

WARHAMMER  
40,000

# CHAPTER APPROVED

Gaming material for Warhammer 40,000



A Daemon Prince leads his force of Chaos Marines against a swarming mass of Tyranids.



A column of Imperial Guard Armoured Company tanks rumbles through an urban battlefield, shielding the advancing infantry.



Andy Chambers, the Warhammer 40,000 Overfiend, has been overseeing the hallowed pages of Chapter Approved since time immemorial (or at least since White Dwarf 227).

Andy has played a major part in the evolution of the Warhammer 40,000 universe and has many credits to his name, including the second and third editions of Warhammer 40,000, Battlefleet Gothic, Codex: Orks and Codex: Tyranids.

**Greetings citizens, and welcome to Chapter Approved, most holy column of the Emperor of Mankind.**

That's how I've been introducing the Chapter Approved column (with quite a few variations) in the pages of White Dwarf magazine over the last two years. In its humble beginnings as an idea suggested by Jervis Johnson, we never dreamed that Chapter Approved would become as popular as it is today. Since the release of the third edition of Warhammer 40,000, Chapter Approved has grown from an occasional page or two of ideas and replies to frequently asked questions into a regular monthly bulletin board, lexicon, manifesto and soap box for the Warhammer 40,000 game.

One of the best things about the column is that it's ensured that I've received a steady stream of letters from dedicated players across the world. Happy ones, aggrieved ones, confused ones, entertaining ones, love/hate ones (they always start "Dear Andy, I love the game but...") and downright insane ones too! Whatever their content, these letters have been a tremendous source of inspiration to myself and everybody else who's working on the Warhammer 40,000 game, and I'd like to take the opportunity to thank everyone who's taken the time and trouble to put their thoughts on paper (real, old fashioned dead tree material) and let me know about them; good, bad or incoherent they show that you, the players, really care. Unfortunately we've only had space to publish a fraction of the Chapter Approved letters in White Dwarf, but hopefully we'll be able to fit a few more in the back of this compilation so you can see what I mean.

#### WHY DO A COMPILATION?

There are lots of reasons. One is accessibility; as the column goes on it gets harder and harder to track down all of it, and it's easy to miss a few issues here and there. Another is that having to refer to a stack of White Dwarfs during a game, or chop up your collection to put them in a

# CHAPTER APPROVED

## THE SECOND BOOK OF THE ASTRONOMICAN

binder, is a pain. Another is that we have a few really cool articles which we've got no chance of getting published for ages, so they're going in here instead. The biggest one was to take another look over the articles and update some of them in light of player feedback. This has a lot to do with the question "Is it official?" which I'll tackle below:

#### IS ALL CHAPTER APPROVED MATERIAL OFFICIAL?

Yes and no! Chapter Approved was never intended to be nothing but official amendments and errata for the Warhammer 40,000 game. However, much of its content includes army lists, questions and answers, and other expansions or clarifications which players naturally want to know if they come with the full force of rules lawyering behind them, particularly in relation to tournaments and one-off games against new opponents. Personally, I consider it essential to be able to publish new ideas and alternative ways of playing the game through Chapter Approved, and this was much of its original intent. The Warhammer 40,000 universe should remain a galaxy-sized sandpit to encourage and exercise the imagination of its players and not become straitjacketed into a chess board for tournament play. So, in order to make it easier to identify which bits are which, Chapter Approved articles are now organised into three types:

- **Optional Rules:** These are rules which can be adopted by consenting players if they wish, but are not official additions to the Warhammer 40,000 rulebook and so should not be used unless both players agree by prior arrangement. Tournament organisers are advised to think hard before including these rules.

#### • Recommended Optional Rules:

These are optional rules which have good effects on the game and can be recommended on that basis but which are likely to change the balance of power for certain armies and missions, and/or alter the dynamics of the game significantly. Again, the organisers of tournaments and players meeting for the first time should specify whether these rules will be used or not.

- **Chapter Approved:** These are official modifications, clarifications or additions to the Warhammer 40,000 game. This is the default for anything that's in Chapter Approved if it's not noted as being optional in some way. Note that if something is Chapter Approved, it may later get modified in the light of player feedback – it's not carved in stone as they say.

#### WILL THERE BE MORE CHAPTER APPROVED COMPILATIONS?

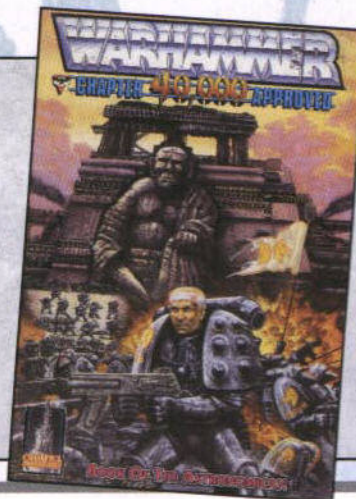
Yes, in the future we hope to bring out yearly compilations of Chapter Approved, taking the opportunity, as with this one, to straighten out any snags and add extra new material.

Well, that's more than enough out of me. To quote those Chapter Approved letters once again: "If you've got this far and you're still reading thank you for your time." May the gods of luck bless your dice and curse your enemies'.

*Handwritten signature: #ANDY/C*

#### WHY IS IT CALLED THE SECOND BOOK OF THE ASTRONOMICAN?

*Because back in the early days of the first edition of Warhammer 40,000 there was a Chapter Approved column in White Dwarf and a book called Chapter Approved: The First Book of the Astronomican. In honour of those early pioneers in the dark universe of Warhammer 40,000 (long since killed off by Catachan Barking Toads, but that's another story!) we have decided to continue that tradition. That and the fact that it's a good title to steal of course!*



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## SISTERS OF BATTLE



Formed during the turbulent times known as the Age of Apostasy, the Sisters of Battle, or, as they are more formally known, the Adeptus Sororitas, number amongst the most stalwart defenders of Humanity. These female warriors form the Order Militant of the Ecclesiarchy, that vast organisation entrusted with the holy task of worshipping the Divine Emperor and preaching the tenets of the Cult Imperialis.

In the 36th Millennium, the power of the Ecclesiarchy was absolute, its authority virtually unchallenged though, for centuries, the Administratum had fought against this continued dominance. Much of the Imperium at this time was gripped by pre-apocalyptic gloom, as internal

revolt, alien invaders and renegades took advantage of the turmoil wracking the galaxy. As world after world succumbed, entire populations turned to flagellation cults and horrifying acts of self-sacrifice in desperate attempts to rekindle the Emperor's love. Onto this bloody stage stepped the insane 361st High Lord of the Administratum, Goge Vandire. Originally known as the Daughters of the Emperor, the Adeptus Sororitas formed a bodyguard to Lord Vandire, protecting him from assassination by his enemies.

Vandire smashed the dominance of the Ecclesiarchy and amalgamated the position of Ecclesiarch and High Lord of the Administratum, becoming sole head of both organisations. Not since the days of the Horus Heresy had the Imperium seen bloodshed as was unleashed during Vandire's Reign of Blood. The horror was only ended when the Daughters of the Emperor learned the truth of his corruption and their leader, Alicia Dominica, beheaded Vandire in his own audience chamber.

The Imperium began the long process of rebuilding, and one of the first acts of the new High Lords was to pass the Decree Passive, which forbade the Ecclesiarchy from controlling any 'men under arms'. Never again would the Ecclesiarchy threaten the continued rule of the Administratum. The Daughters of the Emperor did not break this ban and thus were incorporated into the ranks of the Ecclesiarchy. Renamed the Adeptus

Sororitas, they became true defenders of the faith and a very physical reminder of the power of the church.

The Sisters of Battle are trained to the highest levels with an unshakeable faith in the divinity of the Emperor. Their fanatical devotion and unwavering purity is a bastion against corruption, heresy and alien attack. Countless enemies of the Imperium have fallen before the righteous fury of the Adeptus Sororitas as they engage in Wars of Faith, bringing the Emperor's light to the dark recesses of the galaxy that have turned from the path of righteousness. Clad in ceramite power armour, they carry an awesome array of weaponry with which to smite their enemies, the wealth of the Ecclesiarchy ensuring that they are equipped with the best wargear the Imperium has to offer. The Sisters are incorruptible warriors, each dedicating her life to penitent worship and the rigorous training of mind, body and spirit.

One of the Adeptus Sororitas' greatest weapons is faith, and their zeal is a potent force, manifesting as divine inspiration that drives the Sororitas to unprecedented levels of performance. The Adeptus Sororitas often accompany the various priestly ranks of the Ministorum in their duties throughout the Imperium and many worlds have proven to be more responsive to the teachings of the Missionarius Galaxia with the intimidating presence of the Sisters of Battle in support of its preachers.



A squad of Sisters of Battle prepares to purge a rampaging horde of Orks.

The candles flickered as the Sanctum door was quietly opened. The Adeptus Sororitas novice padded softly across the marble floor through the cloud of incense, standing respectfully behind the kneeling Sister Superior. She waited patiently for acknowledgement.

'Yes, my child?' asked Sister Superior Candida without looking up from her devotions.

'The mob approaches, Sister,' whispered the novice, her voice betraying her unease. 'It will be at the gates soon.'

Sister Candida was remained kneeling as concluded her prayers.

'Give us strength, Divine Lord. May your will be done.'

She stood, turning from the effigy of the Emperor to face the young novice. 'Fear not, my child. The Emperor is with us. We shall prevail.'

\* \* \*

The stout, wooden doors of the cathedral were thrown open as the Battle Sisters marched onto its steps, chanting hymns to the Emperor and

raising their ritually blessed weapons of faith. Bolter shells rained down the steps and arcane weaponry spouted cleansing fire. High above, the angelic forms of the Seraphim dropped from the dark, towering spires, bolt pistols spitting death.

Sister Superior Candida stood at the top of the marble steps, her bolter kicking in her arms as she pumped shell after shell into the heretics.

The light from inside the cathedral framed her in a glowing halo of brilliance.

'Death to the defilers!'

## SISTERS OF BATTLE – SPECIAL RULES

### ACTS OF FAITH

Ecclesiarchal armies are driven by their fanatical devotion to the Imperial Cult. They loudly proclaim their faith in hymn and prayer as they march into battle, calling upon the Emperor's name for aid against His enemies. Such is the fervid, unquestioning nature of their belief that collectively they can cause miraculous phenomenon to manifest. There are those amongst the Administratum who claim such things are simply mass hysteria brought about by the trauma of battle, while others maintain that it is a form of collective psychic projection. It is enough for the Ecclesiarchy simply to know that the Emperor marches alongside their armies and those who doubt His almighty power are fools of the worst kind. Those who have witnessed its effects simply know that faith can be a potent weapon indeed.

- The army begins with 0 Faith points. Including certain characters or units adds to the army's number of Faith points.

- The loss of characters or units that contributed Faith points adds their Faith points to the army total a second time. These Acts of Martyrdom thus help build the overall level of faith.

- A note should be made of the army's current Faith points. Alternatively, markers can be used to help keep count.

- A unit of Seraphim or a unit currently containing a character that has contributed Faith points is called a

Faithful unit. Only Faithful units can benefit from Acts of Faith.

### USING ACTS OF FAITH

Each Act of Faith performed costs one Faith point. The Act of Faith is performed as a Leadership test by each affected unit. No members of the army count as being Psykers. The following effects can be produced by Acts of Faith:

#### Spirit of the Martyr

This Act is used after determining how many wounds are inflicted against a Faithful unit after armour saving throws (if any) are taken from a single enemy unit's attacks. The Act does not protect against shooting hits that cause instant kills or close combat hits that prohibit armour saves. The Act grants each wounded model a 4+ save against each hit taken. Any models that make the save struggle to their feet, heroically, ignoring the wounds inflicted on them. They are one with the Emperor and will die when he is ready to accept them. The Act can be used only once in response to taking hits from a given enemy unit.

#### Divine Guidance

This Act is used after a Faithful unit has rolled to hit but before they have rolled to wound. This can be used during shooting or in close combat. Any roll to wound of a 6 will bypass the defender's armour save. If the attack allows no armour save anyway then no further benefit occurs. Units affected by this power find their shots and/or blows

striking weak spots in their enemies' armour through sheer good fortune. The Act can only be used once for a given unit after resolving its hits during shooting or in an assault.

#### The Passion

This Act can be used in the Shooting phase of a Faithful unit. Instead of shooting it must *fleet of foot* towards the nearest visible enemy if not already in *mêlée* and must assault in the Assault phase if it can. If fighting in an assault, all models are at +2 Initiative and have +1 Attack for the remainder of the turn in which the Act of Faith is used. The Passion is the last refuge for the faithful, in which they give themselves up entirely to holy fervour and rush at the enemy in a zealous fury. This Act can only be attempted by any given unit once in any given Shooting phase.

#### Light of the Emperor

This Act can be used at the start of any friendly player's turn and will potentially affect all Faithful units on the table. It takes effect whenever a fleeing Faithful unit has an opportunity to regroup. The usual criteria for regrouping must still be met, with the exception that it does not matter if the unit is below half strength. The Faithful unit automatically regroups even if it is below half strength. Despite their terror, the fleeing troops recall that the only thing the faithful need fear is to fail the Emperor of Mankind. Filled with contrition, they turn to confront the Emperor's enemies in His name.

## MINISTORUM WARGEAR

The rules below describe how all of the specialised equipment used by the Ecclesiarchy works in the game. These rules tend to be more detailed than those included in the Warhammer 40,000 rulebook, and supercede them if they are different. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook.

### AXE OF RETRIBUTION

An Axe of Retribution is modelled upon the Axe Of Chalcydon that was carried by Saint Jason when he crushed the Eldar on Huale. It has a massive double-bladed head on which is etched the holy words of the Imperial Creed. An Axe of Retribution must be wielded in both hands, and so may not be combined with an additional close combat weapon for an extra Attack. An Axe of Retribution counts as a power fist in all respects.

### BIONICS

These allow servants of the Emperor who have suffered a crippling injury to return to service, but don't significantly improve their abilities. However, there is a chance that an attack will slightly damage a bionic part rather than doing any real harm. To represent this, if a model with bionics is killed, instead of removing it, place it on its side. Roll a D6 at the start of the next turn. On a roll of 6 the model is stood back up with one Wound, but on any other roll it is removed as a casualty.

### BLADE OF ADMONITION

The Blade of Admonition is made only from the finest metals and is polished to a mirror finish. Those who look at it are said to see their true selves. The Blade ignores armour saves like a power weapon. If the bearer is on the winning side in an assault and losers have to take a Morale test then a further modifier of -1 applies to their Ld.

### BOOK OF ST LUCIUS

This great tome contains the many writings and sermons of St Lucius of Agatha, a zealous and renowned Confessor. Certain passages can be read aloud from the book, inspiring those nearby to great acts of heroism. Any units which have a model within 6" of the bearer of the Book of St Lucius may use the bearer's unmodified Leadership value for any Morale checks or Pinning tests they are required to take.

### BRAZIER OF HOLY FIRE

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle, the Brazier can be wielded like a weapon in close combat and contains

enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a close combat weapon. In addition, it may be used once per battle like a heavy flamer. All of the normal rules for a heavy flamer apply.

### CLOAK OF ST ASPIRA

Canoness St Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly one hundred worlds from the grip of the blasphemous tyrant Denescura. She wore a magnificent cloak of velvet and fur, which had been blessed in the Ecclesiarchal Palaces of Terra to ward away the blows of the Emperor's enemies. A model wearing the Cloak of St Aspira adds +1 to its armour save (giving a Sisters of Battle character a 2+ save instead of a 3+ save).

### COMBI-WEAPONS

A combi-weapon is essentially two weapons joined together, and gives the character a choice of two weapons to fire. A model armed with a combi-weapon may choose to fire one of the weapons in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. You may not choose to fire both weapons at once.

### EVISCERATOR

This is a grotesquely large two-handed chainsword. In its military capacity, it must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a chainfist.

### EXORCIST LAUNCHER

The multiple barrels of the Exorcist launcher fire a hail of missiles at the enemy, obliterating them with one devastating salvo. The Exorcist launcher is unreliable, so you must roll a D6 each time it is fired to see how many shots are unleashed.

**Range:** 48" **S:** 8 **AP:** 3 **Heavy** D6

### EXTERMINATOR

Exterminators are compact, one-shot flamers fitted to the barrel of a gun or to a close combat weapon, and are used almost exclusively by Redemptionists. A unit fighting an assault with models equipped with exterminators will be engulfed in flames. Exterminators may

be used once per battle and are used in the first round of an assault (whether the unit is charging or is charged). Exterminator attacks are worked out at Initiative 8 and are in addition to the models' normal attacks. Roll a D6 for every enemy model in a unit fighting against the Redemptionists. The score required to hit the enemy depends upon the number of models firing their exterminators (all models in the unit must fire their exterminators at the same time). Models are hit at Strength 4 with an Armour Piercing value of 5.

No. exterminators	Hits on
1-5	6
6-10	5+
11-15	4+
16+	3+

### FLAIL OF CHASTISEMENT

This lethal weapon is barbed with many hooks, which move continually around the wielder transcribing an arc into which opponents dare not advance. It must be used with both hands and so may not be combined with another weapon for an extra Attack. A model with this flail attacks normally but reduces the number of Attacks of each enemy in contact by -1 (to a minimum of 1).

### HOLY CENSER

A Holy Censer contains exotic oils and unguents which are heated until their vapours lift into the air in a musky haze. Their scent is highly uplifting and helps mask the stink of foul aliens and stench of heresy. A unit with a character carrying a Censer considers itself blessed and will staunchly hold its ground in the belief that the Emperor is protecting them. The unit only has to take Morale checks from shooting if it loses 50% or more of its number in one turn, rather than 25%.

### LITANIES OF FAITH

The Litanyes of Faith contain the entire teachings of the Ecclesiarchy, since its founding at the birth of the Imperium. It takes a scribe his entire life to copy and illuminate the Litanyes of Faith, and the hymnals and chants they contain fill the Emperor's servants with burning faith. The Litanyes of Faith allow the character to lead a squad in an Act of Faith. This Act of Faith can only be attempted at the appropriate moment

based on the aid sought. Once the Litanies are read, the illuminations fade so cannot be used again in the same battle. No Faith points are required and the Act will always be successful.

### MASTER-CRAFTED WEAPONS

Built by the most skilful artificers, these are often ancient items that have been lovingly maintained for centuries, even millennia. A master-crafted weapon follows the normal rules, except that you may re-roll one failed 'to hit' roll per turn. Master-crafted weapons are taken as an 'upgrade' for a weapon already being carried by the model and should be represented by a suitably ornate weapon on the model itself. You may not master-craft grenades! The cost listed in the Wargear section is in addition to the cost of the weapon itself (ie, a master-crafted power weapon costs 10+15=25 pts). However, only the upgrade cost is included against the points limit on wargear taken by a model (so a master-crafted power weapon would count as 15 pts against the limit, not 25 pts).

### MEDICUS MINISTORUM

This is a box made from the rarest scentwood and contains relics, oils and herbs associated with miraculous healing properties. A model with a Medicus Ministorum allows the squad she is in to ignore its first failed armour

save in a turn. A Medicus Ministorum cannot negate hits from weapons which inflict instant death (ie, has a Strength double or more than the target's Toughness value), and cannot be used if the Sister Hospitaller is in base contact with an enemy. Note that although a Medicus Ministorum lets you ignore a failed armour save, it does not allow you to ignore hits which would not normally allow a model to save (because of its AP value, or a power weapon, for example) or use cover saves.

### MOB WEAPONS

Few of the Redemptionists called up to fight for the Ministorum are equipped with proper weapons. Often their service to the Church involves bringing their own weaponry. These are likely to be of poor quality and provided with inadequate ammunition. Moreover, each Redemptionist will carry an eclectic mix of 'personal favourite' weapons which makes any kind of weapons training irrelevant. To cater for this, and to simplify the Shooting phase, units of Redemptionists can be categorised as having mob weapons. This is equivalent in all respects to having a laspistol and close combat weapon. Any militia with shoulder arms, such as lasguns, shotguns and autoguns, are assumed to save their ammunition for close range fire and be

very willing to use them as a convenient additional club.

### PRAESIDIUM PROTECTIVA

Believed to contain shards of armour worn by the Emperor himself, this can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ Invulnerable save in an assault instead of its normal armour save. The save may only be used against one opponent per turn (the defender chooses which one), and cannot be combined with a Rosarius save.

### PURITY SEALS

If a model wearing purity seals falls back, roll one extra D6 for fall back distance (usually 3D6 instead of 2D6), and then discard the roll of your choice before seeing how far they fall back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just the model who has the purity seals.

### ROSARIUS

A Rosarius is a badge of faith which incorporates a powerful conversion field that protects its wearer from harm. A model with a Rosarius gets a 4+ Invulnerable save, that may be taken instead of the model's normal armour save.



The Adeptus Sororitas often go into battle supported by the fanatical Crusade of the Red Redemption.



### SACRED BANNER OF THE ORDER MILITANT

Each of the six Orders Militant has their own Sacred Banner, which is only carried by the most faithful Celestian. The banners are ancient artefacts dating back to the creation of the Orders and are a source of great inspiration to all the Adepta Sororitas. A Sisters of Battle unit with a model within 12" of the Sacred Banner of the Order Militant may roll three dice for any Morale check or Pinning test they have to take, and discard the highest dice. However, if the model bearing the banner is slain in close combat, then the enemy model that slew her captures the banner, and the enemy gets the bonus from then on. It is possible for a banner to change hands several times in a battle, as long as the model holding the banner is killed in close combat each time.

### SACRED STANDARD

Sacred Standards have been carried into battle since the Imperium was carved out of the stars. If it were to be captured in battle this would be a great

stain upon the souls of all those present, so Imperial servants will fight to their utmost to protect it. The Sacred Standard affects any Imperial units with a model within 6". The unit adds +1 to its combat resolution score, ie, it counts as inflicting one more wound than it actually did when working out who won an assault. However, if the model bearing the standard is slain in close combat, then the enemy model that slew her captures the standard, and the enemy gets the bonus from then on. It's possible for a standard to change hands several times in a single battle, as long as the model holding the standard is slain in assault each time.

### SIMULACRUM IMPERIALIS

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. A unit containing a model with a Simulacrum Imperialis may roll an extra D6 when advancing after an assault (normally 3D6) and discard the lowest roll before determining how far they advance.

## MINISTORUM VEHICLE UPGRADES

### DOZER BLADE

Vehicles equipped with a dozer blade may re-roll a failed Difficult Terrain test as long as they are not moving over 6" that turn.

### EXTRA ARMOUR

It is not uncommon for vehicle crews to add additional armour plating to their vehicle to provide a little extra protection. Vehicles equipped with extra armour count 'crew stunned' results on the Damage tables as a 'crew shaken' result instead.

### HOLY ICON

The vehicle has mounted upon it a suitably large and impressive symbol of the Ecclesiarchy. Loyal servants of the Emperor will do their utmost to protect this icon from desecration by the enemy.

If the vehicle is assaulted, any friendly unit with a model within 6" of the vehicle may make an immediate assault move if this will take them into contact with the assaulting enemy unit. Both sides will count as charging, and therefore will benefit from the +1 Attack charging bonus and any other special rules. Enemy models in base contact with the vehicle may still allocate attacks against the vehicle, even if they

are in base contact with a Ministorum model.

### HUNTER-KILLER MISSILE

A common additional weapon system for Imperial vehicles is an anti-tank missile, often called a hunter-killer. This is treated as a krak missile with unlimited range; roll to hit as normal. A hunter-killer may be fired only once per battle.

### PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are located on the outside of a vehicle. They can be used by a crew member from an open hatch or remotely from within the vehicle. They are treated as an extra storm bolter, which may be used in addition to any other weapons the vehicle may fire. Note that this means that a vehicle that moves can fire one weapon and the pintle-mounted storm bolter. If the vehicle would not normally be allowed to fire any weapons (because of the distance it travelled or damage suffered, for example) then the pintle-mounted storm bolter cannot be fired either.

### SEARCHLIGHT

These are only of any use in missions where the rules for night fighting are being used, such as the Night Fight

mission. They allow one enemy unit spotted by the vehicle to be fired at by any other Sisters of Battle units that are in range and have a line of fire (the enemy unit has been illuminated by the searchlight of the vehicle). However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn – they can see the searchlight shining out in the dark.

### SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke charges. These are fired off to temporarily hide the vehicle behind concealing clouds of smoke, and are most often used when it is moving in the open.

Once per game, after completing its movement, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show that it is concealed by smoke.

The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no effect.

## MINISTORUM ARMOURY

Characters may pick up to two single-handed weapons, or one single-handed weapon and one two-handed weapon. If the character already comes equipped with weaponry (such as a Veteran Sister Superior), you can replace or add to this as long as these restrictions are not exceeded. In addition, you may pick up to 100 points worth of wargear. Preachers and Redemptor Priests may only have 25 points of wargear. Only a Canoness, Celestian Superior or Veteran Sister Superior may choose items from the Sisters of Battle Wargear list. You may not take duplicate items for the same model. All wargear and weapons must be represented on the model.

### SINGLE-HANDED WEAPONS

Blade of Admonition	15 pts
Bolt pistol	1 pt
Brazier of Holy Fire	15 pts
Close combat weapon	1 pt
Plasma pistol	10 pts
Power weapon	10 pts
Praesidium Protectiva [i]	15 pts
(independent characters only)	

### TWO-HANDED WEAPONS

Axe of Retribution	20 pts
Bolter	2 pts
Combi-weapons:	
bolter-flamer	10 pts
bolter-grenade launcher	10 pts
bolter-plasma gun	15 pts
bolter-meltagun	15 pts
Flail of Chastisement	10 pts

### WARGEAR

Bionics	10 pts
Book of St Lucius	10 pts
Carapace Armour (Save 4+)	10 pts
Flak Armour (Save 5+)	3 pts

Frag grenades	1 pt
Rosarius	25 pts
Krak grenades	2 pts
Holy Censer	20 pts
(Imagifer or independent characters only)	
Litanies of Faith	25 pts
Master-crafted weapon	15 pts
Medicus Ministorum	20 pts
(Sisters Hospitaller only)	
Melta bombs	5 pts
Purity seals	5 pts
Simulacrum Imperialis	50 pts
(Imagifer or independent characters only)	

### SISTERS OF BATTLE WARGEAR

Cloak of St Aspira	20 pts
(Independent characters only)	
Jump pack	10 pts
(Independent characters only)	
Sacred Banner of the Order Militant [ii]	60 pts
Sacred Standard	20 pts
(Banner Bearer only)	

### MINISTORUM

#### VEHICLE UPGRADES

Ministorum vehicles may be fitted with the additional equipment noted in their army list entries, at the points cost shown below. Any upgrades must be shown on the vehicle model. No duplicates may be taken for the same vehicle.

Dozer blade	5 pts
Extra armour	5 pts
Holy icon	10 pts
Hunter-killer missile	10 pts
Pintle-mounted storm bolter	6 pts
Searchlight	1 pt
Smoke launchers	3 pts

#### Notes

[i] Although not a weapon as such, a Praesidium Protectiva must be carried in one hand and therefore counts as a single-handed weapon.

[ii] Only armies of 2,000 points or more may take a Sacred Banner of the Order. Only the Standard Bearer of the Canoness' Celestian Bodyguard may carry it.

## SISTERS OF BATTLE SUMMARY

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	45	4	5	3	3	3	4	3	9	3+
Celestian Superior	32	4	5	3	3	2	4	2	9	3+
Celestian	12	3	4	3	3	1	4	1	9	3+
Confessor	45	4	4	3	3	2	4	3	8	-
Missionary	45	4	4	3	3	3	4	3	9	-
Preacher	10	3	3	3	3	1	3	2	8	-
Dominion	10	3	3	3	3	1	3	1	8	3+
Battle Sister	10	3	3	3	3	1	3	1	8	3+
Redemptionist	5	3	3	3	3	1	3	1	8	6+
Zealot	20	3	3	3	3	1	3	2	8	6+
Redemptor Priest	20	4	3	3	3	2	3	2	9	6+
Seraphim	16	4	3	3	3	1	4	1	8	3+

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	45	11	11	10	3
Immolator	70	11	11	10	3
Exorcist	100	11	11	10	3

# SISTERS OF BATTLE ARMY LIST

## HQ



Each of the Orders Militant is led by a Canoness, who is one of its most experienced warriors and greatest spiritual leaders. A Canoness inspires intense devotion in her Battle Sisters, leading them from the fore as she sings the great hymns of the Ecclesiarchy.

Celestial Superiors aid the Canoness in the running of the Order. They liaise between the Canoness and Sisters Superiors, and often lead a force of Battle Sisters when the Canoness is otherwise engaged.

### 0-1 Canoness. . . . . 45 points

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	4	5	3	3	3	4	3	9	3+

**Options:** The Canoness may be given any equipment allowed by the Ministorum armoury.

#### SPECIAL RULES

**Independent Character:** Unless accompanied by a Celestial Bodyguard, the Canoness is an independent character and follows the Independent Character special rules in the Warhammer 40,000 rulebook.

**Bodyguard:** The Canoness may be accompanied by a Celestial Bodyguard, see the separate entry opposite. The Canoness and her Celestial Bodyguard count as a single HQ choice.

**Sacred Rites:** The Canoness adds +2 Faith points.

### Celestial Superior. . . . . 32 points

	WS	BS	S	T	W	I	A	Ld	Sv
Celestial Superior	4	5	3	3	2	4	2	9	3+

**Options:** The Celestial Superior may be given any equipment allowed by the Ministorum armoury.

#### SPECIAL RULES

**Independent Character:** Unless accompanied by a Celestial Bodyguard, the Celestial Superior is an independent character and follows the Independent Character special rules in the Warhammer 40,000 rulebook.

**Bodyguard:** The Celestial Superior may be accompanied by a Celestial Bodyguard, see the separate entry opposite. The Celestial Superior and her Celestial Bodyguard count as a single HQ choice.

**Sacred Rites:** The Celestial Superior adds +1 Faith point.

*Most revered Prioress Helena (the Virtuous) of Convent Sanctorum,*

*My commendations go to your Sisters of the Order of the Valorous Heart in their undertakings against the heretical infidels infesting Hive Tumulus on Farglum. The Holy Order's response to my request was most prompt, making planetfall less than a week after my entreaty was directed to them.*

*The fury of their righteous anger was exemplary, and countless souls were returned to the Emperor through the purifying fire of their weapons and strength of their unyielding faith.*

*Through their actions, the hive was purged of its blasphemous perversions, and the so-called Unit Epicurean was all but eradicated. The last few of its foul 'prophets' and apostates have fled deep within the abyss of the underhive, where my companions and I pursue them still.*

*The holy fury displayed by the Canoness Brigitta and her Sisters was devastating to the unholy cultists. An inspiration to behold! The terror they induced amongst the corrupted hivers caused a wave of devotion to spread through the hive. Praise be to the Emperor! The sacred Order of the Valorous Heart are a credit to the Ecclesiarchy, and indeed to the Imperium as a whole.*

*Inquisitor Scallen, Ordo Hereticus, 0425085.M41*



## Celestian Bodyguard . . . . . 12 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	3	4	3	3	1	4	1	9	3+
Veteran Sister Superior	3	4	3	3	1	4	2	9	3+

**Bodyguard:** The Bodyguard consists of 1 Sister Superior and between 4 and 9 Celestians.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to one Celestian may be armed with one of the following weapons: heavy bolter at +10 pts; heavy flamer at +15 pts; multi-melta at +25 pts.

One Celestian may be armed with a flamer at +3 pts, or meltagun at +10 pts.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, and krak grenades at an additional cost of +2 pts per model.

**Characters:** One Celestian may be upgraded to a Banner Bearer and one may be upgraded to an Imagifer. Banner Bearers and Imagifers cost no extra points but may select equipment from the Ministorum armoury.

Additionally, one Sister may be upgraded to a Sister of the Orders Hospitaller for no extra points, one may be upgraded to a Sister of the Orders Famulous at +5 pts, and one may be upgraded to a Sister of the Orders Dialogus at +15 pts. These characters may also take any equipment allowed by the Ministorum armoury.

The Sister Superior may be upgraded to a Veteran Sister Superior for +10 pts.

**Transport Vehicle:** The squad may be mounted in a Rhino armoured carrier at an additional cost of +40 pts. If the squad numbers six models it may be mounted in an Immolator for +70 pts (see the separate vehicle entries for details of upgrades).

*A Canoness or Celestian Superior is frequently accompanied to battle by a bodyguard of Celestians. The Celestians are the finest and most noble warriors of the Order and fight with holy fury and righteous fervour. Those amongst them who have previously distinguished themselves in battle are granted the honour of forming their leader's bodyguard. In addition to being the most dedicated of warriors, the Celestians often perform other roles within the Order's convent-shrines, such as Imagifer or Banner Bearer.*

### SPECIAL RULES

**Holy Hatred:** Celestians are fervent adherents to the Imperial Creed, able to summon up a righteous hatred of any foe they are facing. Celestians gain +1 Attack in the first round of close combat, regardless of whether they charged or not (note that if they did actually charge there is no additional benefit).

### SISTERS FROM OTHER ORDERS

**Sister Hospitaller:** In addition to any other weapons or wargear, a Sister Hospitaller may be given a Medicus Ministorum as detailed in the Armoury and Wargear sections.

**Sister Famulous:** A Sister of one of the Orders Famulous can use her connections with the Imperial nobility to command other Imperial servants to provide her with troops. These are usually Imperial Guardsmen or Planetary Defence Force personnel. For every Sister Famulous in the army you may include one unit chosen from the Codex: Imperial Guard Elites or Troops sections. This unit does not use up any choices from the Force Organisation chart, but otherwise follows all rules that apply to it (including when it can be deployed, etc).

Only one unit may ever be chosen for each Sister Famulous, even if you would normally be allowed several units for a single Force Organisation slot. For example, you can take an Imperial Guard Infantry squad, not a whole platoon. Other than this you are free to choose the type of unit taken. Note that the unit is deployed as normal, according to the Force Organisation category that it is normally in. Due to the Ecclesiarchy's strict views on mutation, you may not choose a Ratling or Ogryn unit (or any other abhumans that we may introduce in the future).

**Sister Dialogus:** One of these members of the Sisterhood can use her considerable language skills to translate prayers spoken in High Gothic into other languages so that they can be understood by those around her. For this reason, every Sister Dialogus in your army adds +1 Faith point, as detailed in the Sacred Rites rules in the army list introduction.

## ELITES

## Dominion Squad . . . . . 10 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	3	3	3	3	1	4	2	9	3+

**Squad:** The squad consists of one Sister Superior and between 4 and 9 Dominions.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to 4 Dominions may be armed with a flamer at +12 pts per model, or a meltagun at +16 pts per model.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, krak grenades at +2 pts per model, or melta bombs at +4 pts per model.

**Characters:** The Sister Superior may be upgraded to a Veteran Sister Superior for an additional cost of +10 pts.

**Rhino:** The squad may be mounted in a Rhino armoured carrier at an additional +40 pts.

*Battle Sisters who are trained in the use of unusual weapons such as flamers and meltaguns are known as Dominions, and each Order maintains several units that contain more of these specialists than an ordinary Battle Sisters squad.*



## SPECIAL RULES

**Holy Hatred:** Celestians are fervent adherents to the Imperial Creed, able to summon up a righteous hatred of any foe they are facing. Celestians gain +1 Attack in the first round of close combat, regardless of whether they charged or not (note that if they did actually charge there is no additional benefit).

*The most skilled fighters of an Order will be collected together into specialised squads. Celestians are ferocious fighters whose burning hatred of the Emperor's enemies makes them virtually unbreakable in combat.*

*The Priests of the Ecclesiarchy play a vital role in the armies of the Church, imparting the holy teachings of the Emperor to their followers that they may fight with His words to inspire them.*

*Confessors are given carte blanche by the Ecclesiarchy to preach where they wish. They have no formal diocese, as does a Cardinal, but instead move from settlement to settlement (sometimes world to world) rooting out apostates and blasphemers, and instilling fervent faith in the locals. Confessors occasionally lead Wars of Faith, and are noted for their fiery zeal and execution of their duties (and heretics!).*

*Most Missionaries are part of the massive Missionarius Galaxia, although some are individuals who have privately funded their own mission stations. Missionaries bring light to the darkness, teaching the doctrines of the Ministorum to rediscovered human worlds. They are famed for their hardy endurance, no-nonsense practicality and quiet, but solid, faith.*

*Preachers are the lowest ranked of the priestly delegations. They are nominally under the tutelage of a Confessor or Missionary but in battle their role is to help harness the faith of the troops to smite the Emperor's foes.*

## Celestian Squad . . . . . 12 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
<b>Celestian</b>	3	4	3	3	1	4	1	9	3+
<b>Veteran Sister Superior</b>	3	4	3	3	1	4	2	9	3+

**Squad:** The squad consists of one Sister Superior and between 4 and 9 Celestians.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to one Celestian may be armed with one of the following weapons: a heavy bolter at +10 pts; a heavy flamer at +15 pts; a multi-melta at +25 pts.

One Celestian may be armed with a flamer at +3 pts, or a meltagun at +10 pts.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, and krak grenades at an additional cost of +2 pts per model.

**Characters:** The Sister Superior may be upgraded to a Veteran Sister Superior for an additional cost of +10 pts.

**Rhino:** The squad may be mounted in a Rhino armoured carrier at an additional +40 pts.

## 0-1 Priestly Delegation . . . . 45 points for a Confessor or Missionary . . . . . 10 points for a Preacher

	WS	BS	S	T	W	I	A	Ld	Sv
<b>Confessor</b>	4	4	3	3	2	4	3	8	-
<b>Missionary</b>	4	4	3	3	3	4	3	9	-
<b>Preacher</b>	3	3	3	3	1	3	2	8	-

**Options:** Priests may be given any equipment allowed by the Ministorum armoury.

## SPECIAL RULES

**Sacred Rites:** Priests increase the number of Faith points available to the army for Acts of Faith. A Confessor adds +2 points, a Missionary adds +2 points and a Preacher adds +1 point.

**Fanatical:** A Confessor, and any unit joined by him, may re-roll any missed close combat rolls to hit in the same turn he charges into an assault.

**Squad Members:** You may include one Priest per unit (not including vehicles) in your army. The Priest may not leave the unit he is assigned to. No Priest may be an independent character. However many Priests you include, they only count as a single Elite selection.



## TROOPS

### Battle Sisters Squad ..... 10 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	3	3	3	3	1	3	2	9	3+

**Squad:** The squad consists of 1 Sister Superior and between 4 and 9 Battle Sisters.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to two Battle Sisters may be armed with a flamer at +3 pts, or a meltagun at +10 pts.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, and Krak grenades at an additional cost of +2 pts per model.

**Character:** The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 pts.

### Redemptionists ..... 5 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Redemptionist	3	3	3	3	1	3	1	8	6+
Zealot	3	3	3	3	1	3	2	8	6+
Redemptor Priest	4	3	3	3	2	3	2	9	6+

**Squad:** The squad consists of 10 to 20 Redemptionists.

**Weapons:** Mob weapons.

**Options:** Up to two models may be armed with one of the following weapons each: autocannon at +10 pts; heavy bolter at +5 pts; plasma gun at +8 pts; flamer at +6 pts; meltagun at +10 pts; heavy stubber at +3 pts; grenade launcher at +5 pts.

Up to one model in five (round up) may be upgraded to Redemptionist Zealots armed with eviscerators for +15 pts per model.

The entire squad may be armed with exterminators for +3 pts per model.

**Redemptor Priest:** One model may be upgraded to a Redemptor Priest for +15 pts. He may be given additional equipment from the Ministorum armoury.

Whilst the Redemptor Priest is still alive, the squad he leads never has to fall back and is assumed to automatically pass any Morale checks it is required to make (even against attacks that allow no test to be taken). Note that the unit can be pinned as normal.

The Redemptor Priest adds +1 to your Faith points total (more by the fear he instils than anything else!). If a Redemptionist squad includes a Redemptor Priest then no other Priest can be assigned to it.



The vast majority of the Orders Militant is made up of Battle Sisters. Orphans raised by the Schola Progenium, Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strength is their superb weapons and armour which they are trained in the use of from an early age.

The Crusade of the Red Redemption, or Redemptionists as they are more widely known, is a powerful sect within the Ecclesiarchy. The Redemptionists preach a violent creed of persecution, paranoia and xenophobia, and see humans as inherent sinners unless proven otherwise (by joining the Redemptionists, for example). They frequently gather during a War of Faith so that they may cleanse the Emperor's enemies with fire, plasma and whirling blades!

### Rhino ..... 40 points

	Front Armour	Side Armour	Rear Armour	BS
Rhino	11	11	10	3

**Type:** Tank.

**Crew:** Sister of Battle/Attendants.

**Weapons:** The Rhino is armed with a storm bolter.

**Options:** The Rhino may be equipped with any of the following vehicle upgrades for the cost listed in the Ministorum armoury: dozer blade; extra armour; holy icon; hunter-killer missile; pintle-mounted storm bolter; searchlight; smoke launchers.

**Transport:** The Rhino can carry up to ten models. See page 72 for additional details on fire points and access points.





*Seraphim are experienced warriors who are exclusively trained in the use of jump packs. They are also highly dextrous, having perfected the technique of firing two pistols at once. This makes them very mobile and hard-hitting, and also able to fight adequately in close combat if necessary.*

The might of the Ecclesiarchy cleanses the ruins of a heretic city.



## Seraphim Squad ..... 16 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	4	3	3	3	1	4	1	8	3+
Veteran Sister Superior	4	3	3	3	1	4	2	9	3+

**Squad:** The squad consists of 1 Sister Superior and between 4 and 9 Seraphim.

**Weapons:** Two bolt pistols (count as linked – may re-roll misses) and frag grenades. The Sister Superior may exchange her bolt pistols for a bolt pistol and a power weapon for +8 pts.

**Options:** Up to two Seraphim may replace their twin bolt pistols with twin hand flammers (these fire together with the same effect as a flamer but count as two close combat weapons in an assault) at an additional cost of +6 pts.

The squad may be equipped with krak grenades at an additional cost of +2 pts per model or melta bombs at an additional cost of +4 pts per model.

**Character:** The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 pts.

### SPECIAL RULES

**Jump Packs:** The Seraphim are equipped with jump packs and follow the rules for jump pack troops given in the Warhammer 40,000 rulebook.

**Sacred Rites:** The inspiring sight of the angelic Seraphim has a pronounced effect on army morale. Each Seraphim squad in your army adds +1 Faith point.

**Hit & Run:** Seraphim may choose to leave close combat. Declare this at the end of the Assault phase after all Morale checks have been taken. The Seraphim then fall back 3D6" in any direction and regroup at the end of the move. Enemy models may only consolidate.

## Battle Sisters Squad ..... 10 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	3	3	3	3	1	3	2	9	3+

**Squad:** The squad consists of 1 Sister Superior and between 4 and 9 Battle Sisters.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to two Battle Sisters may be armed with a flamer at +3 pts, or a meltagun at +10 pts.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, and krak grenades at an additional cost of +2 pts per model.

**Character:** The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 pts.

**Rhino:** The squad must be mounted in a Rhino armoured carrier at an additional cost of +40 points.

## HEAVY SUPPORT

### Retributor Squad ..... 10 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	3	3	3	3	1	3	2	9	3+

**Squad:** The squad consists of 1 Sister Superior and between 4 and 9 Battle Sisters.

**Weapons:** Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

**Options:** Up to four Battle Sisters may be armed with the following weapons: heavy bolter at +10 pts; heavy flamer at +15 pts; multi-melta at +25 pts.

The squad may be equipped with frag grenades at an additional cost of +1 pt per model, and krak grenades at an additional cost of +2 pts.

**Character:** The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 pts.

**Rhino:** The squad may be mounted in a Rhino armoured carrier at an additional cost of +40 pts.

**Immolator:** If the squad numbers six or less models then the entire squad may be mounted in an Immolator at an additional cost of +70 pts.

### Immolator ..... 70 pts

	Front Armour	Side Armour	Rear Armour	BS
Immolator	11	11	10	3

**Type:** Tank. (Note that the Immolator does not count as open-topped because the Sisters of Battle crewing it are protected by power armour.)

**Crew:** Battle Sisters. **Weapons:** The Immolator is armed with twin heavy flamers.

**Options:** The Immolator can upgrade its twin heavy flamers to a twin-linked multi-melta for +20 pts. The Immolator may be given the following vehicle upgrades at the cost listed in the Ministorum armoury: dozer blade; extra armour; holy icon; hunter-killer missile; searchlight; smoke launchers.

#### SPECIAL RULES

**Twin Heavy Flamers:** The Immolator's twin heavy flamers are fired like an ordinary heavy flamer. However, they inflict twice as many hits as normal on affected models (two hits on ordinary models and four hits on open topped vehicles). Roll to wound or penetrate armour for each hit separately. Because accurate aiming is not essential to the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flamers.

**Transport:** The Immolator can carry up to six models. See page 77 for further details on fire points and access points.



*Retributors carry a disproportionate number of heavy weapons compared to a standard Battle Sisters squad. As many of them carry powerful but short-ranged weaponry such as heavy flamers and multi-meltas, Retributors often ride aboard an Immolator, further improving their effectiveness in a close support role.*

*The Immolator is a design exclusive to the Ministorum, based upon the ubiquitous Rhino chassis. Standard Immolators carry deadly twin heavy flamers, while the 'Justice' pattern is armed with a tank-busting pair of multi-meltas. As well as its armament, the Immolator can carry a squad of Retributors into the heart of the enemy army.*

### Exorcist ..... 100 pts

	Front Armour	Side Armour	Rear Armour	BS
Exorcist	11	11	10	3

**Type:** Tank. **Crew:** Battle Sisters. **Weapons:** Exorcist launcher.

**Options:** The Exorcist may be given the following vehicle upgrades at the cost listed in the Ministorum armoury: dozer blade; extra armour; holy icon; hunter-killer missile; searchlight; smoke launchers; pintle-mounted storm bolter.

*The Exorcist missiles of this vehicle provide long range support to a Battle Sisters army, softening up the enemy before the infantry squads close in for the kill. This arcane machine of war is only vaguely understood by the Tech-priests who service it and many Exorcists have been in use since the Age of Apostasy, further adding to their temperamental nature.*

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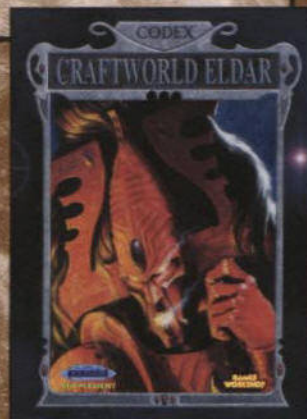
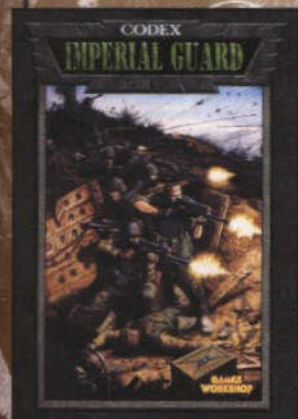
The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. This Codex details everything you need to know to field an army of these proud, alien warriors.

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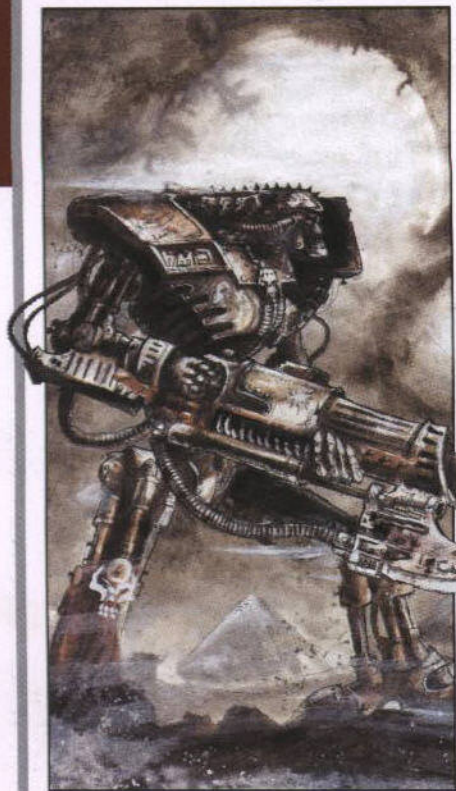
UK £4, US \$9.99, CDN \$12, AUS \$13.95

You'll need Codex: Eldar to use this supplement.

This Codex details the specialised forces of the five major craftworlds — the Biel-Tan Swordwind army, Ulthwé the Damned, the Saim-Hann Wild Rider host, the Iyanden Ghost Warriors and the Alaitoc Ranger force. Each variant includes special rules and new unit types.



## NECRONS



The strange warriors of the ancient Necrontyr race are as threatening as they are mysterious, pre-dating Mankind, and even the Eldar, by many millions of years. They appear without warning, destroying the enemy with their highly advanced weaponry, before vanishing without leaving a single trace of their origins or purpose.

Necron warriors and war machines are constructed from highly complex materials which seem impervious to many armaments of the Imperium, while their ability to reconstruct themselves after even the most devastating damage means that there is little foes can do to halt their implacable advance.

The attack of the Necrons is one of cyclopean horror, serried ranks of unliving metal warriors and menacing, artefact machines emerging from the darkness of their tombs to strike at the living. The Necrons fight without fear, pity or remorse, destroying all before them with arcane weaponry that defies rational

explanation. These horrifying weapons can strip a living organism down to its constituent atoms in seconds and even the thickest armour offers little protection. The unnatural geometries, living hieroglyphs and disturbing angles of their technology evoke horrifying visions of death and decay amongst their foes, and many battles have been lost before they begin as troops run mad with terror from the field, their courage failing them when it matters most.

When the site of battle is later examined, nothing remains of the Necrons or those who fell against them. Even if the Necrons are defeated, those that have fallen fade and vanish until nothing remains, leaving only the moans of the dying in their wake.

The true purpose of these attacks is impossible to guess but, with the frequency of Necron raids growing all the time, it is certain that there will be more bloodshed in the coming days.

## NECRON SPECIAL RULES

### MORALE

Necrons don't suffer panic or fear in the same way as other races, but will retreat where circumstances make it sensible, logical or advantageous for them to do so. In this regard, Necrons take Morale checks as described in the Warhammer 40,000 rulebook as normal. If a falling back Necron unit is assaulted it regroups automatically – the Necrons reconsider their withdrawal in the face of immediate danger. This also applies if an enemy unit advances after the Necrons after causing them to fall back in an assault. The Necrons immediately regroup at the end of their fall back move in exactly the same way as Space Marines. Note that Necrons are removed if they are caught in a crossfire, with no chance to self-repair. The Necrons are not actually destroyed, but are assumed to use their internal teleporters to remove themselves from the battlefield before they can be seriously damaged.

### PHASE OUT

If a Necron army is reduced to 25% or less of its original number of models (in other words, 75% of its models, rounding fractions up, are destroyed or

damaged), it will disappear in an eerie fashion, leaving behind nothing of its presence. This gives an automatic victory to the enemy, regardless of the victory conditions of the scenario being played. For example, if an army of 50 Necron models is reduced to 12 models or less, it will disappear from the battlefield. Note that Scarabs do not count towards the total number of models within a Necron army and are disregarded when working out at what point the army will disappear, although they also phase out when the army vanishes.

### WE'LL BE BACK!

Necrons have a remarkable ability to self-repair even the most horrendous damage. Any Necron Warrior, Immortal or character model that is reduced to 0 Wounds, or would otherwise be removed as a casualty, remains on the tabletop and is laid on its side to show that it is damaged. Damaged Necrons ignore the normal coherency rules and cannot be attacked in any way – they are regarded as nothing more than battlefield debris.

At the start of every Necron turn, roll a D6 for every Necron Warrior or

Immortal that is damaged and within 6" of at least one functional Necron of the same type. Models put 'out of action' but not within 6" of a functional Necron of the same type will phase out and are removed from the game as normal. The Necron player may also roll a dice for any Necron Lord who is damaged, regardless of whether he is within 6" of another Necron model. Note that models 'killed' by weapons that cause instant death (ie, weapons with a Strength twice the model's Toughness) or power weapons in close combat are totally obliterated with no chance to self-repair.

On a roll of a 1-3, remove the model as normal. On a roll of a 4-6, the Necron is repaired and stands back up with 1 Wound remaining. Note that Necron Lords who self-repair also stand up with 1 Wound, not their full 3 (unless equipped with a Phylactery). The repaired Necron will immediately move to join the closest unit of the same type if it is a Warrior or an Immortal. Move the model into coherency distance if it is not already within 2". Once joined with a unit, the Necron moves and fights with it – any movement it may already have made is disregarded.

