

WARHAMMER
40,000

CHAPTER APPROVED



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Warhammer 40,000 Annual 2003

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The Emperor's Champion leads the Black Templars in ferocious hand-to-hand fighting against an invading Ork horde.



Blood Angels use their transports to devastating effect against the Orks. (Can you spot the deliberate mistake?)



Andy Chambers, the Warhammer 40,000 Overfiend, acts as system head of the Warhammer 40,000 game. His many duties include overseeing the

Chapter Approved column in White Dwarf, feeding the assistant games developers and trying to be both big and clever with variable degrees of success. Andy has played a big part in the evolution of Warhammer 40,000 with many credits to his name, including the second and third editions of Warhammer 40,000, Battlefleet Gothic, Codex: Orks and Codex: Tyranids.

By the time you read this, the Chapter Approved column will have been running in White Dwarf for over fifty issues. From its humble beginnings as an effort to put regular gaming material for Warhammer 40,000 into White Dwarf, the column has evolved into a vital tool for the ongoing development of the Warhammer 40,000 game. Chapter Approved has brought a regular influx of proposals, suggestions and even whole Codexes from dedicated gamers all over the world. These have all helped to shape the way the Warhammer 40,000 game has progressed as we've brought out new books and miniatures.

Chapter Approved has also given the contributors and the Warhammer 40,000 team an arena to publish new ideas, make rules changes, answer questions and introduce variant army lists where they will reach as many other Warhammer 40,000 gamers as possible. As we have gone on to reprint and revise different books we have been able to take the opportunity to correct mistakes and errata previously featured in Chapter Approved, so in this volume you'll find several Questions and Answers pages replaced with Codex updates in accordance with latest reprints, these can also be found on the Games Workshop website if you don't want to snip out the ones in this book.

Interestingly, as the game itself has evolved over recent years, the hobby has also evolved. There is an ever-strengthening network of clubs, tournaments, events, Outriders, Games Workshop stores and elite retailers working to bring players together and build on that common fascination we all have with creating exquisite armies and leading them to destruction. I've included a few pages in this book as a salute to these tireless soldiers in the long war, for posterity, and to get free pints when I run into them. Of course Warhammer 40,000 itself is expanding ever faster now that the Black Library has published so much excellent fiction set in the Warhammer 40,000 universe, Forge World continue to expand their range of quality resin-cast vehicles and terrain, and Fanatic Games support the Warhammer



THE THIRD BOOK OF THE ASTRONOMICAN

40,000 specialist games like Inquisitor, Necromunda, Battlefleet Gothic and Epic 40,000.

WHY DO A COMPILATION?

There are lots of reasons. One is accessibility; as the column's gone 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 binder is a pain. Yet another is that we get to take another look over the articles and update them in light of player feedback, or replace them with new material as appropriate.

IS ALL CHAPTER APPROVED MATERIAL OFFICIAL?

Yes and no! Chapter Approved was never intended to be just official amendments and errata for the Warhammer 40,000 game – that would make it very dull indeed. However, much of its content is army lists, Q&A 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 two types (an idea stolen from Jervis Johnson, like most of my better ones);

• **Trial Rules:** These are effectively proposed new rules which we feel need further testing and consideration by players before they become a permanent(ish) part of the Warhammer 40,000 game. It's generally best to assume that these will only be used by prior arrangement or a general agreement by a gaming group to adopt them as 'house rules'. Trial rules are ones which we feel have good effects on the game and can be recommended on that basis but may change the balance of power for certain armies and missions and/or alter game dynamics enough for surprises to occur. As such, tournament organisers and players meeting for the first time should specify which trial rules will be used. Once we've had enough

feedback to update experimental rules and feel confident that they're 'A Good Thing', they will be published as Chapter Approved.

• **Chapter Approved:** These are official modifications/clarifications/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 experimental in some way. Note that even if something is Chapter Approved it may later get modified and updated in light of player feedback – it's not carved in stone as they say.

WHAT ABOUT THE OTHER CHAPTER APPROVED BOOK?

The original hope had been to keep all the relevant material from previous volumes of Chapter Approved in each annual but this has proved impossible due to constraints of being able to pick the thing up. As such, some material has been reproduced here and the remainder is available as downloads on the website:

www.games-workshop.co.uk/chapterapproved

In case of conflicts, the latest annual takes precedence over prior editions of Chapter Approved.

WILL THERE BE MORE CHAPTER APPROVED ANNUALS?

Annual means 'yearly' so yes... yearly.

Anyway, enough reading this long introduction, there's much more interesting stuff inside so off with you. I can't believe you've read this far in the first place so thank you for your time, be off.

Go.

WHY IS IT CALLED THE THIRD 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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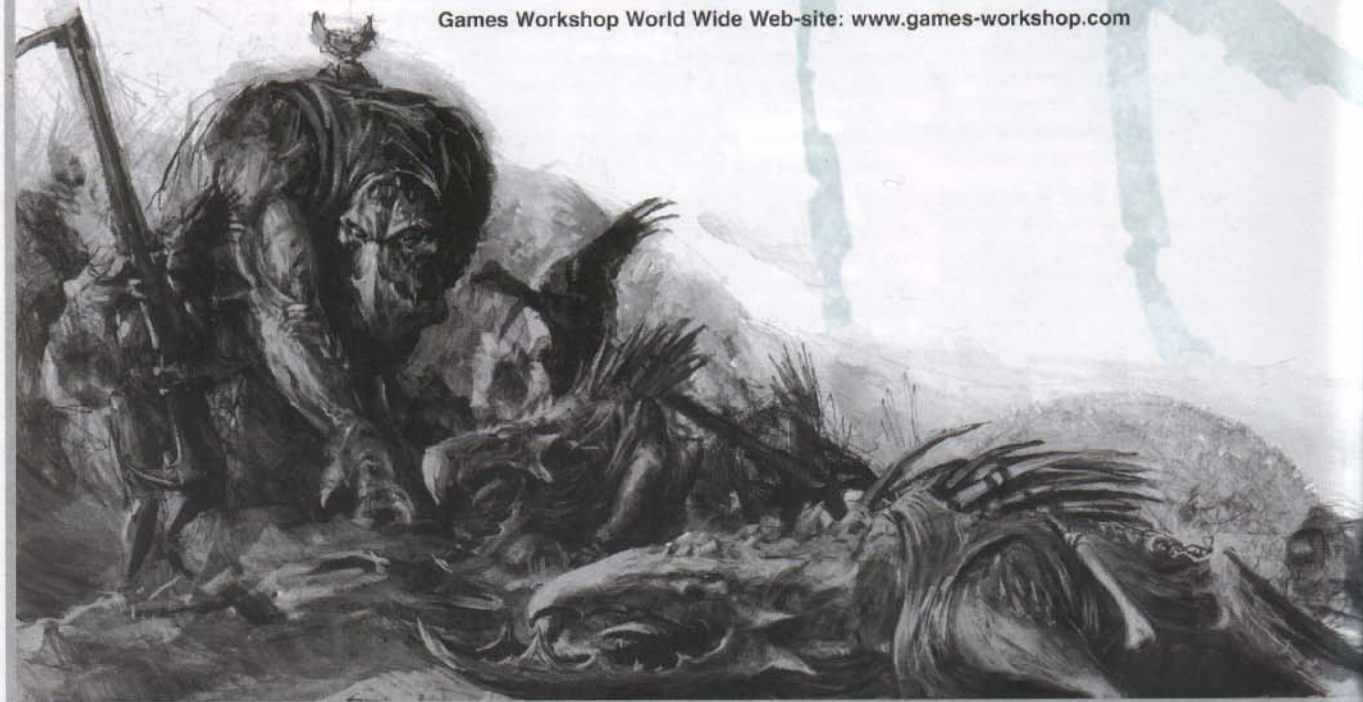
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FERAL ORKS

by Space McQuirk,
Andy Chambers and Pete Haines

SPORED TO BE WILD

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet's inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.

All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet's surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

SURVIVAL OF DA BIGGEST

At first these tribes are small in number and are of little threat to the planet's inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks' development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.

DA TRIBE

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.



FERAL ORKS SPECIAL RULES

Feral Orks are of a similar mindset to their more prominent cousins and use the same special rules. They may have mixed armour within units, use choppas, utilise the Ork Mob rule, use Grot mobs for cover and invoke the Power of the Waaagh!

WYRDBOYZ

Wyrdboyz are reluctant psykers who live in dread of their heads exploding. They draw their power from the Waaagh! energies subconsciously released by other Orks' excited minds as they go to battle. This energy can grow to such an intensity within the Wyrdboy's mind that he is unable to control it, resulting in his brain bursting from his skull in an almighty blast. For this reason they prefer to stay away from battles, but the Feral Orks need their talents to make up for their lack of heavy weaponry and tend to insist that the Wyrdboy turns up. Despite being an Independent Character, unaccompanied Wyrdboyz are treated as one-model units and must test for Last Man Standing at the start of each turn.

'Eadbang: When using his powers, the Wyrdboy will never suffer an attack by Daemons from the Warp but, if he rolls a 2 or 12, suffers a Strength D6 hit as the barely contained energies build up to cause an 'Eadbang.

WYRDBOY POWERS

The Wyrdboy may choose to use one of the following powers per turn.

Psychic Vomit: Unable to contain the Ork energies any longer the Wyrdboy vents it forth in a stream of green psychogenic energy. Place the flamer template with the narrow end touching the Wyrdboy. Each model even partially under the template suffers an automatic Strength 4 hit.

Gork'll Get 'Em: The Wyrdboy's belief in Mork and Gork is so complete that it causes a manifestation of their power. This takes the form of a large green fist or foot descending from above. This counts as a shooting attack. The Ork Wyrdboy must be able to see his target, and rolls to hit as normal.

Range 72" Strength 8 AP - Assault 1, Blast

PIGDOKS

Where normal Ork societies have a smattering of Meks and Mad Doks these are not evident in Feral Ork society. Instead they have Ork specialists known as Pigdoks who specialise in the training, adaptation and healing of beasts. It has been argued that the Feral Orks' low technological base means that their survival is dependent on their effective use of the animals such as Boars and Squiggoths.

For battle, Pigdoks build special syringes with big red knobs which can be pressed to inject Cyboars with a high dosage of adrenaline stimulant. The effect is to make the beast more aggressive.

Before the game each Pigdok may attempt to dope one unit of Boarboyz, Squiggoths, Herdas or Madboyz. He succeeds on a roll of 6, modified if he is assisted by one or more Styboyz. If successful the unit affected gets +1 Strength for the duration of the game. A unit may only be doped once.

FERAL ORKS ARMOURY

In most cases characters are upgraded from ordinary troops. Where this is the case, the character keeps the basic weapons and wargear of the mob he's part of – for example, a Brute Nob has a Slugga and a Choppa. This doesn't prevent you from picking extra weapons for him from the Armoury, although the restrictions on the number of weapons that can be carried always apply.

Ork characters may have up to two single handed-weapons, or one single handed weapon and one two-handed weapon. You may also pick up to 40 points of extra wargear for each character from the Wargear lists (60 points for a Warboss). The full Wargear rules are on pages 34-37 of Codex Orks. You cannot take duplicate items for the same model, except for Grots and Squigs (up to a total of 3 – see Codex Orks page 7), and all wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Choppa	1 pt
Powerclaw (Warboss only)	30 pts
Slugga	2 pts

WARGEAR

Ammo runt	5 pts
Attack Squig	5 pts
Big horns/iron gob (Warboss & Nobz only)	5 pts
Bosspole (Warboss & Nobz only)	3 pts
Boar	5 pts
Cyboar (Warboss and bodyguard only)	15 pts
'Eavy armour (not if mounted on Cyboar)	8 pts
Frag Stikkbombz	1 pt
Flash furs/Skull trophies/Toof Necklace	2 pts
Grot Styboy (Pigdoks only)	5 pts
Krak stikkbombz	2 pts
Shiny bitz	3 pts
Squighound (Slaverz only)	5 pts
Super Cyboar (Warboss only)	30 pts
Waaagh! banner (max. one per army)	20 pts
Warpaint	3 pts
Wyrdboy stikk (Weirdboyz only)	5 pts

TWO-HANDED WEAPONS

Bangstick (Only if mounted on Boar or Cyboar)	5 pts
Big shoota	12 pts
Burna	12 pts
Grabba stick (Slavers only)	5 pts
Shoota	2 pts
'Uge choppa	5 pts
Rokkit launcha	8 pts

FERAL ORK JUNK UPGRADES

Any Feral Ork vehicles may be fitted with the following additional equipment. Any upgrades chosen must be shown on the vehicle model. No duplicate upgrades may be taken for the same vehicle.

Armour plates	5 pts
Big grabber	5 pts
Boarding plank	5 pts
Bolt-on big shoota	10 pts
Reinforced ram	5 pts
Stikkbomb chukka (if warband contains Pigdok)	3 pts
Wrecker ball	5 pts

FERAL ORKS WARGEAR

In addition to items described in *Codex Orks*, the Feral Orks have some unique items of their own, which function as follows.

Bangstikk: Bangstikks are long poles with explosives strapped to the end. Used exclusively while mounted on a boar, they are not the most precise of weapons as they are woefully unbalanced. The bangstikk is used just like a krak grenade to attack vehicles and bunkers. However bangstikks double the D6 roll for penetrating armour, giving them an Armour Penetration of 6+(D6x2).

Boar: Rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook.

Cyboar: The rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook. A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider counts as being in 'heavy armour' and gets a 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon granting the rider an additional close combat attack. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain are killed on 1-3, as the Cyboar has a tendency to butt rocks and trees.

Super Cyboar: A Warboss can instruct a particularly skilled Pigdok to upgrade his Cyboar into a monstrous combination of beast and machine. A Super Cyboar follows the same rules as a Cyboar, but it gives the Warboss a 3+ save

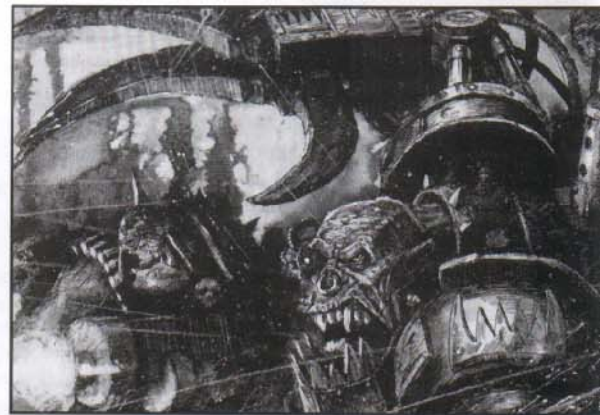
due to the massive amount of metal and armour plate. In addition, the Cyboar is fitted with what is commonly known as Da Big Red Knob. This is essentially an injector system which pumps stimulants into the Boar's system causing it to hurtle forward at an alarming rate. The Warboss will have the system linked up with all other Cyboars in his unit, so that when he presses the knob all the models in the unit advance with him. This allows the Cyboar riders to use the Fleet of Foot rules, advancing D6" instead of shooting during each Shooting phase.

Flash Furs, Skull Trophies, Toof Necklace:

Huntas who have managed to stalk and kill particularly powerful or dangerous prey will wear its pelt, or take its skull as a badge of honour. These count as two models when calculating mob size for Mob Size tests only.

Grot Styboy: A Grot Styboy is adept at tending to Boars and Cyboars and can provide valuable assistance for a Pigdok. When a Pigdok attempts to dope a unit he may add 1 to his dice roll for each Styboy assisting him.

Shiny Bitz: Feral Orks are superstitious in the extreme and will sometimes get the idea that an otherwise useless object is really a powerful



talisman. An Ork with shiny bitz may re-roll one failed Armour save once in the game.

Warpaint: Feral Orks often daub themselves in dyes and paints that the Wyrdboy has prepared in the hope that some of his latent psychic powers are absorbed in the mix. A model protected by warpaint is not affected by psychic powers on a D6 roll of 6+. The power still works, but any character that makes his save will be unaffected.

Wyrdboy Stikk: Wyrdboyz frequently carry copper staves to give themselves some protection against 'Eadbangs. When a Wyrdboy with a Wyrdboy Stikk suffers an 'Eadbang he may re-roll the Strength of the attack.

HEADQUARTERS



A Feral Ork Warboss is the strongest and most cunning Ork of his tribe. He must constantly fight challengers to maintain his authority. When not fighting for his position, he leads his tribe on raids on other Feral Ork camps or any other communities in his vicinity. He will gather the best warriors of his tribe together into a warband, striking out on hit-and-run missions.



WARBOSS 60 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

Options: A Warboss may be given any equipment allowed from the Feral Ork Armoury.

Bodyguard: The Warboss may be accompanied by a Bodyguard (see entry below). If he has a Bodyguard then the Warboss and his Bodyguard are treated as a single unit during battle. Note that the Bodyguard does not count as a separate HQ choice (it does not use up an HQ 'slot').

Independent Character: Unless accompanied by his Bodyguard (see below), the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

WARBOSS'S BODYGUARD

NOB 20 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Nob	20	4	2	4	4	2	3	3	7	6+

Number: The Warboss may be accompanied by between 5 and 10 Nobz.

Options: The Nobz may be given any equipment allowed from the Feral Ork Armoury.

PIGDOK 10 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Pigdok	10	3	3	3	4	1	2	1	7	6+

Number: If the Warboss is accompanied by a Bodyguard he may also be accompanied by up to two Pigdoks.

Options: Pigdoks may be given any equipment allowed from the Feral Ork Armoury.

If the Warboss is mounted then his Bodyguards must also be mounted on Boars or Cyboars. If the Warboss is riding a Super Cyboar then all Nobz in the unit must be equipped with Cyboars. Cyboars can only be selected if there is at least one Pigdok in the Bodyguard.

0-1 WYRDBOY 50 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdboy	50	3	3	3	4	2	3	1	8	6+

Options: A Wyrdboy may be given any equipment allowed for Wyrdboyz from the Feral Ork armoury.

Minderz: The Warboss may use Brutes to make sure the Wyrdboy does what's expected of him. If the army contains a Brute mob of 10 or more Brutes then 2-5 of them may be detached to form a unit with the Wyrdboy. These cannot include Brutes with upgraded weapons or Brute Nobz.

Independent Character: Unless accompanied by Minderz (see above) the Wyrdboy is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

Psychic Abilities: See Wyrdboyz and wyrdboyz powers in the Feral Orks Special Rules section.



Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these Shamans, or Wyrdboyz as they are more commonly known, are bullied and used as just another potentially destructive weapon to carry into battle. In battle they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, channelling it into a powerful psychic burst.

ELITES

0-2 BRUTES 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Brute	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 20 Brutes.

Weapons: Slugga and choppa.

Options: Up to two models can have either a burna at +8 pts, or a rokkit launcha at +10 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Whilst the ability to shoot prey is essential to a Feral Ork tribe's survival, they still relish close combat. Some Feral Orks are far larger than the others and spend the vast majority of their time maintaining order within the hierarchy of the tribe, usually by means of their sheer brute size. They allow the other smaller Orks the privilege of hunting for them, taking the pick of the prey that the Huntas bring back.

TRAPPAS 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Trappas	10	3	3	3	4	1	2	1	7	6+
Nob	+10	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Trappas.

Weapons: The models in the mob may be armed with either a shoota or a slugga and choppa (you may have a mixture of weapons in the mob).

Options: You may give your entire unit of Trappas flash furs at a cost of +2 pts each.

Character: For an additional cost of +8 pts one of the Trappas may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Feral Orks do not have the same resources as normal Orks and are dependent on a select few highly skilled Orks to bring them food to eat and furs to wear. Many of these Orks band together into elite groups that call themselves Trappas. The Trappas have perfected the art of setting snares and digging staked pits in order to catch their prey, and are skilled at sneaking up to targets for the kill. These talents are also useful on the battlefield. Trappas often wear thick pelts of fur, skinned from particularly vicious animals they have caught as trophies.

SPECIAL RULES

Infiltrators: Trappas are Infiltrators and follow the special scenario rules for Infiltrators.

Slippery: Trappas sneak through cover easily, so they roll an extra D6 when rolling to see how far they can move through difficult terrain.

Set Traps: If the game is being fought using the Jungle Fighting rules, Trappas may set booby traps. Each unit of Trappas allows you to set three Booby Traps. These are bought at the cost below.

BOOBY TRAPS SPECIAL RULES

BOOBY TRAPS

	Points	Str	AP
Bang Trap	20	7	3
Fire Bomb	20	4	5
Punji Pit	15	3	6

Set Up: Booby traps are set up using the special rules that can be found on page 21 of Codex: Catachans.

Ignore Cover Saves: All booby traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a booby trap must test for pinning.

Bang Trap: This is a large number of stikkbombz strapped crudely together and attached to a tripwire. The resultant explosion is a cataclysmic detonation of flying shrapnel that affects the model triggering the trap only.

Fire Bomb: Very similar in appearance to a bang trap, a fire bomb explodes in a shower of highly combustible liquid. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

Punji Pit: A simple, crude but effective trap; a small pit with sharp stakes placed at the bottom which is covered with various foliage. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

If you have a suitable terrain piece then this may be placed on the table to represent difficult terrain for the remainder of the game.





If a particularly skilled Pigdok lives within the tribe then he often spends his free time manufacturing bombs and explosives. Those Orks fortunate enough to possess a cache of stikkbombz group together in raids. Envied by most of the other Orks in the tribe these Stikk Bommas revel in the noisy destruction their deadly barrage can cause.

0-1 STIKK BOMMAS 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	3	3	3	4	1	2	1	7	6+
Nob	+13	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 5 and 20 Stikk Bommas.

Weapons: Slugga, close combat weapon, frag and krak stikkbombz.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

TROOPS



In order to survive the harsh habitats in which Feral Orks live, many group together in large mobs. Not yet skilled in the arts of hunting and trapping, these gangs of Orks rely on strength in numbers to protect themselves from predators (including other Orks). They hunt in large mobs, depending on the sheer number of their guns to kill enough prey. Competition within the gangs is fierce as food and supplies are limited. Only the strongest will acquire the best weapons and gain the larger portions of the kills.

HUNTAS 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hunta	9	3	3	3	4	1	2	1	7	6+
Nob	+11	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 10 and 30 Huntas.

Weapons: Shootas.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of 12 pts one Hunta may be upgraded to a Nob. A Nob may choose any equipment from the Feral Ork Armoury.



A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry such as clubs or spears. The Ork raiding party will bring these wild Orks back to their tribe and over a period of time will teach them da proper Orky way. Before they are truly accepted in the tribe they must prove their strength in a raid using only the weapons they were found with.

WILDBOYZ 8 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Wildboyz	8	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: A Wildboy mob consists of between 10 and 30 Wildboyz

Weapons: Choppas and a hand weapon such as a club or dagger.

Character: The Wildboyz must always be accompanied by a Nob. The Nob may be given any equipment from the Feral Ork Armoury.



As with other Orks, Feral Orks are often accompanied into battle by groups of Gretchin.

GRETCHIN MOBS as in Codex Orks



Most Feral Orks have little concept of technology and occasionally their introduction to even the simplest mechanical devices will be too much for the Orks' small brains to handle. When this happens an Ork can become psychotic and lose what little rational thought processes he had in the first place. These Orks are known as Madboyz or Nuttas and are grouped together on the battlefield. Although unpredictable and erratic at times, they can prove extremely effective.

MADBOYZ 7 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Madboyz	7	3	3	4	4	1	2	2	7	6+
Pigdok	10	3	3	3	4	1	2	1	7	6+

Mob: The mob consists of between 5 and 20 Madboyz

Weapons: The Madboyz may be armed with either a shoota or a slugga and a choppa.

Character: The Madboyz may be accompanied into battle by a Pigdok. The Pigdok may be given any equipment allowed from the Feral Ork Armoury. See the Pigdok special rules.

Special Rules: Madboyz are fearless and ignore all morale and pinning tests. Other Orks keep their distance and will never mob up with them. At the start of each Ork turn roll a D6 for each unit not in an assault, on a roll of 1 the Madboyz are 'disturbed'. Roll on the table below.

MADBOYZ DISTURBED BEHAVIOUR TABLE

- 1 The Madboyz fight amongst themselves because they realise the other Madboyz are 'lookin' at 'em funny'. Roll 1 attack per Madboy in the unit and inflict these hits on the unit. The Pigdok (if any) does not have to join in but can be hurt.
- 2-3 One of the clouds is a striking image of an Ork god but the unit is split as to whether it's Gork or Mork who has appeared before them and begin a frantic argument. Count as pinned.

- 3-4 The confused gibbering of one of the Madboyz spreads through the unit until they are convinced of their doom. The Madboyz fall back, automatically regrouping at the end of the move. If caught in crossfire, the unit is destroyed.
- 6 The unit is overcome with images of heroism and decide to show the other Orks the true meaning of being Orky. They may move an additional D6" straight towards the nearest enemy unit in the Movement phase.

FAST ATTACK

BOARBOYZ 12 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boarboy	12	3	3	3	4	1	2	1	7	6+
Nob	+22	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of 5 to 10 Boarboyz. Boarboyz count as cavalry.

