	GUN MANTLET	N/A
GROUND CLEARANCE	N/A	ADDENDUM	
MAX SPEED ON ROAD:	45 KPH		
MAX SPEED OFF ROAD:	40 KPH		

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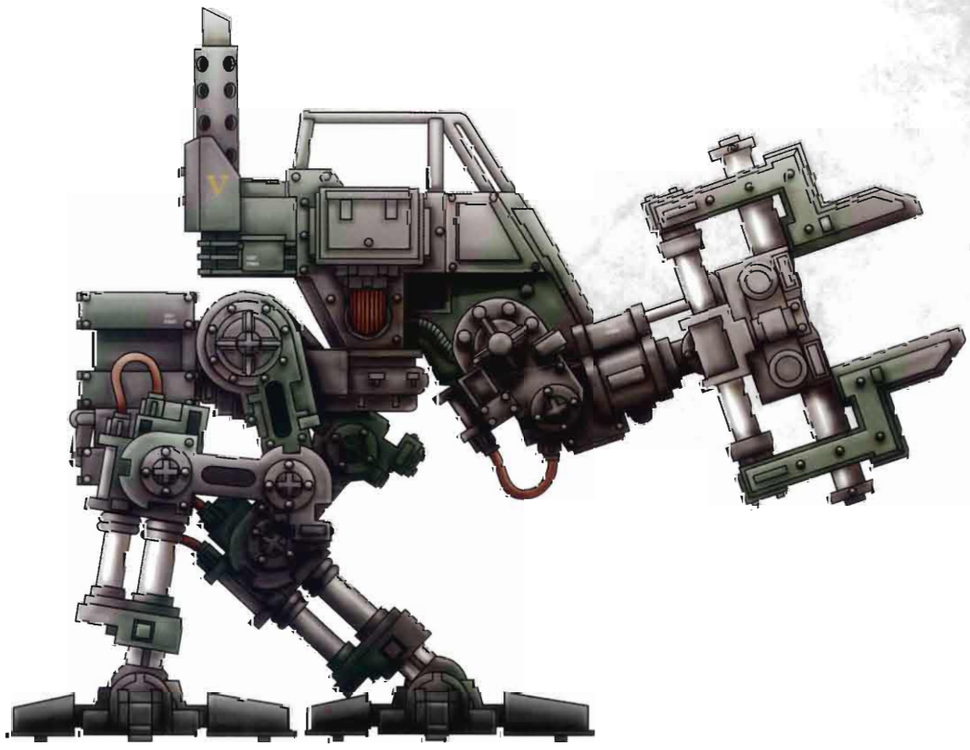
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MAGOS FABRICATOR

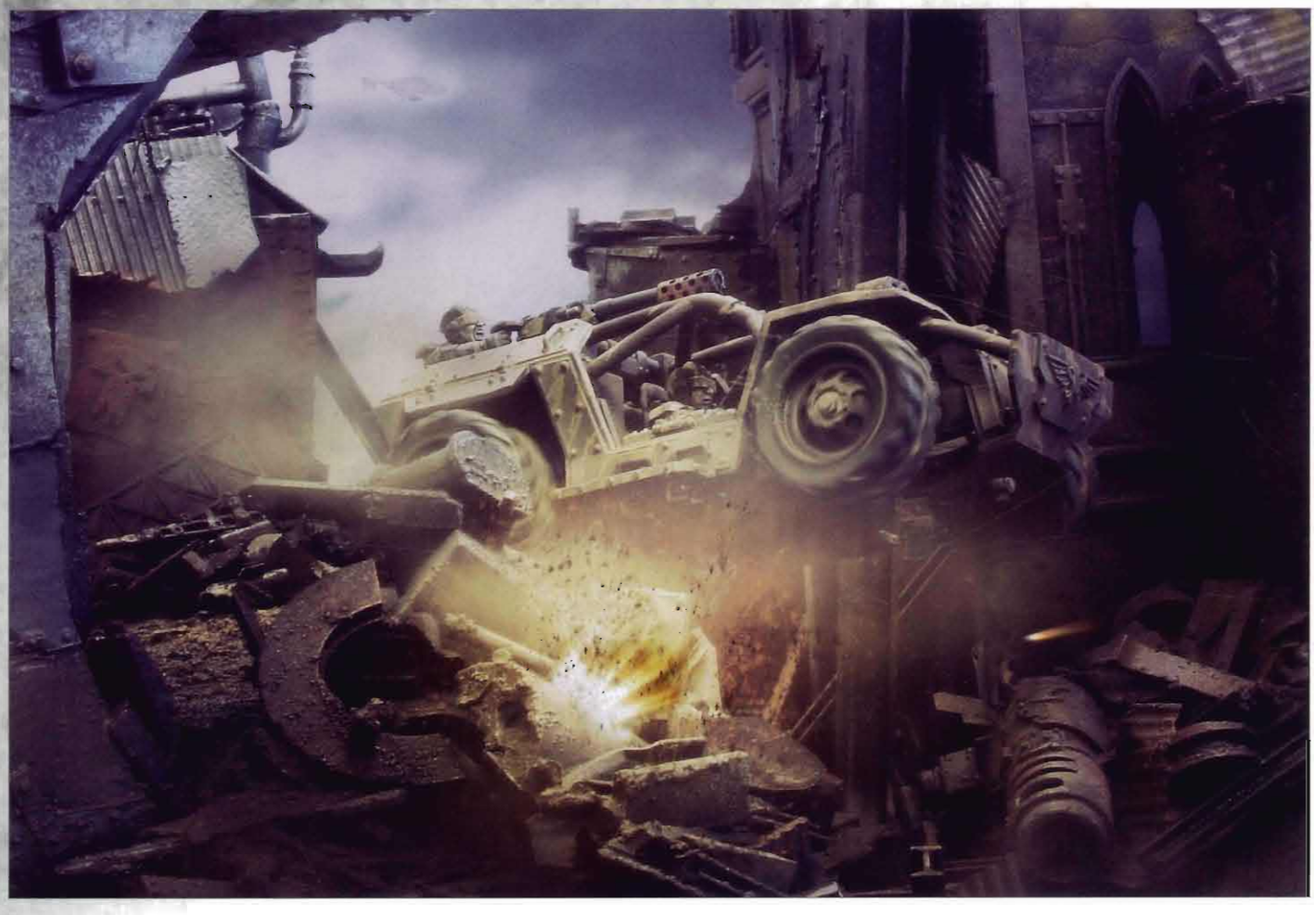


Sentinel Powerlifter of 2774th Imperial Navy Fighter wing.



Sentinel Powerlifter of the Cadian 113th Mechanised Infantry Regiment.

TAUROS ASSAULT VEHICLE

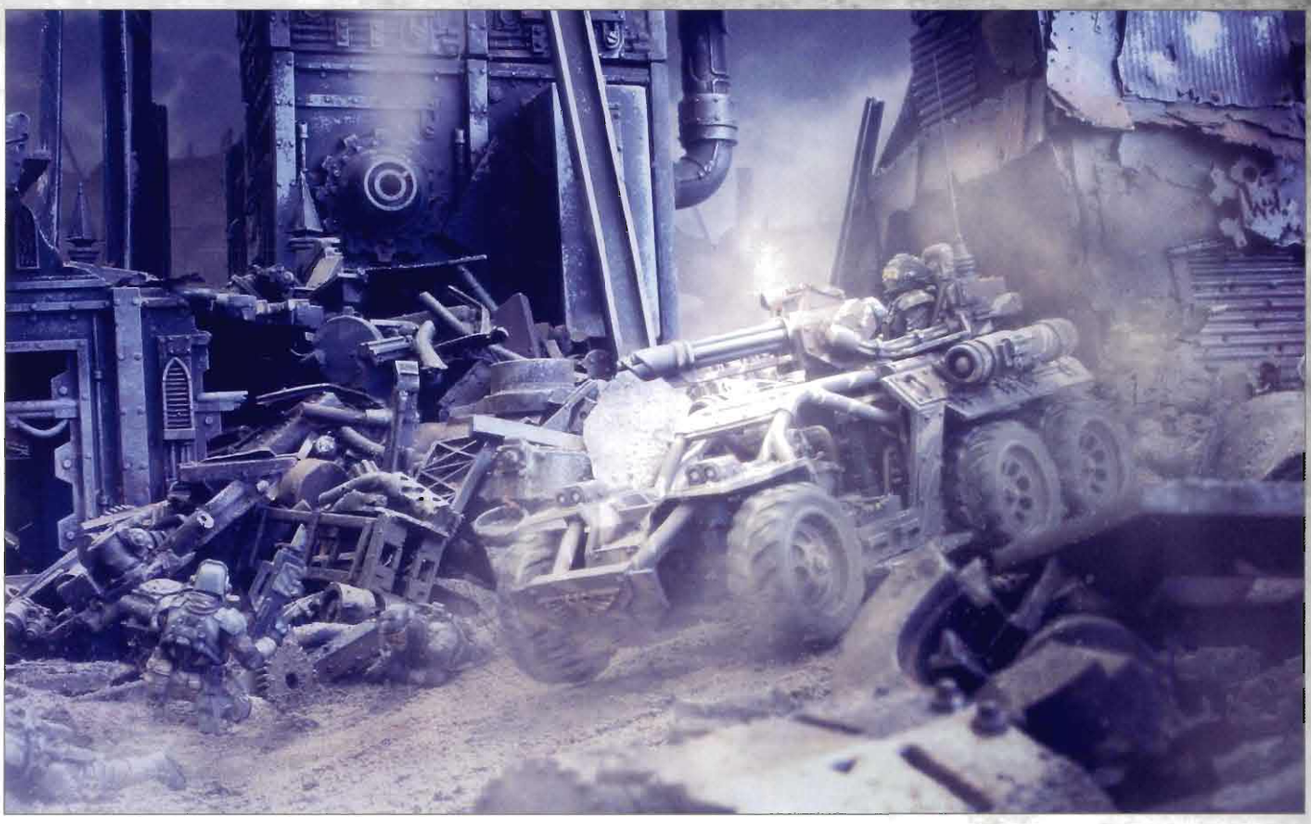


The Tauros is a sturdily built all-terrain vehicle, often used as a utility vehicle or tractor on frontier worlds. Similar vehicles are not uncommon within Explorator teams and some have also been used in combat by gangs of brigands, marauders and rebel factions. In fact so versatile is the vehicle that some have been adopted for military service by Imperial Guard regiments.

Elysian Drop regiments have adapted the Tauros for airborne operations, stripping out any excess weight so it can be easily transported inside a Valkyrie or below a Valkyrie Sky Talon. With the two-man crew already onboard, a Valkyrie Sky Talon will skim in very low, hover and then release its magnetic clamps. The Tauros will drop the last short distance to the ground, its reinforced shock absorbers taking the heavy impact. This way the Tauros can be quickly dropped directly into combat, where their heavy weapons are a welcome addition to the lightly armed drop troops' arsenal. They can also be carried deep behind enemy lines for far-ranging reconnaissance missions and surprise 'hit and run' raids. For these missions the vehicles will be carrying a significant amount of extra equipment: weapon power packs, camouflage netting and hunter-killer missiles as well as crew weaponry and supplies. This allows squadrons to operate without further re-supply and cover the greatest distance before being extracted and returned to base.

The Elysians field two versions of the Tauros: the basic four-wheeled vehicle and a larger, more heavily armed six-wheeled vehicle, called the Tauros Venator. One notable feature of both Tauros models is their high-yield galvanic motors, meaning that the vehicles do not have the usual multi-fuel engine, which is both loud and dirty and often gives away a vehicle's position, but hum along instead driven by electrical power. These motors are very efficient and highly stable, and aren't prone to mechanical failure (a useful attribute when operating deep behind enemy lines) and there is no need to carry weighty extra fuel. The motor will run for days before it needs re-charging, and power is supplied to each wheel independently, meaning each will keep turning when others are damaged or destroyed.

Each Tauros has a crew of two, a driver and a gunner who mans the single pintle-mounted weapon. This is usually the Tauros' own rapid firing grenade launcher, although some vehicles are equipped with heavy flamers for close support. The heavier Venator includes a small, powered rear turret. This turret is armed with twin multi-lasers, which draw power from the vehicle's many auxiliary galvanic cells. The multi-lasers can also be replaced by lascannon, with each squadron generally operating with one lascannon-armed anti-tank vehicle supporting two vehicles with standard armament. The drop regiments have also adapted the Venator with additional hard points to mount two hunter-killer missiles.



TAUROS SQUADRON ..... 40 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Tauros	3	10	10	10	2
Tauros Venator	3	11	10	10	2

Unit Composition
- 1-3 Tauros

Unit Type
- Vehicle (Fast, Open-topped)

Special Rules
- Scout
- Galvanic Motor
- All-terrain Vehicle

Wargear
- Heavy flamer (Tauros)
- Twin-linked multi-laser (Venator)
- Searchlight

Options
- Any Tauros may be upgraded to:
  - Tauros Venator ..... +20 points per model
- Any Tauros may replace its heavy flamer with:
  - Tauros grenade launcher ..... +5 points per model
- Any Tauros Venator may replace its twin-linked multi-laser with:
  - Twin-linked lascannon ..... +15 points per model
- Any Tauros may take any of the following:
  - One hunter-killer missile ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Smoke launchers ..... +5 points per model
  - Camo-netting ..... +10 points per model

A Tauros squadron is a Fast Attack choice for a Codex: Imperial Guard army.

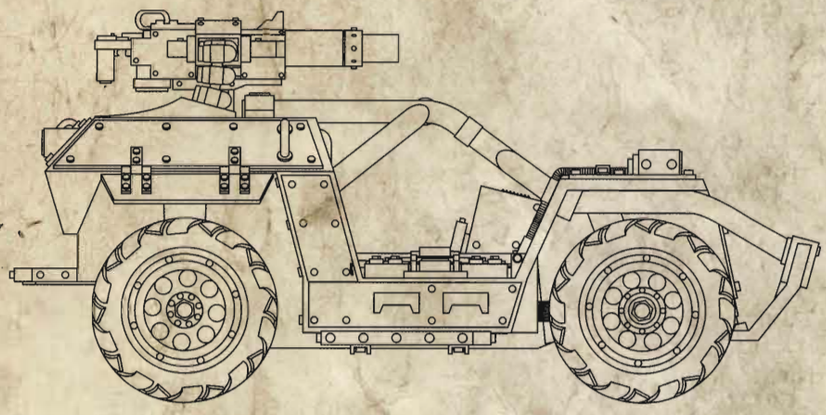
Galvanic Motors
The Tauros' motors are a unique design, they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. Whenever a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

All-terrain Vehicle
The Tauros is built to scramble over the most broken ground with ease. As a result it may re-roll Dangerous Terrain tests while travelling at Combat Speed.

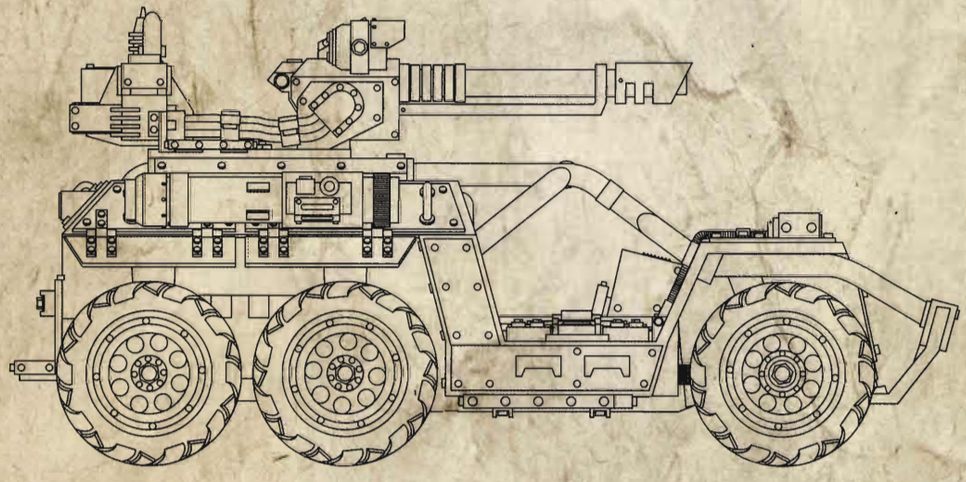
ADEPTUS MECHANICUS TECHNICAL SPECIFICATIONS

DVLA-I6Z:8L5
7A3:04A
35Z:9B4
PART 1/1

Tauros assault vehicle



Tauros Venator assault vehicle



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Tauros and Tauros Venator pattern assault vehicles, restricted deployment, use sanctified by the express writ of the Adeptus Mechanicus only.

DATE: 1762010.M38

SIGNATURE:
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MAGOS FABRI

TROJAN SUPPORT VEHICLE



The Trojan is a workhorse used by Imperial Guard armoured regiments as a tractor for towing weapons platforms and as an armoured munitions carrier, ferrying extra ammunition to the weapons platforms once they are in position or to frontline units in need of resupplying. It is not a combat vehicle and rarely sees service at the frontline, but behind the lines it is a common sight, trundling to and from supply dumps to forward units.

Utilising the basic Chimera chassis and engine the Trojan is quick to manufacture and efficient in its role, with good road and cross-country performance. Because of its role the Trojan has earned itself many affectionate nicknames with Guardsmen, such as 'the Mule', 'the Drey','Draggin' wagon' and 'Mud-hog', to name but a few. It lacks the frontal defensive armour of a Chimera and has no requirement for the Chimera's other features, such as targeters and med-kits, leaving more space in the hold for other supplies.

Each Trojan is equipped with a crane to lift heavy crates of ammunition from its hold. Whilst strong enough to move these crates, the crane lacks the power to lift or tow heavy armoured vehicles, and cannot be used as a recovery vehicle to rescue stranded or damaged armoured vehicles. The Imperial Guard uses the Atlas for this task.

As well as its own hold, Trojans often tow a range of supply trailers. There are three main types of resupply trailers towed by the vehicle: a large fuel tanker, an armoured ammunition trailer and a general supplies trailer for food, water, clothing, etc.

Although it is not meant to be committed to battle there have been many examples of Trojans being converted in field workshops for use in combat. As an (all be it weakly) armoured vehicle, it can be pressed into frontline service by desperate commanders. Some examples of such expedient field conversions include adding autocannon to create a makeshift anti-aircraft weapon, bolting on extra armour plates to create a small personnel carrier, packing the rear with communications equipment to create a headquarters comms hub, and creating ad-hoc engineering vehicles by adding minesweepers or even a light bridge layer. These vehicles are never as successful as their authentic counterparts, but most commanders would rather explain themselves to an irate Adeptus Mechanicus Enginseer than be seen to fail in the eyes of their superiors or a commissar.



TROJAN SUPPORT VEHICLE ..... 35 POINTS

		Armour			
	BS	Front	Side	Rear	HP
Trojan	3	10	10	10	3

Unit Composition
- 1 Trojan

Unit Type
- Vehicle (Tank, Transport)

Special Rules
- Support Vehicle
- Amphibious

Wargear
- Heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity
- The Trojan can carry six models.

Access Points
- Top hatch

Options
- A Trojan may replace its heavy bolter with:
  - Heavy flamer ..... Free
- A Trojan may take any of the following:
  - Pintle-mounted storm bolter ..... +10 points
  - Pintle-mounted heavy stubber ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points

A Trojan is a dedicated transport choice for a Tech-Priest Enginseer as part of a Codex: Imperial Guard army.

Support Vehicle
While within 6" of a Trojan, a single vehicle with the Tank type or a single artillery model gains the Preferred Enemy (Everything!) special rule.

Amphibious
Trojans are amphibious vehicles that can move through water. It may treat water features (such as rivers, streams, lakes, etc) as open terrain when they move. If a Trojan is towing anything, it no longer counts as being amphibious.

Thought for the day: Labour long in his sight.

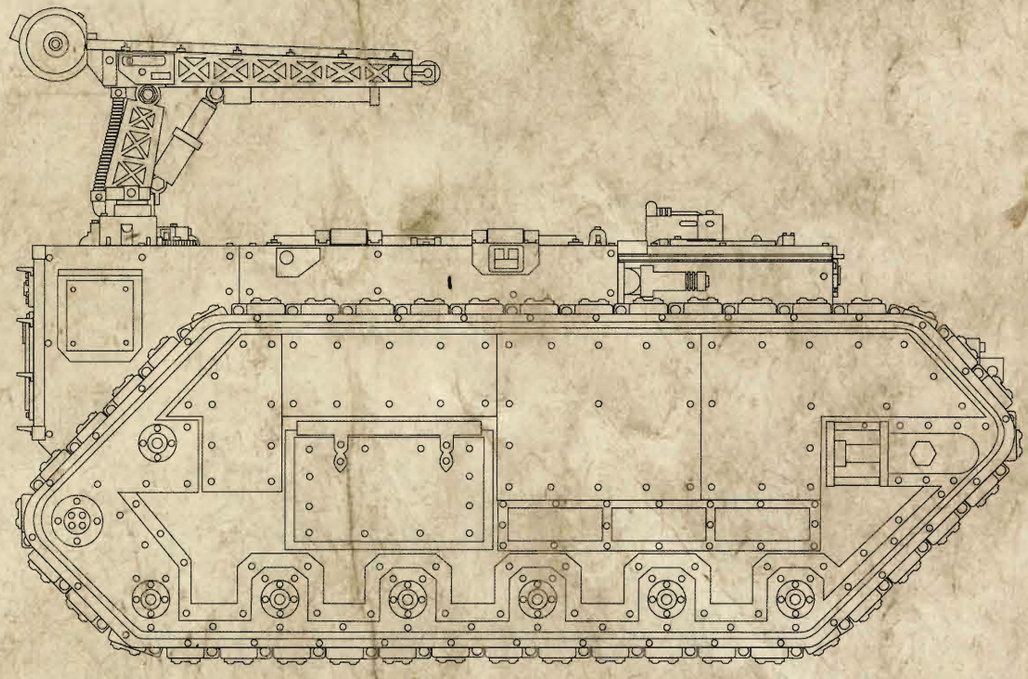
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

DVLA-16Z:8C5
7A3:04A
35Z:9B4

PART 45b

Graia pattern Trojan Support Vehicle



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FERRUM POTENTIOR

VEHICLE DESIGNATION:	0427-941-112-TR14
VEHICLE NAME:	TROJAN SUPPORT VEHICLE
FORGE WORLD OF ORIGIN:	GRAIA
KNOWN PATTERNS:	I-MXVII
CREW:	COMMANDER, DRIVER, OPERATOR
POWERPLANT:	VULCANOR 16 TWIN COUPLED MULTI-FUEL
WEIGHT:	3.5 TONNES
LENGTH:	6.90 M
WIDTH:	5.70 M
HEIGHT:	3.00 M
GROUND CLEARANCE	0.45 M
MAX SPEED ON ROAD:	80 KPH
MAX SPEED OFF ROAD:	60 KPH

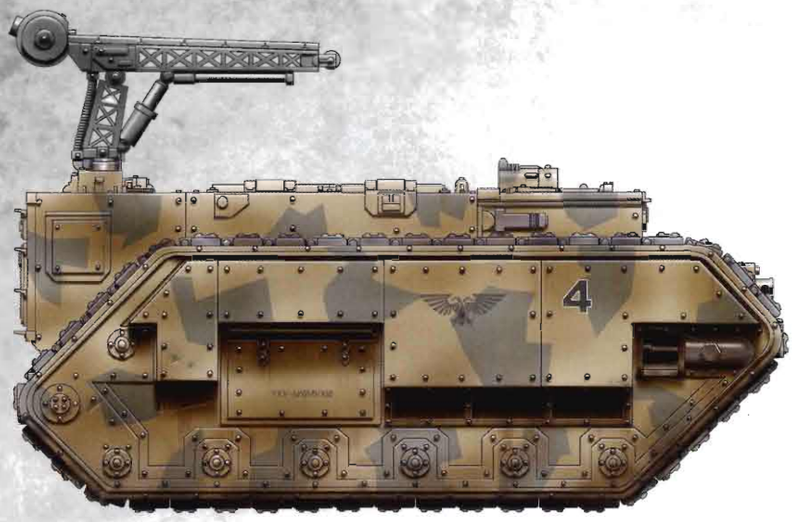
MAIN ARMAMENT:	HEAVY BOLTER
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	10°/-1°.+18°
MAIN AMMUNITION:	300 ROUNDS
SECONDARY AMMUNITION	N/A
ARMOUR :	
TURRET:	N/A
SUPERSTRUCTURE	90 MM
HULL	80 MM
GUN MANTLET	N/A
ADDENDUM	

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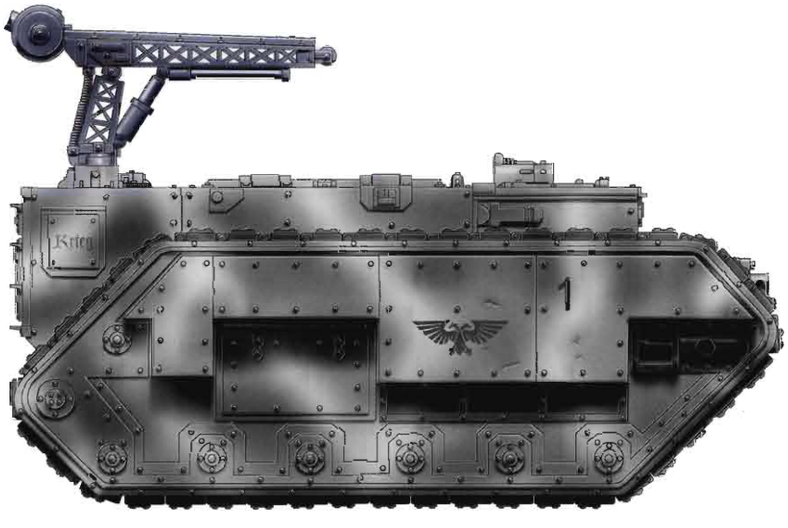
MAGOS FABRICATOR



Trojan Support Vehicle of the Konig 9th Heavy Tank Company. Colonia campaign. This is one of the company ammunition supply vehicles.