TRANSMITTER: TETHROCK QUAY NAVAL OUTPOST  
 RECEIVED: SEGMENTUM TEMPESTUS NAVAL HIGH COMMAND  
 ORIGINATOR: DANUBIUS NAVAL BASE  
 DATE: 5394996.M41  
 TELEPHONE DUCT: 031/2HGB32  
 REF: ASMECH/ASSO/NGC  
 AUTHOR: NAVAL STRATEGOS ARMAND SEVOIR



HONOURED LORDS, IT IS WITH SOME URGENCY THAT I BRING TO YOUR ATTENTION A NUMBER OF STRANGE OCCURRENCES THAT HAVE TAKEN PLACE WITHIN THE SECTOR JURISDICTION OF THE TETHROCK QUAY NAVAL OUTPOST. AS YOU ARE NO DOUBT AWARE, THE EXPLORATOR VESSEL, LUX IMPERATOR VANISHED IN THIS SECTOR ALMOST A YEAR AGO WHILE ON EXPEDITION TO THE (SUPPOSEDLY DEAD) DANUBIUS SYSTEM. WHAT YOU MAY NOT CURRENTLY BE AWARE OF IS THAT THE VESSEL HAS SINCE BEEN DISCOVERED ABANDONED IN THE POLONIS NEBULA WITH NO TRACE OF ITS CREW ON BOARD.

THE VESSEL WAS LITTLE MORE THAN A WRECK AND WEAPON IMPACT DAMAGE ON THE HULL IS CONSISTENT WITH THAT FOUND ON A NUMBER OF DESTROYED OUTPOSTS AND COLONIES IN THE SECTOR. WITH THE GROWING FREQUENCY AND EXPANDING RADIUS OF SUCH INCIDENTS, I HAVE GRAVE CONCERNS REGARDING THE SAFETY OF OUR REMAINING SECTOR OUTPOSTS IN THIS REGION. AS TO THE IDENTITY OF THESE RAIDERS, I CAN OFFER NO CLUE, SAVE A HIGHLY DISTORTED INTERNAL VID-LOG TRANSMISSION FROM THE DAUNTLESS CLASS CRUISER SOLAR'S FURY. IN THIS FRAGMENT, IT IS POSSIBLE TO SEE METALLIC WARRIORS, BIPEDEAL LIKE MEN, BUT POSSESSED OF AN UNNATURAL VIGOUR AND RESILIENCE STORMING THE CORRIDORS OF THE SHIP. THE TRANSMISSION LASTS BARELY SIX SECONDS, BUT THE SIGHT OF THESE SOULLESS MACHINES IN BATTLE CHILLED MY SOUL.

THE GROWING FREQUENCY OF THESE RAIDS AND THE CONSISTENT ABSENCE OF ATTACKERS LEADS ME TO BELIEVE THAT THIS ENEMY IS MORE DANGEROUS THAN WE HAVE YET REALISED. THE HIGH PERCENTAGE OF VESSELS AND OUTPOSTS LOST IN THIS SECTOR COMPELS ME TO REQUEST URGENT REINFORCEMENTS FROM SECTOR COMMAND IN ORDER TO MAINTAIN THE SECURITY OF THIS REGION.

YOUR OBEDIENT SERVANT  
 NAVAL STRATEGOS ARMAND SEVOIR  
 TETHROCK QUAY

Transmit 005/006/F742C3

## NECRON SUMMARY

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Necron Lord	100	4	4	5	5	3	4	3	10	3+
Necron Immortal	28	4	4	4	5	1	2	1	10	3+
Necron Warrior	18	4	4	4	4	1	2	1	10	3+
Necron Destroyer	50	4	4	4	4(5)	1	2	1	10	3+
Necron Scarab	6	4	0	3	3	1	2	1	10	4+

RANGED WEAPONS	Range	Str.	AP	Type
Gauss flayer	24"	4	5	Rapid fire
Gauss blaster	24"	5	4	Assault 2
Gauss cannon	36"	6	4	Heavy 3
Heavy Gauss cannon	36"	9	3	Heavy 1
Staff of Light	12"	5	3	Assault 3

### Gauss Weapons

These are horrifying weapons that can strip the flesh from a living creature and destroy its target atom by atom. In a heartbeat it dissolves skin, muscle and then disintegrates bone until nothing remains. Even the thick armour of a vehicle can be penetrated by these strange alien weapons which flay the armour off layer by layer.

Against living creatures, any roll to wound of a 6 automatically causes a wound regardless of Toughness. Saving throws apply as normal. Any vehicle that suffers a hit from a Gauss weapon will suffer a glancing hit on a D6 roll of a 6 on the Armour Penetration roll, even if the target's Armour Value is greater than could normally be penetrated. Note that a roll that beats the target's armour value does not cause a glancing hit as well as a penetrating hit.

### Staff of Light

The Staff of Light may also be used in the Assault phase in which case it counts as a power weapon.

## Disruption Field ..... 5 pts

The grasping, metal claws of Necrons pulse with unnatural energies that seem to warp the armour of vehicles as they strike. Even the most heavily armoured vehicle can be torn apart by Necrons with such powers.

Disruption fields are used in assaults against vehicles. Any hit inflicted on the target by a unit equipped with disruption fields will score a glancing hit on a D6 roll of a 6 regardless of the vehicle's Armour Value in exactly the same way as ranged Gauss weapons. However, only 1 Attack can be made per model. No bonus Attacks are added from additional weapons, charging or anything else.

## Gaze of Flame. .... 15 pts

Flickering wyth-fires blaze from the metal death-mask of the Necron Lord, chilling the very heart of those who look upon it, stealing away their strength and crushing their courage.

Models which charge into combat with the Necron Lord gain no bonus to their Attacks for charging as they are inexplicably slowed at the last instant (yes, even Tyranids, Daemons and others which are normally immune to such things). Units fighting an assault involving a Necron Lord with the Gaze of Flame suffer a -1 Leadership penalty in addition to any other modifiers.

## Phylactery. .... 15 pts

A powerful self-repair device, this inconspicuous charm is filled with tiny, spider-like creatures that swarm all over a wounded Necron Lord, reknitting his body so that he may continue to fight.

When a Necron Lord is reduced to 0 Wounds and attempts his Self-repair roll at the start of the Necron turn, instead of using the normal rules, use the following table to see what happens.

D6	Result
1-3	The model is removed as a casualty as normal.
4	The Necron Lord stands up with 1 Wound.
5	The Necron Lord stands up with 2 Wounds.
6	The Necron Lord stands up with 3 Wounds.

## Phase Shifter ..... 30 pts (One per army)

The very fabric of the Necron Lord seems hazy and indistinct, as though he were not completely corporeal. Shots and blows pass through his mechanical body and even the most powerful weapons cannot harm him.

A Necron Lord with a phase shifter gains a 4+ invulnerable saving throw.

## Nightmare Shroud ..... 50 pts (One per army)

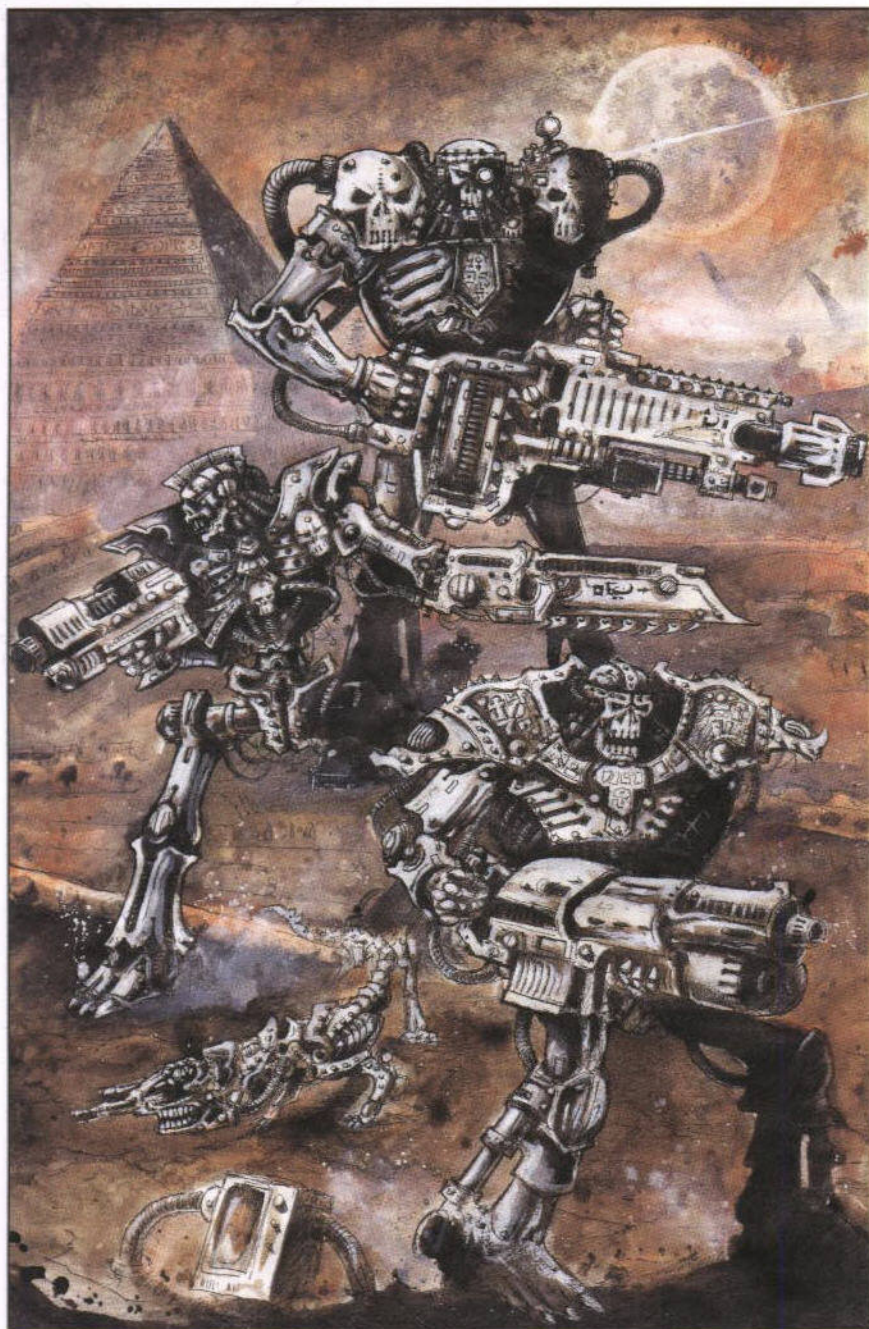
The worst fears and horrors of darkness are summoned nightmares and thrust into the minds of all those near the Necron Lord. All who look upon this metal skinned horror will find their courage tested to the very limit.

The Nightmare Shroud may be activated in the Shooting phase instead of firing a weapon. Every enemy unit within 12" of the Necron Lord must take a Morale check just as though they had taken 25% casualties. All the normal exceptions apply as normal. For example, units that will never fall back are immune to the Nightmare Shroud.

## Veil of Darkness ..... 60 pts (One per army)

The Necron Lord can summon a veil of darkness which twists about it like a ghostly cloak back into the earth. The Lord and those close by disappear, only to reappear some distance away moments later.

A Necron Lord can opt to use the Veil of Darkness at the beginning of its Movement phase instead of moving normally. The Necron Lord and up to one unit of Necrons which are within 6" of it are removed from the tabletop and then immediately placed anywhere on the tabletop using the Deep Strike scenario special rule. The Veil of Darkness may be used even if enemy models are in base contact with the Necron Lord or any of the Necrons he moves with him (the enemy models are left behind).



**Trooper Douro:** Sir, I put a plasma gun shot dead centre on the machine's chest and saw it go down. It didn't make any difference, they kept coming, no matter how much fire we poured into them. I lost count of how many shots I fired, but half the time these things just got back up again!

**Colonel Montague:** You are sure the weapons were properly consecrated before the engagement? The war spirits were honoured?

**Trooper Douro:** Yes, damn it, we- *[Sergeant Bullen administers physical correction for use of inappropriate language before a senior officer]* Yes... yes, the weapon spirits were honoured.

**Colonel Montague:** Then continue. What happened next?

**Trooper Douro:** I saw Lukiz and Hucks collapse, their skin and muscle stripped from their bodies by these metal daemons' weapons, it was horrible. The Chimera was giving us some good fire support, but even that could barely keep them at bay. Our line was holding, just, but then I saw a swarm of gleaming, beetle-like things sweep over our heads and attach themselves to the tank. Before we knew what was happening they detonated and blasted the Chimera's turret clean off. One of them must've hit the magazine... a second later it blew sky high, taking two of Red Company's squads with it.

**Colonel Montague:** Did you see anything other than the mechanical warriors and the swarming machines that destroyed the Chimera.

**Trooper Douro:** Uh... yes. Like I said, no matter how hard we hit 'em, we couldn't stop their advance, but we were still putting a lot of 'em down. Then as I went back to get more plasma cells for my gun, I saw this weird black light, like a miniature tornado suddenly appear behind Blue Company's heavy weapons platoon. I shouted a warning, but it was too late. More of these mechanical devils emerged from that darkness and fired a volley of shots into them. *[Subject sobs uncontrollably for several minutes until disciplinary correction administered by Sergeant Bullen]* Sorry... then this creature in crumbling robes and carrying a staff that crackled with power was amongst them and carved them up. I saw the Captain cut in two and Commissar Vaughn was ripped apart by this monster's bodyguard. The rest of the platoon broke and ran, but I was quicker. I managed to get to the bunker and, Emperor forgive me, I locked the door and hid. I didn't come out for three days but, when I did, there was nothing left.

**Colonel Montague:** You are a disgrace to the regiment, Douro. You are scum of the worst kind, a deserter and a coward and I shall take great pleasure in watching your execution. Take him away sergeant.



Excerpt from court-martial  
interrogation of Trooper Douro,  
XXIX Pyran Dragoons 999.M41



Necron Warriors relentlessly advance towards the Imperial Guard lines.

## NECRON ARMY LIST

### HQ

*Necron Lords are the most sophisticated Necron warriors yet encountered. They act as priests and officers amongst the ranks of the Necrons, garbed in crumbling cerements and carrying a Staff of Light. The surface of this arcane weapon crawls as though alive with twisting hieroglyphics, and absorbs energy from its surroundings before unleashing it as a bolt of lightning. The Necron Lord is a terrifying figure, embodying every living creature's fear of death as its skeletal form radiates utter alien horror.*

**Necron Lord** ..... 100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Lord	4	4	5	5	3	4	3	10	3+

**Weapons:** Staff of Light. Note that the Staff of Light may also be used in the Assault phase and counts as a power weapon.

**Options:** A Necron Lord may take up to 100 pts of equipment from the Necron Wargear section of the Armoury.

#### SPECIAL RULES

**Independent Character:** The Necron Lord is an independent character and follows all the rules for characters given in the Warhammer 40,000 rulebook.

**Necron:** The Necron Lord is subject to the standard Necron rules for Morale checks, phasing out and self-repair.

### ELITES

*Necron Immortals march implacably forwards at the forefront of any Necron attack, an unnatural light blazing from their soulless eye sockets. They are heavily armoured, the living metal of their bodies highly ornamented with arcane glyphs and markings. Immortals carry the terrifying gauss blaster weapon, which can strip a living target down to its constituent atoms in seconds.*

**Necron Immortal** ..... 28 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Immortal	4	4	4	5	1	2	1	10	3+

**Squad:** The squad consists of between 5 and 10 Necron Immortals.

**Weapons:** Gauss blaster.

**Options:** The entire squad may have disruption fields at +2 points per model.

#### SPECIAL RULES

**Necron:** Necron Immortals are subject to the standard Necron rules for Morale checks, phasing out and self-repair.



The mysterious Necrontyr emerge from the desert to cut down all who oppose them.

## TROOPS

### Necron Warriors ..... 18 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Warrior	4	4	4	4	1	2	1	10	3+

**Squad:** The squad consists of between 5 and 10 Necron Warriors.

**Weapons:** Gauss flayer.

**Options:** The entire squad may have disruption fields at +2 points per model.

#### SPECIAL RULES

**Necron:** Necron Warriors are subject to the standard Necron rules for Morale checks, phasing out and self-repair.

The skeletal form of the Necron Warrior is a spine-chilling sight, as bullets and las blasts bounce harmlessly from their metallic limbs. The passage of millennia can be seen in the horrifying form of these death machines which carry the much feared gauss flayers. Their armoured forms are encrusted with grave dirt and their sheen is stained with the patina of age. Relentless and untroubled by notions of fear and mercy, the march of the Necron Warriors is feared by all.

## FAST ATTACK

### Necron Scarabs ..... 6 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Scarab	4	0	3	3	1	2	1	10	4+

**Squad:** The squad consists of between 5 and 10 Necron Scarabs.

**Weapons:** None.

#### SPECIAL RULES

**Scarabs:** Necron Scarabs move and fight in the same way as jetbikes, as covered by the rules in the Warhammer 40,000 rulebook. However, they do not get the +1 Toughness bonus. For the purposes of mission objectives, Scarabs cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

**Self-Destruct:** Instead of attacking an enemy model in base contact, any Necron Scarab can self-destruct. You may choose to detonate as many Scarabs as you wish in the Assault phase, resolving each self-destructing Scarab as a close combat attack with Initiative 10. Note that opponents in cover will still strike before the Scarab as (obviously) they do not use frag grenades. This attack causes one automatic hit on each model in base contact with the Scarab with a Strength of 3 and AP of 2. Roll to wound and save (if applicable) as normal. Against vehicles, this causes 3+2D6 Armour Penetration. The Scarab is destroyed in the explosion with no save possible, but the destruction of the Scarab does not count towards the percentage at which the army phases out.

Necron Scarabs are beetle-like constructs with hook-like probes and legs. They disperse ahead of the Necron Warriors to disrupt the enemy position and can also attach themselves to the enemy before self-destructing in spectacular fashion.

Necron raiding forces are often accompanied by numerous flying machines dubbed Destroyers. Armed with a gauss cannon, they excel at destroying opposing light vehicles and, if equipped with the heavy gauss cannon, can wreck even heavier adversaries.

### Necron Destroyers ..... 50 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Destroyer	4	4	4	4(5)	1	2	1	10	3+

**Squadron:** Each squadron consists of between 3 and 5 Necron Destroyers.

**Weapons:** Gauss cannon.

**Options:** One Necron Destroyer per squadron may be upgraded to carry a heavy gauss cannon at +10 points.

#### SPECIAL RULES

**Necron:** The Necron Destroyers are subject to the standard Necron rules for Morale checks, phasing out and self-repair. If a damaged Destroyer repairs itself it is replaced with a single Necron Warrior armed with a gauss flayer. Destroyers are equivalent to jetbikes and are covered in the main Warhammer 40,000 rulebook.



## FIELD A DEATH COMPANY ARMY!



*By Gav Thorpe*

This was the first question that assailed me: is it feasible, within the Blood Angels' background, for an entire army to succumb to the Black Rage? Well, of course it is. I can easily picture the scene in my mind...

It is during a major campaign, perhaps the Battle for Armageddon, and the Blood Angels Chapter is fully mobilised. On the eve of a large engagement a sizeable force of Blood Angels has assembled in prayer. When

their thoughts turn to Sanguinius, they are assailed by visions of their Primarch's death at the hands of Horus. All around them the world lies devastated by their foul enemies and it seems as if the soil itself cries out for vengeance. Countless millions of lives have been lost and their death cries still linger in the air. Infused with hatred, tormented across the millennia by Sanguinius' bloody sacrifice, the Blood Angels feel their anger rising uncontrollably. Who can blame them for succumbing to their savage instinct

to kill and destroy the Emperor's enemies? Have they not been raised and trained for just such a purpose? Are they not the protectors of Mankind, with a sacred duty to avenge those who have fallen?

It starts with a few Space Marines; their rage breaking forth with hysterical shouts, the quivering of powerful muscles, the blinding waking nightmare of the Black Rage. Like stones cast into a puddle, these few send a ripple of burning ire through their comrades, and more and more of the Blood Angels feel Sanguinius' ancient energy rising through them. The Chaplains themselves fight hard against the urge, but even they cannot hold against the surging tide of anger that sweeps around them. There is no time for rituals now, no time-honoured anointing of armour or prayers to Sanguinius and the Emperor. The whole army is filled with the need to bring terrifying destruction upon their enemies, to fulfil the charnel greed that suffuses their minds and bodies. As one, the army spills forth towards the enemy, baying for blood, chanting the battle-cries of the Blood Angels. Like a terrible storm they fall upon their foes, half-blinded with rage, knowing nothing but the need to spill blood; to tear their enemies apart; to wade knee-deep in the gore of the Emperor's foes!

## IN THE WARHAMMER 40,000 GAME

So, it's perfectly feasible in the background, but how do you field a Death Company army in a Warhammer 40,000 battle? Well, for a start you can fight only with the agreement of your opponent – you can't just turn up with a Death Company army for any old battle! Secondly, it's unlikely that any but the most frenzied Blood Angels player is going to have enough Death Company models to field an entire army of them!

I've come up with the ARMY OF DEATH! mission (see page 105 of this book). Forces are chosen as for the Battle scenarios on page 144 of the Warhammer 40,000 rulebook, with the following exceptions to the Blood Angels army:

1. No vehicles except Dreadnoughts, Rhinos and Razorbacks may be taken.
2. All Dreadnoughts follow the rules given for Moriar the Chosen, the Blood Angels special character on page 21 of Codex: Blood Angels (although their weapons and vehicle upgrades may vary).
3. All units add +25% to their cost (rounding up). For example, a Tactical Space Marine will cost 19 pts instead of 15, an Assault Space Marine will cost 31 pts, and so on.
4. Chaplains cost 75 points each but are not accompanied by any extra Death Company.

5. As all your units are Death Company, it is pointless rolling at the start of the game to see if they become Death Company again.

In addition the following rules apply during the game:

1. All units add +1 to their Attacks and Leadership. All characters add +1 to their Attacks.
2. All units automatically pass any Morale checks they have to make.
3. All models benefit from the Ignore Injury rule as detailed in the Death Company entry on page 6 of Codex: Blood Angels.
4. Librarians may not use their psychic powers or a force sword.
5. Do not roll a dice at the start of each turn for the Black Rage – every unit moves towards the enemy as if you had rolled a 1.

As the whole army has gone mad at the same time, it's assumed that they will go to battle wearing their normal armour – there's no time to paint it black and adorn the armour with symbolic wounds of Sanguinius (though, if I know some players, they will anyway!).

# BROTHER CAPTAIN TYCHO AT TEMPESTORA HIVE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tycho	120	5	5	4	4	2	5	3	9	2+

In order to use Tycho at Tempestora Hive you must select him as a HQ choice without any Honour Guard and with no alterations to the wargear specified below. You must also include a Chaplain.

Tycho will fight as one of the Death Company and does not follow any of the independent character rules. Opponents may designate him as the target for mêlée attacks subject to the normal rules.

**Wargear:** Combi-weapon: bolter-meltagun, artificer armour, bolt pistol, frag and krak grenades, bionics, purity seals, digi-lasers. These items are described in the Wargear sections of Codex: Space Marines and Codex: Blood Angels.

## SPECIAL RULES

**Digi-laser:** The left gauntlet of Tycho's artificer armour contains a set of powerful short-ranged lasers. These are used at the start of a round of close combat before any attacks are worked out. One model in base contact with Tycho, chosen by the Blood Angels player, suffers a wound on a D6 roll of 4+. Normal armour saves are allowed. In addition, the digi-lasers count as an extra close combat weapon (giving Tycho a total of 4 Attacks).

**Embittered:** If Tycho has joined the Death Company, they are subject to the Black Rage every turn. They still roll for the distance moved however.

**Hates Orks:** In hand-to-hand combat, Tycho hits Orks on a 3+, regardless of WS.

**The Red Thirst:** If a Death Company contains Tycho then it must move directly toward the nearest enemy as fast as possible and must make an assault if it can do so. This applies even if a Chaplain or a Sanguinary High Priest leads the Death Company.

**Fearless:** As with other Death Company, Tycho automatically passes any Leadership test he is required to make and ignores effects that would make him fall back automatically.

**Ignore Injury:** Whenever Tycho loses a Wound he has a 4+ save. This does not apply when shot by weapons of Strength 8 or more (which would kill him outright) or struck in mêlée by attacks which negate armour saves.

**Transport:** A Death Company including Tycho may not use jump packs and must be mounted in a Rhino. If there are more than 10 Death Company (including the Chaplain and Tycho) then they may not use the Rhino and must march into battle on foot instead.

## BLOOD ANGELS CAPTAIN TYCHO

For those inspired by the heroic death of Captain Tycho during the Third War for Armageddon (see over the page), here is a rendition of his profile during his final battle at Tempestora Hive.



Tycho's last stand at the Battle of Hive Tempestora.

The beat of powerful wings, a sense of depthless sadness. That it should come to this... comrades in arms locked in a battle to the death. Then he saw him, his brother once, his enemy now. Flashing blades and an explosion of blood, screaming pain flaring round his body like an electric charge and he...

...opened his eyes, sweat coating his skin with an oily sheen, his mouth filled with blood. He swallowed and ran his tongue over his teeth, fighting back the visions. But no matter how hard he pushed them away, they were always there, lurking at the back of his mind. Brother Captain Erasmus Tycho stood and turned to leave the chapel, stopping as he saw Chaplain Lemartes standing in the archway, his face shrouded in the dancing shadows cast by the electro-flambeaux.

"Were you seeing them again?" asked Lemartes.

Tycho nodded slowly. "Yes..." he whispered, "I see them even now. I can feel his pain, it burns me."

Lemartes approached Tycho and placed his hands on his friend's shoulders. He had always known it would come to this, but still he felt sorrow. Fitting that it should come on Armageddon. He could see Tycho's glassy eyed stare and knew that part of his mind was no longer here in the now but had been wrenched back to the time of the Great Betrayal. To the last battle of their Primarch Sanguinius. To his death.

"Have they considered my... request?" asked Tycho.

"They have, my friend," replied Lemartes sadly.

"And?"

"You shall have your wish, Erasmus. The honour of leading the forlorn hope into the Tempestora breach on the morrow is yours. Come, I shall perform the moripatris."

\*\*\*\*\*

Arrayed in his newly painted black armour, Tycho stared fixedly towards the besieged Hive Tempestora as the Chaplains moved amongst the men of the forlorn hope, the first men into the breach. The first men to die. He felt his pulse race and his breathing quicken... The Imperial palace was in ruins, thousands were dead... He blinked and watched as vast belled Gargants...

Dacmon visaged Titans stalked through the rubble of Terra like predatory gods, killing and destroying all in their path... lurched into

firing positions before the hive. Somewhere in the cratered hell before him was the enemy who had horribly disfigured him all those years ago... One man's betrayal had brought them to this, one man's vanity and pride. But they had a chance to end it here. His Emperor had made the decision to take the fight to Horus and Sanguinius of the Blood Angels would not fail him... Chaplain Lemartes stopped before Tycho and dipped his finger into a blood filled chalice. He anointed Tycho's helmet with blood in the form of a jagged saltire and said, "With my blood I commend your soul to the Emperor. May he watch over you this day."

"And you also Dorn," said Tycho, taking Lemartes' hand in the warrior's grip, wrist to wrist. "One last time, brother."

"Yes," agreed Lemartes, knowing that Tycho was finally lost to him. "One last time."

\*\*\*\*\*

Tycho smashed another Greenskin from the rubble with a backhanded sweep of his fist. Bones cracked and blood sprayed. The top of the breach was less than ten metres away. Gunfire stitched a path towards him, spurts of dust and stone exploding around him. He felt the powerful impacts, but ignored them, charging up the debris strewn slope. Choking dust and smoke filled the air. All he could see were shadowy forms before him... brother Space Marines, their oaths of loyalty ashes in the dust. He hated them like nothing he had ever hated before. A blade swung at his head, striking his shoulder guard and tearing upwards... Tycho's golden mask tore from his rictus face in a wash of blood and skin. He screamed in fury, standing at the top of the breach, surrounded by his foes.

The Orks swarmed around the Blood Angels, dying by the dozen as fifty years of hatred and vengeance poured through Tycho's veins. Behind him, the last Space Marine of the forlorn hope fell beneath the blades of the Orks...

the others were gone, separated in the teleportation. He was alone... Tycho fought with the strength of legend, fighting and killing all who came near him. He swept up a fallen sword and continued the slaughter, the blade rising and falling, Ork blood sheathing its edge. No blade could pierce his armour, no bullet could lay him low. Ork corpses, scores deep, surrounded him, his altar of death.

The smoke parted and a massively powerful Ork, clad in wheezing mechanical armour, crunched across the rubble towards him. Black exhaust fumes belched from rusted pipes and enormous claws snapped from each arm. Tycho snarled as the unquenchable fury of the Black Rage finally consumed him utterly... Horus, greatest and most beloved of the Primarchs. Why? When we could have achieved anything we dreamed of, why? Horus said nothing, swinging with his bladed fist. Sanguinius sprang away from the powerful claw, spinning behind the Traitor. He leapt feet first at Horus, feeling his foe's fangs break under his boot heels. He landed lightly, rolling swiftly to his feet as Horus attacked again. His back was to the wall, nowhere to go but forwards. The two brothers met blade to blade and Sanguinius knew that he could not defeat Horus. The sword snapped and Horus smashed the claw through his armour and deep into his belly. Excruciating agony ripped upwards into his ribcage as Horus tore his heart out. Sanguinius spat blood into his brother's face and hissed, "I die, but you will die with me, traitor!" as he lashed out with his fist and ripped out his foe's throat in a welter of blood. He felt Horus' grip slacken and slumped to the ground, his lifeblood pumping from his broken body. He could vaguely hear his companions calling his name, but with each second their voices grew dimmer. He had not failed his Emperor. He smiled and closed his eyes as life slipped away.

\*\*\*\*\*

Lemartes watched the small group of Space Marines as they bore their Captain on their shoulders towards the Imperial lines. The breach had fallen and the outer ring of fortifications and bunkers were now in Imperial hands. Tycho had held the breach long enough for the rest of the army to reach the walls and carry the day. With a tenderness that belied the gore-streaked appearance of the Blood Angels, they laid Brother Captain Erasmus Tycho at the feet of Chaplain Lemartes. He knelt by the bloody corpse, laying a hand on his brow and staring at his friend's face. Perhaps it was just the relaxation of muscle that followed death, but he believed he could see a softening in Tycho's features, as though the terrible disfigurement done to him had retreated within his flesh. He hoped so.

"Farewell brother," he whispered. "You will not be forgotten."

# IMPERIAL GUARD ARMoured COMPANY

By Jervis Johnson

The Imperial Guard is a huge and widely diverse organisation that includes a large number of very specialised formations. Although the ubiquitous Imperial Guard Infantry Company is far and away the most common Company sized unit used by the Guard, equally as important, though considerably less common, are Imperial Guard Armoured Companies.

An Armoured Company consists almost exclusively of armoured vehicles, with the only infantry contingent being Armoured Fist squads whose Chimeras can keep up with the other vehicles in the formation. A typical Armoured Company can have from 12 to 24 vehicles, most of which will be Leman Russ battle tanks of one form or another. Attacking as a single force, this many tanks can batter their way through most opposition.

Armoured Companies are very specialised and this, combined with the difficulty of raising and maintaining an Armoured Company, means that they are only used for the most important duties. They are used to spearhead attacks, to exploit a breakthrough, or to act as a mobile reserve that can be used to counter-attack and blunt an enemy offensive. If the infantry of the Imperial Guard are the anvil against which the enemies of the Imperium are crushed, then the Armoured

Companies are the hammer used to deliver the crushing blows that batter the enemy into submission. Armoured Companies are thus a vital part of any Imperial Guard army group.

## ARMoured SPEARHEAD

Armoured Companies are used to spearhead attacks and undertake important missions. When not on such missions they will be kept in reserve behind the main line. It is extremely rare for them to be used to hold sectors of the front line or undertake Standard missions, and they are completely unsuited to Raid missions. Therefore, the normal rules for picking missions and deciding who is the attacker do not normally apply to games that include an Armoured Company on either side.

In games that include an Armoured Company both sides always use the Standard Missions force organisation chart, and the actual mission to be played is determined by rolling on the Armoured Company Mission table on the right. Players preferring to make things simpler can simply choose the mission instead of rolling randomly.

The Armoured Company will always be the attacker, even against Dark Eldar, unless the Mission table says otherwise. IMPORTANT: If both sides are fielding Armoured Companies then the Tank Armageddon mission included with this list is used; there is no need to roll on the Mission table.

## ARMoured COMPANY MISSION TABLE

D6 roll	Mission
1	Roll again: <ol style="list-style-type: none"> <li>1 Sabotage (Armoured Company must defend)</li> <li>2 Ambush (Armoured Company must defend)</li> <li>3 Strongpoint Attack (Armoured Company must defend)</li> <li>4 Cleanse</li> <li>5 Night Fight</li> <li>6 Recon</li> </ol>
2	Take And Hold
3	Bunker Assault
4	Rearguard
5	Breakout
6	Blitz or Armoured Thrust (roll to see who decides)

**Designer's Note:** If you are playing a large game with multiple detachments, as described on page 131 of the Warhammer 40,000 rules, then you can choose to either use the normal rules for picking missions, or treat the game as an armoured engagement. If you decide to fight a normal battle then the normal rules for picking missions and choosing forces apply, while if you go for an armoured engagement then you use the new rules presented here. As a rule of thumb, if 50% or more of the force for either side is made up of Armoured Companies then the battle should be fought as an armoured engagement.



An Armoured Company smashes through an Ork held line.

## NEW SCENARIOS

The following scenarios are only used if an Armoured Company is fielded by one or both sides. For details of when to use the scenarios, see above.

**Tank Armageddon:** This is a tank versus tank battle. Set up as for a Patrol mission (see page 141 of the Warhammer 40,000 rulebook). The game lasts until one side is reduced to half or less its starting number of vehicles at the end of a turn. If both sides are broken in same turn then the game is a draw.

**Armoured Thrust:** The Armoured Company has broken through enemy lines and is rampaging around. Use the rules for the Blitz mission, except that the attacker enters on his table edge on the first turn, and the rules for Fortifications, Infiltrators, and Preliminary Bombardment are not used.

## USING THE ARMY LISTS

The Armoured Company army list is structured in a rather different way to the army lists included in the Warhammer 40,000 rules and Codexes. It is split into two sections: the army list, and the vehicle inventory. You use the army list to pick the units that will make up your army, and the vehicle inventory to decide exactly what type of vehicle the unit is equipped with. The reason for using this seemingly arcane system is simply that many of the units in the army list can pick from a number of different types of vehicle, and if we included the vehicle details each time they appeared in the list (ie, we showed the details of the Leman Russ for each and every unit allowed to use it) then the army list would be two or three times as long – and rather repetitive to boot!

The army lists are used in conjunction with the Standard Mission force organisation chart. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose units you need to look in the relevant section of the list and decide which unit you want and how many models will be in the unit. The entry will also tell you what types of vehicle can be chosen for the unit from the vehicle inventory. Refer to the inventory to find the points cost of the vehicle and any upgrades you may want for it. Remember that you can't field models equipped with weapons or upgrades not shown on the model.

The total points cost for the unit is equal to the points noted for the unit in the army list, plus the points noted for the vehicle and any upgrades you've taken in the inventory. Subtract this total from your army's total points, and then go back and make another choice. Continue to do this until you have spent all of your points. Then get ready to rumble!

**VERY IMPORTANT NOTE:** *Most of the entries in the army list section include profiles and weapons for a vehicle's crew. From these the only really important elements for 99.9% of the time will be the points cost and the Ballistic Skill (BS). The points cost (if any) is added to the cost of the vehicle the crew are manning, while the BS is used for firing any of the vehicle's weapons. We've included the rest of the details in case the crew manage to escape from a vehicle with the 'crew escape mechanism' upgrade (see the Vehicle Upgrades rules in the Armoury section). Note that vehicle crew may not use any weapons or wargear while they are in their vehicle!*

## ARMY LIST ENTRIES

Each army list entry consists of the following:

**Unit Name:** The type of unit and limitations (if any) on the maximum number you can take (eg, 0-1).

**Profile:** These are the characteristics of the unit type, including its points cost. Where the unit has different warriors, there may be more than one profile. As most of the units in the game are vehicle crew, the only important elements of the profile will be the points cost and the Ballistic Skill, as noted above.

**Weapons:** The unit's standard weapons. Like the profile, these will only be used by the crew of a vehicle if they are forced to dismount.

**Unit Size:** The number of models allowed in the unit, all of which count as a single choice on the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

**Options:** Lists the different equipment and vehicles the unit may have. It may also include the option to upgrade one or more models in the unit to a special status.

**Special Rules:** This is where you'll find any special rules that apply to that unit.

## VEHICLE INVENTORY ENTRIES

These are very similar to the army list entries and consist of the following:

**Unit Name:** The name of the unit and limitations (if any) on the maximum number you can take (eg, 0-1).

**Profile:** The front, side and rear Armour values of the vehicle, and its points cost.

**Type:** What type of vehicle it counts as under the Warhammer 40,000 rules (eg, skimmer, tank, etc).

**Weapons:** The vehicle's standard weapons.

**Upgrades:** Lists the optional weapons and vehicle upgrades which the vehicle may have.

**Special Rules:** Here you'll find any special rules that apply to that vehicle.

## FORGE WORLD RESIN MODELS

I've allowed the option in the army lists of using some of the resin models presently produced by Forge World. All references to Forge World's Imperial Armour vehicles are in italics to help you spot them easily. The vehicles included in this list are the Salamander Scout Vehicle, Leman Russ Conqueror, and Destroyer Tank Hunter. Any Forge World vehicles not included in this list can be added by using the guidelines in the Vehicle Design Rules on page 80, or in the Imperial Armour book.

## SPECIAL RULES

**Designer's Note:** *In games where the following Lucky Glancing Hits and Infantry Support rules are used, they apply to both sides, so make sure that your opponent is aware of this at the start of the game. If you don't let your opponent know before he sets up the rules apply to you but not to him!*

**Lucky Glancing Hits:** Even the most heavily armoured vehicle has certain locations which are especially vulnerable. For example, most vehicles have vision slits through which a shot could pass, and often crewmen will open a hatch to look out, which will leave them exposed to enemy fire. Turreted tanks are at risk to shots which hit the 'turret ring' where the turret is joined to the hull, and which can leave the turret jammed in place and unable to move. And, of course, most vehicles are vulnerable to a lucky shot that strikes their fragile tracks, wheels or thrusters and leaves the vehicle immobilised.

The chance of a shot striking such a location is very remote, and so in the normal Warhammer 40,000 rules such things are ignored. However, when a large number of vehicles are being used in a game, and in particular in situations where a large number of models are armed with weapons which simply can't do any damage to a vehicle (Imperial Guard armed with lasguns, for example), then it's important that such things as 'lucky hits' are covered.

Because of this, in games where an Armoured Company army is used, the following Lucky Glancing Hits rule must be used. Lucky hits are only used for weapons that don't have any chance of scoring even a glancing hit on the vehicle's available facing (a lasgun shooting at a Rhino, for example). They can't be scored by weapons that roll more than a single D6 for Armour Penetration, or by weapons that allow you to re-roll the Armour Penetration dice (which don't really need the help anyway!).

Roll to hit for the weapon anyway; a lucky hit occurs on a to hit roll of 6. When a lucky hit occurs, roll the D6 again. If the second roll is also a 6 then a glancing hit is scored – the shot has struck a vulnerable point on the vehicle. On any other roll the shot glances off and has no effect.

If a lucky glancing hit is scored, roll on the Glancing Hit table as normal. However, if the roll is higher than the weapon's Strength, count the hit as causing a 'Crew Shaken' result instead of what is rolled.

**Example:** A Chimera is heading towards a group of four Space Marines armed with bolters. Normally the Space Marines' bolters (Strength 4) couldn't penetrate the Chimera's front armour of 12, but with the Lucky Hit rule there is a chance of inflicting some damage, so the Space Marines blaze away at the vehicle. The Space Marines roll to hit, and get 2, 4, 6 and 6. The 2 and the 4 are ignored, but the 6s have a chance of scoring a lucky glancing hit. The Space Marine player rolls the D6 again, and gets a 3 and a 6! The 3 does no damage, but the 6 causes a lucky glancing hit. The Space Marine player rolls on the Glancing Hit table, and scores yet another 6. However, the maximum score allowed is equal to the bolter's Strength of 4, so the roll inflicts a 'Crew Shaken' result rather than destroying the vehicle.

Lucky glancing hits do apply to hits inflicted in close combat. However, hand-to-hand attacks that get a lucky glancing hit use whatever result is rolled on the dice, and don't count rolls higher than the attacker's Strength as a 'Crew Shaken' result. This represents the vulnerability of a vehicle to a well placed hand-to-hand attack.

**Armoured Company Morale:** In the standard Warhammer 40,000 rules, vehicles are immune to the Morale rules that affect infantry. This reflects the added confidence that being in a vehicle bestows on a vehicle's crew. This said, the crew of a vehicle are not completely immune to the effects of morale, especially if the formation they are fighting as a part of is suffering heavy casualties and the comm-net is echoing to the cries of dying comrades. To reflect this, and to stop Armoured Companies from having too much of an advantage over armies that are subject to morale, the following special rules apply to Armoured Company armies:

Once 50% of the vehicles in an Armoured Company have been destroyed and/or immobilised, then vehicles from the Company may only move if the move they make is directly towards the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place. If there is no such table edge then decide randomly which table edge must be used for the army.

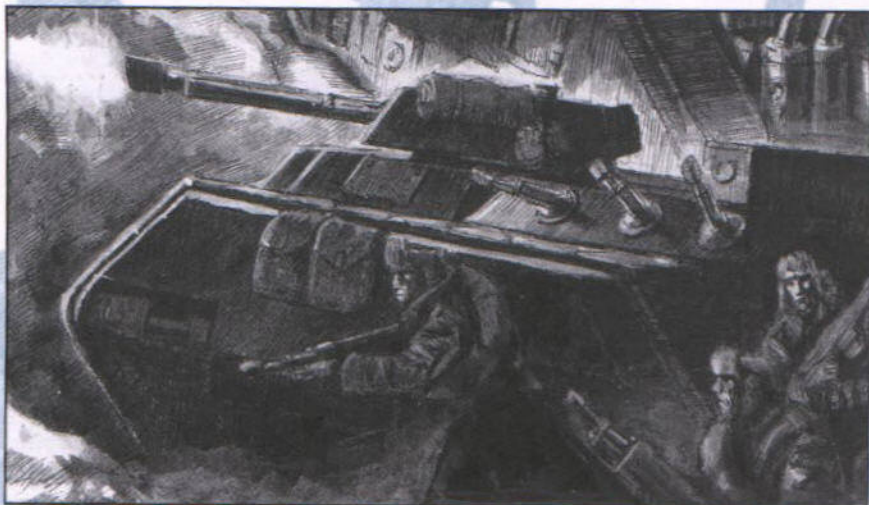
Note that, unlike troops who have been forced to fall back, vehicles don't have to move, but if they do they must move towards their own side's table edge.

**Note:** These rules only apply to vehicles in the army. Thus any infantry that are lost are not counted for the purposes of calculating 50% destroyed (though their transport vehicles would

be), and, by the same token, any dismounted infantry may continue to advance on the enemy even if the vehicles in the army have stopped doing so. On the other hand, the infantry will be affected by the normal Morale rules.

**Infantry Support:** Although tank commanders would like to think otherwise, tanks require the support of infantry if they are to operate effectively. This is especially true in areas that have plenty of terrain for infantry to hide in. While as a player you can see that those enemy infantry who are hiding amongst the trees don't have any effective weapons to use against your tanks, this is not true of a tank commander; enclosed within his steel shell, only able to see out through vision slits and periscopes, and surrounded by a cacaphony of noise from the vehicle's engine and weapons. He has very little idea of just what is lurking nearby. Because of this, vehicle crew are very wary of approaching close to enemy infantry that are in cover unless they have the support of some of their own infantry to act as their 'eyes and ears'.

To reflect this, vehicles will only approach within 12" of enemy infantry that are in cover if there are dismounted infantry from their own side within 6" of the vehicle when it starts its move. What's more, a vehicle that starts a move within 12" of enemy infantry in cover may not finish a move any closer to them unless it has friendly dismounted infantry within 6". Note that the restrictions apply at the end of the vehicle's move, so it is possible to make a 'high speed dash' past blocking groups of enemy infantry, as long as the restrictions noted above are met at the end of the move. These rules do not apply to open-topped vehicles.





# IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found on pages 8-9 of Codex: Imperial Guard.

## SINGLE-HANDED WEAPONS

Bolt pistol	3 pts
Close combat weapon	1 pt
Hellpistol	2 pts
Lasipistol	1 pt
Plasma pistol	10 pts
Power fist*	15 pts
Power weapon*	10 pts

## TWO-HANDED WEAPONS

Bolter	2 pts
Combi-weapons*	
Bolter-flamer	10 pts
Bolter-grenade launcher	10 pts
Bolter-meltagun	15 pts
Bolter-plasma gun	15 pts
Lasgun	1 pt
Shotgun	1 pt
Storm bolter*	5 pts

## WARGEAR

Bionics	5 pts
Carapace armour	5 pts
Frag grenades	1 pt
Holy relic (Commissars only, no more than one per army)	30 pts
Krak grenades	2 pts
Master-crafted weapon*	15 pts
Melta bombs	5 pts
Refractor field*	15 pts
Scanner	2 pts
Targeter	1 pt
Trademark item	5 pts

\*Officers & Commissars only.

## VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment

(see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armoured crew compartment	20 pts
Camo netting	1 pt
Crew escape mechanism	10 pts
Extra armour	5 pts
Hunter-killer missile	10 pts
Improved comms	
(One vehicle only)	20 pts
Mine sweeper	5 pts
Pintle-mounted storm bolter	10 pts
Rough terrain modification	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards	10 pts

## IMPERIAL GUARD ARMoured COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	2	4	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+
Vet. Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armour: Front	Side	Rear	BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Destroyer Tank Hunter	14	12	10	3
Griffon	12	10	10	3
Hellhound	12	10	10	3
Leman Russ	14	12	10	3
Leman Russ Demolisher	14	13	11	3
Leman Russ Conqueror	14	12	11	3
Leman Russ Exterminator	14	12	10	3
Leman Russ Vanquisher	14	12	10	3
Salamander Scout Vehicle	12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon mortar*	G12-48"	6	4	Ordnance 1/Blast
Laser destroyer	72"	9	2	Heavy 1/Blast

\*These weapons have additional special rules. See the vehicle's entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellgun	24"	3	5	Rapid fire
Hellpistol	12"	3	5	Pistol
Inferno cannon	Template	6	4	Heavy 1*
Lascannon	48"	9	1	Heavy 1
Lasgun/Autogun	24"	3	-	Rapid fire
Lasipistol/Autopistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2

\*These weapons have additional special rules. See the Weapons section on pages 56-59 of the Warhammer 40,000 rulebook for more details.

## ARMoured COMPANY ARMY LIST

### HQ

#### Company Commander ..... 50 points + vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Commander	4	4	3	3	2	4	2	8	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol.

**Options:** The Company Commander must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Vanquisher*, *Leman Russ Exterminator*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Company Commander may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

#### 0-1 Commissar Tank ..... 40 points + vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	2	4	3	10	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol and close combat weapon.

**Options:** The Commissar must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Commissar may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

#### SPECIAL RULES

**Comm-Link:** The Company Commander's vehicle always comes with the 'improved comms' upgrade at no additional points cost. In addition, another vehicle in the Company may be given a comm-link as a vehicle upgrade.



#### SPECIAL RULES

**No Retreat, No Surrender:** As long as the Commissar's vehicle has not been destroyed then the Company can ignore the effects of losing 50% of its vehicles as described in the Morale rules in the Special Rules section. This rule only applies if the Commissar can see at least five enemy models or one enemy vehicle at the time that the Company is reduced to 50% of its vehicles (this restriction is included to discourage players from hiding their Commissar at the back of the battlefield in a cowardly and most un-Commissar-like fashion!).



## ELITES



### Tank Ace ..... 25 points + vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Ace	3	4	3	3	1	3	1	8	5+

**Unit Size:** One vehicle.

**Weapons:** Laspistol or lasgun.

**Options:** The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*.

The Tank Ace may be given additional equipment from the Imperial Guard Armoured Company Armoury if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

### SPECIAL RULES

**Veterans:** Roll once on the Vehicle Battle Honours table, page 163 of the Warhammer 40,000 rulebook.



### Storm Troopers ..... 12 points each

..... Veteran Sergeant costs 22 points

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	3	4	3	3	1	3	2	8	4+

**Unit Size:** The squad consists of one Veteran Sergeant and nine Storm Troopers.

**Weapons:** Hellgun and frag grenades. Any model may exchange his hellgun for a hellpistol and close combat weapon at no extra cost. All models have carapace armour and targeters (see the Wargear section in Codex: Imperial Guard for details).

**Options:** Up to two models may each be armed with one of the following: flamer at +5 pts; meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at +10 pts. The squad may be equipped with krak grenades for an additional +20 pts. One model may carry a comm-link at +5 pts.

**Character:** The Veteran Sergeant may take additional equipment from the Armoured Company Armoury.

**Transport:** Unless using one of the special rules below, the squad must be mounted in a Chimera bought at an additional points cost from the vehicle inventory.

### SPECIAL RULES

**Infiltrators:** Storm Troopers are trained to work their way into a forward position on the battlefield. This means that they may set up using the Infiltrators rule, but only if the mission allows for Infiltrators to be used. If not then they must set up as normal. Storm Troopers that have a Chimera may not infiltrate.

**Deep Strike:** Storm Troopers are sometimes deployed using para-gliders or grav-chutes. To represent this, up to one Storm Trooper unit may deploy using the Deep Strike rules if the mission allows for them to be used. Storm Troopers that have a Chimera may not Deep Strike.



## TROOPS

### Tank Squadron ..... Cost of vehicles

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol or lasgun.

**Options:** The Tank squadron must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

#### SPECIAL RULES

**Squadron Formation:** Tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



### 0-2 Armoured Fist Platoon

..... 1 Command Section at 35 points

..... 1-3 Armoured Fist squads at 60 points

..... 0-2 Heavy Weapon squads at 35 points

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	3	3	3	1	3	1	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+

**Unit Size:** The Command Section consists of 1 Lieutenant and 4 Imperial Guardsmen, plus a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** The Lieutenant is armed with a lasgun and sword. The Guardsmen are armed with lasguns.

**Options:** Up to two models may be armed with one of the following: a flamer at +3 pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapons team, armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10 pts; mortar at +10 pts.

One model may be given a comm-link at +5 pts.

The Command Section may be equipped with frag grenades for an additional +1 pt per model.

**Character:** The Lieutenant may be given additional equipment from the Imperial Guard Armoured Company Armoury.

**Commissar:** The Command Section may include a Commissar armed with a laspistol and sword at +40 points. The special rules for Commissars in Codex: Imperial Guard apply to him. He may be given additional equipment from the Imperial Guard Armoured Company Armoury.

**Veteran Sergeant:** One Guardsman may be upgraded to a Veteran Sergeant at +10 pts. He may be given additional equipment from the Imperial Guard Armoured Company Armoury.

#### SPECIAL RULES

**Leadership:** Any Armoured Fist squad within 12" of a Command Section may use the Lieutenant's Leadership value for all Leadership tests.





## Armoured Fist Squad ..... 60 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+

**Unit Size:** The squad consists of 1 Sergeant and 9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: a flamer at +3 pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapon team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10pts; mortar at +10 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoured Company Armoury.

## Heavy Weapon Squad ..... 35 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+

**Unit Size:** The squad consists of six Imperial Guardsmen organised into three weapon teams, mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Each of the weapon teams must be armed with one of the following heavy weapons each: autocannon at +25 pts; lascannon at +30 pts; heavy bolter at +15 pts; missile launcher at +20 pts. All six Guardsmen carry lasguns.

## FAST ATTACK

### SPECIAL RULES

#### Squadron Formation:

Reconnaissance squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 12" of each other after they have moved, rather than 2" as is normally the case.



## Reconnaissance Squadron ..... Cost of vehicles

	WS	BS	S	T	W	I	A	Ld	Sv
Recon Crew	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol & close combat weapon, or lasgun.

**Options:** The Reconnaissance squadron must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Chimera, Hellhound, Salamander Scout Vehicle. Different vehicles may be mixed in the same squadron, and vehicles may have different upgrades.

## Armoured Fist Reconnaissance Patrol ..... 6 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+

**Unit Size:** The squad consists of 1 Sergeant and 4-9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model may be armed with one of the following: flamer at +3 pts; plasma gun at +5 pts; meltagun at +8 pts; grenade launcher at +12 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armoured Company Armoury.

## HEAVY SUPPORT

### Support Tank Squadron ..... Cost of vehicles

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol or lasgun.

**Options:** The Support Tank squadron must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: *Leman Russ Demolisher*; *Leman Russ Conqueror*; *Destroyer Tank Hunter*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

#### SPECIAL RULES

**Squadron Formation:** Support Tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



### Artillery Battery ..... Cost of vehicles

	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Crew	3	3	3	3	1	3	1	8	5+

**Unit Size:** One to three vehicles.

**Weapons:** Laspistol or lasgun.

**Options:** The Artillery Battery must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: *Basilisk*; *Griffon*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

#### SPECIAL RULES

**Battery Formation:** Artillery Batteries operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



An armoured column trundles into action across a recently secured bridge.