Weapons: Slugga and choppa or shootas. (You may have a mixture of weapons within the mob.)

Options: The entire mob may be equipped with frag stikkbombz at a cost of 1 point per model and krak stikkbombz at a cost of 2 points per model. If a Pigdok is included in the army then any of the Boars may be upgraded to Cyboars at a cost of 5 points per model.

Character: For an additional +22 pts one Boarboy may be upgraded to a Boarboy Nob. He may pick any wargear from the Feral Ork Armoury.

HERDA 9 points plus 5 per Squig

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Herda	9	3	3	3	4	1	2	1	7	6+
Squighounds	5	3	0	3	3	1	2	1	2	6+

Mob: The mob consists of 1 Herda and between 10 and 20 Squighounds.

Weapons: Slugga and choppa. The Squighounds are armed with huge teeth.

Character: The Herda may be given any equipment from the Feral Ork Armoury.

Special Rules: If the Herda is killed, the pack disperses at the end of the phase – treat them as destroyed.

JUNKAS 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Junkas	9	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Junka boyz

Weapons: The Junkas have either a shoota or a slugga and a choppa. The mob may contain a mix of differently armed Junkas.

Options: Up to one of the Junkas can have a big shoota at +12 points, a rokkit launcha at +10 points or a burna at +8 points.

Character: One of the Junkas may be upgraded to a Nob at an additional cost of +11 pts. The Nob may have any equipment allowed from the Feral Ork Armoury.

Transport: The mob must be mounted in a Junkatrukk at an additional cost of +30 pts. Junkatrukks may be fitted with any of the vehicle upgrades in the Feral Orks Armoury.

JUNKATRUKK			
	Front Armour	Side Armour	Rear Armour
Junkatrukk	10	10	10
			BS
			3

Type: Fast, open-topped.

Weapons: The Junkatrukk may be armed with one of the following: big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Special Rule: The poor lack of maintenance means that these trukks are liable to mechanical failure on a regular basis. Before the vehicle moves roll a D6. On a roll of 1 something has snapped, blown up or seized and the crew must spend the remainder of the turn repairing the damage. The vehicle may not move this turn.



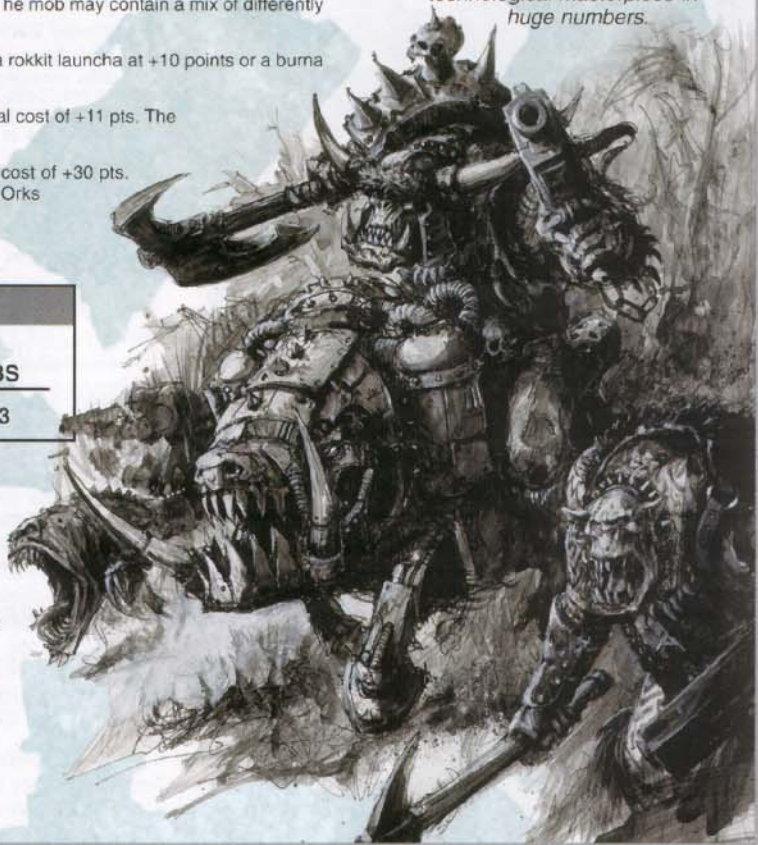
If an Ork is a particularly adept Trappa then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick.

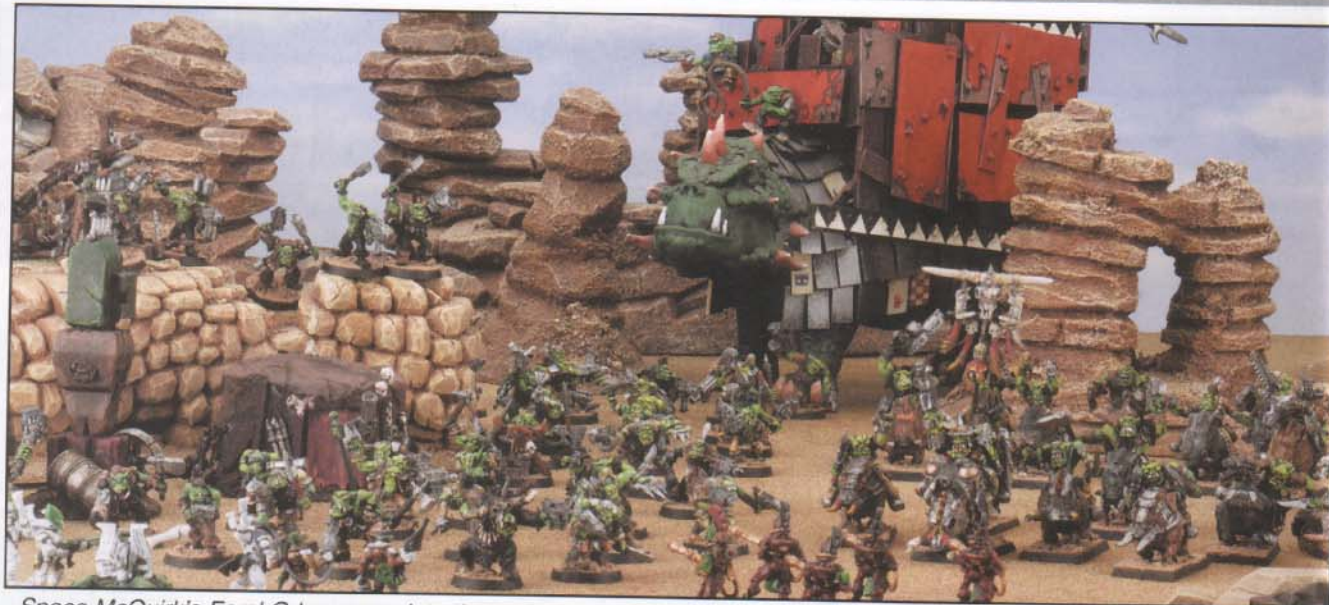


Some Trappas in the tribe prefer to train vicious Squigs to become their own personal hunting pets. They take these beasts, who are loyal only to their master's whip, on hunting expeditions to track down prey or the occasional runaway Grot.



On rare occasions a lucky Feral Ork tribe may find damaged vehicles left by other forces. If their Pigdok is skilled enough they often manage to get the vehicle up and running using steam, pedal or even pure boar power. The Orks will then ride into battle clinging on to any spare space of their technological masterpiece in huge numbers.





Space McQuirk's Feral Orks swarm into the ranks of the Eldar, a looming Squiggoth on the horizon.

HEAVY SUPPORT



Squiggoths are enormous creatures which are usually hunted down by Orks for food. Feral Orks see the great beasts as more than simply food, as for them the Squiggoth also represents a means of transport. Over time they have discovered that they can harness these beasts and make mobile platforms on their backs with which to carry the tribe into battle. This has led to the Pigdoks breeding larger and larger variants of Squiggoth.

SQUIGGOTH See Below

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Standard (up to 6")	40	2	2	6	5	3	1	3	7	6+
Big (over 6" up to 9")	50	2	2	7	6	4	1	3	7	5+
Massive (over 9")	60	2	2	7	7	5	1	4	7	4+

Mob: Squiggoths operate independently. They come in a variety of sub-species which differ considerably but will often be dinosaur-like in appearance.

Options: Any size Squiggoth may carry a turreted howdah containing either a twin-linked rokket launcha at +20 pts, a twin-linked big shoota at +30pts or a lobba at +30pts.

SPECIAL RULES:

The points value and statistics for a Squiggoth are solely dependent on its size. As each Squiggoth can be vastly different to the next a simple process of measuring the Squiggoth model from head to tail is used to determine its characteristics. All Squiggoths are fearless and ignore all morale and pinning tests.

Crew: All Squiggoths carry up to 3 crew who use the standard Hunta profiles.

Monstrous Creature: Due to its sheer size and brute strength, the Squiggoth is a monstrous creature. It rolls 2D6 for Armour Penetration and ignores opponents' Armour saves in close combat.

Transport: A big Squiggoth may be used to transport up to 10 Orks. A massive Squiggoth may be used to transport up to 20 Orks.

If the Squiggoth is carrying passengers then they may embark or disembark as if it were an open-topped vehicle. Similarly the passengers can fire as if they were in an open-topped vehicle. When enemy models fire back they must target the Squiggoth. Template, Blast and Ordnance weapons gain no extra bonus. If the Squiggoth is killed, it crashes to the ground and may crush the passengers in its death throes – they will take a wound on a 4+ (normal saving throws allowed).



LOBBA BATTERY

As Big Gunz Battery in Codex Orks. May only include lobbas. May not include a Mek. Slaver may only choose from the Feral Ork Armoury.

GAUNT'S GHOSTS IN WARHAMMER 40,000

By Phil Kelly

As any Imperial Guard fan will tell you, Dan Abnett's Gaunt's Ghosts novels detail some of the most exciting and visceral actions of an Imperial Guard regiment in the history of the Imperium. Recently boosted by the eagerly-awaited *The Guns of Tanith*, the Gaunt's Ghosts books are among the Black Library's finest publications. When the forest world of Tanith fell to a surprise attack by the vanguard of a Chaos fleet, the troops mustered there were in no state to repel them. The forces mustered from the planet, intended to fight in the Sabbat Worlds crusade, were barely founded when a storm of destruction rained down upon

their peaceful, arboreal world. Commissar Gaunt, entrusted with the command of the emergent Tanith regiments, was forced to make a decision that shaped his own destiny and that of the surviving troops. Evacuating as many of the soldiers as he could during the Chaos attack, Gaunt robbed the Tanith of a chance to fight and die with their homeworld. Two whole regiments were lost. The remaining men, now alone and without a planet to call home, called themselves 'Ghosts'.

Since that point Commissar Gaunt has won the devotion and respect of the one surviving regiment, leading them through hellish theatres of war to glorious victory time and time again. However, there are some among the Tanith First-and-Only,

forever widowed from their homeworld and condemned to a life of conflict, whose resentment at Gaunt's decision still simmers despite the passing of years.

The Tanith troops, almost entirely comprised of light infantry, excel in stealth operations and commando raids. Their cameleoline camo-cloaks, in conjunction with the natural abilities of the Tanith soldiers to blend in with the surrounding environment, mean they are extremely accomplished infiltrators. Expert marksmen, the lack of Tanith armoured support is more than made up for by their resourcefulness and skill and, when allied to another Imperial Guard regiment, their skills can really come to the fore.

TANITH 1ST SPECIAL RULES

Commissar Gaunt and the other special characters from the Gaunt's Ghosts boxed set form a Command Platoon and count as an HQ choice. This unit cannot be accompanied by any Heavy Weapons squads as would normally be the case with a Command Platoon, but you may bolster it with the optional characters detailed on the web page.

You may add Tanith units to an existing Imperial Guard force. We recommend fielding Tanith 1st units alongside a more conventional Imperial Guard force, as the Tanith 1st is almost exclusively comprised of light infantry. After all, in the Gaunt's Ghosts series of books, it is very common for the Tanith troops to fight alongside another regiment capable of fielding armoured support and heavy troops (the 'Serpents' of the Ketzok 17th, the awesome tanks of General Grizmund's Narmenian Armour, or even the Ghosts' bitter rivals, the Volpone 50th 'Bluebloods').

If you wish, you can use Commissar Gaunt's unit as the Command Platoon for an army mostly or even entirely comprised of Tanith troops; it's possible the Tanith may have taken to the battlefield en masse (see Australian White Dwarf editor Dave Taylor's excellent all-Tanith army on the website accompanying this article), but be warned: an army entirely comprised of light infantry is likely to have a stiff fight on its hands.

You may only take Tanith Infantry Platoons, Tanith Hardened Veterans or Tanith Snipers if you first take Commissar Gaunt and his Command Platoon as an HQ choice.

You will need a copy of Codex: Imperial Guard and Codex: Catachans to use these rules.

At Corbec's gesture, they hurried forward in pairs, slipping their camo-cloaks down as shrouds around them, lasguns held loose and ready. The hybrid weave of the hooded cloaks blurred to match the dark grey mud of the ridgeway, and each man stooped to smear his cheeks and brow with wet mud before slipping over the earthwork.

Thoren watched the last one disappear and then span the trench macro-periscope around. He looked out, but of the sixty-plus men who had just passed his position, there was no sign.

"Where in the name of Solan did they go?" he breathed.

The Tanith 1st are famous for their considerable abilities in the field of reconnoitre and stealth. Due to the peculiar nature of the shifting nalwood forests they once called home, the Ghosts seem never to lose their sense of direction, and adapt to their environment with unparalleled skill. Deployed as light infantry, the Tanith excel at blending into their surroundings with their cameleoline cloaks, and are able to

infiltrate enemy positions en masse or in daring commando raids.

All Tanith units benefit from the following special rules:

Camo-cloak: Tanith troops are characterised by the camo-cloak they wear, a thick and robust garment that is woven with cameleoline, a substance that takes on the appearance of its surroundings. In conjunction with the Tanith's formidable stealth abilities, these cloaks make their wearers very difficult to pick out when in cover. Any Tanith squad adds +1 to any cover saves they are allowed (eg, a 5+ cover save becomes a 4+ cover save). Tanith troops receive no cover save when in the open.

In addition, opponents roll 2D6 x 2 instead of 2D6 x 3 when attempting to spot Tanith troops in a Night Fight.

Absolute Direction: The men of Tanith have an almost supernatural sense of direction and orientation due to the shifting

topography of the nalwood forests they once called home. To represent this, all Tanith units may re-roll any failed Reserve rolls.

If a Tanith unit is affected by a result on the Alaitoc Ranger Disruption table from Codex: Craftworld Eldar, roll a dice, the result is ignored on the roll of a 4+.

Tanith Knife: The Tanith 1st carry a long, straight silver dagger that they use as a bayonet, knife or even a multi-purpose tool. Although this has no practical effect above and beyond a normal knife, this signature item is a symbol of the close-knit nature of the Tanith force, and all who carry it are united in their cause. Any Tanith officer that may choose additional equipment from the Armoury (Lieutenants and Veteran Sergeants) counts as having a Trademark Item at no extra points cost.

Infiltrate: Due to their experience in the field of covert operations, all Tanith units, including Commissar Gaunt and his Command HQ, may infiltrate in missions that use the Infiltrate special rule.

HEADQUARTERS

Commissar Gaunt and the other special characters from the Gaunt's Ghosts boxed set form a Command Platoon and count as an HQ choice – see later in this article.

ELITES



Tanith soldiers are rightly respected for their marksmanship, and many are fully trained as master snipers. Able to operate independently of their squads if necessary, these Tanith troops stick unwaveringly to the doctrine of the sniper, and their often-customised lasrifles are kept in impeccable condition. Under the tuition of Master Sniper Larkin, small teams of snipers hone their abilities until they can change the course of a battle with a well-placed round.



The veteran squads of the Tanith are the original Ghosts, and all remember the day when they were evacuated from the founding fields without the chance to fight for their homeworld. Since that day they have carved out a reputation as some of the Imperial Guard's best ground troops, and their resourcefulness, coupled with their mastery of stealth and infiltration tactics, makes for a formidable foe in any battlefield forum.



0-2 TANITH MASTER SNIPERS 20 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	20	3	4	3	3	1	3	1	7	5+

Loners: You may include up to three Tanith Master Snipers as a single Elites choice. They do not form units and can be set up separately.

Wargear: Long-las (counts as sniper rifle), camo cloak.

SPECIAL RULES

Ambush: In the right circumstances, Tanith Master Snipers have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Ambush special rules as described in Codex: Catachans.

Camouflage: Tanith Snipers have a 3+ cover save that cannot be improved or reduced by any factors. This incorporates the effects of their camo-cloaks.

Master Snipers: Experienced Tanith Master Snipers constantly hone their ability to pick out the most vulnerable spot on their target with unerring accuracy. They may re-roll a failed to wound roll but must accept the second result.

Disappear: You may never move a Tanith Master Sniper model. During your Movement phase you may remove the model, representing the Master Sniper merging back into the shadows so he can fight another day. Once removed, a Master Sniper may not return to the battlefield but doesn't count as having been killed for Victory point purposes. Tanith Master Snipers can't claim table quarters or other objectives and don't have to be killed for an attacker to win Meat Grinder or Grand Assault.

0-2 TANITH HARDENED VETERANS SQUADS 11 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Trooper	11	3	4	3	3	1	3	1	8	5+
Veteran Sergeant	22	3	4	3	3	1	3	2	8	5+
Veteran Officer	+45	4	4	3	3	3	4	3	9	5+

Squad: The squad consists of one Veteran Sergeant and between four and nine Veteran Troopers.

Wargear: The squad is equipped with lasguns, frag grenades and camo-cloaks.

Options: Up to two models may replace their lasgun with a Long-las (counts as Sniper rifle) at +5 pts each.

Up to three models may be armed with one of the following weapons each: a flamer at +6 pts; bolter at +2 pts; meltagun at +15 pts; plasma gun at +15 pts; tube charges (count as demolition charge) at +10 pts; grenade launcher at +15 pts.

Two of the Guardsmen may be formed into a weapons team armed with one of the following: heavy bolter at +12 pts; missile launcher at +18 pts; autocannon at +18 pts.

The squad may be equipped with Krak grenades for an additional cost of +2 pts per model. One model may carry a comm-link at +5 pts.

Character: The Sergeant is a Veteran and may be given additional equipment from the Armoury. Sergeants from Hardened Veteran squads may be given equipment normally only allowed to Officers.

Veteran Officer: The squad may include one Veteran Officer at an additional cost of +45 pts. He carries a lasgun, or a laspistol and close combat weapon, and may be given additional equipment from the Armoury.

Tanith Hardened Veterans: The squad has two Battle Honours, which will always be Steadfast and Guerrillas. For details see the Infantry Battle Honours table on page 163 of the Warhammer 40,000 rulebook.

TROOPS

TANITH INFANTRY PLATOON

COMMAND SECTION 40 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	–	3	3	3	3	1	3	1	7	5+
Lieutenant	40	3	3	3	3	1	3	2	8	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

Squad: The Command Section consists of one Lieutenant and four Guardsmen.

Wargear: Camo-cloak, lasgun, frag grenades.

Options: Up to two models may be armed with one of the following each: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts; long-las (counts as sniper rifle) at +5 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; autocannon at +15 pts.

One model may be given a comm-link at +10 pts.

Characters: One Guardsman may be upgraded to a Veteran Sergeant for an additional +10 pts. The Lieutenant and the Veteran Sergeant may choose additional equipment from the Armoury.

SPECIAL RULE

Leadership: Any Imperial Guard squad within 12" of a Command Section may use the Lieutenant's Leadership value for all Morale and Pinning tests.

INFANTRY SQUAD (2-5 PER PLATOON) 70 POINTS PER SQUAD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	–	3	3	3	3	1	3	1	7	5+
Led by Sergeant	70	3	3	3	3	1	3	1	7	5+
Led by Vet.S.	80	3	3	3	3	1	3	2	8	5+

Squad: The squad consists of one Sergeant and nine Imperial Guardsmen.

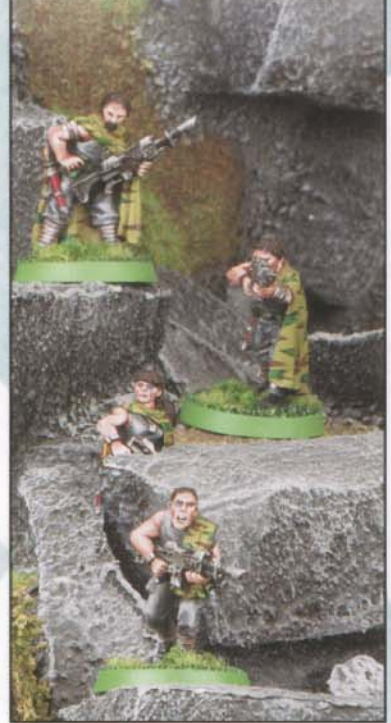
Wargear: Camo-cloak, lasguns, frag grenades. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no additional cost.

Options: Up to one model can have one of the following: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts; long-las (counts as sniper rifle) at +5 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; autocannon at +15 pts. One model can have a comm-link for +5 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

The Tanith 1st is almost entirely composed of light infantry platoons, the renowned Gaunt's Ghosts.

Tattooed and hirsute, the Ghosts are often frowned upon by more traditional Guard regiments, but the Tanith know they are amongst the best. Although the ranks of the original Tanith troops have since been bolstered by gangers, militiamen and surviving soldiers from the Imperial victories at Vervunhive, virtually all of the soldiers under Ibram Gaunt's command have a healthy respect and admiration for the Colonel-Commissar.



COLONEL COLM CORBEC

Colonel Colm Corbec, the Ghost's second-in-command, was a massive, genial, shaggy brute beloved of his men. His good humour and rousing passion drove them forward; his fortitude and power inspired them. He held command by dint of sheer charisma, perhaps even more than Gaunt did, certainly more than Major Rawn, the regiment's cynical, ruthlessly efficient third officer.

Right now, Corbec couldn't use any of that charismatic leadership. Pinned by sustained las-fire behind a street corner drinking trough, he was cursing freely. The microbead intercom system worn by all Tanith was being blocked and distorted by the high buildings all around.

"Two! This is two! Respond, any troop units!" Corbec barked, fumbling with his rubber-sheathed carpiece. "Come on! Come on!"

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Corbec	44	4	4	3	3	3	4	3	9	5+

Wargear: Lasgun, tanith knife, camo-cloak, frag grenades, melta bombs, trademark item (cigars).

SPECIAL RULES

Natural Born Leader: Corbec is a popular and charismatic member of the Tanith who commands respect and admiration from his soldiers. If Gaunt is removed as a casualty, Corbec takes over the leadership of the Tanith troops. All Leadership-based tests taken by the unit from then on use Corbec's Leadership value. Any units that would normally have tested on Gaunt's Leadership (ie, troops within 12") test on Corbec's Leadership instead.

CHIEF MEDICAL OFFICER DORDEN

Soric, his hip braced on his axe-rake crutch, leaned down and slid his paper-gloved hands under the armpits of a blackened, legless corpse. As he stirred it, it groaned.

"Medic! Medic!" he sang out, pulling back from the ruined thing he had been touching. A thickset medic pushed through the milling crowd, a man in his 50s with a silver beard and the look of an off-worlder about him. Under his half-issue crimson apron he wore black fatigues and Guard-issue boots. "Alive?" the medic asked Soric.

"Take me, I suppose so. Tried to move him."

The medic took out a flexible tube, put one end to his ear and the other to the blackened torso.

"Dead. You must have squeezed air out of the lungs when you lifted him."

Soric nodded as the medic stood up, folding his scope-tube away into his shoulder-slung pack.

"You're off-world, right?" asked Soric.

"What?" asked the medic, distracted.

"Off-worlder?"

The medic nodded curtly. "Tanith First. Chief medic."

Soric stuck out a hand, then pulled the paper glove off it. "Thank you," he said.

The medic paused, surprised, then took the hand and shook it.

"Dorden. Gaunt's First-and-Only."

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Dorden	18	3	3	3	3	1	3	1	8	5+

Wargear: Laspistol, close combat weapon, camo-cloak, frag grenades, medi-pack, tanith knife.

SPECIAL RULES

Expert Medic: Dorden is extremely good at his job; totally efficient and focused even under pressure. He uses the normal rules for having a Medi-pack, but allows his unit to ignore both the first and second failed armour saving throw it rolls in every turn. He may not use this ability if he is in base-to-base contact with any enemy models.

Oath: Dorden will not use a weapon unless in the direst of circumstances. He may not fire his laspistol in the Shooting phase but may use it as a weapon in the Assault phase.

CHARACTERISTICS SUMMARY

To save you flicking through the article trying to find the characters stat lines, we have included them here as well.

This could prove very useful in the midst of battle!

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Gaunt	90	5	4	3 (4)	3	3	4	3	10	5+
Corbec	44	4	4	3	3	3	4	3	9	5+
Dorden	18	3	3	3	3	1	3	1	8	5+
Milo	42	3	3	3	3	1	3	1	8	5+
Larkin	37	3	5	3	3	1	4	1	8	5+

Colonel Corbec is a bear of a man, well-built and hirsute, with an amiable nature in times of both war and peace. On the battlefield, he is a great leader of men, and most Tanith troops consider him second only to Gaunt himself in terms of leadership and prowess.