Trojan of the Dniepr 9th Tank Corps. This vehicle has had its crane removed, indicating it is no longer in use as a supply vehicle. It may have been transferred to an Armoured Fist company command unit as a stand-in command vehicle or given over to the reconnaissance company to replace Salamanders lost in combat.



Trojan Support Vehicle of the Krieg 28th Armoured Regiment. Galen V Expedition Force.

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PART 1/4

MUNITIONS OF THE IMPERIUM

Imperial Guardsmen are drawn from a wide range of societies and cultures. Many (some would say the best) come from violent backgrounds, such as hive gangs or penal colonies. Others come from feral worlds, primitive tribesmen and savages barely evolved beyond the Stone Age. Once recruited and indoctrinated, all these Guardsmen must be trained to fight with the same arsenal of weapons. Their weapons must be robust, easy to use and maintain, and simple to make and mass produce, and so in an age of laser, plasma and melta weapons the vast bulk of the Imperial Guard still rely on projectile weapons which fire high explosive ammunition. This applies not only to personal weapons but also to the bigger guns with conventional projectile weapons such as the battle cannon, Demolisher cannon, Earthshakers and autocannon fulfilling all these criteria whilst remaining efficient and deadly. When more complex weapons, such as plasma guns, are employed, it is in far smaller numbers.

For battlefield effectiveness, the Imperial Guard rely upon simple principles to deliver high explosive to a target. Ever has it been, and ever will it be whilst the Adeptus Mechanicus holds sway. There is no need for advanced or sophisticated weapons when it comes to the Imperial Guard's method of waging war. Brute force, more men and more guns is the strategy the Imperium has relied upon and it has rarely failed it in 10,000 years.

The development of new ammunition for these 'battle-cannons' (sometimes used as a general term for large calibre projectile firing weapons) would be a long and difficult process for the Adeptus Mechanicus to undertake. The knowledge of sophisticated matters such as metallurgy, chemistry, physics and ballistics are the remit of Adeptus Mechanicus Magos, and each is a master of his art. Few however have all the knowledge needed for the complex requirements of making ammunition. Instead, the Adeptus Mechanicus rely upon tried and tested techniques handed down through the centuries, methods that have always worked and never changed. Simplicity of production, to meet the huge demands placed on ammunition manufacture by the Departmento Munitorum, is always the highest priority, and countless millions of guns across the galaxy must be constantly supplied with ammunition, so the manufactorums of every Forge World never stop, producing an unending stream of shells and bullets for transportation to far flung war zones.

Most explosive battle cannon shells, of whatever type, possess many common features:

Ballistic cap
This is not a hardened armour-piercing cap, but is only added to improve the in-flight ballistics of the shell, making it more accurate.

Fuse
This detonates the explosive material inside the shell. Usually the impact, either with the target or the ground, will cause the fuse to detonate. Timed fuses and delay fuses can also be used.

Explosive material
The most common high explosive is fyceline, although other explosive compounds and chemicals are known. The explosive is the shell's main destructive force, fragmenting the casing into shrapnel and causing a sudden, potentially lethal, pressure difference at detonation.

Shell casing
This is the main body of the shell, which is designed to fragment into sharp, jagged shards of metal upon detonation. These pieces of shrapnel fly out in all directions at high speed, causing incredible damage.

Propellant charge
This is a powder that, when ignited, burns with such ferocity that the very rapid pressure build-up of gases behind the shell propel it forwards, along the barrel at high speed. Obviously, heavier shells require more energy to move and thus more propellant to burn to create this energy.

Tracer
This is an aid to accuracy. The tracer is a brightly burning chemical mounted in the rear of a shell. It allows a gunner to see the shell's flight towards the target, helping him to assess if he has hit the target or whether he should adjust his aim for subsequent shots. When fired, a shell with a tracer is nothing more than a speeding dot of light but without it, the shell would be invisible.

Some ammunition is rocket-assisted, notable in the Baneblade's main battle cannon and 'bolter' weapons. Rather than relying upon a separate propellant charge, the ammunition itself contains a miniature solid-propellant fuelled rocket. The propellant is shaped in such a way as to control the duration and rate of burning, and hence the thrust of the rocket. The resulting accuracy and range of the ammunition are impressive, and far more efficient in its use of propellant than the conventional firing method.

One drawback of rocket-assisted ammunition is that, confined inside a barrel, the rocket blast creates over-pressuring issues, variously causing the barrel or the shell to deform, severely upsetting the shell's flight characteristics or, at worst, bursting the weapon's barrel. This problem can be alleviated by venting ports, and in the Baneblade this involves a double sleeve for the gun barrel, with venting ports around the muzzle. When ignited the rocket gases are directed into the outer sleeve and thus escape from the muzzle end of the gun. The shell exits under its own blast pressure, stabilised in flight by rear-mounted fins, and subsequent 'booster' burns maintain the shell's speed and range, each booster burning out and igniting the next 'burn' before falling away.

Some bolter rounds use a combination of both systems to good effect, drastically reducing recoil whilst maintaining the range and accuracy of the 'bolt' and alleviating the need for fin-stabilisation. Similar rocket-assisted ammunition has been used to increase the range of artillery shells in Earthshaker platforms and Bombards, but are generally thought to be too complex to waste in sustained artillery barrages.

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MAGOS FABRICATOR

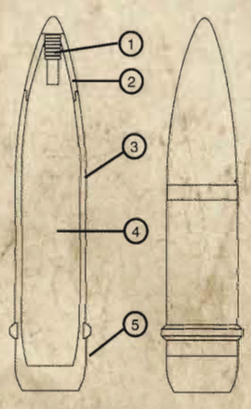
Thought for the day: "The best way of improving a gun is to improve its ammunition."

HIGH EXPLOSIVE SHELLS

A High Explosive shell (HE for short) is the standard explosive round. The shell has a thin walled case, inside which is an explosive charge with an impact fuse which detonates the explosives when it hits a target or the ground. The explosion shatters the case, sending sharp, jagged, red hot metal shrapnel fragments flying in all directions at high speeds. The explosion also causes a blast shock wave, the sudden pressure difference being lethal to those close by.

Because a HE shell does not require a high velocity to penetrate armour it does not need a large propellant charge within the shell, leaving more space for explosives. The shell will also be fitted with a pointed ballistic cap, not for armour penetration but to improve in-flight ballistics and can be used against most targets, but is most effective against infantry and light vehicles.

The sheer size of the explosion can damage armoured vehicles, break tracks, damage running gear or engine parts. The external blast can affect the crew within, stunning or even killing them, but HE's main drawback is that it lacks the direct penetrating power of anti-tank shells.



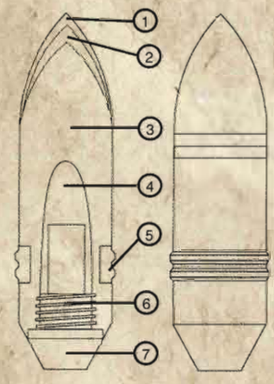
LEMAN RUSS Mk3-G4 HIGH EXPLOSIVE ROUND

1. Impact fuse
2. Ballistic cap
3. Case
4. 'Fyceline' explosive material
5. Driving band, spins shell through barrel rifling

ANTI-TANK SHELLS

The anti-tank or armour piercing shell (AT or AP for short) is used against hard targets such as enemy tanks or bunkers. The shell is a solid round with a hard adamantine tip, over which the tip of a soft metal cap is added. This cap melts on impact, creating a 'sticking' effect, which helps to prevent the following adamantine tip from glancing off sloped armour or breaking up on impact.

Some AT shells also contain a small high explosive charge and will explode on penetration, aiding secondary damage within a target. Most AT shells do not contain explosives and rely upon sheer velocity (kinetic energy) and the heat of impact to punch through armour. Such is the violence of the impact that a penetrating hit will send shrapnel and molten metal spinning through the target's interior, doing terrible damage to the crew and interior workings. To generate enough kinetic energy for the kill, an anti-tank shell must be fired at very high speeds, requiring a large propellant charge.



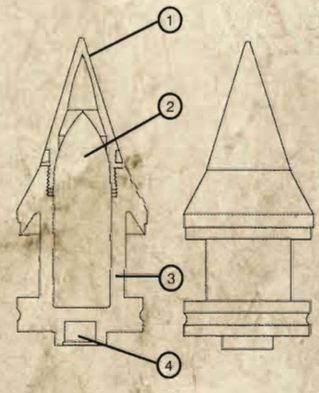
LEMAN RUSS Mk12-G4 ANTI-TANK ROUND

1. Soft metal cap
2. Adamantine tip
3. Penetrating projectile
4. Small explosive charge
5. Driving band
6. Fuse
7. Tracer, allows spotting whilst shell is in flight

VANQUISHER ANTI-TANK SHELLS

This is an advanced version of the basic anti-tank round. Also called sub-calibre munitions, high velocity anti-tank shells or 'Vanquisher' shells (because they are only fired by the Leman Russ Vanquisher tank). A Vanquisher shell is a solid dart of super-dense metal contained within a lightweight exterior 'shoe' or case. The dart is only about a third of the calibre of the actual shell (hence sub-calibre). Once fired, the case will drop away leaving just the speeding dart.

The Vanquisher shell is fired by a large charge of high energy propellant powder to generate increased velocity down the Vanquisher's long barrel. The combined effect of the heavy dart and high velocity creates massive kinetic energy upon impact, making the round capable of penetrating almost any armour known to the Imperium's munitions experts.



LEMAN RUSS Mk1-S8 VANQUISHER ROUND

1. Ballistic cap
2. High density armour piercing core
3. Mild steel case
4. Tracer

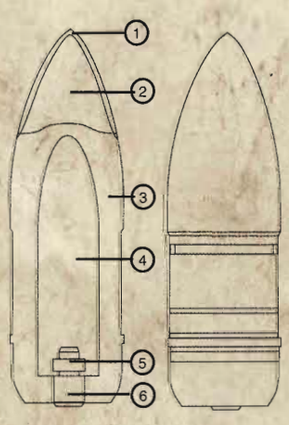
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MAGOS FABRICATOR

SIEGE SHELLS

These large shells are only issued to specialist 'siege' vehicles, such as the Demolisher. They combine the technology of the Anti-Tank and High Explosive shells into one round, having the armour piercing tip and heavy case of an AT shell, but also containing a large charge of high explosives. This explosive is fused to explode micro-seconds after impact, allowing the armour piercing tip to penetrate through a building or bunker wall before the shell explodes inside, doing maximum damage to the structure and anything within it.

To achieve a high enough velocity for penetration, a Siege shell must have a significant amount of propellant charge to fire it. The combination of propellant, high explosive and the casing required to contain them means the shell will be large and heavy, and siege cannons are invariably of a large calibre to accommodate this. The weight and size of the shell means it rapidly becomes inaccurate over longer ranges, but this is balanced by their devastating effects at close quarters.

A drawback of such large shells is the space they take up within a vehicle, significantly reducing the ammunition capacity of specialist siege vehicles. Whilst most effective against bunkers and buildings, Siege shells are easily capable of destroying armoured vehicles at close range.



DEMOLISHER Mk4-M SIEGE SHELL

1. Ballistic cap
2. Hardened armour piercing tip
3. Heavy case
4. Explosive charge
5. Delay fuse
6. Tracer

INFERNUS SHELLS

Also referred to as Phosphorine, Incendiary and Thermite shells, Infernus shells work on a similar principle to HE shells, except instead of explosives, the interior of the shell is filled with a combustible substance such as oxy-phosphur gel, white phosphorous or thermite. This instantly burns on contact when it impacts, setting the target on fire and temporarily blinding anything that witnesses the raging inferno that swiftly follows.

ILLUMINATION SHELLS

Illumination (Illum or Flare shells for short) are fired at night to light up a battlefield and allow other vehicles to find enemy targets. Once fired high into the sky, the shells burn slowly, drifting down to earth on a parachute whilst burning brightly. Illumination shells are generally fired by artillery or mortar units, but versions are manufactured for tanks involved in night actions.

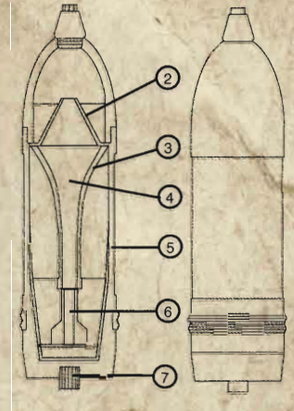
SMOKE SHELLS

Sometimes used instead of vehicle-mounted smoke launchers, a smoke shell can be fired to hide a vehicle from enemy fire or create a smoke screen.

RARE SHELLS

AUGUR SHELL

Developed on Gryphonne IV specifically for the Conqueror cannon, the Augur shell was an attempt to up-gun the lighter Conqueror cannon for when its gun crews were faced by heavy enemy armour or fortifications, and is another variation of the common high explosive round. The warhead consists of a soft explosive in a thin shell that is designed to break open on impact, spreading the explosive over the target's surface during the short microsecond delay before the base-mounted fuse detonates it. This causes cratering and cracking on the outer armour whilst inside the tank, the blast often causes some of the interior layers of armour to break off and ricochet around inside the vehicle. This is liable to kill or wound any occupants, and can also disable controls and instruments, making the vehicle inoperable. After seeing a limited amount of use on the battlefield, it was not regarded as a success and few shells are produced now.



CONQUEROR Mk2-G4 AUGUR ROUND

1. Impact detonator
2. Directional cone
3. Steel funnel
4. Explosive charge
5. Thin casing
6. Secondary detonator
7. Tracer

HUNTER SHELL

Once the cutting edge of battle cannon technology, the Hunter shell was developed on Tigrus and only ever produced on that Forge World; the knowledge of its construction was lost with Tigrus' capture by Orks. A few shells are occasionally found in storage and issued, but the vast majority of tank crews will never see a Hunter shell, let alone fire one.

The Hunter shell is considered blessed by the machine spirit by those who have the good fortune to be issued with it. This is due to a small logis engine within its casing, similar to that in a hunter-killer missile, which directs the shell after firing. Upon locking onto a target, it will track its movement, and then just before impact will steer the shell upwards so it can drop down on top of the target and hit its thinner top armour.

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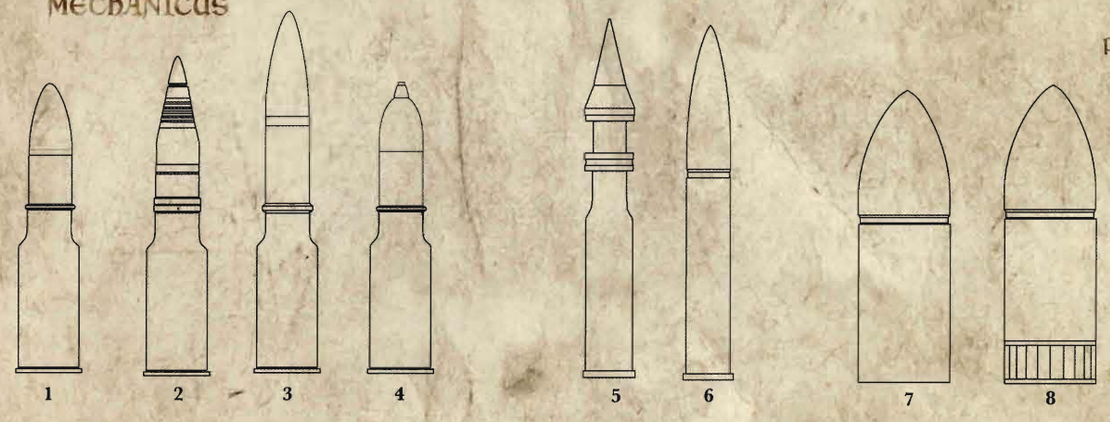
MAGOS FABRICATOR

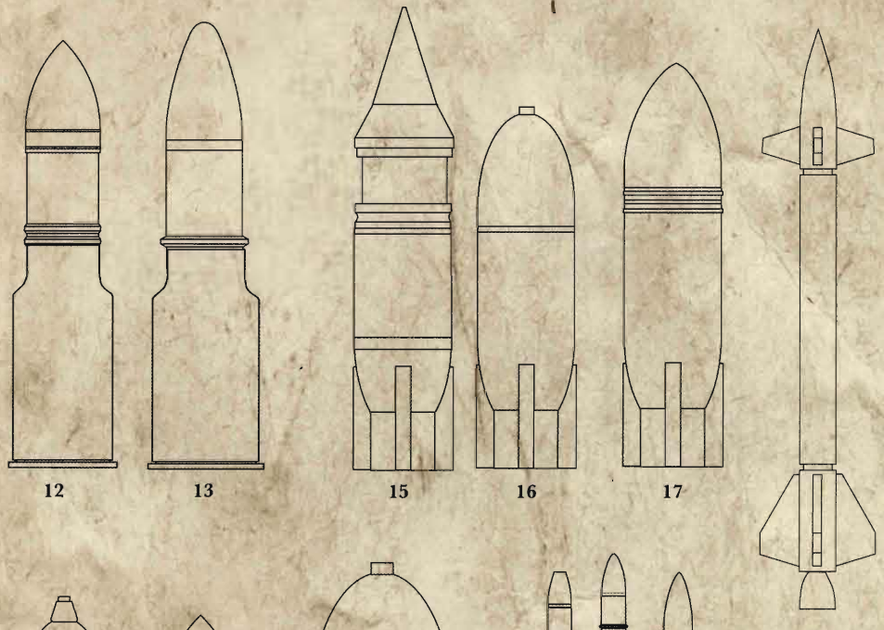
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS

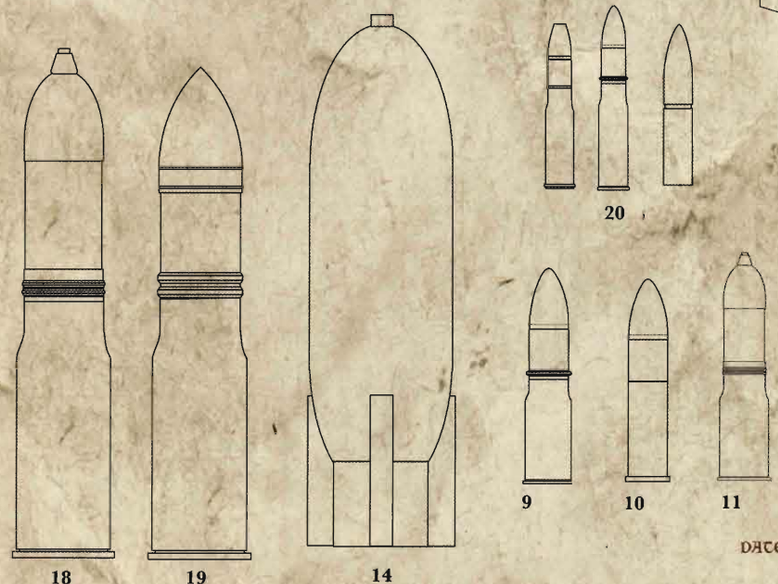
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PARC 1/4





1. Leman Russ High Explosive shell
2. Leman Russ Infernus shell
3. Leman Russ Anti-tank shell
4. Leman Russ Smoke shell
5. Vanquisher Anti-tank shell
6. Vanquisher High Explosive shell
7. Earthshaker High Explosive shell
8. Earthshaker Illumination shell
9. Vindicator Siege shell
10. Demolisher Siege shell
11. Baneblade, rocket-assisted Anti-tank shell
12. Baneblade, rocket-assisted Siege shell
13. Baneblade, rocket-assisted High Explosive shell
14. Hunter-killer missiles, Voss pattern Mk9
15. Macro Cannon High Explosive shell
16. Macro Cannon Armour Piercing shell
17. Medusa Siege Mortar shell
18. Various Autocannon rounds
19. Conqueror High Explosive shell
20. Conqueror Anti-tank shell
21. Conqueror Augur shell



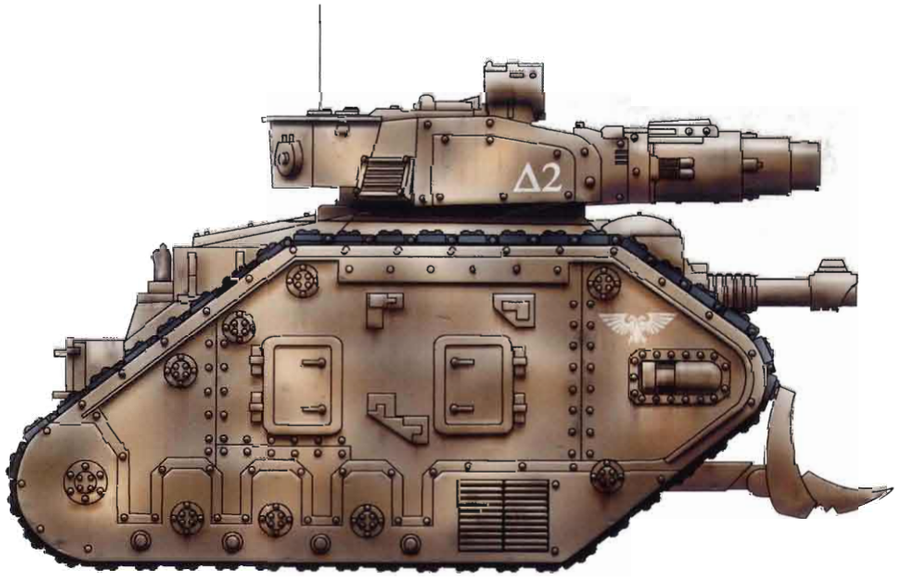
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MAGOS FABRICATOR

IMPERIAL GUARD ARMOURED BATTLE GROUP ARMY LIST



Leman Russ Conqueror of the 10th Thracian Armoured Regiment.

ARMOURED BATTLE GROUP ARMY LIST

"What I cannot crush with words, I will crush with the tanks of the Imperial Guard."

Lord Commander Solar Macharius

THE ARMOURED REGIMENT

The Imperial Guard is possibly the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge; billions upon billions of men at arms and millions of tanks and artillery guns standing ready to fight for the Emperor. It is the Imperial Guard therefore that must bear the brunt of the Imperium's wars, and wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive Feral Worlds and Hive Worlds, from Death Worlds and savage Penal colonies; all must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower. These conscripts form new regiments or are shipped as replacements to regiments already in battle.

Many units are formed as infantry regiments, with tens of thousands of men. But others are trained and equipped as armoured regiments. The tanks and carriers of the armoured regiments form the cutting edge of the Imperial Guard's fighting forces. It is their task to take battle deep into the heart of the enemy, striking fast and hard with overwhelming firepower to smash enemy defences.

WHY COLLECT AN ARMOURED BATTLE GROUP?

The one overwhelming reason to collect an Armoured Battle Group army is tanks. If you enjoy modelling and painting tanks then why play anything else! In standard Imperial Guard armies the heart of the force is the infantry; here it is the tanks and other armoured fighting vehicles. Whilst infantry still play their part, it is only as support to the heavy metal!

Modelling tanks is a real joy, and a player can lavish as much time on a tank as on a special character for other armies. Adding upgrades, crew, stowage, battle damage, rust and mud, all help to bring a tank model to life. More experienced or ambitious players can move on to converting their vehicles, changing weapons or going so far as to create their own vehicles, from basic turret swaps or complete vehicles scratch built from plasti-card. The background given earlier in this book provides the reasoning behind this diversity.

The standard equipment of an Armoured Battle Group will be Leman Russ tanks, Chimera carriers and Basilisks, but it is unlikely that these three basic 'troop types' will sustain an avid collector for very long. Most players enjoy diversity and like to have lots of options to choose from. Thanks to the Imperial Armour model range, we have been able to produce a wide diversity of vehicles and weapons as models, giving armoured unit players as much choice as the player of any other army, be it Eldar, Chaos, Space Marines, etc.

One common criticism of tank heavy forces is they lack character (and characters!). There is no reason why an Armoured Battle Group should not be strongly themed like any other army. Players should take some time in naming their force, even if it is something as simple as 'The Armageddon 9th'. From the name you can then devise a colour scheme, it might be best to think about what terrain you are likely to be playing on most, or where the regiment is from. If you have a green board with woods and hills, then a camouflage scheme that reflects this will help add character to the army. If you are ambitious then plan your army and terrain together, if you want to play on city fight terrain, then paint your vehicles in urban camouflage schemes. We have provided many examples in this book for you to take inspiration from. Next there is a numbering scheme to think about, again we have provided examples but feel free to make up your own. This has a practical value in helping you identify your vehicles from one another on the tabletop. You can also name individual vehicles, and will need army badges, campaign markings, honour badges and kill marking, as well as names for your ace tank crew commanders. Suddenly an Armoured Battle Group is packed with characterful details, which help bring the models to life on the tabletop.

IMPERIAL GUARD ARMOURED BATTLE GROUP LIST

On the following pages you will find an army list that enables you to field an Imperial Guard Armoured Battle Group army. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the Eternal War missions in the *Warhammer 40,000* rulebook, but also provides enough information to field Armoured Battle Groups in scenarios of your own devising or as part of a campaign.

The heart of this list is the ten or so tanks of a Tank Company, with Armoured Fist squads in support and with attached elements of specialist siege tanks or artillery. Other support comes from the regimental artillery firing from off-table and the Imperial Navy flying in close support.