## IMPERIAL GUARD ARMoured VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles as well. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company Commander.

### BASILISK

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



**Type:** Tank, open topped. **Crew:** Imperial Guard.

**Weapons:** The Basilisk has an earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

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

### SPECIAL RULES

**Indirect Fire:** The earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".

### CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

**Options:** A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Transport Vehicle:** A Chimera can carry up to 12 models (count Ogryns or models in Terminator armour as two models). Independent characters that join a unit with a Chimera may also travel in it.



### GRIFFON

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

**Type:** Tank, open topped. **Crew:** Imperial Guard.

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

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

### SPECIAL RULES

**Siege Shells:** A Griffon may fire a siege shell instead of a normal round. Siege shells use the smaller Blast template instead of the Ordnance template but are ordnance in all other respects. Roll 2D6+5 when rolling for Armour Penetration for siege shells against bunkers, instead of two D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside a building on a 4+ instead of a 6.

## HELLHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	70	12	10	10	3



**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** Turret-mounted Inferno Cannon and hull-mounted heavy bolter.

**Options:** It may have any of the following: camo netting, extra armour, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

### SPECIAL RULES

**Inferno Cannon:** Such is the ferocity of the inferno cannon that any squads who suffer casualties because of it must make an immediate fall back move as if they had failed a Morale test. The unit is not actually broken and does not have to regroup at the start of its next turn.

**Move 'n' Shoot:** A Hellhound that moves over 6" can shoot in the Shooting phase but only with its Inferno Cannon. If it moves over 6" it can only fire the cannon via a side or rear facing.

**Fuel Tanks:** The Hellhound's large fuel tanks make it very vulnerable to enemy attacks. All glancing hits, other than effects which always cause glancing hits, are treated as penetrating hits instead.

**Type:** Tank, open-topped, fast. **Crew:** Imperial Guard.

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

**Options:** A Salamander may have any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

### SPECIAL RULES

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

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

## SALAMANDER SCOUT VEHICLE

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



## DESTROYER TANK HUNTER

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

**Type:** Tank

**Crew:** Imperial Guard.

**Weapons:** The Destroyer is armed with a hull-mounted laser destroyer (see the Armoured Company Summary at the start of this army list for statistics).

**Options:** A Destroyer may have any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



### LEMAN RUSS BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Tank	140	14	12	10	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

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

The Leman Russ may be equipped with any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



### LEMAN RUSS VANQUISHER

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

**Type:** Tank. **Crew:** Imperial Guard.

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

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

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



### SPECIAL RULES

**Vanquisher Battle Cannon:** This cannon can fire special anti-tank (AT) shells. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a Strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crew's BS. If a hit is scored, roll 2D6 for Armour Penetration and add the scores together.

### LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120	14	12	10	3

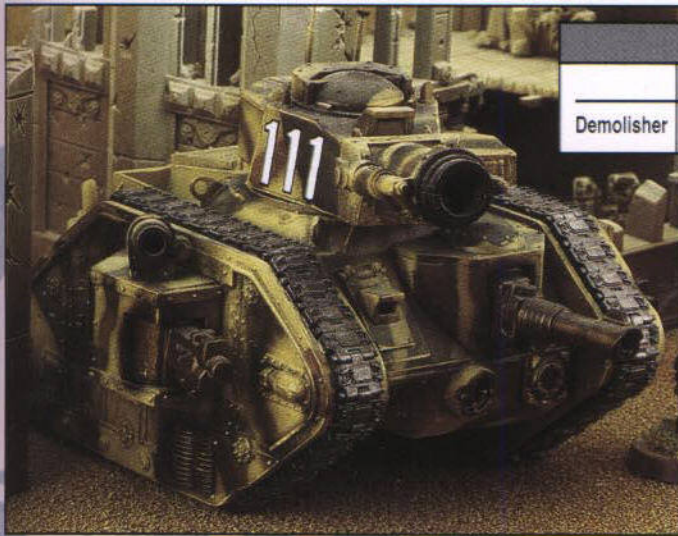
**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The Leman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





### LEMAN RUSS DEMOLISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	140	14	13	11	3

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts; multi-meltas at +30 pts; plasma cannons at +20 pts; heavy flamers at +10 pts.

It may be given the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

### LEMAN RUSS CONQUEROR

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

**Type:** Tank. **Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

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

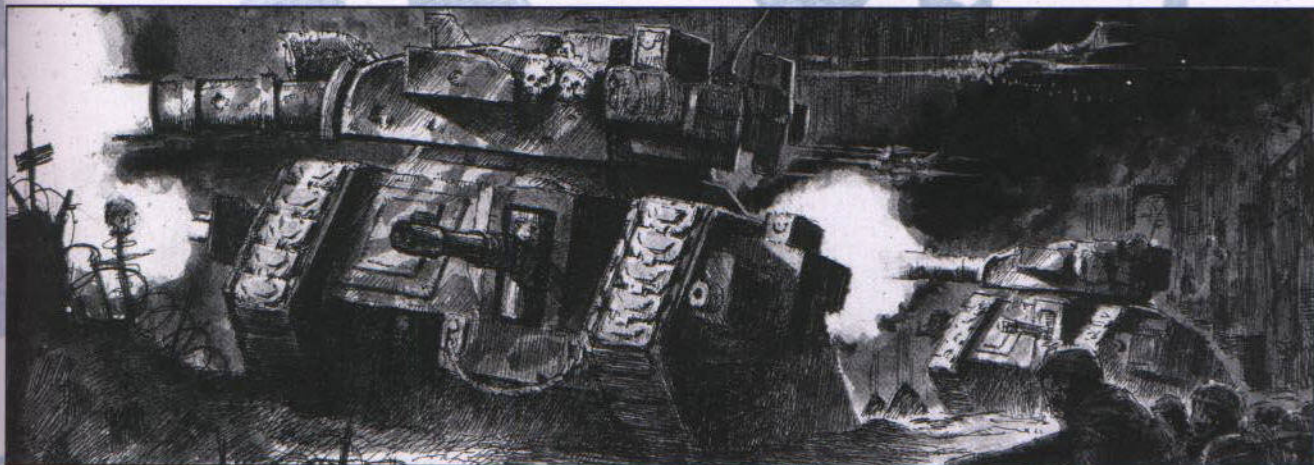
The tank may be given any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.



### SPECIAL RULES

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

	Range	Strength	Penetration	Shots
Conqueror Cannon	48"	7	4	Heavy 1/Blast



# WARHAMMER 40,000

There is no problem that cannot be solved  
by the tanks of the Imperial Guard!

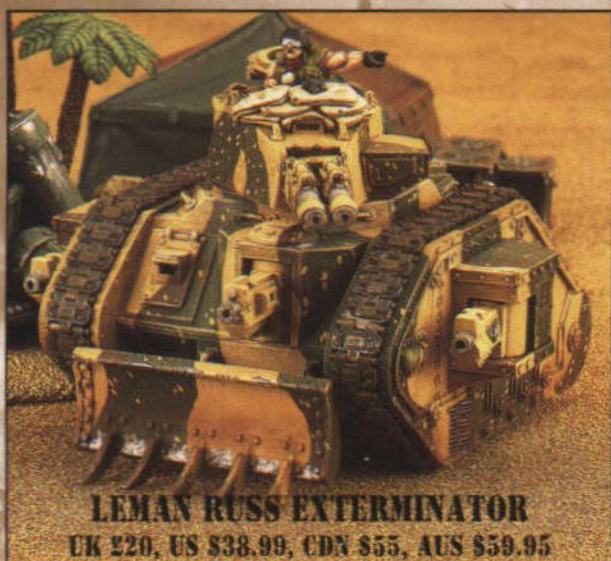
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*Eldar Wave Serpent*

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*Baneblade Super Heavy Battle Tank*

## QUESTIONS & ANSWERS

This section of Chapter Approved attempts to answer the most common questions asked by players concerning various aspects of the Warhammer 40,000 game. Thanks to everyone who sent in questions. If you need a rules question arbitrating, try contacting the Roolz Boyz in Mail Order who'll be happy to help. For the UK, phone 0115 9140000 or e-mail: [motroll@games.workshop.co.uk](mailto:motroll@games.workshop.co.uk). For North America, call toll-free 1-800-492-8820 or e-mail: [roolzboyz@games-workshop.com](mailto:roolzboyz@games-workshop.com). For Australia, phone (02) 9829 6111 or e-mail: [trollz@games.workshop.com.au](mailto:trollz@games.workshop.com.au).

**Q.** In the rules for units being partially engaged in close combat it implies that unengaged models may fire in the Shooting phase but doesn't state whether they can or can't. Is it allowed to shoot with unengaged models? And may they shoot at enemy models from the unit attacking their buddies?

**A.** Yes, unengaged models may shoot with the normal restrictions. They may not shoot at enemy models attacking their buddies unless the enemy unit is making a sweeping advance (see page 69 of the Warhammer 40,000 rulebook). However, I suspect that this question is arising because the rules for drawn combats are not very well stated in the book.

If a unit loses a close combat but passes its Morale check, the result counts as a Drawn Combat (also page 69 of the rulebook). This means that all unengaged models move in to join the fight, moving up to 6" to fight an enemy model (going for unengaged opponents first). If this rule is applied, unengaged models at the peripheries of a close combat become something

of a rarity – after the first round of fighting one of the units fighting will either fall back or both sides will move in any unengaged models to carry on the fight next turn.

In example A below, the Space Marine unit charges into the Ork unit. In the subsequent close combat the Space Marine unit succeeds in killing one Ork model, whereas the Ork unit inflicts no casualties in return. The Ork unit has to make a Morale check for losing the combat and passes it, meaning that the combat counts as a draw. As both units have unengaged models to move in to the fight, they roll to see who moves first. The Ork player wins and moves his Ork Nob and Ork Boy into close combat with the two unengaged Space Marines (see Example A below).

**Q.** Can an ordinary model such as a Space Marine really block an enemy's line of fire to Dreadnoughts or other kinds of vehicles?

**A.** No, vehicles are far too substantial to be obscured by creatures, even cavalry or bike-mounted troops.

**Q.** Is it possible for one squad to 'screen' another by blocking its line of fire.

**A.** Individual models do block line of fire, but the mere presence of enemy squads won't prevent you firing at what you choose unless the intervening enemy models are so densely packed together that you cannot trace a line of fire between their bases.

**Q.** Do frag grenades or cover override the penalty of striking last for using a power fist?

**A.** No.

**Q.** If a character has increased Toughness (for riding a bike or having the Mark of Nurgle, for example), is his original Toughness or his improved Toughness used for determining what Strength hit is necessary to kill the character outright, in accordance with the Instant Death rules?

**A.** Instant Death works from the original Toughness of the character, before Toughness bonuses of any sort. For example, a Nurgle Exalted Champion riding a bike is Toughness 6 (Toughness 4 +1 for the bike, +1 for the Mark of Nurgle=6). However if he were wounded by a krak missile (Strength 8) the Champion would be killed outright as the Strength 8 missile is twice as strong as his basic Toughness of 4.

**Q.** If I upgrade, say, an Assault Marine armed with a bolt pistol and close combat weapon to have a plasma pistol instead, does the Marine lose his close combat weapon as well as his bolt pistol?

**A.** Ah, this is an oversight we made when we were worrying about models upgraded to have heavy weapons keeping their basic weapons as well. To keep things clear we ruled that a model which upgraded its weapon lost its starting weapons. However, in the case of a model armed with a pistol and a close combat weapon, if you're just upgrading the pistol then the model can keep the close combat weapon. Conversely, if you were to upgrade the close combat weapon (to a power weapon, for example) you would keep the pistol.



**Q.** Some units can grow or shrink because models leave them or join them during the game – for example Orks ‘mobbing up’, Blood Angels joining the Death Company, Necrons repairing themselves and so on. How are Victory points worked out for these units at the end of the game?

**A.** In all cases like this it is the units that were originally chosen by the player which are important, and VPs are awarded for them. Models which go off and join other units are considered casualties for the purposes of working out half strength and Victory points for the unit they left. The original size of a unit is used for calculating a unit's half strength for Victory points, even if it has had models added in later. However, a unit's current size is used for working out if it has suffered 25% casualties in one turn and needs a Morale check.

For example, take two Ork mobs, both 16 strong when they are chosen by the Ork player. One mob is badly battered in the game and reduced to eight strong, but manages to ‘mob up’ with the other Orks, making them 24 strong. At the end of the game, the mob which was battered and joined the other Ork mob is considered destroyed for the purposes of VPs – the surviving Orks which mobbed up are considered casualties. The other mob which got boosted to 24 models strong only counts as half strength for Victory points if it gets reduced to 8 models (50% of its original size).

**Q.** In several of the scenarios it refers to troops holding table quarters or otherwise fulfilling victory conditions. Does this refer to units taken from the Troops section of the army list?

**A.** In terms of mission objectives the scenarios should refer to ‘infantry’ instead of ‘troops’. This was a correction which was applied to some of the scenarios but not all of them. If you're in doubt about whether ‘troops’ is being used as a general reference to units of creatures which run around on foot or units chosen from the Troops section of the army list, you can tell by checking to see if the reference is capitalised. If it says ‘Troops’ it's probably referring to the army list. If it says ‘troops’ it's probably referring to infantry in a more general sense (including Elites, and so on).

**Q.** In many scenarios, players alternate placing their units. This can be a real pain when facing an Imperial Guard army with an Infantry Platoon or two.



They end up placing a few 50 point units while you have to roll out your entire army – then they place their big, scary tanks in positions to blow you to bits. Is this really the way things work?

**A.** No, not really. To keep things fair in deployment, players should alternate placing choices from the force organisation chart. So, for example, Tyranid Tim and Imperial Guard Ian are deploying at the start of the game. Ian places one of his Troops choices first, in this case it is an Imperial Guard Infantry Platoon of three squads and a Command Section. Because the platoon is one choice from the force organisation chart, all four squads are deployed on the tabletop; they don't all have to be put in the same place but are placed as one choice. Tim puts down a brood of Termagants next, and then Ian places another choice and so on. When it comes to deploying Elites,

Tim has three Lictors which he chose as one slot on the force organisation chart. These are deployed all at once (but don't have to be placed in the same part of the battlefield).

**Q.** Which vehicle upgrades may be chosen for different vehicles? The Codexes are confusing and contradictory on this subject.

**A.** The Codex army list entries tell you which upgrades may be chosen for different vehicles.

**Q.** The Dark Eldar Talos is noted as being a skimmer. Does this mean that opponents need to roll 6s to hit them in close combat?

**A.** No, no, no. The note about being a skimmer only applies to their ability to float over terrain when they move. In retrospect, we should have called them ‘hoverers’ to avoid this confusion.

**Q.** Codex: Space Marines lists vehicle upgrades in several different places which sometimes contradict each other. What are the proper rules?

**A.** *Vehicles may only take upgrades specifically listed in their army list entry.*

**Q.** In Codex: Space Marines it states that a Space Marine army can choose to arrive via drop pods in scenarios where the Deep Strike rules are used. Does this mean that at the start of the game:

i] The army is in reserve and units are deployed using the Deep Strike rules on the turns when they arrive.

ii] All units in the army are deployed via Deep Strike at the start of the game?

**A.** *i] is correct. Deep Striking troops are always in reserve at the start of the game unless stated otherwise in the scenario (as is the case in the Space Marine Planetfall scenario, for example). This applies to Tyranids dropped in Mycetic Spores too.*

**Q.** In the Drop Pods rules in Codex: Space Marines it states that Land Speeders may deploy using the Deep Strike rules. How fast are the Speeders assumed to be going when they arrive?

**A.** *The Speeders are assumed to be moving over 6", so may fire one weapon, and count all hits as glancing.*

**Q.** Can Terminators use grenades?

**A.** *No.*

**Q.** The Space Marines' 'And they shall know no fear' rules state that a unit of Space Marines regroups automatically as it falls back. Does this mean that the normal regrouping restrictions (must be over 50% strength, in coherency and more than 6" away from enemy) do not apply to Space Marines?

**A.** *The 'And they shall know no fear' rule states that the unit may regroup even if below 50% strength. However, the other two restrictions still apply, so the squad must be in coherency and more than 6" from the enemy before they regroup. If unable to satisfy these conditions, the Space Marine squad must continue to fall back. This means that it is possible for Space Marines to fall back off the table top if the enemy are right on top of them.*

**Q.** Why does a Blood Angels Force Commander only have Leadership 9?

**A.** *Because we made a boo-boo. A Blood Angels Force Commander has Leadership 10 (like all other Space Marine Force Commanders).*

**Q.** Is Chaplain Lemartes a character or an independent character? In his description it doesn't say one way or the other.

**A.** *If Chaplain Lemartes is not accompanied by Death Company then he is an independent character.*

**Q.** What happens if you take two Blood Angels Chaplains? Do you get two Death Company units?

**A.** *You can only ever have a single Death Company unit. If you take two Chaplains as two HQ choices, both Chaplains and their Death Company Space Marines form a single unit.*

**Q.** Do Veteran Assault squads automatically include a Veteran Sergeant as standard? Or do extra points have to be paid to upgrade the Sergeant?

**A.** *Veteran Assault squads have an ordinary Sergeant as standard and must pay +12 points to have a proper Veteran Sergeant.*

**Q.** Why are Rhinos and Razorbacks cheaper for the Honour Guard than anybody else?

**A.** *Because it's a mistake. The Rhino/Razorback option in the Honour Guard entry should be 65/85 points respectively.*

**Q.** Why are Baal Predator sponsons twice as expensive as anyone else's?

**A.** *The sponson costs on a Baal Predator are for a pair of sponsons, not for each sponson like it says.*

**Q.** Blood Angels Rhinos and Razorbacks have the overcharged engine rule which seems to imply that the bonus movement they get must be taken in a straight line, is this the case?

**A.** *When a Rhino or Razorback uses its overcharged engines, the extra 6" move must be straight ahead.*



The ensuing combat between the enraged Blood Angels and the crazed followers of Khorne promises to be short and very bloody.

## PUTTING THE TZAP INTO TZEENTCH

Since *Codex: Chaos Space Marines* came out, a number of Chaos players have pointed out a couple of anomalies in the army list (I think that where Jervis says 'anomalies' he means mistakes, hmm Jervis?!? – Andy). Basically a couple of last minute changes to the list were not thought through quite as thoroughly as they could have been. To make up for this, below are some corrections that Chaos players can use when they field an army:

1) Daemon Princes who are given a psychic power count as having a BS of 3 when they use it. Thus a Tzeentch Daemon Prince can be given the psychic power *Flames of Tzeentch* and actually hit something with it!

2) A Thousand Sons Chaos Space Marine in a Tzeentch Chaos Lord's retinue may be designated as the retinue's Standard Bearer, and can be given the *Blasted Standard*. Note that a Thousand Sons Standard Bearer is not an Aspiring Champion and retains his normal characteristics.

3) Use the limitations to Vehicle Upgrades included in each vehicle's entry in the army list itself, and ignore the restrictions on page 6. In addition, the havoc missile launcher is not just limited to Chaos Dreadnoughts as stated on page 21, and instead can be taken by Dreadnoughts and other Chaos vehicles that may have 'any of the vehicle upgrades'.

4) Some Tzeentch players have noted that the lack of Aspiring Champions in their army makes it difficult to summon a Greater Daemon, not to mention that when it does appear it tends to take over a rather powerful character. To overcome this I've decided that you can roll one D6 for each unit of Thousand Sons Space Marines that has exactly nine models (nine being the sacred number of Tzeentch, you see). Roll to see if a model in the squad is possessed at the start of the Assault phase, before rolling to see if any characters are possessed. If you roll a 4 or more then one of the Thousand Sons is possessed by the Greater Daemon. You can decide which model to replace.

5) The entry for Khorne Berzerkers tells you that the whole squad can be mounted in a Rhino. This, of course, only applies if there are ten or less models in the squad. While on the subject of Rhinos, a couple of players have asked what happens if a character in a Rhino is possessed by a Greater Daemon, as the Daemon clearly couldn't fit inside the vehicle. Although I was tempted to have the Greater Daemon hack its way out, it is more sensible to assume that the



character manages to stagger out of the vehicle before he changes, and so the Greater Daemon model should be placed within 2" of the vehicle and at least 1" away from any enemy models, just as if he'd disembarked.

6) For the record, Juggernauts can't mount transport vehicles, or fly if their rider has wings.

7) Finally, a number of players have pointed out that it's possible to take an Aspiring Champion for one of the cult Chaos Space Marine squads, and give them a Mark of Chaos from a different patron god (ie, giving the Mark of Slaanesh to a Khorne Berzerker Aspiring Champion). To be honest I find it hard to believe that any true and dedicated follower of Chaos would

even think of doing such a thing, and the people who suggest that they would are simply doing their best to further perpetuate some of the vile rumours and slanders that are told about the followers of the dark gods. However, if you do ever run into a Chaos player who does such a vile and unwholesome thing, you have my permission to tell them that the model (or models) so marked have just been dragged off to the warp (and therefore out of play) in order that their patron can give them a stern talking too, and that they'd better have the correct mark in the next game or the same thing will happen again! The same rule applies to transport vehicles for cult squads that are given a gift belonging to a god other than their patron!

## CLOSE COMBAT NOTES

One of the problems with writing rules is that there are sometimes things that seem self-evident to you, but may be somewhat less so to others when they read the rules. In the new edition of Warhammer 40,000, one of the areas that players have some trouble with is the close combat rules. We've therefore put together the following guidelines in order to make things a little bit clearer. These explanations are by necessity rather long, but don't worry, you don't have to memorise them; just refer to them when (or if) needed.

### Failed Charges

Sometimes a unit will declare a charge, but fail to get any models into base contact with the enemy. For example, a unit that assaulted through difficult terrain might fail to reach the target of its charge. Under such circumstances the close combat is not fought, and the charge is considered to have failed, even if one or more of the chargers managed to get within 2" of the enemy. The same rule applies in similar circumstances where models from a unit are within 2" of the enemy but not in base contact; a unit must have at least one model in base contact with the enemy in order to fight in the Assault phase.

### Drawn Combats

Note that a combat where one side lost but passed its Morale check is considered a drawn combat, and that drawn combats do not only occur when both players roll the same number on the Moral High Ground dice roll.

Basically, if neither side runs away at the end of a combat then it is drawn, and unengaged models from each side must move up to 6" towards the enemy and try to get into the fight (see the rules for drawn combats on page 69 of the Warhammer 40,000 rulebook).

### Allocating Attacks Against Specific Models

You may allocate attacks made by a character against a specific target model in an enemy unit, but only if the enemy model is in base contact with him. This allows a character to target his attacks on a specific model, taking out the member of a unit armed with a heavy weapon, for example. If you allocate a character's attacks in this way then any wounds he inflicts cannot 'carry through' and can only affect the specific enemy model he attacked.

The only other time you may allocate attacks against a specific model in a unit is if he is a character, as described above, or if the model has a different

Weapon Skill or Toughness to any other models in the unit, as described on page 64 of the rules. It has to be said that it is extremely rare for non-character models in a unit to have differing Weapon Skills or Toughness, as normally all of the models in a unit have the same profile. However, when it does occur you must allocate the attacks against the different type of enemy models, and any wounds you inflict can only be taken on models in the enemy unit with the appropriate characteristics.

### Allocating Attacks In Close Combat

There is an important difference between the way you allocate shooting and close combat attacks. Shooting attacks are made against a single enemy unit, while close combat attacks may be made against several enemy units. This means that a unit can attack different enemy units in the Assault phase, which is not allowed when shooting.



EXAMPLE B

The Space Marine player must allocate the attacks from models B and C against the Genestealer unit, and the attacks from model E against the Termagants, as these are the units they are in base-to-base contact with. Model D is in base contact with models from both units, so his attacks can be allocated to either unit or, if he has more than one attack, they may be split between the two. Model A's attack must be allocated against the Genestealers, as he is within 2" of them and not within 2" of the Termagants.

Because units can fight more than one enemy unit in a close combat, the attacks of the unit must be allocated against enemy units before they are resolved. Assuming that the unit is in contact with more than one enemy unit (as will often be the case), you must allocate the attacks made by the models in the unit against enemy units that are in base-to-base contact with them, or an enemy unit within 2" if a model is not in base contact. If several enemy units are eligible, you may choose which to attack, and can split attacks between them if you wish (see Example B below left).

### Allocating Attacks Against Characters

Characters are always treated as being a separate unit as far as the rules for allocating close combat attacks are concerned, including characters that are an upgrade for an enemy unit like Veteran Sergeants or Nobs.

*In Example C on the right, the attacks made by Striking Scorpion B must be allocated against the Ork Nob leading the unit, while the attacks made by Striking Scorpion C must be allocated against the Ork Boyz. Striking Scorpion A's attacks can either be allocated against the Boyz or the Nob, or both if he has two or more attacks to make.*

### Removing Casualties In Close Combat

As with shooting attacks, it is the owning player who decides which of his models suffer wounds that are inflicted in close combat. Wounds from attacks allocated to a unit are taken first on models in base contact with the attacker, then on models from the unit that are within 2", and then on models from the unit that are further away. Where there is a choice between equally eligible models (ie, two models from a unit are in base contact and one wound is inflicted), then the owning player may choose which model he will lose.

Please note that in a multiple combat where several units are involved, excess wounds do not carry over from unit to unit – if you wipe a unit out, any 'left over' wounds are wasted.

Also note that attacks allocated against a character can only wound that character; excess wounds don't 'carry over' to other models nearby, even if the character was an upgrade for the unit, (ie, in the example above, attacks allocated against the Nob could only affect him, and wouldn't 'carry through' to the rest of the Boyz in the unit).



### Sweeping Advances

Models that make a sweeping advance may be fired on by the enemy before the next Assault phase, but only if it is the enemy player's turn (ie, you don't get to shoot in the Shooting phase unless it is your own turn). The unit making the sweeping advance can be fired upon by any enemy units (subject to range and line of sight of course), not just the one being assaulted. One final note; watch out when using Blast templates against units making a sweeping advance, as a wily opponent can (and probably will) reposition the template so that you catch your own troops as well as his!

### Vehicles In Close Combat

Units in base contact with an enemy vehicle, apart from one with a Weapon Skill characteristic (like a Dreadnought or War Walker, for example), do not count as being engaged in close combat, and are in all ways treated as if they were not in base-to-base contact with an enemy model as far as the rules are concerned. This means that enemy units may shoot at them (though be careful with those Blast templates again!), and that they can fire themselves. By the same token, the vehicle can shoot and be fired upon.



**Q.** What is the cost of a Warlock on a jetbike? In the Warlock Bodyguard entry it says it costs +25 points for a total of 36 points, while in the Guardian Jetbike Squadron entry it gives the cost at 41 points.

**A.** Warlocks on jetbikes cost 36 points. The points cost in the Jetbike Squadron entry is a bit of a boo-boo and uses the jetbike cost of 30 points given in the Armoury. However, this is the cost for Farseers, not Warlocks (Farseers go up to Toughness 5, not Toughness 4).

**Q.** Are Warlocks a separate HQ choice from the Farseer, or do the Farseer and Warlocks count as a single choice like other 'bodyguard' units?

**A.** The Farseer and Warlocks are a single HQ choice.

**Q.** Does a unit protected by the Warlock power Conceal get to strike first when assaulted, as if they were in cover?

**A.** No, as it says in the description they just get a 5+ cover save versus shooting.

**Q.** If you have more than one Warlock with the power Enhance in a unit, are the effects cumulative?

**A.** No. You only gain +1 WS and +1 Initiative, regardless of the number of Warlocks with Enhance in the unit.

**Q:** Can the Eldar psychic power Fortune be used to re-roll Invulnerable saves, as well as normal armour and cover saves?

**A:** Yes.

**Q.** Fortune can be used to give an Eldar unit a re-roll on failed armour saves. It states that the dice may only be re-rolled once – is this once for the whole turn or do you get a re-roll against each different volley of shots and set of close combat hits against the unit?

**A.** Every time the protected unit suffers hits from any source, it gets to re-roll any failed saving throws – the reference to dice only being re-rolled once means that if a model doesn't manage to save by re-rolling the dice, it becomes a casualty; a model cannot keep re-rolling dice until it succeeds!

**Q.** When a Farseer uses Mind War, it implies that you can choose which model is targeted, ignoring the normal casualty removal rules for shooting. Is this right? Also, can it be used to target a model in an open-topped vehicle?

**A.** It is true that you can choose the model targeted, as long as the Farseer has a line of sight (remember that intervening enemy models and combats will block line of sight). I've decided not to allow Farseers to target models in open-topped vehicles, because:

- a) Units which are inside transport vehicles cannot normally be targeted.
- b) It would be horribly difficult to judge which models are in line of sight.
- c) We can assume that all the occupants' minds are too 'squashed' together for the Farseer to single one out to attack.

**Q.** Can a Space Marine psychic hood work against Warlock powers? And if so, how? When do you get a chance to nullify the Warlock power?

**A.** Against Enhance, Embolden and Conceal, the Librarian can use his psychic hood at the start of a Space Marine turn against one Warlock. If he successfully nullifies the power then it has no effect for the rest of the Space Marine turn. Against Destructor it works as normal, except of course that there is no need for the Warlock to pass a Psychic test first – simply announce you are using the psychic hood when the Eldar player declares he is using Destructor.





Wraithlords lead the attack as an Lyanden Ghost Warrior army penetrates deep into the Dark Angels' battle lines.

**Q.** How can a vibrocannon shot pass through several units unless it was on a hill? Isn't the LOS blocked?

**A.** Models block line of sight, not units, so it is possible to fire between the models of several units, although you'd have to be lucky to get more than two or three.

**Q.** Heavy weapon platforms in Guardian Defender squads. Are the crew included in the points value? Do they count against the 20 model maximum size? Are they allowed grenades?

**A.** As with the support weapon, the points cost is for the whole package. They are in addition to the maximum unit size (so you could have 22 Guardians in total, and a Warlock). They aren't Guardian Defenders as such, and cannot be given grenades, but one of the crew can use his shuriken catapult as normal.

**Q.** How do you work out the points value of a support weapon? It seems to imply that each Guardian crew member costs 20 points each, plus the cost of the weapon itself.

**A.** 20 points per crewman would be a bit steep! The 'points per model' is for two crewmen and the support weapon. This is then further adjusted by the type of support weapon.

**Q.** If a vehicle is equipped with a crystal targeting matrix and fires in the Movement phase, can it then use star engines in the Shooting phase because it isn't firing any weapons?

**A.** There's some damned cunning devils out there! No, you cannot fire weapons and use star engines in the same turn. Also note that a crystal targeting matrix cannot be used to move vertically, shoot and then drop back down to ground level (like a pop-up attack in the second edition rules).

**Q.** In the rules for Warp Spider Jump Generators, it says that they might disappear in the warp on their second jump. Do they still have to test for jumping in the Assault phase, even if they decided to move normally (ie, 6") in the Movement phase?

**A.** Yes they do. The risk of the 'second jump' is to offset the advantage of being able to move after shooting, and therefore out of the enemy's line of fire.

**Q.** Can Eldar Wraithlords take cover saves?

**A.** Yes, providing the cover at least reaches their knees.

**Q.** Can Swooping Hawks and their Exarchs use the fleet of foot rule?

**A.** Oh yes!

**Q.** Is Arhra the Father of Scorpions the leader of the Incubi?

**A.** Do you really think I'd tell you?

## CODEX: ORKS Q & A

**Q.** In a Big Gunz battery, do the artillery pieces count as squad members for the purposes of 25% casualties since Ork artillery pieces are viable targets? For example, if I have a squad of 3 Lobbas and 7 Grot crew, does suffering two Grot casualties force a Morale test?

**A.** No, the gunz do not count towards casualties on the battery. In the example above, the Grots would have to take a Morale check as they have lost 2 out of 7 – over 25% casualties.

**Q.** The rules for the Zzap gun state that you pick a target model. Does this mean that the gun can force a specific model to be removed as a casualty in a squad, even though the casualty is normally chosen by the owner of the target?

**A.** No, it's just badly worded and should say 'unit'. When firing into a squad of troops, the owner of the squad can still pick which model is removed as a casualty, just like any other type of normal shooting.

**Q.** When a Zzap gun is mounted on a Battlewagon, in replacement of a twin-linked big shoota, what are the effects of rolling an 11 or 12 on the Strength? Normally some crew are killed. Is this still the case?

**A.** The Zzap gun doesn't fire that turn but otherwise there is no additional damage to the Battlewagon.

**Q.** On a related note, do the Grot crewmen (for the Battlewagon big gun) need to be on the vehicle or are the vehicle's crew assumed to be the gunners as with other vehicle mounted weapons?

**A.** The vehicle's crew act as gunners.

**Q.** The Battlewagon can mount multiple big shootas that are fired by passengers. What are the restrictions for moving and firing?

**A.** They use the same rules for bolt-on big shootas as detailed in the Ork vehicle upgrades (page 37 of Codex: Orks)

**Q.** Can you put Imperial vehicle upgrades on looted vehicles, or are you limited to only Orky vehicle upgrades?

**A.** Orky vehicle upgrades only. It's worth noting specifically that a looted Basilisk can be given the indirect fire option because it's an option, not an upgrade.

**Q.** You can have two Warbosses, right? Seems odd, but that's what the rules say.

**A.** Yeeeeees, this is an oversight on my part. You can take a maximum of one Warboss. Two Warbosses would only appear if there were two separate warbands fighting, ie, if you were using multiple detachments (See Very Large Games on page 131 of the Warhammer 40,000 rulebook).

**Q.** In an assault, can the Warbiker models that did not make it into contact with enemy models still use the Psycho Blasta rule? If the answer is yes, then the next question is: can bike models more than 2" away from an enemy model use the Psycho Blasta rule? I guess the real, all-encompassing question is whether the Psycho Blasta rule is treated like a power fist or other special close combat weapon – you only get to use it if you get into contact.

**A.** To keep things clean and simple the Psycho Blasta attack is treated like any other special close combat weapon.

**Q.** Does the limitation on a Big Mek's Mekboy bodyguard not having the same equipment apply to Mekboyz that are part of the Warboss's bodyguard? It does not indicate this specifically, but there is enough 'interpretation' to think it might be this way.

**A.** The limit on Mekboyz is only intended to apply to the Big Mek's bodyguard, not the Warboss's.

**Q.** May non-feral Ork armies take Boarboyz and Weirdboyz?

**A.** Out of consideration for the more... ahem... old-fashioned Warbosses who have a fondness for such things, yes they can.

**Q.** When Flash Gitz upgrade to kustom jobs, do they all have to take the same one?

**A.** Yes.



Adi Wood's Orks go to work. When the bullets start flying, the loyal Banna Wava will be right behind his Boss!

**Q.** In the Wargear rules under the Bosspole it says that it may be carried by a Grot. Unfortunately you can't buy the Grot to carry it. How can this be done?

**A.** Gah! You're right. The solution is on the right...

**Q.** When a character with Squigs (Attack or Hound) or Grots as wargear dies, is the 'wargear' removed as well? On the one hand they're wargear and so should go with the character, but on the other they are models with a profile of their own.

**A.** Hmm! Tempting as it is to keep Grots and Squigs in play, I think they're going to have to be removed if the character dies, to prevent all sorts of weirdness breaking out. Also, Grots and Squigs do become part of the squad their character is part of, so they do count toward the number of losses it sustains when working out whether or not the squad has taken 25% casualties from shooting. They also count toward casualties in close combat. If removed as part of the loss of their character they are with, they are counted as casualties as well.

**Q.** It would seem that Ork vehicles with a red paint job and turbo boostas can actually move 7" and still be stationary! the rules for turbo boosters say that 'for shooting and disembarking troops, the vehicle counts as moving the speed it went before the turbo boostas were added.' The rules for a red paint job says it adds +1" to the Move distance so a fast Ork vehicle could move 13" and still fire one weapon and allow troops to disembark (which therefore means it counts only as having moved 12"). If I announce I am going 0", I can Turbo up to 6", counting as moving 0" (the speed I went before boosting) and then add 1" to this distance and still fire/disembark as if I had not moved at all.

**A.** Not true, see the turbo boostas rules (page 37). Realise that the 4+ refers to the distance rolled. For example, if you get an extra 4", 5" or 6" bonus move on the dice roll, the vehicle can't shoot or disembark troops. The Ork vehicle could, therefore, hope to roll a 3 or less and get the benefits you mention, but it's pretty risky!

**Q.** Do Orks mob up before the enemy gets to advance (and potentially wipe out the Ork mob)?

**A.** No, the rules state you check for mobbing up 'once moves are complete', therefore any pursuits, crossfires, etc, would take effect first.

## BANNA WAUA

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	3	2	2	2	2	1	3	1	5	-

**Weapons:** None. May be equipped with a Grot blasta (+1 point).

### SPECIAL RULE

**Standard Bearer:** May carry a bosspole or a Waaagh! banner. A Banna Wava may not be chosen as a casualty caused by enemy shooting (only the luckiest Grots are chosen for the job and they always seem to know when to dodge behind the nearest cover (or Ork) to avoid fire. Blast markers and templates will affect them as normal.

**Q.** A bionik arm counts as a close combat weapon. Does this count toward the two single or single/double limitation on weapons? If so, I assume it is a single-handed weapon, right?

**A.** No, it doesn't count towards the weapons limit - that's the advantage of having it 'built in'.

**Q.** The kustom force field is a two-handed weapon? I was under the impression that it wasn't a weapon at all.

**A.** Nope, but it's a bulky piece of equipment that needs two hands to operate, hence it counts as a weapon for the purposes of limiting what the Mek can carry.

**Q.** Kustom Jobs: Can the blasta job be combined with the other kustom jobs?

**A.** Yes.

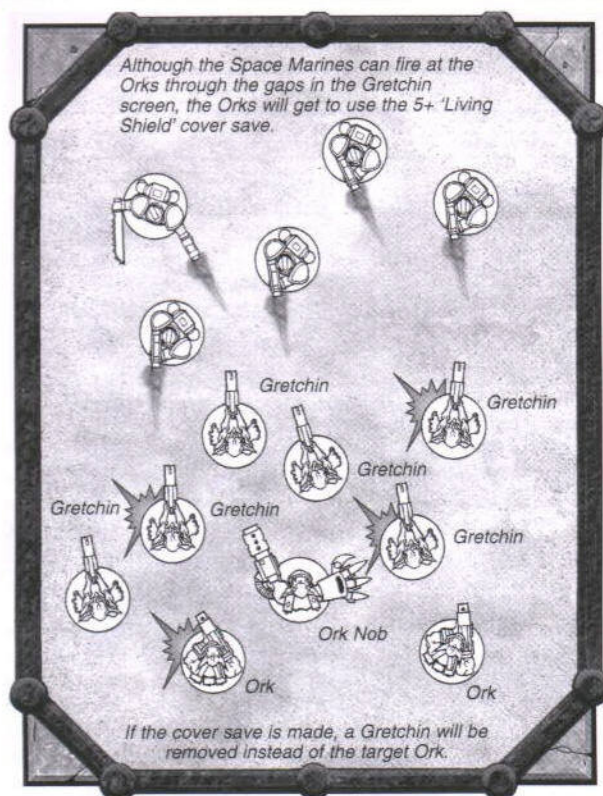
**Q.** Choppas - The rule says 'In close combat choppas limit the saving throw an enemy model can have to a 4 at best.' This does not stipulate 'armour saves.' Does this mean that invulnerable saves are altered as well?

**A.** No, the choppa modifier applies only to armour saves.

**Q.** Throughout the Ork list, squads are given the option 'for an additional +X points, one of the Orks may be upgraded to a Nob'. Burna Boyz are the only squad that does not follow this. They say 'For an additional +9 pts the Burna Boyz mob may be led by a Mekboy'. I take this to be intentional and thus allows the mob to be 11 Orks strong. Is this correct?

**A.** Yep!





**Q.** As per the Living Shield rule for Gretchin mobs, Grots can be used as cover for models behind them when the Grots are shot 'through'. What exactly does this mean?

**A.** The rules for Warhammer 40,000 state that 'models' block line of sight. This does not mean that squads do, only models. This means that shooters can pick targets behind other squads

with troops, but it doesn't seem right with Dreadnoughts. If so, would the attacker have to declare/allocate all attacks before rolling to hit? Ditto for, say, a Land Speeder squadron if only one is being touched by the enemy?

**A.** This particular question was the subject of some hot debate, as it just doesn't 'feel right' to distribute the hits through a squadron of vehicles.

as long as the shot goes between models in the interposing squad. When this type of shooting happens 'through' a Gretchin squad, the targeted models can use the Living Shield rule. The Grot cover save rule only applies to shots that pass between Gretchin models, and through a Gretchin mob (the diagram on the left illustrates this).

**Q.** If a mob of three Killer Kans is engaged in close combat, but only one Kan is in base-to-base contact with the enemy, do penetrating or glancing hits on that Kan carry over onto the rest of the mob? I know they do

However, this simply is not fair as Attack Bikes and Terminators cost as many points as Sentinels, Killa Kans and other light vehicles, but they have hits allocated normally. To make vehicles work differently in close combat simply gives them an advantage which they are not paying for, which just ain't right!

So, with vehicles in squadrons, distribute penetrating and glancing hits just as if they were wounds on a squad; start with ones in base contact, then those out to 2" and distribute any hits left over to vehicles in the squadron more than 2" away. No vehicle can be allocated two hits until every vehicle in the squadron has suffered one hit each, no vehicle can be allocated three hits until every vehicle has been allocated two hits, and so on.

**Q.** I noticed the phrasing of the Flash Gitz kustom jobs is much like krak grenades and the like, in that it says the 'entire mob may be given...'. When you buy krak grenades for a squad you cannot choose to upgrade just a few models. They all must get the grenades and must all pay the points for them. Is the parallel phrasing intentional? In other words, in a mob of 10 Gitz, if I choose to upgrade them all to, for example, Shootier, I must pay 20 points to do so. Then, after paying those 20 points, I can give four models burnas for an additional 24 points, thus 'wasting' the 8 points spent in upgrading the shootas that those four burnas no longer have. Is this the intent?

**A.** Yes, that's right. Bear in mind that Devastators, etc, pay extra points for having their extra heavy weapons - with Flash Gitz this is covered by the points spent on kustom jobs instead.

**Q.** When an Ork mob loses a round of combat to a fearsome opponent, they don't get a Mob Size check, correct?

**A.** No, remember that the Mob Size check comes after failing a Morale check, so in this case you fail the Morale check automatically and then take a Mob Size check.

**Q.** Does the Orks' kustom force field projector have any effects on hand-to-hand combat or shooting inside the 'bubble'?

**A.** No, the force field only affects shots originating outside the area of the field. It has no effect on hand-to-hand combat or shooting inside it.

## WHY ORK BLOOD IS RED...

SEGMENT CXVI: ORK PHYSIOLOGY AND PIGMENTATION BY GENETOR-MAJOR ANZION

TRANSMITTED: .....BELIAL V

RECEIVED .....GYNDRA

DATE: .....3203997.M53

TELEPATHIC DUCT: .....ASTROPATH-TERMINUS HOLROYD

REF: .....INQ.XR.01044310/A.SUB34

AUTHOR: .....GENETOR-MAJOR ANZION

THOUGHT FOR THE DAY: .....MARTYR THYSELF

Many novitiates have queried me in the past as to why, given the symbiosis of algal material in Ork DNA, their greenish pigmentation is apparent only in their skin and not other parts of their anatomy such as blood plasma, inside the mouth, internal organs, and so on. The answer to this is simple. Much like more primitive plant forms, the green pigment of Orks is produced by photosynthesis occurring in algae just beneath the skin, a phenomenon which does not affect internal tissues. This means that an Ork's blood, with its oxygen-rich haemoglobin, is just as red as that of homo sapiens and often more so due to its enhanced capacity for carrying oxygen.

**Real world note:** There's another good reason for giving Orks red blood - it makes painting gore on them dramatic, the red shows up on green in a defined way just like red blood shows against human flesh. When you try using green bloodstains on Orks, they look like they've just had an unfortunate accident with a gooseberry squishy!

## CODEX: ARMAGEDDON Q & A

### SPEED FREEKS

**Q.** Do Deth kopters (or even ordinary Warbikers) have to use their Psycho Blastas attack on the first close combat round? Even when going up against vehicles?

**A.** *The Warbikes' Psycho Blasta attack is a very extreme form of special close combat attack like a power fist and, ergo, like a power fist, it can be eschewed if desired.*

**Q.** Can Speed Freeks also use the normal Ork vehicle upgrades from Codex: Orks or are they limited to the ones in Codex: Armageddon?

**A.** *They can use both lists.*

**Q.** Do all Speed Freeks benefit from the Warbikers' 'Speed Freeks' special rules?

**A.** *No. This is just an unhappy naming coincidence.*

**Q.** Do Speed Freeks obey the normal restrictions (ie, 0-1 limits) from the Codex: Orks list when picking units such as looted vehicles, Battlewagons, and so forth?

**A.** *Yes they do. The restrictions noted in Codex: Armageddon are in addition to the ones in Codex: Orks.*

**Q.** If you take a Battlewagon for your Speed Freeks Warboss, does this count as your one and only Battlewagon?

**A.** *No, it's a transport option, so it doesn't count against the 0-1 limit.*

**Q.** So, how many Battlewagons could they take?

**A.** *Six in total – one Heavy Support plus up to five as transports.*

**Q.** Do all Speed Freeks benefit from the Trukk Boyz Bailin' Out rules?

**A.** *No, just Trukk Boyz mobs.*

### STEEL LEGION

**Q.** 'Armageddon Sentinel' – Does this mean that to use the special option for a lascannon you need to field:

- a) Any Imperial Guard force
- b) Only Steel Legion  
(ie, mechanized company)
- c) Steel Legion and  
Planetary Defence Force
- d) Something else?

**A.** *Well, it says any Armageddon force, which I would interpret as (a) since there are plenty of Imperial Guard forces on Armageddon. It's a new piece of kit for Imperial Guard players. I think it would be rather unreasonable to limit it to the duration of the campaign or just Steel Legions.*

### PLANETARY DEFENCE FORCE

**Q.** What area of the force selection chart do Hive Gang Militia come from? Are they Troops or something else entirely?

**A.** *They count as Troops.*

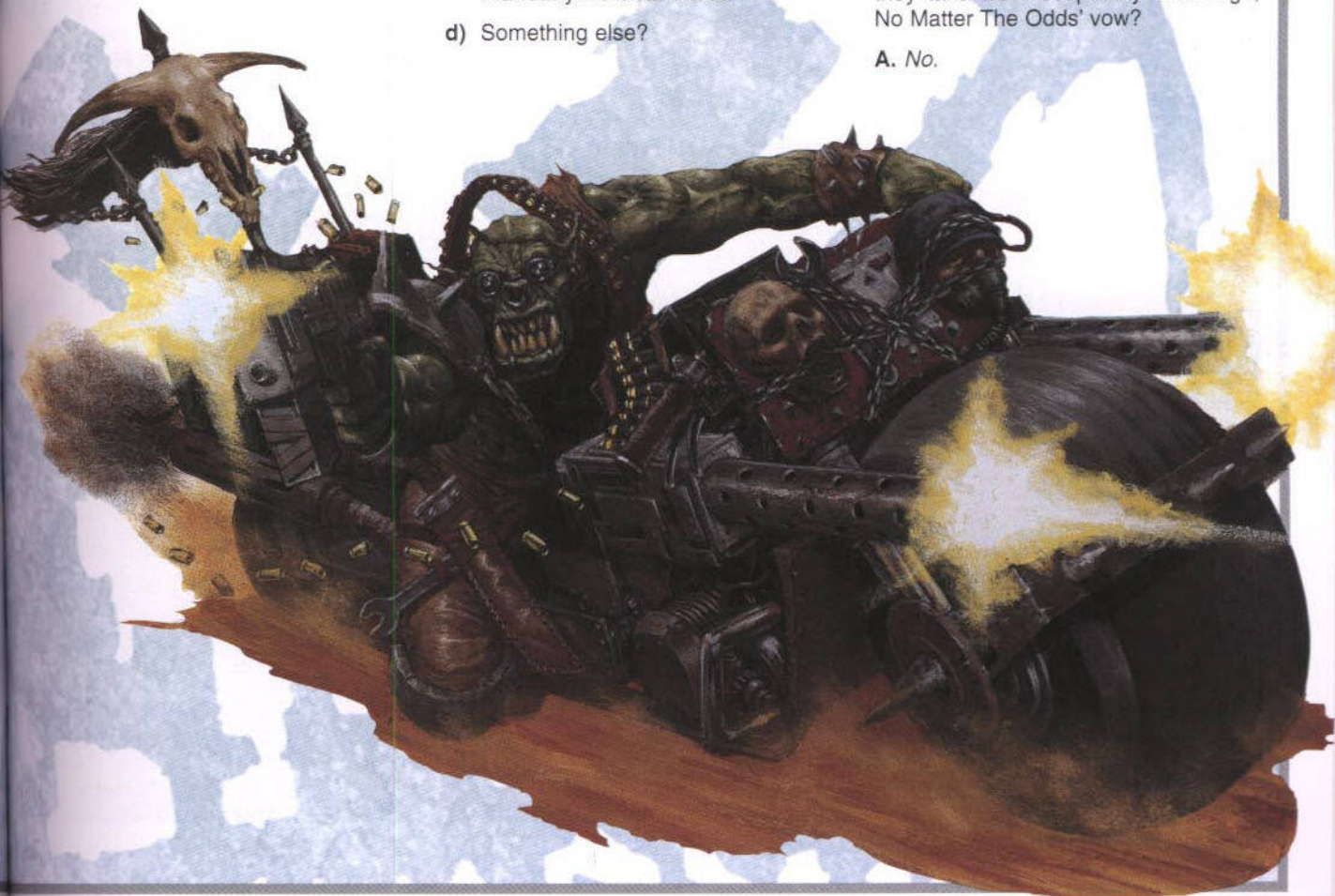
### BLACK TEMPLARS

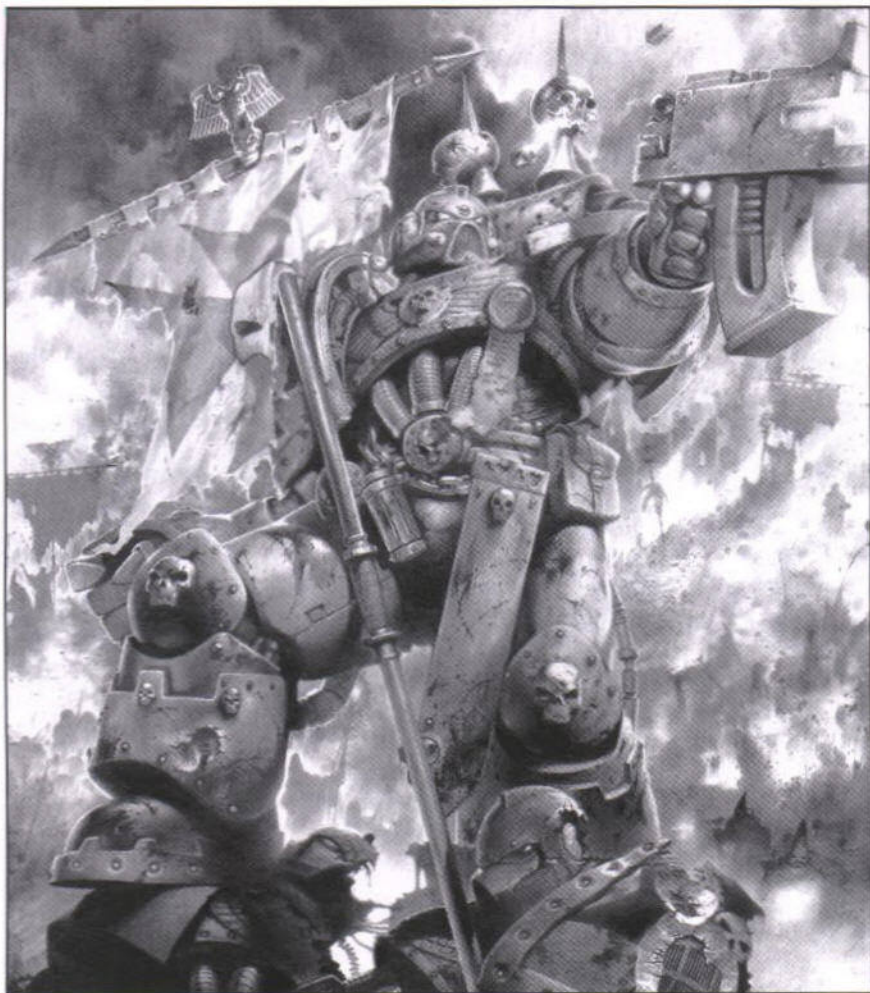
**Q.** The Black Templars mixed armour saves rule does not say that it applies only to shooting, as the Space Wolves one does. Does it apply to ALL wounds taken, or just shooting like the Space Wolves?