Chief Medical Officer Dorden is the Tanith 1st's most respected and competent medic, his considerable experience and age having allowed him to master his calling. He has no hesitation in patching his comrades back together even in the midst of heavy shellfire.





Brin Milo was a musician back on his native Tanith, but has proved himself as brave and capable as many a veteran soldier in his capacity as Gaunt's adjutant. The Ghosts' courage is greatly bolstered by the sound of these pipes, traditionally played to lead the lost home from the ever-changing Tanith forest.



BRIN MILO

"D'you still have your pipes?"

Milo had been a musician back on Tanith, and before he'd made trooper he'd played the pipes into battle.

"Yes," he said. "Never go anywhere without them."

"Play up, eh?"

"Now?"

"My first order as sergeant."

Milo pulled the tight roll of pipes and bellows from his knapsack. He cleared the mouth-spout and then puffed the bag alive, making it whine and wail quietly. The hum of conversation died down at first sound.

Pumping his arm, he got the bellows breathing and the drone began, rising up in a clear, keening note. "What shall I play?" he asked, his fingers ready on the chanter.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Milo	42	3	3	3	3	1	3	1	8	5+

Wargear: Lasgun, camo-cloak, Tanith pipes, frag grenades, tanith knife.

SPECIAL RULES

Tanith Pipes: The pipes Milo plays in battle have a beneficial effect on Tanith morale. They have the same effect as a Regimental Standard, although it cannot be captured by the enemy. However, if Brin Milo dies all Tanith troops (including Gaunt) are at -1 Leadership for the rest of the game.

Precognition: Brin Milo has, on numerous occasions, shown a considerable measure of psychic ability. He innately knows when himself and even Gaunt are about to come under attack, and benefits from a 4+ Invulnerable save that is also conferred to Gaunt provided he is within 2" of him.



Gaunt's Ghosts rush to save the Ketzok 17th Armoured Regiment's Artillery column from a Chaos Marine attack!

MASTER SNIPER 'MAD' LARKIN

Larkin saw movement again, clearly in the foggy, green glow of his scope. He breathed, squared, and fired.

The stinging red pulse whipped down the ore slope, and a black-clad figure was thrown up and backwards. Larkin immediately dipped under the edge of the rubble and took a new position. He was certain his muzzle flash had been discreet, but there was no sense in advertising. He made his new vantage and aimed again, his extended barrel hidden inside a broken drain-gutter.

Lotin, ten metres away, fired. His las gun made a loud crack, and even from where he was, Larkin saw the muzzle flash and cursed.

He heard Lotin complain over the vox-link. He'd missed.

Move, move, and re-aim! Larkin willed silently.

Lotin fired again. His whoop of success was quickly cut short by a perfectly aimed lasround from the spoil below. The Zoicans had been watching for a repeat flash.

Lotin toppled back and slumped into the rubble scree on the floor, his face gone.

So, thought Larkin, they have capable and careful snipers too.

This war just got interesting.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Larkin	37	3	5	3	3	1	4	1	8	5+

Wargear: Lasgun, camo-cloak, customised long-las, frag grenades, tanith knife.

SPECIAL RULES

Marksmanship: You may nominate the model targeted by Larkin when he is shooting, such as a Sergeant or heavy weapons trooper. This means you get to choose which model is removed as a casualty, not the enemy. In addition, Larkin can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit). In addition, Larkin is so practiced at shooting, moving and re-aiming that he may move and fire with his weapon.

Customised long-las: Larkin carries an extensively modified long-las, and his ability with it is unparalleled. When using this weapon, Larkin always hits on a 2+ and wounds on a 4+ regardless of Toughness, rerolling any failed rolls to wound. The long-las has a range of 36" and an AP value of 6, but on the roll of a 5+ to hit it ignores all cover and armour saves.

Despite a little touch of insanity, 'Mad' Larkin is an incredibly accomplished sniper. His dour and paranoid demeanour belies a truly formidable marksman, and a single shot from Larkin can mean the difference between victory and defeat for the Tanith.



THE REGIMENTS ON ARMAGEDDON

by Andy Chambers & Phil Kelly

Although there are hundreds of Imperial Guard regiments fighting in the Third Armageddon war, many of them carved out a bloody reputation for themselves during the constant and bitter fighting. Some among their number fight there still, for once the taint of the Orks has spread to a world, it can never truly be removed.

Some of these regiments may be familiar, either established as honourable and valuable components of the Imperial Guard or as wilful and unpredictable forces that many officers refuse to fight alongside.

This article focuses on the savage Armageddon Ork Hunters and the dour Death Korps of Kreig. We also take a look at Imperial Guard armies that have fought protracted campaigns in the confines of the galaxy's cities. In the future we hope to publish rules for the elite Elysian Drop Troopers and the Savlar Chem Dogs, so don't worry, we haven't forgotten them!

For more background material on the illustrious and infamous regiments of Armageddon, see Historical Actions of the Imperial Guard in WD 249.

The Armageddon lists and the Cityfighting Imperial Guard list are currently recommended optional.

This means that you must get your opponent's consent before using these lists: they are experimental and we encourage you to try them but they are not official. They may only be used in tournaments with the organiser's consent.

If you have any thoughts on these army lists, why not write in to the usual address and let us know?



ARMAGEDDON ORK HUNTERS

During the third Armageddon War, the head of the ruling military council of Armageddon, General Kurov, conducted several xenocidal campaigns throughout the Equatorial jungles to rid them of the Ork presence that had taken root there. Those regiments engaged in such bitter and drawn out fighting encountered guerrilla resistance far in excess of their expectations. Rather than disbanding the decimated regiments, General Kurov harnessed the valuable knowledge gained by the survivors by

ordering them to form a number of specialised Ork hunting regiments.

The Ork Hunters have learnt to fight the enemy on his own terms, and have become extremely good at their jobs. Many Imperial Guard regiments are posted to Cerbera base to learn from the Ork Hunter instructor sergeants. It is well recorded that the uncouth and savage nature of the Ork Hunters rankles with many of the more traditional Imperial Guard regiments, and the Battle at Hell Town is well

recorded as the start of the enmity between the Ork Hunters and the Pyran Dragons.

Unfortunately, the psychological effect of such constant contact and close-quarter warfare with the Orks was not calculated by Kurov in his haste to combat the Orks in the jungles of Armageddon. Many of the Ork Hunter squads do not return to their base for weeks on end, surviving purely on the jungle around them, immersing themselves in their war against the

Field Analyst Marquanse supped at the foul-tasting brew that had been passed to him by the sour-faced Mordian on his right. The Iron Guard ate in the mess hall in as rigid a formation as they fought, and not a word passed between them. Marquanse could feel the contempt emanating from the stern faces, and thanked the Emperor it wasn't directed at him. He couldn't help cursing the day he was given the stinking hellhole that was Cerbera base as his first posting.

He was jolted from his reflections by a thick goblet of grey meat hitting him on the back of his neck. Thin gruel leaked into his high collar as the Ork Hunters behind him roared and bawled with laughter. Their table was buckling under the weight of two massive, unshaven brutes, slick with blood as they punched each other senseless. Turning, Marquanse saw that both combatants were baring their teeth in atavistic snarls, neither with anything like a full set of teeth. They were not bothering to defend. Many of the Ork Hunters were smashing their fists into the table in time, howling encouragement. Several others were slinging meat at each other, barking laughter and bellows of rage mingling as chairs were overturned and faces shoved into foodstations. One of them, half his scalp missing, was slicing kill-markings into his chest with a knife the length of Marquanse's forearm. Every one of them bore trophies: dead body parts of defeated greenskins. Most of them were shouting, and the noise was deafening. Marquanse looked down in disgust, only to see a thick trickle of vomit meander between his freshly polished boots. The air stank of sweat, blood, oil and bile.

Suddenly, one of the Mordians shot to his feet, red-faced with rage, and barked an order for them to cease. As one, the Ork

Hunters stopped immediately, twelve sets of eyes immediately turning on the perpetrator with a hostile savagery that nearly cost Marquanse control of his bladder.

The largest of the brutes scraped his chair slowly backward, and stood up slowly as silence descended across the mess hall. Marquanse noted that the smaller sergeant was still sitting, intent on his food. The giant strode ponderously toward their table, wiping his mouth with a burly arm. His face was tattooed with the likeness of an Ork skull, his scarred, weathered skin slick with a sheen of rank sweat. He belched lazily, the Mordian recoiling in distaste as

particles of food hit his starched uniform. The giant spoke.

"This is Helltown, boy. Different rules here. My lads just spent sixteen days in a living nightmare, killed 'em twelve Gorks and eighty-two Morks. They wanna relax. Wanna cut loose. Get outta their faces, or I'll get into yours." He pushed the Mordian back into his chair with such force that all of the plates on the table jumped.

Marquanse flinched in sympathy. The Mordian's face had turned ashen, and although his comrades returned to their meals, he did not touch his food.



Orks. Occasionally, a squad of the Ork Hunters will return to Cerbera base laden with the skulls and scalps of the many Orks that they have culled on their forays.

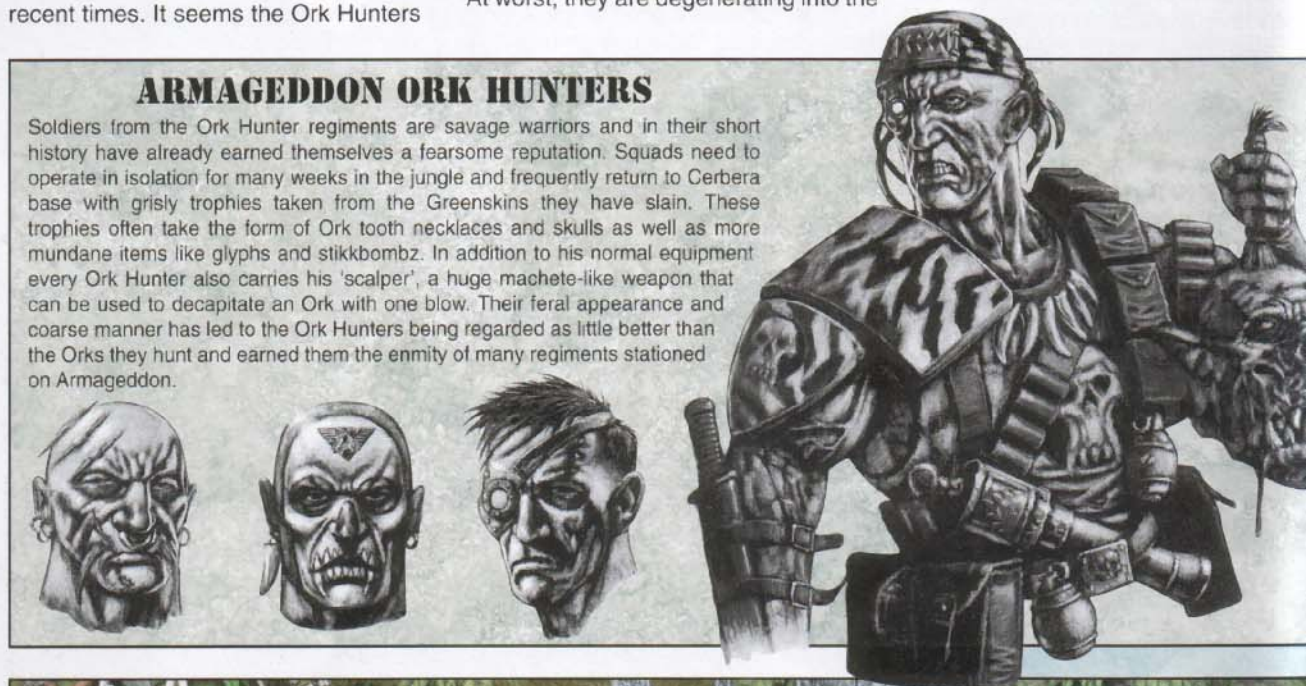
A worrying trend in the Ork Hunters' combat doctrine has been noted in recent times. It seems the Ork Hunters

are not only adopting the Orkoid manner of war, but also many of their superstitions, codes of conduct and icons. At best, these soldiers have found that to destroy their enemy beyond doubt, they must understand them and adopt their combat doctrine. At worst, they are degenerating into the

savage beasts they have given their lives to fight, a vile slight upon the honour of the Emperor's warriors.

ARMAGEDDON ORK HUNTERS

Soldiers from the Ork Hunter regiments are savage warriors and in their short history have already earned themselves a fearsome reputation. Squads need to operate in isolation for many weeks in the jungle and frequently return to Cerbera base with grisly trophies taken from the Greenskins they have slain. These trophies often take the form of Ork tooth necklaces and skulls as well as more mundane items like glyphs and stikkbombz. In addition to his normal equipment every Ork Hunter also carries his 'scalper', a huge machete-like weapon that can be used to decapitate an Ork with one blow. Their feral appearance and coarse manner has led to the Ork Hunters being regarded as little better than the Orks they hunt and earned them the enmity of many regiments stationed on Armageddon.



Andy Hoare's Ork Hunters use a variety of Orky weapons such as Shootas and Choppas from the plastic Ork sprues.

USING AN ORK HUNTERS ARMY IN WARHAMMER 40,000

You will need a copy of *Codex Imperial Guard* and *Codex Catachans* to use this army list.

HQ	1 Ork Hunters Command HQ (use the entry for Deathworld Veteran Command HQ, adjusted as below), 0-5 Commissars (see <i>Codex Imperial Guard</i>)
ELITES	Ork Hunters Fire Sweep Team (use the entry for Deathworld Veteran Assault Team, adjusted as below), Ogryns (see <i>Codex Imperial Guard</i>).
TROOPS	Ork Hunters Infantry Platoon (use the entry for Deathworld Infantry Platoon, adjusted as below).
FAST ATTACK	Ork Hunters Sentinel Squadron (use the entry for Deathworld Sentinel Squadron, adjusted as below), Ork Hunters Patrol (use the entry for Deathworld Veteran Patrol Squadron, adjusted as below)
HEAVY SUPPORT	0-2 Mortar Heavy Weapons Squads, Booby Traps, 0-1 Armoured Support Vehicle (this may be a Chimera, Leman Russ Exterminator, Basilisk or Hellhound).

Many of the Armageddon Ork Hunters squads use the army lists entries from *Codex Catachans*. However, where a troop type is listed as a Deathworld Veteran in their special rules section, substitute the Jungle Fighters ability (see below). In all other respects these army list entries are identical to the army lists in *Codex Catachans*.

FORCE ORGANISATION

Jungle fighters: Armageddon Ork Hunters have adapted and trained so extensively that they have become masters of jungle warfare. Although they are not born into the jungle and hence will never be the equal of soldiers such as the infamous Catachans, they have become highly skilled nonetheless. They are the only survivors of apocalyptic combat between their previous regiments and the Orks of the equatorial jungle, and every one of them is as skilled as they are tough.

The following rules apply to all Armageddon Ork Hunters:

- Armageddon Ork Hunters roll 3D6 and pick the highest to see how far they can move through jungle terrain. When pursuing and falling back through difficult terrain, they roll 3D6 and halve the result. They only become 'spooked' on the roll of a triple one and only set off booby traps on any roll of a triple (three fives, for example).
- Armageddon Ork Hunters receive a 4+ cover save for being in woods or jungle terrain.
- Armageddon Ork Hunters may infiltrate as described on page 134 of the Warhammer 40,000 rulebook. They may only do this in missions which allow infiltration and only if they use their ability to set up or move into woods or jungles. Sentinels may not use this ability.

Ork Hunters: The hard-bitten squads of the Ork Hunters have dedicated their lives to fighting the Orks, and have even adopted effective tactics against the Orks in close combat. In any assault, Armageddon Ork Hunters always hit Orks on a 3+.

To know the enemy: The Armageddon Ork Hunters have adapted to the Ork way of war so completely that worrying psychological similarities have begun to emerge. Armageddon Ork Hunters benefit from the Waaagh! special rule (call it the Aaagh! Rule if it helps...) when fighting Orks (any type). When a squad of Armageddon Ork Hunters charges into close combat check its size by rolling 2D6. If the score is equal or less than the number of Armageddon Ork Hunters in the squad, they charge in with a rousing warcry to rival that of the Orks they fight. All

the Ork Hunters in the squad double their Initiative characteristic for the rest of the assault phase. In future assault phases they revert to their original Initiative values. If the 2D6 roll is greater than the number of Ork Hunters left in the squad they charge in as normal and attack with their basic Initiative value.

Ork Hunters who make a sweeping advance into the enemy also use this rule. The test for this is made at the beginning of the assault phase so any casualties from enemy fire will reduce the chances of them managing to maintain their momentum.

Sentinels: Ork Hunter Sentinels are identical to the Deathworld Sentinel Squadron entry in *Codex Catachans*, and occupy a Fast Attack choice on the force organisation chart.

WARGEAR

Armageddon Ork Hunters very rarely have a chance to return to Cerbera base and replenish their ammunition, their patrols often lasting weeks on end. As a result, the Armageddon Ork Hunters commonly use captured Ork weaponry. Some of the strongest Ork Hunters have even been known to wield the crude axes of the Orks in close combat. Various Imperial reports have postulated that the Armageddon Ork Hunters actually prefer Ork weapons for the sheer noise and chaos they can cause when an ambush is sprung.

Any model in a Deathworld Veteran Fire Sweep team in an Armageddon Ork Hunters army may be equipped with a choppa for +2 points. See rules below.

Any model in a Deathworld Veterans Patrol in an Armageddon Ork Hunters army may be equipped with a shoota for +1 point. See rules below.

Armageddon Ork Hunters characters may buy choppas (+2 points), sluggas (+1 point) or shootas (+1 point) in addition to those items listed in *Codex Imperial Guard*.

Choppa2 pts
(In close combat, choppas limit the saving throw of an enemy model to a 4+ at best. All models using choppas count as having Initiative 2.)		
Shoota1 pt
(All models using shootas count as having Ballistic Skill 2.)		
Slugga1 pt

Weapon	Range	Str.	AP	Type
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid Fire

DEATH KORPS OF KRIEG

The Death Korps of Krieg, a very powerful martial force, are well-known for their dour habits and sinister appearance. No regiment in the Imperial Guard has such an accord with death, and the sons of Krieg adorn their solemn, dark greatcoats with skulls, bones and other such icons of mortality.

The history of the Death Korps is peculiar indeed; when the Autarch of Krieg renounced the Imperium his populace rose up against him in a devout fervour, and the regiments

raised to combat the heretic responded with such horrific force that the planet of Krieg was changed forever. In fact, this uprising led to a five-hundred year long campaign of atomic purging that resulted in the previously populous Krieg degenerating into a toxic wasteland of ash and ruins.

Yet the sacrifice of their home world seems not to be enough to atone for the Autarch's heresy. The Death Korps of Krieg still believe they should be punished for the stain on their planet's honour, and have embarked upon a quest for absolution that takes them

into the most desperately dangerous warzones and hopeless battles in the Imperium. Their martyrdom in the name of the Imperial cause is well documented, for the Korps do not fear death. In fact, many seem to welcome it, and a platoon of Death Korps will quite willingly follow orders deemed to be suicidal by less dedicated troops. As a result of this, officers of the Krieg know that their orders will be carried out efficiently and to the letter. It is this surety that has led to many victories against seemingly impossible odds.



Darren Latham's Death Korps are based on Steel Legion troopers.

DEATH KORPS OF KRIEG TROOPER

Troopers from the Death Korps wear dark greatcoats and their sinister appearance reflects the uncompromising nature of the regiment. Death Korps soldiers do not fear dying and are more than willing to sacrifice their own lives for the greater good of the Korps. This accord with death leads many soldiers to adorn their uniforms and weapons with skulls and other grim symbols of mortality. The Death Korps expect to be fighting in the deadliest warzones and their soldiers are equipped accordingly with respirators, cold-weather gear and survival packs that allow them to act in the most extreme operational environments.



The air was far worse than humid, and tiny droplets of viscous liquid hung suspended in the tepid atmosphere like static rain. Three weeks had passed since the rift had opened upon the agri-world of Hubris IV, and Chaos ran rife through what was once a sane and productive planet. Now the landscape itself actually breathed like some monstrous beast, the black column of Death Korps marching across acres of puckered skin and through forests of thick, slime-covered hair.

Veteran Sergeant Mahler knew full well why his superiors had requested to be transferred here. The minions of Chaos epitomised weakness, especially those that revered this particular god, and must be eradicated. No matter that they had lost most of their company to starvation and disease. They would bring the Emperor's grace back to this world.

At a curt command from the front of the column, the Death Korps fanned out into a battle line as doctrine dictated. The armoured support, a resplendent symbol of the Emperor's might, took up its positions. Imperial pennants and skull-emblazoned banners fluttered in the breeze above rank upon rank of black greatcoats. For a second, all was still.

Without warning, there was a deafening scream, and all hell broke loose.

Countless fleshy mouths were peeling open in the ground ahead. Clambering out of the foul orifices were all manner of monstrosities, a catalogue of perversion and insanity. The lasguns of the Death Korps opened fire, searing into daemon flesh in as perfect a firing drill as displayed on the subterranean rifle ranges of their home planet. Coalescing in the air mere feet ahead, a horned, dripping head leered out from the ether, straining forward to catch the trooper next to Mahler in its distended jaws. Mahler and his squad took out the thing's eyes, firing pointblank as it came for him, the ghastly apparition dissipating at the last second as his bayonet punctured its bulging forehead.

The tide of atrocity spilling across the ground was closing fast, a gestalt entity of lascivious flesh and gibbering faces. To the right, a troupe of clawed daemon-hags danced and slithered forward, their sensuous bodies writhing obscenely. One of them headed toward Mahler, its grinning features twisting into a foul parody of a woman from his past. Its aura of evil beauty was overpowering. Claws raised, it reared back to strike. Mahler shot it in the mouth.

Shouting praise to the Emperor, the Death Korps blew apart daemon upon daemon, their grotesque forms liquefying and running like quicksilver across the dermal landscape. Many-limbed flesh-scorpions clambered across the bodies of the fallen, their barbed tails stabbing spasmodically into anything that still drew breath. Battle tanks thundered shells into the gaping maw-portals that had vomited forth the Chaos filth, the landscape shuddering in pain with each titanic detonation. Lasguns sliced through unprotected flesh time and time again, the air sizzling with the stench of battle. And yet not one of the Death Korps hesitated in his duty. Mahler expected nothing less.

On the left flank, a flock of daemons wheeled towards them, their long-limbed bipedal steeds carrying the screeching riders at shocking speed toward a weakened spot in the Death Korps' line. Just as Mahler feared they would hit home, the Krieg Death Riders swept over a fleshy ridge, sonorous voices rising above the deafening howling of the daemons in a battlecry of devotion and rage. Hunting lances burst through the flanks of the daemoniac cavalry, massive discharges of energy tearing apart the lithe creatures and bowling their riders to the ground. The daemons had the advantage of numbers, and reacted quickly. Contemptuously, one Daemonette pivoted gracefully and snipped off the head of a Krieg steed with a vicious claw, another smashing a Death-Rider from his saddle before sinking its teeth into the face of his mount. But the Death-Riders had earned their

formidable reputation for a reason, their wounded steeds regaining their feet, sparks flying from the damaged machinery implanted in the resilient beasts. The Death Riders plunged back into the melee, fighting with renewed ferocity.

The orgy of carnage seemed only to encourage the remaining daemons. Mahler was shocked to see a gigantic, many armed nightmare burst from the ground in a spray of light and blood, its elongated face bellowing a deafening battlecry. The cry was answered by mass lasfire, a hundred guns spitting defiance at the beast. It strode toward their lines, paying as much heed to the Guardsmen as a grox would to a lashfly. Firing on full auto now, Mahler caught a glimpse of a Leman Russ with a damaged turret speeding forward toward the Greater Daemon on what was obviously a collision course, well away from the battleline. The Daemon was inhumanly fast, and smashed one of its claws down into the turret, peeling it open as if it were paper. Its other claw neatly snipped the barrels from the tank's guns. The thing was on the hull in the blink of an eye, its lithe limbs working fast as it peeled back the armour, intent on feasting on the souls of the guardsmen inside. It pushed its head into the hole torn in the hull, its gurgling laugh running through the psyche of every one of the Death Korps in a confusion of psychic pain. For a moment, time seemed to halt.

With perfect clarity, Mahler saw one of the tank crew turn calmly and discharge his laspistol into the stacked battle cannon shells by the loading breach.

The resultant explosion was cataclysmic, a vast mushroom of noise, light and dust. It annihilated not only the tank and the Greater Daemon, but slaughtered hundreds of its nearby minions. The remainder were in disarray, howling as the ground buckled and split, lesions appearing in a thousand places.

As one, the Death Korps of Krieg charged.

USING A DEATH KORPS ARMY IN WARHAMMER 40,000

You will need a copy of Codex Imperial Guard to use this army list.