This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models then I'd recommend sticking with the Codex Imperial Guard army list. The rules for each vehicle detail what choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

ALLIES AND THE ARMOURED BATTLE GROUP LIST

When selecting an army using the Allies Matrix, an Imperial Guard Armoured Battle Group is considered identical to a standard Imperial Guard army, save that it may select an allied contingent from an Imperial Guard army as Battle Brothers, and an Imperial Guard army may select an allied contingent from an Armoured Battle Group list as Battle Brothers.

USING FORCE ORGANISATION CHARTS

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is spit into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

USING THE ARMY LISTS

To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all of your points.

USING ARMOURED BATTLE GROUPS IN SCENARIOS

Imperial Guard Armoured Battle Groups are only deployed in certain roles, and many scenarios may prove more difficult for an army chosen using this list if it does not include enough Armoured Fist squads to successfully hold objectives. Rather than allowing this to limit the scope of battles in which the commander of an Armoured Battle Group may engage, it is recommended that it instead be viewed simply as a challenge to be overcome!

ARMY LIST ENTRIES

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make for that unit (0-1, for example).

Profile: These are the characteristics of the unit type, including its points cost.

Type: The vehicle type, such as Tank or Skimmer, which often has other rules relating to it. For details of these rules see the *Warhammer 40,000* rulebook.

Weapons: The standard weapons of the unit.

Special Rules: Any special rules that apply to the unit.

Options: This lists different weapons and equipment options for the unit and the additional points cost that must be paid to take them. Details of upgrades can be found in the Wargear section.

FORCE ORGANISATION CHART

PRIMARY DETACHMENT (REQUIRED)

Compulsory
- 1 HQ
- 2 Troops

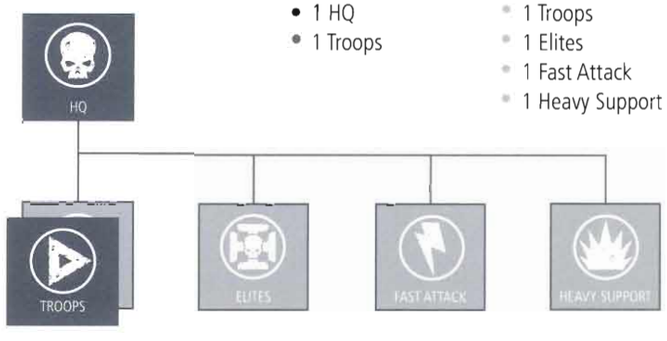
Optional
- 1 HQ
- 4 Troops
- 3 Elites
- 3 Fast Attack
- 3 Heavy Support



ALLIED DETACHMENT (OPTIONAL)

Compulsory
- 1 HQ
- 1 Troops

Optional
- 1 Troops
- 1 Elites
- 1 Fast Attack
- 1 Heavy Support



FORTIFICATION (OPTIONAL)

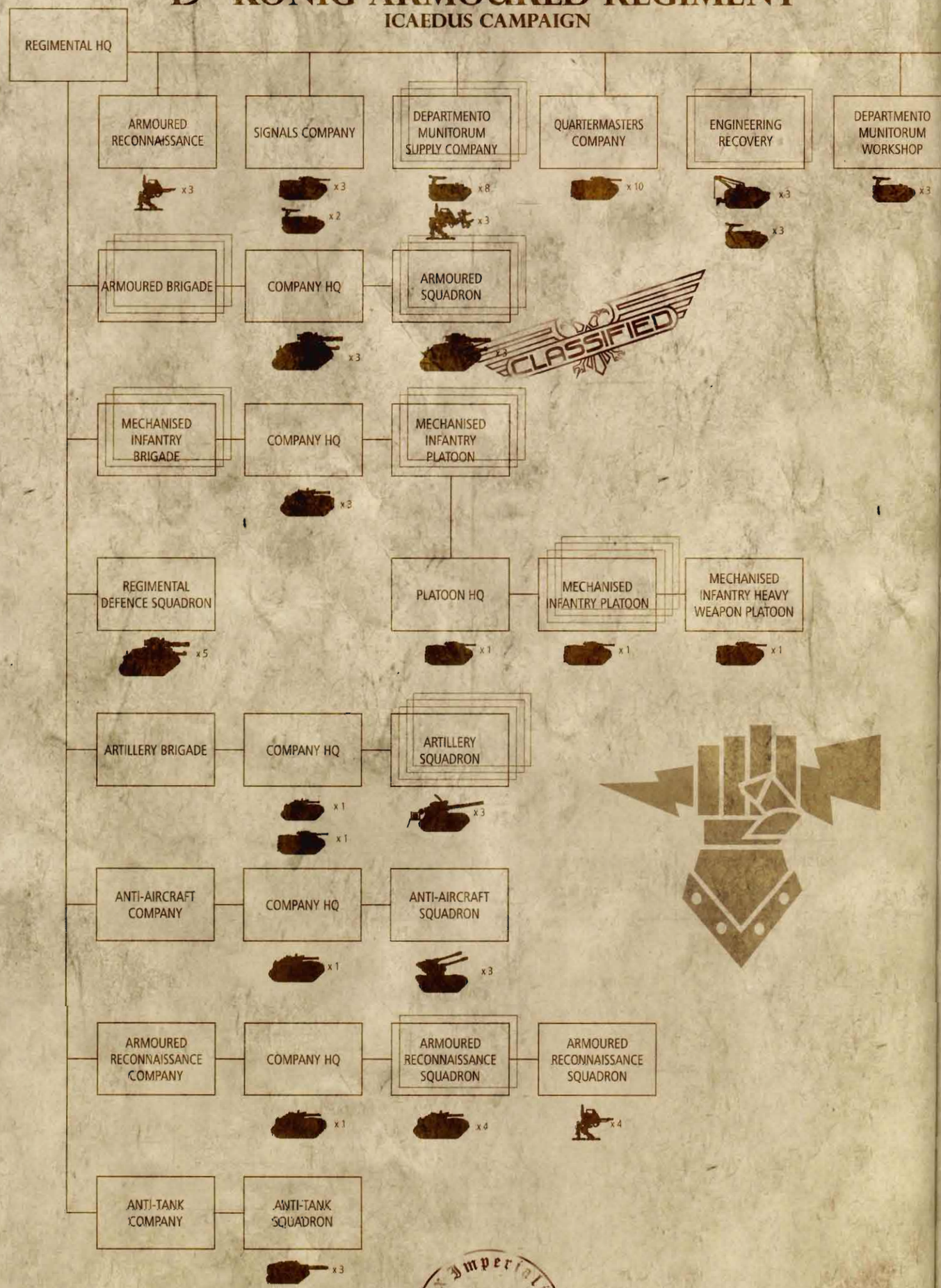
Optional
- 1 Fortification per Primary Detatchment

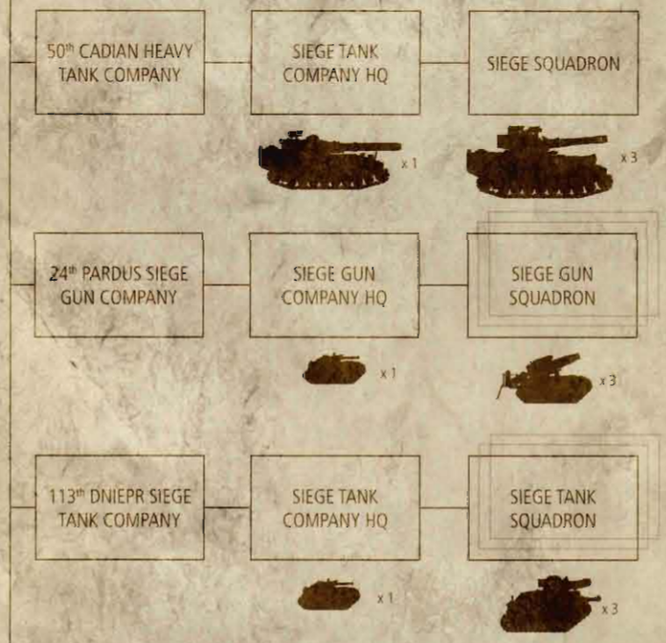


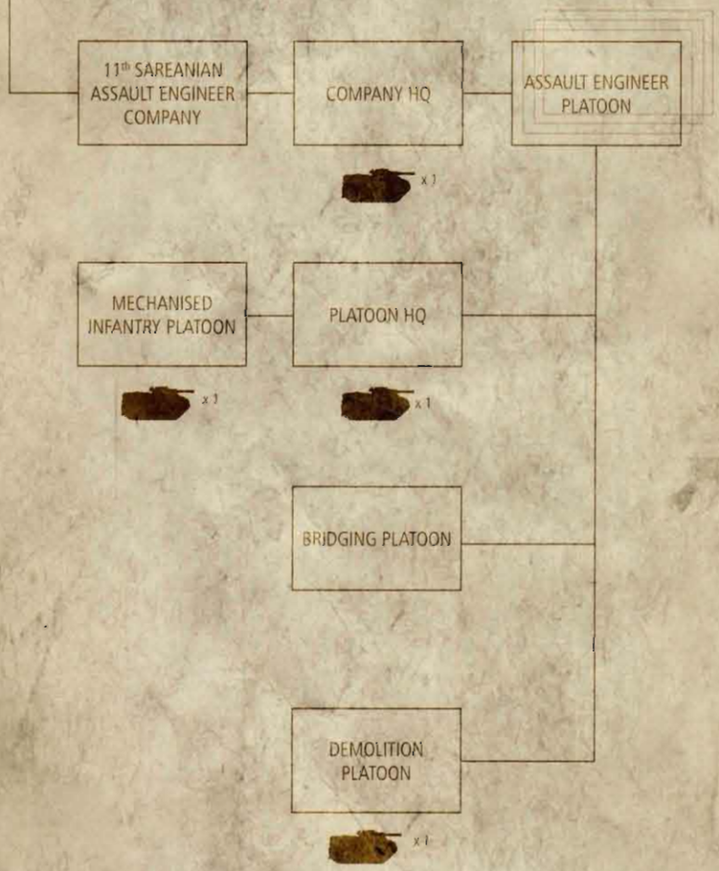
DEPARTMENTO MUNITORUM

19th KONIG ARMOURED REGIMENT

ICAEDUS CAMPAIGN







TEMPORARILY ASSIGNED UNITS

The severity of resistance experienced by the first units to this volatile warzone resulted in a vast number of additional units being drafted in to the Icaedus campaign as its second wave of reinforcements were drawn up by Departmento Munitorum edict. Increased support resources, especially Quartermasters, Recovery and Workshop units, and Departmento Munitorum supply columns were slow to arrive resulting in significant shortages during key stages of the final battle.

ALTERNATIVE VEHICLES

For clarity and simplicity only the main vehicle type is listed for each unit. The exact vehicles present may vary by type.

For Leman Russ also read: Exterminator, Conqueror, Vanquisher or Executioner.

For Demolisher also read: Thunderer or Hellhound.

For CHQ Chimeras also read: Salamander Command Vehicle.

For Basilisk also read: Griffon, Medusa, Bombard, Earthshaker Platform and Trojan, Medusa Platform or Trojan.

For Hydra also read: Hydra Platform and tow.

CLASSIFIED

TO & E

Personnel		Vehicles	
1	Colonel	45	Leman Russ
17	Captains	10	Demolishers
48	Lieutenants	12	Basilisks
5	Commissars	9	Hydras
210	Watchmasters	11	Sentinels
1,064	Other ranks	9	Sentinel Powerlifters
		13	Salamanders
1,345	Total	3	Destroyers
Weapons		3	Medusa
695	Las pistols	9	Cyclops
166	Close combat weapons (various types)	3	Bridges
		94	Chimeras
865	Lasguns	35	Trojans
19	Heavy bolters	6	Atlas
19	Mortars	3	Baneblades
19	Lascannon	1	Shadowsword
11	Autocannon	266	Total
11	Missile launchers		
20	Melta guns		
20	Plasma guns		
20	Grenade launchers		
20	Flamers		
9	Heavy flamers		
1,894	Total		

SIGNATURE

ARMOURED BATTLE GROUP SPECIAL RULES

Co-axial Weapon

A weapon with the Co-axial rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it first if it is within range. If the co-axial weapon hits the target then the other weapon may re-roll its To hit roll.

Recovery Vehicle

If a vehicle with this special rule begins its Movement phase in contact with a friendly vehicle that has either been immobilised or has the Immobile Vehicle special rule then it may attempt to tow the immobilised/immobile vehicle. Immediately move both vehicles D6+2". They must finish this move in contact with each other, and if either vehicle moves over any terrain both vehicles must take any appropriate tests. Vehicles with the Heavy type or Super-heavy vehicles are only moved D3+2". On a turn in which this special rule is used both vehicles affected by it may only make Snap Shots. This rule may also be used on Immobile Artillery. The same rules apply except that any crew are considered to be moving with the artillery piece and once the move is completed are placed within 1" of their weapon. An Immobile artillery piece moved using this rule may not fire in the turn in which it has been moved.

Auto-targeting

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

Company Command Tank

A model with the Company Command Tank special rule may issue a single order each turn, however unlike regular officers an order issued by a model with the Company Command Tank special rule may only target friendly Imperial Guard vehicles of the following types: Leman Russ Battle Tank (including all variants), Thunderer Siege Tank, Salamander Scout Tank, Destroyer Tank Hunters and Hellhound Flame Tank with a range of 24". Unlike the standard procedure for issuing orders, no Leadership test is required for these orders to be used. Instead simply nominate a target for the order allowed by the Imperial Guard Orders rule (see page 29 of *Codex: Imperial Guard*, noting the targeting changes above) and roll a D6, consulting the table that follows:

Company Command Tank Orders

D6	Result
1	**Garbled Communication:** The order fails and no more orders may be issued by any models in the army this turn.
2-3	**Could You Repeat That Sir?:** The order has no effect, but both the command vehicles and the target vehicles may continue as normal.
4-5	**Orders Received Sir!:** The order is successfully received and is resolved immediately.
6	**Inspired Tactics:** The order is successfully received and is resolved immediately and does not count against the total limit of orders the command vehicle may issue this turn. The command vehicle may attempt to issue another order up to a maximum of two in each turn.

Note that these orders cannot be issued to models which have already moved Flat Out, made a shooting attack or have already received an order this turn. Nor do they have any effect on non-vehicle units.

In addition a model with this special rule which is used as an army's Warlord must generate its Warlord Trait from the Armoured Battle Group Trait list (see below):

Tank Orders

Concentrated Fire: If the order is successfully issued, select one enemy unit visible to the command tank. The ordered unit immediately shoots at the nominated target, which must re-roll any successful cover saves against these attacks.

Erratic Manoeuvres: If the order is successfully issued, assault attacks (including grenades, etc) must re-roll successful rolls to hit against the subject of the order until the beginning of the owning player's next turn, however the ordered unit may only make Snap Shots with their weapons while this order is in effect.

Full Speed Ahead!: If the order is successfully issued, the ordered unit makes a Flat out move, moving an extra D3" in addition to the usual flat out distance (roll once for all vehicles in the unit).



ARMOURED BATTLE GROUP WARGEAR

The following specialist wargear is available to those tanks that form the Emperor's armoured battle groups. These items may be selected by any tanks of the following type: Leman Russ Battle Tank (including all variants), Thunderer Siege Tank, Salamander Scout Tank, Destroyer Tank Hunters and Hellhound Flame Tank. If one tank in a squadron purchases an upgrade then the other members of that squadron must also purchase the same upgrade.

Mine Plough
A vehicle equipped with a Mine Plough rolls 2D6 when making a Dangerous Terrain test instead of just one. The test is only failed if the result of both rolls are 1s. In addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit takes D3+1 S2 AP- hits.

Artificer Hull
A vehicle fitted with an Artificer Hull gains an additional Hull Point to a maximum of 5.

Armoured Track Guards
A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table.

Improved Comms
A vehicle with Improved Comms has the Command Radius granted by the Command Tank special rule increased by 6".

Anti-aircraft Mount Heavy Stubber and Storm Bolter points
A pintle-mounted heavy stubber or storm bolter may be upgraded to an Anti-aircraft mount. This grants the weapon the Skyfire special rule.

Anti-grenade Mesh
A vehicle equipped with an Anti-grenade mesh has a 5+ save against any damage inflicted by any type of grenades, including melta bombs.

Specialist Ammunition
The higher echelons of the Imperium's armoured regiments have access to a variety of rare equipment, including a selection of specialist shell types. These shell types are available to Leman Russ variants bought as HQ choices in an Armoured Battle Group army, though some are only available to specific variants. A single tank may only select one type of specialist shells, and in each Shooting phase the player must choose whether to fire its turret-mounted weapon with its standard profile, or use the Specialist Ammunition before rolling To Hit with that weapon. In any turn where the Specialist Ammunition is used, the tank's turret-mounted weapon may not fire normally and any extra attacks the weapon gains from special rules are resolved using the Specialist Ammunition profile.

Infernus Shells: Infernus Shells may be used by Leman Russ Battle Tanks battle cannon.

Weapon	Range	Str	AP	Type
Infernus Shell	48"	6	4	Ordnance 1, Large Blast (5"), Ignores Cover

Illum Shells: These may be used by Leman Russ Battle Tanks, Leman Russ Vanquishers, Leman Russ Eradicators and Leman Russ Conquerors. These shells are fired in the same manner as Blast weapons (see page 33 of the *Warhammer 40,000* rulebook), placing a marker where the shot lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Augur Shells: These may only be used by Leman Russ Conquerors.

Weapon	Range	Str	AP	Type
Augur Shell	48"	8	3	Heavy 1, Gets Hot!, Cratering*

***Cratering:** A vehicle which suffers a Glancing hit or Penetrating hit from a weapon with this special rule must roll a D6 after all damage has been resolved. On the result of 4+ it immediately loses one point of Armour Value from the facing that was struck. If the vehicle is reduced to Armour Value 0 on any facing, it is immediately wrecked.*

Beast Hunter Shells: These may be used by Leman Russ Vanquishers. The shell contains a bio-mutagenic acid and is often used against enormous xeno-morphs.

Weapon	Range	Str	AP	Type
Beast Hunter Shell	72"	8	2	Heavy 1, Blast (3"), Instant Death

ARMOURED BATTLE GROUP WARLORD TRAITS

To determine which trait a model with the Command Tank special rule has, roll a D6 on the table below before you deploy your army.

Tank Commander Traits

D6	Result
1	**Night Attacker:** You can choose to use the Night Fighting rules in your game. If you do there is no need to roll – it is night for the first turn.
2	**Disciple of Macharius:** Nominate a single friendly vehicle squadron. That squadron gains the Outflank and Acute Senses special rules.
3	**Icon of Imperial Glory:** Whilst within 12" of the Warlord, friendly units gain the Stubborn special rule.
4	**Tip of the Spear:** Both the Warlord and all vehicles within 12" of him may add D6" to any Flat Out moves they make.
5	**Armoured Assault:** The Warlord is a scoring unit.
6	**Steel Juggernaut:** For each vehicle destroyed by your Warlord during Ramming attacks, your army gains a Victory point.

BOMB CLUSTER

A weapon system with the Bomb Cluster type may drop as many bombs as its user wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run (this must be a model the Flyer has passed over that turn), the initial bomb dropped scatters D6". Additional bombs dropped scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the *Warhammer 40,000* rulebook).

IMPERIAL NAVY AIRCRAFT UPGRADES

Flare or Chaff Launchers

These are a single use item. A vehicle equipped with Flare or Chaff Launchers has a 4+ Invulnerable save against any damage inflicted by missile weapons.

Armoured Cockpit

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

Infra-red Targeting

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

Illum Flares

A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see page 81 of the *Warhammer 40,000* rulebook), placing a marker where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Distinctive Paint Scheme or Markings

These are a single use item. While the owning vehicle is in play and on the board (not in ongoing reserves), one friendly unit within line of sight may re-roll a single Morale test. Distinctive Paint Scheme or Markings must be represented on the model.



HQ

COMPANY COMMAND TANK ..... 160 POINTS

Each Tank company is led by an officer, often a Captain, who commands his company in battle from his own vehicle. Just as with other officers in the Imperial Guard he leads his troops on the field of battle, issuing orders and directing the armoured vehicles under his command to maximise their fighting capabilities.

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Battle Tank	4	14	13	10	3
Leman Russ Exterminator	4	14	13	10	3
Leman Russ Conqueror	4	14	13	10	3
Leman Russ Annihilator	4	14	13	10	3
Leman Russ Vanquisher	4	14	13	10	3
Leman Russ Eradicator	4	14	13	10	3

Unit Composition
- 1 Leman Russ

Unit Type
- Vehicle (Tank)

Special Rules
- Lumbering Behemoth (except Conqueror)
- Company Command Tank

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
- Leman Russ Battle Tank
  - Battle cannon
- Leman Russ Exterminator
  - Exterminator autocannon
- Leman Russ Conqueror
  - Conqueror cannon
  - Co-axial storm bolter
- Leman Russ Annihilator
  - Twin-linked lascannon
- Leman Russ Vanquisher
  - Vanquisher battle cannon
- Leman Russ Eradicator
  - Eradicator nova cannon

Options
- The model may be upgraded to one of the following:
  - Exterminator ..... Free
  - Conqueror ..... Free
  - Annihilator ..... Free
  - Vanquisher ..... +5 points
  - Eradicator ..... +10 points
- The model may exchange its heavy bolter for:
  - Heavy flamer ..... Free
  - Lascannon ..... +15 points per model
- The model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..... +20 points
  - Multi-meltas ..... +30 points
  - Plasma cannon ..... +40 points
- The model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- A Vanquisher's Vanquisher Battle Cannon may have:
  - Co-axial storm bolter or heavy stubber ..... +10 points
- The model may take any of the following:
  - Mine plough ..... +15 points
  - Artificer hull ..... +20 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- The model may upgrade a pintle-mounted heavy stubber or pintle-mounted storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points
- A Leman Russ, Leman Russ Vanquisher, Leman Russ Eradicator or Leman Russ Conqueror may take:
  - Illum Shells ..... +10 points
- A Leman Russ Vanquisher may take:
  - Beast Hunter Shells ..... +15 points
- A Leman Russ Conqueror may take:
  - Augur Shells ..... +20 points
- A Leman Russ Battle Tank may take:
  - Infernus Shells ..... +5 points

HQ

ARMOURED FIST COMMAND SQUAD ..... 85 POINTS

In order to keep pace with the rapid advance of the tank squadrons, all infantry attached to an armoured battle group are mounted in Chimeras and organised as Armoured Fist squads. These loosely organised infantry formations are commanded by their own officers, allowing the tank commanders to focus on the destruction of the enemy's own tanks.

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Company Commander	4	4	3	3	3	3	3	9	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Unit Composition
- 1 Platoon Commander
- 4 Guardsman

Unit Type
- Guardsmen
  - Infantry
- Platoon Commander
  - Infantry (Character)
- Company Commander
  - Infantry (Character)

Special Rules
- Senior Officer (Company Commander only)*
- Junior Officer (Platoon Commander only)*

* *Note that both Senior Officers and Junior Officers may only issue orders to Armoured Fist squads, Armoured Fist Veteran squads and Armoured Fist Heavy Weapon squads.*

Wargear
- Guardsmen
  - Flak armour
  - Lasgun (Platoon Commander has laspistol instead)
  - Close combat weapon
  - Frag grenades
- Company Commander
  - Flak armour
  - Las pistol
  - Close combat weapon
  - Frag grenades
  - Refractor field

Transport
- The squad must take a Chimera as a dedicated transport. See the dedicated transport entry for rules and options for the Chimera. The cost of the Chimera is included in the unit cost shown above.

Options
- The Platoon Commander may be upgraded to:
  - Company Commander ..... +20 points
- A Platoon or Company Commander may exchange his laspistol for:
  - Bolt pistol ..... +2 points
- The Company Commander may take melta bombs ..... +5 points
- A Platoon or Company Commander may exchange his laspistol and/or close combat weapon for:
  - Bolt gun ..... +2 points
  - Power sword ..... +10 points
  - Plasma pistol ..... +10 points
  - Power fist ..... +15 points
- Any Guardsman may replace his lasgun with a:
  - Laspistol ..... Free
- One Guardsman may carry a:
  - Voxcaster ..... +5 points
- One Guardsman may carry a:
  - Platoon Standard ..... +15 points
- One Guardsman may replace his lasgun with a:
  - Heavy flamer ..... +20 points
- Replace two other Guardsmen with a Heavy Weapons team armed with one of the following:
  - Mortar ..... +5 points
  - Autocannon or heavy bolter ..... +10 points
  - Missile launcher ..... +15 points
  - Lascannon ..... +20 points
- Any Guardsmen not upgraded to one of the above may replace his lasgun with:
  - Flamer, grenade launcher or sniper rifle ..... +5 points
  - Meltagun ..... +10 points
  - Plasma gun ..... +15 points
- The entire squad may have krak grenades ..... +5 points



HQ

SALAMANDER RECONNAISANCE COMMANDER ..... 75 POINTS

The commanders of reconnaissance companies are often up-and-coming tank officers seeking to make their name in glorious combat. Leading their subordinates from a lightly armoured Command variant Salamander, these officers have a well deserved reputation for excessive risk taking.