**A.** *As with Orks and Space Wolves, this rule only applies to shooting attacks.*

**Q.** Do Black Templars Terminators get to make a sweeping advance when they take the 'Accept Any Challenge, No Matter The Odds' vow?

**A.** *No.*





**Q.** If a special character has a wargear item that is limited (to, say, one per army, etc), does that limit count towards anyone else in the army? I'm asking as the Emperor's Champion has an Iron Halo, which is one per army. I also saw the cool conversion for the High Marshall in Codex:

Armageddon, giving him an Iron Halo. You must take an Emperor's Champion in your army, so by having those two together it would mean that two Iron Halos were in use. I had assumed that a limit would hold, even for special character use, but seeing the model made us want to be sure.

**A.** The intention is that the Emperor's Champion gets the army's one and only Iron Halo. Don't be fooled by that halo-like growth on the back of the force commander's back in the photos, that's his UHF aerial (ahem!).

**Q.** Can a Black Templars Command squad (or the Command squad of any Chapter for that matter) add a Land Raider Crusader as a transport upgrade instead of the Land Raider listed in Codex: Space Marines? In short, are Crusaders to be viewed as just a special variant of Land Raider, or a completely separate army list entry?

**A.** The Land Raider Crusader is a completely separate list entry and can't be chosen as a transport option.

**Q.** The Emperor's Champion rules state that he is always an independent character and he cannot get a Command squad, but does this preclude him from ever joining another unit like a normal independent character can?

**A.** The Emperor's Champion is an independent character. Therefore, he can join a unit.

#### **SALAMANDERS**

**Q.** Is the second flamer in the Tactical squad an error? Should it be a heavy flamer?

**A.** Sweet Emperor's teeth! No, it isn't a typo, it means precisely (for once) what it says – you can trade in your heavy weapon slot for an extra flamer (not heavy flamer) for 10 points. It costs more because two flamers are more than twice as good as a single one.



A Salamanders Assault squad follows their Chaplain into battle.

## CRUX TERMINATUS

By Andy Chambers

**"There's something wrong with our Terminators today..."**

The crux of this section is a new rule for Terminators, Chaos Terminators and characters in Terminator armour. For some time I've been getting feedback on Terminators which is less than encouraging. My own games have also tended to show up the same things. Basically these elite, veteran warriors, the finest of the Emperor's finest, are getting their faces kicked in pretty regularly. Why so? Because plasma weapons have emerged as the gun of choice in a number of armies, because plasma combines the strength to damage armoured vehicles with the armour penetration to kill anything up to a Terminator with a decent 24" rapid fire range. This has led to amusingly high numbers of Imperial Guardsmen frying themselves with weapon overheats, but the poor old Terminators have been thoroughly hammered on the receiving end.

Close combat has also become a dangerous place, with Ork choppas and power weapons being able to rip up Terminators before they get a chance to strike back with their cumbersome, if deadly, power fists. This latter problem in particular has also dissuaded most players from equipping characters in Terminator

armour too. "So what?" would be my normal response, along with some biting comment on learning to use them better. But you can only stick your head in the sand for so long, and the tales of woe just keep coming. The most telling cry for help I keep seeing is the fact that most Space Marine players don't use Terminators in their armies anymore. Sad, really, and definitely in need of rectifying. A number of suggestions have been made on how to fix this, some of them fairly esoteric. Lowering points costs is tempting, but ultimately wrong. Terminators cost the right amount in comparison to Space Marines and I don't want to break that equation. Assuming, however, that Terminators

are overpriced at present, the correct thing is to make them a better choice.

**The solution:** *Terminator armour is legendarily thick and heavily reinforced with armaplas and adamantium. Terminators are capable of surviving just about any hit, even ones from plasma or power weapons.*

To represent this, Terminator armour now receives a 5+ invulnerable saving throw as well as its 2+ armour save. This means that any wound scored on a Terminator which doesn't allow an armour save (AP 2, power weapons, etc), is ignored on a D6 roll of 5 or 6. Remember that a Terminator can use its armour save or its invulnerable save against a wound, but not both.



A squad of Crimson Fists Terminators hold out against the odds.

Brother Sergeant Egil of the Space Wolves ducked behind the smoking, burnt out shell of a Land Raider and slammed a fresh magazine into his bolter. The remains of his Blood Claw pack were spread throughout the blasted building, gore streaked and exhausted. Even with the filtering effect of his armour's auto senses, the noise of the battle was still deafening. He risked a glance around the side of the Land Raider. Thick clouds of choking black ash fell from a lacerated sky, and the entire city was aflame. Massive explosions and the thunder of artillery obscured the battle and rendered even his acute senses useless. Egil spun round, raising his bolter to a firing position as he heard the crunch of heavy footsteps approaching behind him. The massive Terminator armoured form of Brother Kaarlson of the Wolf Guard entered the building and Egil lowered his gun.

"Ready your men, sergeant. We take the fight to the traitors," snarled the Wolf Guard. Even over the vox-com's distortion and din of battle, the edge of feral anticipation in Kaarlson's voice was unmistakable. Egil nodded, passing the word to his men. The green runes on his visor display

blinked as the Space Wolves acknowledged his orders. Egil racked the slide on his bolter as the ground suddenly shook under a thunderous impact. The deep, rumbling crash sounded again, like an angry god's footsteps, and Egil looked up as a massive shadow swallowed them. Emerging from the smoke, like a vast beast from the sagas, a Night Gaunt Titan towered above them, its dark carapace silhouetted against the bloody sky.

Lights flared around the Titan's head as Imperial fire impacted on its void shields, but the enormous machine ignored them, lifting one huge leg ponderously from the ground. Egil could clearly hear the whine of its powerful actuators over the explosions. The gigantic war machine's foot smashed aside buildings in its path and Egil realised with sick horror exactly where it would stamp down.

"Everybody up! Move!" he yelled and fired his jump pack as the shadow of the Titan's foot descended upon them. Egil powered through the air, heedless of the crack of small arms fire that burst around him, angling for the cover of a shattered bunker. He landed badly and cursed

as he fell in the rubble, looking back to see Kaarlson slowly lumbering through the ruins. He screamed his name as the mass of the Titan's foot smashed through the building and crashed down upon the Wolf Guard Terminator. Egil covered his head as the Titan's other foot swept above him, showering dust and debris. Howling with rage, he fired his bolter ineffectually at the Titan as it strode onwards, unheeding of the great warrior it had just killed.

Egil again reloaded his weapon, his thoughts filled with avenging the fallen Kaarlson. He looked over towards the flattened building and watched with astonishment as the rubble began to shift and heave. Massive chunks of plascrete and steel were pushed aside as Kaarlson pulled himself free of the debris. His Terminator armour had been gashed open in a dozen different places and his blood was splashed crimson against its grey, but he was alive.

The Wolf Guard Terminator joined Egil in the ruins of the bunker and shouted, "Like I said, Sergeant. Ready your men. We've wasted enough time already. We have a battle to win!"

## SPACE MARINE COMMAND GROUPS

## By Anibal Rodriguez-Villar

I was a devout follower of Warhammer 40,000 long before I could afford to spend money on Citadel products. I've watched the game and its background evolve and improve over the years, as I assembled my home-made, paper-and-cardboard armies for my friends and me to play with. I love Space Marines (surprised?) but think that one of the least fortunate innovations in the new Warhammer 40,000 is the introduction of Command squads for Space Marine armies.

Why? Well, the way they have been worked out, the Command squads mean that a number of Space Marine specialists, which used to function as independent characters, must now form part of the Commander's retinue; and the result of this is that virtually all the specialist skills and gadgets in the Space Marines army are concentrated in a single, extra mighty unit, with little benefit for the rest of the force. I find this rather restrictive, and not particularly in keeping with the Space Marines' background. It's probably OK for Standard Bearers, but one expects to find Techmarines where the tanks and big guns are; and Apothecaries should be running alongside the ranks of their battle brethren, tending the wounded, retrieving progenoid glands from the fallen, and so on.

Of course, it's a good idea to keep one or two of these highly skilled characters close to your Commander, but I can see no reason why it should be compulsory to do so. There are so many other uses these characters can be put to: an Apothecary, for example, with his Narthecium and a power weapon, would be an invaluable addition to any Assault squad; a Techmarine could use his Signum to direct a Devastator squad's supporting fire, or could stay near that Vindicator in case there's any patching-up that needs to be done...

You get the point. I can't see this kind of thing unbalancing the game, and I think that the following optional rules should allow any Space Marine player to manage his specialists fairly easily:

An Apothecary or Techmarine from a Space Marines Command squad may be assigned to any one Space Marine infantry squad or bike squadron before the battle. The character counts as being part of the unit and may not leave it during the game.

If one of these characters is assigned to an Assault squad, he must be equipped with a jump pack (+10 pts). If he is assigned to a Bike or Scout Bike squadron, he must be mounted on a bike (+20 pts). Alternatively, he may be mounted on a modified Attack Bike,

replacing the gunner in the sidecar (+30 pts). All the usual benefits from these upgrades are conferred to the character, such as increased Movement, better Toughness and a better saving throw.

If a Scout squad is joined by an Apothecary or Techmarine, the squad may not infiltrate (no sneaking past the enemy sentries, for a Space Marine is clad in heavy and cumbersome power armour).

This is similar to the solution adopted in the new Eldar army list, where you can pick one or more Warlocks from the Farseer's bodyguard and attach them to Guardian or Wraithguard units as a reinforcement. It allows you to deploy your specialists where they will be most needed during combat and it also gets you round certain potential risks involved in putting a lot of your most valuable men together in a single unit ("Isn't that an Avatar and five Howling Banshees coming this way? Oh dear..."). And if the mental stress of deciding where to deploy that Apothecary brings steam out of your ears (we all know players like that), well, you can always leave him in the Command squad, where he'll be in good company.

Keep up the good work, and may the dice be with you!



The Techmarine guides the fire of the Devastators whilst the Apothecary uses his unique abilities at the front line.

## GREY KNIGHTS

By Adam Beany  
& Andrew Denner

In an effort to stem the tide of foulness I have determined to release details of the Grey Knights. This most secret of Space Marine forces operates within the jurisdiction of the Inquisitorial Ordo Malleus, or Daemonhunters as they are commonly known.

I've received many (many) letters on the subject of these stalwart defenders and have selected the ideas of Andrew Denner of Bristol and Adam Beany of West Wickham as being reasonably sane renditions of their powers,

in line with the third edition of the Warhammer 40,000 rules.

Any Imperial force that is involved in a battle against the forces of Chaos may include a Grey Knight Terminator squad. These elite Marines are never wasted against lesser opponents and may only be included to fight against a Chaos foe. They are always reserves, regardless of whether the mission being fought allows reserves. Grey Knight Terminators will not deploy until their enemy has been identified and the location co-ordinates transmitted. Then they teleport to the location and assault the unholy menace.



## Grey Knight Terminator Squad

60 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	5	4	4	4	1	4	2	10	2+

**Squad:** A Grey Knight Terminator squad consists of between five and ten Grey Knight Terminators.

The +1 Attack bonus for having Terminator honours and the Terminator armour's 2+ save have been included in the characteristics above. Remember that all Terminators now count as having a 5+ invulnerable save.

The squad counts as an Elites choice.

### SPECIAL RULES

**Chaosbane:** Grey Knights may only be fielded against Chaos opponents.

**Reserves:** Grey Knights are always held in reserve, even if the mission does not allow reserves. In addition, they may only deploy on the battlefield once one of the following criteria is met:

**A** – There are Daemons present on the battlefield (Greater Daemons, Daemon Princes, Daemon packs, beasts or cavalry, Juggernauts or Nurglings).

**B** – A Chaos Sorcerer uses a psychic power.

**Equipment:** Grey Knights are armed with two items exclusive to their order, the Nemesis Force Halberd and the Aegis Suit.

**Nemesis Force Halberd** – This potent weapon functions as a power weapon (negates armour saves) and, in addition, always wounds Daemons on a 2+ in close combat. It also incorporates a storm bolter which can be fired providing that the Grey Knight is not in combat.

**Aegis Suit** – Woven into the Grey Knight Terminator armour is an insulated Aegis layer. This, coupled with the armour's purity seals and blessings, allows a Grey Knight squad to negate psychic powers as if armed with a psychic hood (see page 34 of Codex: Space Marines). However, Grey Knights may only attempt to negate psychic attacks that target the Grey Knight squad itself. Only one roll is made to negate the attack, irrespective of how many Grey Knights are targeted.

**Psychic Power: Holocaust** – The squad as a whole has the psychic power Holocaust, and it may be used at any point during the Assault phase if the squad passes a Psychic test. Place the Ordinance template in contact with one of the Grey Knights. All models under the template suffer a Strength 5 hit at AP5. Wounds inflicted count towards the combat result.

**Fearless:** Grey Knights are Fearless and are assumed to pass any Morale check or Pinning test that they are required to make.

Created in great secrecy around the time of the Second Founding utilising specially engineered gene-seed, the Grey Knights are amongst the most faithful defenders of Humanity. Legend has it that the Emperor Himself ordered the creation of this unique Chapter to form a force dedicated to fighting the dread creatures of Chaos. The Chapter forms the fighting arm of that most secretive of organisations, the Ordo Malleus. This branch of the Inquisition is tasked with the destruction of the daemonic and, traditionally, the Grey Knights Chapter Master is a member of the Inner Conclave of the Inquisition.

Advanced bio-engineering and psycho-surgery is utilised to condition the Grey Knights to face daemonic foes without fear and their lives are filled with ritual, meditation and self-denial designed to strengthen the mind and steel the soul against the horrors of the daemonic.

The Grey Knights are screened to exclude all but the most resilient psykers. They are then trained until they reach a level of mastery that allows them to combine their abilities in a gestalt power that far exceeds anything they could achieve alone. These warriors fight in baroque, heavily ornamented suits of armour and fight with the Nemesis force weapon. They alone can stand before the might of a Greater Daemon with any hope of banishing it back to the Immaterium from whence it came.

The threat of Chaos permeates the entire galaxy and, while the Chapter maintains its fortress monastery on Titan, much of its strength is scattered across the Imperium. Guided by the finest Navigators of the Navis Nobilite and conveyed by the fastest ships produced by the Adeptus Mechanicus, the Grey Knights stand ready to fight the minions of Chaos wherever they strike.

## CULT TERMINATORS

By Pete Haines

Way back in WD230 Jervis wrote a piece called Road of Skulls that covered how to include Cult Terminators in Chaos Space Marine armies. Since that time, the preparatory work for the magnum opus that is Index Astartes has been done, as part of which we looked at Cult Terminators again. The result is the more definitive rules detailed here.

Those familiar with Codex: Chaos Space Marines will be familiar with Chaos Terminators. Each is a vastly experienced veteran of the unending war who can command use of the rare and potent Tactical Dreadnought armour. Fully equal to that worn by the Loyalist Chapters in terms of the protection offered, Chaos Terminator

armour lacks some weapon combinations such as the powerful thunder hammer and storm shield combination but makes up for this with the option of upgrading each twin bolter to a combi-flamer or combi-meltagun. Covered in cruelly sharp spikes and blasphemous icons, Chaos Terminators are one of the most terrifying enemies a true servant of the Emperor can face. Unfortunately, Cult Terminators are worse.

The four main Chaos deities – Khorne, Nurgle, Slaanesh and Tzeentch, are each served exclusively by a traitor legion. Khorne is served by the World Eaters, Nurgle by the Death Guard, Slaanesh by the Emperor's Children and Tzeentch by the Thousand Sons. Each of these Legions have Chaos

Terminators in their ranks and it is these who are designated Cult Terminators. The main difference is that Chaos Space Marines wearing the suits are basically Khorne Berzerkers, Plague Marines, etc. wearing Terminator armour and are therefore possessed of additional abilities to normal Chaos Space Marines.

### WYSIWYG

Remember you will have to convert your models or at the very least paint them distinctively. Your opponent should be under no illusions about which Chaos Power they follow.

### BASIC PROFILE

There are some things that all the Cult Terminators have in common, for example the basic profile (see right).

Corpses bloated with noxious gases spewed excremental fluids as the filth encrusted Land Raider crushed them beneath its rusted iron tracks, grinding their jellied bones to pulp. Explosions burst around the massive vehicle, filling the air with lethal fragments and scoring the necrotic surface of its armoured hide. Hulking and deformed warriors kept pace with the plague tank, firing mucus covered bolters through the yellow fog as they advanced. The Imperial Fists defensive line was less than fifty metres away, the ground before it littered with the twisted, plague-ridden carcasses of those unfortunate enough to have been touched by the dark powers.

The fog coiled about the Land Raider like a living thing, as though it moved on some vile business of its own. The white heat of lascannon fire speared through the sickly haze and struck the hull of the tank, blasting a deep wound in its fleshy exterior. The massive vehicle slewed around, but kept moving, spinning tracks churning scraps of rotten flesh and decayed limbs as it rumbled over the pathetic barricade their foes had erected. The ground shook as the vehicle crashed back to earth. The front ramp dropped and pestilential fumes gusted from within, like the breath of some vast, infected beast. Vomited from the belly of the armoured beast, warriors spawned in a festering nightmare charged from the Land Raider, a foul miasma of contagion wreathing their helmets in smoky darkness. Almost three metres tall, the huge figures wore poisonous green suits of Terminator armour, splashed with clusters of weeping boils and sores. Diseased lesions and foul organic matter oozed from cracks in the armour, the stench of the plague Terminators causing even the

defending Space Marines to gag through their re-breather equipment.

Captain Learchus of the Imperial Fists levelled his bolter at the hideous giants before him, scarce able to believe that he would once have called these abominations brother. Their souls were forfeit to the dark gods and their inner corruption was manifest in their hideousness. Hatred like nothing he had known before coursed through his veins like an electric charge as he emptied his magazine into the traitors. His squad followed his example, firing without pause into the charging Terminators. Several shells found homes in traitor flesh, blasting chunks of diseased tissue and ceramite clear, but not a single Terminator fell, the decaying armour and unnatural resilience of the followers of Nurgle carrying them through the hail of fire.

Brother Colathrax stalked leisurely through the fog of sweet corruption and hail of bolter shells, his plague sword licking out left and right. He cut and stabbed, slicing skin and pricking organs, but never killing outright; no, never that. For who was he to deprive his foes of the agonising bliss of Father Nurgle's Rot? How sweet it was to watch those whom the false Emperor had made mighty descend into madness and decay, their once powerful bodies turning on them as plague reduced them to mindless, gibbering horrors of mutated flesh. They had set themselves up as gods and would now pay the price for that arrogance. A Space Marine Captain in blazing yellow armour stood before him, his sword raised in challenge and Colathrax smiled.

"Time to die, traitor!" hissed Captain Learchus.

Colathrax chuckled. "I think not," and swung his dripping sword at his opponent. Learchus ducked and thrust with his own weapon. The energised edge scraped a furrow in the Terminator's armour, but slid clear. Colathrax batted aside his opponent's blade with his power fist, stabbing his suppurating weapon through Learchus' belly. The blade of the plague sword skewered the Space Marine in an upward arc, lifting him from his feet and hammering through the building behind.

Learchus hung suspended above the ground, blood pooling beneath his twitching body. The wound refused to close and Learchus coughed bloody phlegm as he felt the meat of his body rotting at a terrifying rate, internal organs flooding with dead fluids and the flesh of his limbs sloughing from his bones inside his armour. His breath rasped as his lungs dissolved and his vision faded as his eyeballs liquefied, sliding down his face like glutinous tears. He tried to curse his killer, but his throat had ruptured and seconds later his brain was a foetid grey ooze dribbling from his sagging head.

Brother Colathrax inhaled the intoxicating aroma of his master's putrescent benediction and offered a short prayer to Father Nurgle. He wrenched his sword from the wall, allowing the sloshing suit of power armour to topple to the stinking ground. The disintegration of this world was almost complete and Colathrax could taste their victory on the foul wind that swept the battlefield. He pictured oceans of decaying flesh, infection rampant and plagues unnumbered. That would be their gift to the denizens of this mortal realm.

Colathrax laughed at the thought as the fog closed in.

## Cult Terminator Squad . . . . . Points cost: see below

	WS	BS	S	T	W	I	A	Ld	Sv
Cult Terminator	4	4	4	4	1	4	2	10	2+

**Squad:** A Chaos Terminator squad consists of between five and ten Chaos Terminators.

**Weapons:** Combi-bolter and power weapon

**Options:** Up to one model may be armed with an autocannon at +20 pts or a heavy flamer at +15 pts. Any model may upgrade their combi-bolter to a combi-flamer at +2 pts or a combi-meltagun at +3 pts.

The power weapon may be upgraded to a power fist or lightning claw at +5 pts, or a chainfist at +8 pts.

**Character:** Up to one model may be designated as an aspiring champion at an additional cost of +15 pts. The Aspiring Champion has the same profile as the rest of the squad but may be given any additional equipment allowed from the Chaos Armoury.

### SPECIAL RULES

**Deep Strike:** In the right circumstances Chaos Terminators can teleport into battle. To represent this they may use the Deep Strike rules when permitted by the mission being played.

**Crux Terminatus:** Chaos Terminators have a 5+ invulnerable save.

**Fearless:** Just like power-armoured Cult members, Cult Terminators are Fearless and therefore will never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

### CULT VARIATIONS

A Cult Terminator *MUST* be one of the following types:

#### Khorne Berzerker Terminators.

Models in Khorne Berzerker Terminator squads get an extra +1 Strength, their blows powered by the mighty servos of their ancient armour and their own appetite for carnage. A model with the Mark of Khorne does not get a further point of Strength.

*Base cost is 45 points.*

#### Plague Marine Terminators

Models in Plague Marine Terminator Squads add +1 to their Toughness. A model with the Mark of Nurgle does not get a further point of Toughness.

*Base cost is 46 points.*

#### Noise Marine Terminators

Models in Noise Marine Terminator squads may use Noise Marine weaponry in place of their normal weapons. Any model may replace its combi-bolter with a sonic blaster at an additional cost of +10 pts. Up to three models may replace their combi-bolters with one of the following weapons: a blastmaster at +30 pts, or a doom siren at +15 pts. Many Noise Marine Terminators are heavily mutated and will use their barbed tails, spikes or additional arms to gain an extra +1 Attack. A model with Mark of Slaanesh does not get a further Attack.

*Base cost is 41 points.*

#### Thousand Sons Terminators

Just as with Thousand Sons in power armour, Thousand Sons Terminators are empty suits of armour animated since the pronouncement of the Rubric of Ahriman. They may not include Aspiring Champions but, if they are in a retinue, one can be designated as being an Icon Bearer and can carry a Blasted Standard. No weaponry can be upgraded. Thousand Sons Terminators have 2 Wounds and are subject to the following special rules:

**All is Dust:** Only shooting attacks that have a Strength of 5 or more will affect Thousand Sons Terminators. They can be attacked in close combat normally.

**Slow and Purposeful:** Thousand Sons Terminators may never charge into close combat, but always count as being stationary when they fire their combi-bolters, even if they moved in the same turn.

*Base cost is 46 points.*

### SACRED NUMBERS OF THE CHAOS POWERS

Each Chaos Power has a sacred number: for Slaanesh it is six, for Nurgle it is seven, eight is Khorne's number and nine belongs to Tzeentch.

Cult Terminator squads that have a number of squad members equal to the sacred number of their Patron or a multiple of it receive the Patron's favour. They may therefore upgrade



A Nurgle Cult Terminator

### CODEX: CHAOS SPACE MARINES CORRECTION

This is a simple one. Chaos Terminators **CAN HAVE** spiky bits. This entry should have an asterisk in Codex: Chaos Space Marines.

one squad member to an Aspiring Champion at no cost in points. As has been noted, Tzeentch Cult Terminators do not get Aspiring Champions, but the squad as a whole can act as a Daemonhost. When rolling to see if a Lord of Change possesses anyone, make one roll for each squad that began the game with nine members. If any roll is a 6, the Lord of Change is summoned and replaces one Thousand Sons Terminator (chosen by the owning player).

A Cult Aspiring Champion may be given the Mark of that deity but will not get the normal benefit linked with the Mark because that has already been taken into account in the basic profile for the Cult Terminators. For example, Khorne Terminator Champions will not have a Strength greater than 5 nor will Nurgle Terminator Champions ever have a Toughness greater than 5. The main reason to take the Mark is so that the Aspiring Champion can select Chaos Gifts that require that Mark from the Armoury.

A Cult Terminator Aspiring Champion cannot have any Mark of Chaos different to that of his Patron. If the Champion is in a Plague Marine Terminator squad he can either be given the Mark of Nurgle or must remain Markless. This should go without saying of course, but the servants of Chaos pride themselves on their deviousness!

## SMOKE &amp; BLIND GRENADES



**By Gav Thorpe**

In the second edition of Warhammer 40,000, many squads could be equipped with smoke or blind grenades, which could be used to block line of sight. Although intended to screen the unit from enemy fire, various nasty and devious tactics were evolved beyond this laudable intention (such as racing a bike squadron in front of your enemy's heaviest weapons and dumping blind grenades right in front of them). Blind grenades also remained in play, which meant that in many battles towards the end of the last edition's life cycle, lots of time was spent at the start of every player's turn rolling dice to see what happened to the plethora of markers on the

battlefield (as well as plasma grenades and missiles, models on fire, vortex grenades, Destructor templates – need I go on!). For these reasons, we decided not to worry about blind grenades in the third edition rules.

However, I was painting a squad of Space Marine Scouts the other day and thought "Jes has gone to all the effort of designing blind grenades on these; isn't it a shame we took them out of the rules." Then an idea struck me, complete with cartoon light bulb appearing over my head with a DING! Why not just use the rule for a vehicle's smoke launchers! So, here it is...

The unit types which are listed in the box to the right can be equipped with blind or smoke grenades (in case you don't know, blind grenades are just a more hi-tech version, which cause electromagnetic interference on scanners and such like, a bit like a chaff dispenser on a warplane). A unit carries enough blind/smoke grenades for one use during the battle. Blind/smoke grenades are used in the Shooting phase instead of the unit firing any weapons. Mark the unit as using its blind/smoke grenades by placing cotton wool around them (or something similar).

A unit cannot assault on the same turn it uses blind/smoke grenades. The blind/smoke screen lasts until the start of the player's next turn, and until then the unit counts as in cover, with a 5+ cover save. Because they count as being in cover, models in the unit will also strike first if assaulted, unless the enemy is armed with something like frag grenades, or has an ability that allows them to always strike first (like Howling Banshee Aspect Warriors).

*The following units can be given blind/smoke grenades for the points cost listed (all points are per model, every model in the squad must be given the same combination of grenades):*

Space Marine Scouts & Scout Bikes	+2 pts
Space Marine Bikes, & Attack Bikes	+2 pts
Assault squads (including Blood Angels Veteran Assault squads & Honour Guard)	+4 pts
Imperial Guard Storm Troopers	+2 pts
Ork Kommandos	+2 pts
Eldar Guardian Storm squads	+2 pts



Wary of the firepower of the Chaos Terminators and Predator tank, a squad of Space Marines advances under cover of smoke grenades.

# NIGHT FIGHTING: EXPANDED RULES

By Jeff Wright

Whilst the rules given for Night Fighting in the scenarios section of the Warhammer 40,000 rules are all well and good, they represent only one facet of fighting in the dark: vision. I have no doubt that this was to preserve simplicity in the rules system. However, I have come to the conclusion that the lack of any psychological effects for night fighting means that the rules are more an irritation to the commander rather than a second foe to combat.

It is worth explaining my heavy use of Morale checks in these rules even for things that don't really warrant a test of morale. I believe that the Leadership value of troops best reflects the quality of said warriors. Thus, when testing on Leadership, you are bringing in the factors of the bravery, intelligence, training and wargear of those troops (a Space Marine in power armour is bound to be more confident than an Imperial Guardsman in a vest!). It also neatly brings in other factors like Space Marine autosenses, allowing them to see in the dark to a certain extent. They will therefore pass their Morale checks much more easily, neatly representing the advantages of their unique situation. I shall call them Leadership tests to avoid confusion with the usual Fall Back rules as they are not always applicable. It is also worth noting that I am an Imperial Guard player and so these rules will be a huge pain in the pipes to me, but drama and character are way more important to me than victory! Well, without further ado, here they are...

## NIGHT FIGHTING

All the rules from page 134 of the Warhammer 40,000 rulebook apply, with the addition of the following:

**Getting Lost:** Getting lost is a hell of a lot easier at night than in daylight. If a squad member breaks his cohesion distance (see page 43 in the Warhammer 40,000 rulebook) then he must make a successful Leadership test, representing the brains of the soldier, or he gets lost. A lost model is removed as a casualty but the opponent gains no Victory points for him. If the test is passed then the normal rules apply. Note that even troops who are immune to psychology must take these tests, even though they are based on Leadership.

**The Jitters:** Every squad and character in the army must make a successful Leadership test every turn in order to function normally. Vehicles are exempt from the Jitters as three inches of steel tends to inspire confidence. Cavalry suffer a -1 penalty to Leadership for this test, as horses (or whatever the cavalry troops are riding) tend to be a tad skittish. If failed, roll a D6 and apply the result below:

### D6 Action

- 1-3 The unit hears the crack of a twig or something and hits the deck, expecting a barrage of enemy fire. The unit may not move this turn although they can assault, as by then they have realised their mistake. Shooting is not affected.
- 4-6 The mind plays tricks and shadows all around become enemy soldiers. Thinking they are surrounded, the unit hastily withdraws. The unit must fall back as described in the rules (Note that crossfire can occur as a direct result!).

**Pinning:** A sudden burst of bright gunfire is a nasty thing at night, much more traumatising than in the daylight. All shooting is capable of pinning troops in the same way as barrages. Obviously, the effects of weapons that normally cause pinning will also be worse, so Barrage pinning and sniper rifles inflict a -1 penalty to Leadership tests, and Ordnance barrage pinning inflicts a -2 penalty instead of the usual modifiers.

**Exception:** Daemons do not see the world in the same way as everyone else. They 'see' the souls within instead of relying on fickle light. Daemons of all kinds, possessed Space Marines and the Eldar Avatar are exempt from ALL night fighting rules, including the ones in the book.

**Scenarios:** In all scenarios where there is an attacker and a defender, the attacker gains a +1 modifier to all of his Leadership values to a maximum of 10 in

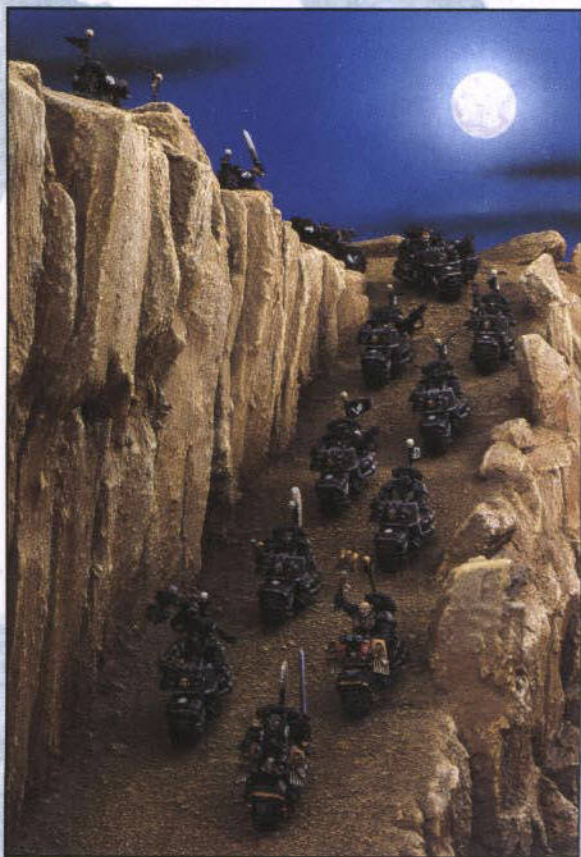
his first turn for the Jitters. This represents the fact that an attack at night is very favourable for an army, as they know there are soldiers out there, whereas the defenders haven't a clue! After the first turn, all benefits of surprise are lost and the modifier does not apply. This rule is largely to allow an attacker a better chance of actually making an attack on the first turn rather than his entire army refusing to obey their orders!

## USING THE NIGHT FIGHTING RULES

(by Gav Thorpe)

The Night Fighting rules aren't used that much, which is a shame because they make for a very tense battle. The Dark Eldar Slave Raid mission allows them to attack at night if they wish. Well, I thought if they can do this, why can't other armies? So, I think that in the missions in the following list, the attacker can choose to attack during day or night, with the Night Fighting rules applying if they wish:

Any Battle or Raid missions; Breakout; Blitz; Blood Angels' Frontal Assault; Space Marines' Planetfall.



The Ravenwing advance under cover of darkness.

## OF ROADS, CRATERS &amp; OTHER THINGS

*By Jervis Johnson  
(with Andy Chambers)*

Some people think that a Games Designer's life is an easy one – after all, don't we sit around all day playing games?!? Real life, as usual, is rather different to this. Occasionally, I'll get to play a game or two, but most of my time is spent doing other, far more mundane things. For example, an average day at the Studio is spent writing, attending meetings and hiding from Paul Sawyer so he can't make me write stuff for his pesky magazine!

"But," I hear you cry, "what, for heavens sake, has any of this tirade to do with roads or craters?!?" Well, the answer is that amongst the many tasks Games Designers are called upon to perform, by far the most fun is attending 'events'. Over the year we get to attend quite a few events. Although hard work, I always find these events inspirational.

So it was that just a few weeks ago as I write this article, I was at the Total War Warhammer 40,000 campaign weekend we held at Warhammer World. Things were going rather smoothly (well, there has to be a first time), and I was able to spend some time with those nice people from Forge World, who were showing some samples of their resin road sections and craters. Before I knew it, I was promising to write some rules for using them in Warhammer 40,000...

Just a week and a half later I was attending the opening of the new Challenge Games store in Chicago. This was my first visit to the windy city, and I have to say that the staff did a great job at making me feel right at home – thanks to all of them! Although I was there for the new store opening, I also got the chance to meet the guys from the store's games club. These madmen (no other term will do!) were playing a 30,000 points per side game(!), on a 'table' measuring 30 foot by 45 foot(!!) which was painted on the floor of a hall they'd hired for the day(!!!). To say the game looked awesome is a major understatement. I spent a very happy hour or so chatting to the guys who were playing the game and watching what was going on.

One of the things that the guys told me about were the special rules they used for 'force marching', which basically allowed models to move faster if need be – a vital consideration on large tables where you could end up dozens of feet from the action! "Hmmm!", I thought, "There's a bit of luck – I can use that rule in the article for roads and craters..." and so that is exactly what I've done. Thanks to the guys in Chicago for letting me steal their idea, which follows. The credit for the rule belongs to them, while any typos or mistakes are all thanks to me! Have fun and if you've any comments to make please send them in!

**CRATERS IN WARHAMMER 40,000**

Craters are a new type of terrain that are 'created' during a battle by ordnance attacks and preliminary bombardments, rather than being set up in the normal fashion. Craters count as difficult terrain, and provide a 5+ cover save for units that are inside them. Units are not allowed to take advantage of the cover save on the turn that the crater is created. Units that have a crater appear under them don't have to make a Difficult Terrain test until they move off the crater.

Craters are created in one of two ways: by preliminary bombardments or ordnance attacks. In both cases the crater is placed by the player whose unit was attacked or fired at. A player does not have to place a crater if he doesn't want to (ie, their placement is optional), but if he decides to do so then obviously he needs to have an appropriate crater terrain piece to lay down. Craters may only be placed on flat areas of the tabletop that will allow their placement. If it's impossible to place a crater because already placed terrain gets in the way then the crater is not placed at all.

**Preliminary Bombardment:** If a unit suffers a hit from a preliminary bombardment, a crater is placed 'under' the unit, so that at least one model from the unit is in the crater. Place the crater after the unit is hit but before any casualties are worked out.



Using craters as cover. Tallarn Imperial Guardsmen ambush an Ork convoy.



A reserve force of Steel Legion armoured troop carriers and tanks take advantage of a road to deploy swiftly.

models removed from the unit as casualties must be taken from those closest to the centre of the crater first, then working outwards.

**Ordnance Attacks:** If an enemy unit makes an ordnance attack, then the opposing player may choose to place a crater with its centre under the centre of the Ordnance template.

**Designer's Note:** You'll find that a few craters are a worthwhile addition to any army, being in effect a form of cover that you get to place on your own units if they come under fire from enemy ordnance.

### ROADS IN WARHAMMER 40,000

Roads are a common feature on the battlefields of the 41st Millennium, and can be included in any Warhammer 40,000 battlefield set-up. If you are using the random terrain generators in the rulebook then roads can be added to a set-up in addition to the terrain that is generated. I'm not going to write long and convoluted rules telling you how to set the roads up; just do so sensibly and logically and everything will be fine. Roads have two effects; they make it easier to enter reserves, and they can be used to allow units to force march quickly across the battlefield.

**Reserves:** If a road extends from a table edge which a player is allowed to use to bring on reserve units then that player can declare that any of his reserves will be using the road to travel to the table. He must say which units

will be using the road at the start of the battle, after both sides have set up. He can then add +1 to the dice roll to see if a reserve unit using a road appears. However, assuming the unit turns up, it must enter along the road. Note that some units can use the road and some can arrive normally if desired. Also note that Deep Strike units, such as teleporting Terminators or Space Marines with jump packs, may not use roads if using their Deep Strike ability to deploy anywhere on the table.

**Force Marching:** Units that force march (see below) and which make their entire move along a road can triple their normal move rate instead of doubling it. Skimmers, troops with jump packs, or any other type of unit that can fly or ignore terrain as it moves, may not take advantage of this rule!

### FORCE MARCHING

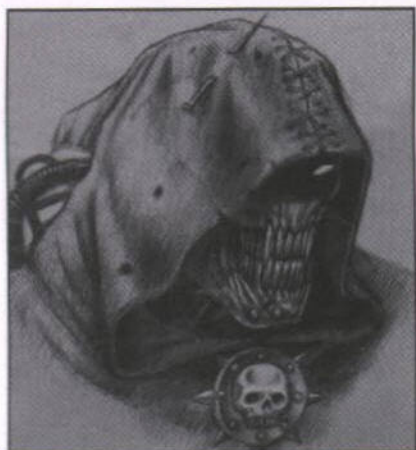
**Designer's notes:** Jervis cooked this one up after attending a massive multi-player slaughterfest in Copenhagen played across a 16' plus gym floor. Naturally this tended to make infantry and vehicles a bit slow in the cosmic scheme of things, so the redoubtable Johnson came up with rules for force marching, based on those used by the madmen of Chigaco, in order to speed things up, especially for late arriving reserves. As such I'd only recommend this rule for use on very large battlefields and we've altered it since its initial airing in White Dwarf to reflect this more directly.

Before making its move in the Movement phase, a player can declare that a unit is going to force march. A unit may not force march if it is falling back, is pinned or if there are any enemy models within 48" of a model from the unit before the move starts (note that this distance has been increased from 24" in its first publication).

Units that force march double their normal move rate, but may not enter or cross difficult terrain, nor move within 24" of an enemy model (note that this distance has also been increased, this time from 12" to 24"). For example, a model on foot will move 12", while a fast vehicle can move 48"! Some units can triple their move if they are travelling entirely along a road (see above). However, a unit that force marches may not shoot or assault in the same turn, so no assault moves may be made. Units capable of using fleet of foot or its equivalent may not combine this with force marching as they may not forego shooting (they've already done that in order to force march).

In the previous Force Marching rules, we employed special morale and damage rules to penalise force marchers who got hit by enemy fire. However, with the increased 'exclusion zone' of 48" this is no longer necessary, so there are no additional penalties for being fired on while force marching.

## CHAOS CULTISTS



**By Andy Chambers**

Across the countless worlds of the Imperium, there are many who plot and rebel against their masters. Most dangerous of all are those who become seduced by the power of Chaos, believing that the worship of the Dark Gods will give them a quick way of achieving their goals.

The lure of Chaos attracts all manner of men on all kinds of different worlds. Planets which vary tremendously in their civilisations and technical achievements all harbour the followers of Chaos – from the most blood-splattered practitioners of ritual worship on feral worlds to the sophisticated membership of secret societies on hive worlds. Even on comfortable, civilised worlds there are those who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the galaxy, even upon Mars and Ancient Terra at the heart of Mankind's rule, there are heretics willing to dabble in dark arts beyond their understanding.

The ever present danger of discovery by the Inquisition and other Imperial agencies make it imperative for Chaos cultists to conceal the activities of their covens. Under the guise of normality, perhaps beneath the legitimate facade of a labour union, a seemingly harmless charitable organisation or a business venture, the cult will accumulate power and will recruit additional members through blackmail, bribery and corruption. Once the cult has become strong enough, it will start to organise an uprising which, with the blessings of the dark gods, will deliver the entire planet into the arms of Chaos. The cultists will summon

Any Chaos Space Marine army may include units of Chaos Cultists, counting them as Troops choices on the force organisation chart.

**Chaos Cultists** ..... 3 points/model

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	2	2	3	3	1	3	1	7	-
Demagogue	2	2	3	3	1	3	2	8	-

**Squad:** A Chaos Cultist squad consists of between 10 and 50 Cultists.

**Weapons:** Close combat weapon.

**Options:** Any model may be given either a laspistol or an autopistol for +1 pt or either a lasgun, an autogun, or a shotgun for +1 pt.

Up to one model in ten may be given one of the following weapons; plasma gun at +6 pts; meltagun at +6 pts; flamer at +2 pts; heavy bolter at +6 pts; Grenade launcher at +8 pts; heavy stubber at +4 pts; autocannon at +6 pts.

One of the Cultists may be upgraded to a Demagogue at an additional cost of +4 pts.

The Demagogue may be given additional equipment, Marks of Chaos and Gifts from the Chaos Armoury on page 6 of Codex: Chaos Space Marines up to a total value of 40 pts.

**Heavy Stubber:** This is an old-fashioned automatic weapon which fires a hail of solid shots. Though most commonly found amongst defence militias and hive gangs, they often find their way into the hands of Cultists as they are simple to maintain and operate.

Range 36", S4, AP 6, Heavy 3.

plagues of daemons through possession, vile rituals and sacrifice, they will send forth a call to draw renegades and Chaos Space Marines to their aid. If their efforts meet with their gods' approval they may even be blessed with a Greater Daemon or Daemon Prince to lead them against their foes. One way or another, Chaos

Cultists are utterly damned. If their revolt fails, the terrible retribution of the Emperor's minions will be exacted upon the unfortunate survivors. If it succeeds, the Cultists will have unleashed the power of Chaos, and all but the most powerful members of the cult will be enslaved by Daemons on a hellish world of their own making.



Chaos Cultists, such as this coven, 'The Esoteric Order of D'zagahn', are the bane of Imperial officials



The cavernous chamber was lit by flickering candles and filled with chanting cultists, its walls daubed with blasphemous sigils. Men, women, children and a hooded figure in robes of silk and ermine murmured forbidden chants, standing within a group of hideous runes painted in a garish pink substance on the floor.

'Knyas'muad arnitisui motriu'nkya Tzeentch!' called the robed figure, the language unknown and the words seeming to stretch the fragile skein of reality to breaking point. Suddenly, the very fabric of the universe tore, a gaping wound opened in the meat of space and time, a gateway to the warp itself. Pulsing, obscene light, chittering voices and horrific gurglings radiated from the rent, queisting tendrils of unseen abominations sensing the warmth of the material universe.

A filthy, glowing mass pushed itself clear and began coalescing into its hideously twisted and daemonic form. Images scudded across its amorphous body. Faces twisted out of the jelly-like immaterium, sliding out of true, tenebrous screams issuing from bloated mouths and wailing, nonsensical gibberings echoing from the cavern walls. Designs within designs, patterns within patterns and form upon form warped through the light's awful geometries, as it sought to find a form more solid than the fluid matter it had been born into.

'Our Master comes!' breathed the robed figure in rapture.



For each world scourged of the influence of these heretics, another is infected with their lies.

Abrom clutched the worn, metal casing of the autogun closer to his chest as the first missiles began to fall. All around him the other members of the coven hunched into the rubble and whispered prayers to the Patterner, He Who Wields Fate. The barrage thundered closer and they chanted louder and more fervently, to drown out the shrieks of those blown apart by that deadly hail.

Ahash vri Arvad Abi-ba'al Aduni-ba'al, Sapati ba'al...

Abrom could not understand why they were suffering so. Had not the Servant of the Patterner promised that its awesome powers would drive back the denizens of the False Emperor? Had it not sworn that the uprising would be an unstoppable force, a swinging hammer which would smash apart the shackles of the Dead Emperor which bound them into slavery? If this pounding continued there would be no one left alive to liberate.

As if in answer to Abrom's prayers, the explosions abruptly ceased. Stones and shrapnel thrown up by the bombardment hissed to the ground for a second or two before an eerie silence fell. Abrom cautiously peered out of his hiding place and into the clouds of smoke drifting over the ruins of the settlement. There! A flash of red in the haze, and another! Giant, red-armoured figures stalked forward across the shattered landscape like primordial beasts.

Abrom felt a shudder down his spine – the blood suckers were here, sniffing out survivors to rip apart with their bare hands and drain their blood. Abrom gripped his autogun more tightly as their leader, Boreaus the Demagogue, gestured his surviving companions forward. They all knew they could expect no mercy from the blood suckers, and less from the Servant of the Patterner if they lost faith now.

Merkin was blown apart by an explosive bolt as soon as he stood up to shoot. Then Jaynak and Veril, and three others who Abrom didn't know suffered the same fate.

Malakur was lucky and only had his arm blown off, but his screaming ceased in seconds as his life-blood gushed out onto the dusty rubble.

Abrom and the others were splattered with blood and viscera and flying stone fragments as more bolts roared across the position. Abrom felt the urge to run (if only he could make his legs break the shackles of fear which bound them). Boreaus tried to rally them, chanting the prayer the Servant had taught them until his voice was cracked and hoarse.

Budi-ba'al, Ba'al-iashupu, Ba'al maluku!

As Boreaus chanted, Abrom felt a tingling thrill through him, a change seemed to be taking place. Boreaus' words became shrieks as his spine twisted back and limbs splayed apart. Blue fire spilled from



his jaws as they stretched out to an impossible length. His skin split as something far too big unfolded itself from within him. Scintillating feathered wings shook themselves outward, glittering like jewels as the Servant of the Patterner raised its slender body up to twice man-height. Abrom averted his gaze and grovelled as its ancient, inhuman eyes swept over the coven and out to where the blood suckers approached, unflinching as a storm of bolter fire roared past. It spoke with a rich, melodious voice.

"Come childreenn, your time is nigh..."

With a beat of its mighty pinions, the awesome presence was gone. Abrom and the others surged forward after it, their terrified voices howling a song of praise to the Lord of Change.

## DARK LORDS OF CHAOS

By Matt Sprange  
(& Pete Haines)

Daemon princes are among the mightiest of all followers of Chaos. Every Champion of Chaos aspires to the immortality that daemonhood grants, but few are aware of the price they must pay, for to receive the power

of the daemon is to revoke all traces of humanity. Daemon Princes are powerful warriors on the battlefield, able to tear apart their enemies with ease and often leading entire legions of troops devoted to the gods of Chaos. Their intimate contact with the raw energies of Chaos, however,

drastically changes and corrupts their physical appearance, as well as their very souls, so it is no longer possible to see the humanity that was once theirs. No two Daemon Princes are alike; the whims of Chaos that work upon their twisted bodies produce a bizarrely diverse variation between them.

### HQ

Any Chaos Space Marine army may have a single Daemon Prince as its leader. The 'There Can Be Only One' rule still applies. The following entry replaces the one in Codex: Chaos Space Marines.

#### 0-1 Daemon Prince ..... 75 points

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	6	3	5	4	3	5	3	10	5+

**Weapons:** Daemon Princes are often armed with a variety of weapons with which to slay their mortal enemies. Daemon Princes' weapons are assumed within their basic profile above. It is possible for them to take two weapons from the gifts that are available – an Axe of Khorne and a Daemon Weapon, or a Plague Sword and a Daemon Weapon. In either case they select one weapon to use in any round of combat and count the other as an additional close combat weapon.

**Options:** Daemon Princes must be given a Mark of Chaos. They may also be given any of the following Chaos Gifts:

- Any psychic power permitted by the Mark they bear.
- Any other Chaos Gifts permitted by their Mark and which are on the following list: Axe of Khorne; Collar of Khorne; Juggernaut of Khorne; Beast of Nurgle; Plague Sword; Nurgle's Rot; Talisman of Tzeentch.

They may also choose up to three Daemon Gifts from the list on the following pages.

**Marked Troops:** Khorne Berserkers, Plague Marines, Noise Marines and Thousand Sons may also be taken as Troops choices if the Daemon Prince has the appropriate Mark of Chaos just as they are when a Chaos Lord with that mark is included (see page 7 of Codex: Chaos Space Marines).

#### SPECIAL RULES

**Independent Character:** A Daemon Prince is an independent character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook.

**Psychic Powers:** Daemon Princes can use psychic powers. The powers that they may choose are included in the Armoury section on page 6 of Codex: Chaos Space Marines.

**Fearless:** Daemon Princes never fall back and can never be pinned. They are assumed to automatically pass any Morale check. Note that this ability is not passed on to a unit they have joined and if such a unit falls back, the Daemon Prince must accompany them.

**Monstrous Creature:** The Daemon Prince is a monstrous creature. It may not be transported aboard vehicles, ignores enemy armour saving throws in close combat and rolls 2D6 for vehicle penetration.

**Invulnerable:** A Daemon Prince is an unnatural creature made from the very stuff of chaos itself and is therefore very difficult to destroy. It is treated as being Invulnerable and may make an armour save against any and all wounds it takes, even those that would normally pierce its armour or that allow no save to be made.



The very air gibbered with the horror of the Daemon Prince. It towered above its minions, fully encased in bronze armour that smoked as though fresh from the furnace, the ground running molten beneath the giant's white-hot step. Black horns curved from the side of its skull, twin red coals burned beneath the helmet's visor and powerful, scaled wings sprouted from its shoulders. The dread Abhortha, Scourge of a Million Worlds, carried a monstrous daemon-axe in one vast gauntlet and a long, barbed spear in the other. Its shaft was the thighbone of a Slaaneshi daemon, the blade pulsing a dull red. The spear exuded a loathsome hunger and the axe moaned as though scenting the blood soon to be spilt. The Daemon Prince was a living engine of death, existing for slaughter and the laying of skulls at Khorne's brass throne. That was its only purpose and it neither wanted or needed another. Death had come to this world.

## DAEMONIC GIFTS

Daemon Princes are far closer to the raw energies of chaos than mere mortal followers and so have access to powers that far outstrip those of an ordinary Chaos Lord. A Daemon Prince may have up 100 points of Chaos Marks, Chaos Gifts selected from the Armoury in Codex: Chaos Space Marines and from the Daemonic Gifts listed below.

### Daemonic Armour .....25 points

Encased in thick plated and rune-encrusted magical armour, blessed by the Chaos gods themselves, the Daemon Prince is able to shrug off blows that would otherwise wound even its mighty frame.

The Daemon Prince gains a 3+ saving throw. This is not an invulnerable save and the Chaos player must choose whether to use the 3+ save of the Daemonic Armour or the Daemon Prince's own 5+ invulnerable save with each wound taken.

### Daemon Weapon .....30 points

The bearer of such a weapon is truly a great lord of Chaos, having performed the near impossible task of binding a daemoniac rival into an unearthly weapon that constantly shrieks and wails its fury. The power bound into a Daemon Weapon is terrifying to behold, giving the wielder the strength to carve through the toughest armour.

A Daemon Prince with this weapon gains a +2 bonus to its Strength. See the earlier notes about using this weapon with a Plague Sword or Axe of Khorne.

### Eye of Tzeentch .....25 points

The Daemon Prince has a single eye that burns bright with the unimaginable colours of pure Chaos. Through the Eye of Tzeentch, the Daemon Prince sees many things before they come to pass, and has the power to alter the tides of fate and chance.

The Eye of Tzeentch allows the Daemon Prince to re-roll any one of its shooting or close combat attacks in each Shooting and Assault phase. The Eye of Tzeentch may only be selected by a Daemon Prince with the Mark of Tzeentch.

### Staff of Tzeentch .....10 points

The Staff of Tzeentch is similar to a Sorcerer's Staff except that it enables the Daemon Prince to move AND use the Flames of Tzeentch psychic power. Instead of firing during the Movement phase, the attack is resolved in the Shooting phase as an Assault 1 weapon. The Staff of Tzeentch may only be selected by a Daemon Prince with the Mark of Tzeentch.

### Lashing Tongue .....15 points

In common with many daemon-bred creatures of Slaanesh, the Daemon

Prince has been gifted with a long, serpentine tongue. In close combat, this lashing tongue is used to confuse and ensnare an enemy. During more peaceful times, it is used for far fouler perversions in the service of Slaanesh.