HQ	1 Command Platoon, 1-5 Commissars
ELITES	0-1 Hardened Veterans, Storm Troopers
TROOPS	Infantry Platoon, Armoured Fist Squad
FAST ATTACK	Hellhound, Sentinel Squad, Krieg Death Riders
HEAVY SUPPORT	Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Demolisher, Basilisk, Griffon

SPECIAL RULES

All Death Korps Command Sections and Command HQ must be accompanied by a Commissar, up to a maximum of 5 Commissars in total.

Hardened Fighters: The Death Korps, although far from suicidal, have no fear of death. They gladly lay down their lives in the name of the Emperor and willingly seek out the most hostile and punishing battlegrounds on which to display their devotion. The unit may ignore negative modifiers for Morale checks and tests for regrouping. In effect, the unit will always use its standard Leadership for these tests.

Death before dishonour: The Death Korps are used to being outmatched in close combat but fight on nonetheless showing their courage and slaying those who oppose humanity. Death Korps troops are Fearless in close combat, automatically passing any Morale checks they are required to make, and will carry on fighting until they have beaten their foes or until they are all dead.

They must Sweep Advance after an enemy that falls back; they cannot consolidate.

Krieg Death Riders: The Rough Riders of the Death Korps take to the field of battle on bionically enhanced steeds, the augmented constitutions of the beasts meaning that they are slightly faster and harder than the average mount.

The army list entry for the Rough Riders is replaced by Krieg Death Riders. They are identical in all respects other than:

1. All Krieg Death Riders are treated as having bionics (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 a 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty). If any models come back into play as a result of their bionics, they must rejoin coherency with their parent unit at the first opportunity.
2. All Krieg Death Riders are adept at negotiating the rubble-strewn nightmare that is their home world and hence reroll any 1s they roll for difficult terrain tests. The second roll counts, even if it is also a 1.



Darren Latham's Death Korps face the Chaos Marines assault with grim determination.

SAVLAR CHEM-DOGS

Rubble crunched underfoot as Sergeant Rojo of the Savlar Chem-Dogs ghosted through the smoke, breathing heavily through his respirator with its characteristic hiss. He belled forward toward the ridge: they were near the bunker and only three of his squad had fallen to enemy snipers. Easy job. His scarred, weather-beaten face twisted into a vicious smile as he motioned his men to join him across the bubbling rivers of waste: the rebel filth in the bunker were still oblivious to their presence. He heard his squad's heavy black boots splashing toward him through the mire as he pulled a pair of Krak grenades from his bulky pack. Suddenly, a barrage of artillery shells whistled overhead. The blast pitched the hulking form of Estrone to the floor, his back ripped to shreds by shrapnel. Good, thought Rojo: I never liked that fat waste of space anyway. The weaselly form of Slavro pounced on Estrone's corpse, pliers in hand, and yanked out the gold incisors the bruiser was so proud of in a small spray of blood. Rojo's face contorted in disgust. He'd had his eye on those

Ahead, he saw the silhouettes of several Savlar Chem-Riders in the smoke. Their ungainly

steeds loped through hissing rivers of toxic sludge as they took up position. "Janssen! Get up here with that flamer!" he spat, and his troopers closed around him in a tight knot as the shabby figure of Janssen pulled down his goggles, his manic gaze meeting Rojo's in silent acknowledgement. The role of flame trooper was an arsonist's dream.

Rojo's Krak grenades arced overhead, blowing a hole in the side of the bunker even as Janssen led the charge, his bulky flame cylinder clanking against his pack. Rojo screamed in defiance as las-rounds whipped around him, his heartbeat slamming in his chest. Janssen reached the wall, pushed the nozzle of the flamer into the smoking hole and released a massive spear of burning promethium, the flamer's roar drowning out the desperate screams of the bunker's inhabitants. Flame licked from the bunker's firing slits, and Rojo had to pull Janssen free before he expended all his fuel in a destructive frenzy.

Las pistol in hand, Rojo led his squad into the bunker, putting a shot through the forehead of a

writhing, burning body on the left of the entrance and another into the torso of a soldier curled in a foetal ball, clawing with blackened hands at his wrecked face. Rojo's practiced gaze swept the bunker; just a bunch of stiffies, nothing of any real value, more's the pity. Checking the dog tags of the corpse at his feet, Rojo scooped up its helmet and put it on as his men filed in, folding down the comm-bead and opening a channel with a filth-encrusted finger. Bingo, the right size, he thought, and still nice and warm.

"Ah...yeah, this is...cr... Avoir. All clear, threat neutralised, they charged the bunker but we got 'em. Avoir out." He leant against a wall and rolled a cigarette with the black, stringy tobacco he had borrowed from Commissar Yend's pocket. Taldac was sitting in the dirt, busily strapping on a new pair of boots taken from the barefooted carcass next to him. Slavro was industriously scalping the dead with a filthy knife: he knew a skintender back in Rubble City. Disciplinary offence, thought Rojo, as he lit his roll-up on the flickering flames of a still-burning corpse. That knife was in my knapsack two minutes ago.

The Savlar Chem-Dogs, far from being amongst the elite of the Imperial Guard, are infamous scavengers and criminals assembled from the dregs of Imperial society. How they came into being as an Imperial Guard regiment in their own right is indicative of the depths the Imperium had to plumb in order to stem the tide of Orks that invaded the Armageddon sector during the Third Armageddon War.

The Chem-Dogs were initially formed into a fighting force by Judge Callistar in response to an armed uprising on Savlar itself. Savlar, once an inhospitable mining world useful only for its rich chemical deposits, was

converted into a penal settlement when it failed to meet Imperial tithes. Since then, it has become a hellhole populated only by traitors, criminals and the Adeptus Arbites troops assigned to watch over them. However, during the Armageddon War, Judge Callistar quickly found that such a force of immoral, desperate cut-throats could be forged into an effective fighting force with the addition of but a few simple directives. Conscripted into the Imperial Guard en masse, the Chem-Dogs were given two motivational imperatives; they could keep whatever they took from the enemy, and that if they broke the law they would be sent straight back to their toxic nightmare of a home world.

Their part in the Third War of Armageddon was typically inglorious but valuable nonetheless. Stationed in the rotting underhives of Armageddon's hive cities, the Savlar Chem-Dogs quickly adapted to the cramped, noxious environment. Any Ork forces attempting to infiltrate into a hive from below not only had to fight the crazed mutants and monstrous denizens of the Underhive, but some of the most hardened criminals and desperadoes in the Imperium. Needless to say, the Chem-Dogs took every opportunity they could to steal anything from mung vases to archeotech...

SAVLAR CHEM-DOGS TROOPER

Illustrated is a trooper of XIVth Chem-Dogs regiment serving in Warzone Infernus on Armageddon. This man retains the traditional four tube Savlar pattern rebreather canister and filter mask, a bulky and awkward piece of equipment in comparison to that used by the Armageddon Steel Legion. However the Chem-Dogs are infamous thieves and scavengers and large numbers of Armageddon pattern filter masks have been reported lost or stolen in every warzone frequented by the Chem-Dogs. This trooper also carries a number of non-standard pieces of gear, such as improvised body armour and a civilian-made vox caster and dust goggles.





Dave Taylor's Savlar Chem-Dogs prepare to demonstrate the correct use of a flamer!

USING A SAVLAR CHEM-DOGS ARMY IN WARHAMMER 40,000

You will need a copy of *Codex Imperial Guard* to use this army list.

HQ	1 Command Platoon, 1-5 Commissars
Elites	1 Hardened Criminals (as Hardened Veterans), 0-1 Ogryns.
Troops	Infantry Platoon, 0-1 Armoured Fist Squad.
Fast Attack	Hellhound, Chem-Rider Squad (see below), Armageddon Sentinel Squadron.
Heavy Support	Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Demolisher, Basilisk, Griffon.

SPECIAL RULES

Unrepentant: The Savlar Chem-Dogs are far from being champions of humanity; in fact they are anything but. Their platoons are filled with murderers, thieves, traitors, anarchists and worse. As a result, no Heroes of the Imperium will ever join a Savlar Chem-Dogs force.

'Acquisitions': The Sergeant of any Savlar Chem-Dog squad may purchase equipment from the Imperial Guard Armoury; he does not have to be upgraded to a Veteran Sergeant to have this option.

Scavengers: Having killed their foes, the Savlar Chem-Dogs will always stop what they are doing and loot the bodies of both their enemies and their former squad mates, stealing everything from ammunition to bootlaces. Savlar Chem-Dogs may never make a sweeping advance after a combat, they must always consolidate.

Nitro-chem inhaler: A routine equipment check recently uncovered a peculiar modification that the majority of Savlar Chem-Dogs have implemented in their (often stolen) rebreathers and filter masks. It seems that many Chem-Dogs have adapted their filter packs to adjust the gases that they inhale. In the hectic arena of battle, hyperventilation of this altered gas can lead to the Chem-Dogs caring little whether they are wounded or if their fellow criminals are killed, in the fervour to slay their enemies and loot their bodies.

All Savlar Chem-Dogs ignore negative modifiers to their Morale checks, and will test on the unmodified Leadership of the unit or character that is leading it at all times.

In addition, if they do fail a Morale check, they will become pinned instead of falling back. However, they fall back in close combat as normal.

Chem-Riders: Savlar Chem-Riders replace Rough Riders in an Imperial Guard force, riding into battle upon hideous, graceless beasts native to Savlar. They are impervious to chemicals and lack the capacity to feel pain. All Savlar

Chem-Riders benefit from an Invulnerable 5+ save. However, just using the normal Imperial Guard Rough Riders is not appropriate; you must use different steeds to represent your Chem-Riders.

Armageddon Sentinel: Sentinels in any Savlar Chem-Dogs force can be armed with either a heavy flamer at +5pts, a multi-laser at +10pts, or a lascannon at +20pts per Sentinel, but are in all other respects identical to the Sentinel Squadron entry in *Codex Imperial Guard*.

WARGEAR

Archeotech (one per army).....10 pts

Archeotech: Due to being posted in the Underhive, the occasional Savlar Chem-Dog may have acquired a piece of the rare and arcane technology known as Archeotech. Dating back to the first colonisations, many of these ancient artefacts are so advanced that their owners rarely know exactly what they are for. Archeotech might take the form of a featureless chrome sphere, a runic blade or a fluted obsidian tube – and effects range from purely aesthetic to extremely destructive. Before the game, the Savlar Chem-Dog with the Archeotech rolls a D6 to see exactly what it can do.

D6 Result

- 1 The Archeotech can produce beautiful sounds but is of no use in battle.
- 2 The device can be used to focus an amber cutting beam of great intensity upon a stationary object. Against immobilised vehicles and bunkers, the model may attack as if armed with a chainfist.
- 3 The Archeotech can be stimulated to produce a deafening wave of white noise that can stun an unprepared soldier into shocked inactivity. The owner and any squad he is with counts as being armed with frag grenades.
- 4 The peculiar artefact casts holograms of its user in all directions. The owner gains a 5+ Invulnerable save. However, this save is not effective against template or blast weapons. The owner also counts as four models when ascertaining which side outnumbered the other in close combat.
- 5 When activated, the device projects a thin beam of crackling crimson light. It counts as a power sword.
- 6 The Archeotech is a potent weapon of destruction and counts as a master-crafted plasma pistol.

SAVLAR CHEM-RIDER

Phil: Dave's Chem-Dogs were so cool I thought I ought to put in a bit of effort on the modelling side myself. The Savlar Chem-Riders, mentioned in Codex Armageddon but not actually described, seemed like a good place to start. Looking through the back catalogue for appropriate models, I found that the Gorkamorka Mutie steeds would make superb Chem-beasts. They look outlandish and alien, whilst still retaining a basic equine silhouette so they make credible Chem-Riders.

After assembling the steed (it took a little green stuff to properly join the gap between the two halves) I started work on the Chem-Dog himself. For a while, I worried that the Attilan's legs I had used were inappropriate, as none of



Dave's conversions were wearing fur-lined boots, but the great thing about the Chem-Dogs is that they are unscrupulous thieves; this guy probably pulled the boots from a dying Attilan because they were of better quality than his own! You really can get away with using practically any bits and pieces from the Imperial Guard range to construct these chaps. A Tallarn body and lance, topped off with the Chaos Terminator head, completed the picture, and with the addition of a Necromunda backpack and a smidgen of green stuff the Savlar Chem-Rider was complete.

SAVLAR CHEM-DOGS INFANTRY

Armageddon fans may recognise some of the models shown here from our retrospective on the Armageddon Campaign back in WD251 (Ceasefire! page 81). Well, White Dwarf Australia editor Dave Taylor has been slaving away produce a squad of these excellent Savlar Chem-Dogs, and we thought you might appreciate a few tips on how to put some together yourselves.

Firstly, the parts Dave used were taken from a variety of sources; the head was from a Chaos Terminator, many of the bodies were from the tank crew models, and a few were from Orlock Necromunda figures. Necromunda Heavy Weapon backpacks are ideal for Chem-Dogs as it looks like they are bulging with stolen loot.

Once Dave had his component parts, he clipped off the heads of his tank crew and Orlock gangers and fixed the Chaos Terminator heads in place. You can make identical models look very different simply by turning their heads in a different direction.

Next, Dave took some green stuff and moulded it into a ragged cloak around the shoulders of each Chem-Dog. The Chaos Terminator heads needed to be rounded off at the back with a little green stuff. Fuse wire, used to feed from the rebreather masks into the backpacks, was simply coiled into place before any glue was applied.



ELYSIAN DROP TROOPS

Elyisian Drop Troops are amongst the best rapid-response troops that the Imperial Guard has to offer. Not only do they have some of the best and most well cared for equipment and a high proportion of Storm Troopers within their ranks, but they have perfected the tactic of attacking by grav chute. It is common for the elite soldiers of Elysia to appear from the skies en masse above their objective, raining onto the battlefield and

sowing devastation and confusion throughout the enemy lines before they have even landed.

However, the Elyisian Drop Troops' combat doctrine does not afford them such luxuries as Leman Russ Battle Tanks or even the ubiquitous Chimera troop transports. Nothing bulkier than the lightweight Sentinel can be deployed by grav-chute. As a result, Elyisian Drop

Troops specialise in ambushes and attaining and holding objectives, and cannot hold their ground in a protracted firefight for long. In large-scale conflicts, this dictates a hit-and-run style of warfare whereby the Elysians achieve their goal and then quickly disappear. In smaller engagements the Elysians are experienced and well-equipped enough to operate for long periods of time without fresh supplies.



Dave Taylor's Elyisian Drop Troopers move in to close their trap.

ELYSIAN DROP TROOPER

This illustration depicts an Elyisian Drop Trooper Veteran Sergeant from the 22nd Elyisian regiment wearing the uniform and equipment used during the Skopios Incident of 873.M38. Skopios has a thin but breathable atmosphere, so the sergeant has dispensed with the bulky and uncomfortable Type 5 pressure helmet that the Elysians usually wear. When worn, the pressure helm draws air from dispensers in the trooper's backpack, which also carries other vital supplies and communications gear. The sergeant has chosen to replace his standard issue lasgun with an M36 Mars pattern assault shotgun, a popular choice with elite troops like the Elysians. He carries plenty of spare ammunition and fragmentation grenades, as is common practice amongst troops that may have to operate on their own without fresh supplies for an extended period of time, as drop troopers are often called upon to do. The dagger emblem on the sergeant's right gauntlet is the regimental symbol of the 22nd regiment, and the supplemental skull icon on the glove and the chest mark him out as one of the few survivors of the ill-fated Jmigan landings.



USING AN ELYSIAN DROP TROOPS ARMY IN WARHAMMER 40,000

HQ	1 Elysian Veteran Command HQ (use the entry for Deathworld Veteran Command HQ, adjusted as below). The Elysian Veteran Command HQ may be equipped with Carapace armour for +2 pts per model. Officers pay the normal points cost for this upgrade. 0-5 Commissars (See Codex Imperial Guard. Note: The "Oops, Sorry Sir" rule does not apply for Elysian Drop Troop armies).
Elites	0-1 Elysian Drop Troop Veterans (use the entry for Hardened Veterans in Codex Imperial Guard. Drop Troop Veterans benefit from the On Time, On Target special rule below). Elysian Veteran Assault Team (use the entry for Deathworld Veteran Assault Teams, adjusted as below). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike).
Troops	Elysian Drop Troop Platoon (use the entry for Infantry Platoon from Codex Imperial Guard, may Deep Strike). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike).
Fast Attack	Elysian Recon Squad (use the entry for Deathworld Veterans Patrol, adjusted as below). Storm Troopers (Storm Troopers are not allowed to take a Chimera and must Deep Strike). Armageddon Sentinels (must Deep Strike).
Heavy Support	Elysian Special Weapons Team (see below). 0-1 Air Strike (see below).

Many of the Elysian Drop Troop squads use the army lists entries from Codex Catachans. However, where a troop type is listed as a Deathworld Veteran in their special rules section, substitute the ability to Deep Strike (see below). In all other respects these army list entries are identical to those in Codex Catachans.

The Elysian Drop Troops rely on squads of highly trained, well-equipped Storm Troopers to achieve their goals, compensating for their lack of heavy weapons and armoured support. See Codex Imperial Guard for the Storm Troopers army list entry.

Storm Troopers in an Elysian Drop Troop army cost 9 points each (before upgrades). The rest of the army list entry remains unchanged.

SPECIAL RULES

Deep Strike: All Elysian Drop Troops must deep strike. The Deep Strike rule used by Elysian Drop Troops differs from that used by other troops that may Deep Strike. Before the game starts, the Elysian player divides the units in his army into two equal halves (Platoons count as one unit). If there is an odd number of units, the Elysian player must have the larger number of units in the first half. For instance, if he has eight units, four must be in each half. If he has nine, five must be in the first half and four in the second. The Elysian Drop Troops player must deploy all of the units in the first half of his army on his first turn, using the Deep Strike rule.

Elysian Drop Troopers then start rolling for reserves as normal, but add +1 to any result rolled. Elysian Drop Troops may always Deep Strike regardless of whether it is in the mission special rules or not.

On Time, On Target: Where it is noted in Codex Catachans that a unit may ambush, this ability is replaced with On Time, On Target. Units with this ability may re-roll all reserves rolls (even ones they have passed) once per turn. They may also re-roll the Scatter dice and the dice rolled for scatter distance when deep striking. Commissars attached to such squads benefit from this rule as well.

Move Out: Just as the Elysians are adept at striking like lightning, they are also skilled at leaving the battlefield quickly once their objectives have been fulfilled.

To represent this, any game in which the Imperial Guard player is using an all Elysian Drop Troop army may be modified by the following rules:

1. In a mission that lasts six turns, the Elysian player can choose to end the game before it would normally finish. At the end of the fifth turn, the Elysian player can choose to carry on playing as normal or to end the game as his troops perform a perfectly executed withdrawal.

2. If the mission uses the Random Game Length special rule, the Elysian player can choose to subtract one from the dice rolled to see if the game ends. For example, at the end of the fourth turn the game would normally end on a roll of a one. The dice rolled is a two, but the Elysian player opts to subtract one from the roll, ending the game.

Note: This rule cancels out the Salamander Space Marines' special rule allowing them to play an extra turn; in this case game length is decided as stated in the scenario.

Armageddon Sentinels: Occasionally, the Elysians are supported by Sentinels, as these walkers are sufficiently light weight to be delivered straight into battle alongside the Drop Troops themselves. They follow the same rules as normal Armageddon Sentinels, but must Deep Strike as noted in the Elysian Drop Troops special rules.

Special Scenarios: Due to the specialist nature of the elite Elysian Drop Troopers, they excel at certain battlefield scenarios whilst they may suffer under other battlefield conditions. They are deployed only in circumstances where their rapid response tactics allow them to achieve their objectives quickly and efficiently.

The same holds true for the Elysian Drop Troopers on the tabletop; they simply do not have the armoured might of their fellow Imperial Guard regiments and would suffer badly in a protracted battle. Using them in a standard Cleanse or Recon mission would soon see the Elysians bogged down in a firefight they could not hope to win. As a result, use the table below to determine which mission they play from the Warhammer 40,000 rulebook.

In the Bunker Assault, Sabotage, Strongpoint Attack and Take and Hold mission, the Elysian Drop Troopers are the

D6 Result

- | | |
|-------------------|-----------------------|
| 1. Rearguard | 4. Strongpoint Attack |
| 2. Bunker Assault | 5. Take and Hold |
| 3. Sabotage | 6. Rescue |

attackers. In the Rearguard mission the Elysian Drop Troops have been caught off guard by enemy reinforcements and must fight as the defenders. No Elysian Drop Troopers may Deep Strike in this mission; they are all deployed as usual.

If the Elysian Drop Troops are playing as the attackers, they may choose to attack at night. In this case, the Night Fighting special rule is used.

HEAVY SUPPORT

ELYSIAN SPECIAL WEAPONS TEAM

Elysian Drop Troops use very few heavy weapons in their forces, preferring to rely on the powerful medium-range weaponry favoured by their signature units of Storm Troopers. Some units specialise in the use of these weapons to such a degree that they can more than adequately fill the niche of heavy weapons troopers in other armies.

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Trooper	9	3	4	3	3	1	3	1	8	4+
Vet. Sergeant	22	3	4	3	3	2	4	2	8	4+

Squad: The squad consists of one Veteran Sergeant and between 5 and 9 Elysian Special Weapons troopers.

Weapons: Hellguns. Any member of the squad may exchange his weapon for a shotgun at +1 point. The Sergeant may exchange his hellgun for a laspistol and close combat weapon at no extra cost.

Options: Up to three models may be armed with the following: flamer +5 points, plasma gun at +10 points, meltagun at +10 points, grenade launcher at +10 points.

Character: The Veteran Sergeant may choose additional equipment from the Armoury.

Deep Strike: Elysian Special Weapons troopers may always deploy using the Deep Strike rules regardless of mission.

HEAVY SUPPORT

AIR STRIKE (30 PTS)

Due to the fact that the Elysian Drop Troops deploy from grav-chutes, they can shell the enemy without fear of hitting their own troops. This promotes an atmosphere of fear and confusion amongst the enemy, causing them to run for shelter whilst the Elysians target the warzone and begin their aerial deployment.

Air Strikes are resolved as a preliminary bombardment against the enemy as detailed in the scenario special rules on p135 of the Warhammer 40,000 rulebook. The barrage is resolved after both sides have deployed but before the first Movement phase, and can affect the entire opposing army, including reserves. If the enemy move on at the beginning of the battle instead of deploying beforehand, resolve the Air Strike at the end of the enemy's first Movement phase. If the scenario you are playing uses a preliminary barrage anyway, make two rolls to affect each vulnerable unit. Resolve each hit separately so, for example, a unit hit twice would suffer 2D6 wounds and need to take two Pinning tests.



MODELLING THE ELYSIAN DROP TROOPS

Dave: Because I wanted these guys to look as if they were wearing carapace armour, but be distinctly different to the Storm Trooper models, my starting point was to get hold of a bunch of Space Marine Scouts. Inspired by John Wigley's original portraits of the Elysians, the majority of the Drop Troopers have heads taken from the Imperial Guard Tank Crew released way back in WD240. I added a little green stuff to these to form the visor of their Type 5 pressure helmets, no doubt incorporating all kinds of thermoscopic and photochromatic

gadgets. I also used a little more to smooth down the top and back of each Elysian's helmet, to give the appearance of a tough metal finish.

Whilst I had some green stuff on the go I also bulked out the Elysians' sleeves, letting it dry for a while before taking a sharp scalpel and scoring it to give it that quilted effect from the illustrations.

The weapons of the Elysians that didn't already have shotguns were taken from the Scout Biker shotgun arms. In the original text for the Drop Troops it mentions that M36 Mars pattern assault shotguns were popular in Elysian weapon teams, and I reckoned

a team comprehensively equipped with these weapons would look very cool. The fact that they could fire a healthy 20 BS4 shots on the turn they landed never crossed my mind...

The paint job was a Regal Blue drybrush over Chaos Black undercoat, with the Codex Grey boots and sleeves highlighted by adding Skull White. The camo scheme was added to break up the Regal Blue, and for this I used Shadow Grey triangles highlighted with Space Wolves Grey. A few finishing touches to pick out the tubing and grenade packs, and my Elysians were ready to rain death from above upon their foes. Have fun!



Green stuff was added to a Marine Scout.



The finished conversion.



Conversion using a Space Marine Scout biker shotgun.

CITYFIGHTING IMPERIAL GUARD ARMIES

I've fought in this endless, hateful war for eight months now, night and day. In that time, I've aged a decade. My hair has turned grey, nearly all of my squad have died and I doubt I'll ever smile again. I've fought next to heroes and I've strangled men in their sleep. But I'm still alive. And by the Emperor I intend to stay that way."

*Acting-Captain Haines,
47th Steel Legion*

It is said that within the deadly crucible of a Cityfight, raw recruits are forged into grizzled, battle-hardened veterans after just one night of bitter, close-quarter fighting. And yet amongst those who have been plunged deep into this nerve-wracking hell, there are those that have come to excel. For every ten men that die, one learns from his comrades' deaths, becoming a better soldier for it. And learn he must, for

those that fail to comprehend the mortal danger waiting around every corner, behind every pile of rubble, soon fall prey to a sniper's bullet or a well-placed booby trap.