		Armour			
	BS	Front	Side	Rear	HP
Salamander Command	4	12	10	10	3

Unit Composition
- 1 Salamander Command vehicle

Unit Type
- Vehicle (Tank, Open-topped, Fast)

Special Rules
- Auspex Surveyor
- Company Command Tank
- Scout
- Amphibious

Wargear
- Heavy flamer
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- The model may replace its heavy flamer with:
  - Heavy bolter ..... Free
- The model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- The model may take any of the following:
  - Mine plough ..... +15 points
  - Artificer Hull ..... +20 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- The model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points

CAPTAIN OBADIAH SCHFEER ..... 260 POINTS

See page 273

GENERAL GRIZMUND ..... 280 POINTS

See page 275

ELITES

COMMISSAR TANK ..... 160 POINTS

A Regiment's Commissars are free to fight in any way they see fit. Many choose to fight on foot alongside the Armoured Fist Infantry, but others prefer to lead by example, ie, from the front. Each Commissar can have his own personal vehicle, with a hand-picked crew at his command.

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Battle Tank	4	14	13	10	3
Leman Russ Exterminator	4	14	13	10	3
Leman Russ Conqueror	4	14	13	10	3
Leman Russ Annihilator	4	14	13	10	3
Leman Russ Vanquisher	4	14	13	10	3
Leman Russ Eradicator	4	14	13	10	3

Unit Composition
- 1 Leman Russ

Unit Type
- Vehicle (Tank)

Special Rules
- Lumbering Behemoth (except Conqueror)
- Commissariat Crew

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
- Leman Russ Battle Tank
  - Battle cannon
- Leman Russ Exterminator
  - Exterminator autocannon
- Leman Russ Conqueror
  - Conqueror cannon
  - Co-axial stormbolter
- Leman Russ Annihilator
  - Twin-linked lascannon
- Leman Russ Vanquisher
  - Vanquisher battle cannon
- Leman Russ Eradicator
  - Eradicator nova cannon

Commissariat Crew
Any Imperial Guard unit within 6" of a Commissar's tank counts their Leadership value as 10.

Options
- The model may be upgraded to one of the following:
  - Exterminator ..... Free
  - Conqueror ..... Free
  - Annihilator ..... Free
  - Vanquisher ..... + 5 points
  - Eradicator ..... +10 points
- The model may exchange its heavy bolter for:
  - Heavy flamer ..... Free
  - Lascannon ..... +15 points per model
- The model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..... +20 points
  - Multi-meltas ..... +30 points
  - Plasma cannon ..... +40 points
- The model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- A Vanquisher's Vanquisher Battle Cannon may have:
  - Co-axial storm bolter or heavy stubber ..... +10 points
- The model may take any of the following:
  - Mine plough ..... +15 points
  - Ablative armour ..... +20 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- The model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points
- A Leman Russ, Leman Russ Vanquisher, Leman Russ Eradicator or Leman Russ Conqueror may take:
  - Illum Shells ..... +10 points
- A Leman Russ or Leman Russ Vanquisher may take:
  - Beast Hunter Shells ..... +15 points
- A Leman Russ Conqueror may take:
  - Augur Shells ..... +20 points
- A Leman Russ Battle Tank may take:
  - Infernus Shells ..... +5 points

ELITES

DESTROYER TANK HUNTER SQUADRON ..... 160 POINTS PER MODEL

The Destroyer Tank Hunter offers a Tank Company commander additional firepower against enemy armour. When scouts report enemy armour is likely to be encountered, then the Destroyers are brought into the frontline to support the battle tanks.

		Armour			
	BS	Front	Side	Rear	HP
Destroyer Tank Hunter	3	14	13	10	3

Unit Composition
- 1-3 Destroyers

Unit Type
- Vehicle (Tank)

Wargear
- Heavy laser destroyer array
- Searchlight
- Smoke launchers

Options
- Any Destroyer Tank Hunter may take any of the following:
  - Pintle-mounted heavy stubber ..... +10 points
  - Pintle-mounted storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- Any model may take any of the following:
  - Mine plough ..... +15 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- Any model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points

ATLAS RECOVERY TANK ..... 85 POINTS

When the Imperial Guard's tanks roll forwards into battle, the Headquarters unit will often be accompanied by an Atlas recovery tank, ready on-call to recover damaged or broken down vehicles and tow them to the workshop.

		Armour			
	BS	Front	Side	Rear	HP
Atlas	3	14	13	10	3

Unit Composition
- 1 Atlas Recovery Tank

Unit Type
- Vehicle (Tank)

Special Rules
- Recovery tank
- Repair

Wargear
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- An Atlas Recovery Tank may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
  - Mine plough ..... +15 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points

ELITES

ARMOURED FIST STORM TROOPER SQUAD ..... 140 POINTS

Storm Troopers are the elite forces of the Imperial Guard, specialising in commando operations as well as providing a tough core to Imperial Guard infantry during assaults. They have access to specialist equipment such as hellguns and carapace armour, and are carried into battle in Chimera armoured transports.

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	3	4	3	3	1	3	1	7	4+
Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

Unit Composition
- 1 Storm Trooper Sergeant
- 4 Storm Troopers

Unit Type
- Stormtroopers
  - Infantry
- Storm Trooper Sergeant
  - Infantry (Character)

Wargear
- Carapace armour
- Hot-shot lasgun
- Hot-shot laspistol
- Close-combat weapon
- Frag grenades
- Krak grenades

Special Rules
- Special Operations
- Deep Strike

Transport
- The squad may take a Chimera as a dedicated transport. See the dedicated transport entry for rules and options for the Chimera. The cost of the Chimera is included in the unit cost shown above.

Options
- May have up to:
  - Five additional Storm Troopers.....+16 points per model
- The Storm Trooper Sergeant may exchange his hot-shot laspistol and/or hot-shot lasgun for:
  - Bolt pistol or boltgun ..... Free
  - Power weapon.....+10 points
  - Plasma pistol .....+10 points
- Up to two Storm Troopers may replace their hot-shot lasgun with:
  - Flamer .....+5 points per model
  - Grenade launcher .....+5 points per model
  - Meltagun.....+10 points per model
  - Plasma gun.....+15 points per model



ELITES

TECH-PRIEST ENGINSEER.....45 POINTS

Even more so than a regular Imperial Guard regiment, an Armoured Battle Group finds the services of a Tech-Priest Enginseer invaluable. These secretive representatives of the Machine Cult of Mars tend to the regiment's tanks and are even capable of performing battlefield repairs on damaged vehicles. Many Tech-Priests will requisition a Trojan support vehicle in order to increase their mobility on the field of battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Tech-Priest Enginseer	3	3	3	3	1	3	1	8	3+
Servitor	3	3	3	3	1	3	1	8	4+

		Armour			
	BS	Front	Side	Rear	HP
Trojan	3	10	10	10	3

An Armoured Battlegroup may include 0-2 Tech-Priest Enginseers. Tech-Priest Enginseers do not use up any Force Organisation chart selections, but are otherwise treated as separate Elite units.

Unit Composition
- 1 Tech-Priest Enginseer

Unit Type
- Tech-Priest
  - Infantry (Character)
- Servitors
  - Infantry
- (Trojan)
  - Vehicle (Tank, Transport)

Transport Capacity
- 6 (Trojan)

Special Rules
- Blessings of the Omnissiah
- Mindlock (Servitors only)
- Support Vehicle (Trojan only)
- Amphibious (Trojan only)

Wargear
- Tech-Priest
  - Power armour
  - Laspistol
  - Power weapon
  - Servo-arm
  - Frag and krak grenades
- Servitor
  - Servo-arm
  - Carapace armour
- Trojan
  - Heavy bolter
  - Searchlight
  - Smoke Launchers

Options
- May be accompanied by up to five Servitors.....+15 points per model
- Up to two Servitors may replace their servo-arm with:
  - Heavy bolter.....+20 points
  - Multi-melta or plasma cannon.....+30 points
- The Tech-Priest may take the following as a dedicated transport vehicle:
  - Trojan Support Vehicle.....+35 points
- The Tech-Priest may take melta bombs.....+5 points
- A Trojan may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter.....+10 points
  - Hunter-killer missile.....+10 points
  - Dozer blade.....+10 points
  - Extra armour.....+15 points
  - Camo-netting.....+20 points



TROOPS

BATTLE TANK SQUADRON ..... 150 POINTS PER TANK

The fighting heart of an Armoured Company are its squadrons of battle tanks. The crews of these armoured behemoths see themselves as the elite fighting arm of the Imperial Guard, despite the rancour this causes with other arms of the Imperial Guard. Their tanks mount enough devastating weaponry to annihilate even the toughest enemy in a few well placed salvos, and their armour makes them all but invulnerable to small arms fire.

		Armour			
	BS	Front	Side	Rear	HP
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3
Leman Russ Conqueror	3	14	13	10	3
Leman Russ Annihilator	3	14	13	10	3
Leman Russ Vanquisher	3	14	13	10	3
Leman Russ Eradicator	3	14	13	10	3

Unit Composition
- 1-3 Leman Russ Battle Tanks

Unit Type
- Vehicle (Tank)

Special Rules
- Lumbering Behemoth (except Conqueror)

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
- Leman Russ Battle Tank
  - Battle cannon
- Leman Russ Exterminator
  - Exterminator autocannon
- Leman Russ Conqueror
  - Conqueror cannon
  - Co-axial stormbolter
- Leman Russ Annihilator
  - Twin-linked lascannon
- Leman Russ Vanquisher
  - Vanquisher battle cannon
- Leman Russ Eradicator
  - Eradicator nova cannon

Options
- Any model may be upgraded to one of the following:
  - Exterminator ..... Free
  - Conqueror ..... Free
  - Annihilator ..... Free
  - Vanquisher ..... + 5 points
  - Eradicator ..... +10 points
- Any model may exchange its heavy bolter for:
  - Heavy flamer ..... Free
  - Lascannon ..... +15 points per model
- Any model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..... +20 points
  - Multi-meltas ..... +30 points
  - Plasma cannon ..... +40 points
- Any model in the squadron may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- A Vanquisher's Vanquisher Battle Cannon may have:
  - Co-axial storm bolter ..... + 15 points
  - Heavy stubber ..... +10 points
- Any model may take any of the following:
  - Mine plough ..... +15 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- Any model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points



TROOPS

SIEGE TANK SQUADRON ..... 140 POINTS PER TANK

As well as its own battle tanks, an Armoured Regiment may be supported by specialist siege tanks, armed with devastating, short range weaponry for use during street fighting and against enemy bunkers. Though often regarded as a support unit by the crews of battle tank squadrons, the crews of siege tanks maintain a stubborn pride in their vehicles and the role they play in the destruction of the enemies of the Emperor.

		Armour			
	BS	Front	Side	Rear	HP
Thunderer	3	14	13	11	3
Leman Russ Demolisher	3	14	13	11	3
Leman Russ Punisher	3	14	13	11	3
Leman Russ Executioner	3	14	13	11	3

Unit Composition
- 1-3 Thunderer Tanks

Unit Type
- Vehicle (Tank)

Special Rules
- Lumbering Behemoth (Leman Russ only)

Wargear (All)
- Searchlight
- Smoke launchers

Wargear (Specific)
- Thunderer
  - Demolisher cannon
- Leman Russ Demolisher
  - Heavy bolter
  - Demolisher siege cannon
- Leman Russ Punisher
  - Heavy bolter
  - Punisher gatling cannon
- Leman Russ Executioner
  - Heavy bolter
  - Executioner plasma cannon

Options
- Any model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo-netting ..... +20 points
- Any Thunderer may be exchanged for any of the following:
  - Leman Russ Demolisher ..... +25 points per model
  - Leman Russ Punisher ..... +40 points per model
  - Leman Russ Executioner ..... +50 points per model
- Any Leman Russ Demolisher, Punisher or Executioner may exchange its heavy bolter for:
  - Heavy flamer ..... Free
  - Lascannon ..... +15 points per model
- Any Leman Russ Demolisher, Punisher or Executioner may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..... +20 points
  - Multi-meltas ..... +30 points
  - Plasma cannon ..... +40 points
- Any model in the squadron may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
  - Camo-netting ..... +20 points per model
- Any model may take any of the following:
  - Mine Plough ..... +15 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- Any model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points

TROOPS

ARMOURED FIST SQUAD.....105 POINTS

Even the mighty tank companies of the Imperial Guard need the ubiquitous Imperial Guard infantryman to accomplish those tasks either unsuitable or beneath the armoured vehicles of the company. They capture objectives and screen their armoured comrades from enemy infantry in close terrain, and even the most jaded tank commander knows that without the infantry his tank is impotent.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Unit Composition
- 1 Sergeant
- 9 Guardsman

Unit Type
- Guardsmen
  - Infantry
- Sergeant
  - Infantry (Character)

Wargear
- Flak armour
- Lasgun
  (Sergeant has laspistol instead)
- Close combat weapon
- Frag grenades

Transport
- The squad must take a Chimera as a dedicated transport. See the dedicated transport entry for rules and options for the Chimera. The cost of the Chimera is included in the unit cost shown above.

Options
- The Sergeant may take melta bombs.....+5 points
- The Sergeant may exchange his laspistol and/or close combat weapon for:
  - Bolt pistol.....+2 points
  - Power sword.....+10 points
  - Plasma pistol.....+10 points
- Any Guardsman may replace his lasgun with a:
  - Laspistol.....Free
- One Guardsman may carry a Voxcaster.....+5 points
- Replace two other Guardsmen with a Heavy Weapons team armed with one of the following:
  - Mortar.....+5 points
  - Autocannon or heavy bolter.....+10 points
  - Missile launcher.....+15 points
  - Lascannon.....+20 points
- One Guardsmen may replace his lasgun with:
  - Flamer, grenade launcher or sniper rifle.....+5 points
  - Meltagun.....+10 points
  - Plasma gun.....+15 points
- The entire squad may have krak grenades.....+10 points



TROOPS

ARMOURED FIST VETERANS ..... 70 POINTS

Tank battles tend to be incredibly hostile and fast paced affairs, battlelines swiftly fluctuating over vast distances as one side gains advantage over the other upon the shell-cratered landscape. Few Guardsmen are expected to survive such brutal conditions, but those few who do will be drafted into Armoured Fist Veteran squads, their previous experience lending them an edge in supporting their regiment's or company's armoured vehicles.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Veteran Weapons Team	3	4	3	3	2	3	2	7	5+

Unit Composition
- 1 Veteran Sergeant
- 4 Veterans

Unit Type
- Veterans
  - Infantry
- Veteran Sergeant
  - Infantry (Character)

Wargear
- Flak armour
- Lasgun (Veteran Sergeant has laspistol instead)
- Close combat weapon
- Frag and krak grenades

Transport
- An Armoured Fist Veteran squad of five models must take a Centaur Carrier as a dedicated transport for +40 points.
- An Armoured Fist Veteran squad of between six to ten models must take a Chimera Armoured Transport as a dedicated transport for +55 points.

Options
- May include up to five additional Veterans .....+6 points per model
- The Veteran Sergeant may exchange his laspistol and/or close combat weapon for:
  - Shotgun ..... Free
  - Bolt pistol .....+2 points
  - Power weapon .....+10 points
  - Plasma pistol .....+10 points
  - Power fist .....+15 points
- Any Veteran may replace his lasgun with a:
  - Shotgun ..... Free
- One Veteran may carry a vox-caster .....+5 points
- Up to two other Veterans may replace their lasguns with:
  - Flamer, grenade launcher or sniper rifle .....+5 points
  - Meltagun .....+10 points
  - Plasma gun .....+15 points
  - Heavy flamer (one per squad) .....+20 points
- Replace two other Veterans with a Veteran Weapons Team armed with one of the following:
  - Mortar .....+5 points
  - Autocannon or heavy bolter .....+10 points
  - Missile launcher .....+15 points
  - Lascannon .....+20 points
- The squad can choose to take the following doctrine:
  - *Grenadiers:* The Veterans squad replaces its flak armour with: Carapace armour .....+30 points
  - *Forward Sentries:* The squad may take: Camo-cloaks and snare mines .....+30 points
  - *Demolitions:* The entire squad has melta bombs. One Veteran carries a demolition charge in addition to his other equipment .....+30 points



DEDICATED TRANSPORTS

CHIMERA ARMOURED TRANSPORT.....55 POINTS

Many units in an armoured battle group are required to utilise a Chimera armoured transport in order to keep up with battle tanks that form the core of the regiment. These vehicles do not use up any force organisation chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

		Armour			
	BS	Front	Side	Rear	HP
Chimera	3	12	10	10	3

Unit Composition
- 1 Chimera

Unit Type
- Vehicle (Tank, Transport)

Transport Capacity
- The Chimera can transport 12 models.

Wargear
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Special Rules
- Amphibious
- Mobile Command Vehicle

Options
- Replace multi-laser with:
  - Heavy flamer or heavy bolter ..... Free
  - Autocannon ..... +5 points
  - Twin-linked heavy bolters ..... +10 points
- Replace heavy bolter with:
  - Heavy flamer ..... Free
- Take any of the following:
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo netting ..... +20 points

CENTAUR CARRIER.....40 POINTS

		Armour			
	BS	Front	Side	Rear	HP
Centaur Carrier	3	11	10	10	2

Unit Composition
- 1 Centaur Carrier

Unit Type
- Vehicle (Transport, Fast, Open-topped)

Special Rules
- Artillery Tractor (see page 76)
- Gun Deployment

Wargear
- Heavy stubber
- Searchlight
- Smoke launchers

Transport Capacity
- The Centaur can transport 5 models.

Options
- A Centaur Carrier may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +5 points
  - Extra armour ..... +10 points
  - Camo-netting ..... +20 points



FAST ATTACK

SCOUT SENTINEL SQUADRON ..... 35 POINTS PER MODEL

Sentinel scout walkers are put to the same use in Armoured Battle Groups as they are in regular infantry regiments, scouting the enemy's positions and acting as light screening units for the regiment's heavier and more valuable assets.

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Scout Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition
- 1-3 Sentinels, forming a squadron

Unit Type
- Vehicle (Walker, Open-topped)

Special Rules
- Scouts
- Move through Cover

Wargear
- Multi-laser

Options
- Any Sentinel may replace its multi-laser with one of the following:
  - Heavy flamer ..... +5 points per model
  - Autocannon ..... +5 points per model
  - Lascannon ..... +15 points per model
  - Missile launcher ..... +10 points per model
  - Multiple rocket pod ..... +10 points per model
- Any model may take any of the following:
  - Searchlight ..... +1 pt per model
  - Hunter-killer missile ..... +10 points per model
- The entire squadron may take:
  - Smoke launchers ..... +5 points per model
  - Camo-netting ..... +10 points per model

ARMOURED SENTINEL SQUADRON ..... 55 POINTS PER MODEL

Armoured Sentinel walkers are often utilised by tank companies expecting to meet heavy resistance from infantry units or those operating within the tight confines of an urban environment. The Sentinel's unparalleled mobility and compact armoured chassis make it ideal for flushing out infantry units waiting in ambush from their hiding spots.

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Armoured Sentinel	3	3	5	12	10	10	3	1	2

Unit Composition
- 1-3 Armoured Sentinels, forming a squadron

Unit Type
- Vehicle (Walker)

Wargear
- Multi-laser
- Extra Armour

Options
- Any Sentinel may replace its multi-laser with one of the following:
  - Heavy flamer ..... +5 points per model
  - Autocannon ..... +5 points per model
  - Lascannon ..... +15 points per model
  - Missile launcher ..... +10 points per model
  - Multiple rocket pod ..... +10 points per model
  - Plasma cannon ..... +20 points per model
- Any model may take any of the following:
  - Searchlight ..... +1 pt per model
  - Hunter-killer missile ..... +10 points per model
- The entire squadron may take:
  - Smoke launchers ..... +5 points per model
  - Camo-netting ..... +10 points per model

FAST ATTACK

IMPERIAL NAVY GUNSHIP SUPPORT – 0-1 SQUADRON

VENDETTA GUNSHIP ..... 130 POINTS PER MODEL
VULTURE GUNSHIP ..... 105 POINTS PER MODEL

As well as squadrons of aircraft the Imperial Navy will also attach squadrons of heavily armed gunships to those Armoured Battle Groups assigned to operate in dense terrain, such as cities. These vehicles are ideal for providing close support fire to their armoured brethren, and few tank crews can fail to feel more secure when such a squadron is sighted.

		Armour			
	BS	Front	Side	Rear	HP
Vulture	3	12	12	10	3
Vendetta	3	12	12	10	3

Unit Composition
- 1-3 Vulture or Vendetta gunships (all vehicles in the squadron must be of the same type)

Unit Type
- Vehicle (Flyer, Hover)*

**The Vendetta also has Transport.*

Special Rules
- Vulture
  - Strafing Run
  - Vector Dancer
  - Deep Strike
- Vendetta
  - Deep Strike
  - Scout
  - Grav Chute Insertion

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

Transport Capacity
- The Vendetta can carry 12 models.

Options
- Any Vendetta may exchange two twin-linked lascannons for:
  - Two Hellfury missiles ..... Free
- Any Vendetta may take a pair of sponsons armed with:
  - Heavy bolters ..... +10 points per model
- The Vulture may replace its twin-linked multi-laser with:
  - Twin-linked autocannon ..... Free
  - Twin-linked lascannon ..... +15 points
  - Twin-linked missile launchers ..... +10 points
  - Two multiple rocket pods ..... +20 points
- The Vulture may replace its two Hellstrike missiles with:
  - Two Hellfury missiles ..... +20 points
  - Six Hunter-killer missiles ..... +40 points
  - Six Tactical bombs ..... +40 points
  - Two multiple rocket pods ..... +30 points
- The Vulture may replace its multi-laser and Hellstrike missiles with:
  - One twin-linked Punisher Gatling cannon ..... +50 points
- Any gunship may take any of the following:
  - Armoured cockpit ..... +20 points
  - Flare or chaff launcher ..... +10 points
  - Infra-red targeting ..... +5 points
  - Illum flares ..... +5 points
  - Distinctive paint scheme or markings ..... +10 points



FAST ATTACK

TAUROS STRIKE SQUADRON ..... 40 POINTS PER MODEL

Tauros squadrons are a rarity within Armoured Battle Groups, seeming out of place amongst the steel giants that form the core of these formations. However some battle groups make use of them as light strike units, utilising their speed and impressive weaponry to strike at enemy infantry attempting to destroy the company's valuable battle tanks. In this role the Tauros has found a niche that allows it to shine on the battlefield alongside even the mightiest tank.

		Armour			
	BS	Front	Side	Rear	HP
Tauros	3	10	10	10	2
Tauros Venator	3	11	10	10	2

Unit Composition
- 1-3 Tauros, forming a squadron

Unit Type
- Vehicle (Fast, Open-topped)

Special Rules
- Scout
- Galvanic Motor
- All-terrain Vehicle

Wargear
- Tauros
  - Heavy flamer
  - Searchlight
- Venator
  - Twin-linked multi-laser
  - Searchlight

Options
- Any Tauros may be upgraded to:
  - Tauros Venator ..... +20 points
- Any Tauros may replace its heavy flamer with:
  - Tauros grenade launcher ..... +5 points
- Any Tauros Venator may replace its twin-linked multi-laser with:
  - Twin-linked lascannon ..... +15 points
- Any Tauros may take the following:
  - One hunter-killer missile ..... +10 points
  - Extra armour ..... +15 points
- Any Tauros may take the following:
  - Camo-netting ..... +10 points per model
  - Smoke launchers ..... +5 points per model

SALAMANDER RECON SQUADRON ..... 55 POINTS PER MODEL

Salamanders form the backbone of armoured reconnaissance companies and are often to be found at the forefront of battle. They form the eyes and ears of an Armoured Battle Group, and as the first vehicles to make contact with the enemy often take heavy casualties in any major engagement.

		Armour			
	BS	Front	Side	Rear	HP
Salamander Scout	3	12	10	10	3

Unit Composition
- 1-3 Salamanders, forming a squadron

Unit Type
- Vehicle (Tank, Open-topped, Fast)

Special Rules
- Scout
- Amphibious

Wargear
- Autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- Any model may take any of the following:
  - Pintle-mounted heavy stubber ..... +10 points
  - Pintle-mounted storm bolter ..... +10 points
  - Mine plough ..... +15 points
  - Armoured track guards ..... +10 points
  - Improved comms ..... +10 points
  - Anti-grenade mesh ..... +15 points
- Any model may upgrade a pintle-mounted heavy stubber or storm bolter to one of the following:
  - Anti-aircraft mount heavy stubber ..... +5 points
  - Anti-aircraft mount storm bolter ..... +5 points

FAST ATTACK

HELLHOUND SQUADRON

HELLHOUND FLAME TANK ..... 130 POINTS PER MODEL
DEVIL DOG MELTA TANK ..... 120 POINTS PER MODEL
BANE WOLF CHEM TANK ..... 130 POINTS PER MODEL

Many Armoured Battle Groups field several squadrons of Hellhounds or one of its less common variants. These light tanks prove highly effective as both high mobility reserves, thrown into battle at the crucial moment when the enemy is stretched to breaking point or as anti-infantry forces when the company must fight in close terrain.

		Armour			
	BS	Front	Side	Rear	HP
Hellhound	3	12	12	10	3
Devil Dog	3	12	12	10	3
Bane Wolf	3	12	12	10	3

Unit Composition
- 1-3 tanks, forming a squadron

Unit Type
- Vehicle (Tank, Fast)

Wargear (All)
- Heavy bolter

Wargear (Specific)
- Hellhound
  - Inferno cannon
- Devil Dog
  - Melta cannon
- Bane Wolf
  - Chem cannon

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
  - Multi-melta ..... +15 points per model
- Any model may take any of the following:
  - Searchlight ..... +1 pt per model
  - Pintle-mounted storm bolter or heavy stubber ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Smoke launchers ..... +5 points per model
  - Camo netting ..... +20 points per model



HEAVY SUPPORT

HYDRA FLAK TANK BATTERY ..... 75 POINTS PER MODEL

When an Armoured Battle Group advances into battle it must be defended against enemy air attacks. Whenever possible this protection is provided by Hydra Flak Tanks.