The Daemon Prince may deduct one Attack, to a minimum of 1, from any model in base contact with him during any Assault phase. A lashing tongue may only be selected by a Daemon Prince bearing the Mark of Slaanesh.

### Nurgling Infestation .....20 points

Daemon Princes of Nurgle are often huge rotting bulks of diseased and plague-ridden flesh, second only to the Great Unclean Ones in size. Hidden away amongst the leprous folds of skin, a small horde of Nurglings can often be found that become companions to the Daemon Prince, as well as unholy terrors when their host is attacked.

In assault, the Nurglings grant the Daemon Prince an extra D6 Strength 3 attacks as they swarm forward to attack the enemy. These bonus attacks do not ignore armour saving throws and are resolved with an Initiative of 3. A Nurgling Infestation may only be selected by a Daemon Prince with the Mark of Nurgle.

### Poison-Barbed Tail .....20 points

Swinging behind the Daemon Prince is a strongly muscled tail, ending in a wickedly sharp sting that constantly leaks the blackest poison. This poison, concocted from the very essence of Chaos, is fatal to any mortal being, with the merest contact enough to cause a swift but extremely painful death.

A Daemon Prince with a poison-barbed tail receives an extra attack in close combat. This extra attack does not ignore saving throws, but any wound caused will instantly kill its victim, regardless of how many wounds the target originally had.

### Rage of Khorne .....20 points

The highest of Daemon Princes in the service of Khorne become so consumed by the need for battle and bloodshed that it occupies every moment of their existence. In battle,



A Daemon Prince is a formidable foe, even for a mighty Dreadnought.



Few but the bravest mortals can resist the hideous power of a Daemon Prince.

*this infernally-inspired rage propels the Daemon Prince towards the enemy as it seeks to rend and tear in a frenzy of bloodletting.*

The Daemon Prince receives D3 extra attacks when it charges, instead of the normal 1. However, it must always move closer to the enemy in each Movement phase and it must always perform a sweeping advance after winning a close combat, never consolidating. The Rage of Khorne can only be selected by a Daemon Prince with the Mark of Khorne.

#### **Rune of Chaos .....25 points**

*The Daemon Prince has been gifted with a Rune of Chaos, a mighty artefact through which the raw power of his god flows. The rune is a symbol amongst daemonkind that the Prince is truly elevated above them all and has the special favour of the Lords of Chaos. The sheer power of the rune casts a baleful aura over the Prince, constantly shifting to protect him from the heaviest enemy attacks.*

The Daemon Prince may ignore the Instant Death rule from attacks whose Strength is double its Toughness and instead takes a single wound.

#### **Terrifying Appearance ...30 points**

*Having been in the service of Chaos for millennia, the Daemon Prince has become physically corrupted beyond all recognition of humanity. Its sheer bestial nature inspires absolute terror in any mortal and few would willingly stand and fight such a creature.*

A unit wishing to assault a Daemon Prince with a terrifying appearance must first pass a Leadership test in order to do so. If they fail, the unit may freely assault any other target in range. In addition, any unit that loses a combat involving a Daemon Prince with a terrifying appearance will automatically fall back. Units that are Fearless ignore these rules.

#### **Wings .....10 points**

*The Daemon Prince has been granted huge wings to bear him into battle*

*ahead of his followers. The wings may take many different forms, whether covered in leathery skin, slimy scales or brightly coloured feathers, but they all perform the same function.*

The wings allow the Daemon Prince to make a 12" move just as if he were wearing a jump pack, ignoring any intervening terrain between it and the target. A Daemon Prince with wings may not take a Juggernaut of Khorne. If he assaults, the Daemon Prince moves 6" as normal.



## TRANSPORT VEHICLES



**By Pete Haines**

Imperial Guard players have doubtless been inspired by Codex: Armageddon to try out the rules for Steel Legion mechanised infantry. Unlike the more conventional infantry forces found in Codex: Imperial Guard, Steel Legion infantry platoons are all mounted in Chimera transport vehicles. The lure of the extra mobility and scary additional firepower, not to mention the rather splendid Steel Legion figures, has doubtless seduced many former footsloggers into transferring over to the mechanised infantry.

But this wasn't enough, oh no! As the Chimera was at the very heart of the Steel Legion idea, we decided that it was time for a bit more realism. The way vehicles are handled in the main Warhammer 40,000 rules was by

necessity kept simple, but now that the Codexes are out we have a far clearer idea of precisely which vehicles we are dealing with and what they ought to be able to do. The result of this was the detailed rules for the Chimera.

The effect was a set of rules which forced passengers to use the rear ramp to get in and out rather than squeezing through vision slits, that made use of the hull lasguns on the Chimera model and demonstrated the dangers of going into action with the top hatch open in order to squeeze in an extra heavy weapon shot. Add on to this a special rule to capture the Chimera's amphibious qualities and voilà – a more characterful Chimera emerged.

The rules were left optional, though, because it didn't seem sporting to make the Chimera the only transport vehicle to be affected in this way. Well, the time has come to extend this approach to the other enclosed transport vehicles. The rules detailed in this article cover all transport vehicles in the Warhammer 40,000 game and should be used in games where all the players involved are aware of them. It is generally good practice to take some time before starting a game to agree what the terrain effects will be and sort out any rules interpretations. The vehicle rules, along with any other Chapter Approved topics, can be sorted out then so there are no nasty surprises for anyone.

Now the question you are probably asking is "why amend the way transports work?" Well, as mentioned earlier, with these rules you will find that the individual characteristics of different transport vehicles start to come through. Have a look at these examples:

- 1) The ramp in the Land Raider is perfectly placed to allow it to drive right up to an objective and disgorge its passengers directly onto an enemy position. Even if the crew are shaken or stunned, the Machine Spirit will keep the tank on target. By contrast, the passengers aboard a Rhino must first disperse to the sides and/or rear of the vehicle before moving up. Also it can be readily stopped by enemy fire prior to attaining its objective.
- 2) Eldar vehicles are encouraged to speed to a drop zone, touch down momentarily while their fleet-footed charges disembark, and then resume speed and altitude immediately after.
- 3) The Chimera provides valuable protection for its vulnerable human cargo, allowing most of the squad to fight effectively from within the vehicle while boosting their firepower and survivability considerably. This serves to further differentiate the Chimera from the Rhino where the emphasis is placed far more on getting the embarked Space Marines or Sisters of Battle into action rather than cooping them up in the vehicle.



Ork Speed Frecks regard their trucks and Battlewagons as home and fall back to them in preference to notional concepts such as 'their own lines'.

## GENERAL RULES CLARIFICATION

*Before getting stuck into a vehicle-by-vehicle analysis, there are a few things to clarify about transports in general:*

**Partial embarkation:** Units may not be split with some of their number inside a vehicle while others are outside. If an independent character is with the unit, he may embark or disembark separately from the unit if desired.

**Embarking after close combat:** A unit consolidating after hand-to-hand combat must use one of the access points specified if they wish to re-embark. As partial embarkation is not allowed, the whole unit must be able to embark for any of them to do so.

**Embarking while falling back:** Whilst Ork Speed Freeks can fall back to their vehicles and embark, this is not an ability shared by other transported troops. With the exception of Speed Freeks, units

may not embark during a fall back move. If and when they regroup then they may return to their vehicle.

**Emergency Exit:** When a vehicle suffers a destroyed result and its passengers bail out they must use the access points specified for the vehicle. By way of clarification, when a vehicle explodes no further harm befalls the passengers beyond the normal risk described in the crew and passenger note in the Damage Rolls section on page 87 of the Warhammer 40,000 rulebook.

*OK, that's the technical bit over with; now on to the transports. Each transport vehicle is explained in terms of three key features:*

**Access Points:** Access points are those parts of the model that a unit has to be within 2" of to embark and can disembark within 2" of. Inevitably conversions and customisations will make a difference on a model-to-model

basis. If this is the case then a brief discussion with your opponent before the game should prevent any problems arising.

**Fire Points:** Fire points are vehicle openings that can be used to fire from without reducing the vehicle's protective qualities. Remember that it is possible to fire heavy weapons from a transport vehicle if the fire point rules for the vehicle permit but NOT if the vehicle moves. Similarly, passengers with rapid fire weapons are considered to be moving if the vehicle is moving. In all cases a fire point can only be used if it is possible to draw a line of sight to the desired target.

**Notes:** Finally, any special features of the vehicle are explained. Some of these have a direct effect on the game, others are included to provide some ideas for special scenarios or give a better perspective of the vehicle in question.

### DISSEMBARKING FROM A WRECKED VEHICLE

When a transport vehicle is destroyed and the passengers bail out they must use the specified access points. If any enemy troops are in proximity then the disembarking troops are in great danger as they are almost helpless while clambering out of the wrecked vehicle.

Troops may not move within 1" of an enemy except in the Assault phase, so if a vehicle access point is blocked by an enemy model then it cannot be used. Any troops unable to disembark because of blocking enemy are either trapped in the burning wreckage or finished off as they stumble out. Either way they are killed. This also applies when a vehicle crew uses a crew escape mechanism to form a new unit after their vehicle is destroyed.



Ork Tankbustas assault the rear of the Chimera, blowing it apart...

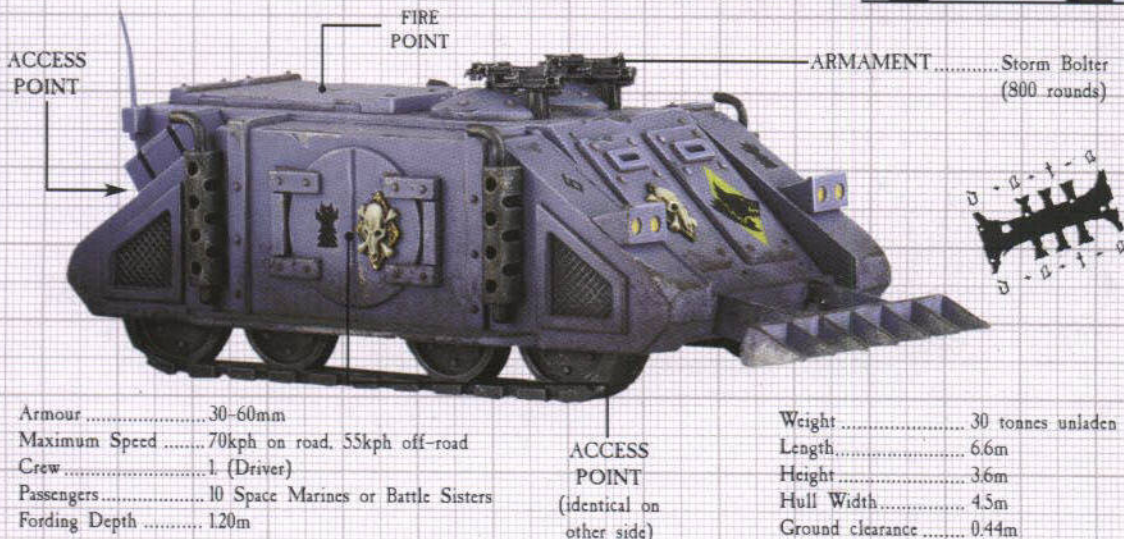


...the Guardsmen passengers have no hope of escape as the Orks block all exits.

# RHINO APC

Models ..... Patterns I to VI. Within each pattern type are literally hundreds of regional variations using local materials and engineering techniques.

Forge world of origin ... Virtually every industrialised world of the Imperium can produce Rhinos.



Armour ..... 30-60mm  
Maximum Speed ..... 70kph on road, 55kph off-road  
Crew ..... 1 (Driver)  
Passengers ..... 10 Space Marines or Battle Sisters  
Fording Depth ..... 1.20m

Weight ..... 30 tonnes unladen  
Length ..... 6.6m  
Height ..... 3.6m  
Hull Width ..... 4.5m  
Ground clearance ..... 0.44m

It had once been an occupied position. The gun emplacement had protected thirty of the Eldar's dark kin, but now resembled nothing so much as an abattoir. Shredded Eldar corpses lay strewn around, torn to pieces by an hour long bombardment from the Ultramarines' Whirlwinds nearly a thousand metres away. The fortifications were pock-marked with shrapnel hits, but were for all intents and purposes intact. Captain Invictus had vetoed the Imperial Guard Colonel's plan of shelling the position with Earthshaker cannons, realising that when the Dark Eldar counter-attacked, as he knew they would any minute, the Imperial forces would need this position. Four Space Marine Rhinos sped across the snow and ground to a halt beside the emplacement, the ceramite doors sliding smoothly back along oiled runners. Warm air from inside the vehicles condensed as the winter's chill rushed to fill the troop compartments. With practised precision the Space Marines disembarked from their vehicles, the Devastators immediately taking up firing positions. When the Dark Eldar attacked, they would find the Space Marines ready and waiting for them.

## Fire Points - 1

The Rhino has a large hatch in its hull roof which can be used by up to two passengers as a fire point. Unlike the Chimera, this does not leave the Rhino open-topped as its passengers, whether they are Marines or Sisters of Battle, wear power armour.

## Access Points - 3

The Rhino has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

## Notes

The Rhino is the most ubiquitous military vehicle in the Imperium and is renowned for its reliability and ease of maintenance. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how immobilisation occurs - enemy fire, difficult ground or supercharged engine failure - in all cases the problem may be something easily fixed.

If Orks select the Rhino as a looted vehicle they can utilise it in much the same way as described above. Passengers may not include any mega-armoured Orks, though, and use of the top hatch as a fire point will qualify the vehicle as open-topped.

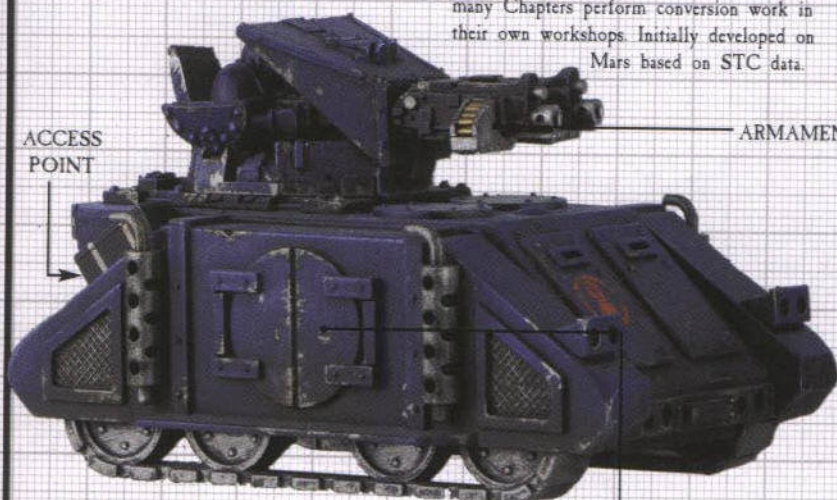
# RAZORBACK

Models ..... IIIrb-VIrb  
Forge world of origin: Razorbacks are produced everywhere that Rhinos are produced, many Chapters perform conversion work in their own workshops. Initially developed on Mars based on STC data.

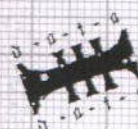
## REAR ACCESS HATCH



## ACCESS POINT



ARMAMENT ..... Variable configurations, most common patterns include: -  
- twin-linked heavy bolters,  
- twin-linked lascannon,  
- lascannon and twin-linked plasma guns  
- multi-melta.



Armour ..... 30-60 mm  
Maximum Speed .... 70kph on road, 55kph off-road  
Crew ..... 2: Driver, Gunner.  
Passengers ..... 6: Space Marines  
Fording Depth ..... 120m

ACCESS POINT  
(identical on other side)

Weight ..... 31.5 tonnes  
Length ..... 6.6m  
Hull Width ..... 4.5m  
Height ..... 4.95m including turret  
Ground clearance ..... 0.44m

## Fire Points - 0

Most Chapters regard the Razorback as a compromise, accepting some loss of passenger capacity, compared to the Rhino, in return for greatly improved firepower. The hatch in the hull roof of the Rhino is therefore replaced by the turret housing, leaving no fire points for the passengers. The turret provides superior fire support for the squad and can optionally be augmented with a pintle-mounted storm bolter.

## Access Points - 3

The Razorback has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

## Notes

A Razorback looted by Orks cannot transport Nobs in mega-armour.

The Ork Killer Kan toppled backwards, thick black smoke spewing from its interior and rivulets of molten metal streaming from the plasma impacts. An injured creature struggled to free itself from the wreckage, roaring in anger. Brother Janus of the Imperial Fists swung the turret-mounted plasma guns around, searching for fresh targets as the Razorback sped forwards, crushing the remains of the Ork machine.

A solid wedge of Rhinos was charging forwards across the ash plain, billowing clouds of choking dust blotting out the sun. An entire Company hurtled towards the Ork held factory complex in Rhino APCs. Every second vehicle was a Razorback, providing the assault with much needed fire support. Lascannons, heavy bolters, plasma guns and multi-meltas laid down wave after wave of punishing firepower, preventing the Orks from picking off the Imperial tanks as they sped towards the complex.

Janus saw a mob of Gretchin dragging some kind of artillery piece forward into cover and cranked the turret around. White-hot bursts of plasma vaporised the first Gretchin, and the rest ducked hurriedly into cover as more searing bolts hissed around them. A lucky shot struck the ammo cart of the gun and blew it high into the air, lethal shrapnel killing everything nearby. Janus smiled as he watched burning Gretchin run screaming. The Rhinos halted and Space Marines began disembarking from their transports. Janus worked the plasma guns left and right, continuing to pour fire on the Ork positions, burning anything he could see as the Space Marines swept into the factory.

# FALCON

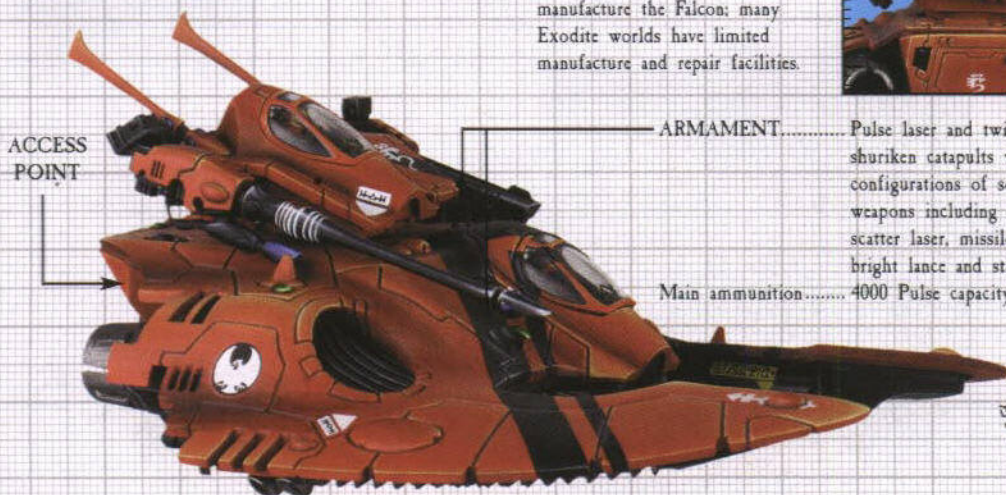
Models.....Multiple configurations reported.

Forge world of origin: All Eldar craftworlds manufacture the Falcon; many Exodite worlds have limited manufacture and repair facilities.

## REAR ACCESS HATCH



## ACCESS POINT



ARMAMENT.....Pulse laser and twin-linked shuriken catapults with variable configurations of secondary weapons including shuriken cannon, scatter laser, missile launcher, bright lance and starcannon.  
Main ammunition.....4000 Pulse capacity.

Armour.....35-60mm  
Maximum Speed.....180kph at low altitude, 850kph at high altitude  
Crew.....2 Pilot, Gunner  
Passengers.....6 Eldar  
Fording Depth.....Skimmer

Weight.....20 tonnes  
Length.....9.63m  
Hull Width.....6.92m  
Height.....3.61m  
Ground clearance.....Skimmer



## Fire Points - 0

The Falcon is a far more sophisticated vehicle than anything possessed by the Imperium. It has the ability to operate at high altitude and manoeuvre at dizzying speeds. The Falcon's passenger compartment is a sealed, pressurised environment from which the passengers can observe events outside the hull from a range of monitors. Such a vehicle has no place for crude hatches or firing slits, so passengers may not fire while embarked.

## Access Points - 1

Passenger access is limited to the rear ramp.

Lush green fields sped below the two skimming Saim-hann Falcon grav-tanks as they hugged the contours of the land. Blurs of red and black, they smoothly banked around a rocky outcrop and rose to crest a wooded ridge. Bright sunlight glittered from the barrels of the skimmers' pulse lasers and shuriken cannons. While their kin fought the Mon-keigh on the eastern plains, the Falcons circled around the flanks to bring death from behind. Each carried a squad of Howling Banshees, Aspect Warriors whose skill in close combat was beyond compare. The Falcon pilots knew that the crude tanks of the Mon-keigh were manoeuvring in an attempt to intercept them, but their tracked vehicles were far too slow and clumsy. They would not be successful and the Eldar would triumph.



## CHOOSING TARGETS

A vehicle carrying passengers does not have to fire at the same target as the unit it is carrying. This means that, for example, a Chimera can use its multi-laser and heavy bolter to engage an Ork Killer Kan while its passengers fire their lasguns at a Boyz mob.

# WAVE SERPENT

Models .... Multiple configurations reported.

Forge world of origin:  
Several Eldar craftworlds manufacture the Wave Serpent; some Exodite worlds have limited manufacture and repair facilities.



REAR ACCESS HATCH



ACCESS POINT

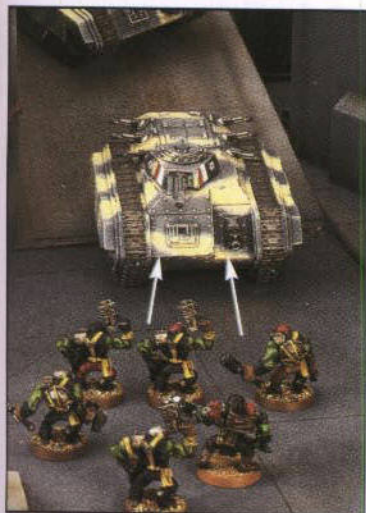
ARMAMENT ..... Twin-linked shuriken cannons and twin-linked shuriken catapults with numerous alternative configurations.  
Main Ammunition ..... 5000 shuriken cannon salvos

Armour ..... 35-60mm  
Maximum Speed ..... 180kph at low altitude, 850kph at high altitude  
Crew ..... 2 Pilot, Gunner  
Passengers ..... 10 Eldar or 5 Wraithguard and a Warlock  
Fording Depth ..... Skimmer

Weight ..... 23.5 tonnes  
Length ..... 9.85m  
Hull Width ..... 7.1m  
Height ..... 3.61m  
Ground clearance ..... Skimmer

## ASSAULTING A VEHICLE

When moving to assault a vehicle, the attackers must still move by the most direct route. This means that you can't run past the front of a vehicle and attack to the side.



Although the Orks would like to get to the rear access ramp before planting their tankbusta bombs they have no choice but to attack the front of the Chimera this turn.

Fire Points - 0

Like the Falcon, the Wave Serpent has much in common with an aircraft and no fire points are provided for passengers.

Access Points - 1

Passenger access is limited to the rear ramp.

The canyons of the ruined city trapped the smoke, dust and noise of battle, turning each rubble-choked street into a hell of half-glimpsed shadows and phantoms. Trooper Korkin nervously licked his lips, glancing up the shattered street along the gunsight of his lascannon. There were reports of Eldar movements in this sector and he didn't want to suffer the same fate as 1st Platoon. They'd been found cut to shreds with the safeties still on their guns. He and Frederiks were positioned a hundred metres in front of their platoon, an early warning in case the decadent aliens came this way. The thought didn't comfort him much. Korkin cocked his head as a low humming penetrated the crash of distant artillery and he watched the smoke suddenly part as though brushed by an invisible hand. The sleek prow of an Eldar vehicle emerged seconds later. Korkin squeezed the trigger on the lascannon, watching as the powerful beam rippled as though travelling through water before it struck the fast-moving vehicle. Korkin's jaw fell open as the blast scored the vehicle's side, but did no further damage. A warm, electric sensation enveloped him as the Wave Serpent's energy field washed over him and he never saw the blow from the Striking Scorpion's chainsword that killed him.

# CHIMERA

Models..... Patterns I-XVII

Forge world of origin: Mars, Gryphonne IV, Stygies VII, Ryza, Voss, M'Khand, Armageddon, Tolkan, Accatran, Triplex Phall, Graia, Metalicus, Vanheim, Phaeton and many other sites.

FIRE  
POINTS

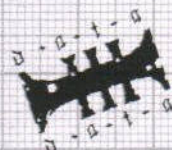
ACCESS  
POINT



REAR ACCESS HATCH



ARMAMENT.....Hull heavy bolter  
turret multilaser  
(1,500 individual  
laser shots)



FIRE  
POINTS

Armour..... 80-150mm  
Maximum Speed..... 70 kph on road, 55 kph off-road  
Crew..... 3, 2 Drivers, 1 Gunner  
Passengers..... 12 Imperial Guardsmen or 6 Ogryns  
Fording Depth..... Amphibious

Weight..... 38 tonnes  
Length..... 6.90m  
Hull Width..... 5.70m  
Height..... 3.72m  
Ground clearance..... 0.45m

Corporal Deakins gripped the stock of his lasgun and tried in vain to stop himself from being jolted against the interior of the Chimera armoured troop carrier. The transport bounced over another ridge of frozen ground, sending his helmeted head slamming into a metal stanchion. He swore and cursed the driver of the transport. Rivers of melted snow pooled around his combat boots, sloshing about as the squad was carried across the hard packed ground. He looked around the compartment at the excited faces of 2nd Squad as they fired the hull lasguns. Sergeant Kobal was sitting at the back of the Chimera, seemingly untroubled by the jarring ride. His eyes were half shut, headphones pressed to his ear as he concentrated on hearing the vox-chatter over the deafening howl of the Chimera's powerful engine. "Right lads!" bellowed Kobal, his voice easily cutting through the engine noise. "On your feet and get ready for disembarkation!"

Deakins could hear the engine noise deepen and the storm bolter open fire as the Chimera slowed to a speed that would allow them to safely dismount. With a squeal of hydraulics, the Chimera's back ramp began to drop. By the Emperor he was looking forward to this! He could feel his heart rate thud like a trip-hammer, his earlier discomfort and annoyance fading as he saw dozens of Chimera behind theirs slowing and deploying from column into line.

"Go! Go! Go!" shouted Kobal even before the ramp was fully lowered. As one, the ten man squad pounded down the ramp, jumping to the muddy snow that formed their wake. Quickly looking around he could see thousands of other troops pouring from their transports and a fierce pride swelled in his breast.

## Fire Points - 2

The Chimera is fitted with six hull lasguns for the express use of the passengers. Up to six passengers can use the hull lasguns provided. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from then the Chimera counts as being an open-topped vehicle for the rest of that turn and all of the opponent's subsequent turn.

## Access Points - 1

Units being transported enter and exit via the access ramp at the back of the hull.

## Notes

Chimeras are amphibious vehicles and treat water features such as rivers, streams, lakes or seas as clear terrain when they move.

# IMMOLATOR

Models III-VIII

Forge world of origin: The Immolator is a conversion based on a standard Rhino, that can be produced in virtually any Sororitas workshop.

ACCESS POINT



REAR ACCESS HATCH



ARMAMENT.....Inferno Cannon  
(20 shots)



Armour .....30-60 mm  
Maximum Speed .....70kph on road, 55kph off-road  
Crew .....2, Driver, Gunner  
Passengers .....6 Battle Sisters  
Fording Depth .....1.20m

ACCESS POINT  
(identical on other side)

Weight .....32 tonnes unladen  
Length .....6.6m  
Hull Width .....4.5m  
Height .....4.7m (including  
Inferno cannon)  
Ground clearance .....0.45m

## Fire Points – 1

The Immolator is similar in principle to the Razorback except that its roof hatch is not compromised by the fittings for the Inferno Cannon. Up to two passengers can stand up in the top hatch and fire while embarked. The weapons fired may not draw a line of sight through the Inferno cannon however.

## Access Points – 3

The Immolator has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

## Notes

Like the Imperial Guard Hellhound, the Immolator contains inflammable materials. Unlike the Hellhound these are entirely stowed within the hull. If, however, the top hatch is being used as a firing position then it exposes the interior of the vehicle and risks the fuel ammo being ignited. The vehicle counts as being open-topped for the remainder of the current turn and the whole of the following enemy turn, even though the passengers are wearing power armour.

Sister Alisha sang lustily along with the devotional hymns reverberating from the loudspeakers attached to the hull of the Immolator tank as it neared the mob of men in the marble flagged square. Thinking they had the holy shrine surrounded, the rebel planetary defence troopers swarmed around the shrine of Our Lady of the Perpetual Martyr. Their raucous cries were drowned out by the singing of the charging Battle Sisters. Squads of Seraphim descended from the armoured buttresses of the vast cathedral, bolt pistols chattering a litany of death as the explosive bolts impacted deep into unarmoured flesh.

One of the rebel troopers recognised the armament of the Immolator as it rumbled steadily towards enemy lines. Shorn of the long-range firepower of the Adeptus Astartes tanks, the flamethrower tank required proximity to fulfil its role as purifier of the heretics. Autogun fire ricocheted from the front of the tank, and Alisha heard a clank as the top hatch of the Immolator was thrown open. Sister Bacharia swung her heavy bolter out of the passenger compartment, sending a continual stream of large calibre explosive bolts into the heretics assailing the sides of the tank. They were close to surrounding her now. At Alisha's signal, Sister Bacharia ducked back inside and closed the top hatch. Alisha thumbed the button that fired up the ignition flame of the Inferno cannon and flexed her gauntleted fingers on the trigger mechanism. The holy fire of her weapon, blessed this very morning by the Canoness, would soon show these blasphemous fools the error of their ways.

# LAND RAIDER

Models..... Patterns I-VII  
Forge world of origin Anvilus-9 was the source of many of the oldest Land Raiders but now they are produced in very small numbers on many forge worlds.

## FRONT ACCESS HATCH



ACCESS POINT  
(identical on other side)

## ARMAMENT

Armour..... 91-95mm

(note that the composite construction consisting of 2 ceramite layers, 1 titanium/plasteel layer, 1 adamantium layer and 1 thermoplas layer is equal to 365mm of conventional steel armour)

Max Speed..... 51kph on road, 48kph off road

Crew..... 2 Commander, Crewman

Passengers..... 5 Terminators or 10 Space Marines

Crusader variant can carry 8 Terminators or 15 Space Marines.

ACCESS POINT Sponson-mounted twin-linked lascannons.  
Hull-mounted, twin-linked heavy bolters. (Godhammer Kz976 lascannon requires barrel replacement after 2000 firings).  
Crusader variant: Two hurricane pattern bolters, twin-linked assault cannon and multi-melta.

Weight..... 72 tonnes (unladen)  
81 tonnes (fully laden)  
Length..... 10.36m  
Hull Width..... 6.10m  
Height..... 4.11m  
Ground clearance..... 0.45m

## Fire Points - 0

The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. As such, the measure of protection provided by its massively armoured hull cannot be compromised by extraneous hatches and firing ports. The top hatches are for the use of the Land Raider's crew and cannot be used by passengers as firing ports.

## Access Points - 3

The Land Raider has a large frontal access ramp and a hatch on each side of the hull, any of which may be used to embark or disembark.

## Notes

There are two special features of the Land Raider (including the Land Raider Crusader) that are made possible by the resolute and implacable Machine Spirit.

**Fire Control** - The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire (if, of course, it is not already firing all of them!). This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

**Deus Ex Machina** - If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means in a straight line) up to its maximum move.

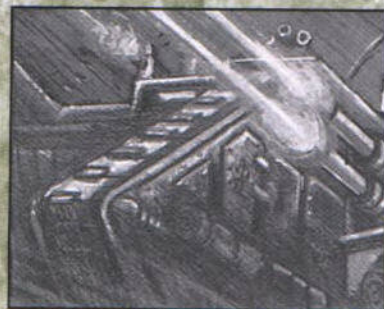
The Land Raider is fully submersible to 36.57m. This does not mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

Occasionally a Land Raider is fielded by the Orks as a looted vehicle. Generally the same rules apply. However, the Land Raider's transport capacity is limited to 5 mega-armoured Orks or 10 others. The Machine Spirit rules are not used for looted Land Raiders as the Orks cannot safely approach the Land Raider until the Machine Spirit has been disabled.

Chaos Land Raiders use the Machine Spirit rules, although they replace the Machine Spirit with something altogether more malign!

The Worldeaters Land Raider rumbled across the debris-strewn ground in the armoury's outer courtyard, crushing steel and stone beneath its armoured treads as small arms fire pattered harmlessly against its adamantium skin. Its hull-mounted heavy bolters raked the loyalist position, the mass-reactive shells cutting down Imperial Guardsmen by the dozen. A missile speared out from the barricades, smashing into the vehicle's side. The explosion rocked the Raider and slewed it sideways, but the tank rolled onwards, its thick, multi-layered armour absorbing the impact.

The Traitor Marine driver gunned the engine and drove the Raider straight over the top of the Imperial position, scattering Guardsmen and crushing those not quick enough to dodge the armoured leviathan. The tracks spun in the air, throwing up clouds of dust before the tank crashed down again. Its twin-linked laser cannons fired powerful lances of energy at the bronze doors of the armoury, blasting them from the building in a blossom of red flame. The Raider squealed to a halt, its front ramp dropping and a hail of combi-bolter fire spewing from within. The few



defenders that had survived the explosion were scythed down in a heartbeat. Terminators in blood red armour poured from the vehicle, through the shattered gateway and into the garrison's armoury. Resistance was futile.

### OPEN-TOPPED TRANSPORTS

Open-topped transports, such as Dark Eldar Raiders, Ork Battlewagons and Ork Trukks, are not affected by the type of rules being introduced here but have been included for completeness and comparison (see the box on the right).

As you can see, these amendments flesh out the capabilities of each type of transport vehicle and make using them not only a little bit more challenging but also considerably more rewarding. Have fun!

<b>Fire Points</b>	Troops carried in an open-topped vehicle may fire any weapons if it is stationary and any non-heavy weapons if it is moving 12" or less. This is exactly as stated on page 82 of the Warhammer 40,000 rulebook.
<b>Access Points</b>	As the passengers can leap over the side of the vehicle, any part of it may be used as an access point.
<b>Notes</b>	Open-topped vehicles are extremely vulnerable to attack, this is compensated for by the ease with which passengers can fight from them.



The Orks disembark from the front of their open-topped battlewagon, plunging straight into the thick of the fighting.

# VEHICLE DESIGN RULES

*By Jervis Johnson*

Over the last year or so I've put together the following vehicle design system to allow players to include scratch-built and converted vehicles in their games of Warhammer 40,000. I must admit that I do this with trepidation, as my experience in the past is that some players see such systems as an opportunity to field the most beardy vehicles it is possible to imagine, just to give themselves some advantage in the games that they play. On the other hand, one thing I miss are the entertaining scratch-built and converted models we used to see in the old Rogue Trader days. This is understandable, as back when Rogue Trader was released (Rogue Trader being the title of the original version of the Warhammer 40,000 rules) there were very few models in the Citadel range, and so you were pretty much forced to use scratch-builds and conversions in order to be able to play at all. Now that there are so many models a player can use 'off the shelf', as it were, it's no surprise that this is what most players choose to do. The situation wasn't helped by the fact that the Rogue Trader vehicle design rules simply didn't work all that well and were subject to beardy excesses, and that the second edition vehicle rules were so complex that it was impossible for us to come up with a vehicle design system that worked at all, let alone one that was fair!

However, the advent of the new rules with their much cleaner vehicle rules has meant that I've once again been able to get on my old hobby-horse and have a go at coming up with a set of vehicle design rules that can really work.

I think you'll find that the rules, if used intelligently (ie, not just to try and win games), will offer you all kinds of opportunities to increase the scope, colour and character of your Warhammer 40,000 games. It will also, I hope, herald a return to those heady days when White Dwarf featured articles showing you how to scratch-build and convert new models for your army, and where most players had a vehicle or two that had started life as a Transformer, World War Two tank, or even a deodorant bottle (see below). So, have fun with the rules, and please, use them in the spirit in which they are intended.

## THE MOST IMPORTANT RULE

As I've already mentioned, one of the primary aims of this article is to allow players to use models that they have scratch-built or converted themselves. They are not designed to allow players to plonk down a cardboard box and say something along the lines of "this box represents this vehicle what I came up wiv' last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model

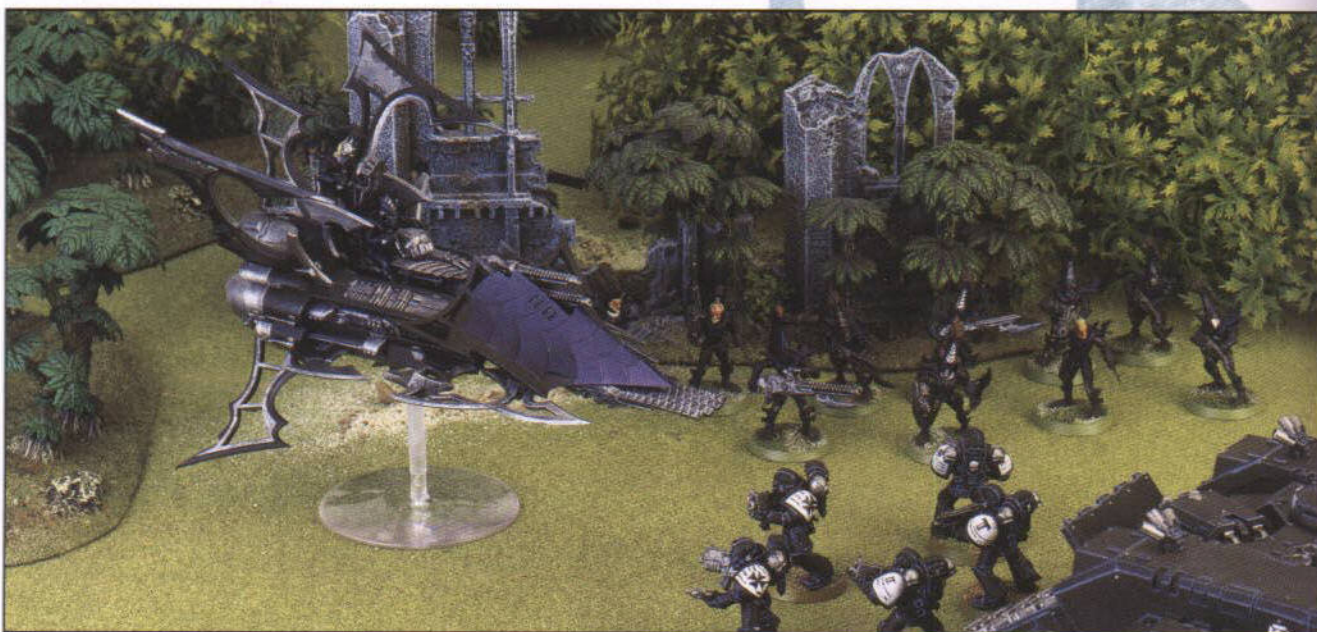
('wysiwyg' = what you see is what you get), or it cannot be used at all!

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (ie, are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon" then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

## THE SECOND MOST IMPORTANT RULE – SHOW & TELL BEFORE YOU PLAY!

One thing that many players have asked about the VDR is 'When is it OK to use a vehicle designed with them?'



Space Marines bail out of their Land Raider, under fire from a previously unknown Dark Eldar vehicle.

## VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS

Type:

Size:

Speed:

Weapons:

Special Options:

Vehicle Category:

Structure points:

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## CLOSE COMBAT VEHICLE DATAFAX

Name	Points/Model	WS	BS	S	Armour:	Front	Side	Rear	I	A

Type:

Size:

Speed:

Weapons:

Special Options:

Vehicle Category:

Structure points:

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### GRAV-ATTACK TANK

A little misty-eyed look back at the old days – before all the plastic vehicle kits came out, when all you had was Zoids, World War II tank kits and a lot of imagination.

Does anyone remember this old gem? The original Grav-Attack Tank as seen in WD95, built from a deodorant bottle by Rick Priestley himself!



### VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Grav-Attack tank	165	12	"	"	3

Type:  
Tank

Size:  
Normal

Speed:  
Normal

Weapons:  
1 lascannon, 1 Missile launcher.

Special Options:  
Skimmer

Vehicle Category:  
Heavy Support

Structure points:

Using Jervis' new vehicle design system even this old model can be used in the latest version of Warhammer 40,000.

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Can you just turn up and use it in any game, or does it require an opponent's consent? And what about in tournaments?

My current thinking on this is that you must let your opponent know in advance about any VDR vehicles you will be using in your army for a game – in other words you must 'show and tell' before you can use it. This limits the use of VDR vehicles to pre-arranged games where the opponents know each other, and means that you can't really use them in 'pick-up' games in a club or store. At tournaments, it would be up to the tournament organisers if they allowed VDR vehicles in the games, and if they did allow them in, what limitations are applied.

Clearly, there are circumstances where the 'show and tell' rule might not apply. For example, amongst a close-knit gaming group you might decide to forgo the rule after a new vehicle has been used for a few times, while clubs or gaming stores may allow the use of certain VDR vehicles in their games. However, these are the exception rather than the rule, and in most circumstances you will need to show and tell an opponent about any VDR vehicles in your army when you arrange to play a game, and (most importantly) before your opponent has picked their army.

## VEHICLE DESIGN STEPS

Basically there are nine steps you need to follow in order to add a new vehicle

to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The nine steps are:

1. Pick Type
2. Pick Size
3. Pick Armour
4. Pick if open-topped or fully armoured
5. Work out Speed
6. Pick Weapons
7. Work out Characteristics
8. Pick Special Options
9. Work out Points Value

### 1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition, I've added in two new categories you can use; flyers and immobile.

**Flyers:** A flyer is basically an aircraft – ie, something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for flyers are included in a special section at the very end of the vehicle design rules, to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

**Immobile:** Immobile vehicles are, as their name implies, vehicles that can't move, for example an anti-aircraft battery, or a defence laser site. They can have turrets and a crew to operate them, but unlike other vehicles they can't move from their starting location.

## DARK ELДАР FLYING GUN – RAMPAGE

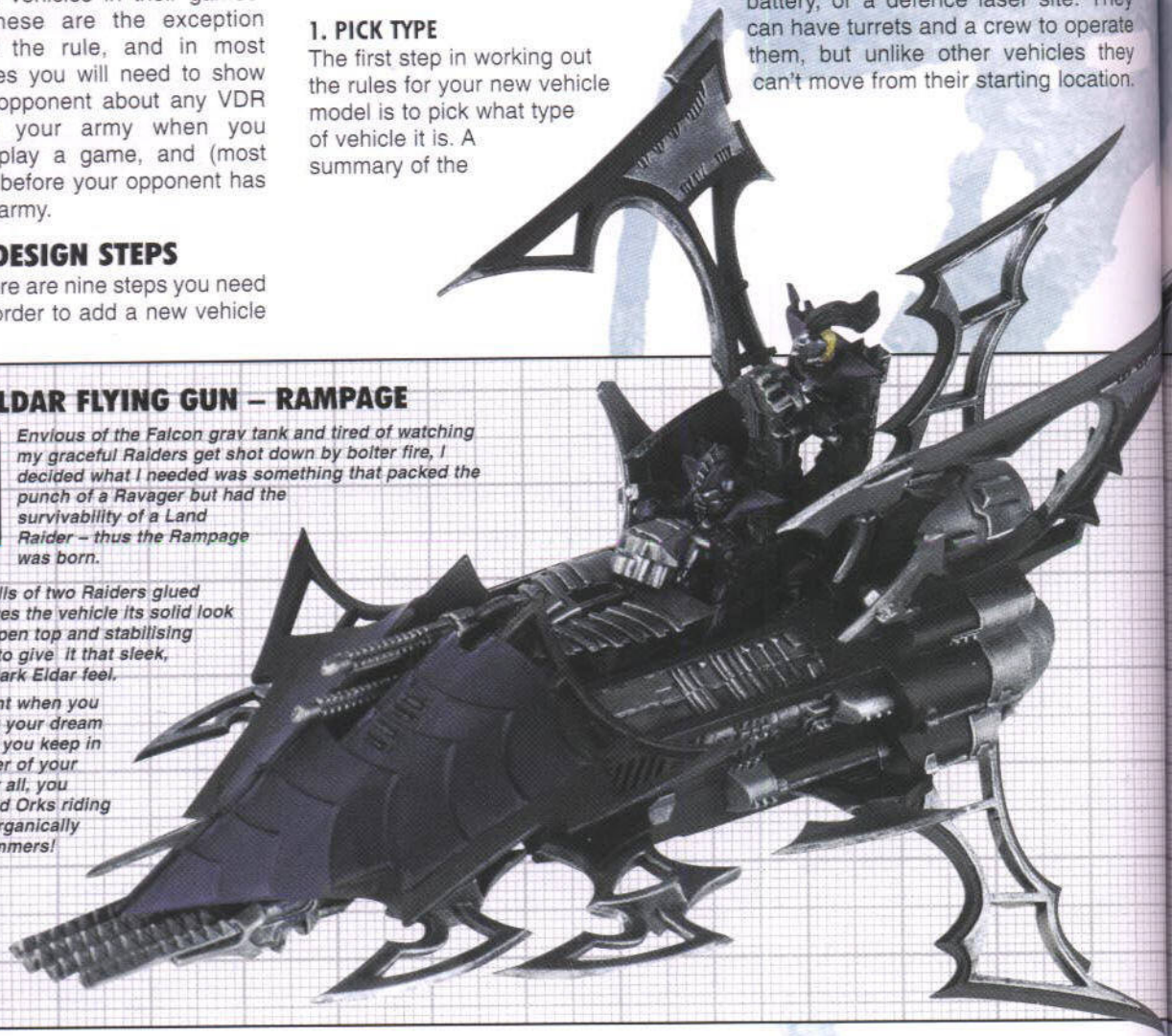


Nick Davis

*Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.*

*The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilising wings help to give it that sleek, menacing Dark Eldar feel.*

*It's important when you are building your dream vehicle that you keep in the character of your army – after all, you wouldn't find Orks riding around in organically shaped skimmers!*



## VEHICLE TYPE SUMMARY

WALKER

TANK

VEHICLE

FLYER

IMMOBILE

## TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	56(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

## 2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, for example determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, etc)
- War machines

**War machines:** Anything larger than 'normal' sized is a special type of vehicle known as a war machine (ie, Baneblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main Vehicle Design rules with lots of 'ifs and buts' about war machines I've included all of the special rules that apply to them in a separate section later on.

**Size Guidelines:** Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

**Small vehicles:** Should be smaller than a Rhino model, about 3-4 inches square or less.

**War machines:** Should be larger than a Land Raider, in other words larger than 5-6 inches square.

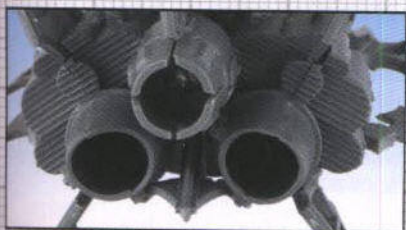
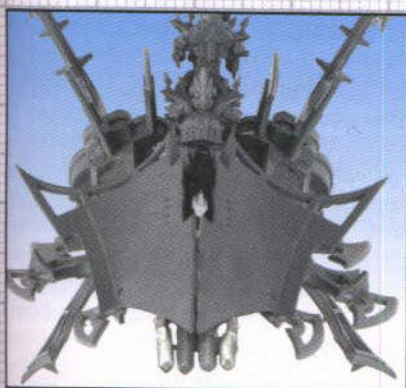
Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you have converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

## 3. PICK ARMOUR

All vehicles in Warhammer 40,000 have a set of Armour Values, even if they are not actually 'armoured vehicles' as such. In this step you must decide how much armour your vehicle has on each of its facings. Cross-reference the size and type on the chart above to find out how much armour the vehicle can have. The combined total of the vehicle's front, left, right and rear armour may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an Armour Value of up to 14, but the total of all its armour facings can't exceed 56.



## VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Rampage	283	12	11	10	4
Type: Light Vehicle		Size: Normal		Speed: Fast	
Weapons: Twin-linked splinter cannons gatling Dark Lance (D3 shots).		Special Options: Skimmer & Open-topped Energy field & save on front & side armour Against glancing & penetrating hits.		Vehicle Category: Heavy Support	
				Structure points:	

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I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.

At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).

**Armour Value Guidelines:** Just as with size allocation, you should base the amount of armour you give a vehicle on its appearance; if a vehicle is clearly lightly armoured, or indeed not armoured at all, then you should not give it a high Armour Value. On the other hand, if it's covered in thick armour plate it should be well-armoured. Here are some guidelines as to what Armour Values you should allocate:

**Armour 9:** This should be reserved for non-military vehicles with no protection whatsoever, for example a car or truck.

Be aware that vehicles with this Armour Value are horribly vulnerable to enemy shooting.

**Armour 10:** Unarmoured or very lightly armoured military vehicles can have this Armour Value on any facing, and other armoured vehicles will have it for lightly armoured rear and side facings.

In addition, strongly built civilian vehicles can have this Armour Value. For example, a bulldozer could be Armour 10 rather than Armour 9 on most facings.

**Armour 11-12:** Lightly armoured vehicles will have this Armour Value on their front and side facings, while more heavily armoured vehicles may have side and rear armour facings with this value.

**Armour 13-14:** Only heavily armoured vehicles will have Armour Values this high, and then only on their front and side facings. Only incredibly tough and well-armoured vehicles have an value this high on their rear facing.

Eldar vehicles should not be given Armour Values of 13 or 14 as they rely on more sophisticated forms of protection than thick armour plate.

**Existing Models:** If your model is a converted Citadel vehicle, then it should generally have the same Armour Values as the model it was converted from.

You can add +1 to an Armour Value if you've added lots of extra armour, and knock a point off if you've significantly reduced the armour on a facing. As a rule of thumb, though, it's best to leave the values as they are.

#### 4. PICK IF OPEN-TOPPED OR FULLY ARMoured

When designing a vehicle, you must decide whether it will be open-topped or fully armoured. When working out

ARMoured/OPEN-TOPPED VEHICLES		
TOTAL ARMOUR	OPEN-TOPPED	FULLY ARMoured
36-42	0	+20 points
43-46	0	+10 points
47-50	0	0
51-54	-10 points	0
55-56	-20 points	0

SPEED CHART					
	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	Walker	Normal	Normal	Flyer	Immobile
NORMAL	Walker	Normal	Normal	Flyer	Immobile
WAR MACHINE	Lumbering	Lumbering	Lumbering	Flyer	Immobile

the points value for the vehicle, look up the total armour of all four facings on the Armoured/Open-topped Vehicles table above and modify the points value appropriately. The points modifier is not used for flyers, which always count as being fully armoured.

#### 5. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straightforward; just look it up by cross-referencing the vehicle's size and type on the Speed chart above to see what speed it normally has.

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

**Agile Vehicles:** Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

**Fast:** The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook, ie, it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

**Flyers:** Flyers, like war machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

**Immobile Vehicles:** Immobile vehicles may not move!

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

**Normal:** These vehicles follow the standard Warhammer 40,000 vehicle movement rules, ie, they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

**Walker:** The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook, ie, it can move up to 6" and fire up to two weapons. If stationary, it can fire all its weapons.

#### 6. WORK OUT WEAPONS

Now for the bit you've all been waiting for – arming the vehicle you've created. Weapons are picked from the list of weapons opposite. Weapons on a vehicle are limited to the weapons belonging to one race (ie, you can't mix and match weapons from different races on the same vehicle). In addition, you must use the weapons for the army's race which the vehicle is being made for (ie, a vehicle for an Eldar army must use Eldar weapons). Any race without a Codex may use Imperial vehicle upgrades until their own Codex comes out. Note that Tyranids use the Bio-vehicle rules later in this book to design thier 'vehicles'. Also, Orks may not use 'captured' vehicles designed with the Vehicle Design rules for another race.

If you're using a converted Citadel model then it will be easy to decide

what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and, by the same token, any weapons shown on the model must be included on the datafax.

I've included the points values here as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

**Weapon Options:** Now, although the weapon lists includes suitable 'stand-ins' for most weapons that can be mounted on a vehicle model, it has to

be said that there are some weapons which aren't well represented.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modellers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon such as those we create when writing a Codex, but have the benefit of being flexible and very easy to use.

Use the Weapon Upgrade chart on the next page to determine what upgrades can be given to different sorts of weapons. The options that are available are listed in the Weapon Option chart on the next page, along with the effect they have on a weapon's points value.

Most options can be combined (ie, you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie, you cannot have a mega, mega lascannon).

However, note that the gatling and twin-linked upgrades may not be combined with the blast upgrade (a multi-barrelled blast weapon counts as a gun battery).

Add together the costs of the multiple upgrades. For example a twin-linked, long barrelled, gatling, mega weapon would cost  $50+50+150+150 = +400\%$ , or five times the weapon's original cost.