Alongside these grim and battle-scarred veterans fight the inhabitants of the shattered city itself, from burly manufactory workers to hab-block juves that have realised they have no hope but to fight. Gangland criminals fight side by side with their mortal enemies, realising their rivalries are of no consequence in the struggle cleanse their city of the foul aliens that infest its streets.

This army list is intended to represent this amalgamation of desperate soldiers thrust together by circumstance, forged into a force that has no real insignia or structure but is just as formidable as the most

disciplined regiments of the Imperial Guard within the city's confines. Platoons can be comprised of rag-tag militia or experienced troopers, and part of the fun of collecting a Cityfighting force is the juxtaposition of miscellaneous models such as Necromunda gangers with Imperial Guard stalwarts like the Cadian Shock Troops and Valhallan Ice Warriors. Although they look great painted in the same colour scheme, the models in this army have great scope for tattoos, trophies and war wounds, with previously pristine uniforms tattered and obscured by dust and blood. Properly done, it can be a real painting and modelling challenge. But if you find Cityfighting to your taste, it can be a very rewarding army as you fight tooth and nail to reclaim your soldier's homes from the claws of the marauding invaders.

USING A CITYFIGHT GUARD ARMY IN WARHAMMER 40,000

You will need a copy of Codex Imperial Guard and Codex Battlezone: Cityfight to use this army list.

HQ	1 Command Platoon, 0-2 Commissars
ELITES	0-1 Hardened Veterans, Guerrillas (see below) 0-1 Ratling Snipers, 0-2 Urban Snipers (see below)
TROOPS	1+ Cityfighting Infantry Squad (see below) 0-1 Armoured Fist Squad, 1+ Ganger Militia (see below)
FAST ATTACK	Hellhound, Sentinel Squadron
HEAVY SUPPORT	0-1 Leman Russ Battle Tank, 0-1 Leman Russ Vanquisher, 0-1 Basilisk, 0-1 Leman Russ Exterminator, 0-1 Leman Russ Demolisher, 0-1 Griffon

SPECIAL RULES

Cityfight Veterans: All units in the Cityfighting Imperial Guard Force benefit from the following special rules:

1. Cityfight Veterans are well versed in the art of slipping through rough terrain, and many grew up in the city streets and buildings they now fight amongst. To represent this, Cityfight Veterans may always roll one extra dice for their difficult terrain tests in the city.
2. Cityfight Veterans are well used to the clouds of dust and palls of smoke drifting through their city streets, and can pick out targets nonetheless. Cityfight Veterans who do not move during the movement phase reduce their target's cover save by -1 in addition to any other modifiers.
3. Cityfight Veterans often have to fight for extended periods of time without resupply or reinforcement, and many of them rely on low-tech weaponry as they cannot maintain more advanced equipment. Each model purchasing items from the Imperial Guard armoury may only purchase 25 points of weapons and wargear each

rather than the usual 50. Wargear and weapons must still be represented on the model.

4. The Cityfight Veterans always defend in any scenario that specifies defenders and attackers.

Desperate measures: Needless to say, the numbers of a Cityfighting Imperial Guard force have been whittled down time and time again, and the survivors are forced to take all manner of steps to make up for their comparative lack of manpower. Buildings are sandbagged and boarded up, rubble is strewn with improvised but deadly traps, and captured grenades are bundled together to form makeshift high explosives. The Cityfighting Imperial Guard player must spend 2D6 x 10 points of his army list on the following items from the Attackers and Defenders Armoury in the Mission Special Rules section of the Cityfight book, regardless of the mission being played:

Razorwire, Fortifications, Fortified Building, Additional Hidden Set-up Marker, Booby-trapped Building, Scaling Ladders/Grapple Lines, Breaching Charges, Demolition Charges, Smoke or Blind Grenades.

ELITES

GUERRILLAS

Some of the Imperial Guardsmen assigned to fight in the city for long periods of time specialise in certain tactics and methods that make them a cut above the average trooper. From knowing when to keep your head down to having an intricate knowledge of the subway networks, these squads have the edge in any Cityfighting scenario.

These squads are identical to the Hardened Veterans entry in the Imperial Guard Army List, however instead of having the Hardened Fighters and Steadfast Battle Honours, they must roll for two Cityfighting Battle Honours on the chart below before deployment.

1. City Fighters: If the unit is in cover then its saving throw for cover is increased by +1 point.

2. Citizens: The unit knows the city like the back of their hand. They may reroll any reserve rolls they are called on to make.

3. Tank Hunters: The unit always passes any tests for tank shock and adds +1 to all Armour Penetration rolls.

4. Sewer Rats: The unit knows the sewers and tunnels below the city like the back of its hand. It may use the scenario special rules for Subterranean Movement to deploy, even in scenarios where these rules are not normally used.

5. Stealthy: The unit is expert at moving silently and unseen. To represent this they may set up using the Infiltrators rule. If Infiltrators are not allowed in the scenario being played then the unit may make a free move immediately after both sides have deployed.

6. Cunning: Members of the unit have set up a booby-trap in the area over which the battle will be fought. You may set up one booby-trap of your choice each game using the rules in the 'Special Equipment' section of the Cityfight book. If a single building is the objective it may not be booby trapped.

0-2 URBAN SNIPERS

The very finest marksmen that the vicious conditions of a Cityfight produces often become snipers, utilising stolen or captured weaponry and taking their place alongside the specially trained snipers of the Imperial Guard. These deadly assassins are able to take their place in the cityscape hours before battle, concealing themselves so completely that they are virtually impossible to target.

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	15	3	4	3	3	1	3	1	7	5 +

Loners: You may include up to three Urban Snipers as a single Elites choice. They do not form units and are set up separately (see Special Rules below).

Weapons: Sniper rifles.

SPECIAL RULES

Infiltrators: In the right circumstances Urban Snipers have the ability to work their way into a forward position on the battlefield. To represent this they may set up using

the Infiltrators special rule but only if the mission allows for Infiltrators to be used.

If the mission does not allow troops to use this rule then the Snipers must set up normally with the rest of the army.

Concealment: Urban Snipers are universally adept at concealing themselves, finding nooks and niches amongst shattered architecture from which to pick off their prey. They improve their cover save by +1 when in cover. For example, an Urban Sniper gains a 3+ save when deployed in a building, and a 2+ cover save in a heavily constructed building.

Disappear: You may never move an Urban Sniper model. During your movement phase you may remove the model, representing the Sniper merging back into the shadows so he can fight another day. Once removed, a Sniper may not return to the battlefield but doesn't count as having been killed for victory point purposes. Urban Snipers can't claim table quarters or other objectives.

TROOPS

GANGER MILITIA

A fair proportion of the soldiers in any given Cityfighting Imperial Guard regiment have been conscripted in from the local gangs, and many still use the weapons and equipment they have fought with for all their adult lives. In fact, it is not unheard of for the Imperial Guard and the local gangs to form a bond of mutual respect as their desperation forces them to fight back to back time and time again.

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hive Ganger	4	3	3	3	3	1	3	1	5	-
Gang Leader	35	4	3	3	3	2	4	2	8	-

Unit Size: The unit consists of 5-20 Gangers and one Gang Leader.

Weapons: A variety of home-made and black market weapons of dubious quality. These count as either a laspistol (or autopistol) and a close combat weapon, or a shotgun, or a lasgun, or an autogun. There can be a mix of weapons within each Ganger Militia unit.

Options: Up to one model may have one of the following: flamer at +3 pts; meltagun at +8 pts; heavy stubber at +8 pts (as heavy bolter, but with Strength 4 and AP 6); grenade launcher at +8 pts. In addition, one other model may have one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; plasma cannon at +20 pts.

Character: The leader may choose additional equipment from the Imperial Guard Armoury. He may take items normally only allowed to Officers.

No Chimera: Gang Militia can never be equipped with Chimeras, and so cannot be included as part of a Mechanised Infantry Company.

Designer's Note: Gangers can be represented by Necromunda Gang models.

CITYFIGHTING INFANTRY SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	6	3	3	3	3	1	3	1	7	5+
Sergeant	6	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	+10	3	3	3	3	1	3	2	8	5+

Squad: The squad consists of one Sergeant and between four and nineteen Imperial Guardsmen.

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

Options: Up to one model can have one of the following: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. The squad can have frag grenades for +1pt per model. One model can have a comm-link for + 5 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

CONCLUSION

Each of these armies has a unique character and will play very differently on the battlefield. But if the sheer amount of painting and conversion work necessary to build an army dissuades you, why not assemble a squad from one of these regiments and add it to your existing Imperial Guard army? If you like the way they look, it's an ideal starting point from which to build a completely new force, plus you get to field the models you have worked on straight away in conjunction

with your usual Imperial Guard. This can represent an Armageddon army that has been at war for a considerable period of time and has been moved from one war zone to another, being combined with elements of other Imperial Guard armies along the way. However, merely using normal Imperial Guard miniatures and declaring that they are Death Korps, Ork Hunters etc. is not enough, you must paint and/or convert your models in an appropriate way.

So why not have a go at putting together a squad that adds a little variety to your existing Imperial Guard army, and if you're really inspired by the descriptions and models shown here, start an entire battle force. Remember, you can gather more information from Codex Armageddon, Famous Actions of the Imperial Guard in WD249 and the Armageddon Website at www.armageddon3.com.

Go forth and conquer!



A variety of Imperial Guard miniatures can be used to give your Cityfighting Guard a ragtag appearance.

KROOT MERCENARIES by Andy Hoare

"Do not reject out of hand the mercenary. Consider that each one of these scum is worth three to you: one more on your side, one less on your foe's side, and one more worker in your ordnance smithies."

Magnate-General Constantine Beaumont.
231st Viscount of the Argentum IV General Staff

The Kroot are expert jungle-fighters and trackers, who can be found fighting as mercenaries across the Ultima Segmentum and beyond. The majority of Kroot warriors fight as mercenaries in the armies of the Tau. Their integration into the Tau empire requires them to provide troops to the Tau military, and furthermore attempts to prohibit them from fighting alongside the armies of other races.

Kroot evolution depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. They do this through eating specific prey animals to ensure that the next generation take on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to a disastrous stagnation, as they have absorbed the traits of most of the creatures from within the Tau region. To collect as wide a range of characteristics as possible, they secretly despatch entire armies of mercenaries to fight alongside other races in order to expose themselves to creatures and environments not found in Tau space.

The result is that each of these mercenary bands develops separately to the mainstream of Kroot society. When they periodically return to the

Kroot home world of Pech, they bring with them a wealth of new traits to be absorbed by the race at large. These itinerant bands often appear radically different from the standard Kroot, having absorbed all manner of outlandish genetic data.



ABIOTIC FACTORS
- Technological intervention
- Interstellar travel

FROM THE NOTES OF XENO GENETOR
ADEPT MIKULAS GRECHOV

LOCATION: Medus IV
DATE: 3rd of Baniel (Day 93)
FIELD STUDY: 927b
METHODOLOGY: Beta Invasive /
Sigma Observational
SUBJECT: Kroot Social Strata /
Bio-diversity within the Kroot mercenary band -
initial findings
THOUGHT: Futility is not enough



BIOTIC POTENTIAL
Prey

KROOT HOUNDS
(Niche Trophic)

KROOTOX (Niche Trophic)

MASTER SHAPER (Vertex Trophic)
Dominant member of Shaper caste. Has overall responsibility for imported biotic factors. Master Shapers pass on new code to senior members of other kindreds and supervise insertion into their own kindreds. "Tri-D pyramid becomes planar top-down web structure at this level."

SHAPER COUNCIL (Secondary Intermediate Trophic)
Upper echelon Shapers oversee development of several Kindreds simultaneously. Prime genetic material at this level is likely to become fixed within the Kroot geno-type.

INDIVIDUAL SHAPERS
(Primary Intermediate Trophic)
Shapers guide individual adaptations. Successful combinations are introduced to isolated 'pedigree' stock (e.g. Winged Orkoid hybrids).

KROOT (Base Trophic)
Genome insertion point provides isolated test-bed. Successful adaptations passed up chain.

'Dead-end' evolutionary paths isolated

KROOT SOCIETY

Kroot society is based on the kindred, and each mercenary army mirrors this in its organisation. The kindred fulfils the battlefield role of a squad, but represents something far more fundamental. A kindred is an extended family group, who develop together under the direction of the Shaper; an individual who is able to guide the group down a particular evolutionary path by determining their diet.

Senior Shapers form councils, whose role is to oversee a group of kindreds, thus insuring a level of homogeneity within the species. An individual known as the Master Shaper, who sits at the top of this pyramid-shaped organisation and guides it in all matters, leads each council. Kroot mercenary armies are led by Master Shapers who seek the infinite variety of the galaxy, leading their kindreds into every warzone imaginable in an effort to absorb the abilities of the lifeforms occupying those war-torn areas.

KROOT MERCENARY SPECIAL RULES

There are two ways to use Kroot Mercenaries in your games of Warhammer 40,000. The first way is to use a number of Kroot squads as auxiliaries to your main force. In order to do this you must first have filled all of the compulsory force selection criteria applicable to the mission with your main army. Furthermore, you may not include more Kroot squads than you have Troops choices in your own army. For example, in a Standard Missions game you must take an HQ and two Troop choices for your army before filling any additional force organisation slots with Kroot Mercenaries. In this example, you could choose any two Kroot Mercenary squads. The following armies may **NOT** make use of Kroot Mercenaries:

Space Marines, Necrons, Sisters of Battle, Tau, Tyranids.

After all compulsory slots have been filled the following units may be added to your army from the Kroot Mercenaries list:

- 0-1 HQ choices
- 0-1 Elites choices
- 0-2 Troops choices
- 0-1 Fast Attack choices
- 0-1 Heavy Support choices

In games of 2,000+ points, instead of making the above additions, a second detachment may be chosen from the Kroot Mercenary list.

The second way to field Mercenary Kroot is as an army on their own. If you take this option you will be rewarded with a highly individual force tailored to your playing and modelling styles in a way few armies can match. Having said this, the Kroot are far and away better off fighting battles using the Jungle Fighting rules. In this respect they make an excellent adversary for the Catachan Jungle Fighters, and are quite capable of taking on just about anyone in this environment. Be warned though, if you field a Kroot Mercenary army in 'normal' conditions you will need quite a lot of troops; especially if you plan a headlong charge into Space Marine bolter range!

Strategy Rating: To represent the fact that the Mercenaries fight when and where someone else tells them to, they use the following chart to determine Strategy Rating when fighting on their own:

D6 roll	Strategy Rating
1-3	1
4-5	2
6	3

Eaters of the Dead: Kroot are extremely voracious carnivores and will often let a defeated enemy escape while they feast on the flesh of the fallen. Master Shapers and Shapers, and squads led by them **MUST** consolidate, as it is their responsibility to ensure that the bodies of the fallen enemy are not wasted.

Fieldcraft: Kroot are naturally adept in arboreal environments and gain +1 to their cover save in woods or jungles. Kroot in woods or jungles do not have to make a difficult terrain test, they can always make a normal move. If they do not move in the Movement phase, they may see and shoot through 12" of woods or jungle terrain rather than the 6" that would normally be the case.



Mercenary Kroot advance through a rocky valley.

Infiltrate: If the squad does not contain a Krootox, it may infiltrate if the mission permits it. See the Warhammer 40,000 rulebook for the Infiltrate scenario special rules.

Kroot Hounds and Krootox: Some squads may have Kroot Hounds or Krootox attached. They count as a single unit and must keep normal coherency. Both Kroot Hounds and Krootox gain the benefit of the adaptations and rules of the parent Kroot unit.

KROOT HOUND SPECIAL RULES

Release the Hounds: Whilst the Kroot themselves rarely pursue a beaten enemy, the Kroot Hounds will pursue viciously for a while before returning to their unit. If the enemy fall back from close combat with a Kroot unit, each Kroot Hound will inflict a single automatic Strength 4 hit.

KROOTOX SPECIAL RULES

Attached Herd: Krootox whose parent Carnivore squad falls back will accompany it. If the entire Kroot Carnivore squad is wiped out, the Krootox will disperse and are removed as casualties. Krootox will move with their parent unit at the same speed, each staying within 2" of a Kroot. If the combined unit is engaged in close combat then the Krootox fight as if they were part of the parent unit.

Note: The Krootox only has a Toughness of 3 for determining whether a weapon is capable of inflicting an instant kill, so weapons of Strength 6 or higher will kill them outright. In practice the blast will have killed the Kroot rider, leaving the Krootox to wander off harmlessly. Remove the model as a casualty.

HYPERACTIVE NYMUNE ORGAN ADAPTION

Certain kindreds can purchase the hyperactive nymune organ adaptation at an additional points cost. This ability allows the model to Fleet of Foot. In the shooting phase you may declare that a model is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in that shooting phase. This move is unaffected by difficult terrain or any other shooting restrictions.

SIGNATURE EVOLUTIONARY ADAPTATIONS

If you are fielding an army consisting entirely of Mercenary Kroot, rather than taking them as mercenaries for another force, then you may purchase a special Evolutionary Adaptation. You may choose a single

Signature Evolutionary Adaptation for your Mercenary Kroot army. This represents the specific evolutionary path on which the Master Shaper has led his band, directing them to feed on specific prey in order to gain the characteristics of the creatures native to the warzones in which the band must fight. Choose one adaptation from the list below, and apply it to every Kroot in the army. Krootox and Kroot Hounds do not benefit from these signature adaptations.

Bold: By concentrating on hunting prey known for its courageousness, the squad adds +1 to its Leadership characteristic, up to a maximum of 10.
Points cost: +1 per Kroot

Chameleon: Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into its surroundings. All models have a 6+ cover save when in the open.
Points cost: +1 per Kroot

Fast Reflexes: Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All models have +1 Initiative.
Points cost: +1 per Kroot

Nocturnal: The band has inherited excellent night vision, and may re-roll the dice to determine how far it can see in a Night Fighting Mission.
Points cost: +1 per Kroot

Ork Hybrid: Often referred to as 'Green Kroot', all models increase their Toughness by +1. Strength 8 is needed to Instant Kill models with this adaptation.
Points cost: +2 per Kroot
+5 per Shaper & Master Shaper

Sixth Sense: These Kroot display an unnerving ability to predict imminent danger. If targeted by any template, blast or ordnance blast weapon, models under the template count as being partially covered – therefore only hit on a D6 roll of 4+ (including flamer hits which do not usually allow partial hits).
Points cost: +2 per Kroot

SCENARIO SPECIAL RULES

In missions that use the Sentries scenario special rule, 8 Kroot warriors with no Evolutionary Adaptations are used as the sentries.

KROOT MERCENARY ARMOURY

Kroot mercenary armies fight alongside a score of races across a thousand war-zones. As payment for their services these Kroot often obtain weapons not available to them when fighting alongside the Tau.

Shapers and Master Shapers may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon, chosen from the list below. You may also pick up to 40 points of extra wargear for each Shaper, and 80 points for the Master Shaper. Items marked with an asterisk (*) may be taken only by a Master Shaper and Shaper Council members.

Those weapons not described in this army list may be found in the Warhammer 40,000 rulebook.

SINGLE-HANDED WEAPONS

Close combat weapon	1 pt
Bolt pistol	2 pts
Slugga	1 pts
Splinter pistol	1 pts
Shuriken pistol	2 pts
Power weapon	15 pts

WARGEAR

Melta bombs	6 pts
Krak grenades	2 pts
Frag grenades	1 pt
Auspex	2 pts

TOTEMS

Kroothawk totem* (max one per army, all-Kroot Mercenary armies only)	25 pts
Veneration charm	15 pts
Mark of the Favoured Child* (max one per army)	25 pts
Surefoot charm	10 pts
Blood of the Stalker	20 pts

TWO-HANDED WEAPONS

Bolter	2 pts
Splinter rifle	2 pts
Shuriken catapult	2 pts
Shoota	2 pts
Meltagun*	13 pts
Plasma gun*	15 pts
Flamer	6 pts
Storm bolter	5 pts
Eviscerator (a powerfist with 2D6 armour pen.)	25 pts



KROOT MERCENARY WARGEAR

KROOT RIFLE: A basic slug-thrower relying on chemical propellants and the transfer of kinetic energy, adapted by the Tau to fire a charged pulse round supplied by them. The Kroot rifle is fitted with blades near the muzzle and stock. These are a throwback to early traditional Kroot fighting staves. The incredible hand speed that a Kroot possesses due to its unique musculature makes these blades effective assault weapons and Kroot with Kroot rifles accordingly count as having an additional close combat weapon. The Kroot rifle is a two-handed weapon, and therefore cannot be combined with another weapon in close combat.



SPLINTER RIFLE: This two handed weapon is fitted with similar spikes to the Kroot rifle, and when used by the Kroot confers an extra attack in close combat. The same restrictions regarding the use of additional close combat weapons apply.

KROOT GUN: The Kroot gun is a larger, unwieldy version of the Kroot rifle, lashed to the back of the Krootox and fired in battle by the rider.

KROOT HUNTING RIFLE: This is a variant on the standard Kroot weapon, and counts as a sniper rifle. The additional close combat attack granted by the spiked attachments is lost.

Weapon	Range	Str	AP	Type	Notes
Kroot rifle	24"	4	6	Rapid Fire	See above
Kroot gun	48"	7	4	Rapid Fire	
Kroot hunting rifle	36"	X	6	Heavy 1	Sniper rifle

AUSPEX: An auspex is a short-ranged scanner used to detect hidden troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole squad may shoot.

These shots are taken before the game begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

TOTEMS

KROOTHAWK TOTEM: A fetish used in ancestor worship ceremonies providing foresight and wisdom. You may re-roll the dice to determine who gets the first turn of the game.

VENERATION CHARM: Valuable tools and possessions are often placed in the case of the Shaper's ancestors, who he prays will guide him in their use. A veneration charm must be applied to a specific weapon carried by the character, and counts the weapon as master-crafted. A master-crafted weapon follows the normal rules, except that you may re-roll one failed To Hit roll per turn for an attack made by the master-crafted weapon. Note that you may not master-craft grenades.

MARK OF THE FAVOURED CHILD: The ancestors have clearly marked this character as bound for great things. The character gains a 4+ Invulnerable save.

SUREFOOT CHARM: This charm often takes the form of a wind-chime or cluster of small bells adorning the Shaper's rifle barrel. The sound made by the charm, although unnoticeable to other races, allows the Shaper's kindred to follow his lead when stalking the enemy. The character and any squad he joins may roll two dice and pick the highest when rolling to Fleet of Foot using the hyper active nymune organ adaptation, picking the highest result to determine the distance moved.

BLOOD OF THE STALKER: Some kindreds daub themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. In missions where the Kroot can infiltrate, the character and his kindred may deploy D6" closer to the enemy than indicated in the scenario set-up instructions. For example, in a Recon mission, infiltrators may set-up anywhere outside of 18" from the enemy. The Blood of the Stalker allows the unit to deploy anywhere outside of 12" to 17" from the enemy, depending on the roll.

HEADQUARTERS

MASTER SHAPER 38 POINTS



A Master Shaper rules over a mercenary band. He negotiates contracts with employers, leads his warriors in battle and directs their evolutionary development. He will often be armed with the most valuable equipment available, bartered or looted from the many warzones his band has served in.



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	38	4	3	4	3	3	4	3	10	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Equipment: Kroot rifle. He may replace this with, or choose additional items from, the Armoury.

Options: The Master Shaper may be accompanied by up to 2 Kroot Hounds.

Independent Character: The Master Shaper is an independent character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook.

Evolutionary Adaptations: The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. The Master Shaper may receive the hyperactive nymune organ adaptation at +5 points. This allows him to use the Fleet of Foot rules.

If he is not accompanied by Kroot Hounds and has not taken the hyperactive nymune organ adaptation, he may be given wings at +15 points. See the Vulture Kindred entry for details of this adaptation.

Minor Psyker Abilities

One of the roles of the Master Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers.

If both players agree to their use then the Master Shaper may purchase Minor Psyker Powers, paying for them from his wargear allowance. Details of these powers can be found in Chapter Approved, page 66, White Dwarf 258.

SHAPER COUNCIL 30 POINTS PER MODEL



A Shaper Council sits below the Master Shaper in the chain of command within a mercenary band. Each Council member is responsible for a number of kindreds, coordinating their evolution with the other members of the band to obtain the desired mix of skills and abilities. The Council can be a fearsome adversary as, like the Master Shaper, they have access to a wide range of weapons and equipment.



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	30	4	3	4	3	3	3	3	9	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The Council consists of 3 to 5 Shapers.

Equipment: Kroot rifle. The Council members may replace their rifles with, or take additional items from, the Armoury.

Options: Two Kroot Hounds may be taken for each Shaper.

Evolutionary Adaptations: All Council members must receive the same adaptations.

The Council Members may receive the Hyperactive nymune organ adaptation at +4 points per member, allowing them to use the Fleet of Foot rules. The Kroot Hounds receive this adaption for free.

If the Council are not given the hyperactive nymune organ and are not accompanied by Kroot Hounds they may be given wings at +10 points per member. See the Vulture Kindred entry for details of this adaptation.