		Armour			
	BS	Front	Side	Rear	HP
Hydra Flak Tank	3	12	10	10	3

Unit Composition
- 1-3 Hydra Flak tanks

Unit Type
- Vehicle (Tank)

Special Rules
- Auto-targeting

Wargear
- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any model may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber ...+10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

ORDNANCE BATTERY

BASILISK ARTILLERY TANK ..... 125 POINTS PER MODEL
MEDUSA SIEGE GUN ..... 135 POINTS PER MODEL

Close support artillery are vehicles brought up from their artillery units and attached to a Tank Company or Armoured Fist Company to support an attack with direct fire. They are usually placed directly under the command of the company commander.

		Armour			
	BS	Front	Side	Rear	HP
Basilisk	3	12	10	10	3
Medusa	3	12	10	10	3

Unit Composition
- 1-3 Artillery tanks

Unit Type
- Vehicle (Tank, Open-topped)

Wargear (All)
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)
- Basilisk
  - Earthshaker cannon
- Medusa
  - Medusa siege cannon

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any model may take any of the following:
  - Enclosed crew compartment ..... +15 points per model
  - Pintle-mounted storm bolter or heavy stubber ...+10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model
- Any Medusa may take:
  - Bastion-breacher shells ..... +5 points per model

HEAVY SUPPORT

GRIFFON STRIKE BATTERY ..... 75 POINTS PER MODEL

For those artillery fire missions where pin-point accuracy is of the utmost importance, a tank company will call on its squadrons of Griffon heavy mortar carriers to move forwards. Though their range and brute firepower cannot match that of the larger Imperial guns, no commander who calls down close support fire near his own position undervalues these potent weapons.

		Armour			
	BS	Front	Side	Rear	HP
Griffon Heavy Mortar	3	12	10	10	3

Unit Composition
- 1-5 Griffon Heavy Mortar Carriers

Unit Type
- Vehicle (Tank, Open-topped)

Wargear
- Heavy bolter
- Searchlight
- Smoke launchers
- Griffon heavy mortar

Special Rules
- Accurate Bombardment

Options
- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any model may take any of the following:
  - Enclosed crew compartment ..... +15 points per model
  - Pintle-mounted storm bolter or heavy stubber ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo-netting ..... +20 points per model

COLOSSUS BOMBARD BATTERY ..... 140 POINTS PER MODEL

When an armoured company is assigned to assault the most imposing of enemy fortifications, be they horrific, warp twisted fortresses or the caustic towers of a Tyranid spore-chimney Nexus, the company's Colossus Bombard batteries are brought forwards. These immense siege weapons are capable of demolishing even the mightiest defences in a few salvos.

		Armour			
	BS	Front	Side	Rear	HP
Colossus Bombard	3	12	10	10	3

Unit Composition
- 1-3 Colossus Bombards, forming a squadron

Unit Type
- Vehicle (Tank, Open-topped)

Wargear
- Colossus siege mortar
- Searchlight
- Smoke launchers

Options
- Any model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model

HEAVY SUPPORT

ARMOURED FIST HEAVY WEAPONS SQUAD ..... 115 POINTS

Each Armoured Fist platoon is supported by its own dedicated heavy weapons squad to give the infantry covering fire as they move into the attack, and provides the platoon's backbone when on the defensive.

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

Unit Composition
- 3 Heavy Weapons Teams

Unit Type
- Infantry

Wargear
- Lasguns
- Flak armour
- Close combat weapon
- Frag grenades
- Mortar

Transport
- The squad must take a Chimera as a dedicated transport. See the dedicated transport entry for rules and options for the Chimera. The cost of the Chimera is included in the unit cost shown above.

Options
- One model may be given a vox-caster ..... +5 points
- The entire squad may be given
  - Frag grenades ..... +6 points
  - Krak grenades ..... +12 points
- Each of the three Heavy Weapons Teams must be armed with one of the following heavy weapons:
  - Heavy bolter or autocannon ..... +5 points
  - Missile launcher ..... +10 points
  - Lascannon ..... +15 points
- Missile launcher-equipped Heavy Weapons squads may be upgraded with flak missiles for: ..... +15 points

ARMOURED FIST CYCLOPS DEMOLITION SQUAD ..... 115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	-	-	-	6	2	-	-	-	4+
Guardsman	3	3	3	3	1	3	1	7	5+

Unit Composition
- 2 Cyclops Demolition Vehicles and 2 Guardsmen operators, forming a unit, carried in a Chimera dedicated transport.

Unit Type
- Infantry – special (Cyclops)
- Infantry (Guardsmen)

See page 216.

Special Rules
- Remote Control*
- Extremely Bulky (Cyclops)
- Fearless (Cyclops)

Wargear
- Cyclops Demolition charge (Cyclops)*
- Flak armour (Guardsman)
- Lasgun (Guardsman)
- Close combat weapon (Guardsman)



HEAVY SUPPORT

IMPERIAL NAVY AIR SUPPORT

THUNDERBOLT ..... 180 POINTS PER MODEL
LIGHTNING ..... 145 POINTS PER MODEL
AVENGER ..... 150 POINTS PER MODEL

The Imperial Navy often fly in close support of the Imperial Guard armoured units, seeking out the enemy with strafing cannon, bombs and Hellstrike missiles.

		Armour			
	BS	Front	Side	Rear	HP
Thunderbolt	3	11	11	10	3
Lightning	3	10	10	10	2
Avenger	3	12	10	10	2

Unit Composition
- 1 Aircraft

Unit Type
- Vehicle (Flyer)

Special Rules
- Thunderbolt
  - Repair
  - Supersonic
  - Deep Strike
- Lightning
  - Agile
  - Supersonic
  - Deep Strike
- Avenger
  - Strafing Run
  - Deep Strike
  - Supersonic

Wargear
- Thunderbolt
  - Two twin-linked autocannon
  - Twin-linked lascannon
  - Armoured cockpit
- Lightning
  - One long-barrelled autocannon
  - One twin-linked lascannon
  - Armoured cockpit
- Avenger
  - One hull-mounted Avenger bolt cannon
  - Two wing-mounted lascannon
  - Armoured cockpit
  - Defensive heavy stubber

Options
- The Thunderbolt may carry one of the following:
  - Four Hellstrike missiles ..... +40 points
  - Six Tactical bombs ..... +40 points
  - Six Skystrike missiles ..... +50 points
- The Lightning may carry one of the following:
  - Four Hellstrike missiles ..... +40 points
  - Four Hellfury missiles ..... +40 points
  - Six Skystrike missiles ..... +50 points
  - Six Tactical bombs ..... +40 points
- The Lightning may replace its long-barrelled autocannon with one of the following:
  - Two Hellstrike missiles ..... Free
  - Two tactical bombs and the Strafing Run special rule ..... Free
- The Avenger may be fitted with two additional wing-mounted hardpoints that can carry one of the following options:
  - Six tactical bombs ..... +40 points
  - Two Hellstrike missiles ..... +20 points
  - Two Hellfury missiles ..... +20 points
  - Two missile launchers ..... +40 points
  - Two autocannon ..... +30 points
  - Two multi-lasers ..... +30 points
- Any aircraft may take any of the following:
  - Chaff launcher ..... +10 points
  - Infra-red targeting ..... +5 points
  - Illum flares ..... +5 points
  - Distinctive paint scheme or markings ..... +10 points

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

Repair
If a Flyer is affected by a Locked Velocity result, then in subsequent turns a repair can be attempted in their Shooting phase rather than firing any weapons. Roll a D6 and on a result of 6, the Locked Velocity result no longer applies.



VEHICLES SUMMARY

Vehicle Types: Fast=F, Flyer=Fl, Heavy=Hv, Hover=H, Open-topped=O, Skimmer=S, Tank=Tk, Transport=T, Walker=W, Immobile Vehicle=I, Super-heavy=Sh
Unit Types: Artillery=Ar, Beast=Be, Bike=Bk, Cavalry=Cv, Eldar jetbike=Ejb, Flying Monstrous Creature=Fmc, Infantry=In, Jet pack=Jp, Jetbike=Jb, Jump unit =J, Monstrous creature=Mc, Character=(Ch)

VEHICLES

				Armour						
	WS	BS	S	Front	Side	Rear	I	A	HP	Type
Leman Russ Battle Tank	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Demolisher	-	3	-	14	13	11	-	-	3	Tk
Leman Russ Vanquisher	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Eradicator	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Exterminator	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Punisher	-	3	-	14	13	11	-	-	3	Tk
Leman Russ Conqueror	-	3	-	14	13	10	-	-	3	Tk
Leman Russ Executioner	-	3	-	14	13	11	-	-	3	Tk
Leman Russ Annihilator	-	3	-	14	13	10	-	-	3	Tk
Destroyer Tank Hunter	-	3	-	14	13	10	-	-	3	Tk
Thunderer Siege Tank	-	3	-	14	13	11	-	-	3	Tk
Chimera	-	3	-	12	10	10	-	-	3	Tk,T
Hellhound	-	3	-	12	12	10	-	-	3	Tk, F
Devil Dog	-	3	-	12	12	10	-	-	3	Tk, F
Bane Wolf	-	3	-	12	12	10	-	-	3	Tk, F
Salamander Scout	-	3	-	12	10	10	-	-	3	Tk, F, O
Salamander Command	-	4	-	12	10	10	-	-	3	Tk, F, O
Basilisk	-	3	-	12	10	10	-	-	3	Tk, O
Griffon	-	3	-	12	10	10	-	-	3	Tk, O
Medusa Siege Gun	-	3	-	12	10	10	-	-	3	Tk, O
Colossus Bombard	-	3	-	12	10	10	-	-	3	Tk, O
Hydra Flak Tank	-	3	-	12	10	10	-	-	3	Tk
Manticore	-	3	-	12	10	10	-	-	3	Tk
Hydra Platform	-	3	-	10	10	10	-	-	2	I
Manticore Platform	-	3	-	10	10	10	-	-	2	I
Earthshaker Platform	-	3	-	10	10	10	-	-	2	I
Scout Sentinel	3	3	5	10	10	10	3	1	2	O, W
Armoured Sentinel	3	3	5	12	10	10	3	1	2	W
Drop Sentinel	3	3	5	10	10	10	3	1	2	O, W
Sentinel Powerlifter	3	3	5(7)	10	10	10	3	2	2	O, W
Centaur	-	3	-	11	10	10	-	-	2	F, O, T
Tauros	-	3	-	10	10	10	-	-	2	F, O
Tauros Venator	-	3	-	11	10	10	-	-	2	F, O
Atlas Recovery Tank	-	3	-	14	13	10	-	-	3	Tk, T
Trojan Support Vehicle	-	3	-	10	10	10	-	-	3	Tk, T
Hades Breaching Drill	-	-	-	12	10	10	-	-	2	Tk, Hv

SUPER-HEAVY VEHICLES

				Armour						
	WS	BS	S	Front	Side	Rear	I	A	SP	Type
Baneblade	-	3	-	14	13	12	-	-	3	Sh, Tk
Shadowsword	-	3	-	14	13	12	-	-	3	Sh, Tk
Stormblade	-	3	-	14	13	12	-	-	3	Sh, Tk
Stormsword	-	3	-	14	13	12	-	-	3	Sh, Tk
Macharius	-	3	-	14	13	12	-	-	2	Sh, Tk
Macharius Vanquisher	-	3	-	14	13	12	-	-	2	Sh, Tk
Macharius Vulcan	-	3	-	14	13	12	-	-	2	Sh, Tk
Macharius Omega	-	3	-	14	13	12	-	-	2	Sh, Tk, O
Crassus Transport	-	3	-	14	13	12	-	-	2	Sh, Tk, T
Praetor Launcher	-	3	-	14	13	12	-	-	2	Sh, Tk
Dominus Bombard	-	3	-	14	13	12	-	-	2	Sh, Tk
Gorgon	-	3	-	14	14	10	-	-	3	Sh,Tk,O,T
Malcador	-	3	-	13	12	11	-	-	2	Sh, Tk
Malcador Annihilator	-	3	-	13	12	11	-	-	2	Sh, Tk
Malcador Defender	-	3	-	13	12	11	-	-	2	Sh, Tk
Malcador Infernus	-	3	-	13	12	11	-	-	2	Sh, Tk
Valdor Tank Hunter	-	3	-	13	12	11	-	-	2	Sh, Tk
Minotaur	-	3	-	13	12	14	-	-	2	Sh, Tk, O

ARTILLERY

	WS	BS	S	T	W	I	A	Ld	Sv	Type
Rapier Laser Destroyer	-	-	-	7	2	-	-	-	3+	Ar
Sabre Gun Platform	-	-	-	7	2	-	-	-	3+	Ar (I)
Sentry Gun	-	3	-	6	2	-	-	-	3+	Ar
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+	Ar (I)
Heavy Mortar	-	-	-	7	2	-	-	-	3+	Ar (I)
Heavy Artillery Gun Carriage	-	-	-	7	4	-	-	-	3+	Ar (I)
Cyclops	-	-	-	6	2	-	-	-	4+	Ar

WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Avenger bolt cannon	36"	6	3	Heavy 7
Baneblade cannon	72"	9	2	Ordnance 1, Apocalypse Blast (10"), Primary Weapon
Bastion breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")
Chem Cannon[1]	Template	1	3	Heavy 1, Poisoned (2+)
Chem inferno gun[2]	Hellstorm	1	2	Heavy 1, Primary Weapon, Poisoned (2+)
Conqueror battle cannon	48"	7	4	Heavy 1, Blast (3")
Colossus bombard heavy siege mortar[3]	24"-240"	6	3	Ordnance 1, Barrage, Large Blast (5"), Ignore cover
Defensive heavy stubber	36"	4	6	Heavy 3, Skyfire
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast (5")
Double earthshaker cannon[3]	24"-240"	9	3	Ordnance 1, Massive Blast (7"), Twin-linked, Primary Weapon
Dominus Triple Bombard[4]	12"-36"	10	3	Ordnance Barrage 1, Blast (5") Primary Weapon
	12"-60"	10	3	Apocalyptic Barrage 3, Primary Weapon
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Eradicator nova cannon[5]	36"	6	4	Heavy 1, Large Blast (5")
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Executioner plasma cannon	36"	7	2	Heavy 3, Blast (3")

Weapon	Range	Str	AP	Type
Gorgon mortar	48"	4	6	Heavy 4, Blast (3"), Barrage, One shot
Griffon heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Heavy laser destroyer array	60"	9	2	Ordnance 1, Twin-linked
Heavy quad launcher	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell shock[6]
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Heavy stubber	36"	4	6	Heavy 3
Hellhammer cannon	36"	10	1	Ordnance 1, Apocalyptic Blast (10"), Primary weapon, Ignores cover
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only
Hellfury missile	72"	4	5	Heavy 1, Large Blast (5"), No Cover Saves, Missile, One Use Only
Hunter-killer missile	Unlimited	8	3	Heavy 1, One Use Only
Hydra autocannon	72"	7	4	Heavy 2, Skyfire, Auto targeting[7]
Inferno cannon	Template[8]	6	4	Heavy 1
Inferno gun[9]	Hellstorm	7	3	Heavy 1, Primary Weapon
Laser destroyer array	36"	9	2	Ordnance 1, Twin-linked
Lascannon	48"	9	2	Heavy 1
LB autocannon	72"	7	4	Heavy 2



WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Macharius battle cannon	72"	8	3	Ordnance 1, Massive Blast (7")
Macharius vanquisher battle cannon[10]				
(Blast shells)	72"	8	3	Ordnance 1, Massive Blast (7"), Primary Weapon
(AP shells)	72"	8	2	Heavy 1, Twin-linked, Armourbane, Primary Weapon
Manticore missile	36"-300"	9	2	Ordnance 1, Massive Blast (7")
Medusa siege cannon	36"	10	2	Ordnance 1, Large Blast (5")
Melta-cutter	12"	8	1	Heavy 1, Blast (3"), Melta
Melta cannon	24"	8	1	Heavy 1, Melta, Blast
Missile launcher				
(Frag missile)	48"	4	6	Heavy 1, Blast (3")
(Krak missile)	48"	8	3	Heavy 1
(Flak missile)	48"	7	4	Heavy 1, Skyfire
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5")
Neutron laser projector	72"	10	1	Ordnance D3 (roll each time the weapon is fired), Concussive, Feedback[11]
Omega pattern plasma blastgun				
(Pulsed bolts)	60"	7	2	Ordnance 3, Large Blast (5"), Primary Weapon
(Maximal)	72"	9	2	Ordnance 1, Massive Blast (7"), Primary Weapon, Gets Hot
Powerlifter claw	-	+2	4	Melee
Plasma blastgun				
(Rapid)	72"	8	2	Ordnance 2, Massive Blast (7"), Primary Weapon
(Full)	96"	10	2	Ordnance 1, Apocalyptic Blast (10"), Primary Weapon
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot
Praetor launcher[12]				
(Foehammer)	12"-120"	8	3	Ordnance 2, Barrage, Large Blast (5"), Primary Weapon, Twin-linked
(Firestorm)	12"-120"	6	4	Ordnance 2, Barrage, Massive Blast (7"), Primary Weapon, Twin-linked, Ignores Cover
(Pilum)	72"	8	3	Heavy 2, Primary Weapon, Twin-linked, Skyfire, Interceptor
Punisher gatling cannon	24"	5	–	Heavy 20
Storm bolter	24"	4	5	Assault 2
Storm eagle rockets	24"-120"	10	4	Ordnance D3, Barrage, Large Blast (5"), Missile
Sky eagle rockets	120"	9	2	Ordnance 1, Skyfire, Missile, Heatseeker[13]
Skystrike missile	60"	7	3	Heavy 1, Missile, Air to Air, One Use Only, Heatseeker
Tactical Bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only
Tauros grenade launcher				
(Krak)	36"	6	4	Heavy 2
(Frag)	36"	3	6	Heavy 2, Blast (3")
Vanquisher battle cannon	72"	8	2	Heavy 1, Armourbane
Volcano cannon	120"	D	2	Ordnance 1, Large Blast (5"), Destroyer, Primary Weapon
Vulcan mega-bolter	68"	6	3	Heavy 15, Primary Weapon

1 Against targets with a Toughness value, hits from a chem cannon will always wound on a 2+.

2 To fire the Chem inferno gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno gun is then treated like any other template weapon.

3 Cannot be used for direct fire and must be fired using the barrage rules with a minimum range of 24" (see the Warhammer 40,000 rulebook page 34)

4 On any turn in which the Dominus moves it uses the Mobile profile. On turns in which it has remained stationary it may use the Static profile.

5 Cover saves may not be taken against wounds caused by an Eradicator nova cannon.

6 See the Shell shock rule on page 200.

7 See the Auto targeting rule on page 178.

8 To fire the inferno cannon place the template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno cannon is then treated like any other template weapon.

9 To fire the inferno gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno gun is then treated like any other template weapon.

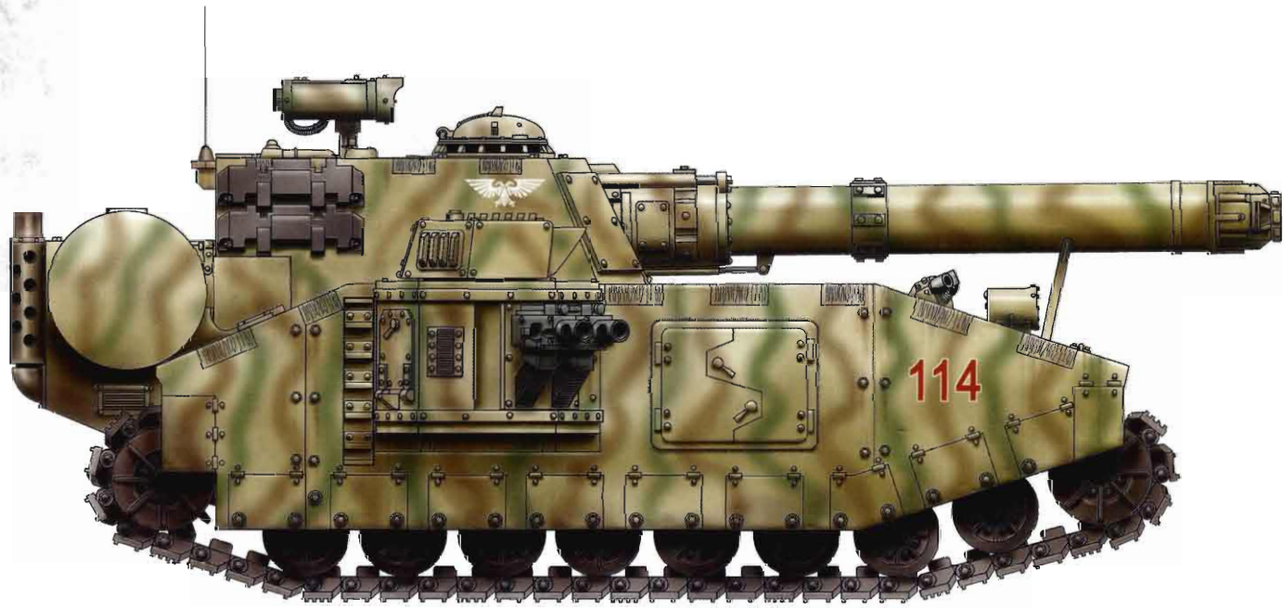
10 May fire one type of shell in a given turn, the type of shell to be fired must be chosen before any dice are rolled. Any abilities allowing the vehicle to fire multiple shots will use the same shell type for all shots fired that turn.

11 See the Feedback rule on page 149.

12 The Praetor may be fitted with three different munitions types, and the player must select which one to use before the game begins. The Praetor may only use this munitions type during the game.

13 See the Heatseeker rule on page 178.

IMPERIAL GUARD TANK ACES



Mars pattern Shadowsword of the Palladius 8th Armoured Regiment, fourth vehicle of the 1st Squadron, 1st Company, Atria Wilderness Campaign

MAXIMILLIAN WEISEMANN



Raised on Konig Prime, Maximillian Weisemann was the son of a noble household with a long tradition of service within the Imperial Guard, going back to the time of Lord Commander Solar Macharius. His early life was spent in schooling for his future position. He trained with the duelling rapier and cavalry sabre common to the people of Konig, and at the age of 14, Weisemann entered the ranks of the Planetary Defence forces, where within two years he was already commanding a Rough Rider squadron.

At 18 years of age, Weisemann was drafted into the Imperial Guard along with his entire regiment, where he exchanged his horse for a Leman Russ battle tank, although he is renowned for retaining his riding crop throughout his career. First as a tank commander then as a squadron commander, Weisemann ably demonstrated his bravery and martial skill on the battlefields of Lamas and Balor Secundus. By the end of the three year long Balor campaign, his kill total had reached ninety-eight enemy vehicles. Such a talent could not go unrewarded and Weisemann was duly honoured with a transfer to a super-heavy tank detachment, a unit of three Lucius pattern Baneblades. There he took command of Baneblade number 212 '*Arethusa*' and it was as the commander of this tank that Weisemann would become a living legend and his name remembered on Imperial worlds across the galaxy for decades to come.

Weisemann was a stern and unforgiving man, and demanded strict discipline from those under his command. His tank crew observed morning and evening masses and the machine spirits of their vehicle were venerated daily regardless of whether they were on the battlefield or not. Infact he pushed his men so hard on training exercises that they claimed battle was easier, but despite the rigid discipline, all of his crew worshipped him, believing that with Weisemann in command they would ultimately triumph, and so it was to be for over forty years.

THE LIBERATION OF COLONIA

Maximillian Weisemann's illustrious military career ended on the Ork-beseiged planet of Colonia, where today a shrine to him stands on the site of his final battle. Deployed to the world part way through the campaign to liberate it, Weisemann and the *Arethusa* were assigned to fight alongside the 7th Mortant Regiment, already engaged with the Ork forces of Warlord Gharag Badtoof, whose warband had recently breached the defensive line along the Cambria river and had managed to establish a bridgehead.

With Ork reinforcements already swarming across the bridge in preparation for a breakout, Weisemann and his crew moved into the line supporting the 7th Mortant as part of the holding force. His tank was the first of his company to arrive and was positioned blocking the main road from the bridge when a scout reported that Ork battlewagons and buggies were massing on the other side of the river for an attack. Rather than await the arrival of the rest of his company, Weisemann decided to strike first before the Orks had amassed enough strength to smash the thinly spread defensive line.

Driving through thick fog *Arethusa* rumbled down the main road alone, catching the Orks totally by surprise. With the sound of its engine dampened by the conditions and drowned by their own revving motors, the first they saw of Weisemann's attack was the armoured prow of his Baneblade emerging from the mist just thirty metres away. First to be targeted were Badtoof's battlewagons, whilst the Baneblade's sponson heavy bolters raked the frantically dismounting and disorganised Ork and Gretchin crews. The first of *Arethusa's* rounds tore a battlewagon turret clean off its turret ring, with the second shell exploding the next wagon's ammunition, sending a blazing fireball high into the sky. As the unprepared Orks scattered and raced to mount their vehicles, buggies and bikes roared into life only to be silenced moments later by the sweeping fire of *Arethusa's* heavy bolters and lascannon. Taking advantage of the confusion, Weisemann ordered the tank forward, directing the engagement from his turret hatch, straight into the Orks who broke and fled before the one-sided onslaught.

Soon *Arethusa's* crew had cleared the road, leaving three battlewagons and eight buggies and wartraks wrecked in their wake. At this point many would have considered this a good day's work, but Maximillian Weisemann, ever the able tactician, must have realised that if he could get to the bridge itself then the *Arethusa* could cut off the Orks' only line of retreat. Once they were boxed in, a voxed-in airstrike could wipe the majority of the Imperium's foes out and re-establish its defensive line along the river.