**Blast:** The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, the Blast marker is upgraded to an Ordnance blast. If it already has an Ordnance blast then you've wasted the points! This option may only be used for weapons on immobile vehicles or war machines.

## WEAPONS CHART

IMPERIAL WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Assault cannon	+35	+25	-
Autogun*	+3	+3	-
Autocannon	+35	+25	-
Boltgun*	+4	+4	-
Flamer*	+10	+10	-
Grenade launcher*	+15	+10	-
Heavy bolter	+20	+15	-
Heavy flamer	+15	+15	-
Hunter-killer missile	+15	+10	-
Lasgun*	+3	+3	-
Lascannon	+35	+25	-
Meltagun*	+15	+10	-
Missile launcher	+40	+40	-
Mortar	+25	+25	-
Multi-laser	+35	+25	-
Multi-melta	+40	+30	-
Plasma cannon	+40	+30	-
Plasma gun*	+15	+10	-
Smoke launchers	+3	+3	-
Storm bolter*	+5	+5	-
Demolisher cannon	+50	+50	-
Whirlwind	+40	+40	-
Battle cannon	+50	+50	-
Griffon mortar	+40	+40	-
Inferno cannon	+30	+30	-
Earthshaker	+60	+60	-
Vanquisher cannon	+55	+50	-

DARK ELDER WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Blaster*	+15	-	-
Dark lance	+35	-	-
Destructor	+15	-	-
Disintegrator	+45	-	-
Shredder*	+15	-	-
Splinter rifle*	+4	-	-
Splinter cannon	+20	-	-
Stinger*	+10	-	-
Terrorfex*	+15	-	-

ELDER WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Bright lance	+40	+30	-
Missile launcher	+35	+25	-
D-cannon	+30	+30	-
Fusion gun*	+12	+8	-
Lasblaster*	+3	+3	-
Shuriken catapult*	+4	+4	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+35	+25	-
Reaper launcher	+35	+25	-
Pulse laser	+40	+30	-
Flamer*	+10	+10	-
Wraithcannon*	+30	n/a	-
Vibro cannon	+40	+40	-
Death spinner	+15	+10	-
Prism cannon	+55	+45	-
Shadow weaver	+25	+25	-

CHAOS WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Combi-weapons			
Bolter-flamer*	+10	-	-
Bolter-meltagun*	+15	-	-
Twin bolter*	+5	-	-
Blastmaster	+30	-	-
Doom siren	+15	-	-
Sonic blaster*	+15	-	-

*In addition, Chaos may use weapons from the Imperial list.*

ORK WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Big shoota	-	-	+15
Kombi-weapon			
Shoota/rokket launcha*	-	-	+10
Shoota/skorcha*	-	-	+12
Kustom mega-blaster*	-	-	+20
Rokket launcha	-	-	+15
Skorcha	-	-	+15
Lobba	-	-	+30
Zzap gun	-	-	+30
Kannon	-	-	+35
Shoota*	-	-	+3

NECRON WEAPONS			
WEAPONS	BS 4	BS 3	BS 2
Gauss gun*	+5	-	-
Gauss blaster*	+8	-	-
Gauss cannon	+40	-	-
Hvy Gauss cannon	+35	-	-

**IMPORTANT NOTE:** Weapons marked with a '\*' on this chart are small arms. Such weapons may NOT be given certain weapon upgrades as explained in the rules for this category.

**Co-Axial Weapons:** A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

**Twin-Linked Weapon:** Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. The rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

**Gatling Weapon:** Gatling weapons are basically an even bigger version of a twin-linked weapon, with even more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 3D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

## WEAPON UPGRADE CHART

WEAPON UPGRADE	SMALL ARMS	BARRAGE	FLAMER	OTHER
BLAST	N	Y	N	Y
CO-AXIAL	Y	Y	Y	Y
GATLING	N	N	N	Y
GUN BATTERY	N	Y	N	N
LONG BARREL	N	Y	N	Y
MEGA-WEAPON	N	Y	Y	Y
SHORTER BARREL	N	Y	N	Y
SLOWER R.O.F.	N	N	N	Y
TITAN KILLER	N	Y	N	Y
TWIN-LINKED	Y	N	N	Y

## WEAPON OPTION CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+150%
GUN BATTERY	+50% cost of weapon for extra template. +100% cost if stacked.
LONG BARREL	+50% (+100% range 24" or less)
MEGA WEAPON	+150%
TWIN-LINKED	+50%
SHORTER BARREL	-25%
SLOW RATE OF FIRE	-25% per shot lost
TITAN-KILLER	+50%

**Gun Battery:** For barrage weapons only. The battery adds one extra template when firing a barrage. Batteries may be 'stacked', ie, 'Gun Battery (2)' would add +2 templates. Each extra template requires an additional gun barrel on the model.

**Long Barrel:** Long barrelled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example, a long barrelled autocannon would have a 72" range



Graham Davey

## CHAOS BERZERKER DREADNOUGHT

*The Marines inside Chaos Dreadnoughts have been trapped inside these walking tombs for thousands of years and, not surprisingly, have become barely controlled psychotics, dangerous to friend and foe alike. But what would happen if a Khorne Berzerker, already a murderous, blood-frenzied madman, was encased in a Dreadnought?*

*On a more practical note, I was also jealous of the Blood Angels' close combat specialist Furioso Dreadnought, and this seemed like a great opportunity to equal things up!*

CLOSE COMBAT VEHICLE DATAFAX									
Name	Points/Model	WS	BS	S	Front	Side	Rear	I	A
Berzerker	18	4	4	5(10)	12	12	10	4	4
Type:	Walker		Size:	Normal		Speed:	Walker		
Weapons:	Twin-linked boltguns Plasma gun Dreadnought close combat weapons		Special Options:	Ferocious		Vehicle Category:	Heavy support		
						Structure points:			

rather than its normal 48" range. Long barrelled weapons must be at least twice as long as the normal length for a weapon of their type. Note that the cost of a long barrel costs +100% when fitted to weapons with a basic range of 24" or less.

**Mega Weapons:** Mega weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega lascannon (for some reason mega weapons proved an extremely popular option with the testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to mega weapons. Mega weapons increase their Strength and Armour Penetration by one point each, so the mega lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1.

**Shorter Barrel:** The weapon's range is halved.

**Slower Rate Of Fire:** The number of shots is reduced by 1 or more to a minimum of 1.

**Titan-Killer:** May be applied to mega weapons only. Causes D3 Structure points of damage per hit, rolling separately on the Damage table for each point. Each hit will knock down one shield.

**Close Combat Options:** If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close

CLOSE COMBAT WEAPON CHART	
WEAPON	COST
CLOSE COMBAT WEAPON	+1 pt x WS x A
POWER WEAPON	+3 pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5 pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10 pts x WS x A

combat weapons are walkers but, as this may not be the case with scratch-built or converted models, we'll assume any vehicle can have them. Vehicles (apart from walkers) armed with close combat weapons can fight in close combat, but combat results are not worked out (ie, they get to fight but otherwise the rules for vehicles in close combat apply). The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

Small and normal sized vehicles may be given close combat weapons, power weapons, or Dreadnought close combat weapons. War machines may only be given war machine close combat weapons (see the appendix on war machines).

The cost of weapons carried is based on the Weapon Skill of the vehicle, and the number of Attacks it can make.

*For example, Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on*

*working out characteristics, we can see that a Chaos vehicle gets a Weapon Skill of 4, and 1 Attack +1 for each close combat weapon. This gives Graham's Dreadnought 1 Attack, +2 for having two close combat weapons, and +1 for being ferocious, for a total of 4 Attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's Weapon Skill of 4, which equals 20, times the number of Attacks, which makes a total of 80 points.*

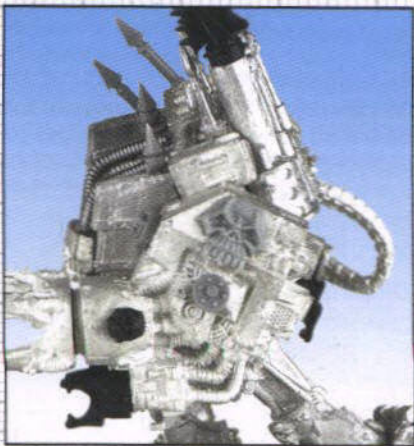
## 7. WORK OUT CHARACTERISTICS

The next thing that you need to do is record the race of the vehicle's crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart on the next page.

*I used a Chaos Dreadnought body with Furioso arms and lightning claws from the old Bjorn the Fell-Handed model. One leg was bent back to get the running effect, and I bent down the toes of the raised foot.*

*The usual 'head' was clipped away and I replaced it with a banner top from the Uriah Jacobus model. The extra piping was made from bass guitar wire.*



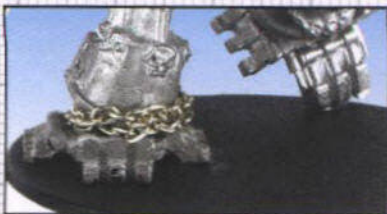
*▲ I added lots of bits and pieces to complete the Chaos 'look'. There are Chaos Spiky Bits, Undead shield bosses, bike wheel hubs and bits from the Chaos Warrior kit. I also glued on the chain feed from the Space Marine heavy bolter model in place of one of the power lines.*



*▲ These Chaos gun muzzles work just as well as powerplant exhausts.*



*In order to bend the toes into their new ▲ position I carefully sawed part of the way through the metal.*



*▲ Chaos Dreadnoughts are chained up when not in battle for obvious safety reasons! I decided this one might have broken free.*

# RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

## 8. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being open-topped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token, a vehicle which clearly has one of these options should have it recorded on its datafax, so if you have a model that is obviously an open-topped vehicle then you have to take that option for it. Enough waffling, especially about such common-sense issues – here are the special options.

**Amphibious Craft:** Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (ie, boats or ships) may ignore the extra points normally charged for this upgrade.

**Carriage:** Allows vehicle to be towed (see the tow-bar special option). This option can only be given to immobile vehicles.

**Codex Vehicle Upgrades:** The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember that all vehicles must be WYSIWYG. See the appropriate Codex for descriptions and special rules.

**Eldar Fields:** The Eldar race is sophisticated and technologically advanced, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits (from shooting attacks only). They can be fitted to any Eldar vehicle that is at least of normal

size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per facing.

**Ferocious:** This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option doesn't cost any extra points *per se*, but the extra Attack must be taken into account when working out the cost of the vehicle's close combat weapons.

**Imperial Fields:** Imperial Titans and some other vehicles or fixed defence sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they need large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit (from shooting attacks only) and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to war machines.

**Orbital Lander:** This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

**Ork Fields:** Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms.

For the purposes of these rules they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one Structure point (see the War Machine rules later on) may have up to one field for each Structure point.

**Recovery Vehicles:** It's not uncommon to see vehicles that have been converted into armoured recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement.

An ARV can drag any destroyed or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

**Skimmer:** This vehicle is a skimmer.

**Souped-Up Engine:** Some vehicle engines can be souped-up to make them faster.

Flyers, immobile vehicles, and any vehicle with 51-56 points of armour may not be given souped-up engines.

War machines and walkers with souped-up engines always count as being agile.

Small and normal sized vehicles refer to the chart below. Cross-reference the amount of armour the vehicle has with the 'Ground' or 'Skimmer' column, as appropriate, to find out the vehicle's speed. For example, a skimmer with 46 points of armour is fast, while a ground vehicle with 46 points of armour would be agile.

**Targeter:** Vehicles often have a targeting matrix, optical enhancement system or other device to increase the

## SOUPED-UP ENGINE VEHICLE SPEED

TOTAL ARMOUR	GROUND	SKIMMER
36-42	Fast	Fast
43-46	Agile	Fast
47-50	Agile	Agile
51+	NA	NA

chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gunsight on your model.

This upgrade can only be given to Imperial and Eldar weapons with a BS of 3. A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS.

**Tow-Bar:** Allows vehicle to tow other vehicles that have a 'carriage'. Whilst towing, a vehicle cannot move more than 6" a turn. To limber or unlimber a towed vehicle takes a full turn. Neither vehicle may move or fire while limbering/unlimbering is taking place.

**Transport:** This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal sized models. Vehicles with more than 1 Structure point (see the War Machine rules later on) may transport an extra five models for each Structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried.

Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch.

Vehicles being transported in another vehicle which is destroyed will also be destroyed. In addition, infantry being transported in a flyer that is destroyed are killed in the crash.

**Tunnellers:** Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing from below where the enemy least expects them.

Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

**Wreckers:** Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilised vehicles that are in base contact with the wrecker vehicle. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1D6. Larger targets cannot be affected in the time frame of the game.

## 9. WORK OUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation chart (ie, does it count as Heavy Support, Fast Attack, and so on). Working out the points cost is a somewhat arcane process, and requires the use of a calculator, but I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model through the points **cost procedure**, you should find that it comes in at more than the points listed for it in the army lists. This compensates for the fact that vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game.

To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

## GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for war machines and flyers.

## DESIGNING VEHICLE VARIANTS

One thing that many players have tried to do with these rules is to use them to modify the characteristics of existing Warhammer 40,000 vehicles. This is fine in principle, just so long as it doesn't break the rule that all vehicles created using the Vehicle Design rules are 'wysiwyg' models. What this means for variants of existing vehicles is that

any and all changes you make need to be blatantly obvious, and the finished model must clearly be different from the 'standard model'. Although there are some examples of vehicle variants in the Codexes that have thicker armour which is not shown on the model per se (eg, the Leman Russ Demolisher), you are NOT allowed to do this when using the vehicle design rules to create your own vehicles, and any extra armour must be shown in some way on the finished model.

For example, say you decided to design a new version of the Leman Russ, with a gatling lascannon in the turret and a souped-up engine to make it agile. Such a model would need both modifications clearly shown upon it; it would need at least a triple-barrelled lascannon for the turret, and the rear **engine casing would need to show the improved engine**. Do both things and you'll clearly have a different Leman Russ variant, and the model would be legal as far as the Vehicle Design rules are concerned. Scrimp on either these things and you would be breaking both the letter and the spirit of the rules.

If you really have trouble with this concept, then take a look at some of the Forge World vehicle variants, and note how all of the changes to the standard rules for the vehicle are 'driven' by changes to the appearance of the vehicle. This concept lies at the heart of the GW hobby; what we do is 'model driven', in that the rules come from the models, not the other way around. Bear this in mind when designing variants of existing vehicles and you won't go too far wrong.

One final caveat to this section: if you find yourself designing a vehicle variant because of its effect in game terms rather than because you think it'll look great, then you still haven't quite understood the spirit in which these rules are written. 'Nuff said, I hope. Have fun!



Tammy Haye's modified Leman Russ rolls into position.

# VEHICLE DESIGN SUMMARY SHEET

## VEHICLE DESIGN STEPS

1. Pick type
2. Pick size
3. Pick armour
4. Pick if open-topped or fully armoured
5. Work out speed
6. Pick weapons
7. Work out characteristics
8. Pick special options
9. Work out Points Value & vehicle category

### 1. PICK TYPE

Vehicle Type Summary

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

### 2. PICK SIZE

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

### 3. PICK ARMOUR

Add up the total cost of your armour facings, using the Cost of Armour chart. Remember to count the side armour twice and don't exceed the total armour limit for your vehicle listed on the Total Armour chart. Note: Count side armour twice when working out the total value (both values must be the same).

### 4. OPEN-TOPPED OR FULLY ARMoured?

Decide whether the vehicle is open-topped or fully armoured. Look up the total armour of all four facings on the Armoured/Open-topped Vehicles table and modify the points value. The points modifier is not used for flyers, which are always fully armoured.

### 5. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

### 6. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

### 7. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's BS.

### 8. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the Vehicle Upgrade chart.

**Structure Points:** War machines have 2 or more Structure points. These are discussed in more detail in the following pages. All you need to know is that each Structure point over 1 adds +100 pts to the vehicle's cost. For example, a vehicle with 3 Structure points would cost an extra 200 pts.

## COST OF ARMOUR

Armour	Cost		
	F	S	R
9	0	0	5
10	0	10	10
11	5	15	20
12	10	20	30
13	20	30	40
14	30	40	50

## TOTAL ARMOUR CHART

	WALKER	TANK	L.VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	56(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

## ARMoured/OPEN-TOPPED VEHICLES

TOTAL ARMOUR	OPEN-TOPPED	FULLY ARMoured
36-42	0	+20 points
43-46	0	+10 points
47-50	0	0
51-54	-10 points	0
55-56	-20 points	0

## COST OF SPEED

SPEED	Size of Vehicle		
	SMALL	NORMAL	W.MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

## WEAPON OPTION CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+150%
GUN BATTERY	+50% cost for extra template. +100% cost if stacked.
LONG BARREL	+50% (+100% range 24" or less)
MEGA WEAPON	+150%
TWIN-LINKED	+50%
SHORTER BARREL	-25%
SLOW RATE OF FIRE	-25% per shot lost
TITAN-KILLER	+50%

## CLOSE COMBAT WEAPON COST

WEAPON OPTION	COST INCREASE
Close combat weapon	+1 x WS x A
Power weapon	+3 x WS x A
Dreadnought close combat weapon	+5 x WS x A
War Machine close combat weapon	+10 x WS x A

## RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

## 9. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation charts. See the Vehicle Category chart.

Normal sized tanks and light vehicles with no more than 50 points worth of weapons *and* the transport upgrade may be taken as transport vehicles by squads allowed to take transport upgrades. Otherwise they count as a Heavy Support choice. For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

War Machines: See the appendix on war machines later.

## GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

## VEHICLE UPGRADE CHART

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Carriage	+5 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts each
Ork fields	+15 pts each
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Tow-bar	+5 pts
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

## VEHICLE CATEGORY CHART

	WALKER	TANK	L. VEHICLE	FLYER	IMMOBILE
<b>SMALL</b>	Elite	F. Attack	F. Attack	F. Attack	H.Support
<b>NORMAL</b>	H.Support	H.Support	See notes	H.Support	H.Support
<b>WAR MACHINE</b>	All war machine sized vehicles count as war machines				

## WEAPONS CHART

### IMPERIAL WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Assault cannon	+35	+25	-
Autogun*	+3	+3	-
Autocannon	+35	+25	-
Boltgun*	+4	+4	-
Flamer*	+10	+10	-
Grenade launcher*	+15	+10	-
Heavy bolter	+20	+15	-
Heavy flamer	+15	+15	-
Hunter-killer missile	+15	+10	-
Lasgun*	+3	+3	-
Lascannon	+35	+25	-
Meltagun*	+15	+10	-
Missile launcher	+40	+40	-
Mortar	+25	+25	-
Multi-laser	+35	+25	-
Multi-melta	+40	+30	-
Plasma cannon	+40	+30	-
Plasma gun*	+15	+10	-
Smoke launchers	+3	+3	-
Storm bolter*	+5	+5	-
Demolisher cannon	+50	+50	-
Whirlwind	+40	+40	-
Battle cannon	+50	+50	-

WEAPONS	BS 4	BS 3	BS 2
Griffon mortar	+40	+40	-
Inferno cannon	+30	+30	-
Earthshaker	+60	+60	-
Vanquisher cannon	+55	+50	-

### CHAOS WEAPONS

Combi-weapons	BS 4	BS 3	BS 2
Bolter-flamer*	+10	-	-
Bolter-meltagun*	+15	-	-
Twin bolter*	+5	-	-
Blastmaster	+30	-	-
Doom siren	+15	-	-
Sonic blaster*	+15	-	-

Chaos may also use Imperial weapons.

### DARK ELDAR WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Blaster*	+15	-	-
Dark lance	+35	-	-
Destructor	+15	-	-
Disintegrator	+45	-	-
Shredder*	+15	-	-
Splinter rifle*	+4	-	-
Splinter cannon	+20	-	-
Stinger*	+10	-	-
Terrorfex*	+15	-	-

### NECRON WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Gauss gun*	+5	-	-
Gauss blaster*	+8	-	-
Gauss cannon	+40	-	-
Hvy Gauss cannon	+35	-	-

ELDAR WEAPONS	BS 4	BS 3	BS 2
Bright lance	+40	+30	-
Eldar missile launcher	+35	+25	-
D-cannon	+30	+30	-
Fusion gun*	+12	+8	-
Lasblaster*	+3	+3	-
Shuriken catapult*	+4	+4	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+35	+25	-
Reaper launcher	+35	+25	-
Pulse laser	+40	+30	-
Flamer*	+10	+10	-
Wraithcannon*	+30	n/a	-
Vibro cannon	+40	+40	-
Death spinner	+15	+10	-
Prism cannon	+55	+45	-
Shadow weaver	+25	+25	-

ORK WEAPONS	BS4	BS3	BS2
Big shoota	-	-	+15
Kombi-weapon			
Shoota/rkt. launcha*	-	-	+10
Shoota/skorcha*	-	-	+12
Kustom mega-blaster*	-	-	+20
Rokkit launcha	-	-	+15
Skorcha	-	-	+15
Lobba	-	-	+30
Zzap gun	-	-	+30
Kannon	-	-	+35
Shoota*	-	-	+3

**IMPORTANT NOTE:** Weapons marked with a '\*' on this chart are small arms. Such weapons may NOT be given certain weapon upgrades as explained in the rules for this category.

## APPENDIX ONE – WAR MACHINES...

As noted at the start of the Vehicle Design rules, any extremely large vehicles are collectively known as war machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War machine detachments consist of up to three war machines of (more or less) the same type.

**Structure Points:** War machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more Structure points, which equate roughly to wounds for other models. Basically, the more Structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

**Energy Fields:** Ork and Imperial war machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by war machines. A war machine can never have more than one protective field per Structure point.

## War Machines and Difficult Terrain:

War machines can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 instead of being immobilised, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

## Tank Shock and War Machines

**Assaults:** Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a war machine.

**Ordnance:** War machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

**Targeting:** War machines can engage more than one target unit if desired. Instead of picking a target for the war machine, pick a target for each weapon on the war machine.

**Close Combat Attacks:** War machines can tank shock an enemy in the Movement phase. If the enemy pass their Morale check then the war machine moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that war machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop the war machine shooting, and it may fire at the unit it is assaulting if desired.

War machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the war machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the war machine. War machines can't barge other war machines out of the way.

In the Assault phase a war machine that Tank Shocked the enemy receives a number of bonus close combat attacks. These represent the chance of the victim either getting stomped upon or crushed under the war machine's tracks, wheels, etc, and are only ever received in the war machine's turn; if the war machine is assaulted by the enemy in the enemy turn, it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (ie, each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a Strength of 5 plus 1 for every 3 Structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and damage normally. All war machine close combat attacks ignore armour saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a war machine and fail to destroy the war machine (quite a



The Baneblade, an Imperial super-heavy tank, battles to escape an Eldar ambush led by an Eldar super-heavy grav tank – the Scorpion.

## WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine.  
Ordnance rolls on these tables, not the Ordnance damage tables.

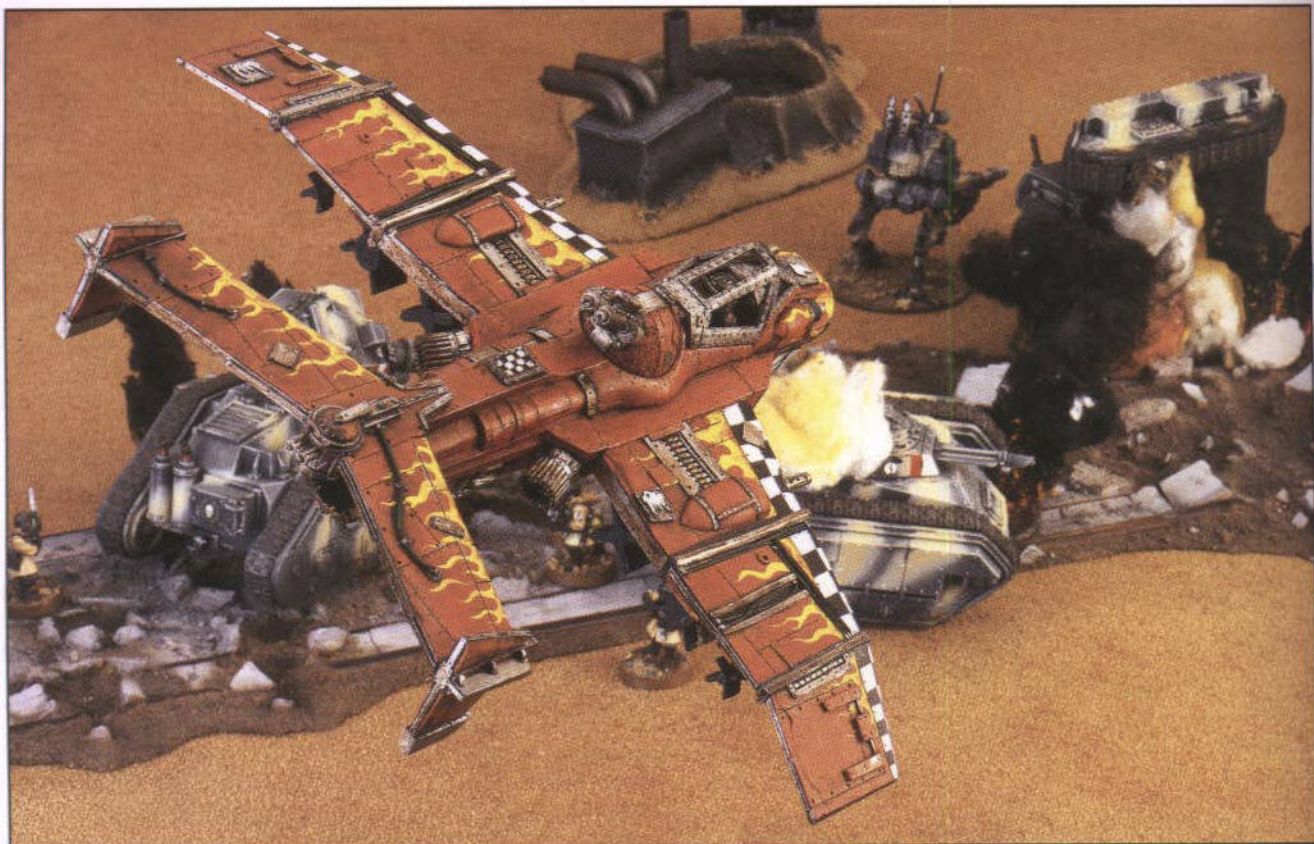
GLANCING HITS	PENETRATING HITS	CATASTROPHIC DAMAGE
<p><b>D6 Damage</b></p> <ol style="list-style-type: none"> <li><b>Gun Crew Shaken:</b> One weapon may not shoot next turn (chosen by opponent).</li> <li><b>Gun Crew Shaken:</b> One weapon may not shoot next turn (chosen by opponent).</li> <li><b>Driver Stunned:</b> May not move next turn (skimmers drift D6" straight ahead).</li> <li><b>Engines Damaged:</b> Knock D3" off the vehicle's Move (vehicles reduced to Move 0 are immobilised, skimmers are destroyed).</li> <li><b>Field or Weapon Destroyed:</b> If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.</li> <li><b>Major Damage:</b> Lose one Structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits opposite.</li> </ol>	<p><b>D6 Damage</b></p> <ol style="list-style-type: none"> <li><b>Driver Stunned:</b> May not move next turn. (skimmers drift D6" straight ahead).</li> <li><b>Engines Damaged:</b> Knock D3" off the vehicle's Move (vehicles reduced to Move 0 are immobilised, skimmers destroyed).</li> <li><b>Field or Weapon Destroyed:</b> If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by the opponent is destroyed.</li> <li><b>Major Damage:</b> Lose one Structure point and roll on the Glancing Hits table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.</li> <li><b>Major Damage:</b> Lose one Structure point and roll on the Glancing Hits table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.</li> <li><b>Chain Reaction:</b> Lose one Structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.</li> </ol>	<p><b>D6 Damage</b></p> <ol style="list-style-type: none"> <li><b>Damage Control:</b> The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the, damage and 1 Structure point is 'repaired'. If the test is failed your opponent must roll again on this table.</li> <li><b>2-3 Destroyed:</b> The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.</li> <li><b>4-5 Explosion:</b> Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. The war machine is destroyed, as above.</li> <li><b>6 Huge Explosion:</b> The war machine is vaporised in a huge explosion. Roll 1D3 per original Structure points to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.</li> </ol>



likely occurrence!) automatically fall back unless they are a vehicle or another war machine. War machines may never pursue or consolidate – they remain stationary.

**War Machine Close Combat Weapons:** War machines that have close combat weapons may use them in addition to their bonus attacks. War machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the war machine's Weapons Skill and Initiative in section six of the Vehicle Design rules.

War machine close combat weapons give the war machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 Structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War machine close combat weapons may only be used against enemy vehicles, war machines and monstrous models.



An Ork Bomma makes its attack run.

## APPENDIX TWO – FLYERS...

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

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

**Starting The Attack Run:** Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you

wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

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

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, the shots can be assumed to have taken place as the

aircraft moved). However you must add 12" to the range measured, to represent the extra distance upwards. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). *Stunned* and *Shaken* results on the normal Damage tables, and *Driver Stunned* and *Engine Damaged* results on the War Machine Damage tables stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. All weapons must be fired directly forward in the direction that the flyer is pointing.

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

**Additional Attack Runs:** The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

### NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

**Bombs:** Bombs have the same effect as mortars (Guess 48", S4, AP6, Heavy 1 Blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

**Big Bombs:** These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (Guess 12-48", S6, AP4, Ordnance 1 Blast). They cost 20 points each.

### ORK BOMMA

Available from Forge World, the Bomma is a very useful addition to a Speed Freeks army. Using the Vehicle Design rules you can apply rules to it and terrorise your opponents.

### FLYER WEAPONS CHART

WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

**Rockets:** Rockets have exactly the same effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket may be used once per battle, costing 10 points each.

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

**Anti-Aircraft Mounts:** An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you hit if the flyer is over the marker, but can't hit ground targets as well).

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

**Orbital Landers:** If a flyer is given the orbital lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land then it may not shoot.

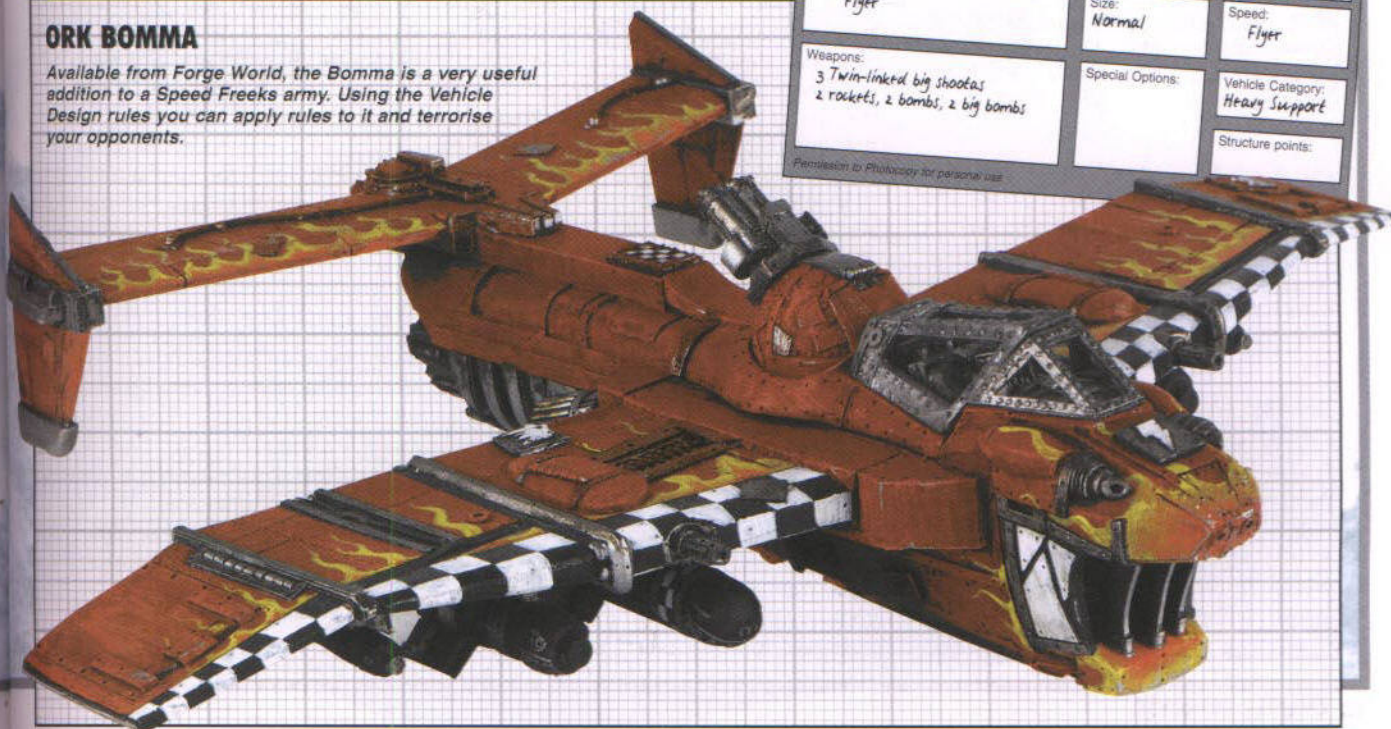
While it is landed, a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (ie, it flies off the table in a straight line).

### VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Eary-Bomma	202	10	10	10	2
Type:	Flyer				
Size:	Normal				
Speed:	Flyer				
Weapons:	3 Twin-linked big shootas 2 rockets, 2 bombs, 2 big bombs				
Special Options:					
Vehicle Category:	Heavy Support				
Structure points:					

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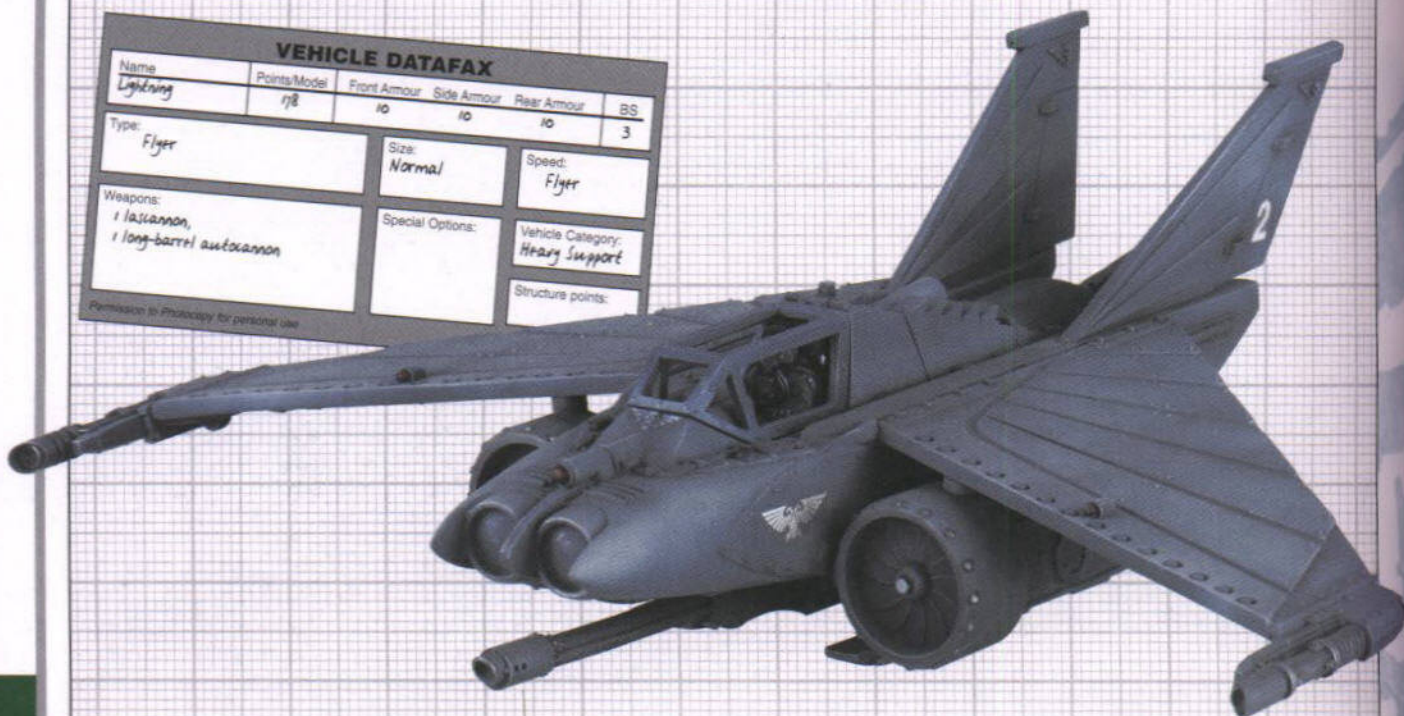


## IMPERIAL FIGHTER – THE LIGHTNING

Also available from Forge World, the Lightning Imperial Fighter is a must to keep enemy aircraft off your army, plus you can use it to strafe the enemy. We used the Vehicle Design rules to work out its stats.

VEHICLE DATAFAX					
Name <i>Lightning</i>	Points/Model <i>178</i>	Front Armour <i>10</i>	Side Armour <i>10</i>	Rear Armour <i>10</i>	BS <i>3</i>
Type: <i>Flyer</i>	Size: <i>Normal</i>		Speed: <i>Flyer</i>		
Weapons: <i>1 lascannon, 1 long-barrel autocannon</i>		Special Options:		Vehicle Category: <i>Heavy Support</i>	
				Structure points: <i></i>	

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## SUPER-HEAVY TANK – BANEBLADE

Available from Forge World, the Baneblade is a formidable model. With the Vehicle Design rules you can apply rules to it and dominate the battlefield.

VEHICLE DATAFAX					
Name <i>Baneblade</i>	Points/Model <i>632</i>	Front Armour <i>14</i>	Side Armour <i>13</i>	Rear Armour <i>12</i>	BS <i>3</i>
Type: <i>Tank</i>	Size: <i>War Machine</i>		Speed: <i>Lumbering</i>		
Weapons: <i>3 Twin-linked heavy bolters, 2 lascannons, 1 demolisher cannon, 1 mega-battle cannon &amp; co-axial autocannon</i>		Special Options:		Vehicle Category: <i>Heavy Support</i>	
				Structure points: <i>3</i>	

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## DARK ELДАР VEHICLE UPGRADES

*By Gav Thorpe (based on ideas by several dark contributors).*

Since Codex: Dark Eldar was released, we've had a steady trickle of correspondence bemoaning the lack of vehicle upgrades in the Dark Eldar army list. Well, I've butchered and cannibalised the best ideas we've received into the following list. Thanks to everyone who sent in suggestions.

A Raider can take any of the following vehicle upgrades. A Ravager may not take Scaling Nets, Slave Snares, Torture Amp or Trophy Racks. The points values are different for Raiders and Ravagers, as shown in the entries below, with the points values for Raiders first and for Ravagers second.

### **Horrorfex . . . . . 5 pts/5 pts**

As the vehicle falls upon its foes, arcane grenades made from captured Eldar wraithbone sow discord and terror within the enemy's ranks. The vehicle is fitted with a larger version of a Terrorfex, which can be fired instead of another of the vehicle's weapons in the Dark Eldar Shooting phase. It has the same effect as a Terrorfex (see page 15 of Codex: Dark Eldar) except that it has an 18" range.

### **Night Shield . . . . . 15 pts/20 pts**

The vehicle's open deck is covered by a wide-area shadow field, enveloping the vehicle in darkness and hiding its true location. This has the effect of adding 6" to the range from enemy units wishing to fire at a vehicle with a Night Shield. This may put the vehicle out of range, in which case the shooting automatically misses. The extra distance is also counted for working

out if the vehicle is within Rapid Fire range. It has no effect on template, ordnance or barrage weapons. The Night Shield does affect whether the vehicle can be seen in a Night Fight.

### **Scaling nets . . . . . 5 pts/unavailable**

A web of netting hangs to the ground from the Raider, allowing its passengers to get on and off more swiftly. A unit may embark or disembark onto or from the Raider at any point during its move, rather than just at the beginning or the end. They may not do this if it will be moving over 12" in total that turn, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle. However, the nets also provide easier access for foes, and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers. A Raider with Scaling Nets cannot have Scythes or Slave Snares.

### **Screaming Jets . . . . . 15 pts/10 pts**

The vehicle is fitted with additional high-powered jet engines, which allow it to drop from the skies with a characteristic screaming wail. A vehicle fitted with Screaming Jets can Deep Strike if the scenario normally allows Deep Strike to be used. The vehicle counts as moving over 6" on the turn it arrives and troops on board may not disembark that turn.

### **Scythes . . . . . 10 pts/10 pts**

The vehicle has been fitted with blades along its hull, making it a risky prospect to attack in an assault. Any enemy model that rolls a 1 to hit when attacking the vehicle in an assault suffers a Strength 5 hit, with normal armour saves allowed.

### **Slave Snares . . . 15 pts/unavailable**

The Raider trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the Raider passes over an enemy unit during the Movement phase, and does not move more than 12" in total, the unit takes D6 Strength 4 hits, with normal armour saves allowed. Models removed as casualties are treated as prisoners for Victory Points purposes. Slave Snares have no effect on vehicles. Any casualties lost by a unit in the Movement phase are added to casualties from the next Shooting phase for the purposes of working out if they have lost 25% casualties.

### **Torture Amp . . . 10 pts/unavailable**

During battle a Haemonculus tortures captured slaves and traps their screams in special voiceboxes. These cries of agony are filtered through complex projectors to create a wave of terrifying sonic energy around the vehicle, which can scatter enemy units. A vehicle with a Torture Amp is able to Tank Shock, even though it is not a tank.

### **Trophy Racks . . . 10 pts/unavailable**

The Raider is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to its decks with barbed filaments. The enemy troops find this immensely disturbing and threatening, so any enemy unit with a model within 6" of the Raider must subtract -1 from its Leadership value. Note that a unit suffers a maximum penalty of -1 to its Leadership regardless of the number of Raiders with Trophy Racks within 6".



A squad of Space Wolves prepare to fight a desperate battle as the Dark Eldar ambush is sprung.

# TYRANID MONSTROSITIES – A GUIDE TO SPAWNING



By Pete Haines

If you have ever fancied having a Bio-Titan lead your swarms into battle or wanted to have your Genestealers hitch a ride into assault range atop a hulking Malefactor, you can now play at being Norn Queen and spawn the bio-construct of your choice.

The Tyranid swarm as presented in Codex: Tyranids focuses most closely on the common genotypes such as Tyranid Warriors and Carnifexes. As all players of Epic 40,000 will know, the Tyranids don't stop growing at Carnifex size and there are many other Tyranid creatures such as the Harridan and the Exocrine which could potentially have been included. These guidelines are intended to allow the design of both monstrous and gargantuan creatures (as large as war

machines – see pages 92-93 for more on these). Do not attempt to use these rules to create cheaper Hive Tyrants and Carnifexes – this isn't what the rules are for – systems for the personalisation of these creatures exist already in Codex: Tyranids. Use these rules for the really scary large behemoths only.

Before you start though, remember that any creature created with these rules can only be used with your opponent's consent. This should not be an obstacle – it is intended to encourage players who create characterful creatures and deter those looking to evolve a guarantee of victory. Whatever you design, the model you use should be significantly different from any existing Tyranid model and the WYSIWYG principle ('what you see is what you get') applies.

## STEP 1: ASSIGN A PROFILE TO THE CREATURE

All Tyranid creatures must have a profile; although they are potentially bigger than a tank, they are living flesh and blood. The table below shows the minimum and maximum values for each characteristic. These will all be reflected in the points values calculated later so don't worry too much about them for now, just allocate the values you feel are right.

## ALLOCATING ATTRIBUTES

As a guide, remember that if you settle for the lowest practical attribute in each category your creature might actually turn out to cost a feasible number of points rather than costing the same as two armies in its own right. With this in mind, remember that no current Tyranid

biped has more than Toughness 6 and that Toughness 9 or 10 should be reserved for the larger war machine equivalent beasts. The table below sets practical limits for Toughness, based on the number of Mass points assigned to the creature. To give some guidance on the scale, a Hierophant Bio-Titan would have 9 Mass, a Dominatrix or Hierodule Bio-Titan between 4 and 6.

NO. OF MASS PTS	MAX. TOUGHNESS
1 or less	7
2-3	8
4-6	9
7+	10

## GARGANTUAN CREATURES AND MASS POINTS

Speaking of war machine equivalents, these behemoths are referred to as **gargantuan** creatures to distinguish them from monstrous creatures. Any creature generated by this system is deemed to be a Tyranid monstrous creature and will therefore roll 2D6 for vehicle armour penetration and will ignore armour saving throws. To represent their immense bulk, gargantuan creatures must purchase additional **Mass points** to represent their enormous size. If any Mass points are assigned then a creature is considered to be gargantuan, there is no further cost associated with it. Mass points serve a similar purpose to war machines' Structure points.

When gargantuan Tyranids are attacked, the weapons used may be capable of hurting the part of them that they hit but may not actually damage the creature as a whole. A gargantuan creature's Mass points must be reduced to zero before any normal Wounds are taken.

### BASIC PROFILE MINIMA AND MAXIMA

	Min	Max	Notes
WS	4	6	
BS	2	4	
S	5	10	*1
T	5	10	
W	3	5	*3
I	2	6	
A	1	3	*2
Ld	10	10	*4
Save	4+	2+	

\*1 All creatures generated by this system count as Tyranid monstrous creatures.

\*2 This represents the number of attacks used for calculating the number of ranged bio-weapon attacks the creature gets. This may be further increased for close combat purposes – see the section on close combat bio-weapons.

\*3 A gargantuan creature (see definition) must have from 1 to 10 additional Mass points.

\*4 May have Hive Mind powers chosen from the following list. The points cost is listed for each.

**The Terror** (5 points)  
Compulsory if gargantuan.

**Warp Blast** (30 points)  
If gargantuan, extend range to 60" for an extra +15 pts and may fire D3 shots for an extra +30 pts. If either improvement is taken, the version requiring a Psychic test is the only one that can be used.  
Rng: 18"/60"; S:10; AP:2; Assault D3

**Warp Shield** (20 points)  
If gargantuan, provides a 5+ invulnerable save for an extra 10 pts.

**Catalyst** (10 points)  
If gargantuan, range is doubled for an extra +5 pts.

**Synapse** (10 points)  
If gargantuan, range is doubled for an extra +5 pts.

Mass points are only lost due to serious wounds. The severity of the wound is only considered after a successful roll to wound has been made and a saving throw (if any) attempted. Certain weapons are more likely to inflict serious wounds. These include:

- Ordnance weapons;
- Massive weapons (used by other Tyranid constructs);
- Mega weapons (used by vehicles designed using the Vehicle Design rules);
- Weapons that normally inflict instant death (such as a wraith cannon)'. These are called 'lethal' weapons on the Wound Severity table above.

Any of these weapons with Strength equal to or greater than the creature's Toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's Toughness will inflict serious wounds on a 4+. This is summarised on the Wound Severity table above.

For example a Trygon with T8, W5 and 2 Mass is hit and wounded by a lascannon. Because it has Mass points, normal Wounds will not hurt it but serious wounds will. As the lascannon's Strength is greater than the Trygon's Toughness, it will inflict a serious wound on a 4+. If the same Trygon was hit by a battle cannon then it would automatically be a serious wound because, at Strength 8, the cannon matches the Trygon's Toughness and it is an ordnance weapon. An autocannon hit at Strength 7 does not match the Trygon's Toughness and will only inflict a serious wound on a 6.

## WOUND SEVERITY TABLE

Ordnance, Massive,  
Mega or Lethal' Weapon

Other  
Weapon

Attack's S equal to or  
greater than target's T.

Always a  
serious wound

Serious wound  
on a 4+

Attack's S less than  
target's Toughness

Serious wound  
on a 6

Serious wound  
on a 6

'Weapons include Dark Eldar stingers, shrieker cannons, plague swords and plague knives, force weapons, wraith cannons, the Fleshy Curse (I'd hate to see the Chaos Spawn that that creates!), Drach'nyen, the Rod of Torment, Dire swords, Blades of Reason, etc. This list isn't complete so be careful. Weapons that inflict special damage, eg, the stun effect of a thunder hammer, only work if a wound is serious. Lethal weapons without a Strength value cause serious wounds only on the roll to a 6. Once a gargantuan creature has no Mass points left then all these weapons work normally.

Each serious wound inflicts 1 Mass point damage. When all of a creature's Mass points are gone then normal wounds are inflicted and the need to inflict serious wounds disappears.

## CALCULATE CREATURE'S BASE COST

Creatures cost 50 points per point of Mass plus 10 points per Wound. This is then adjusted by a percentage based on the creature's Toughness and save (see the Creature Base Cost table).

So, for example, the Trygon mentioned earlier costs 100 for Mass plus 50 for Wounds for a sub-total of 150. This is then adjusted up 150% because it has a Toughness of 8 and has a save of 2+. The Trygon therefore costs 375 points.

## STEP 2:

### DETERMINE MOVEMENT TYPE

Tyranid creatures may be flyers (see Appendix 1) but will otherwise move as infantry with a normal speed of 6", a 6" assault move and the ability to fire one weapon whether moving or not. In this context 'infantry' may not be appropriate as the creatures concerned slither, writhe, leap and crawl, but the effect is the same. This means they move like normal infantry through difficult terrain. Remember that as they are Tyranid monstrous creatures, they will roll an extra dice to determine distance moved. Some creatures may also have additional Movement characteristics as follows:

## CREATURE BASE COST TABLE

Base Cost Modifier (%)		Toughness					
		5	6	7	8	9	10
	4+	0	+10%	+25%	+50%	+100%	+150%
Save	3+	+10%	+25%	+50%	+100%	+150%	+200%
	2+	+25%	+50%	+75%	+150%	+200%	+300%



Sherman Bishop's scratch-built Trygon dwarfs this doomed commander from the Draco Legion Space Marine Chapter.

**Fast.** The creature is capable of extremely rapid movement and may move and assault 9". It may fire one weapon whether moving or not. This type of move is the same as that used by the Ravener in Codex: Tyranids and the Codex explains how the move is affected by difficult terrain, etc.

**Agile.** The creature leaps and bounds with a dexterity that belies its bulk. It may move 6" and assault 12". It may fire one weapon whether moving or not.

**Winged.** Winged creatures are different to flyers. Flyers can sustain altitude for hours whereas winged creatures are far more limited. Winged creatures may move 12" and assault 6". They may fire one weapon whether they move or not. They are treated as if they have jump packs for difficult terrain purposes.

**Lumbering.** A lumbering creature is ponderous in the extreme and slow to react to enemy to its flanks or rear. The creature can move 6" and assault 6". All movement must be straight ahead and the creature may only make a single pivot of up to 45° at the end of its normal move. The creature may only assault if the enemy it is to assault is directly ahead. It cannot perform a sweeping advance, but may fire any number of weapons whether moving or not.

**Flyer.** The creature can soar above the battlefield on huge wings and moves as described in Appendix 1: Flyers, and may fire one weapon on each pass over the battlefield.

If a creature is fast, agile or lumbering, increase its base cost by 25%, winged increases its base cost by 50%, or by 100% if it is a flyer. These extra points are calculated from the original cost.

Continuing the example of the Trygon, it is a normal creature, which leaves it still at 375 points. If by some chance it were a fast Trygon then 25% of its base cost (25% of 150 = 37.5) would be added to the running total of 375.

### STEP 3: SELECT BIO-WEAPONS

A non-gargantuan creature must have two bio-weapons, a gargantuan creature must have two weapons and may have up to four. Some weapons count as being multiple picks if they are especially large. The total number of weapons includes both close combat and ranged bio-weapons, so choose carefully.

#### CLOSE COMBAT

There are four specific close combat weapons. Even if none of these are selected, there will still be a cost for the creature's close combat abilities from its basic profile.

**Scything talons.** May be selected once or twice. Each selection adds +1 Attack to the number on the basic profile for close combat only. If selected twice they count as two bio-weapons.

**Rending claws.** May be selected once. These work as described in Codex: Tyranids.

**Razor claws.** May be selected once. These are massive versions of rending claws that may only be used by gargantuan creatures. When a creature scores a glancing or penetrating hit, or a successful wound on an enemy vehicle, war machine, monstrous or gargantuan creature, it will inflict D3 serious wounds. If the target has no Mass left, surplus hits are applied to its Wounds total.

#### CLOSE COMBAT BIO-WEAPONS

##### Normal attacks:

No. of Attacks x Strength

##### Rending Claws:

No. of Attacks x Strength x 1.5

##### Razor Claws:

No. of Attacks x Strength x 3

These are further modified by the creature's Initiative and WS value.

**Initiative 3:** +10% **WS 4:** +25%

**Initiative 4:** +25% **WS 5:** +50%

**Initiative 5:** +50% **WS 6:** +100%

**Initiative 6:** +100%

If striking a monstrous creature, it will inflict D3 wounds. If striking a vehicle it will do D3 hits on the appropriate Damage table. If striking a war machine, it will inflict D3 Structure points damage in addition to any damage rolled on the War Machine Damage table on page 93.