ELITES

HEADHUNTER KINDRED 10 POINTS PER MODEL



These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. They are capable of spitting a highly corrosive acid at close range, burning the exposed flesh of their foes and causing horrific injuries.



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	10	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at the cost of +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: Having fed upon the most poisonous of creatures, these Kroot may choose to attack with either their basic strength, or with their special poison attack. If they choose to use their poison attack then they may make a single attack (even if they assault) that will always wound on a 4+ (armour saves are allowed as normal).

The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. All squad members must receive the adaptation.



The Stalker kindreds have sought out the stealthiest of predators living within the depths of the galaxy's jungle death worlds. By matching their skills against these creatures and eating the kills, they have become amongst the most deadly of ambush specialists to be found in any warzone.



The Carnivore kindred represents the core of the Kroot Mercenary band. They are flexible in battle and their Shapers are always on the lookout for fresh foe whose special abilities they can inherit.



The Kroot species has an avian ancestry, and these kindreds have resurrected this aspect of their evolutionary development by eating the flesh of winged hunters. Although not suited for extended flight, their wings allow them to spiral on the warm updrafts above the jungle canopy and then swoop down upon the heads of their enemies.



SIGNATURE ADAPTATIONS

Having spent many years together fighting through the most hostile environments in the galaxy, many kindreds within a mercenary force inherit common characteristics. Through feeding on native fauna the whole force will gain attributes that bind them together and provide a strong sense of identity.

Signature Evolutionary Adaptations provide an opportunity to go to town modelling the unique abilities acquired by your mercenary band. The Ork Hybrid adaptation is an opportunity to combine elements of the Ork Boyz frame with parts

STALKER KINDRED 11 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	11	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The kindred numbers 10-20 Kroot. 1-5 Kroot Hounds may be attached.

Equipment: Kroot warriors and Shapers carry Kroot rifles.

Options: The entire kindred (excluding Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The kindred has concentrated on hunting forest dwellers, and gained an expertise in wooded environments far in excess of their already prodigious fieldcraft. The squad may set up using the Ambush rules found on page 20 of Codex Cataphracts.

TROOPS

KROOT CARNIVORE KINDRED 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

FAST ATTACK

VULTURE KINDRED 12 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	12	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Vulture Kroot.

Equipment: Each Vulture Kroot is armed with a Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: These Kroot have evolved small but functional wings that allow them to glide short distances. The squad moves as if equipped with jump packs, with the exception that they do not test for accidents when moving through woods or jungles. They may also Deep Strike if allowed to do so by the mission being played. In missions that do not use the Deep Strike scenario special rules, the kindred must deploy with the rest of the army.

from the Kroot Carnivore set, really customising your force.

You don't have to apply these adaptations, however, as simply applying a bold, consistent colour scheme to your band will give the unified feel a Kroot band would have after fighting together on strange worlds for several generations. When applying an overall colour scheme, try to emphasise individual kindreds with slight variations. By way of an example, my Kroot are all painted Scaly Green, but each kindred has differently coloured spots, mottles and stripes.



MODEL KROOT HOUND PACK 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The pack numbers 10-20 Kroot and **must** contain at least half as many Kroot Hounds as there are Kroot warriors, up to a maximum of two Kroot Hounds for every Kroot.

Equipment: Kroot warriors and Shapers carry Kroot rifles. Kroot Hounds fight with their teeth.

Options: The kindred (excluding the Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. Only the Kroot pay for the adaptation, and they must all receive it.



Some kindreds have access to a larger proportion of Kroot Hounds than others. These are often fielded as fast moving packs, with the Kroot warriors unleashing the wild creatures upon their foe.



MODEL TRACKER KINDRED 18 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Tracker	18	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot Trackers.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

SPECIAL RULES

Native Cavalry: The Knarloc ridden by the Tracker is a Kroot strain native to the jungles of Pech. The Trackers follow the rules given for cavalry in the Warhammer 40,000 rulebook, with the exception that they may always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.

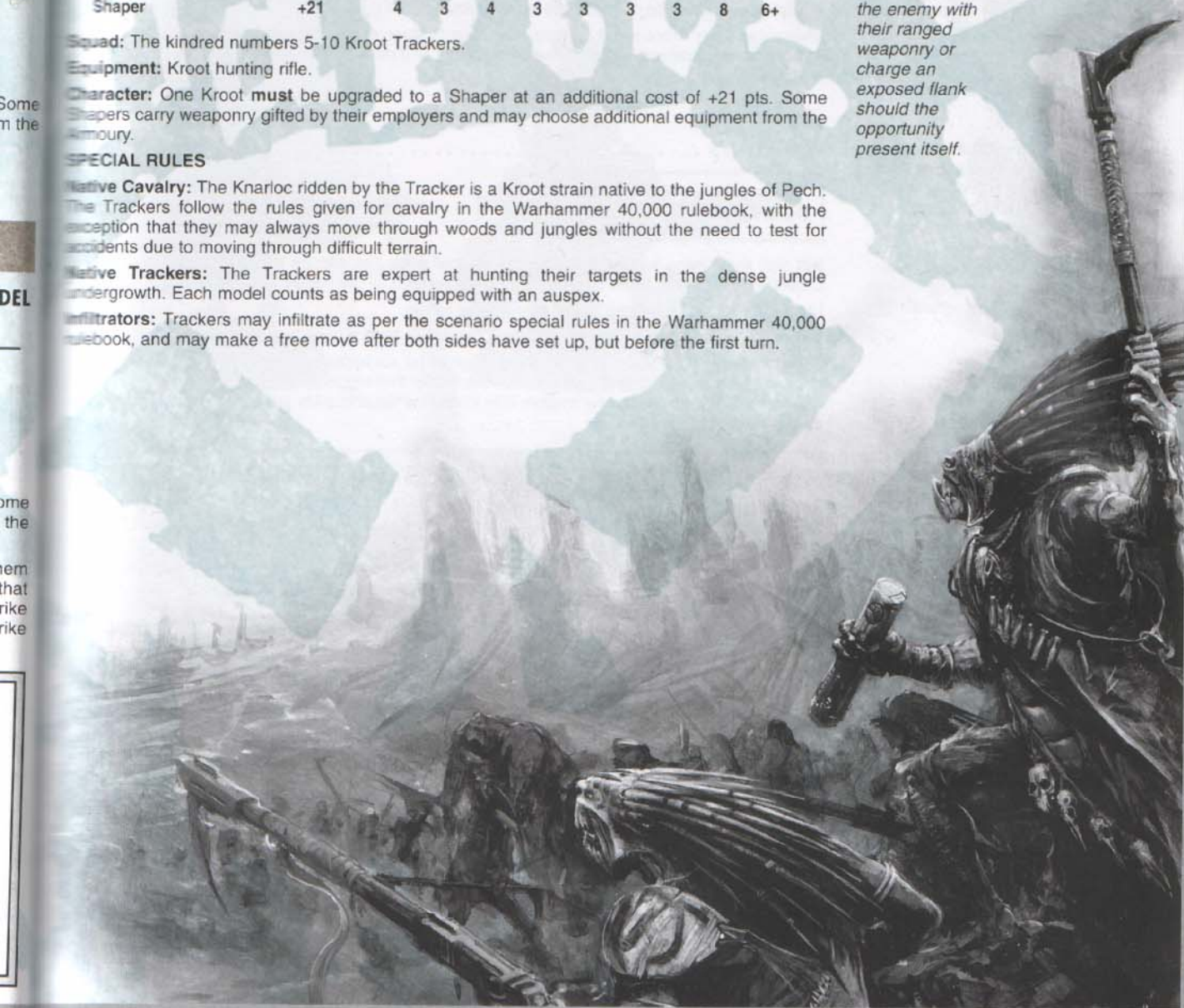
Native Trackers: The Trackers are expert at hunting their targets in the dense jungle undergrowth. Each model counts as being equipped with an auspex.

Infiltrators: Trackers may infiltrate as per the scenario special rules in the Warhammer 40,000 rulebook, and may make a free move after both sides have set up, but before the first turn.



Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield,

where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.



HEAVY SUPPORT



Some bands have access to the Kroot hunting rifle; a variant of the standard Kroot rifle adapted to fire longer range and more precise ammunition. These weapons are often fielded by small squads who can provide covering fire for their fellow Kroot as they advance across the battlefield.



Krootox Herders lead their charges into battle, laying down a devastating volley of fire from the Kroot guns mounted on the Krootox's back. They are also brutal close combat opponents who most enemy troops will avoid at all costs.



Being native to a world largely covered in forests and jungles, the Kroot have learnt the value of luring their foes into a well-prepared trap. They will often set up these stake-filled pits well in advance of a battle and draw their enemy towards them using a specifically selected 'bait' squad.

0-1 HUNTER KINDRED..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

KROOTOX HERD..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Krootox	50	4	3	6	3(5)	3	3	3	8	6+

Squad: The herd numbers 10-20 Kroot and **must** contain at least half as many Krootox as there are Kroot, up to a maximum of one Krootox for every Kroot.

Equipment: Kroot rifle. Krootox are armed with a Kroot gun.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

PUNJI TRAPS 15 POINTS PER TRAP

	Str	AP
Punji Pit	4	6

Set Up: Punji traps are set up using the special rules that can be found on page 21 of Code of Cataphans. Between 1 and 5 traps may be set up as a single Heavy Support choice.

Ignore Cover Saves: Punji traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a punji trap must test for pinning.

Special rules: Punji traps are generally a small pit containing sharp stakes and covered with foliage. Place the small Blast marker over the model that triggered the trap so that the hole in the marker is over the model. Any models fully under the Blast marker are hit automatically, and any partially under are hit on a 4+.



A Kroot Mercenary warband assists the Imperial Guard in staving off an Eldar assault.

MODELLING KROOT MERCENARIES

KROOT TRACKER

The idea for a mounted Kroot came from a suggestion by Verms on the Warhammer 40,000 Games Development forum on the Games Workshop website, and it sounded so good I just had to try it. Half an hour later and the conversion had turned out really well, so I worked up the army list entry and there you go – democracy in action!

The conversion is really quite simple. You will need one of the plastic Cold Ones, a Krootox head, a Kroot Carnivore from the boxed set, and some green stuff. Clip off the Cold One's front legs to show the creature's avian ancestry, and remove the head, replacing it with the Krootox head.

You'll need to fill the gaps around the neck and shoulders with some green stuff, and you might like to try modelling the scales. Next make a simple saddle using a rectangle of green stuff. The rider only needs a little conversion to make him sit properly on his mount – I just cut the left leg at the hip and repositioned it slightly back. I used a modelling knife to round off the soles of the rider's feet, as these will be visible when he's sitting atop the beast. The remainder of the conversion is simply a matter of assembling the rider and loading him up for a long scouting mission using the excellent accessories on the Kroot Carnivore frame. Remember to clip off the spikes on the rifle to indicate that the rider is armed with a hunting rifle.

VULTURE KROOT

This is a really simple conversion. Gently bend the model's legs so it appears to be either swooping down or about to launch itself into the air; either way try to keep the pose as dynamic as possible. The wings are from the Harpy from the Dark Elf range and just need to be mounted on the back at an angle consistent with the movement suggested by the positioning of the legs.



Sergeant Hastor's squad advanced at a tortuously slow pace through the dense, insect-ridden forest undergrowth. Why a regiment

founded on an arid mining world would be posted here, the sergeant didn't dare ponder; far be it for the non-commissioned ranks to fathom the workings of the Departamento Munitorium.

From further down the trail came a sudden outburst of angry shouts, soon turning to terrified screams.

Hastor ordered his squad forward, hearing the rest of the platoon on either side charging headlong towards the sounds of battle. The last scream died as Hastor and his squad broke through the line of bushes into a wide, sunbathed clearing. The entire squad came to a shocked halt as the guardsmen took in the scene before them.

Strewn about the ground were the bodies of the rebels. Crouched over each body was a tall, savage alien, and they seemed to be...

Someone vomited. Hastor levelled his lasgun at the nearest alien and his squad followed his unspoken order, nine lasguns each acquiring a target.

The nearest alien turned its blood-flecked face towards the sergeant, fixing its predatory gaze on him for what seemed an age. Finally it issued a long, sibilant hiss that in any language could only be considered a warning.

Hastor stumbled back, his squad raising their weapons...

"Hold your fire!" The captain came striding into the clearing, his command group spreading out and forcing the horrified guardsmen to lower their weapons.

"They're on our side!"

MODEL

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by Pete Haines

The Tyranid hive fleets have now been assailing the Imperium for 250 years. In this time, whole Chapters of the Adeptus Astartes have been lost in the maelstrom of battle along with countless millions of Guardsmen. But now deeper knowledge of the Tyranid way of war is being gathered, every fragment paid for with human flesh and blood.

One realisation has been that the swarms that descend from the hive fleets in the early stages of an attack are often significantly different from those that follow. The list in Codex Tyranids is designed to represent a typical swarm. This article, however, features a variant Tyranid list that deals with the first wave – the seeding swarms – the harbingers of doom to countless worlds and their cultures. Note that you will still need Codex Tyranids to use the seeding swarm.

Mycetic spores are more than just the Tyranid versions of drop pods, they are a vital part of their ecology. The Tyranids are a space-dwelling race but their prey is terrestrial. Mycetic spores are one of a number of different spore types used to seed target planets. Some types affect the weather, others the flora and fauna, and some even introduce new species. Militarily, without mycetic spores the hive fleet's ships and their Norn Queens would have to risk planetary defences and waste valuable energy to feed. With mycetic spores the hive fleet can gather around the prey planet and bombard it with seeding swarms, only descending themselves when all resistance is crushed and all the juicy bio-matter is ripe for consumption. The release of seeding spores is analogous to a person pouring, sniffing and sampling a fine table wine before drinking it. The

main course may be yet to come, but the meal has started.

Mycetic spores are not as sophisticated as drop pods, but the sheer numbers of spores dropped ensure that some will get through the planetary defences. As with any contested landing, the first few minutes are critical. If the seeding swarms can establish safe landing sites then Tyranid reinforcements can be directed to those locations and, in short order, massive concentrations of Tyranids can be built up ready for the hive mind's signal to attack. If, however, the seeding swarms can be defeated then there is nowhere safe for successive Tyranid swarms to land and planetary defences will continue to claim a high toll. With no chance to build up, the Tyranids that have landed can be counter-attacked and driven from the planet altogether.

No two hive fleets are exactly alike and no two swarms from the same hive fleet need be exactly the same. Subject to this, seeding swarms have some similarities because of the job they do. If you think of a swarm as a

single large predator then, if it is a complex swarm relying on several genus operating almost symbiotically, it can be hamstrung by planetary defences upsetting its balance. Even against a planet with minimal planetary defences, heavy losses can be incurred, so the creatures in the first swarms down have to be robustly simple in their approach.

If robustly simple sounds right up your street, read on, because the seeding swarm is a different type of Tyranid army. It relies on the most numerous creatures in the swarm – those that occupy the Troop slots on the Force Organisation chart. Heavy losses during planetfall are cancelled out by launching successive waves, with each subsequent brood having the same role as its predecessor. If one is destroyed the next will replace it. Other broods manifest a chemical imbalance that ensures that they are unusually hyperactive. They are faster, stronger and even more ferocious than their kindred, but the rate at which they expend their energy causes them to burn out within minutes of their landing. These ploys are represented in game



terms by some changes to the way the mission to be played is selected, variations in army composition and, most importantly, two special rules which characterise seeding swarms.

SEEDING SWARMS – CHOOSING A SCENARIO

The seeding swarm has a Strategy rating of 4. This means that when determining the scenario category the Tyranid seeding swarm player will roll four dice and select the highest rather than simply rolling a single dice. If the seeding swarm player gets to choose the scenario then the Tyranids will automatically be the attackers and the scenario category will be *Battle*. Page 129 of the Warhammer 40,000 rulebook explains the rules for choosing a scenario and mission more fully.

All three Battle scenarios use the Deep Strike special rule. This is detailed on page 132 of the Warhammer 40,000 rulebook. All models in Tyranid seeding swarms MUST arrive on the table by this method with two exceptions: broods with the Infiltrate ability may deploy conventionally in accordance with the mission rules. Lictors may use *Secret Deployment* as described in Codex Tyranids.

Mariner Weiss heard the screams above the roar of the storm and crash of the waves around the ship. He checked the emergency transmitter for the fifth time and found it was still inoperative, before drawing a laspistol and opening the communications cabin door. Five metres away from him along the hallway a growling Hormagaunt sat on the chest of an armsman, gnawing at his throat. To Weiss it looked like the worse parts of a wood scorpion and a redback-hunting lizard, only ten times bigger.

With a hiss it turned and leapt. Weiss slammed the door but to his dismay the creature had got its claws between the door and the frame. Weiss jabbed his laspistol into the gap and fired frantically until the snarling stopped, he then carefully opened the door and fired two more shots into the twitching monstrosity. Stepping gingerly past it he made his way carefully to the main deck to report to the captain.

Across the night sky the engorged clouds dispensed an endless torrent of viscous green globules which pulsated as they fell.

The Faithful Traveller was 400 clicks out from Mhakkan and still some 700 clicks from its destination port, Kirishi, in the middle of the roughest, coldest ocean on the planet. The spores had been dropping for the three days during which the Faithful Traveller had been at sea. They had listened to the broadcasts but it had never occurred to them that they could be in danger this far off the coast.

Even here, though, the crew was falling to the Tyranids. Unknown viral conditions, fevers brought on by the oppressive, unseasonable temperatures and finally the horror of facing the Hormagaunts released when a spore hit the ship. After the one he had killed there were still nine unaccounted for lurking in the depths of the super-freighter. Other things were in the ocean too – the engineers reported scratching noises against the hull. Even the water was changing, a sickly purple crust spread for miles across the ocean like a mauve plague. Weiss saw Captain Balfour and doubled towards him trying to stay icy calm, but he couldn't shake the thought that this wasn't their planet any more.



The Tyranid broods swarm from all directions, pouring from mycetic spores into the Space Wolves' firebase.

For other scenario categories if there is a Deep Strike option in the scenario then it may only be used by Tyranids such as Gargoyles, that can Deep Strike as part of their normal profile. Other broods are set up as specified for the mission. These missions can be considered to represent the seeding swarm being attacked when it is already on the ground.

SEEDING SWARMS – COMPOSITION

Seeding swarms use the following units from Codex Tyranids:

HQ

0-1 Hive Tyrant, Tyrant Guard may accompany the Hive Tyrant but cannot be an HQ choice themselves.

HQ OR ELITES

Tyranid Warriors.

ELITES

Tyranid Warriors, Lictors (no more than one Lictor per brood).

TROOPS

Hormagaunts, Termagants, Genestealers.

FAST ATTACK

Gargoyles, 0-1 Raveners.

HEAVY SUPPORT

0-1 Zoanthropes (no more than one Zoanthrope per brood), 0-2 Carnifex.

The only Tyranid models excluded from a seeding swarm are Biovores, Ripper Swarms, Old One Eye and The Red Terror. Biovores are not included as the hive fleet will already have saturated the target planet with a spore mine preparatory bombardment if the mission calls for it. Ripper Swarms will come later when organised resistance is crushed and the business of consuming the planet's bio-matter is begun.

If you use a personalised Hive Fleet you may still use it as a seeding swarm. If you have a new genus of Hive Tyrant or Carnifex then you may use 0-1 Hive Tyrant and 0-2 Carnifexes as shown on the Seeding Swarm Composition chart. Ripper Swarms never feature in seeding swarm forces so cannot be used. New genus's of Tyranid Warrior or Gaunt can be used freely in whatever category of the force organisation chart Codex Tyranids specifies (see Hive Fleet List Force Organisation on pg38).

The twin suns were blotted out by Tyranid spores. Thousands of deafening, wet detonations sounded as the pulsating spores slammed into the ground and split apart like overripe fruit. Sergeant Reilly rolled onto his front and wiped mud and sticky ichor from his eyes. He watched in disgust as the spore that had landed in the midst of his squad oozed a glistening amniotic fluid from the myriad cracks in its outer shell. Reilly knew the drill. He'd destroyed spores like this before. He unsnapped a Krak grenade from his combat webbing and pushed himself to his feet as the spore began to ripple with inner life. This was when the creatures were vulnerable, before they had a chance to break free of their protective cocoons.

The rest of the squad began picking themselves up as Reilly shouted,

"Fire in the hole!" His arm drew back to plunge the grenade home when a three fingered claw ripped through the spore's outer membrane and punched through the sergeant's chest, bursting from his back in a shower of blood and bone. A blur of motion, almost too quick to follow and the creature was free. Its talons and claws tore through the squad as its mutated adrenal sacs pumped horrifying vigour through its alien metabolism. Within seconds the infantrymen were dead, shredded strips of bloody flesh, no longer recognisable as human. The genestealer did not pause to savour its handiwork, the chemicals thundering through its body drove it onwards in a frenzy of slaughter.

Soon it would be dead, but until then it would exist only to kill. The perfect predator.

FEROCITY

Some broods may be mutated to maintain terminally-high adrenaline levels. This state is induced quite deliberately by the hive mind to turn a brood into even more vicious killers than normal.

Any normal Troops choice can be selected to be **Ferocious**. To do this they replace a Fast Attack choice on the Force Organisation chart. The Troops choice is now a Fast Attack choice, leaving the vacated Troops choice free and reducing the number of Fast Attack choices remaining by one. A unit may not be both *Ferocious* and *Without Number* (see later).

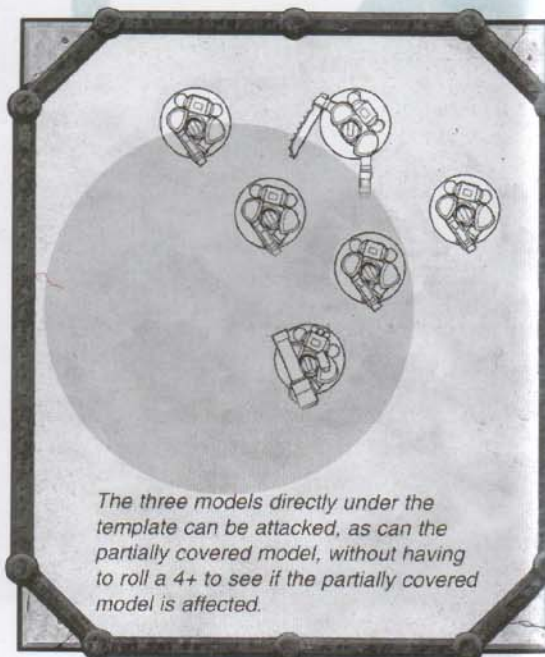
The effect of *Ferocity* is boosted Strength and speed (+1 Strength, +1 Initiative). *Ferocious* troops move in a blur, their bodies wracked with uncontrollable shaking and their eyes lit by berserk rage.

Ferocious troops must assault if there are any targets in range and must perform a sweeping advance instead of consolidating whenever the option exists.

When a brood is subject to *Ferocity* the normal proviso that Deep Striking troops are destroyed if they land within 1" of an enemy model does not apply. When deploying a *Ferocious* unit using the

Deep Strike rules, any enemy models that are also under (or partially under) the large template may be attacked in close combat. This is done in the Assault phase and is conducted normally with the Tyranids counting as charging. Such is the *Ferocious* troops state of agitation that they burst from the spore almost as soon as it lands and leap on the nearest enemies without hesitation.

This is shown in the diagram below. The large circle shows the Ordnance template used to deploy the Deep Striking Tyranids.



The three models directly under the template can be attacked, as can the partially covered model, without having to roll a 4+ to see if the partially covered model is affected.



A ferocious brood of Genestealers instantly pours from the shattered remains of a mycetic spore.

Tyranids cannot live long in such an agitated state and *Ferocious* broods suffer appalling attrition due to biological system failure. At the end of each Assault phase of the Tyranid player's turn, whether the unit has been in close combat or not, resolve a Strength 2 hit on each boosted brood member, with no Armour save. These tests do not begin until the brood is actually on the table.

Whilst the negative effects of augmented *Ferocity* is potentially crippling, these broods are able to swiftly overwhelm key positions while other Tyranids are still emerging from their mycetic spores, their sacrifice opening up the defences for those that follow. If the Tyranids are not arriving by mycetic spore then they deploy normally, but otherwise follow the *Ferocity* rules.

WITHOUT NUMBER

Any normal Troops choice can be selected to be *Without Number*. To do this they replace a Heavy Support choice on the Force Organisation chart. The Troops choice is now a Heavy Support, leaving the vacated Troops slot free and reducing the number of Heavy Support choices remaining by one. A unit may not be both *Ferocious* and *Without Number*.

Without Number has the effect of making the brood the first of a series of waves, each consisting of an identical brood. *Without Number* broods are always subject to the Sustained Attack special rule (see page 137 of the rules). When the brood is destroyed or if it is falling back and the Tyranid player chooses to remove it, then an identical brood re-enters play during the next Tyranid turn, arriving by

mycetic spore. The replacement brood can therefore Deep Strike even if this is not allowed in the scenario being played. If the scenario allows Sustained Attack anyway then *Without Number* broods re-enter play using the Deep Strike rules rather than coming on the table edge.