Ordering his driver to full speed and voxing his situation and intentions to his commanders, Weisemann's tank rumbled on towards the bridge and into the heart of the Ork force. As its Tech-Adept pushed the *Arethusa's* engine to its maximum, Ork vehicles and squads suddenly appeared from the fog, only to be destroyed by the intense fire of Baneblade's cannon. The tank's previous assault had alerted the Orks ahead and given them time to react and regroup. Just ahead of where they were now swarming Warboss Badtoof was now waiting at the bridge to meet Weisemann's attack.

Pausing only to gather intelligence on what awaited his vehicle and crew as the fog started to lift, Weisemann was faced with the sight of mobs of greenskins charging across and taking up defensive positions behind the sandbags left by the bridge's previous defenders. Not willing to wait until the remainder of the Orks' buggies and battlewagons had reached the massing greenskins, the *Arethusa's* gunner set his sights on the first battlewagon, the gun's massive discharge instantly revealing the Baneblade's position.

As the Orks returned fire, blazing away with every weapon they had, Weisemann retreated into the cover of his vehicle's interior and ordered the *Arethusa* forward. Despite calls from its loader Orel, that the Baneblade's ammunition was down to just seven rounds for its main battlecannon, Weisemann pressed on. As the Orks' shells broke against the Baneblade's armour as it closed relentlessly on the bridge, its driver was wounded when a splinter of armour from the interior flaked off and struck him through the shoulder. Momentarily stunned, the tank swung off the road and ploughed into boggy ground, Weisemann ordering smoke to be launched to cover the tank whilst the Guardsman received medical attention. Meanwhile Ork tank hunters crept forwards to surround the *Arethusa*.

As the smoke cleared, the Baneblade's driver attempted to get the tank moving again, but its hefty weight had already begun to sink into the soft ground. With its gunners manning the *Arethusa's* heavy bolters, driving back any approaching Orks, its comms operator urgently called for assistance. A relief force of Armoured Fist squads was rapidly scrambled to come to its aid, but at least an hour away there was little that could reach the *Arethusa* in time.

Nothing further was heard from the Baneblade's crew as eye witnesses looking on through long range scanners watched the destruction of the *Arethusa*. The Ork Warboss most likely weary of sending more of his boyz in on a direct assault against the stranded behemoth, its death came from above as Badtoof called in an airstrike from aircraft already circling the battlefield. The first fighta-bommer came racing in low across the river, loosing rockets that cracked off the tank's heavily armoured hull and sent mud and water fountaining about it. As a second bommer roared in, the *Arethusa's* crew could be seen fleeing the Baneblade, the tell-tale flash of an ejector seat mechanism sparking into action signalling Weisemann's departure from the Baneblade moments later.

The Ork rockets impacted and as the *Arethusa* exploded, its remaining ammunition detonated in a series of earth-shuddering explosions, sending shrapnel shooting out over a wide area and cutting many of the swarming greenskins into little but a bloody red mist. As a third bommer screamed overhead, Weisemann's last remaining actions were to order the five remaining survivors of his crew still capable of walking to fall back to Imperial lines whilst he stayed with the *Arethusa* and the wounded men, intending to defend them until relief arrived. Somehow, the survivors made it out and rendezvoused with the approaching Armoured Fist squads, but behind them the Orks were advancing again, and the road through to Weisemann quickly became blocked.

It took the 7th Mortant Regiment two months of hard fighting to recapture the bridge, and when they did they discovered the forlorn twisted wreck of Baneblade 212 still half submerged in the bog. Of Weisemann and the other crew there was no sign. His body was never recovered and to this day his ultimate fate remains a mystery.

BANEBLADE 212 '*ARETHUSA*' .....600 POINTS

Weisemann's tank is a standard Lucius pattern Baneblade.

		Armour			
	BS	**Front**	**Side**	**Rear**	**SP**
Arethusa	4	14	13	12	3

Unit Composition
- 1 Baneblade'212' *Arethusa* & Maximillian Weisemann

Unit Type
- Super-heavy vehicle (Tank, Unique)

Special Rules
- Veteran Crew
- Hardened Crew
- Skilled Gunnery
- Warlord

Wargear
- Turret-mounted Baneblade cannon with a co-axial autocannon
- Hull-mounted Demolisher cannon and twin-linked heavy bolters
- Two sponsons, each with one lascannon and one twin-linked heavy bolter
- Pintle-mounted heavy bolter
- Searchlight
- Smoke launchers

Veteran Crew
Weisemann's crew have fought in countless battles across a myriad of war zones. They are all veterans and *Arethusa* has its BS increased to 4 to represent this.

Hardened Crew
The vehicle ignores all Crew Stunned and Crew Shaken results on the Vehicle Damage chart on the roll of 4+ on a D6.

Skilled Gunnery
Nominate a single weapon at the start of each Shooting phase, that weapon counts as being twin-linked for the rest of that phase. Remember that you can only re-roll a dice once, and that this cannot be used on weapons which are already twin-linked. You may only nominate one weapon in any turn, though you may change which weapon you nominate each turn.

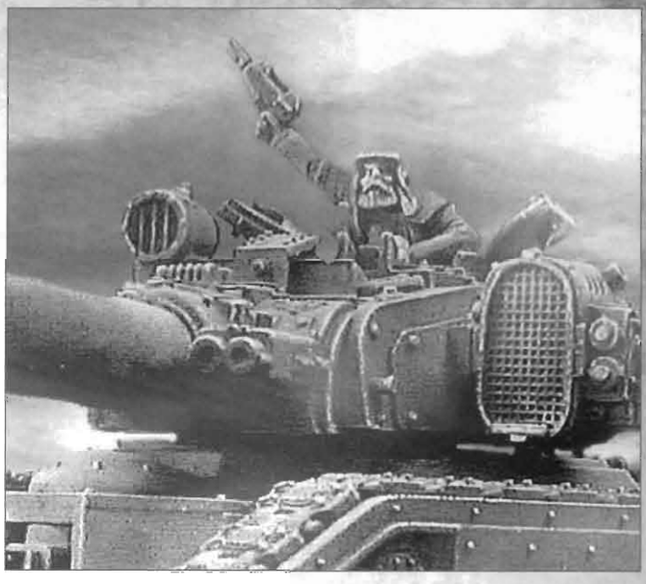
CAPTAIN OBADIAH SCHFEER

Obadiah was originally conscripted from the squalid streets of Varoli Secundus, a world ruled by a theocratic religious council which enforced a strict adherence to the Imperial Cult. The theocracy saw it as their holy duty to supply regiments to the Imperial Guard, and for each new generation that came of age on the planet, yet another regiment was forcibly conscripted from its population by means of brutal press gangs and shipped for service across the galaxy.

Schfeer eventually rose to the rank of Captain, commanding the regiment's tank company, and early in his career he was an efficient officer, serving in six successful campaigns. It was during the sixth campaign that he began to show signs of battle fatigue and mental instability, and after a vicious night engagement in which he lost four tanks, Obadiah ordered a near suicidal attack against a strong defensive enemy position in which his tanks destroyed the foe's bunkers and guns. Following this success Obadiah mounted a large speaker, recovered from an enemy command post, on the turret of his tank and used it to issue orders and shout encouragement to his men, then as time went on to blare loud military music at the enemy as his unit advanced. It was at about this time he also took to sitting out of his turret, waving 'his boys' on, often leading the charge himself.

Long exposure to the horrors of battle had undoubtedly unhinged Schfeer by this point, and rumours began to circulate around the regiment's headquarters that he would soon be removed from command. However, rather than his performance on the battlefield suffering, Schfeer kept on winning battles and to a greater degree than ever before. To his dissenters' surprise his commanders overlooked his unorthodox methods and he was allowed to remain in his lofty position.

The Steel Dogs already had a reputation for bravery. Now with 'Crazy' Obadiah in command, they were reckless to the point of foolhardiness. Always charging the enemy to engage at point blank range, with their leader at the front, music blaring, gun barrels glowing red hot and engines pushed to the point of overheating, each crewman became a wild-eyed, scorched, oil-stained veteran who other units shunned as dangerous and unreliable.



The Varolian Steel Dogs

The Tank Company of the 254th Varolian regiment are nicknamed the Steel Dogs. They are unusual in that they have several Vanquishers, and originally the Company was entirely armed with Vanquishers from the foundries of Gryphonne IV, but as its tanks were destroyed or have broken down beyond repair, they have been replaced by standard Leman Russ supplied from the closest Forge World to their current battlezone. At last Departmento Munitorum audit, the Company has only three Vanquishers and eight Leman Russ of more common variants.

STEEL DOG ALPHA ..... 260 POINTS

Obadiah's tank is Steel Dog Alpha, the command vehicle of the company. It is a standard Gryphonne IV Leman Russ Vanquisher.

		Armour			
	BS	Front	Side	Rear	HP
Steel Dog Alpha	4	14	13	10	4

Unit Composition
- 1 *Steel Dog Alpha*
- Obadiah Schfeer

Unit Type
- Vehicle (Tank, Unique)

Special Rules
- Company Command Tank*
- Warlord Trait
- Tank-killers*

Wargear
- Vanquisher cannon and co-axial storm bolter
- Hull-mounted lascannon
- Artificer hull* (bonus Hull Point already included in profile)
- Anti-grenade mesh*
- Extra Armour

See Armoured Battle Group army list on page 245.

Warlord Trait: My Boys Love It!

When Obadiah Schfeer is used as an army's Warlord you do not roll on the Warlord Traits table. Instead he gains the following trait.

Obadiah has had his tank specially converted to carry a loud speaker system. Over this he broadcasts orders for the rest of the Company and loud Varolian martial music to inspire his boys and frighten the enemy – Varolian martial music is very loud, long winded and, to the untrained ear, quite painful! Any enemy units within 12" of *Steel Dog Alpha* must roll an additional dice when making Ld tests, keeping the two highest dice.

Obadiah Schfeer in Steel Dog Alpha is a HQ choice for an Armoured Battle Group army.

COLONEL 'SNAKE' STRANSKI

Stranski is a native of Cadia, perhaps the most militaristic of any Imperial planet in the galaxy, where military service and harsh discipline dominate life from the earliest age. Like all who are born on that world, Stranski first joined the Cadian Youth Army where, after completing his training amongst the Whiteshield platoons, his strong performance saw him given command as the sergeant of a fresh squad of recruits with the newly formed 114th Mechanized regiment which was being readied for shipment to the Atalia warzone, and had been freshly equipped with new Chimeras.

During the Atalia Minoris campaign, Stranski began to demonstrate his talent for command. It was also there whilst fighting the Orks that he earned his nickname and became battle-hardened, the loss of members of his squad against the brutal greenskins affecting him for the rest of his life. After the Battle of Istenbrak City, Stranski was promoted to lieutenant and took command of a platoon of mechanized infantry. During the retreat from Istenbrak, Stranski's Company Captain was killed whilst commanding the rearguard, and he was given a field promotion to command the regiment's 2nd Company. He did so with distinction, leading a counter-attack that stopped the withdrawal becoming a rout, eyewitnesses claiming that he did so from the cupola of his HQ Chimera, firing his two plasma pistols and waving the Chimeras forward as enemy shots flashed past him.

Stranski has been wounded in the line of duty no less than twelve times, and has also had eight Chimeras destroyed whilst under his command. He believes the only way to win a war is to take the battle to the enemy, and he is always driving his captains and lieutenants forward, often taking command of the regiment's lead units personally. Mounted in Chimeras, Stranski knows his troops' main advantage is the speed and firepower of their vehicles and believes that to hold back or advance cautiously is tantamount to handing the battle to the foe and therefore a crime against the Emperor and the Imperium.

'Blood and Thunder'

Under Stranski, the Cadian 114th Mechanized Infantry Regiment has earned the nick name 'Blood and Thunder', a reflection of Stranski's character and command style. It has a well-earned reputation for being an aggressive unit.

The regiment is organised into three companies, each made up of three platoons. The three companies are commanded by captains, whilst the platoons are all led by lieutenants. All the squads, be they command squads, infantry squads or heavy weapons squads are mounted in Chimeras or Chimera variants.

COLONEL 'SNAKE' STRANSKI ..... 225 POINTS

Colonel Stranski leads a Company Command squad consisting of himself and four Veteran Guardsmen.

	WS	BS	S	T	W	I	A	Ld	Sv
Col. Stranski	4	4	3	3	3	3	3	9	5+
Veteran Guardsmen	3	4	3	3	1	3	1	8	5+

	Armour				
	BS	Front	Side	Rear	HP
Chimera	3	12	10	10	3



Unit Composition
- 'Snake' Stranski
- 4 Veteran Guardsmen
- Chimera

Unit Type
- Vehicle (Tank)
- Infantry (unique)

Special Rules
- Colonel 'Snake' Stranski:
  - All Guns Blazing
  - Warlord Trait
- Chimera
  - Amphibious
  - Mobile Command Vehicle

Wargear
- Chimera
  - Heavy flamer
  - Hull-mounted heavy bolter
  - Extra Armour
  - Searchlight
  - Smoke launchers

Wargear
- Command HQ
  - All models have flak armour, close combat weapons and frag and krak grenades
  - Stranski is armed with two plasma pistols
  - One Veteran Guardsman has a medi-pack and a lasgun
  - One Veteran Guardsman has a vox-caster and a lasgun
  - Two Veteran Guardsman carry meltaguns

All Guns Blazing

Stranski likes to be in the thick of the action. Whilst embarked in a Chimera Colonel Stranski may fire both plasma pistols from its turret cupola, allowing all five of the vehicle's firing points to be used by other models. Whilst using this rule to fire his plasma pistols, all of Colonel Stranski's weapons count as twin-linked.

Warlord Trait: Mechanised Infantry

When Colonel 'Snake' Stranski is used as an army's Warlord you do not roll on the Warlord Traits table. Instead he gains the following trait.

Colonel 'Snake' Stranski, any unit he is currently part of and his Chimera count as a single scoring unit.

Colonel 'Snake' Stranski, his Command squad and Chimera are a single HQ choice for a Codex: Imperial Guard army.

GENERAL GRIZMUND

Under the command of their esteemed General Grizmund, the 1st Narmenian Armoured Regiment has developed a reputation as an elite tank force. Their leader demands the highest standards from his men, and has organised the hundred plus tanks of his regiment around a central cadre of veteran crews. Grizmund commands this cadre personally, and individually selects and oversees the training of each crewman to ensure they are the best of the best.

Grizmund himself is a legend to his men. Self assured and tactically brilliant he has led his elite troops to many victories in the name of the Emperor. Arguably, his most spectacular victory was at Vervun Hive on the planet Verghast. Here Grizmund carefully planned a counter attack from the stricken hive city which destroyed two hundred rebel armoured vehicles in a single day of fighting. Grizmund's men refer to him as 'the fighting general' as he is not afraid to join the frontline with his men, and is always willing to commit his troops to the heart of battle. Since the Battle for Vervun Hive, the Narmenian 1st Armoured Regiment have continued to serve with honour in the Sabbat Crusades being fought in the Segmentum Pacificus, under the overall command of Warmaster Macaroth.

Grizmund's personal command tank is called the *Grace of the Throne*, it being common practice within the regiment to name each vehicle. It is distinctive with its elongated Mars Alpha pattern hull, containing all the communications equipment he needs to command his regiment in the field. On campaign General Grizmund often carries the regiment's banner into battle, a revered item bearing the spiked fist insignia of Narmenia and listing all the regiment's campaigns and victories. As well as inspiring his men General Grizmund uses the banner as a recognition marker so his sub-commanders can easily identify the *Grace of the Throne* during the confusion of battle.



General Grizmund raises his regiment's standard above the Grace of the Throne after the Vervun Hive counter-attack.

GENERAL GRIZMUND ..... 280 POINTS

General Grizmund's tank is the Grace of the Throne and the regimental command vehicle. It is a standard Leman Russ tank with a Mars Alpha hull.

		Armour			
	BS	Front	Side	Rear	HP
Grace of the Throne	4	14	13	10	4

Unit Composition
- 1 *Grace of the Throne*
- General Grizmund

Unit Type
- Vehicle (Tank, Unique)

Special Rules
- Company Command Tank*
- Warlord Trait
- Regimental Banner

Wargear
- Battle cannon
- Hull-mounted heavy bolter
- Pintle-mounted storm bolter
- Artificer hull* (bonus Hull Point already included in profile)
- Improved comms*
- Anti-grenade mesh*
- Extra Armour
- Searchlight
- Smoke launchers

See Armoured Battle Group army list on page 245.

General Grizmund and Grace of the Throne are a single HQ choice for an Armoured Battle Group army.

Warlord Trait: Best of the Best

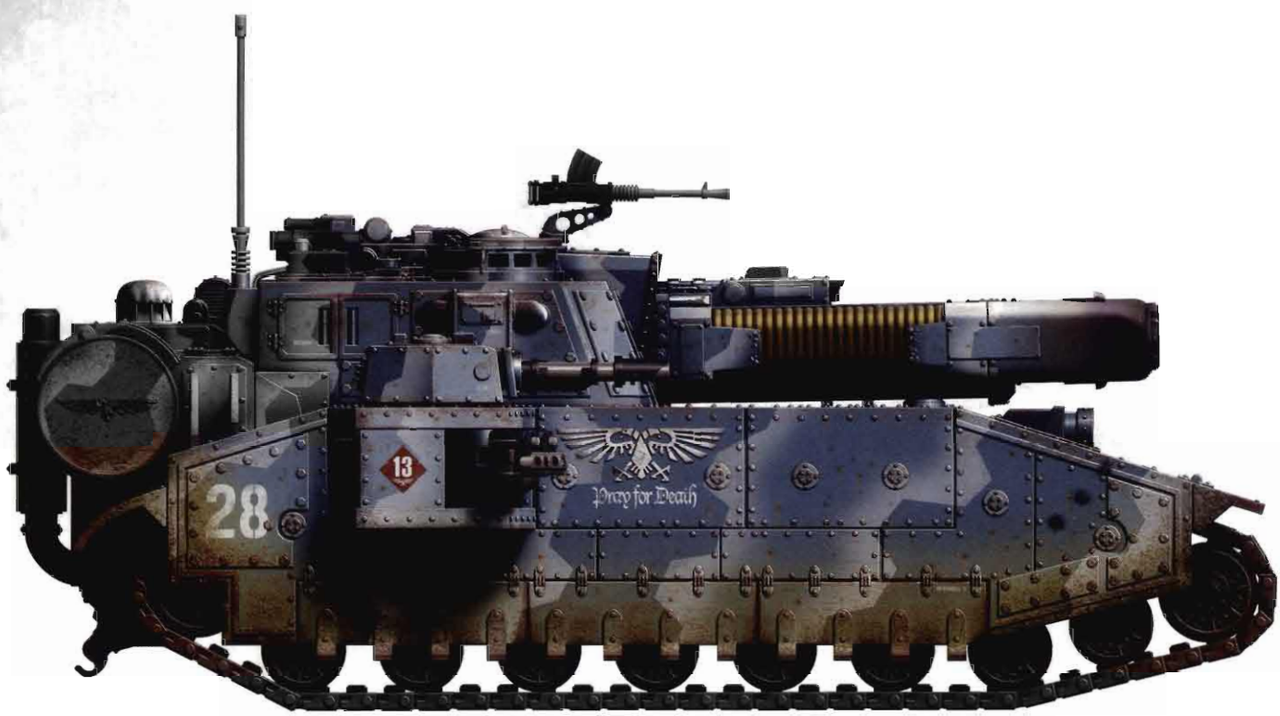
When General Grizmund and *Grace of the Throne* are used as an army's Warlord, you do not roll on the Warlord Traits table. Instead he gains the following trait.

The Narmenian 1st are organised differently from other regiments, boasting a highly trained core cadre of veteran crews. Before deployment choose a single friendly vehicle squadron from the Armoured Battle Group army list that is composed entirely of vehicles of the Tank type. This squadron has +1BS for the game, but this may not raise the squadron's BS above 4.

Regimental Banner

The sight of the Narmenian 1st's regimental banner being hoisted above *Grace of the Throne's* battle-scarred hull never fails to urge on the tank crews commanded by Grizmund. All friendly vehicles with the vehicle type Tank within 12" of General Grizmund and *Grace of the Throne* may re-roll the first missed To hit roll of a Shooting phase.

IMPERIAL GUARD CAMOUFLAGE & VEHICLE MARKINGS



Stormblade of the Krieg 61st Tank Regiment, 13th Company. This is a commander's vehicle and carries an honour badge of an Imperial Aqula. This tank may have been transferred between units with the old vehicle number left in place despite the addition of a new number.

IMPERIAL GUARD VEHICLE CAMOUFLAGE AND MARKINGS

Although there were originally strict rules within the Imperial Guard for the painting and marking of vehicles, over the years these have been gradually diluted to give a vast array of vehicle camouflage and markings throughout its armies. This is mainly due to the diversity of regiments and varying battlefield environments they have fought in.

Some regiments of the Imperial Guard still pay homage to the official edicts for painting vehicles but even many of these have been changed over time. Other regiments have designed their own entirely new schemes, sometimes purely to suit a particular campaign environment or a general's whim.

CAMOUFLAGE SCHEMES

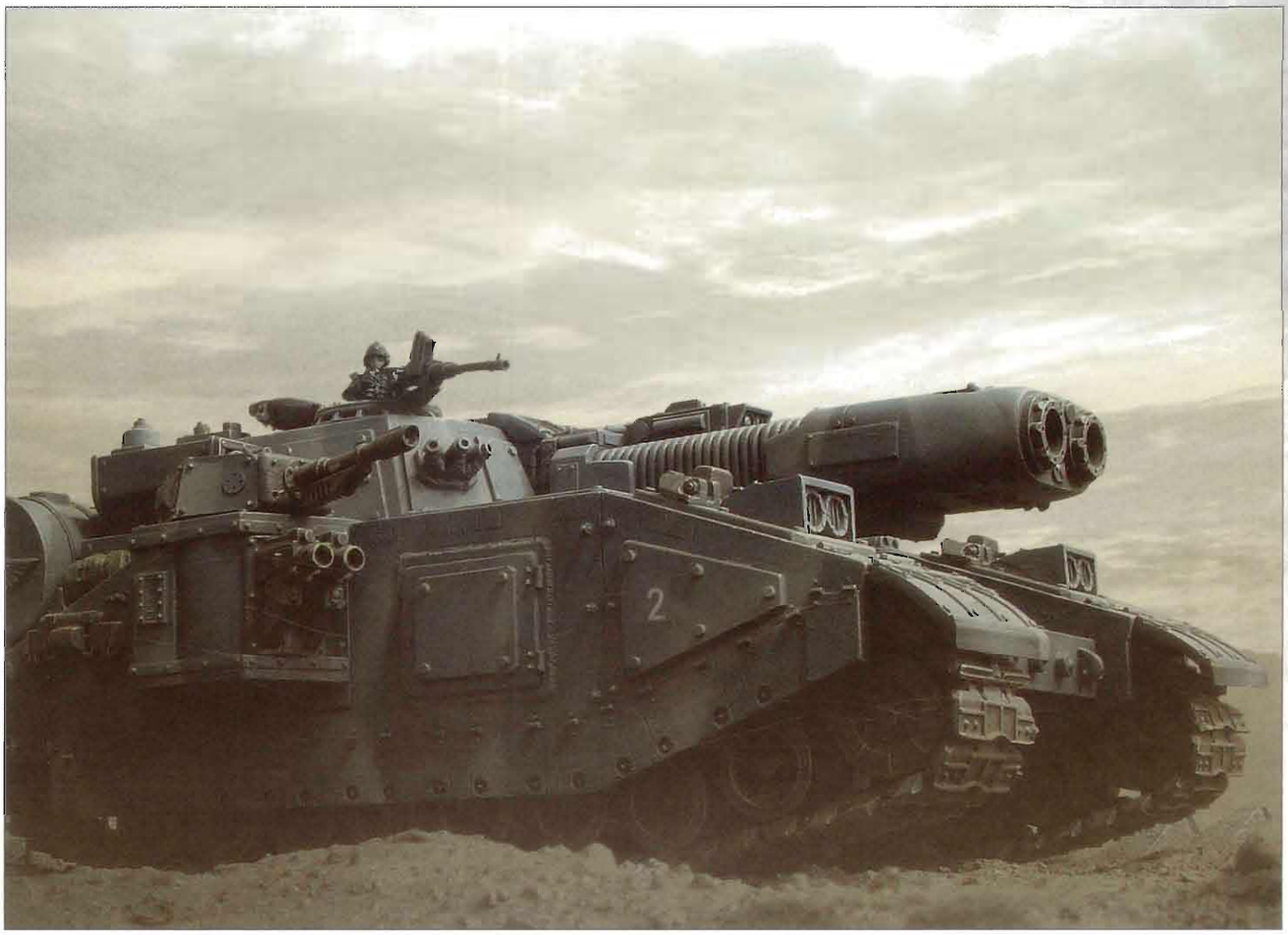
The reason for choosing a particular colour scheme for a regiment's vehicles can be for one or more of the following reasons:

- **Concealment.** By matching the colours and patterns of the current environment.
- **Confusion.** By disrupting the shape of the vehicle usually to prevent easy targeting or recognition by the enemy.
- **Recognition.** A particular colour or pattern will allow troops to differentiate between friendly and enemy troops, and also between particular units.

The theoretical basis and success of applications varies considerably between Imperial Guard units. Some schemes are the result of years of research while others are the result of a long standing tradition. Many are simply field applications by frontline troops.