**Lash whip.** Works in the same way as in Codex: Tyranids; if used by a gargantuan creature it becomes **ripper tentacles**. Ripper tentacles affect war machines, lash whips don't. Lash whips cost 10 points for non gargantuan creatures, or 10 x Mass points for gargantuan creatures.

The points cost for normal attacks, rending claws and razor claws are worked out on the Close Combat Bio-weapons table.

Returning once more to the Trygon, it has two sets of scything talons counting as two weapons. It does not take rending claws, razor claws or lash whips/ripper tentacles. Note that whether additional bio-weapons are

#### RANGED BIO-WEAPONS

WEAPON	STRENGTH						NOTES
	5	6	7	8	9	10	
Fleshborer	3	5	10	15	20	20	*1
Devourer	3	5	10	15	20	25	*1
Spinefist	3	5	10	15	20	25	*1
Deathspitter	10	15	20	25	30	30	
Barbed strangler	15	20	25	30	35	40	
Venom cannon	15	20	25	30	30	30	*1
Acid spray	10	15	15	20	20	25	*2
Spore Mine launcher	15 for one type of Mine other than Bio-acid						*2
	20 for Bio-acid Mine type only						
	25 if any two Mine types						
	30 if all three Mine types						

All weapon points values are modified according to the creature's BS: **BS 3:** +25% **BS 4:** +50%

\*1 These weapons are modified based on the number of attacks on the creature's basic profile: **2 Attacks:** +50% **3 Attacks:** +100%

\*2 Not modified by creature's BS or Attacks, may not select upgrades.

chosen or not, all creatures must pay a price for the Attacks on their basic profile. The Trygon now has 4 Attacks (two from the profile and two from the scything talons)  $\times 8$  Strength  $\times 1 = 32$  points. It has Initiative 2 which has no effect on the cost of its attacks, but WS 4 which adds 25% making +8 points. This takes its running total to 415 points.

## SELECT RANGED BIO-WEAPONS

The next step is to select the ranged bio-weapons with which to arm your new pet, remembering the limits on number of weapons and ensuring you have not used them all up with clawing and biting weapons.

When allocating Tyranid weapons it is important to bear in mind that, depending on your movement type, there will be a finite limit on how many you can fire. It is therefore normally wiser to select a single impressive bio-weapon than numerous low-powered ones. Also only take the Massive upgrade when absolutely necessary – all Tyranid weapons are linked to the Strength of the creature carrying them as a matter of course, so attaching them to large beasts will make them very powerful without further upgrading.

In order to cope with the full range of Tyranid unpleasantness an additional weapon type is required – the **acid spray**. It may only be used in conjunction with creatures generated using this system and may not be used with creatures from Codex: Tyranids.

### Acid Spray

Template; Strength as creature/2 (round down); AP 3; Assault 1

The available ranged bio-weapons are listed in the Ranged Bio-weapons table, which specifies different costs based on the Strength of the wielder. Take the weapon's base cost this table. There are a number of other modifications that affect this cost which are expressed as percentages.

Additionally, weapons may be upgraded. There are four upgrades available that may be used individually or in combination. If a monstrous creature takes both non-gargantuan upgrades then the combined item counts as two weapons. If a gargantuan creature takes both gargantuan upgrades then the combined item counts as two weapons.

Total all the percentages that apply and modify the weapon's cost by the total.

### Cluster

A cluster weapon features organic submunitions that spray acid or chitin shrapnel where it strikes. It gets a Blast

marker if it does not already have one. If it already has one then the Blast marker is upgraded to an Ordnance Blast marker. This upgrade is only allowed to a gargantuan creature. The upgrade adds 50% of the weapon's normal cost to its value.

### Ranged

Weapons with the ranged upgrade are (surprise, surprise) able to fire further than normal. Often this will be due to more power in the muscle contractions or a longer 'barrel'.

Weapons with 12" range improve to 36"

Weapons with 18" range improve to 48"

Weapons with 24" range improve to 60"

Weapons with 36" range improve to 72"

The upgrade adds 50% of the weapon's normal cost to its value.

### Spasm

The spasm power represents a sudden contraction of muscle that in turn triggers a ripple of further contractions. The effect is to allow a bio-weapon to be re-fired very quickly. A spasm weapon fires D3 times in a normal Shooting phase; if a normal version of the weapon being used gets multiple shots, this upgrade gives D3 times the number of multiple shots. This upgrade is only allowed to a gargantuan creature. The upgrade adds 100% of the weapon's normal cost to its value.

Weapons with a template must place additional templates touching the first in accordance with the rules for multiple barrages on page 58 of the Warhammer 40,000 rules.

### Massive

Massive weapons are simply larger versions of normal weapons. A massive weapon has +1 more Strength than normal (up to a maximum of 10) and +1 better Armour Penetration than normal. The weapon adds 100% of the weapon's normal cost to its value.

The Trygon does not have a ranged bio-weapon but, for example's sake, let's assume that in addition to its scything talons it also has a large bio-cannon. If we use the deathspitter as the base weapon, it will cost 25 points because the Trygon has Strength 8. The Trygon has BS 4 for a modifier of +50% and 2 Attacks, which have no effect on the points cost of the bio-cannon (additional close combat attacks from the scything talons do not count here). Finally the ranged and massive upgrades are taken for a combined modifier of +150%. The deathspitter now has a range of 48", a Strength score equal to the Trygon +2 (+1 for deathspitter, +1 for massive) and AP 3. It remains a blast weapon. This

formidable gun would add  $25 + 200\%$  of  $25 = 75$ .

## STEP 4: SELECT ADDITIONAL FEATURES

This is where you get the final little touches that make your creature truly beastly.

The Trygon uses bio-plasma to blast its way through the enemy. With its Strength of 8 and Mass 2 this adds 64 points bringing it to 479 points.

Finally, because it is a gargantuan creature (see page 98), the Trygon must take the Hive Mind power 'The Terror' adding 5 points, bringing it to a grand total of 484 points.

### ADDITIONAL FEATURES TABLE

**Amphibious:** Treats water as clear terrain.

**Cost:** 10 pts.

**Transport:** Can transport up to 11 Wound capacity of Tyranids plus 5 extra Wound capacity of Tyranids for each Mass point allocated. Tyranid transports can carry creatures with 1 or 2 Wounds only. The transport capacity relates to the number of Wounds that may be carried. Passengers on a living creature mount and dismount as if they were travelling on an open-topped vehicle but may not fire when mounted.

**Cost:** 5 pts per one Wound capacity carried.

**Tunneller:** May always be placed in reserve, even if the mission being played does not allow it. The creature enters play using the Deep Strike rules.

**Cost:** +25% of creature's total cost.

**Wrecker:** This can be used to attack terrain features or immobilised vehicles in base contact with it. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on D6.

**Cost:** 25 points.

**Bio-plasma:** As Codex: Tyranids. Gargantuan creatures may make 1 Attack per Mass point.

**Cost:** Strength  $\times 4 \times$  Mass points.

**Implant attack:** As in Codex: Tyranids.

**Cost:** 1 pt per point of Strength

**Claws & hooks:** As flesh hooks in Codex: Tyranids.

**Cost:** 1 pt per close combat attack.



This many-clawed monster is Sherman Bishop's conversion for a Harridan, taken from his superb website (<http://members.iglou.com/shermanb/nids.htm>).

## STEP 5: USING THE FORCE ORGANISATION CHART

Any creature designed using this system will be a Heavy Support choice on the Force Organisation chart. While it is possible to design some quite nimble monstrosities, they are still monsters and function better as alternatives to Carnifexes than Raveners.

## APPENDIX 1: FLYERS

Tyrantid flyers function in exactly the same way as described for aircraft on pages 94-95.

To summarise, flyers always begin the game in reserve. When one arrives, it is placed on a table edge facing in the direction it is to move. It remains there

until after the opposing player's Movement phase when it moves in a straight line to the point where you would like it to fire its weapons. It is at this point that the enemy gets to fire at it. They may fire, measuring to any point between the flyer's initial and current position, but must add 12" to the range to represent altitude.

A Tyrantid flyer is hit normally as they make gliding attack runs rather than the power dives used by aircraft. If the flyer model survives it may fire back. The flyer then leaves the table. On subsequent Tyrantid turns, the flyer may make another attack run on a roll of 2 or more on a D6.

## APPENDIX 2: TYRANTID BESTIARY

The following examples relate to well-known Tyrantid creatures that feature in Epic 40,000, designed using this system. We have stuck to the mid-range creatures as these will be most useful in normal games.

### HARRIDAN ..... 523 POINTS

The Harridan is a massive leather-winged monstrosity, it carries Gargoyles to battle (clinging under its wings) and fires its deadly bio-cannons to terrible effect during its attack runs.

	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	4	4	8	7	5	2	3	10	4+

- Mass 2.
- Flyer
- Bio-cannon (venom cannon, massive, cluster, spasm)
- Hive Mind power: The Terror

The Harridan cannot drop off Gargoyles during its attack runs. Instead it should be assumed that any deep striking Gargoyles have flapped down from a passing Harridan.

**MALEFACTOR ..... 225 POINTS**

One of the general variety of assault spawn, the Malefactor carries a brood into battle under its thick carapace and blasts a hole in enemy lines with its acid jets and frag spines. Malefactors are difficult to kill and are capable of a surprising turn of speed.

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	4	4	7	7	5	2	3(4)	10	2+

- Fast
- Scything Talons (increases number of assault Attacks to 4)
- Fragmentation Spines (spinefist, massive)
- Transport (Can carry up to 11 Wounds worth of Tyranid creatures)

**EXOCRINE ..... 130 POINTS**

Bred to stalk opponents at long range, its forelimbs are fused together to provide a skeleton for a further weapon symbiote firing high velocity chitin shells with a silicon-based penetrator core. A surge of isometric muscle contractions starting in the head frill provides the motive power along with an electromagnetic boost from adapted nerve bundles.

	WS	BS	S	T	W	I	A	Ld	Sv
Exocrine	4	4	8	6	3	2	1	10	2+

- Normal speed
- Bio-cannon (Deathspitter, ranged, massive)

**DACTYLIS ..... 119 POINTS**

The Dactylis lives to hurl Spore Mines at the Tyranids' enemies with machine-like precision at very long ranges. The Dactylis' forelimbs are long and multiple-jointed, covered in corded tendon and muscle which make a distinctive cracking sound when released. When initially encountered the Dactylis' ammunition was invariably a parasitic creature called a Bile Pod that fed off glands at the rear of the Dactylis' cranium. In practice they functioned like Poison Spore Mines. Recently the cranial glands have supported spore-generating colonies of bacteria providing a greater variety of payload.

	WS	BS	S	T	W	I	A	Ld	Sv
Dactylis	4	4	5	6	3	2	1	10	2+

- Lumbering
- 2 Spore Mine dischargers with all Spore Mine types.

**TRYGON ..... 484 POINTS**

The Trygon is a massive, snake-like organism, distinguished by its attack of flaring electrical energy. It is a living weapon whose movement generates an electrical field from the thousands of scales that cover its mass. Energy from the scales is conducted along hardened nerve synapses to its blade-like forelimbs.

	WS	BS	S	T	W	I	A	Ld	Sv
Trygon	4	4	8	8	5	2	2(4)	10	2+

- Mass 2
- Scything Talons 2 (takes number of close assault Attacks to 4)
- Bio-plasma
- Hive Mind power: The Terror

**HARUSPEX ..... 105 POINTS**

The Haruspex is another genus of assault spawn. Equipped with short-ranged bio-weaponry, it is intended to rush at enemy lines, squirting acid and fragmentation spines. Its mandibles are very powerful and anything resisting them will have its armour weakened by acid.

	WS	BS	S	T	W	I	A	Ld	Sv
Haruspex	4	4	6	6	3	5	3	10	4+

- Fast
- Acid jets (acid spray)
- Fragmentation spines (spinefist, massive)



Sergeant Curtis stabbed his bayonet through the head of a Termagant, pulling the trigger to blast its body clear. He could hear an ominous rattling from somewhere on the other side of the defensive wall, but didn't have time to wonder what it might be as another Termagant attempted to tear out his throat. He shot the beast in the belly and staggered as a massive impact thundered into the compound's exterior wall. Man-killing chunks of plascrete tumbled from the wall and Curtis watched in horror as a massive, segmented body pushed its snake-like bulk over the smashed remnants of the defences. Its enormous forelimbs ended in gigantic, razor claws, blazing coronas of electrical energy arcing downwards into the terrified Imperial Guardsmen, burning them to death where they stood.

The vast monster reared up on its bloated body, as though taking a deep breath and the coruscating halo of blue fire surrounding its claws began expanding, growing brighter and more intense. Curtis screamed a warning and turned to run, but it was already too late. A blinding geyser of blue-white electrical flame erupted from between the beast's talons, fountaining through the ranks of his terrified soldiers. Curtis ran for his life, but the Trygon's discharge washed over him seconds later. The electrical inferno instantly seared the flesh from his bones, his blackened skeleton running through the flames for another two strides before finally collapsing in a smoking pile of scorched bones.

## ADVANCED MISSION SELECTION



An Eldar Scer Council and Black Templars desperately fight over possession of an ancient artefact.

**By Jervis Johnson**

These advanced rules allow players to turn up for a game with a standard force and play any of the 14 missions included in the Warhammer 40,000 rulebook. In order to use the advanced rules simply agree on a points size for the game and pick an army using the

Standard Force Organisation chart. You'll also need to know your army's strategy rating (see page 129 of the rulebook).

**Important:** Remember, when using the Advanced Mission Generator you always use the Standard Force Organisation chart.

### ADVANCED MISSION TABLE

D66	Result	D66	Result
11	Cleanse (Standard scenario)	42	Bunker Assault (Battle scenario)
12	Cleanse (Standard scenario)	43	Patrol (Standard scenario)
13	Cleanse (Standard scenario)	44	Sabotage (Raid scenario)
14	Night Fight (Standard scenario)	45	Recon (Standard scenario)
15	Night Fight (Standard scenario)	46	Special mission (see below)
16	Special mission (see below)	51	Ambush (Raid scenario)
21	Patrol (Standard scenario)	52	Rescue (Standard scenario)
22	Patrol (Standard scenario)	53	Strongpoint Attack (Raid scenario)
23	Recon (Standard scenario)	54	Cleanse (Standard scenario)
24	Recon (Standard scenario)	55	Rearguard (Breakthrough scenario)
25	Recon (Standard scenario)	56	Special mission (see below)
26	Special mission (see below)	61	Night Fight (Standard scenario)
31	Rescue (Standard scenario)	62	Breakout (Breakthrough scenario)
32	Rescue (Standard scenario)	63	Patrol (Standard scenario)
33	Take & Hold (Battle scenario)	64	Blitz (Breakthrough scenario)
34	Cleanse (Standard scenario)	65	Recon (Standard scenario)
35	Meat Grinder (Battle scenario)	66	Special mission (see below)
36	Special mission (see below)		
41	Night Fight (Standard scenario)		

### SPECIAL MISSION

In the case of a special mission, use strategy ratings to roll off. The winner of the roll can decide which mission to play. He may look at his opponent's army roster before he decides what to play, and he may also choose to pick missions included either in a Codex or White Dwarf magazine.

#### 1. Decide Mission

Roll on the Advanced Mission table to see which mission you must play. In order to get the result, make a D66 roll. Don't worry, you don't need to rush out and buy a new set of special dice; roll two D6, one after the other, count the first roll as 'tens' and the other as 'units'. So, for example, if you rolled a 2 on the first dice and a 3 on the second dice, you'd get a result of 23.

#### 2. Decide Who Is Attacker

If you are playing a Breakthrough, Raid or Battle scenario, use your strategy ratings to decide who will be the attacker and who is the defender. If you are playing a Battle or Breakthrough and the attacker is missing a compulsory unit choice then there is no change to the attacker's forces, he'll just have to soldier on without them.

**Note:** Dark Eldar are always the attackers in any mission they play.

#### 3. Decide If Any Units Have Been Reassigned

Next, both players must check the Force Organisation chart for the mission they are playing. If their army includes any units that are in excess of those allowed by the chart (ie, you've more Fast Attack units than allowed in the scenario) then these units have been reassigned. You may choose which of your units are reassigned out of those that are affected.

For example, if you were the attacker in a Raid and your army included three Heavy Support units, two would have to be reassigned as the attacker's chart only allows one such unit to be included in the army. The attacker would be allowed to pick which of his Heavy Support units were reassigned.

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal rules for reserves. Reassigned units enter play along the table edge defined in the scenario being played. If no such edge is described, they may enter anywhere along the table edge of the player's deployment zone. If the player doesn't have a deployment zone with a table edge (ie, he sets up in the middle of the table), then roll the Scatter dice to see which edge any and all reassigned units will appear on.

#### 4. Get Fighting

Erm, get fighting!

# ARMY OF DEATH

## OVERVIEW

A large force of Blood Angels has succumbed to the Black Rage and falls upon the enemy in a whirlwind of destruction. Their only consideration is to annihilate their foes, while their enemies must do all they can simply to survive.

## SCENARIO SPECIAL RULES

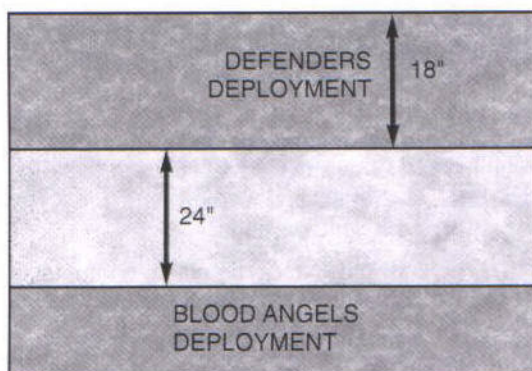
Army of Death uses the *Victory Points*, *Random Game Length*, *Infiltrators* and *Deep Strike* scenario special rules.

## SET-UP

**1** The defender deploys his entire force up to 18" from one of the long table edges.

**2** The Blood Angels player deploys his entire force at least 24" from the defender's deployment zone. Any units which deep strike may be kept in reserve. Any Blood Angels Infiltrators may deploy anywhere outside of the defender's deployment zone.

**3** The Blood Angels get the first turn as they launch their assault.



## MISSION OBJECTIVE

The Blood Angels must wipe out their enemies, totally destroying them if possible.

At the end of the game, work out Victory points as normal, with the following addition: The Blood Angels score double the normal number of Victory points for every enemy unit wiped out (*not* units that are falling back or have already fallen back off the table edge). Each defending unit that has not been destroyed, or is falling back off the table, is worth its points in Victory points to the defender.

## RESERVES

None.

## GAME LENGTH

The game last a random number of turns.

## LINE OF RETREAT

Units which are forced to fall back will do so towards the long table edge of their deployment zone, using normal fall back rules.



# ASSASSINS

## ATTACKER'S BRIEF

You have been chosen to lead a crack commando force to kill the enemy high commander, with the intention of causing enough confusion to disrupt their attack and bring you victory.

## DEFENDER'S BRIEF

As you were enjoying your afternoon nap (or prayer session, meal, or psychic communion with the Hive Mind, etc) one of your trusted bodyguards brought you news that a large enemy force has appeared on the horizon. You must endeavour to stay alive until reinforcements can arrive to carry you to safety.

## SCENARIO SPECIAL RULES

The Assassins mission uses the *Fortifications*, *Hidden Set-Up*, *Infiltrators*, *Random Game Length* and *Reserves* scenario special rules.

## SET-UP

**1** The defender's deployment zone is up to 18" on from one of the long table edges, in which they may place fortifications. The attacker's deployment zone starts 18" further towards the opposite edge.

**2** The defender's HQ must be set up on the table, but any Fast Attack unit must be placed in reserve. Other units have the option of being reserves or being set up on the table. Once decided, set up using the Hidden Set-Up rules. The HQ must be at least 12" from any edge.

**3** The attacker deploys his entire force.

**4** The defender reveals his set-up.

**5** Any attacking infiltrators may make one free move, ignoring terrain. For the purposes of this free move, Eldar and Dark Eldar may not use *fleet of foot*, neither can Tyranids use *fleet of claw/wing*.

**6** The attacker gets the first turn.

Attacker's deployment zone

18"

Defender's deployment zone

18"

## MISSION OBJECTIVE

The attacker wins if he can completely wipe out the defender's HQ unit. Note that in this scenario the defender's HQ is subject to the 'And They Shall Know No Fear rule' (see page 5 of Codex: Space Marines), and will always regroup, because otherwise they might just flee off the table, and what fun would that be?



## RESERVES

The defender's reserves enter from his own table edge.

## GAME LENGTH

The game lasts a variable number of turns.

## LINE OF RETREAT

Troops fall back towards the long table edge of their own deployment zone.

# BATTLE AT THE CAMP

## OVERVIEW

The leaders of three allied forces have met to plan their strategy in a forthcoming battle. Despite their common purpose, the leaders can't agree on a plan and what starts as a violent argument quickly escalates into outright violence. None of the leaders are going to back down and they throw themselves into the fray, determined to prove that might is right! The warbands of all three leaders soon join the fighting and utter mayhem ensues.

## SCENARIO SPECIAL RULES

The scenario uses *Random Game Length*. This scenario also uses a new scenario special rule, *Confusion*, which is detailed on the right. Ork Warbosses and their bodyguard may not make Power of the Waaagh! tests in the first turn of the game.

### SET-UP

**1** Set up a marker in the centre of the table. All three players then roll a dice and the player who scores highest may choose a point no closer than 18" from the centre of the table. This point is the centre of his camp. The next highest scoring player chooses a point at least 18" from the centre of the table and at least 30" from the centre of the opposing player's camp. Finally, whoever rolled lowest must choose a point at least 18" from the centre and at least 30" from both other players' camps.

**2** Players then deploy their commanders and their bodyguards within 6" of the centre of the table, in the same order that they picked their camps. Transport vehicles must be placed more than 2" away from the commander and bodyguards (no jumping in your vehicle and driving off straight away!) and these do not have to be within 6" of the centre of the table.

**3** Players then deploy the rest of their armies in their camps in the same order as they picked the locations. The players deploy within 12" of the chosen point (this marks the centre of their camp). When deploying, all units must be at least 18" away from any of the commanders or their bodyguards (don't worry about transports though) and 24" away from the other players' units. All units in the camps at the beginning of the game are subject to the *Confusion* rule.

**4** Take three counters for the three armies and put them in a mug or cup. Draw one of the counters, and whoever's counter it is gets the first turn. Keep the counter out of the cup then, when the first player has completed their turn, draw another counter to see which of the two remaining players goes next. When all three players have had a turn, return the counters to the mug except the last one drawn and draw a counter to see who goes first in the next turn. After the first player has had their turn place the last player's counter in the mug and draw again to see which player goes next.

### CONFUSION

Sometimes a force will be caught off guard by an unexpected attack or event in a place they misguidedly imagined to be safe. There is uproar as troops grab for weapons and equipment, crews rush to their vehicles, and so forth. Affected units may not move, shoot or assault until they are organised by passing a Leadership test. A player may attempt to get up to three of their units organised at the start of their turn (squad with transports make just one roll); the units become organised and may act normally if they pass the Leadership test. Units which do not have Leadership specified in their characteristics (such as vehicles) use the following values instead:

*Elites* ..... 8

*Fast Attack* ..... 7

*Troops and Heavy Support* ..... 6

Once a unit is organised it becomes active for the rest of the battle and does not need to check again for organisation. Units which are confused may be fired on or assaulted by the enemy but they automatically become organised if they survive the experience.

## MISSION OBJECTIVE

*Victory goes to the player whose commander is still alive at the end of the game. If all commanders are dead or more than one is left alive, victory goes to the player who has earned the most Victory points. Victory points are only earned for the following:*

- Own commander killed an enemy commander in close combat +250 points.
- Each unit with 50% or more of its original strength, in an enemy camp at the end of the game +100 points.

## GAME LENGTH

*The game lasts for a random number of turns.*

## LINE OF RETREAT

Any unit which is forced to fall back will move towards its own camp by the shortest possible route. Once it has reached the camp it will move towards the nearest board edge by the shortest possible route.

# CAPTURE THE HULK

## OVERVIEW

A space hulk has appeared in-system; both sides want to capture its valuable technology and resources for themselves. Your orders are to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

## SCENARIO SPECIAL RULES

This mission uses the *Night Fighting* and *Infiltrators* rules. Neither army may use jump packs, bikes or vehicles (except Walkers).

All walls and bulkheads are considered to go up to the roof, block line of sight (yes, even if you are standing on a piece of scenery higher than a wall) and are impassable except by their access ports. Pipes are also considered enclosed and can be accessed only from the ladders attached to them. Any Dreadnought sized model trying to move under the pipes or through the corridor hatches must make a Difficult Terrain test or become stuck for the rest of the game.

### Optional Special Rules (may be used if both players agree)

**Low Gravity:** This battle takes place in low gravity. Because of this, all units may ignore difficult terrain as if they had jump packs, although the distance they can move is still the same as normal, (the rules above about walls, Dreadnoughts, etc, still apply). If a model ends its move inside difficult terrain then on the roll of a 1 it is removed. Also due to the low gravity, all models (except Terminators, Terminator sized models, vehicles, Wraithguard, Wraithlords or Talos) may move an extra D6" instead of firing in the Shooting phase. Any models which can *flee* of foot/claw/wing etc, roll two D6 and chooses the highest score on one of the dice to determine the extra distance moved.

**No Atmosphere:** The space hulk is an airless environment. It is assumed that all models are equipped with pressure suits or re-breathers which allow them to operate in the airless atmosphere on the hulk, even if these aren't shown on the models themselves. The increased vulnerability of models in such an environment is represented by reducing their saving throw by one point (eg, a model with a 5+ save is reduced to 6+, while a model with a 6+ save would get no save at all).

**Note:** The No Atmosphere rule applies to all models in any army, no matter how strange this may seem (yes, even Daemons or Avatars!). This keeps things nice and simple and avoids arguments about which models need to 'breathe' and which don't! It also applies to invulnerable saves.

## SET-UP

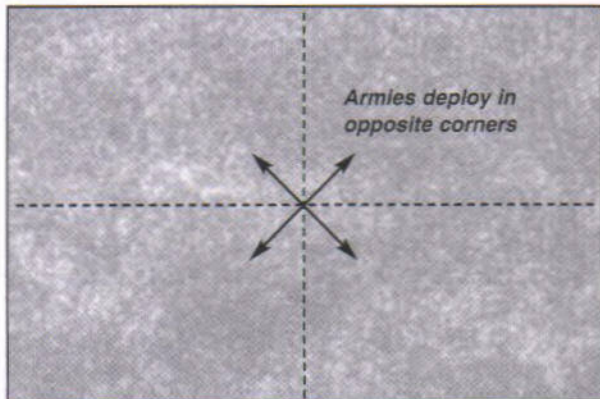
**1** Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is in the opposite quarter.

**2** The player with the lowest score now deploys one unit in his quarter of the board. His opponent then deploys a unit in his own deployment zone. The players take turns deploying a unit at a time until their entire forces are on the table.

No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support, followed by Troops, Elites, HQ and finally Fast Attack.

If either side has any infiltrators, they may make one move **after deployment but before the game starts.**

**3** Roll for who gets the first turn. The player with the highest score may choose whether to go first or second.



Divide the table up into four quarters and dice for the choice of quarter as deployment zone.

## MISSION OBJECTIVES

Both forces are seeking to clear this section of the space hulk of all enemy forces, securing ground as they go. The player who occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit with more than half its original number in the area. Note that characters and HQ choices cannot secure table quarters on their own.

## GAME LENGTH

The game lasts for eight turns, or six turns if the optional Low Gravity special rules are used.

## LINE OF RETREAT

Units forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

# CARNAGE

## OVERVIEW

Your mission is to get to the centre of the board, claim the objective and stay on it at all costs. Whoever has the closest model to the objective when the game finishes is the victor.

## SCENARIO SPECIAL RULES

*Carnage* uses the *Night Fight* special rules, but only for each player's first turn. It also uses the *Infiltrators* and *Random Game Length* special rules.

## SET-UP

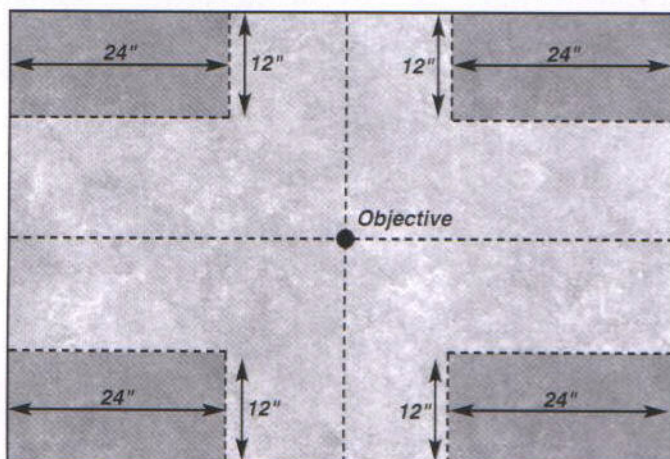
1 All players roll a dice. The player who scores highest chooses which deployment zone he prefers, then the player who scored the next highest chooses a deployment zone, and so on.

2 Each player's deployment zone is indicated on the map below. he must set up all his forces in his chosen deployment zone.

3 The player who won the dice roll to choose his deployment zone now deploys one unit in his chosen zone. Next the player who rolled second highest deploys a unit, and so on. The players take it in turns deploying a unit at a time until their entire forces are on the table. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

4 If any player has Infiltrators in his force then they may be deployed after all other forces have been set up. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.

5 Roll for who gets the first turn. The player who rolls highest takes his turn first, followed by the player to the left of him, and so on.



## MISSION OBJECTIVES

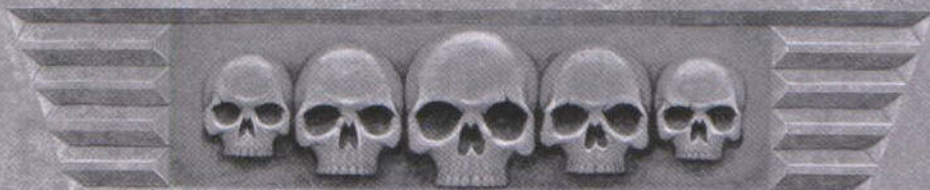
All players have the same objective: to have the closest model to the objective when the game ends. If there is a combat where it is unclear as to which models are nearest, the player with the most models in close proximity to the objective wins. Thus, if there was an assault surrounding the objective, the player with the most surviving models nearest to the objective when the game draws to a close is declared the winner. However, if there is an unengaged model closer to the objective, the player controlling the closest model wins outright.

## GAME LENGTH

The game lasts for a variable number of turns.

## LINE OF RETREAT

Units forced to fall back will do so towards their nearest deployment zone board edge by the shortest route, using the normal Fall Back rules.



# DAWN ASSAULT

## OVERVIEW

This is an interesting variant on the Cleanse scenario by Jervis Johnson, which he's called Dawn Assault. I thought this was a really good example of how to combine a couple of other scenarios to produce a new and rather splendid hybrid with its own piquant flavouring.

**Jervis:** This is, for all intents and purposes, an 'advanced' version of the Cleanse mission included in the Warhammer 40,000 rulebook. Note that it also forms the basis of the 'Tournament Scenario' we use in the first Grand Tournament for the new rules. So give it a try, and let me know what you think.

In the scenario, opposing forces encounter each other just before dawn. The battlefield is still shrouded in darkness, but the forces have only a short time before sunrise.

## SCENARIO SPECIAL RULES

Dawn Assault uses the *Deep Strike*, *Infiltrators*, and *Random Game Length* scenario special rules. The Night Fight scenario special rule is used for the first game turn only (ie, the sun comes up at the end of the first turn).

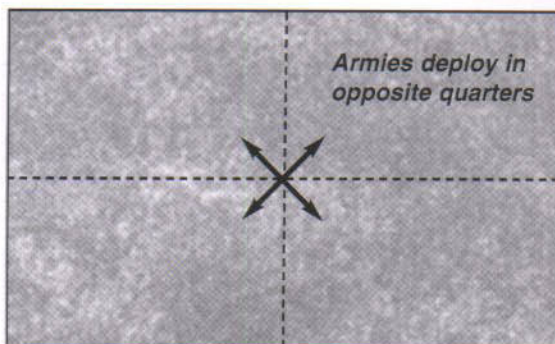
## SET-UP

**1** Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

**2** The player that scored lowest deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until the whole of both their forces is on the table.

No unit can be deployed within 18" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units. Units that can infiltrate may deploy after all other units, anywhere on the table, at least 18" from the enemy. If both players have infiltrators, roll a dice to see who sets up first.

**3** Roll for who gets the first turn. Highest score may choose whether to go first or second.



## MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To occupy a table quarter there must no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area, whilst you must have at least one unit of troops, bikes or cavalry over half strength or a mobile vehicle in the area.

## GAME LENGTH

The game lasts for a random number of turns

## LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.



## UNLUCKY FOR SOME

**By Jervis Johnson**

The Last Chancers are the Warhammer 40,000 equivalent of the Dirty Dozen from the World War II book and film of the same name. They first appeared in the second edition Codex: Imperial Guard as a special type of Imperial Guard unit, and I was keen to keep them in the Codex for the current edition of the game. The main problem that I had with the second edition version of the Last Chancers was that they were basically all the same. Now, if you've seen the Dirty Dozen movie (or any of its numerous sequels and imitations), you'll know that every member of the unit was different, and each had their own special skills and abilities. Indeed it was these special skills that got them into the unit in the first place! Anyway, I wanted to reflect this in my version of the Last Chancers rules, and so what I did was come up with a different name, special rule and set of wargear for each member of the unit. I kept the names generic, more like nicknames than anything else, on the basis that, although according to the background it was rare for a Last Chancer to survive even one mission, I was sure they'd be replaced by someone with similar skills.

Well, that was the idea. Unfortunately the rules I came up with, while being characterful and interesting, were a nightmare to actually use in a game as they forced you to keep track of a dozen special characters each with their own special rules, while using a full Imperial Guard army at the same time. This was just too much information to keep track of (well, for me at least!), so I decided with some regret to cut the rules back. My solution was to keep the names and equipment, but take out the vast bulk of the special rules. The result can be found in Codex: Imperial Guard, and allows you to incorporate the Last Chancers very easily into your Imperial Guard army.

However, I felt it was a shame that the more detailed version of the Last Chancers would never see the light of day... or at least I did until Andy Chambers suggested that perhaps the Last Chancers could be an army on their own. Andy's idea was simple; let players use all of the special rules I'd come up with, but only if they agreed to use an army that consisted of only the Last Chancers and nothing else. Under such circumstances it would be easy to deal with all of the Last Chancers' rules, and what's more it

was very true to the original inspiration for the unit, as the whole point of the Dirty Dozen movie was that the unit had to carry out its mission on its own.

All that was required was a little bit of tinkering with my original rules, and I had the new, extra special version of Colonel Schaeffer and the Last Chancers for my playtesters to try out. Their opinions were universally positive, one veteran player noting that his gaming group wouldn't normally dream of using special characters in their games, but were all very keen to have a go with the Last Chancers. This being the case, it didn't take much begging and pleading to convince the editor of this esteemed magazine to print an expanded version of the Colonel Schaeffer and the Last Chancers special rules which will allow you to field them either as a unit as presented in Codex: Imperial Guard, or as an army in their own right.

So, without any more waffle from me, here are the expanded rules for Colonel Schaeffer and the Last Chancers. As always, make sure to write in to me if you have any comments or suggestions about them. More importantly, have fun with them!



The Last Chancers prove their mettle once more, fighting off the waves of Chaos Marines charging towards them.

## COLONEL SCHAEFFER'S LAST CHANCERS

The Last Chancers are a special unit made up of Penal Legion convicts. They are hand-picked by Colonel Schaeffer, and are used to carry out especially dangerous (some would say suicidally dangerous!) missions.

They must be used exactly as described here and may not be given extra equipment or wargear. In addition they may only be used in a battle where both players have agreed beforehand to allow the use of special characters.

### COLONEL SCHAEFFER'S LAST CHANCERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Colonel Schaeffer	291	4	4	3	4	3	4	3	9	4+
Last Chancer	—	3	4	3	3	1	3	1	8	5+

**Squad:** The squad consists of Colonel Schaeffer and eleven Last Chancers. Their equipment is described over the page.

**Weapons:** All models are assumed to have a laspistol, frag and krak grenades as well as the equipment listed over the page.

**Options:** The squad may be mounted in a Chimera. See the Chimera army list entry in the Codex: Imperial Guard for points cost and details.



### UNIT SPECIAL RULES

The Last Chancers can be used in one of two ways:

**Hardened Veterans:** You can use Colonel Schaeffer and the Last Chancers as the Hardened Veteran squad you are allowed to use in the army. If you decide to do this, they count as one of your Elites choices. All of their equipment is described over the page. In addition the squad has two Battle Honours, which will always be Hardened Fighters and Steadfast (for details see page 163 in the Warhammer 40,000 rulebook). However, when used as a Hardened Veteran unit, with the exception of the rules for Colonel Schaeffer and Ox, the Individual Special Rules described over the page are not used. Such is Schaeffer's reputation for dealing with malingerers that, as long as the Colonel is alive, the entire squad will automatically pass any Morale or Pinning tests.

**Suicide Force:** Alternatively you can use Colonel Schaeffer and the Last Chancers to fight a battle on their own. If you do this then the Individual Special Rules are used. If you decide to use this option, they will always be the attackers (even against Dark Eldar!), and the Last Chancers player is allowed to pick the mission that will be played. You always use all of the Last Chancers in such a mission, and must ignore any scenario instructions that require the attacker to leave models in reserve, or that require models to be left out of the game. When used as a Suicide Force, any of the the Last Chancers may infiltrate as long as the scenario allows the Infiltration rules to be used. Remember that the points value originally set for the game is still used by the opposing force, and is not reduced to match the points value of the Last Chancers; for example, if you'd agreed to play a 1,000 point game and opted to use the Last Chancers on their own then your opponent would still field a 1,000 point army (these guys aren't called the Last Chancers for nothing you know!). As a Suicide Force, each member of the unit is treated as an independent character, but will still automatically pass Morale checks or Pinning tests while the Colonel is still alive.

### WHOOOOOOOPS!

Ox's special rule should have been included in Codex: Imperial Guard, just under Colonel Schaeffer's special rule. Unfortunately it's not in the first print run of the book.



The Last Chancers open fire.

## COLONEL SCHAEFFER



**PROFILE:** Tough, hard-bitten and strict. Will get the job done no matter what the cost.

**WARGEAR:** Plasma pistol, master-crafted power weapon and carapace armour (stat line already modified).

**SPECIAL RULES:** Schaeffer is a master of close combat. Opponents must subtract -1 from their dice rolls to hit him.

## 'HERO'

PENAL COLONY-BASSUS PRIME-219547FKB4KD-271700-LA



**PROFILE:** Outstanding officer, top of his class and with a first-class record.

**CRIME:** Refused a direct order to lead his men on a pointless and suicidal attack.

**WARGEAR:** Lasgun, laspistol and close combat weapon.

**SPECIAL RULES:** Hero just doesn't know when to give up. If he is killed he does not die immediately.

By an effort of sheer will he stays alive, and then expires at the end of the next Last Chancers player's turn. He may not be harmed during this time, and will ignore any Morale or Flipping tests, even if Colonel Schaeffer is dead.

## 'OX'

PENAL COLONY-GAREVO YI-3H60AR679-101-396859-S



**PROFILE:** A huge ox of a man, and about as bright.

**CRIME:** Killing three off-duty officers with his bare hands in a drunken brawl.

**WARGEAR:** Heavy bolter.

**SPECIAL RULES:** Ox can move and fire with the heavy bolter. He carries his own ammunition and doesn't have a loader.

## 'BRAINS'

PENAL COLONY-UNKNOWN DATA CORRUPTION-4H8C8NE45H5-275974-T



**PROFILE:** An expert on many forms of technology and all round brain-box. Ox and he are good buddies.

**CRIME:** Hacking into the Regimental accounts system and changing his pay-code.

**WARGEAR:** Lasgun, comm-link.

**SPECIAL RULES:** If Brains is killed then Ox will go berserk, doubling his Strength and Toughness for the rest of the game, and will always charge if in charge range of the enemy.

## 'DEMOLITION MAN'

PENAL COLONY-RIELS WORLD-J59683DH59NT-918832-C



**PROFILE:** An expert with explosives, and capable of picking any lock and disabling any security system.

**CRIME:** Caught while breaking into a Colonel's personal drinks cabinet.

**WARGEAR:** Lasgun, melta bombs & one demolition charge.

**SPECIAL RULES:** Demolition man may use his demolition charge in the Shooting phase

instead of making a normal shooting attack. Demolition charges are one-shot weapons with a range of 6". The attack is treated in all ways as an Ordnance attack, except that the model throwing the demolition charge is allowed to move in the same turn. Place the large Ordnance template as you would normally, and then roll to see if it scatters.

Weapon	Range	Str	AP
Demolition Charge	6"	8	2
Ordnance, may move and fire, one shot			

## 'SHIV'

PENAL COLONY-TEMPORARY CUSTODY ONLY-335923674971-966769-H



**PROFILE:** A stealthy assassin who can sneak up and dispatch a sentry without being spotted.

**CRIME:** Serial murder of over twenty civilians on Lector Prime over a five year period.

**WARGEAR:** Plasma pistol, mono-filament knife (counts as a power weapon).

**SPECIAL RULES:** Shiv will only be spotted by a sentry or allow an opponent he attacks in close combat to raise the alarm if they first roll a 6 on a D6. On a roll of 1-5 the alarm is not raised. Shiv doubles his Initiative against sentries.

## 'SCOPE'

PENAL COLONY-DARSON HX-1580NIP03EHE-571146-A



**PROFILE:** A trained sniper and expert marksman.

**CRIME:** Went AWOL, reason unconfirmed, but suspected to be related to the assassination of Chief Arbitrator Abraxas.

**WARGEAR:** Needle sniper rifle.

**SPECIAL RULES:** Scope may choose which enemy model he shoots at; the normal targeting rules don't apply and you may

choose to pick out any model including a character in a unit or a heavy weapon trooper that is in his line of sight.

## 'GREASE MONKEY'

PENAL COLONY-DEVLAN 5-TORRITH VI-THE94GAD943-296688-N



**PROFILE:** Expert mechanic reputed to be able to maintain, drive and repair any Imperial vehicle in the galaxy.

**CRIME:** Stealing an Elder grav-vehicle belonging to the Ambassador of Iyanden Craftworld.

**WARGEAR:** Bolt pistol.

**SPECIAL RULES:** If the Last Chancers have a Chimera then Grease Monkey will drive it. He may re-roll any failed Dangerous Terrain tests. If the vehicle is destroyed roll to see if he survives as if he were a passenger. In special scenarios of your own devising he can repair or hot-wire and drive any vehicle on a roll of 2+.

## 'ROCKET GIRL'

PENAL COLONY-BARBABELLUS 4-H50AB45E50JL-270804-C



**PROFILE:** Master At-Arms who is proficient with any and all of the heavy weapons employed by the Imperial Guard.

**CRIME:** Murdering a fellow Master-sergeant for unknown reasons.

**WARGEAR:** Missile Launcher.

**SPECIAL RULES:** Years of experience means that Rocket Girl just about always places the missiles she fires in exactly the right

spot. To represent this she may re-roll any Armour Penetration rolls she makes.

## 'FINGERS'

PENAL COLONY-C'GATAW PENITENTIARY-35CROU4NGE7N-070075-E



**PROFILE:** An expert forager and petty thief who can get hold of just about anything for a price.

**CRIME:** Black Marketeering.

**WARGEAR:** Lasgun, missiles.

**SPECIAL RULES:** Fingers is the loader for Rocket Girl's missile launcher and must attempt to stay within 2' of her at all times. He's usually able to lay his hands on one or two special or experimental missiles, and to represent this, as long as Fingers is alive, once per battle Rocket Girl may make a special missile attack at +D3 Strength (up to a maximum of Strength 10).

## 'ANIMAL'

"RECORDS RESTRICTED TO LEVEL 14 ACCESS ONLY"



**PROFILE:** A schizophrenic psychopath, but reputed to be one of the best all round warriors in the Imperial Guard.

**CRIME:** See sub-file 84 beta, sections 103 to 196.

**WARGEAR:** Meltagun, scanner, close combat weapon.

**SPECIAL RULES:** Animal has lightning fast reactions which provide him with a 4+ invulnerable save, and which doubles his Initiative and gives him +1 Attack in close combat.

## 'WARRIOR WOMAN'

PENAL COLONY-TOPHAWH III-SIE ATTACHED FILE-34E2XENT5A15-185027-S



**PROFILE:** One of the renowned warrior-women of Xenan 7, an expert tracker and huntswoman.

**CRIME:** Membership of a banned organisation (ref: Artemia sub-cult).

**WARGEAR:** Lasgun, sword and knife (counts as two close combat weapons).

**SPECIAL RULES:** Warrior Woman adds +1 to any cover saves. In addition, when she charges she may leap into combat. This adds D3' to her charge move and doubles her charging attack bonus from +1 to +2.

The interior of the prison shuttle was gloomy, the only light coming through a weak shaft from a window-slit above the pressure door. The heavy breathing of men in deep sleep was the only sound to be heard, with the odd shuffle or muttered curse as one or other of the somnolent prisoners relived some familiar nightmare.

A rattle of chains and the clump of heavy boots on the metal boarding ramp sounded from outside, but in their exhaustion not one of the men inside stirred. The pressure door hissed open, artificial light blazing in to chase the shadows into the corners of the shuttle's high ceiling. Blinking, stretching and groaning, the prisoners responded to this unwelcome waking. A large silhouette shuffled lopsidedly up the ramp to stand in the entrance, its sizeable frame blocking out most of the light. Heavy chains hung from the man's wrists and ankles, connected to a spiked metal collar around his neck. His mad eyes glared into the cell, not really seeing anything at all.

Two of the prison guards appeared behind the prisoner and shoved him forward. The man stumbled a few steps and then tripped on the doorway rim, falling head first down onto the mesh decking. He was immediately back on his feet, growling and snarling around the leather gag between his teeth. He took a step forward and the guards reacted immediately, their suppression mauls lashing out, sending shockwaves of power across the brute's body. After several seconds the man slumped to his knees and the storm of blows stopped.

'Emperor's teeth, this guy's an animal!' someone hissed.

'No talking,' barked Colonel Schaeffer as he strode up the ramp and stood at the edge of the doorway, hands behind his back clasping a swagger stick. He turned for a moment and said something to a man beside him with a heavily scarred face and neck. The man nodded and then disappeared down the ramp. Schaeffer turned his attention back to the prisoners.

'Take off the shackles,' he ordered the guards, his gaze fixing on the man on the ground.

'T-take them off?' one of the guards replied, giving a horrified glance towards the Colonel.

The Colonel didn't move, although there was a slight twitch in his clenched jaw.

'I do not repeat orders,' the Colonel replied tersely, his stare still levelled at the half-conscious figure on the deck. The guard who had spoken hurried forward whilst the other stood ready with his power maul. Pulling a las-chisel from his belt, the guard burnt out the rivets on the shackles and they dropped to the floor with a heavy clang. He stepped back hastily as the figure pushed himself to

his feet. His hair was matted with sweat, every muscle in his body twitching with unnatural tension, and as he turned around his eyes fell upon the Colonel. With a roar, he launched himself at Schaeffer, his huge hands outstretched to grab the Colonel's throat. The guards froze in horror, but as the prisoner lunged towards Schaeffer, the Colonel stepped back and brought his hand up sharply. The heel of his hand smashed into the bridge of his attacker's nose, splashing blood across the Colonel's heavy dress coat. The man crashed to the deck, his forehead bouncing off the tip of Schaeffer's highly polished left boot. Rolling over and sitting up, the prisoner shook his head, and then pushed himself away from Schaeffer with dazed, worried glances.

'Welcome to the rest of your short life!' called out Mikhaels, the woman the others called 'Rocket-Girl'. Grim laughter followed her comment, which stopped abruptly as the Colonel snapped the swagger stick in half with a loud crack.

'You are all on half water rations today, for that,' he told them, stepping forward into the cell itself and flinging the splintered pieces of the swagger stick outside. 'The salvation of your souls is no laughing matter.'

The newcomer was coming to his senses once more. Wiping blood from his nose with the back of his hand, he looked around the shuttle cell, as if realising where he was for the first time. His eyes had lost some of their glazed look.

'Where the frag am I?' he asked slowly, turning to the man in a scuffed officer's greatcoat crouching next to him. Everyone looked at Schaeffer, trying to gauge his mood - sometimes he was merely surly, and sometimes he was downright mean.

'Go ahead, Green, tell him,' the Colonel replied to their questioning looks, his face totally unreadable.

'You've just been volunteered for the Last Chancers,' the man the others had immediately dubbed 'Hero' explained dryly. 'For your crimes against the Emperor and humanity, you will spend your life in this, the XIII Penal Legion, until such time as you receive the Emperor's Absolution from the Colonel or from the Emperor himself. And of course, the only way you can receive the Emperor's personal absolution is when you're dead.'

'That's what you are told when you volunteer,' growled Schaeffer. He stalked over and bent down towards the newest 'volunteer', who visibly flinched at the Colonel's icy stare. 'You're all here because you are traitors to Mankind and the Immortal Emperor. You are here because you have failed in your sworn duty to protect his domains and subjects, and you have perverted his trust in

you for your own misguided ends. You have sacrificed your part in securing the future of the whole of humanity for your own selfish gain. To kill you would be to accept that you can longer save your immortal souls. If you were to be ushered into the Emperor's presence now, the scales would tip badly against you when the deeds of your life are weighed up by his Almighty Presence. This is why I give you a last chance to prove yourselves worthy of the Emperor's forgiveness. This is why you are here - to save yourselves from eternal damnation.'

He turned away for a moment, taking two steps towards the door before whirling on his heel. His eyes flashed dangerously, his mouth set in a grimace of disgust.

'You will atone for your sins, and when you die you will thank me for allowing you to!' he snarled, his eyes sweeping across all of the gathered prisoners.

'You!' the Colonel hissed, pointing towards the kleptomaniac 'Fingers' Vagin. 'Why are you here?'

'Cause I canna help stealin' stuff?' Fingers replied tentatively.

'No,' whispered Schaeffer, shaking his head slowly, his hands tightening into fists behind his back. 'You are all here because you are scum. But you are the Emperor's scum. You have skills that are useful to our Immortal Lord and whether you wish it or not, they will be made use of.'

With a last contemptuous look, the Colonel turned and marched down the ramp, followed by the two prison guards. The man with the scarred face reappeared at the doorway, giving them a once over with his single eye - the other was covered with a metal eyepatch riveted into his face. Lieutenant chevrons were stitched onto the front of his flak jacket, and his aged face looked as if it had borne all the cares of the galaxy for a hundred years.

'What 'appens to us now?' Vagin asked the stranger.

'Now?' the man replied with a grim smile on his face. 'Now you're shipped out to some hellhole you've never heard of. There you'll fight for the Colonel. Most likely you'll die. But if you're lucky, or as good as some of you think you are, then you might just crawl out of there alive. And then you'll go to another warzone and another battle, and you'll stare death in the face again. And again and again until one day you're just a little bit too slow, or just plain unlucky, and you catch a bullet or a knife, or a plasma grenade blows you to bits.'

In the stunned silence that followed, the Lieutenant started laughing, the harsh, uncaring sound becoming muffled as he hit the controls and the door slammed down, plunging them into darkness once more.

**BY GAV THORPE**

You can find more of Gav Thorpe's 'Last Chancers' short stories in Issues 5 and 12 of *Inferno!*

# IT'S ALL IN THE NAME

**By Gav Thorpe**

While we were talking about Space Marine Chapters the other day, Gav dug up this enormous list of Space Marine Chapter names which we've assembled over the years. Many of these you may have seen before, others are Chapters that have been mentioned possibly once or twice in the distant past, while some

are totally new. We've also included a long list of names commonly used, to help anyone who likes inventing their own Space Marine Chapters. Space Marine Chapters are very much like Knightly Orders, and their names often reflect this. Reference can also be made to their status as the defenders of Mankind, or the fact that they consider themselves the ritual Sons of the Emperor. A Chapter's

name might embody the character of the Chapter (such as the Blood Drinkers), the world of their Founding (Praetors of Orpheus) or the Legion gene-seed from which they are derived (such as the Storm Lords and Marauders). We have listed the first founding Chapters in bold with the second founding Chapters next to them, plus a list of some of the later foundings.