If one of the incarnations of the *Without Number* brood is lost while performing a Deep Strike then its replacement arrives in the following turn.

TACTICS

A seeding swarm arrives from reserve in a piecemeal fashion, so early on in the game you will have to play according to what arrives. Taking a Lictor and some Genestealers to deploy conventionally can be quite effective as it gives the enemy something to focus on and ensures that at least part of your force is immediately available.

Because you will be landing amongst the enemy, firepower is not as important as normal, a seeding swarm

The first Chimera skidded to a stop. Clay's squad dismounted while the rest of the Company roared on. Sergeant Clay formed them up facing the power station administration building in a loose skirmish order and began to advance. Mycetic spores had penetrated the planetary defences and landed in and around the hydro-electric facility. The upper floor of the administration building had a gaping hole in it; the squad's job was to check it out. They had barely got within 500 paces when a horde of fanged and clawed Hormagaunts leapt from the building's upper windows and bounded at them. The Guardsmen obeyed their training and Sergeant Clay's terse orders – firing short controlled bursts from their lasguns as the Hormagaunts closed. They were too many and too fast to be stopped by lasguns alone though, and the Chimera added its heavy weapons to the salvo, ripping a hole in the brood just as the squad's heavy bolter coughed into life. The surviving Hormagaunts still

came on and were tensing for a final leap when they were enveloped in roaring gout of fire from the squad's flamer. A last Hormagaunt, its hide blackened, made it through the fire and leapt forward landing before a Guardsman, plunging both of its sword-like talons through his torso with a triumphant hiss. Before it could move Sergeant Clay's chainsword swept across its chest knocking it on its back while he calmly put four bolt pistol rounds through its head.

"There you go lads, not so tough eh?" beamed the Sergeant but there was no answer from his squad. Following their gaze he saw another brood as large as the last dropping from the building while yet another seemed to be massing within. Even Nathaniel Clay, twelve years a veteran, hesitated briefly before his stoic sense of duty reasserted itself. "We may need to put some overtime in today men," he said, with a feral grin. "Fire!"



A terrifying Tyranid seeding swarm pours in from all sides as the mycetic spores rain down upon the Ultramarines' battle line.

can get away with being armed solely with tooth and claw but it will need some monstrous creatures or loads of rending claws to deal with enemy tanks.

The hive mind's Leadership is essential to sustain the swarm through the heavy losses it will doubtless take. Don't skimp on Synapse creatures because the consequence of running out is a lot of Morale checks against very low Leadership. Early in the game you may only have a single Synapse brood or creature on at any moment in time. If so, concentrate on keeping them out of the line of fire but within Synapse range of the lesser creatures.

Broods taken as Heavy Support with the *Without Number* rule are very useful and can be hurled into combat secure in the knowledge that they will be back. Large Hormagaunt broods are ideal choices in this regard. Their combat abilities are formidable, being more than a match for Imperial Guard and Eldar Guardians. With an advantage in numbers they can even threaten Space Marines – remember

Space Marines have got to fail their armour saving throws some time!

Ferocious broods are marked for death the moment they are selected, so it does not pay to invest too many points in them. They are great for tying up dangerous enemy units who are in the strongest defensive positions. If they arrive later then they become really useful reinforcements as their spores drop right into ongoing combats or onto enemy fire bases. Small broods of Genestealers can be particularly useful in this role as in their boosted state they are able to lay waste to pretty much anything they can jump on before they die out themselves.

So how do we balance it all up? The best way of showing the true potential of the seeding swarm menace is via an army list. I designed the following list to be representative of a seeding swarm and a swift glance should show how scary this variant of the Tyranids can be. I have used the standard Tyranid list with no biomorphed genuses although there is no reason not to use your own hive fleet. The seeding

swarm is in fact absolutely ideal for a hive fleet that specialises in hordes of the smaller critters.

I have selected one HQ – a very tough Hive Tyrant whose presence should cause a lot of worry. As he is quite likely to appear in the middle of the enemy forces the Psychic Scream should be effective. When playing against Andy Chamber's swarm recently I was impressed by the way Warp Field protected his Tyrant from my missile launchers, so I have casually stolen the idea. There are times when a venom cannon, for all its three shots at Strength 8, just isn't the tool for the job, so I have selected Warp Blast to frighten Space Marines and punish anyone grouping together too tightly.

I really like the new Tyranid Warriors so I have included three broods as Elite choices. I have found the safest place for a Tyranid Warrior is often in mêlée rather than being a target, so I have equipped them all with rending claws to ensure that they can hurt well-armoured enemies. Venom cannons



are the only Tyrannid guns with decent range so I included one in each brood. Devourers are great close-up and I reasoned that there would be times emerging from a mycetic spore when a hail of death might be useful.

Due to the seeding swarm rules, I knew that I would be using lots of troops and decided to stick to Genestealers and Hormagaunts. The plan is to land in numbers and get into mêlée very quickly. Three Hormagaunt broods make up my Troops selections and I included a mutant Hive Node in each of them. The vagaries of Reserves and Deep Strike being what they are, it is quite possible that these broods will have to operate away from the hive mind for some time, so having a Leadership value of 10 will help prevent them from adopting instinctive behaviour when I least want it.

Two Hormagaunt broods were selected as Heavy Support to benefit from the *Without Number* rule. These will ensure that the swarm will keep coming and that even on the last move of the game there may be more

Tyrannids arriving. The other Heavy Support pick HAD to be a Carnifex as these rampaging monstrosities have the capacity to rip, rend and tear their way through virtually anything. Even the normally invulnerable Land Raider is just so much food packaging to the Carnifex, so it is certain to draw masses of fire.

For Fast Attack choices I took a standard Gargoyle brood, primarily so that I had a few more things to shoot with on landing, and also because with their bio-plasma the Gargoyles can be surprisingly dangerous. For the other two choices I took Genestealer broods with the *Ferocious* rule. There will inevitably be games where the decision point is whether one or two firebases can be held. The Genestealers will be hurled at the firebases. I don't expect them to live but I do expect them to get their claws bloody very quickly. Ideally the damage done by these broods will be sufficient to give the hordes of Hormagaunts and Tyrannid Warriors the chance to get the job done.

As is often true with armies lacking firepower, by giving your opponent lots of difficult target choices you maximise the chance of them getting it wrong at the key time. In this army the Tyrant, Tyrannid Warriors and Carnifex are what will really worry an opponent. Everything else is really a decoy but a potentially deadly decoy if not treated with the proper respect.

I make no claims that the seeding swarm is invincible, indeed I can tell you for certain that it isn't. What I do claim is that it's the type of army that will have your opponent watching the game from behind the sofa and developing a tendency to look up a lot, just in case. All in all, seeding swarms have terrifying potential, but throwing your broods at a planet is a gamble that could cost you. The resultant battle is likely to be intense and brutal.

What more could you want? Have fun.

Pete

HIVE FLEET CANTHARIDAE: SEEDING SWARM

HQ

Hive Tyrant with scything talons & venom cannon; Warp Blast, Warp Field & Psychic Scream. **158 pts**

ELITE

3 Tyrannid Warriors

Two with devourer & rending claws, one with venom cannon & rending claws. **120 pts**

3 Tyrannid Warriors

Two with scything talons and rending claws, one with venom cannon & rending claws. **111 pts**

3 Tyrannid Warriors

Two with scything talons and rending claws, one with venom cannon & rending claws. **111 pts**

TROOPS

9 Hormagaunts

with Hive Node mutant **100 pts**

9 Hormagaunts

with Hive Node mutant **100 pts**

9 Hormagaunts

with Hive Node mutant **100 pts**

FAST ATTACK

6 Genestealers

Ferocity **96 pts**

6 Genestealers

Ferocity **96 pts**

9 Gargoyles

90 pts

HEAVY SUPPORT

16 Hormagaunts

with Hive Node mutant
Without Number **170 pts**

10 Hormagaunts

with Hive Node mutant
Without Number **110 pts**

Carnifex

with venom cannon and scything talons **133pts**

TOTAL 1,495 pts

TRIAL ASSAULT RULES

BY ANDY CHAMBERS & PETE HAINES

We released the third, and latest, edition of Warhammer 40,000 nearly four years ago and since then hordes of enthusiastic gamers have played countless battles all around the world. We never stop developing and improving our rules and eagerly listen to feedback from our gamers, incorporating these into our own ideas. A large part of the Warhammer 40,000 experience is the Assault phase and the Warhammer 40,000 Games Development team have been discussing Assaults, coming up with a great set of trial rules, primarily aimed at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook but we feel they sort out some of the muddier and more difficult areas of assaulting and give a system which flows more smoothly.

A couple of obvious questions spring to mind though, so let's go through those now:

- How does this affect the current rules? The rules, as published in the Warhammer 40,000 rulebook, are the official rules and these new trial rules don't alter that. As long as your opponent agrees you can happily try out these trial rules though.
- Which rules will tournament players use? To find out which system of rules will be used in all aspects of the game consult your tournament packs or contact your tournament organiser – all tournaments will use different criteria.

THE ASSAULT PHASE

While firepower may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures.

The term Assault covers all seven steps summarised below:

1. **Declare Charges.** Announce which of your units intend to charge.
2. **Move Charging Units.** Move units which are charging.
3. **Fight Close Combat.** Troops fight in close combat. Models roll to hit, to wound, and then saving throws are made through ten Initiative steps.
4. **Determine Assault Results.** Total up wounds inflicted. The side which inflicted the most wounds in each combat is the winner.
5. **Loser Checks Morale.** The loser has to pass a Leadership test or fall back. If the loser fails the test, go to step 7.
6. **Pile In.** If units are still locked in close combat then any unengaged models must move 6" towards the enemy to continue the fight next turn.
7. **Losers Break Off and Winners Consolidate.** Units falling back from close combat must test to see if they successfully break off; the winners may try to keep them in combat, engage a new foe or reorder their ranks.

1. DECLARE CHARGES

In his own Assault phase a player can declare a charge with any of his units that are within Assault range of an enemy unit and not already in close combat. Assault range is typically 6" but some units can assault 9", 12" or more. Where this is the case it will be noted in the unit's special rules. The unit may charge any enemy unit that can be contacted by at least one of its models making an Assault move which avoids any obstructions such as impassable terrain or other enemy units which you do not wish to contact.

A unit that fired in the Shooting phase of the current turn may only declare a charge against the unit it shot at. A unit that remained stationary in the Movement phase in order to fire heavy weapons or fire twice with pistols or rapid fire weapons may not charge at all in the Assault phase.

A unit may charge multiple enemy units but only if the charging unit can reach them all without losing unit coherency. Select one unit as the primary target and move to engage that one first as detailed below. If the unit fired in the Shooting phase it must start its charge by engaging the unit it shot at first.

Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, do not have to charge the same unit they shot at.

Designer's note: The change to having to charge the target of your shooting is an important one – the old assault unit tricks of hitting one unit with ranged attacks and then charging a different enemy can no longer be used (unless you can reach both, of course). This helps bring assault units more into line with firepower based ones in that they can only attack one enemy unit in their turn. The one exception to this is units such as Hormagaunts which are both very fast and very numerous, as these may be able to engage several enemy units at once, effectively swamping the enemy defence. Also note that a unit doesn't have to charge the nearest enemy unit, although it can be difficult to bypass one unit to reach another, as we'll see later.

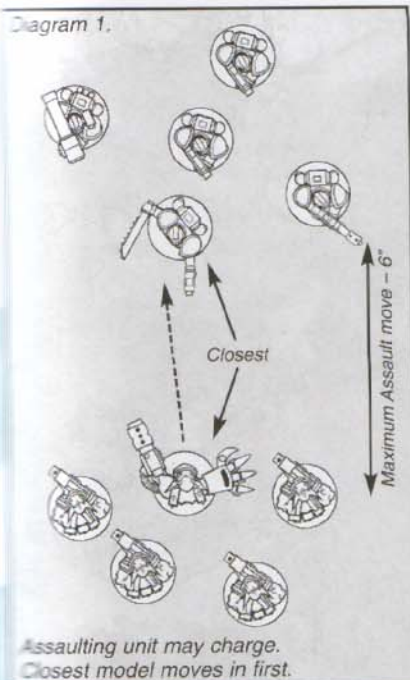
2. MOVE CHARGING UNITS

Charging units may now move into close combat with the unit (or units) they have declared a charge against. Once a model is in base-to-base contact with an enemy model it is said to be ENGAGED (as in engaged in combat). The unit that the models belong to are then said to be LOCKED (as in locked in close combat). Move all the models in each charging unit before moving on to the next unit. The charging player decides the sequence in which his units will move. All the models in a charging unit make an extra 6" move in exactly the same way as if moving in the



An Ork mob sets upon a Black Templars squad as they deploy from their drop pod.

Diagram 1.



Movement phase. Note that some units may be able to charge further than this. Where this is the case, it will be noted in their army list.

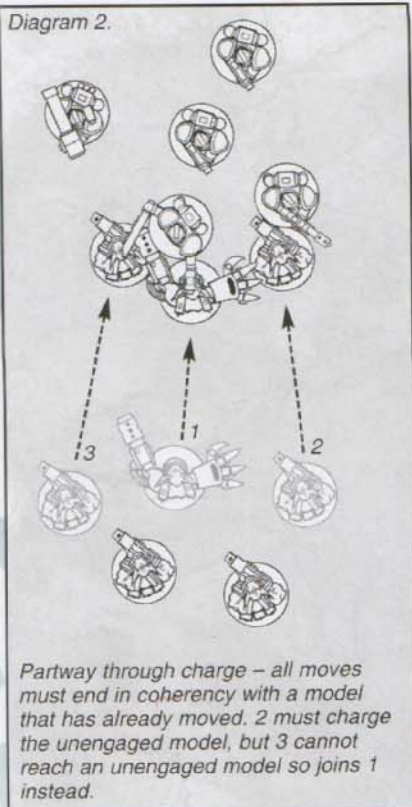
Start the charge by moving a single model from the charging unit. The model must be the one nearest the enemy being charged. Move the model into contact with the nearest enemy model in the unit being charged. This is the start point of the close combat. Next move each model in the charging unit in turn up to 6" towards the unit or units they have declared a charge on. Remember that if the enemy is not within 6" of at least one model, the charge does not happen. See Diagram 1.

After the first model in the unit has been moved you can move the others in any sequence you desire. There are some constraints on their movement though. The most important one is that each model must end its charge move in coherency with another model in the same unit that has already moved. See Diagram 2.

If possible the model must contact an enemy model which is not already engaged. If there are no unengaged models in reach then you must contact an enemy model that is already engaged with one or more friendly models. If you cannot reach any enemy models, you must try to move within 2" of one of your own models that is engaged with an enemy model. If this is impossible then the charging model must just obey the main rule and move to within 2" of a member of its own unit that has already moved. See Diagram 3.

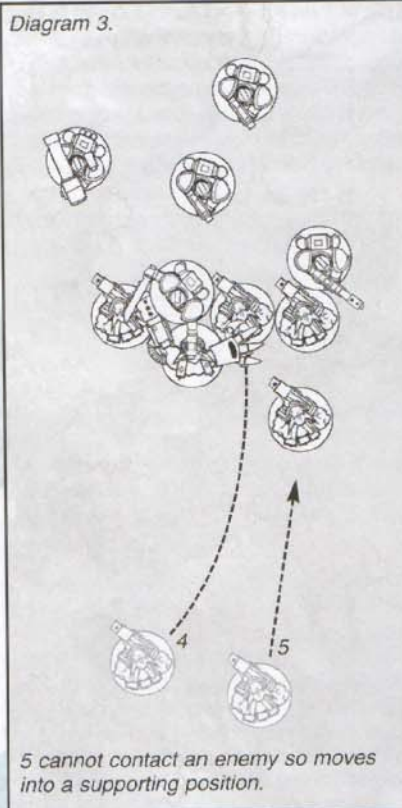
If you follow this sequence you will end up with all the models in the charging unit in 2" unit coherency distance of one another, having engaged as many enemy models as possible with as many chargers as possible.

Diagram 2.



In all cases, models may not move through friendly or enemy models and may not pass through gaps narrower than their base diameter. You may not move models within 1" of enemy models they are not charging. See Diagram 4.

Diagram 3.



Terrain effects

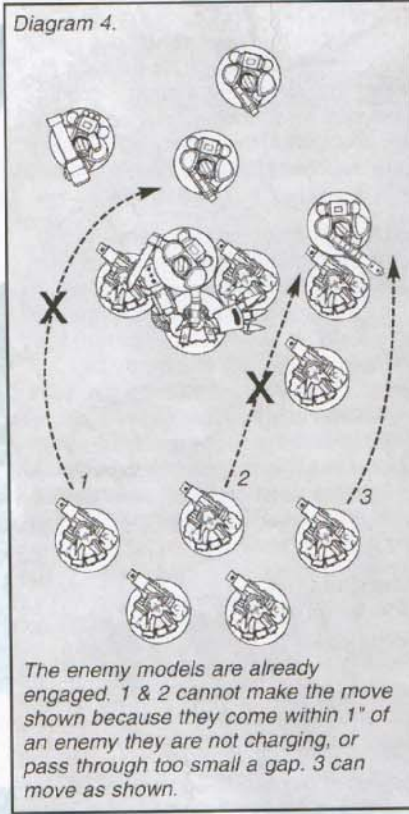
Models assaulting into, out of or through difficult terrain will be slowed down in the same manner as models moving through such terrain in the Movement phase. Roll two D6 and pick the highest to see how far they can move. If their move is insufficient to reach the target unit then the charge does not proceed and no close combat ensues. The models are not moved and it is assumed that they simply did not have time to scramble through the difficult terrain, or thought better of it due to their poor progress.

Didn't make it?

Enemy units that have been charged but have not been contacted are not considered to be locked and are not involved in the combat in any way.

Designer's note: The rules for charging have been tightened up considerably for the sake of clarity. During the initial charge, the attackers are subject to the normal Movement rules with the exception that they can now move within 1" of the enemy in order to fight them in close combat. It is possible to set up units to block the path of a charge, however, since models may still not move through each other. Tight terrain can also mean that initial charges become 'choked', although if the combat continues, it is assumed to sprawl out as detailed later. Note that difficult terrain is handled differently to the Movement phase - this way we save lots of pointless Assault moves which won't result in combats occurring.

Diagram 4.





Blood Claws react quickly to a Dark Eldar incursion.

3. FIGHTING A CLOSE COMBAT

How good creatures are in close combat depends almost entirely on their physical characteristics, in other words how fast, strong, tough and ferocious they are. Armour remains useful for warding off blows and shots, but ranged weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat, both players' models fight. How many blows are struck and who strikes first is discussed below. The rules are written assuming that there is only a single close combat occurring in the turn. Of course, there may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to fight the combats in; complete steps 3-7 for each combat before moving on to the next.

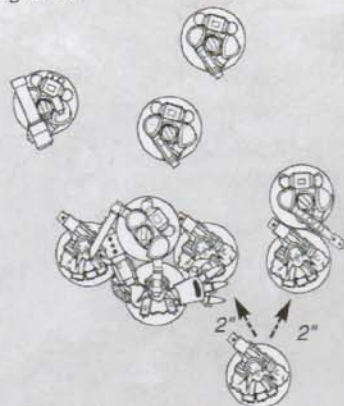
Who can fight?

Close combat is a swirling mêlée of fighters leaping forward, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

Models in base-to-base contact with the enemy will fight with their full number of

Attacks and count the benefits of any special close combat attack forms they have. All models that are within 2" of a friendly model which is engaged in combat will take part in the fighting as well, not just those in base contact. They only get a single Attack though, regardless of the number of Attacks on their profile, and get no benefit from any special close combat attack forms they have. Such models are referred to as supporting models. See Diagram 5.

Diagram 5.



Models in base contact fight with their full number of Attacks. The model supporting in 2" makes a single Attack and may not use special close combat attacks.

WHO STRIKES FIRST

Troops who are defending cover have a massive advantage in an assault. They can fire from their hiding place at their approaching enemies and then smite them down as they struggle to get to grips with their hidden foe. It's all in the reflexes when it comes to combat in the open; slow lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, lumbering opponents, such as Orks, are tough enough to be able to withstand a vicious pummeling and come back for more.

In close combat, models defending in or behind cover, will strike at Initiative 10. Resolve all their attacks and remove any casualties before moving on to the rest of the models. Fighting for the remainder is resolved according to the Initiative value of the models. Models with the highest Initiative attack first, then the next highest and so on.

Work your way down the Initiative scores in each separate combat until everyone has fought (assuming they haven't already been killed by a model in cover or with a higher Initiative). If both sides have models with the same Initiative, attacks are made simultaneously. Note: Some units' rules specify that they strike 'first' or 'last' in close combat – this means with Initiative 10 or Initiative 1.

COVER

Models in or behind cover normally fight in close combat with Initiative 10. This represents the advantage of cover: their attacks include not only close fighting but also shots against the enemy as they charge in. Apart from this, cover does not affect hits or anything else in an assault. After the first round of close combat, fighting is assumed to have swept into the cover so it gives no further advantage to models in it. Note that cover advantage applies only to models in cover that are being charged. Some units count as being in cover all the time because of psychic abilities or weird force fields – these are of no benefit if the unit charges.

Sometimes a unit will only count as being in cover if it is assaulted from a specific direction from which the cover has an effect. For example, a Space Marine squad behind some oil drums is in cover if assaulted over the oil drums but not if assaulted from the rear. If a direct line from any of the assaulting models to the closest enemy model, before assaulting troops are moved, passes through the cover then it is assumed to be enough of an obstruction to count.

Designer's note: The Cover rules are intended to make it hard to dislodge defending units without a concerted effort. Grenades can help to mitigate this as they can force the enemy under cover during the vulnerable charge. Units with special abilities which confer 'continuous cover' do not benefit from its advantages when charging as they have to move up to close quarters where their concealment is less effective.

ATTACKS

Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound, the wounded model gets a chance to save, and if it fails is (generally) removed as a casualty. Each model in base-to-base contact with an enemy model strikes with the number of Attacks (A) on its characteristics profile. In addition, the following bonus Attacks apply.

+1 Two weapons. Models in base-to-base contact which have an additional close combat weapon or a pistol in each hand have an extra +1 Attack. Models with more than two weapons gain no additional benefit – you only get one extra Attack regardless of whether you have two or more close combat weapons.

+1 Charge. Models in base-to-base contact who launched the close assault that turn (ie, charged) get +1 Attack on their normal profile for that turn, only if they did not fire in the Shooting phase. Models belonging to units which fired in the Shooting phase do not receive the charge bonus.

TO HIT CHART

		OPPONENT'S WEAPON SKILL									
ATTACKER'S WEAPON SKILL		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, always receive the charge bonus whether or not they fire before entering close combat.

Models not touching an enemy, but within 2" of a model from their own unit that is touching an enemy, may make one Attack regardless of their profile, armament or whether they charged.

Designer's note: This is another important change. Under the previous rules there was seldom any good reason not to charge into close combat in order to get the bonus Attack for charging (do it to them before they do it to you). This change means that troops well-armed with guns may be more inclined to stand their ground and shoot, leading to more short-ranged 'firefights'. Units using flamers and other short-ranged weapons must weigh up the benefits of shooting over getting an extra Attack in close combat.

Rolling to hit

To determine whether hits are scored roll a D6 for each Attack a model has. The dice roll needed to score a hit on your enemies depends on the relative Weapon Skills (WS) of the attackers and their foes. Compare the Weapon Skill of the attackers with the Weapon Skill of their opponents and consult the To Hit chart below to find the minimum score needed on a D6 to hit.

Example: A unit of five Space Marines fighting five Eldar would roll five D6s for their attacks. If they were charging and did not shoot in the Shooting phase they would roll ten D6s (1 Attack +1 each for charging).

Attacks should be rolled together where the same roll to hit is needed – this approach saves time and speeds up the

game when you've got several big close combats going on at once. In the example above, the Space Marine player would roll his ten Attacks together.

Hitting units with different Weapon Skills

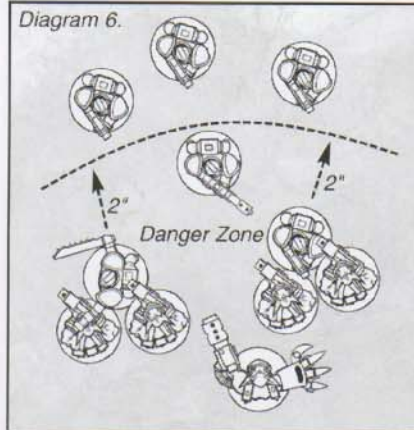
Many units in Warhammer 40,000 contain models with different levels of Weapon Skill. Attacks against a unit are resolved using the Weapon Skill of the majority type in the unit. For example, if a mob of twenty Grots (WS2) is led by an Ork Slaver (WS4), while the Grots are in the majority then Attacks against the unit are resolved using their WS of 2 – however skilled the Slaver is he can't prevent the Grots getting hit in the first place. If there is no majority Weapon Skill type, use the lowest Weapon Skill in the unit.