The more complex schemes tend to use the works contained in the 'Tacticus Obscura' section of the *Tactica Imperium* as their basis. This extensive document outlines the many principles for 'camouflage deception'. It not only covers the effects of colour and pattern but is also an analysis of structure patterns, diffusion, blending distances, obtrusive and unobtrusive disruption and other principles. Although a detailed coverage of this work is beyond the scope of this book, some of the basic principles are shown in the examples given.

The appearance of vehicles can also be affected to a greater degree by the result of exposure to the elements. This effect, commonly known as weathering, can be the result of many factors including light, temperature, atmosphere, moisture and dust. This can cause the vehicle's appearance to change over time, with paint showing the signs of discolouration, peeling and cracking, staining, etc.



A Stormblade super-heavy tank seen during the fighting on Toal III. This vehicle displays the two tone grey disruption scheme widely used by Imperial Guard armoured regiments deployed to urban warzones.

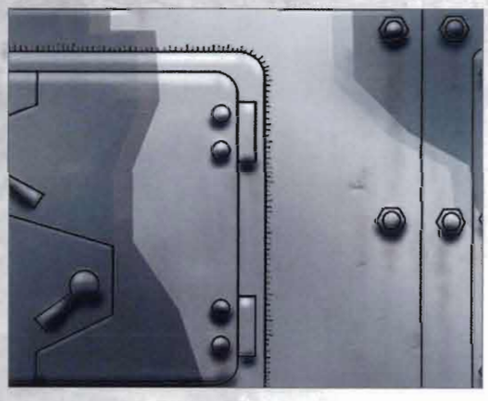
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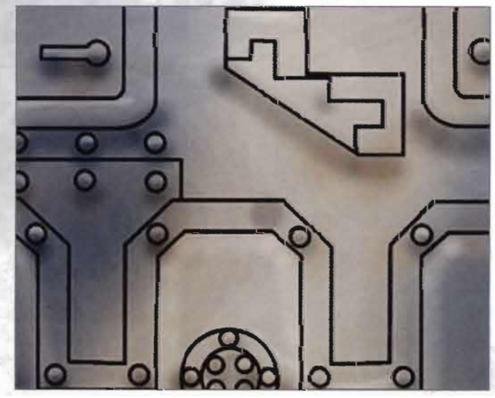
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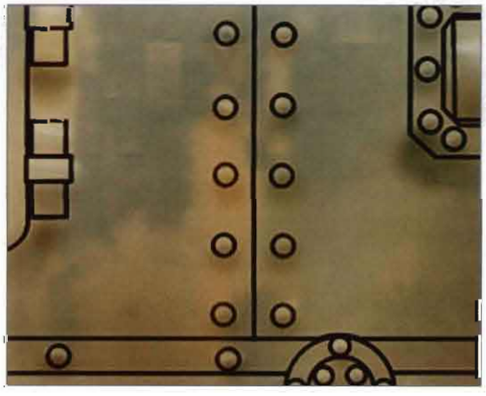
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8.



1. Desert colours, splinter design, confusion pattern.
2. Codex green, recognition pattern with weathering.
3. Three tone grey, over print splinter design, confusion pattern.
4. Jungle colours, stroked design, confusion and concealment pattern.
5. Ash waste colours, feathered design, concealment pattern.
6. Three tone grey, feathered design, confusion pattern.
7. Swamp colours, hastily applied, concealment pattern with weathering.
8. Two tone grey, feathered design, confusion pattern.



TANK NUMBERING AND MARKINGS

The markings on Imperial Guard vehicles can, like camouflage, vary greatly from regiment to regiment and campaign to campaign. The markings generally fall into the following categories:

- Tank numbers and letters
- Unit markings (company, squadron, etc)
- Regiment names
- Slogans and vehicle names
- Campaign badges
- Kill markings

Some vehicles display a vast array of different markings, while others display as little as a single number or no markings at all.

Tank numbers and letters can represent many different things but by far the most common designate the company, squadron or battle group and a particular vehicle. Three digit numbers usually represent all three, while two digits show just squadron and vehicle, and a single digit just the vehicle. For example, the number '213' would represent the third vehicle of the 1st Squadron of the 2nd Company, and the markings 'B2' would be for the second vehicle of Beta Company. Some units use the number '0' or a particular letter within these markings to designate command and HQ vehicles.

Unit designations can also be shown by the use of particular badges and coloured stripes. Coloured banding is usually used to denote company, with certain colours used by each company: red for 1st, blue for 2nd, green for 3rd, for example. Many commanders dislike this identification method and do not use it as it compromises a vehicle's camouflage.

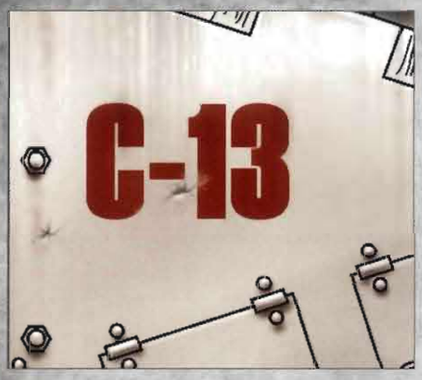
Crews of some regiments continue to follow the practice of painting regiment and vehicle names, and loyal slogans onto their vehicles. These can vary in quality of rendering between those applied quickly in the field to ones carefully stencilled before deployment. Other markings on a tank might be lucky totems or small religious items or artefacts, granted to a particularly loyal or zealous crew by Ecclesiarchy representatives.

Campaign badges are markings denoting which campaign the vehicle is fighting in. They are usually adopted by all the fighting forces, regardless of their origin (be they Adeptus Astartes, Adeptus Sororitas or Adeptus Arbites). Some badges are retained as a, honorific, eg, for good performance in a campaign, but most are removed at the campaign's conclusion.

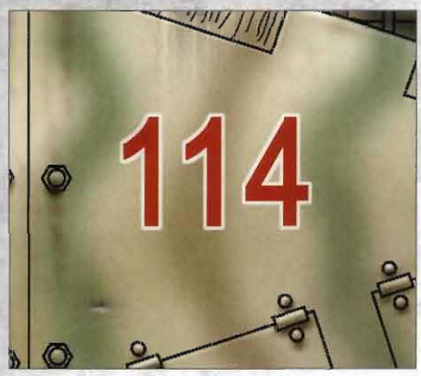
Kill markings may be added by the crew for each confirmed kill. They might be bands around a weapon's barrel, crosses, tally marks, or other similar markings.

(Colour plates overleaf)

1. Company letter, squadron number, vehicle number
2. Company number, squadron number, vehicle number
3. Company number, squadron number, vehicle number
4. Company identification stripes, full hull
5. Company identification stripes, reduced size
6. Regimental badge
7. Regiment name and number
8. Planet of regiment's founding
9. Patriotic slogan added by crew
10. Barrel rings for kill markings
11. Company letter, squadron number (00 – Headquarters), vehicle number
12. Campaign badge



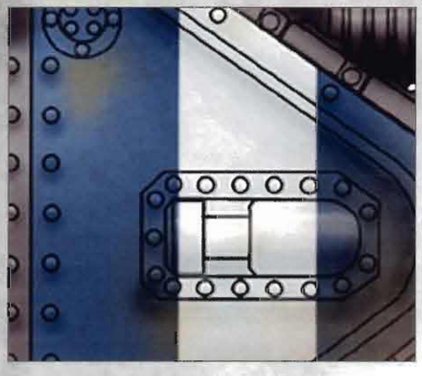
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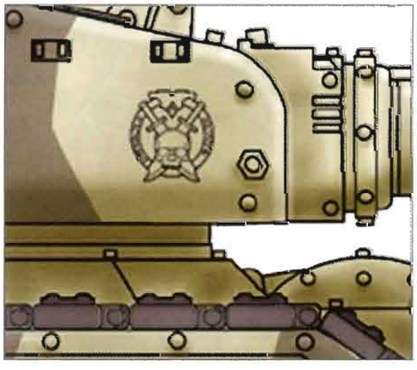
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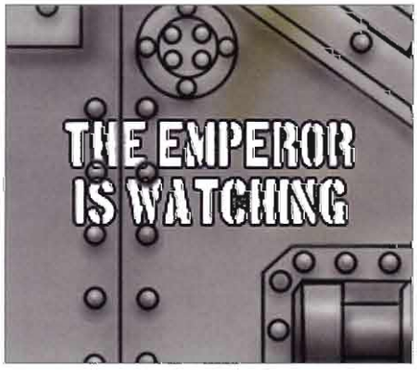
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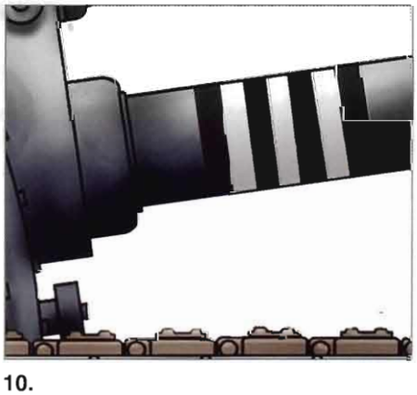
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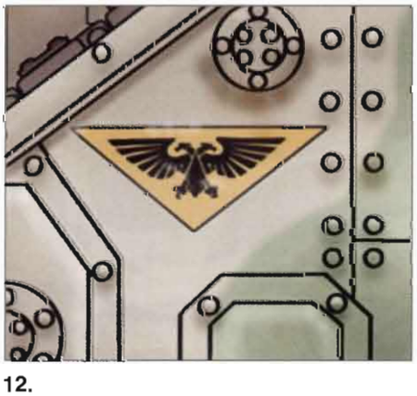
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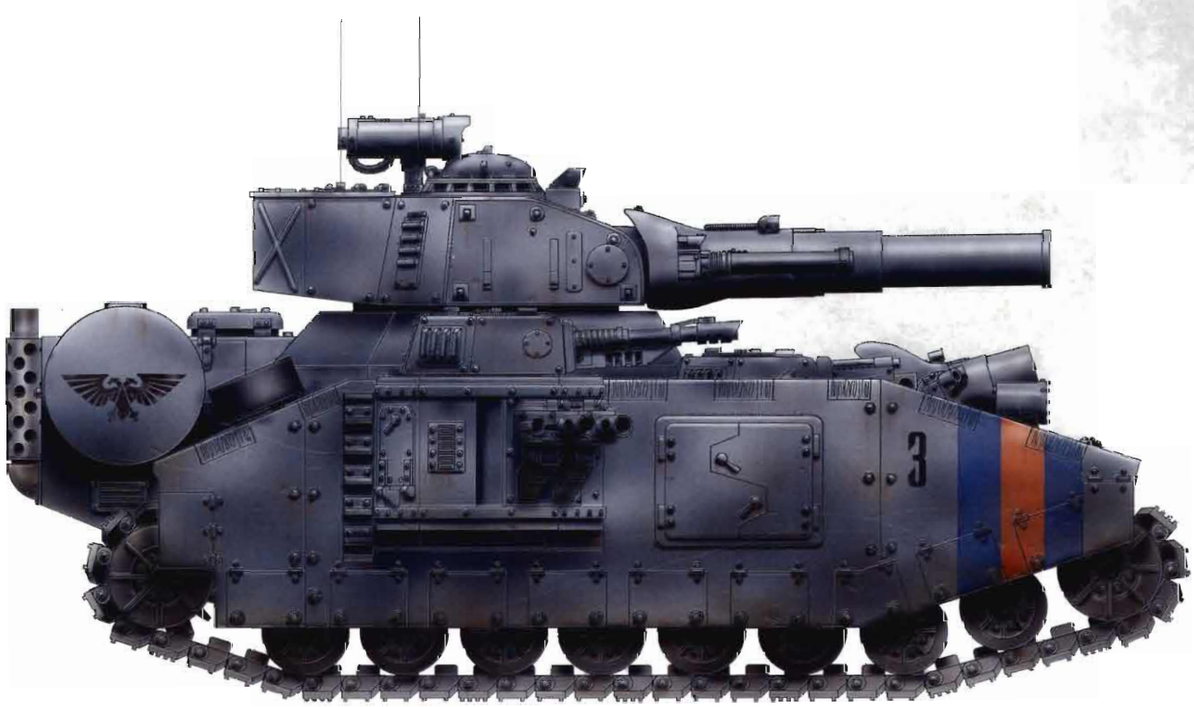


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APOCALYPSE RULES APPENDICES



Mars pattern Baneblade of the Cadian 3rd Heavy Tank Regiment, in the urban camouflage scheme used in the Battle for Vogen during the Zhai-Khann rebellion. Tanks of the 3rd were attached to the Cadian 122nd Regiment during the street fighting and use the same colour schemes. This is the regiment's third vehicle.

APPENDIX I: SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vaporise, smash or incinerate an entire army.

Super-heavy vehicles behave on the battlefield in the same way as all other vehicles, with the exceptions given below:

MOVEMENT PHASE
Super-heavy vehicles are lumbering brutes, slower than normal vehicles – they can only move at Combat Speed unless otherwise specified in their profile.

Super-heavy vehicles are affected by difficult terrain and dangerous terrain like other vehicles, but can always re-roll a failed terrain test.

SHOOTING PHASE
Super-heavy vehicles may fire all of their weapons as if they had been stationary, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because Super-heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use the real line of sight when enemy units are targeting Super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE
Super-heavy vehicles follow the same rules as normal vehicles; depending on their type (see Super-heavy Vehicle Types later).

STRUCTURE POINTS
To represent the greater amount of damage a Super-heavy can withstand compared to a normal vehicle before it is destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to 'SP') with each Structure Point being equivalent to 3 Hull Points. Only by reducing its Structure Points to 0 can a Super-heavy vehicle be destroyed.

Against Super-heavy vehicles enemies roll to hit and to penetrate armour exactly as with normal vehicles; 1 Structure Point being lost for every 3 full Hull Points of damage the vehicle suffers. Keep track of the number of Hull Points the vehicle has lost, and reduce the number of Structure Points it has remaining every time a third Hull Point is lost.

In addition, each time the vehicle suffers an Explodes! result on the Vehicle Damage table, it loses 1 Structure Point instead of suffering the effects listed for an Explodes! result. When this happens an additional roll is made on the Vehicle Damage table (any modifiers that applied to the first roll do not apply to the additional roll).

For example, a Super-heavy vehicle has already suffered two glancing hits and lost 2 Hull Points. So far it has not lost any Structure Points. It is hit again, and suffers a penetrating hit. This brings the total to 3 Hull Points, so it loses 1 Structure Point, and the Hull Point count is reset to zero. The roll on the Vehicle Damage table for the Penetrating Hit causes an Explodes! result, causing the loss of another Structure Point, and then another roll is made on the Vehicle Damage table. The second roll results in a Crew Shaken result. The Super-heavy vehicle has lost a total of 2 Structure Points and is Crew Shaken.

CATASTROPHIC DAMAGE
Immediately after a vehicle loses its last Structure Point, roll a D6 and refer to the table below. No modifiers apply to the dice roll.

D6	Result
1-3	**Wrecked.** The vehicle is destroyed. The model is left in place and becomes a wreck.
4-5	**Explodes!** The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted). The vehicle is then removed.
6	**Apocalyptic Explosion!** All models within 6" of the vehicle suffer a Strength 10 AP 1 hit. Models within D6+6" of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

DRIVE DAMAGED
Super-heavy vehicles commonly sport suitably colossal motive systems whose power and durability is such that they are very hard to stop. When a Super-heavy vehicle suffers its first Immobilised result on the Vehicle Damage chart, it counts as being Drive Damaged instead. This means that the vehicle's maximum movement is permanently halved. If a second Immobilised result is suffered, then its effects apply to the Super-heavy vehicle as normal.

An Immobilised Super-heavy Walker has its Attacks reduced by -1 (to a minimum of 1) and may not use its Stomp special attack.

PRIMARY WEAPONS
A Super-heavy vehicle's main weapons are often massive affairs, heavily constructed and able to deal death on an unimaginable scale. Any weapon possessing this special rule must roll two dice for penetration and pick the higher result when making an attack. Note this does not apply to any additional dice rolled because of other special rules such as Armourbane, for example.

In addition, because of extra shielding and powerful back-up systems, whenever a Primary weapon is affected by a Crew Shaken, Crew Stunned or Weapon Destroyed result, the controlling player must roll a D6. On a result of 1-3 the Primary weapon is affected as normal, but on a 4-6 the damage result has no effect on the Primary Weapon.

RESISTANCES

Because of their sheer size, large crews and multiple back-up systems, Super-heavy vehicles are less susceptible to certain esoteric forms of attack than their smaller counterparts.

Psychic Powers: Super-heavy vehicles are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

Entropic Strike: Super-heavy vehicles only suffer the loss of Armour value from attacks with the Entropic Strike rule on a roll of a 6 rather than 4+ as would normally be the case.

Haywire Attacks: Instead of using the normal Haywire damage chart, attacks with this special rule only inflict a Glancing hit on a roll of 6 against a Super-heavy vehicle.

DAMAGE CONTROL

At the beginning of any of their turns, the controlling player may announce that a Super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (i.e, no moving, shooting or assaulting). This cannot be attempted by a Super-heavy Walker that is engaged in combat with another Super-heavy Walker or a Gargantuan Creature.

The player immediately rolls a D6 for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or remove the effect of the Drive Damaged result, or 'repair' a fully Immobilised Super-heavy vehicle back to being Drive Damaged.

SUPER-HEAVY VEHICLE TYPES

All Super-heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-heavy vehicles can be Open-topped, Fast, Tanks, Skimmers and Walkers. These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000* rulebook, with the exceptions as follows for each type:

Super-heavy Open-topped Vehicles

No exceptions.

Super-heavy Fast Vehicles

These vehicles may move at Cruising Speed unlike normal Super-heavy vehicles and make a Flat Out move of 6" (instead of shooting in the Shooting phase).

Super-heavy Tanks

A unit that is tank shocked by a Super-heavy Tank takes its Morale test with an extra -1 to its Leadership value.

Super-heavy Skimmers

Super-heavy Skimmers move as normal Skimmers in terms of speed, and conform to all the listed rules for Skimmers found on page 83 of the *Warhammer 40,000* rulebook. If a Super-heavy Skimmer becomes wrecked due to crashing, roll immediately on the Catastrophic Damage table.

Super-heavy Walkers

Instead of following the movement rules for Super-heavy vehicles, Super-heavy Walkers move 12", exactly as if they were Gargantuan Creatures (see page 286), except that their maximum movement may be reduced by Drive Damaged results as normal for Super-heavy vehicles.

In the Assault phase Super-heavy Walkers once again follow the same rules as Gargantuan Creatures, including the ability to Overwatch fire at other Gargantuan Creatures and Super-heavy vehicles, and have the same combat abilities. They also have the Terrifying special rule.

SUPER-HEAVY TRANSPORTS

Some Super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30, for example) and friendly infantry models normally count as a single model (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (see the Bulky and Very Bulky, etc, special rules) in the *Warhammer 40,000* rulebook.

Unless otherwise specified, each access point on a Super-heavy Transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is Open-topped, all transported units may disembark at once.

Passengers onboard a damaged Super-heavy Transport are affected just as described as normal for a transported unit – see page 80 of the *Warhammer 40,000* rulebook, except that should a Super-heavy Transport suffer an Apocalyptic Explosion result on the Catastrophic Damage table it is immediately destroyed, with no saves or invulnerable saves allowed.



APPENDIX II: SUPER-HEAVY FLYERS

A Super-heavy Flyer follows the normal rules for Flyers given in the *Warhammer 40,000* rulebook, with the following exceptions and additions:

MOVEMENT PHASE
Super-heavy Flyers always begin the game in Strategic Reserve in games of Apocalypse.

When the Super-heavy Flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain (including impassable terrain), but never counts as being inside it, nor can it claim cover from it. Note that this is not a Deep Strike, and the model does not scatter or suffer a mishap.

A Super-heavy Flyer follows all the normal rules for a Flyer of its listed type and abilities. If it is able to Hover, this will be noted in its profile.

A Super-heavy Flyer may opt to disengage instead of moving, and is removed from the table. It may return in any following turn and is placed anywhere on the table. If, at the end of the game, the Super-heavy Flyer has disengaged but is not back on the table, it is not considered destroyed.

Super-heavy Flyers are assumed to maintain a considerable altitude to avoid crashing and do not block movement for other models (unless using Hover mode).

SHOOTING PHASE
A Super-heavy Flyer may fire all of its weaponry (including any number of 'Missile' type weapons) in its Shooting phase, and may fire them at different targets, within the usual restrictions regarding weapon arcs.

When determining line of sight from Super-heavy Flyers, always ignore all intervening terrain and models, as the Super-heavy Flyer will be much higher up than anything on the battlefield (including smaller flyers!). The only exception is area terrain and fortifications occupied by their target, which are not ignored.

When determining line of sight and cover when shooting at Super-heavy Flyers, always ignore all intervening terrain and models as the Super-heavy Flyer will be higher up than anything on the battlefield.

SUPER-HEAVY FLYER TRANSPORTS
Models being transported in a Super-heavy Flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a Super-heavy Flyer using the Hover mode rule.

LOCKED VELOCITY
When a Zooming Super-heavy Flyer receives its first Immobilised result on the Vehicle Damage table, it does not have its velocity locked. Instead it suffers the effects of the Drive Damaged rule. In the case of Zooming Super-heavy Flyers, a Drive Damaged result does not reduce their minimum move distance of 18", but does halve their potential maximum move. A second Immobilised result on a Zooming Super-heavy Flyer inflicts Locked Velocity as normal (see page 81 of the *Warhammer 40,000* rulebook).

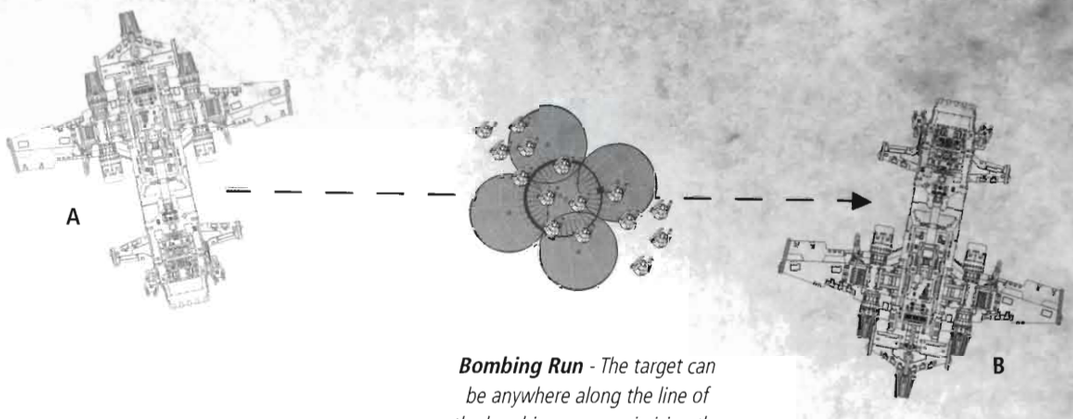
APOCALYPTIC BOMBING RUNS
Super-heavy Flyers are able to carry payloads of bombs and ordnance far in excess of anything a smaller aircraft can, and the saturation effect of such a hail of fire and shrapnel falling from the skies is far beyond deadly to anything caught in the open below. Apocalyptic Bombing Runs cannot be made when using Hover mode or on any turn the Super-heavy Flyer enters play from Reserve.

When making an Apocalyptic Bombing Run place a marker during the Super-heavy Flyer's Movement phase anywhere along its line of movement that turn.

As soon as the Super-heavy Flyer's movement that turn has been completed, place the Apocalyptic Barrage template centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.

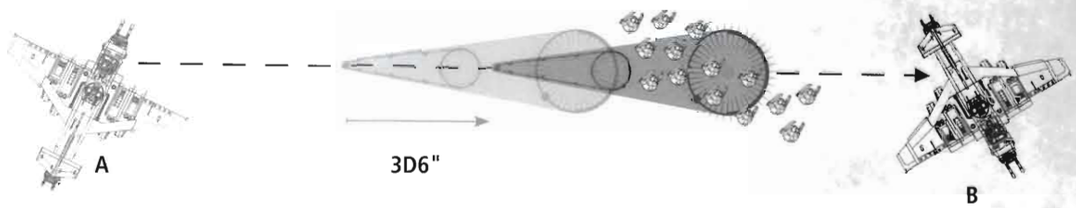
INFERNO!
Some bombs fitted to Super-heavy Flyers are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the Hellstorm template rather the Apocalyptic Barrage template.

Execute a bombing run as described previously and then place the Hellstorm template anywhere along the bombing corridor, with the large end pointing towards the Flyer (see diagram opposite). The template is then moved 3D6" forwards towards the Flyer that dropped the bomb. Once the template is in place, hits are determined as described on the Flyer's datasheet (no cover saves apply).



Bombing Run *- The target can be anywhere along the line of the bombing run, maximising the potential number of targets.*

The Flyer can end its move facing in any direction, and can go on to fire any other weapons.



Inferno! *– The Flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. The player then rolls 3D6 and moves the template that many inches towards its final position along the bombing corridor to determine where the template ends.*

Remember that the template will be moved forward from its initial position, so you will have to judge carefully in order to cause a direct hit on an intended target.



APPENDIX III: GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this: Ork Squiggoths who, according to Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds!).

SPECIAL RULES
All Gargantuan creatures are subject to the following special rules unless specified otherwise in their profile: Fearless, Eternal Warrior, Hammer of Wrath (D3*), Move Through Cover, Smash, Gargantuan Resistances and Terrifying (see below for these latter rules).