ORIGINAL LEGIONS	SECOND FOUNDING
<b>Space Wolves</b> .....	<i>Wolf Brothers<sup>1</sup></i>
<b>Ultramarines</b> .....	<i>Aurora</i>
	<i>Black Consuls</i>
	<i>Eagle Warriors</i>
	<i>Genesis</i>
	<i>Inceptors</i>
	<i>Libators</i>
	<i>Nemesis</i>
	<i>Novamarines</i>
	<i>Patriarchs of Ulixis</i>
	<i>Praetors of Orpheus</i>
	<i>Silver Eagles</i>
	<i>White Consuls</i>
<b>Dark Angels</b> .....	<i>Angels of Absolution</i>
	<i>Angels of Redemption</i>
	<i>Angels of Vengeance</i>
<b>Imperial Fists</b> .....	<i>Black Templars</i>
	<i>Crimson Fists</i>
<b>Blood Angels</b> .....	<i>Angels Encarmine</i>
	<i>Angels Sanguine</i>
	<i>Angels Vermilion</i>
	<i>Blood Drinkers</i>
	<i>Flesh Tearers</i>
<b>White Scars</b> .....	<i>Destroyers</i>
	<i>Marauders</i>
	<i>Rampagers</i>
	<i>Storm Lords</i>
<b>Iron Hands</b> .....	<i>Brazen Claws</i>
	<i>Red Talons</i>
<b>Salamanders</b> .....	<i>None known</i>
<b>Raven Guard</b>	<i>Black Guard</i>
	<i>Revilers</i>

LATER FOUNDINGS	
Raptors	Inviolators
Absolvers	Lamentors
Adulators	Libators
Angels of Damnation	Malevolent
Angels of Penance	Marines Errant
Angels of Purgatory	Marines Errantor
Angels of Repentance	Mentors
Angels of Retribution	Minotaurs
Angels of Vigilance	Mortifactors
Angels Penitent	Oblators
Angels Porphy	Panthers
Angels Redeemed	Penitents
Angels Repentant	Purgators
Angels Resplendent	Rainbow Warriors
Angels Revenant	Raptors
Astral Claws <sup>2</sup>	Redeemed
Avengers	Redeemers
Benedictors	Red Scorpions
Black Inculcators	Relictors
Celebrants	Reparators
Contenders	Retractors
Crusaders	Rhetors
Dictators	Silver Skulls
Espandors	Star Phantoms
Excubants	Supplicators
Execrators	Tempestors
Executioners	Tormented
Exemplars	Tormentors
Exorcists	Tributors
Fire Hawks <sup>3</sup>	Valedictors
Flame Falcons <sup>4</sup>	Venerators
Hounds of Demos	Venerators of Osiron
Howling Griffons	Victors
Inculcators	Vindicators
Invictors	Warriors Tempest

## Other common words used in Space Marine Chapter names

Angels, Black, Blood, Brazen, Brothers, Celestial, Champions, Crimson, Crusaders, Dark, Death, Destroyers, Devourers, Devils, Doom, Dragons, Eagles, Emperor's, Fists, Falcons, Fire, Flesh, Golden, Griffons, Guard, Hawks, Imperial, Inferno, Iron, Jaguars, Knights, Lions, Lords, Mailed, Marauders, Millennial, Night, Nightmare, Omega, Obsidian, Panthers, Paladins, Questors, Rampagers, Red, Silver, Sons, Space, Storm, Talons, Tearers, Templars, Tigers, Thunder, Ultima, Ultimate, Ultra, Vengeance, Valedictors, War, Warriors, White, Wolves, Zephyrs.

- 1) Wolf Brothers - Disbanded due to genetic instability
- 2) Astral Claws - Excommunicate, became Red Corsairs
- 3) Fire Hawks - Lost in warp 963.M41
- 4) Flame Falcons - Excommunicate, mutation

# XENO REPORT

TYRANID LIFEFORM 01044310/A/SUB34.1

IDENTIFICATION CODE NAME - LICTOR

<<<<<<<<<<< BY EDICT OF THE ORDO XENOS >>>>>>>>>>>

FOR DISTRIBUTION TO:

DEPARTMENTO MUNITORIUM IMPERIAL GUARD COMMAND STAFF OF EMERITAR LEVEL CLEARANCE AND ABOVE.

ADEPTUS ARBITES PRECINCT HOUSES, INVESTIGATIVE AND JUDICIAL COURTS.

PLANETARY DEFENCE FORCE COMMANDERS SUBJECT TO GOVERNANCE AUDIT 896

TRANSMITTED: ..... TALASA PRIME  
RECEIVED: ..... MACRAGGE  
DESTINATION: ..... KAR DUNIASH  
DATE: ..... 3203993.M41  
TELEPATHIC DUCT: ..... ASTROPATH-TERMINUS HALREISIAN  
REF: ..... INQ.XR.01044310/A.SUB34  
AUTHOR: ..... INQUISITOR KRYPTMAN  
THOUGHT FOR THE DAY: ..... SEE THE ALIEN, KILL THE ALIEN.

The following briefing has been prepared to raise awareness of the need for vigilance against the Tyrannid 'Lictor' lifeform, in particular on frontier worlds of the Ultima Segmentum. Recipients of this report are ordered to disseminate its content in appropriate cultural fashion to Imperial forces in their area of operation (Inquisition Order HA/3210/44NK.00021234). The contents of this report may, by necessity, need to be modified or in part omitted to prevent Alien-panic or Xeno-shock responses. It is the full responsibility of the recipients of this report to avoid terminology and imagery which will induce fear, cowardice, and anti-Imperial sentiments while disseminating its contents. Individuals who betray their loyalty to the Emperor in this matter will be subject to summary Inquisitorial punishment.

outpost will be due to Lictor attacks. Regular reporting and sharp vigilance is strongly recommended in any area where Tyranids are known to be active.

## XENO TYPE - TYRANID WARRIOR GENUS

Lictors appear to be a stable mutation of the Tyrannid Warrior genus, heavily adapted for survival in hostile environments and a stalker/predator role. They are intelligent and capable of independent action. They possess highly developed sensory organs which enable them to see, smell, hear and taste prey long before it becomes aware of a Lictor's presence.

## BEHAVIOURAL INDEX - STALKER/PREDATOR

Lictors are an infiltration/reconnaissance lifeform most commonly dropped via Mycetic spore ahead of Tyranid main force hive fleets. They are delivered by quasi-independent seeker drones which jump ahead of the main fleet swarm, in all probability to assess life bearing worlds and their autochthonous inhabitants prior to the arrival of the hive ships (typically a four to twelve week delay). The Lictors perform a similar function to the seeker drones on the planet itself. They rove ahead of the Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed.

Lictors are often referred to by Imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioural patterns and combat techniques. It is believed that stalking Lictors exude a pheromone trail which draws other Tyranid creatures in their wake and it is likely that a larger concentration of prey stimulates a stronger pheromone response and brings a larger group of trailing Tyranids. It is difficult to assess whether all Tyranid attacks are preceded by Lictor activity as their adaptations make them extremely difficult to detect.

However, where reports of Lictor activity have been filed they are invariably followed by a Tyrannid main force attack within two to forty eight hours. With the approach of a ground swarm, the Lictors revert to a predatory role and conduct independent attacks on patrols and outposts. Hence there is a strong likelihood that an overdue patrol or unresponsive



Lictors are covered with tiny chameleonic scales which shift their colour and texture to match their surroundings. These make Lictors exceedingly difficult to spot except at very close ranges (typically one to three metres according to reports from survivors of Lictor attacks). In close quarter combat, Lictors revert to their normal colouration in accordance with their 'parent' hive fleet (information on hive fleet colouration is detailed in the Alien Recognition Index Volumes XI to XIX). A Lictor's body gives off little heat and the creature is apparently capable of remaining completely motionless for days at a time, so even energy and motion surveyors are of little use in divining their presence.

### COMBAT ABILITIES

Lictors are highly evolved for dealing death with a whole arsenal of bio-weaponry. These include mantis-like upper claws, envenomed lower talons, feeder tentacles and barbed flesh hooks. The powerful upper claws form their primary weapons and are edged with a fractal chitin compound. A Lictor's upper claws have been noted as being capable of penetrating up to 80mm of Armaplas and shattering up to twentyfold ceramic sheathing. The lower talons are used for 'silent kills' on life forms and include venom channels containing a deadly haematotoxin.

The Lictors' feeder tentacles are tipped with sharp, bony plates which are used to lobotomize immobilised victims. The Lictor will then use the most foul of its abilities, the omophagic practice of directly absorbing a victim's genetic data and immediate memories by consuming their brains.

The flesh hooks are the most unusual of the Lictor's weapons. They are formed out of carbon-based chitin with a

monomolecular edge and attached to lengths of tough muscle fibre situated between the ribs. The hooks are fired by a sharp intercostal muscle spasm, allowing Lictors to snare their victims from a distance. The flesh hooks are also sometimes used as grapnels which allow Lictors to scale vertical surfaces at speed.

### CONCLUSION

The Lictor xeno-type has undergone few observable adaptations since it first appeared in the Imperium. The earliest autopsies of Lictors from Hive Fleet Behemoth at the Battle of Macragge are entirely consistent with those from Hive Fleet Kraken on Ichar IV. This indicates that the Lictor is as well adapted to its function as can be, unlike the more fluid, unfixed xeno-types which appear to undergo almost continuous gene-splicing and forced evolution as the Tyranids attempt to 'grow' extra advantages for their predatory conquest.

It is imperative that Lictor activity is looked for and where found it should be vigorously suppressed. Concealment and undergrowth should be cleared for a distance around strongpoints and fortifications. Active patrols must be used to sweep wilderness areas, with pre-planned routes and regular report times organised so that casualties can be quickly located. Alert drills must be practised so that garrisons can be promptly organised for the Tyranid main force arrival. Deathworld veteran troops should be employed to meet the threat of Lictors wherever possible, as their natural fieldcraft and hunting abilities are likely to succeed where orbital surveyors and other devices fail.

*Inquisitor Kryptman*



A Lictor bursts out from the jungle, launching a deadly ambush against the patrol of Cataphractii Deathworld Veterans.

# ULTRAMARINES SPECIAL CHARACTERS

By Andy Chambers

## ANCIENT HELVETICUS, BEARER OF THE BATTLE STANDARD OF MACRAGGE



ANCIENT HELVETICUS										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Helveticus	190	5	5	4	4	2	5	4	9	3+

A Ultramarines army of 1,500 points or greater may include Ancient Helveticus (it is assumed that the army represents only a part of the entire Chapter in combat). If you decide to include him then he counts as one of the HQ choices for the army but the army must still be led by a Hero, Chaplain or Librarian. Ancient Helveticus must be used exactly as described below, and may not be given additional equipment from the Space Marine Armoury. Helveticus can be used regardless of whether the players have agreed on the use of special characters (don't worry, the rules are balanced!).

**Note:** Although this character entry portrays Ancient Helveticus it can be used without modification to represent any of the Ancients who carried the Banner of Macragge over the long history of the Ultramarines.

**Wargear:** Banner of Macragge, Terminator honours (bonus included above), bolt pistol, frag grenades, krak grenades, power fist.

### SPECIAL RULES

**Banner of Macragge:** The Banner of Macragge is the Ultramarines' Chapter banner and as such has the combined effect of both the Sacred Standard and Holy Relic wargear items (see Codex: Space Marines for details). In addition, Ancient Helveticus and any Ultramarines squad he joins becomes fearless and automatically passes any Morale check or Pinning tests that he/they have to take. Even effects which normally force a fall back move to take place with no Morale check taken are ignored by the banner bearer and the unit he accompanies. Finally, the presence of the Banner of Macragge is an unwelcome sight to their enemies – it tells them that they are facing the entire might of the Chapter. This is represented by all enemy units within 12" of the banner bearer suffering -1 to their Leadership values for any Morale checks they are forced to make. If Ancient Helveticus is killed, these benefits no longer apply to whoever picks up the banner (see below). Also these benefits do not apply if Ancient Helveticus is inside a vehicle, bunker or off-table in reserve.

#### **Banner of Macragge summary:**

- 1) Counts as a Sacred Standard (6" range, +1 combat resolution) and a Holy Relic (2D6" range, +1 Attack once per battle).
- 2) Helveticus and unit joined become fearless.
- 3) -1 to enemy Morale checks within 12".

**Foresworn:** Only the most devout and dedicated of the Ultramarines are even considered for the position of Ancient. Those that are chosen have the weight of ten thousand years of sacred tradition to fulfil, never to dishonour the banner, never to take a step back, and certainly never, ever to lose it in battle. The fierce dedication of the Ancients mean that they will overcome even death wounds to fight on to protect the banner. To represent this, Ancient Helveticus' armour save counts as being invulnerable, so he may ignore any wound he suffers on a D6 roll of 3 or more, even ones which allow no armour saving throw.

**Protect the flag!** If Ancient Helveticus is killed, leave the model in place to show where the banner has fallen. Regardless of the mission being played, the Ultramarines player now also has to fulfill the victory conditions for a 'Rescue' standard mission (see page 143 of the Warhammer 40,000 rulebook), treating the sadly departed Helveticus miniature as the objective. If the Ultramarines player is not in possession of the banner at the end of the battle, he loses regardless of any other victory conditions. If he has the banner, he only wins if he has fulfilled the victory conditions of the original mission as well (hey, you're the one who chose to bring the thing in the first place), but he can be secure in the knowledge that he hasn't stained the honour of the Chapter by losing the banner.

**Independent Character:** Ancient Helveticus is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

The vault reached up beyond sight in the gloom. Slanting shafts of light alive with dancing dust-motes lent it a spectral grandeur which outshone even the darkly clustered pillars and adorned stonework. In the shadows lay mounds of ancient armour, torn banners, corroded weapons and shattered machines which gave it the air of some forgotten battlefield. Chaplain Cassius knew better, as did the youthful Sergeant Tortalus who dogged his heavily armoured boot prints as they wound their way to the centre of the vault. This detritus of war was a collection of the most valued trophies from uncounted campaigns across the galaxy in the service of the Emperor. They had been laid here in honour of one of the Chapter's most sacred relics. It stood proudly at the centre of the vault, bathed in a pool of light. A tall banner, intricate beyond measure with victory scrolls and honorifics, the Ultramarines insignia formed of glittering gold on a field of purest, deepest blue. It hung from an adamantium shaft which was scored and pitted in many places, as though it had been burned by acids.

Cassius turned and fixed the sergeant with a baleful stare. His tough, leathery skin twisted into a network of scars beneath the half-mask of bionics which replaced his right eye and upper jaw as he spoke.

"See here boy, the Banner of Macragge. Touched by the Emperor's own hand when he presented it to our Primarch Roboute Guilliman at the beginning of the Great Crusade. A magical thing is it not? We Ultramarines have preserved it for ten millennia through fire and war and decimation, each generation passing it on to the next as a burning torch of our love for the immortal Emperor who made us. It has languished in dull stasis chambers and flown beneath the

sun of a thousand alien worlds. It has flown here on Macragge itself, whenever the whole Chapter is gathered together and it has been carried forth whenever our brethren have fought as one against the direst of foes.

It is said to be made of a stuff known only to the ancients; light as silk but strong as steel, flame cannot burn it and where it is rent asunder it re-spins itself as perfect as the day it was first made. It is marked with the names of all seventy seven Chapter masters; beginning with Guilliman and ending with young Calgar, it carries an honorific for each *Victorix Maxima* of the Chapter which has been declared at the Imperial palace on sacred Terra. I myself have had the honour of being present at nine of those victories, at once great and terrible times which I shall carry with me to the end of my days. I was there when we raised it over the ruins of Corinth. I was there when we carried it aboard our ships at the Battle of Macragge."

Tortalus stiffened slightly at the name. No Ultramarine would not have done so. The Battle of Macragge was both the Chapter's greatest victory and its most terrible loss. The Ultramarines' home world had been saved and the Tyranids defeated but at such a cost that it had taken over two centuries for the Chapter to fully recover. Cassius let that sink in for a moment before continuing.

"After Macragge, young Calgar declared that the Banner would not be carried forth again until we had rebuilt our strength, until we were a whole Chapter again. It has taken us two centuries to bring the 1st Company back to full strength after its sacrifice at Macragge. Only now does our Chapter Master believe that we are fit to carry the Banner of Macragge to war once more."

The old Chaplain turned, went down upon one armoured knee and intoned a brief prayer before reverently touching the pitted banner shaft.

"You know what it is to carry this banner in war. You become the vessel of all of us, the symbol of our unity and strength. You know the vows and oaths, the words of what it is to be the Ancient, the bearer of the battle standard of the Ultramarines. But do you know the reality of it? See here."

Cassius drew out the shaft of the banner from the hole it rested in and showed it to the young Space Marine.

"You see these bright gouges, that is where Ancient Galatan had his arm shorn off by an Ork Warlord as he fought through the breach at Corinth. He picked up the banner with his other hand and went onward, taking three more mighty wounds to the fore. He did not, would not die until the battle was won and never took a backward step.

These burns are from Macragge, when young Calgar's barge was boarded by Tyranids and Ancient Helveticus led the counter-assault. He was poisoned and burned unto death, but still his grip was so tight that he did not let the banner fall, even in death he did not dishonour his Chapter. Do you understand?"

Sergeant Tortalus' eyes were bright with reverence. He nodded once, curtly as if afraid to express himself further. But Cassius had four centuries of experience of reading the hearts of his Brother-Marines, he knew that this Ancient would die defending the banner if necessary, as the others had. He held forward the shaft.

"Bear it with pride Ancient Tortalus, you will take your oaths and carry it before the Chapter at sunset, as they load the ships for war."

## ULTRAMARINES CHAPLAIN CASSIUS

**C**haplain Cassius is amongst the oldest members of the Ultramarines Chapter, discounting those who fight on with the blessings of internment within Dreadnought armour. Although close on four centuries old, his eye remains sharp and his aim steady, and his sturdy presence within the Ultramarines battle lines fills the hearts of his younger brethren with pride. Cassius can recall tales of the first Tyrannic war when he fought alongside Marneus Calgar, always "young Calgar", to Cassius, to purge Ultramar of the horrific denizens of Hivefleet Behemoth. His impassioned words have carried the Ultramarines forward into battle on a thousand worlds, firing them with his own deeply-held passion and belief.

### CHAPLAIN CASSIUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Cassius	142	5	5	4	4	2	5	4	9	3+

An Ultramarines army of any size may include Chaplain Cassius. If you decide to include him then he counts as one of the HQ choices for the army and may act as the army's commander if desired. Cassius must be used exactly as described below, and may not be given additional equipment from the Space Marine Armoury. Cassius can be used regardless of whether the players have agreed on the use of special characters (don't worry, the rules are balanced!).

**Wargear:** Boltpistol, frag grenades, crozius arcanum (counts as power weapon), rosarius (4+ invulnerable saving throw), Terminator honours (bonus attack included above), bionics.

### SPECIAL RULES

**Tyrannid Hunter:** Cassius is one of the few surviving veterans of the first Tyrannic war. He has fought in many battles against the Tyranids and understands them all too well. His hard won experience has led the Ultramarines to victory against these aliens, overcoming both their heinous weaponry and inhuman constitution. Cassius and any Ultramarines squad led by him may re-roll its dice to wound against Tyranids for any shots taken using rapid fire and/or pistol weapons. If the second roll still fails to wound, the dice may not be re-rolled again.

**Great Knowledge:** Any Ultramarines unit within 6" of Cassius may re-roll its Morale checks, accepting the second result as final. Note that this ability can be used even if a Morale check is passed on the first roll, so you can use it to try to make sure that the Ultramarines fall back in disadvantageous or outright dangerous situations (Cassius counsels with both strength and wisdom).

**Independent Character:** Unless accompanied by a bodyguard, Cassius is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

**Bodyguard:** Cassius may be accompanied by a bodyguard as detailed for a Chaplain in the Codex: Space Marines army list.



Chaplain Cassius leads a squad of Ultramarines as Hormagaunts bound through the forest toward them.



Captain Invictus and a few loyal Terminators hold back the alien hordes.

## CAPTAIN INVICTUS OF THE ULTRAMARINES FIRST COMPANY

### CAPTAIN INVICTUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Invictus	142	5	5	4	4	2	5	4	10	2+

An Ultramarines army which contains ten or more Veterans or Terminators (including his bodyguard) may include Captain Invictus. If you decide to include him then he counts as one of the HQ choices for the army. Captain Invictus must be used exactly as described below, and may not be given additional equipment from the Space Marine Armoury. Invictus can be used regardless of whether the players have agreed on the use of special characters (don't worry, the rules are balanced!).

**Wargear:** Terminator armour (save shown above, also gives 5+ invulnerable save), teleport homer, Terminator honours (bonus included above), plasma blaster, power fist.

### SPECIAL RULES

**Plasma blaster:** The plasma blaster was a specially built combi-weapon crafted by the famed Artificer Putus in the 38th Millennium. It incorporated two plasma guns on a weapon mount suitable for replacing the storm bolter on a suit of Terminator armour. The plasma blaster counts as a linked plasma gun which is always stationary. This means that it may always rapid fire as if stationary even if Invictus moves, and re-rolls his To Hit dice, minimising chances of an overheat.

Weapon	Range	Strength	AP	Notes
Plasma blaster	24"	7	2	Linked weapon, rapid fire, gets hot! Always counts as stationary

**Independent Character:** Unless accompanied by a bodyguard, Invictus is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

**Bodyguard:** As Captain of the 1st Company, Invictus is able to equip his personal troops to the highest standard. As such he may either choose to be accompanied by a Command squad which must be upgraded to wearing Terminator armour (+25 pts per model) or accompany a unit of Terminators or Veterans instead. If a unit of Terminators or Veterans is chosen, all the models in the unit may be given up to 50 pts of additional equipment from the Space Marines Armoury. In either case, Invictus ceases to be an independent character as he leads the unit instead. **Designer's note** – This opens up a lot of unique options for equipping squads, particularly veterans. However many of the more... esoteric combinations may well require some heavy miniature conversion work to achieve, you have been warned!

Captain Invictus was the head of the Ultramarines 1st Company when it was destroyed defending the polar fortresses in the Battle of Macragge during the first Tyrannic War. Invictus had honed the Company carefully after the losses of the Corinthian Crusade, gradually expanding it with stolid veterans drawn from the rest of the Chapter in accordance with the edicts of the sacred Codex Astartes. As such it suffered none of the failings of many reformed Companies; squad cooperation was flawless and fire discipline superb. Invictus was fanatically committed to ensuring that his battle brothers deserved the respect they gained from the rest of the Chapter and drove them with relentless energy. Invictus also acted as Regent of Ultramar, and oversaw much of the rulership of Macragge itself when the Master of the Ultramarines was busy with other duties.

As such it was he who requested that the 1st Company be assigned to protecting the two polar fortresses, the vital lynchpins in Macragge's orbital defence network. He judged, rightly as it transpired, that the Tyranids would attempt to make landings at these places to neutralise the defences, opening the door for untold numbers of the creatures to swarm down and infest the planet. The presence of the elite veterans of the 1st Company ensured that the Tyranids suffered unsustainable casualties overrunning the fortresses, delaying the inevitable for long enough that Calgar and the rest of the Chapter could forge a victory in space. Captain Invictus' body was discovered among those of the last stand of the 1st Company in Silo 8 of the northern fortress. It is said that the bodies of their enemies stretched six deep for twenty yards all about them, and every pace from the silo to the entrance four levels above.

## LETTERS

*On the following pages are compiled some of the many, many letters we have received since Chapter Approved became a regular feature of White Dwarf way back in WD 227. Thanks to everyone who has written in.*

*If you have got something good for Chapter Approved then write to Andy Chambers at the address below. Please don't include rules queries etc, with your letters as the volume of mail means that in most cases individual replies cannot be sent.*

Andy Chambers  
(Chapter Approved)  
Games Workshop,  
Willow Road, Lenton,  
Nottingham,  
NG7 2WS, UK

*The views expressed on these pages are not necessarily those of the management, but we thought you'd like to see these anyway.*

### RAGNAR NEEDS A FROSTBLADE!

Dear Mr Chambers

I am writing you this (hopefully!) brief letter to make a couple of minor requests and perhaps one major one regarding the upcoming CODEX: SPACE WOLVES. At this time I have just finished reading the updated rules printed in White Dwarf #234 and I am very pleased with them! Thank you for heeding the wishes of all the Space Wolves players out there by fixing the point costs of the Wolf Guard Terminators. I am quite new to your game but I could already see a great disparity in the Terminator rules that you have now so graciously fixed.

Much to your relief, I'm sure, I will now cut out the B.S. and get on with the requests. All of them are directly related to the Wolf Lord Ragnar Blackmane and his personal gear and statistics. I was undecided as to whether or not to get into playing Warhammer 40,000 until I saw the Ragnar figure. It was (and still is) your most beautifully sculpted piece and the moment I first saw it was the exact time I made the decision to play your game! In any case, my requests deal with some of the concerns that I have for his statistics that were printed in #227. While I know that these are bound to change when the final Codex appears, I feel I must write to you to ease my gaming mind. First off, please make sure to let Ragnar keep his 4+ Invulnerable 'Dodge' and allow it to be used against all attacks, and not just against shooting as Azrael's is. If you don't, he will get immediately slaughtered

in CC. Secondly, it's not a 'must have', but I think he would do well to have a suit of Artificer Armour for the 2+ normal save to prevent him from getting splattered by a krak missile and to keep him on par with the other army leaders (again with the exception of Azrael). Thirdly, let him keep the 6 Weapon Skill and 6 Initiative.

Finally, we now come to the crux of my letter: GIVING RAGNAR A FROSTBLADE! It makes no sense to me to have the leader of the army NOT get a power weapon. EVERY other general has one and to disallow him that benefit could cause all the Chaos Marines to laugh at him and me to have a coronary! It also makes sense to me to give him a Frostblade since it is supposed to be an honorary, noble weapon and Ragnar is the only figure sculpted to actually have one according to the description in White Dwarf #231 (Note the power weapon energy field generator on the back of his chainsword. It's got to be a Frostblade). I know that Ragnar has a lot of attacks (7 total, I think: 4 + secondary weapon + charge + his Special Power = 7), but these are all but useless against armoured foes like Chaos! Other players might complain that he would be too powerful if given all of my recommendations, but I say make him (Ragnar) pay for it in points. Charge him, say, 180+ points like Dante or Azrael and make him fair and balanced.

Well, it looks like my letter wasn't brief and I apologise for that, but I had to write to you to promote the warrior that is Ragnar. I know I am pushing this heavily, but he is my army general and the reason why I play 40K! Anyway, whatever you decide, please give him the STRENGTH 5 Frostblade and the 'Dodge' and I'll never bother you again! I also realise you're an extremely busy man and don't have time to personally respond to all these letters, but if you could find time to dash off a quick letter, or an e-mail, or even a collect call to tell me what you think you will eventually do with Ragnar, I would be eternally grateful. Thank you for your time and consideration.

Jim Helbron

### GIVE THE GUARD RESPECT!

Hey Cool White Dwarf Staff,

I would like to make a few comments to show my disgust over some of the treatment of the Imperial Guard. First the characters and officers have lost their value. Captains are very experienced officers. They've fought many campaigns and have access to better armour than other Guardsmen. They know how to fight and their BS must have improved a lot.

Giving Colonels a WS and BS of only 4 is not real. These models may not be superhuman Space Marines, but they will have fought in more battles than most.

And all Imperial Guard officers are officers in the name of Adeptus Terra, and should be treated in that way by the whole Imperial system, including those superhuman perfect Space Marines. In the battle report in WD 231 the Imperial defence force, including a Colonel and a Commissar, were inspected by a Space Marine sergeant, and even though the Imperial Guard were only volunteers and the battle was fought on Ultramar, there is no way an Imperial officer could have been inspected by a Space Marine sergeant. The Imperial Guard form the bulk of the Imperial army and they are just as important and combat worthy as the Space Marines because of their numbers. They deserve some damned respect!!!!!!!

There is no army in the world where an elite and better trained officer can command a higher ranking officer who is not an elite. And in most armed forces, the highest ranking officer will not be an elite one. Under the Emperor, there will be a High Lord Commander of the Imperial Armies which includes and rules the Space Marines and the Imperial Guard, showing they are both on the same level.

Well that's it, Sorry for getting so upset and personal about the Space Marines but someone needs to stick out for the Imperial force.

Alex van Holk.

P.S. Space Marines are really cool especially when they fight next to their Imperial battle brothers.

### THE DEADLY GAME

Dear Mr. Chambers,

Here is a scenario that may interest you. It's a deviously suspenseful Breakthrough scenario called "The Deadly Game".

#### Attacker's Overview

Your forces have been stranded on one of the enemy's worlds with no sign of rescue from anywhere. With no alternative, the local authority has offered your troops freedom if they can overcome an organized battleforce of their own... with the guarantee of immediate execution if you fail to annihilate your opponent.

#### Defender's Overview

Your master has chosen for your troops the great honour of destroying your enemy before many spectators and peers, with the promise of glory for your forces. However, if you should fail to

glorify the awesome might of your forces, your master has the unstoppable wall waiting for you as well as your enemy.

### Scenario Special Rules

Obstacles, Random Game Length, **UNSTOPPABLE WALL**. This battle takes place in a large forum that slowly closes the walls on both short edges inward. At the beginning of each turn roll D6+2. This represents the number of inches the wall will move during each turn. You can use any type of long material (string, cardboard, etc) to represent the enclosing wall moving in. Any scenery touched by this wall is removed from the battlefield as it is torn apart, compressed and otherwise destroyed by the many twirling blades, jutting spikes and other devastating devices. Any unit that comes in contact with the wall suffers a Strength hit equal to their Toughness with an AP value equal to their armour save. (wounds on 4+ with no save allowed). In the case of vehicles, the wall will cause a S 8 hit = 2D6 for Armour Penetration.

### Set-up

Both players roll a dice. The highest roller chooses which long board edge he wants to deploy on. Players deploy within 12" of their chosen board edge.

Retreating forces take hits from the unstoppable wall as normal if they fail an additional Leadership check. This represents their sheer desperation of avoiding their enemy by trying to scale the wall. Units that pass their Leadership check will regroup normally.

### Mission Objective

Both sides are under immediate pressure to eliminate the enemy as swiftly as possible. If neither side accomplishes their objective when and if the walls finally close together, then both sides are destroyed and the match is considered a draw as the Event Master and spectators cheer in sadistic pleasure. Alternatively, both sides may tally up Victory points after the walls close to determine who performed their objective more effectively.

Lee Encinas

### LAND SPEEDER LIFTS!

While recently painting a Land Speeder for my fast attack orientated Dark Angels army, I noticed that the small steps on the sides of the Land Speeder are ideal for Space Marines to hold on to for a short distance journey. Thinking this, I have come up with the following rules for Land Speeder 'lifts'.

- Heavy weapon troops may not be lifted due to the size of their weapons, or models in Terminator armour. This includes Tactical squad and Scout squad heavy weapons.

- Only one model can be lifted per Land Speeder.

- Squadmen cannot be lifted (unless there are enough Land Speeders in the Speeder unit to accommodate the entire squad).

- Assault troops with jump packs may not be lifted.

- Bikes may not be lifted.

- Land Speeders can only move up to 12" when lifting a trooper (or the trooper will be pulled off by wind resistance and horribly crushed, smashed or otherwise slain by his impact).

- Land Speeders can't fire their weapons when carrying a trooper.

- Models can only be lifted for one turn, and can't fire while lifted.

- A model cannot do anything on the turn after it has been set down (he needs to check weapons, get his bearings, etc). If he is assaulted, he cannot fight back.

- A Land Speeder can't fire the turn after it carried the model, as it has to swoop down low, hover while the passenger drops off, and then regain its altitude.

- If the Land Speeder is destroyed, roll a D6. On a roll of 5+ the model is set down D3" in front of the Land Speeder, alive, but stunned. The model may not shoot or fight in close combat next turn, but may move half distance (3"). If you roll a 1, 2, 3 or 4, the model is killed (slamming into a large boulder at over 150 kilometres an hour is going to do some serious bodily reshaping – power armour or not!).

- I have gone for making the ride horribly dangerous and suicidal to utilise, rather than increasing the cost of the Land Speeder just to include mounting steps. This is a dangerous tactic to use, and if your Chaplain armed with a rosarius, crozius arcnum, plasma pistol, artificier armour and assorted other terrifying items of wargear loses his grip and spreads himself over a three metre area of battlefield, please don't hire lawyers, 'cos I warned you. Personally, I would only use this tactic if the game was almost lost and it was my only chance of victory.

PS. In WD234 Jervis Johnson was talking about Ravenwing armies and he suggested taking Land Speeders as Elites and Fast Attack. I would suggest increasing Elite Land Speeders points by 10 points and give them a 5+ 'Jink' save instead of a 6+ to represent their even greater skill as pilots than their battle brethren. This makes them infinitely more survivable in my opinion.

Thanks for listening to my ravings, but Grand Master Dantius has received word that the rebel Guardsman fortified nearby have word of the cursed Fallen. In the name of the Emperor, "Ravenwing, ATTAACK!!!"

Brian Lanigan  
(AKA Grand Master Gideon)

### RESISTANCE IS FUTILE

I played the new Warhammer 40K today and I thought it was a bit daunting at first, but I came around to the idea. It was a small battle between a friend and I, the armies involved were the honourable Space Marines of the Ultramarine Chapter, which was Richard's army, and the devious Necron Raiders. The scenario involved the Space Marines finding a Necron artifact, and the Necrons wanted it back.

The artifact gave off a signal that reanimated the lifeless robots. The artifact led the Necrons to a Space Marine outpost that was soon to be devastated by the oncoming Necron raid. The Space Marines had found a temple that day that wasn't far away from the outpost, the temple was abandoned so it seemed. The temple was in the shape of a pyramid, the type the Egyptians built thousands of years ago, except it was made of a polished marble, that was adorned with what looked like a giant crucifix that was on an even bigger red gem.

On the inside of the temple was just an altar with what looked like a metallic skull. The Space Marines took it, and the Necrons want it back before the humans discover the secret knowledge inside the skull.

The two participants in the battle were Richard Egan and Jasen Rhodes (me!).

Space Marines  
(Richard Egan)  
Versus  
Necron Raiders  
(Jasen Rhodes)

The points for this battle were 300.

### Space Marines.

Razorback x 1

Assault Squad x 1  
(including Veteran Sergeant)

Attack Bike x 1

### Necron Raiders.

Squad no 1 = 7 Necrons, 2 Scarabs

Squad no 2 = 6 Necrons, 2 Scarabs

### Results:

The Necrons totally obliterated the Marines, there was not a soul left on the battlefield, and the Necrons only lost seven Necrons and two Scarabs.

The battle on the whole was a lot of fun, but all of the new Warhammer 40K rules confused me because I was used to the old rules. But altogether I loved the battle, but then again the weak humans were never meant to rule the galaxy, and were never destined to be the victors of this battle. "Resistance is Futile!"

Jasen Rhodes

## NASTY NECRONS

I am writing in response to your request for comments on the Necron army list and I hope you find my comments constructive.

Firstly, I have played two 1,000 point battles against the Necrons. The first was with my Imperial Guard in the Night Fight scenario. To be completely honest I was well and truly thrashed, a rather uncommon experience for me. My reliance on armoured vehicles was my downfall as the 'penetrating on a 6' rule meant my tanks didn't last very long. The second battle was against the same opponent using my Space Wolves and I selected an army designed to beat Necrons (ie, I deliberately didn't take my Dreadnought and Landspeeder). We played a Rescue scenario and the result was a draw. This was an unlucky result for me because if we had played any other type of scenario I would have beaten the Necrons. I did force the Necrons to 'fade out' on my last turn but I was not in possession of the objective.

My comments:

**Necron Weapons.** There are no problems with the Necron weapons' statistics. However, I believe there is a slight inconsistency. If a gauss weapon can penetrate any armour on a roll of 6, then there should be a special rule for them when shooting at armoured troops: if a Necron firing a gauss weapon scores a 6 to wound, the target is not allowed an armour save. Eg, a squad of five Necrons fires at a Terminator squad, 4 hit, 3 wound one of which is a natural 6. The enemy player now only makes two saves because one has automatically been penetrated and killed.

Gauss grenades should count as flak grenades when assaulting enemy in cover. My opponent regularly purchases these for his troops but has not yet used them. This would help alleviate the close combat shortcomings of the Necrons.

**Scarabs.** Scarabs work well but should come in squads of 5 to 10. Also at what stage of the turn do they destruct? They assault during the Assault phase, but do they blow up straight away or does whoever is being assaulted has a chance to destroy them before they blow up in close combat? With an Initiative of 2, most armies will strike first. Being on the receiving end of these nasty little bugs, I would like to have a go at them before they went BOOM but I believe it'd more in keeping with the spirit of the troop type that they blow up before any other close combat is fought (you should've tried to shoot them down while you had the chance!!). Also, Scarabs shouldn't count towards the 25% fade out; this was the case in the old rules but is not stated in the new.

**We'll Be Back.** This is an excellent rule and one of the things that gives this army its character. However, some clarification is needed. First it needs to be stated that Scarabs are NOT subject to this rule. Also only Necrons of the same troop type should be able to 'reactivate' downed Necrons. Otherwise you'll end up with mixed units of Warriors and Immortals, and what happens when Destroyers are the only unit near some downed Necrons? If activated, do the new Necrons join the Destroyer squad, effectively reducing its speed to 6", or do they form a new squad? A Necron will return after being taken down 50% of the time. I believe the benefit of this is not proportionally represented in their cost, but if the above rule is adjusted, this will reduce this rule's effectiveness and a points adjustment may not be necessary.

**Necron Lord.** One of the major weaknesses of the Necron army is that it lacks effective close combat troops. This is appropriate as all armies should have a weakness, but the Staff of Light should count as a power weapon to help alleviate this. If it's meant to, it is not stated. Also, it is not stated as to whether or not the Staff of Light benefits from the 'penetrating on a 6' rule. I believe it should.

In conclusion, the Necron army is very nasty, I like it. Although they were meant to be 40K's answer to Warhammer Undead, they remind me more of the Terminator a.k.a. Schwarzenegger. That they are so tough and just keep on coming is excellent. With a little bit of work, the rules will flow very smoothly indeed.

*Julian Lee-Hausman.*

## ALLIES IN WARHAMMER 40,000

I have been playing Warhammer 40,000 since the Rogue Trader days and have always enjoyed both playing the game and the entire modelling/painting part of the hobby. I admit to having been a little perturbed when the new rules were released, but have since found them much more streamlined leading to more enjoyable battles. Praise aside, I am writing on behalf of ideas and suggestions that my cohorts and I have to offer.

Something that characterised the second edition was allies. For example, I have always been an avid Imperial player. I have a large Space Marine army and (until recently) a very large Imperial Guard army as well. I have always enjoyed being able to mingle these two armies or include my Sisters of Battle and Adeptus Arbites squads. Under the new rules only the Imperial Agents are able to be used as allies. This seems rather silly if you consider how often the

Guard and the Marines must fight together. My solution is rather simple: an army can include allies from the Elite troop and/or Fast Attack sections (no Heavy Support) of another army list at the points listed. These count as Elite choices. Of course, you have to be intelligent with these allies; I can't imagine a Tyranid fighting alongside a Terminator (!?!?!).

Paul's White Scars were very impressive in WD 230 (Kudos! for the hairdo conversions) and I was inspired to create a similar army list for my Salamanders army reflecting their passion for fire and close assaults, and the importance of Chaplains in battle. My suggestion is this: rather than attempt to create a Codex for each Chapter, compile write-ups for each Chapter to reflect their uniqueness and publish these in White Dwarf. What Imperial Fists or Black Templar Commander wouldn't like to see a list just for his army?

I look forward to another great ten years of gaming. Keep up the good work!

*Austin Stubblefield.*

## NEW IMPROVED INQUISITORS

Having played Games Workshop games now for about 6 years I must say they are quite enjoyable. Between my wife and I we play just about every game and army you guys produce, and we have a great time playing them. So thanks.

However, after your Chapter Approved article in White Dwarf magazine that contained rules for the use of Grey Knights, my friends and I started playing with them, and other Imperial heroes. However, I found that the Inquisitor wasn't really all that great, especially compared to the old 2nd edition rules. Now I realize this isn't 2nd edition, and you're trying to move away from ultra powerful characters, but I think that the Inquisitor needs improving.

When I think of an Inquisitor he is a larger than life hero who goes around the Imperium destroying evil and heretics that threaten the Empire of Man. They can command huge armies, assassins, and call up for exterminatus of entire planets, all without anyone else's OK. Plus most of the nasty things they come up against have been known to frighten away Space Marine squads. So with these thoughts, a character that can be beaten into submission by an Imperial Guardsman just doesn't seem to fit the profile.

Well enough of my ranting. I have included the rules that I came up with for Inquisitors and we have playtested them quite rigorously. They don't seem to be too overbalanced for the new edition of the game, and are quite enjoyable to use.

## INQUISITORS

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	70	4	4	4	4	1	4	2	9	3+
Grand Inq.	85	5	5	4	4	2	5	3	10	3+

**Wargear:** All Inquisitors are armed with a bolter-flamer combi-weapon, and a Nemesis force weapon (see special rules below). The Inquisitor can upgrade his combi-weapon to a Psycannon (see special rules below) for +10 pts. In addition, all Inquisitors wear a Rosarius field generator and power armour. The Inquisitor has the option of upgrading to Terminator armour for +25 pts.

**Daemon Hunter:** An Inquisitor can be upgraded to a Daemon Hunter for +25 pts. The Daemon Hunter has the same characteristics as a regular Inquisitor, but gains psychic powers.

The Daemon Hunter can take the following wargear for the costs listed: Psychic Hood for +25 pts; Standard Force Weapon for +10 pts (rules in Codex: Space Marines).

### SPECIAL RULES

**Independant Character:** Inquisitors are independant characters and follow all the Independant Character special rules as given in the Warhammer 40,000 rulebook. An Inquisitor counts as an HQ choice and can only be fielded by Imperial armies (ie, Space Marines, Sisters of Battle, Imperial Guard).

**Psychic Power: Purge Daemon.** Range 18" – The Daemon Hunter has the psychic power of Purge Daemon which he can use in the Shooting phase instead of his normal shooting attack. The Inquisitor must pass a Psychic test to use this power. Target a single Daemon, Daemon Pack or enemy Psyker as per the normal shooting rules. Both players now make a contested Ld+1D6 roll. The enemy model or unit takes one wound with no armour save for every point lower he scores against the Daemon Hunter.

**Fearless:** Inquisitors never fall back and cannot be pinned. They are assumed to automatically pass any Moral check.

**Inspiring Leadership:** The sight of an Inquisitor on the field of battle can be an inspiring and frightening thing. To represent this, any broken units within 12" of the Inquisitor can attempt to rally using the Inquisitor's Leadership, even if they are not normally allowed to rally due to casualties etc. However, if they fail to rally they must immediately flee 3D6" from the Inquisitor using the normal fall back rules.

**Nemesis Force Weapon:** This potent weapon functions as a power weapon (negates armour saves) and, in addition, always wounds Daemons on a 2+ in close combat.

**Psycannon:** The Psycannon is a customized boltgun that fires rounds that

have been impregnated with the spirit of the Emperor and are very lethal to Daemons and other creatures of the warp. The psycannon counts as a boltgun that wounds Daemons on a score of 2+ regardless of Toughness.

Well thanks for your time and the great games! They are very much appreciated.

George Bird.

### SAFER PLASMA GUNS

*The following was posted by me to the 40K Mailing List (the igcom.net one!) and I was encouraged by a few people to send this in directly to y'all. A "horrid" breach of etiquette, I'm sure, but there's only so much prodding one can take! As such, here you go. I'll not bother you with the dozens and dozens of other things flitting about, but by all means if you want to use this (or even Chapter Approve it for publishing!) then please feel free!*

*Anyway, I've got another Ratlings post to scribble out elsewhere, so I'll be sending this one by now. I hope you enjoy reading and I hope you're not overly mad for my filling your E-mail Inbox!*

The following rules are designed to simulate the older 'Mk II' plasma guns, which were safe to use but had a slower recharge rate, as opposed to the 'Mk I' that Chaos used, where they fired quite well but with the risk of self-immolation. Rather than add a layer of complexity with 'recharge' markers, however, I chose to simply change the statline slightly. So, without further ado...

**From: Apothecary Beacher XVIII**

**To: Chapter Commander Maticula**

**Subject: Plasma burns running rampant**

**Thought for the day: We shine His light upon the heathens, for the darkness hates the light.**

Dear sir,

*As I passed Honored Brother Cales through the Apothecarium once more, I finally have reached the point where I can hold my tongue no longer. I had thought that the extensive scoring of his armor had come from battle, which is true, but from the enemy fire, which is not. In fact, the majority of the damage he has taken has been self-inflicted! I have asked the others of our Brothers who are given the sacred position of Honored Plasma Gunner, and each has shared with me the knowledge that they wound themselves more often than they are wounded by enemy fire. Indeed, they report fully 16% misfires, with a third of those being so fierce as to take them out of action, if not be slain outright.*

*This is unacceptable.*

*Further review of this situation lays the blame squarely upon the Chaplains, not Techmarines. For, while the weapons remain well-blessed and in the highest working order, Honorable Plasma Gunners are trained only in the Litany of Righteous Indignation, which, as you know, calls for cleansing the foe without thought of self-preservation, as opposed to the less severe Litany of the Controlled Strike, which leads to firing with only the exact force needed, so that His Word and our ammunition need not see waste. Obviously, replacing one Litany with the other would result in an unfair reduction of the honor of the position, thus I think that both should be taught, leaving to the Honored Brother the choice of which to bless his weapon with for each firing. Instructing them to save the Litany of Righteous Indignation for only the hardest of targets would reduce our losses by an estimated seven Honored Brothers a year, without appreciable loss of firepower.*

*Yours in eternal service*

*Apothecary Beacher XVIII*

*'We whose hands bring peace as well as war.'*

The following rules apply only to Imperial plasma gunners. Chaos forces, using an older model, and Orks, without the self-control needed, may only fire their plasma weaponry as normal. Space Marines, Imperial Guard and Imperial Agents are the only ones who may fire plasma weapons at low power.

When a plasma weapon is fired, but "before" the to hit roll is made, the firer may choose to fire at low power, rather than standard. If not announced, assume it was fired at regular setting. While the statline is significantly reduced, the low-powered setting has one advantage: a roll of '1' on the to hit dice does "not" inflict an hit upon the firing model! By firing at this lower setting, the cooling system can keep the weapon within safety margins, letting it be fired easily throughout the battle. When needed, however, the setting can be returned from low to normal with a simple thumb switch. If rapid fired, both shots "must" have the same setting.

**Plasma gun (low setting):** Range: 24"; Str 5; AP 4; Rapid Fire

Note: The range should be 18", probably, but I'm uncomfortable changing the range of the weapon from one of the handy 12-24-36-48" band currently used. As such, I left the range untouched. Similarly, Strength 6 with AP 3 was simply too effective. So the Strength 5, AP 4 level as a fair balance came out.

Thomas Willoughby III

## BATTLE STATISTICS

By Benjamin Asmussen

These statistics are the compiled results of games played by people from all over the world, who have sent me the results of their games and the armies they used. The results are broken down into placings and overall victories against specific opponents. To check out the latest placings and how well different armies are doing against each other, access my Web-site – and please contribute the results of your own games to the database!

Web-site address –  
[HTTP://dorit.ihl.ku.dk/~asmus/w40k](http://dorit.ihl.ku.dk/~asmus/w40k).

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Placing	Army	Victories	Battles	Winning%
1	Tyranids	457	840	54.4%
2	Imperial Guard	558	1067	52.3%
3	Blood Angels	385	762	50.5%
4	Chaos	682	1359	50.2%
5	Orks	482	964	50.0%
6	Dark Angels	320	644	49.7%
7	Sisters of Battle	193	398	48.5%
	Necrons	117	241	48.5%
9	Space Wolves	202	417	48.4%
10	Dark Eldar	455	953	47.7%
11	Eldar	608	1307	46.5%
12	Space Marines	818	1789	45.7%

	B. Angels	D. Angels	S. Wolves	S. Marines	Eldar	D. Eldar	Chaos	Sisters	Imp. Guard	Necrons	Orks	Tyranids
B. Angels	–	66.67%	100.00%	68.18%	45.71%	54.55%	47.73%	45.45%	44.44%	50.00%	47.06%	43.75%
D. Angels	33.33%	–	33.33%	100.00%	50.00%	66.67%	55.56%	50.00%	50.00%	0.00%	75.00%	50.00%
S. Wolves	0.00%	66.67%	–	36.36%	58.82%	75.00%	37.50%	100.00%	40.00%	100.00%	33.33%	14.29%
S. Marines	31.82%	0.00%	63.64%	–	41.00%	46.88%	54.55%	26.32%	46.85%	20.00%	41.18%	43.94%
Eldar	54.29%	50.00%	41.18%	59.00%	–	57.14%	53.62%	56.52%	30.77%	50.00%	60.00%	42.55%
Dark Eldar	45.45%	33.33%	25.00%	53.13%	42.86%	–	35.29%	52.38%	66.67%	33.33%	55.00%	50.00%
Chaos	52.27%	44.44%	62.50%	45.45%	46.38%	64.71%	–	52.17%	41.18%	66.67%	38.46%	33.33%
Sisters	54.55%	50.00%	0.00%	73.68%	43.48%	47.62%	47.83%	–	70.00%	100.00%	100.00%	71.43%
Imp. Guard	55.56%	50.00%	60.00%	53.15%	69.23%	33.33%	58.82%	30.00%	–	25.00%	35.71%	60.61%
Necrons	50.00%	0.00%	0.00%	80.00%	50.00%	66.67%	33.33%	0.00%	75.00%	–	60.00%	66.67%
Orks	52.94%	25.00%	66.67%	58.82%	40.00%	45.00%	61.54%	0.00%	64.29%	40.00%	–	54.55%
Tyranids	56.25%	50.00%	85.71%	56.06%	57.45%	50.00%	66.67%	28.57%	39.39%	33.33%	45.45%	–



A relentless tide of Tyranids swarms over the Ultramarines' trenches, consuming everything in their path.

## PLANETARY BOMBARDMENT

Last of all is this piece which Jervis found on the internet, that made me laugh so much I just had to share it with you. Thanks to Patrick Marstall for this fascinating treatise in reply to someone who thought that planetary bombardment in the 41st Millennium would be a simple matter of knocking a few asteroids out of orbit so that they hit the target planet – rocks, after all, are free...

Rocks are NOT 'free', citizen.

Firstly, you must manoeuvre the Emperor's naval vessel within the asteroid belt, almost assuredly sustaining damage to the Emperor's ship's paint from micrometeoroids, while expending the Emperor's fuel.

Then the Tech Priests must inspect the rock in question to ascertain its worthiness to do the Emperor's bidding. Should it pass muster, the Emperor's Servitors must use the Emperor's auto-scrappers and melta-cutters to prepare the potential ordinance for movement. Finally, the Tech Priests finished, the Emperor's officers may begin manoeuvring the Emperor's warship to abut the asteroid at the prepared face (expending yet more of the Emperor's fuel), and then begin boosting the stone towards the offensive planet.

After a few days of expending a prodigious amount of the Emperor's fuel to accelerate the asteroid into an orbit more fitting to the Emperor's desires, the Emperor's ship may then return to the planet via superluminous warp travel and await the arrival of the stone, still many weeks (or months) away.

After twiddling away the Emperor's time and eating the Emperor's food in the wasteful pursuit of making sure that the Emperor's enemies do not launch a deflection mission, they may finally watch the ordinance impact the planet (assuming that the Emperor's ship does not need to attempt any last-minute course correction upon the rock, using yet more of the Emperor's fuel).

Given a typical (class Bravo-CVII) system, we have the following:

Two months, O&M, Titan class warship:	4.2 Million Imperials
Two months, rations, crew of same:	0.2 MI
Two months, Tech Priest pastor:	1.7 MI
Two months, Servitor parish:	0.3 MI
Paint, Titan class warship:	2.5 MI
Dihydrogen peroxide fuel:	0.9 MI
Total:	9.8 MI

Contrasted with the following:

5 warheads, magna-melta:	2.5 MI
One day, O&M, Titan class warship:	0.3 MI
One day, rations, crew of same:	0.0 MI
Dihydrogen peroxide fuel:	0.1 MI
Total:	2.9 MI

Given the same result with under one third of the cost, the Emperor will have saved a massive amount of His most sacred money and almost a full month of time, during which His warship may be bombarding an entirely different planet.

The Emperor, through this – His Office of Imperial Outlays – hereby orders you to attend one (1) week of therapeutic accountancy training/penance. Please report to Areicon IV, Imperial City, Administratum Building CXXI, Room 1456, where you are to sit in the BLUE chair.

For the Emperor,  
Bursarius Tenathis,  
Purser Level XI,  
Imperial Office of Outlays.



# CHAPTER APPROVED

**C**hapter Approved is a compilation of the best of White Dwarf's Chapter Approved column, plus a number of new articles, all adding to the Warhammer 40,000 game system. It contains new army lists, updates, clarifications, additional wargear and special characters, vehicle design rules, questions and answers on all of the currently published Codexes, plus a host of other bits contributed by players.



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This is one in a series of supplements for Warhammer 40,000.  
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