**A Gargantuan Creature's Hammer of Wrath inflicts D3 hits on a unit it charges, rather than the usual single hit.*

GARGANTUAN RESISTANCE
Because of their massive bulk (and sometimes multiple brains!) Gargantuan Creatures are less susceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All weapons which would normally inflict a wound based on a dice roll rather than a normal To Wound roll (such as attacks with the Fleshbane special rule, sniper weapons, etc) wound the Gargantuan Creature on a roll of a 6 (rather than what their usual rule would dictate).

In addition, because they are so large and powerful, if affected by any attack that would normally kill a model automatically, for example, because of a failed Characteristic test or unique dice roll result, such attacks cause D3 wounds instead.

TERRIFYING
All Gargantuan Creatures have the Terrifying special rule. This works just as the Fear special rule (see page 35 of the *Warhammer 40,000* rulebook), except that the Fear test is taken at -1 Leadership.

MOVEMENT PHASE
Gargantuan Creatures may move up to 12" in their Movement phase. If their path is blocked by enemy models that are not Gargantuan or Super-heavy Walkers, Gargantuan Creatures can Tank Shock them as described in the *Warhammer 40,000* rulebook, counting as a tank with a frontal Armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the Gargantuan Creature as they cannot immobilise it).

SHOOTING PHASE
Gargantuan Creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because Gargantuan Creatures vary greatly in size, for the purposes of establishing line of sight from Gargantuan Creatures always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting Gargantuan Creatures. The rules for area terrain apply as normal.

ASSAULT PHASE
Gargantuan Creatures may charge 3D6" and can assault any unit within reach during their Assault phase, not just the one they shot at. Such is their bulk they are able to smash aside concealing cover with ease and so count as being equipped with assault grenades in combat.

When a Gargantuan Creature or Super-heavy Walker declares a charge against another Gargantuan Creature or Super-heavy Walker, any weapons with a minimum range less than the distance between the two units and whose firing arc covers the charging unit may be immediately fired as an Overwatch attack. These attacks use all of the standard rules for Overwatch fire from page 21 of the *Warhammer 40,000* rulebook, except that a Gargantuan Creature or Super-heavy Walker may never use Overwatch fire against a target that is not a Gargantuan Creature or Super-heavy Walker, or a unit which has not declared a charge against it that turn. Hellfire weapons may be used to make Overwatch attacks as per the Wall of Death rule on page 52 of the *Warhammer 40,000* rulebook.

Gargantuan Creatures have the Smash and Hammer of Wrath (D3) rules, and their Close Combat attacks are AP 1.

When rolling to penetrate armour with a Gargantuan Creature's attacks, roll two dice and pick the higher result.

When attacking in close combat, a Gargantuan Creature can either fight normally or execute a Stomp special attack. A Stomp allows a Gargantuan Creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attacks value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan Creatures never roll for Sweeping Advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not Gargantuan Creatures or Super-heavy Walkers are still engaged with a Gargantuan Creature, they must immediately make a Consolidate move in order to get at least 1" away from the Gargantuan Creature. Gargantuan Creatures may not consolidate. In an assault against other Gargantuan Creatures and Super-heavy Walkers they remain engaged as normal.

ADDITIONAL SPECIAL RULES

CO-AXIAL WEAPON
These weapons share their mount with a larger gun, and are designed to fire tracer rounds at the target, making the main gun's fire more accurate. Weapons that are defined as Co-axial in their description must be fired at the same target as the main weapon (i.e., the weapon they are attached to) and any Damage result that affects the main weapon affects them as well. Co-axial weapons are always fired before their main weapon (in exception to the usual rules) and if they score at least one hit on the target unit, the main weapon may then re-roll failed To Hit rolls (or re-roll scatter in the case of the main weapon being a Blast weapon).

DESTROYER
Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a 'D' instead of a Strength value in its profile, it means it is a Destroyer. If a Destroyer weapon hits a vehicle (including any vehicle caught under a blast template from a weapon with this rule), there is no need to roll for armour penetration – it automatically scores a penetrating hit. If a Destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound with the Instant Death rule.

Cover saves and Feel No Pain rolls may not be taken against hits from Destroyer type weapons. Invulnerable saves however may be taken as normal.

INFERNO!
See the Super-heavy Flyers section for details.

PRIMARY WEAPONS
See the Super-heavy Vehicles section for details.

TERRIFYING
See the Gargantuan Creatures section for details.

TITAN CLOSE COMBAT WEAPON
Some Super-heavy Walkers have the option of exchanging one of their arm's long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field and able to smash buildings and lesser vehicles to little more than scrap and rubble.

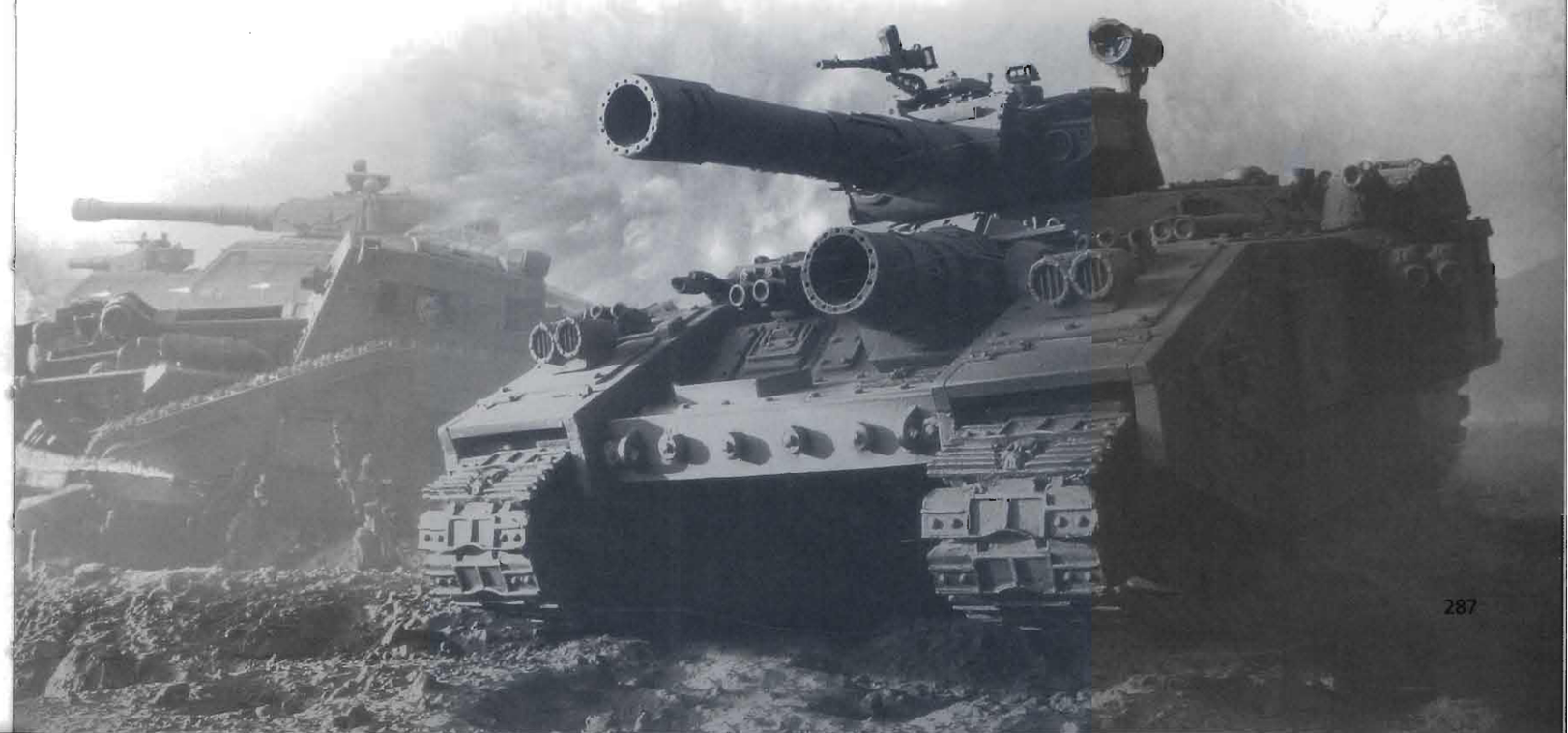
Titan Close Combat weapons confer three extra close combat attacks to the profile of a Super-heavy Walker and count as having AP 1. They also confer the Destroyer special rule to all of the Walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle's legs.

An opposing player may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary Weapon.

POWER FIELDS
Some Ork Super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks against the Ork Super-heavy vehicle, and ranged attacks from a distance of less than 12" against it, come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour Value 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's own Armour Value as normal.

VOID SHIELDS
Certain Super-heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise Warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS
Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on their smaller vehicles, turning them into discordant blazes of light and shadow as they move. If a model with this equipment has moved in the previous turn or arrived via Deep Strike, it counts as having the Shrouded special rule and a 5+ Invulnerable save. In the case of Enhanced Titan Holo-fields, such as carried by the Phantom Titan, the Invulnerable save is 5+ if the Titan has remained motionless in the previous turn, increasing to 4+ if it has moved.



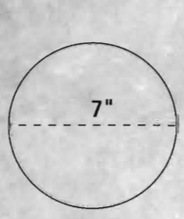
APOCALYPSE BLAST MARKERS AND TEMPLATES
Apocalypse uses blast markers and templates which are larger than those in a standard Warhammer 40,000 game. They are as follows:

Hellstorm Template: Weapons with the Hellstorm template rule use the large teardrop-shaped template and the same rules as other template weapons to determine which models are hit (no cover saves are allowed).

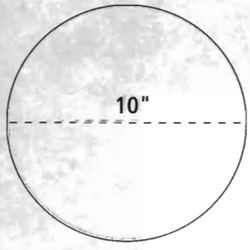
Apocalyptic Blast Marker: Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

Massive Blast Marker: Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

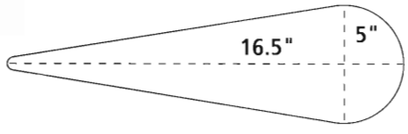
Apocalyptic Barrage Template: Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight and range of the weapon firing. When placing the Apocalyptic Barrage template the player may rotate it around its centre to any final position they wish. Once this is done, roll a number of dice equal to the bracketed value for the weapon and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Resolve the explosion on each area in turn, in any order as chosen by the firer.



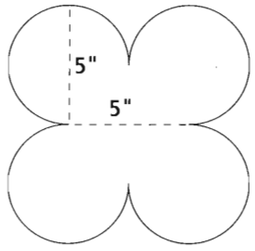
MASSIVE BLAST MARKER



APOCALYPTIC BLAST MARKER

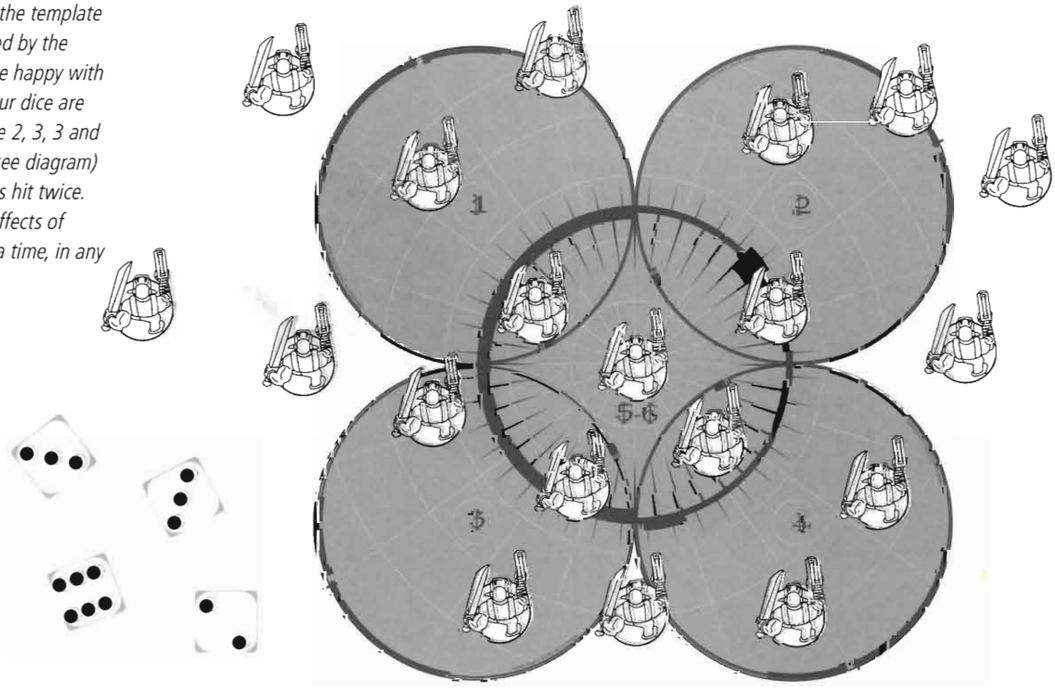


HELLSTORM TEMPLATE



APOCALYPTIC BARRAGE TEMPLATE

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until they are happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order they prefer.





Super-heavy tanks of the 8th Armageddon Steel Legion Heavy Tank Company pause during defensive operations in the ash wastes of Armageddon Secundus. Note the Baneblade (the company command tank) has a large jury-rigged hydraulic dozer blade added for mine clearance – this is a non-standard field workshop conversion. The other two vehicles in the mixed company were a Stormsword and a Shadowsword. This company was heavily engaged in fighting around Hive Infernus before being destroyed.

The Horus Heresy™

Book One - Betrayal



The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Isstvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

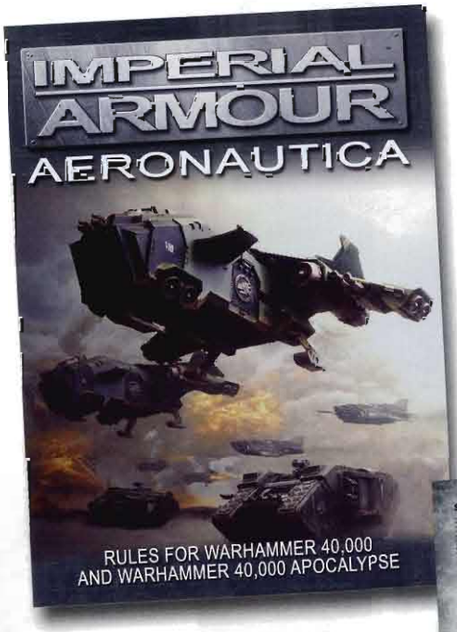
The Horus Heresy Book One – Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



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IMPERIAL ARMOUR

IMPERIAL ARMOUR – AERONAUTICA



ADDITIONAL RULES FOR FLYERS IN WARHAMMER 40,000 AND WARHAMMER 40,000 APOCALYPSE

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In addition to the vehicle data sheets this book also provides you with the wargear and special rules unique to the terrifying airborne war engines of the 41st Millennium, including rules for using all of these vehicles in massive Apocalypse games.

Alongside these there is also a new campaign, the Scourging of Kerrack, which provides six new missions designed specifically to incorporate aerial combat into your Warhammer 40,000 and Apocalypse battles.

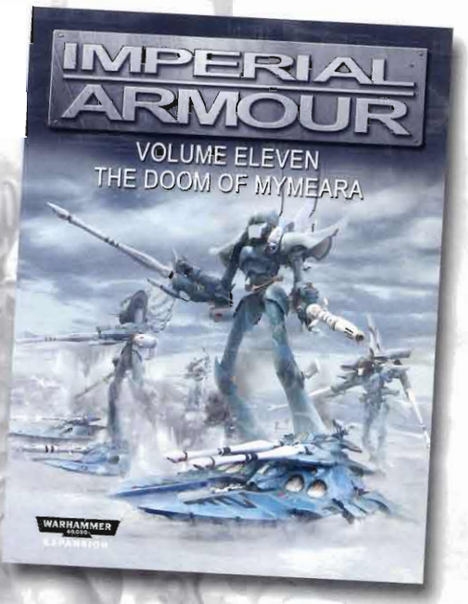




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IMPERIAL ARMOUR

IMPERIAL ARMOUR – THE DOOM OF MYMEARA

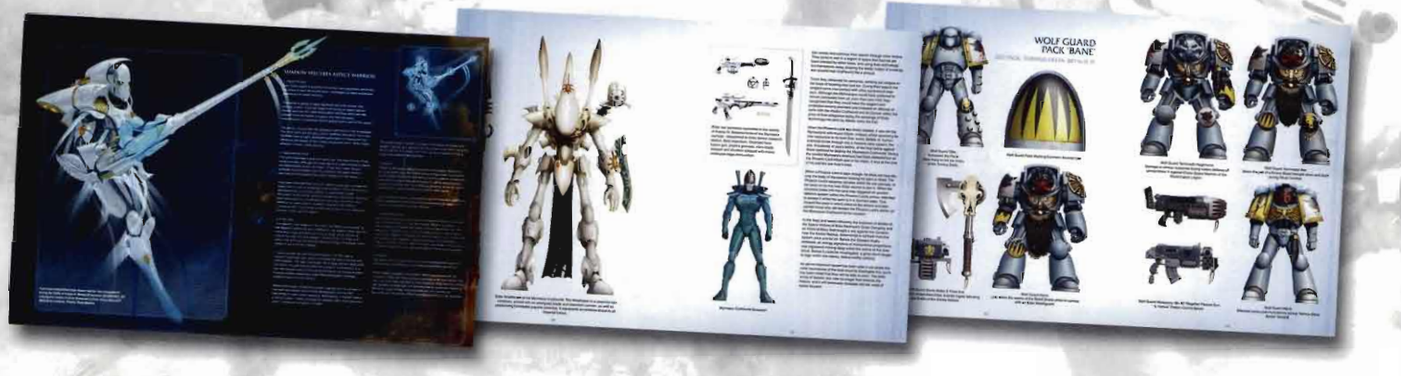


IMPERIAL ARMOUR – VOLUME ELEVEN

Betalis III, part of the galaxy spanning empire of Mankind, is under attack from three massive Eldar war hosts. Their reasons for attacking the lightly populated ice world are as yet unknown, but Myndoras Odon, General of the Cadian 6th Armoured regiment, is intent on the Eldars' destruction. Wielding the might of three Imperial Guard regiments and joined by Bran Redmaw's Great Company and Titans from the Legio Gryphonicus, the Eldar may soon regret invading Betalis III.

Inside this book you will find a detailed account of the incursion by the Eldar of Craftworld Mymeara, Craftworld Alaitoc and its Corsair kin, and background and rules for all the main protagonists, as well as profiles for new special characters, vehicles, flyers, the colossal Eldar Phantom Titan and a new Eldar Warrior Aspect, the Shadow Spectres.

This volume also contains a complete army list, Eldar Corsair Bands, representing those of the Eldar who have chosen to abandon the strict disciplined life of the Craftworlds to instead follow the Path of the Outcast, as well as a campaign section, three Apocalypse data sheets, colour profiles, pictures and background bringing the Battle for Betalis III to life.



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IMPERIAL ARMOUR – THE BADAB WAR

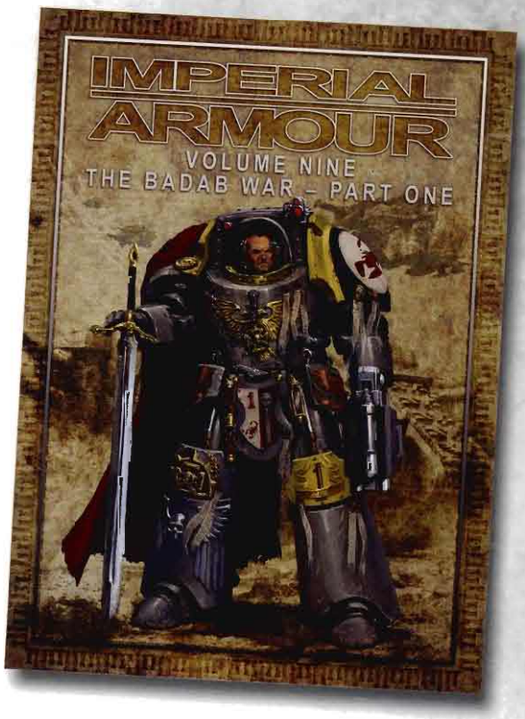
IMPERIAL ARMOUR – VOLUME NINE

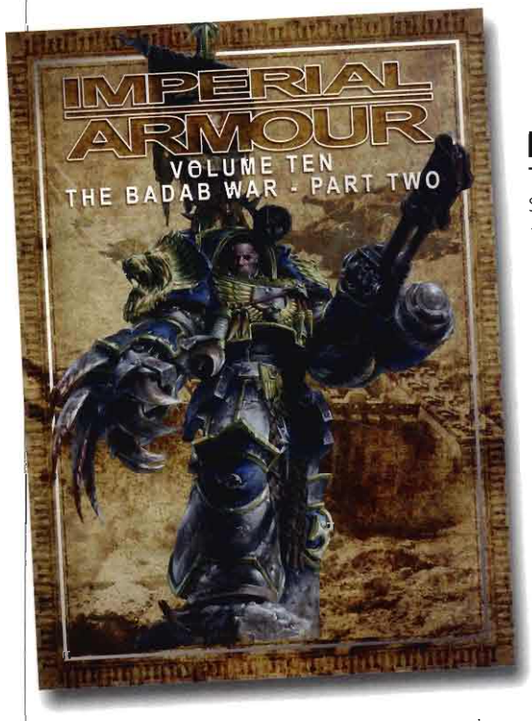
THE BADAB WAR - PART ONE

Civil war wracks the Imperium and the Maelstrom Zone is steeped in blood as the pride and ambition of one man, Lugft Huron, Master of the Astral Claws Space Marines and self-styled Tyrant of Badab, turns brother against brother in deadly conflict.

The year is 903.M41 and Lugft Huron declares the secession of his domains from the Imperium, taking with him four entire Chapters of the Adeptus Astartes into rebellion. The scene is set for an epic clash of arms between Space Marines, loyal and secessionist, that will see armies crushed, fleets shattered and entire worlds reduced to lifeless cinders in one of the most dangerous internecine conflicts the Imperium has known in a thousand years.

History will call Lugft Huron a madman and a traitor, and condemn him as a pawn of Chaos or an alien puppet, but history is written by the victors, and in the grim darkness of the far future, the truth is seldom so simple...





IMPERIAL ARMOUR – VOLUME TEN

THE BADAB WAR - PART TWO

Savage war rages throughout the Maelstrom Zone. The pride and ambition of Lugft Huron, the Tyrant of Badab, has plunged a score of worlds into bloodshed and horror, and the Badab Secession has become the most infamous Space Marine civil war of the age. Inside this book, the second volume in Forge World's two-part exploration of the infamous Badab War, you will find for the first time a detailed account of the apocalyptic conclusion of the story of the conflict, and the price the Imperium pays to dethrone the Tyrant it has created.

Also featured are the background and imagery for the Space Marine Chapters who played the most significant part in the Badab War's later stages: the Minotaurs, Executioners, Salamanders, Exorcists, Sons of Medusa, Mantis Warriors, Star Phantoms and the Carcharodons.

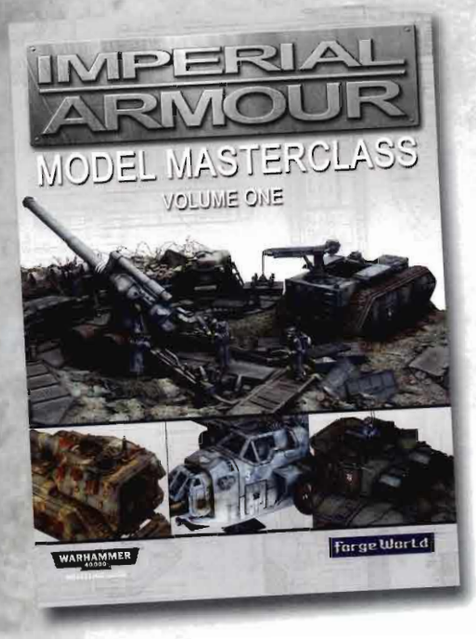
This volume also contains a variant Space Marine army list, the Siege Vanguard Assault force, representing the kind of Chapter assault forces used in the cataclysmic final sieges of the war. Alongside this is a new campaign siege special mission, three new Apocalypse formations, nine new special characters for the Space Marine Chapters featured in this book, new ships and fleet lists for Battlefleet Gothic and a phenomenal range of colour profiles, pictures and background.

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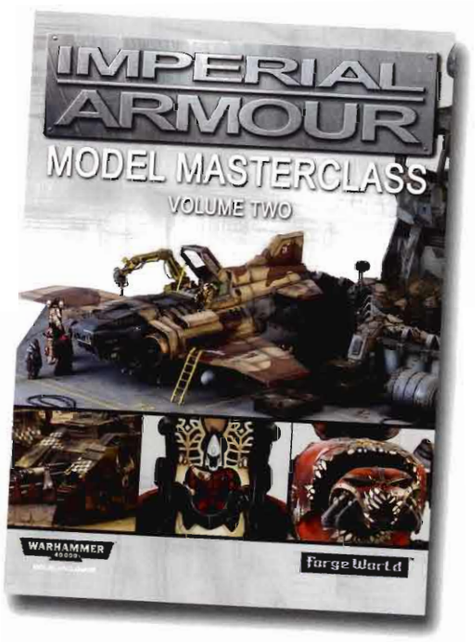


VOLUME TWO

Inside this second volume you'll find construction and painting articles on the Chaos Great Brass Scorpion, Crassus Armoured Assault Transport, Renegade Valdor, Renegade Minotaur, Red Scorpions Land Raider Proteus, 'Blessed Be These Wings' diorama, as well as 'The Raid on Kastorel-Novem' and 'Encounter at the Balmaeus Ice Mines' terrain boards.

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