When models attack, calculate their own To Hit numbers based on their own Weapon Skill. If the Grots and Slaver hit back at their enemies, the Grots' To Hit number will be based on a comparison of WS2 with the enemy WS, the Slaver's on a comparison of WS4 with the enemy WS.

Allocating attacks

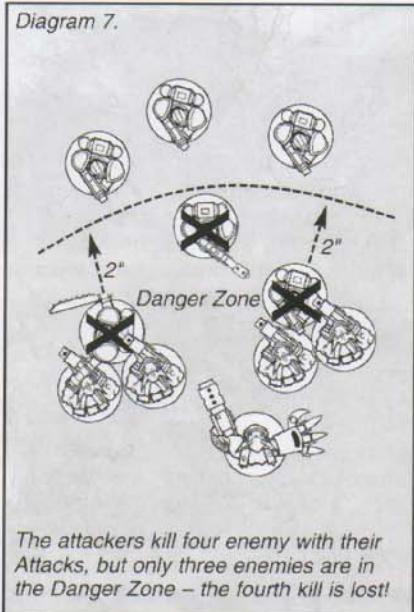
We simply assume that the warrior is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether individual models strike their respective opponents in base contact. When a unit inflicts hits, they may only affect enemy models which are engaged with them or supporting a model that is in contact with them. These are the only enemies able to strike back at them, so it is reasonable that these are the only ones who can be hurt. If all the enemy models in the 2" 'Danger Zone' are slain then any excess wounds are lost. See Diagram 6.

Diagram 6.



Remember that attacks are resolved in Initiative order, so it's possible that all of the available enemies may be slain before some models get to strike. See Diagram 7.

Diagram 7.



WOUNDS

Rolling To Wound

Not all of the attacks that do hit will harm your enemy. They may be deflected by equipment, parried at the last moment or merely inflict a graze or flesh wound. Once you have scored a hit with an attack you must roll again to see if you score a wound and incapacitate your foe.

The procedure is the same as for shooting. Consult the chart, cross-referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum D6 roll required to inflict a wound.

Example: A Space Marine (Strength 4) hits a Dark Eldar (Toughness 3). Referring to the To Wound chart below we find that the Space Marine requires a 3 or more on a D6 to Wound.

TO WOUND CHART

	TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4+	5+	6+	6+	N	N	N	N	N
	2	3+	4+	5+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+

What Strength to use

In almost all cases, when rolling to wound in close combat use the Strength on the attacker's profile, regardless of what gun they are using. Some (but not all) close combat weapons may give the attacker a Strength bonus. In a unit containing different Strength models roll their attacks separately (they'll quite often have different Initiative characteristics too). So, for example, in a unit of Gretchin with an Ork Slaver, the Grots' attacks are made with their puny Strength of 2, but the Slaver's attacks use his more macho Strength of 3.

Different Toughness values

If the unit being attacked contains models with different Toughness characteristics, then the hits are converted to wounds using the majority Toughness in the unit. If there is an equal number of models with different Toughness characteristics, the owning player chooses which Toughness is used. To continue the example above, The unit of Grots (T2) with Ork Slaver (T4) will suffer rolls to wound using the Grots' meagre Toughness as long as they are in the majority. Once again remember that this is figured at each Initiative step. So, for example, if the Grot unit was whittled down to a single Grot and the Slaver, the attacks at the next Initiative step could be resolved at the Toughness of the Slaver at the option of the owning player – all in all a smart move.

Designer's note: The majority Toughness of the unit is used to prevent the combat bogging down into allocating individual attacks against different models and having to make separate to wound rolls. There are a few units with differing Toughness values and this rule prevents weaker

models 'hiding behind' the higher Toughness of an anomalous individual.

ARMOUR SAVES

Models struck and wounded in close combat can attempt an Armour Save to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength but some especially monstrous creatures and powerful close combat weapons will punch straight through armour.

Note that cover provides no extra protection in close combat as it does against shooting. Remember that invulnerable models are allowed to make Invulnerable Saves throws even where Armour Saves would not normally be allowed. If the rules for a weapon or attack states that no Armour Save is allowed, then only an Invulnerable Save may be made.

SUFFERING WOUNDS AND REMOVING CASUALTIES

When a unit inflicts wounds, they may only affect enemy models in contact with them or within 2" of a model in contact with them. This is effectively the Danger Zone from which all casualties will be drawn. Aside from this restriction, the player suffering the casualties is free to choose which models die from those in the unit.

Allocate wounds to one model at a time, each model can absorb wounds equal to their Wound characteristic. Keep allocating wounds to a model until it is dead or all the wounds have been allocated. When a model dies and there are still wounds to be inflicted, pick another model and repeat the sequence until all possible casualties have been suffered or the wounds inflicted have all been allocated. Casualties should be

removed in such a way that the unit maintains coherency wherever possible. This represents the way that a unit can be whittled down to a tight knot in close combat.

It is possible that casualties may exceed the number of models in the Danger Zone, in which case the surplus hits are discarded. The calculation of which models are in the 2" Danger Zone is made at the start of Step 2 (Fight close combat) and is not affected by casualties. If a model started a combat in contact with an enemy model that is killed, it will be treated as a model engaged in combat until the end of the result phase.

If a model becomes a casualty before he has an opportunity to attack, then he may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lie wounded models on their side to remind you that they are yet to attack back.

Multiple-Wound creatures

As noted previously, with multiple-wound creatures, whole models must be removed as casualties wherever possible.

Different Armour Saves

If the unit being attacked contains models with different Armour Saves, the same procedure is used as for shooting at mixed armour units. So the opposing player rolls to hit and to wound for whichever unit he is

attacking with as normal. However, when the defending player makes Armour Saves, he uses the best saves as long as the models wearing that type of armour are in the majority (ie, they outnumber models with worse Saves in the unit). Any casualties which are removed after saving throws have been taken must come from amongst the most heavily armoured models first (ie, the ones with the best Armour Saves take the hits).

If heavier armoured models are in the minority, use the worst Armour Saves and take the casualties from the lightly armoured models first. If there are more hits than the majority type, distribute them out so that all go on the majority type before hitting minority models, in each case, the differently armoured models get to use their own Armour Saves if they are hit. If there is no Save type in the majority, the owning player gets to decide which group gets hit first.

Example: A squad of Black Templars Space Marines includes four Initiates (Sv3+) and six Neophytes (Sv4+) is inside the enemy's 2" Danger Zone. The squad suffers eight wounds in close combat. There are six models in the unit with a Save of 4+, so six Armour Save rolls are attempted – four fail and four of the Neophytes are removed as casualties, the remaining two hits spill over onto the Initiates and are saved using their 3+ Armour Save.

More attacks than models

If the unit has the misfortune to suffer more wounds than it has models in the Danger Zone then the remaining wounds are 'lapped round' and start hitting the majority type again. For example, if the Black Templars had suffered fourteen wounds, six would go on the Neophytes as they are in the majority, four on the Initiates and then the remaining four wounds would be resolved on the Neophytes. As with all attacks, the results of each Initiative step are resolved before moving on to the next, so the majority type of armour for the unit could change through the phase as casualties occur. For example, if the squad above had now been reduced to two Initiates and two Neophytes, if it suffers more wounds in the next Initiative step then they could go to the Initiates or the Neophytes first at the option of the owning player.

Invulnerable Saves

A model may only elect to use its Invulnerable Save each time it is allocated a wound under the majority rules given above.

Designer's note: This last obscure reference is to prevent individual models with storm shields, rune armour, et al, taking a disproportionate amount of the damage during close combat, claiming they can break the majority rules or other weirdness.



An Ork Nob squares up to a Necron Lord in the depths of a tomb world.

SPECIAL CLOSE COMBAT ATTACKS

Even though high-powered lasers and plasma weapons scour the battlefields of the 41st Millennium, close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors always bear a deadly array of clubs, knives, frag grenades and bayonets for close-quarter fighting.

Assault troops will be even more fully equipped, taking pistols, swords and axes into battle with them. Most deadly of all are the power weapons that are sheathed in disruptive energy fields of crackling blue bale-fire. Power weapons splinter ceramite armour plates and melt plastesteel in the blink of an eye, smashing through even the toughest armour like paper.

Specialised weaponry can give troops a real edge in close combat. Some of the most common close combat weapons and special attacks are listed below. Note that models with special close combat attacks can always choose not to use them and attack normally instead. If you're wondering why you might want to do that, read the power fist entry below! Sometimes a model might be equipped with more than one type of special weapon: a power fist in one hand and a power axe in the other for example. In this situation the player can opt to have the model strike in Initiative sequence with the power axe, counting the power fist as an additional close combat weapon, or strike at Initiative 1 with the power fist, counting the power axe as an additional close combat weapon.

Important note: Unless noted otherwise, only models in base-to-base contact with the enemy can use their special close combat attacks.

Power Fist or Claw

A power fist or claw is a powered, armoured gauntlet surrounded by an energy field that disrupts solid matter. It is an awesome weapon most commonly seen fitted to Space Marine Terminator armour.

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores Armour Saves. Only the user's basic Strength is doubled – any additional bonus for special abilities are added after Strength has been doubled.

The only drawback is that a power fist is slow and cumbersome to use, so a model armed with a power fist or claw always strikes at Initiative 1 no matter what its bearer's Initiative is (including any bonuses for special rules, cover, grenades or wargear – power fists always strike at Initiative 1 no matter what!).

Lightning Claws

Lightning claws are commonly used as matched pairs. They consist of a number of blades extending from a housing on the wrist and back of the hand. Each blade is a mini-power weapon in its own right and, if they hit, one blade or another is likely to wound. Lightning claws ignore Armour Saves and may re-roll any To Wound dice that fail to wound once each. The only weapon that can provide an additional close combat weapon attack bonus for a model with a lightning claw is another lightning claw.

Thunder Hammer

Thunder hammers release an ear-splitting blast of energy when they strike. A thunder hammer counts as a powerfist but any model wounded by it and not killed will be knocked reeling and attacks with Initiative 1 in the next Assault phase. Vehicles struck by a thunder hammer suffer a 'crew shaken' result in addition to any other results they suffer.

Power Weapons

A power weapon (typically a sword or axe, but more rarely a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field. When a blow is struck, a crackling blast of energy tears at the target, eating through armour, flesh and bone with ease.

A model armed with a power weapon ignores Armour Saves. Note that some power weapons may provide the attacker with bonus Strength in addition or wound on a fixed dice score regardless of the enemy's Toughness characteristic. These will be detailed in the appropriate Codex.

Close Combat Weapons (chainswords/swords/axes/pistols, etc.)

There is a bewildering array of close combat weapons ranging from simple clubs and axes to hand flammers and chainswords. These weapons confer no bonus to the Strength or hitting power of combatants. However, as a model with a weapon in each hand gains an additional Attack against an enemy in base-to-base contact, swords and pistols (or similar hand weapons) remain a useful combination for hand-to-hand fighting. A plasma pistol, like other pistols, can be used as a close combat weapon. It confers no Strength bonus or particular armour penetration advantages though.

Poisoned Weapons

Poisoned weapons are particularly feared and can include everything from normal weapons daubed in venom to hypodermic claws. They do not rely on a comparison of Strength and Toughness to wound but will normally wound on a 4+. Some venoms are so lethal that the merest drop can kill; these will wound on a 2+. Weapons with this type of lethal venom are described in the appropriate Codex.

Heavy Close Combat Weapons

Heavy close combat weapons are similar to close combat weapons but are particularly massive and used to batter through an opponent's defences. Examples include the Ork choppa and the mighty chainaxe used by Berserkers of Khorne. There is no armour that can completely protect its wearer against a direct blow from such a weapon and the best hope is to dodge to turn it into a glancing blow. Against a heavy close combat weapon, better armour provides sharply diminishing rewards – the maximum Armour Save that applies against heavy close combat weapons is 4+ and any model with a better Armour Save will only save on 4+.

Rending Weapons

Rending weapons is a category that includes the sharpest edged and pointed weapons. Whilst not massive or excessively powerful, a well-placed blow from a rending weapon can tear through any armour and make a mockery of flesh and bone. Any roll to hit of 6 with a rending weapon will automatically

cause a wound with no Armour Save possible. Against a vehicle, any Armour Penetration roll of 6 allows a further D6 to be rolled and the result added to the total score.

Force Weapons

Force weapons are potent psychic weapons that can only be used by a trained psyker such as a Librarian. They are treated as a power weapon, but can unleash a psychic attack that kills an opponent outright. Roll to hit and wound as normal, taking any Invulnerable Saves. Then, as long as one wound has been inflicted, make a single Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you may not use another psychic power in the same turn. If the test is passed then the opponent is slain outright, no matter how many Wounds it has (but count the actual number). Force weapons have no special effect against targets that don't have Wounds such as vehicles.

Frag Grenades

Fragmentation grenades can be thrown at opponents in cover to force them to keep their heads down during a charge. The lethal storm of shrapnel from exploding frag grenades will drive opponents further into cover for a few precious moments while the attackers close in. Troops armed with frag grenades that are charging enemy in or behind cover will fight with Initiative 10, so they strike blows simultaneously with the defenders.

Plasma Grenades

Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. The effects of cover on close combat is negated by plasma grenades, so all fighting is done in the standard Initiative sequence as the Initiative 10 bonus for being in cover is lost.

Monstrous Creatures

A monstrous creature is so huge and powerful that its attacks make a mockery of armour; foes are not so much wounded as hideously mangled and crushed.

A monstrous model (Carnifex, Greater Daemon, etc) ignores Armour Saves.

When attacking vehicles, a monstrous model rolls 2D6 for Armour Penetration and adds them before adding their Strength.

Special close combat attacks vs different armour saves

If special close combat attacks come into play against a unit with different Armour Saves use the method of making majority Armour Saves noted on the previous pages but applying all special close combat attacks as early as possible. For example, the Black Templars squad noted previously suffer four power weapon hits and four normal hits in a single Initiative step. The six Neophytes with a 4+ Armour Save are in the majority so they suffer the four power weapon hits with no Armour Save allowed. Two more hits can be saved against, however, and one is made, resulting in one more casualty on the unfortunate Neophytes. The remaining two hits spill over and now the Initiates take Armour Saves using their Armour Save of 3+.



Kroot fight to protect their Tau employers.

4. DETERMINE ASSAULT RESULTS

Assaults are usually very decisive – one side or the other quickly gains the upper hand and forces back their foe. Numbers and leadership can keep a side in the fight but the casualties which each side inflicts is the most telling factor.

To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner; the other side is the loser and may be forced back if they fail a Morale check. Note that wounds which have been negated by Armour Saves do not count, nor do wounds in excess of a model's Wounds characteristic, or wounds that were wasted because there weren't enough victims in the Kill Zone. Only wounds actually inflicted count.

If both sides score the same number of wounds, the combat is drawn and continues next turn.

Wipe out!

If one side destroys the enemy it wins automatically, even if it sustained more casualties. They may consolidate as normal (see 10). In addition, the destruction of the unit will unnerve nearby friends if they are not already engaged in close combat. Take a Morale check for every unengaged friendly unit within 6" of the victorious unit before it consolidates. If the check is failed, the unit in question will fall back as described below. See Diagram 8.

Designer's note: This rule is borrowed from Warhammer, which quite sensibly supposes that troops seeing their fellows wiped out to a man will start giving serious thought to hooting it before they're next! It means that tough assault units can break an enemy gun

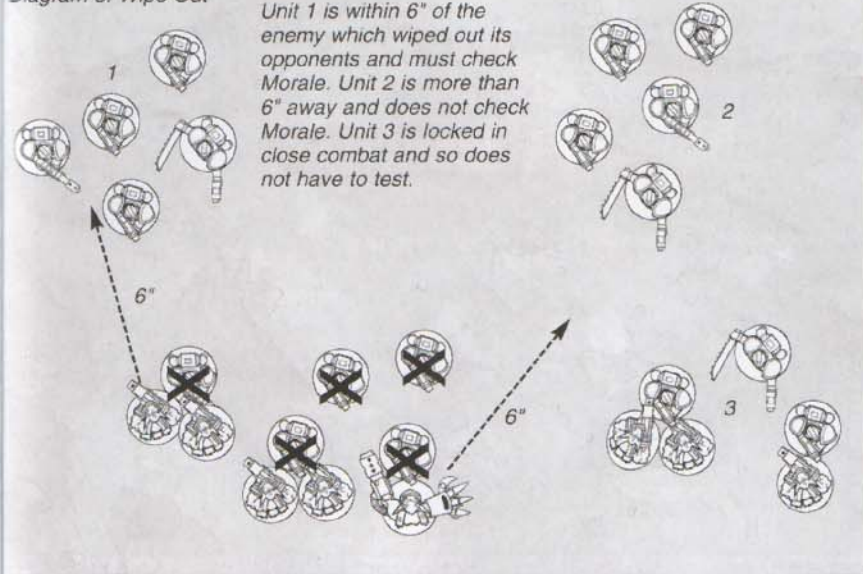
line, throwing the foe into confusion as they try to pull back. This helps balance off some of the risks intrinsic in braving enemy fire to assault in the first place, and the vulnerability of assaulters to get blasted with supporting fire the moment they emerge from a close combat.

5. LOSER CHECKS MORALE

Units which lose a close combat must make a Morale check to hold their ground. If they fail, they must abandon the fight and fall back (see section 7). If they pass, the unit holds its ground and fights on. Basically the combat is drawn and no further account is made of the unit's defeat (apart from some good-natured taunting by the winner!).

Morale checks are covered in more detail in the Morale section of the rules. The Fall Back rules are presented later. Some units have differing Fall Back rules. Where this is the case, it is detailed in their special rules.

Diagram 8. Wipe Out



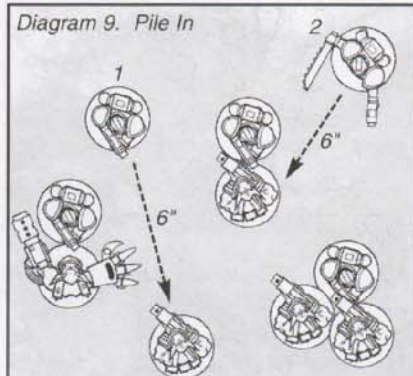
6. REINFORCEMENT (or 'Pile In') MOVES

At the end of each close combat, models in units that are locked but which are not engaged in combat themselves MUST move up to 6" in an attempt to contact enemy which their own unit is locked with. If they cannot engage the enemy they must get as close as they can to them without moving out of unit coherency. Neither the presence of enemy models, nor terrain, affects reinforcement moves. Unlike in a charge, reinforcing models may move through obstructing terrain and models in order to engage. It can be imagined that the fighters at the front of the combat are becoming increasingly embroiled and making such movement possible. Note

that the other restrictions for making a charge still apply, so models must contact enemy models which are not already engaged in combat in preference to those which already are, and must end their moves in coherency with another member of their own unit.

Whenever both sides in an engagement have extra models to move, the player whose turn it is moves first. See Diagram 9.

Diagram 9. Pile In



1 must move to engage the unengaged enemy. 2 can pile in to help a friendly model as no enemy are left unengaged.

Important note: Once a unit is locked in combat it may only make Pile In moves and may not move in the Movement phase. If for some reason (mass carnage usually!) Pile In moves will not enable the unit to engage or support against any enemy models, and the unit has no models engaged in combat itself, it is no longer considered to be locked in combat. In this case it makes a consolidate move instead – the close combat comes to an end as the unit finds itself with no enemies to fight.

Designer's note: This last bit is just to cover some situations that come up (usually in multiple combats) where a unit slaughters everything and the Pile In move won't get it into combat with the remnants of the enemy (as they'll often be surrounded and unable to pile in themselves). In this case it keeps things cleaner to simply consolidate with the unit instead.

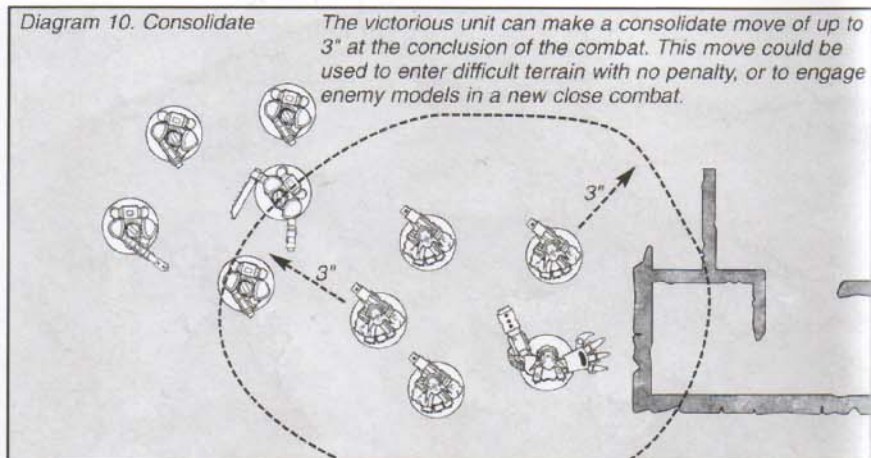
7. LOSERS BREAK OFF AND WINNERS CONSOLIDATE

Where a side has won and their enemies fall back, the victors can choose to make a sweeping advance and/or consolidate their position.

SWEEPING ADVANCES

Just because the losers of a close combat want to break off, it doesn't mean their opponents are willing to let

Diagram 10. Consolidate



The victorious unit can make a consolidate move of up to 3" at the conclusion of the combat. This move could be used to enter difficult terrain with no penalty, or to engage enemy models in a new close combat.

them! A quick, ferocious opponent will drive home their advantage unmercifully. To represent this, the victors can opt to roll 2D6 and compare it to the distance that the defeated troops have rolled to fall back. If it is greater, they get an opportunity to seize the initiative and keep them engaged in a sweeping advance. The unit attempting to fall back does not move and the sweeping unit makes a Pile In move as described in Diagram 9 – the unit which attempted to fall back does not do so. We assume that the cornered foe will fight back at

full effect against their pursuers, so in the next Assault phase the combat continues as before, with no one counting as charging. In effect, the attackers have chosen to continue the combat instead of allowing their opponents to fall back and escape.

If the sweeping advance roll is equal to or under the fall back roll, the losers extricate themselves from the combat successfully. Make the fall back move for the losing unit – the winners can now consolidate.



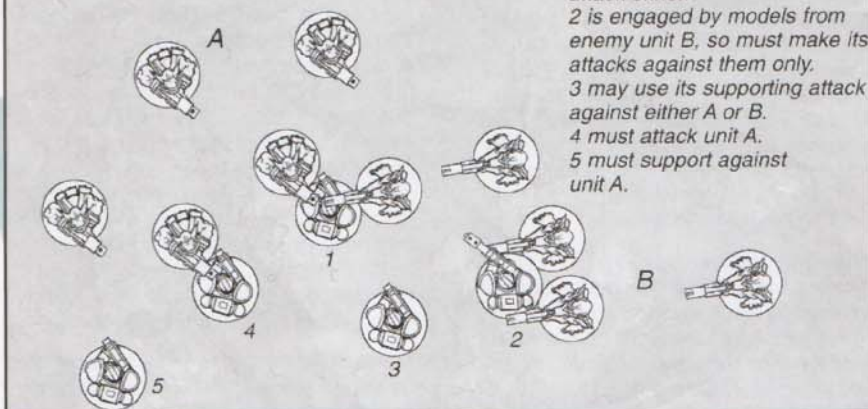
Some units, like bikes and jump packers, make faster sweeping advances – typically 3D6". Where this is the case, it will be detailed in their special rules. Such units excel in carrying an opposing unit to death with their superior speed and should be employed against battered or fragile enemies for best effect. Conversely, some units, like Terminators, are too slow and ponderous to pursue a defeated enemy and are not allowed to make a sweeping advance. Where this is the case, it will be noted in their special rules.

Designers notes: Sweeping advances have been heavily modified in order to prevent assault units rampaging across the tabletop faster than a speeding bullet. We've also taken into account that units which must make compulsory sweeping advances will tend to get wrapped up in slaughtering what they are fighting, instead of acting with the best of tactical foresight.

CONSOLIDATION

If they do not choose to make a sweeping advance, or the sweeping advance attempt fails, the victors of a close combat may move up to 3" in any direction to consolidate their position

Diagram 11. Multiple Combats



and recover an effective formation. Units consolidating their position ignore difficult terrain. This move may be used to engage enemy units and lock them in combat, but the consolidating unit must maintain unit coherency and does not count as charging when the combat is worked out next turn. See Diagram 10.

Note: Sometimes a losing unit will only fall back 2" or 3" from a combat and it is perfectly possible for a consolidating unit to move back into contact with such slow-footed foes.

Note that if several close combats are being fought in close proximity, a unit which consolidates into a new close combat cannot take casualties or make attacks until the next Assault phase – all the combats are assumed to be simultaneous.

Consolidation may not be used to embark on a transport vehicle unless it is open-topped.



The future looks bleak for the Tau as the Black Legion reach their battle lines.

MULTIPLE COMBAT

When a unit is fighting more than one enemy unit, their attacks must be divided between them. This is done as follows. Models engaged in combat with or supporting a model engaged in combat with a single unit must attack that unit. Models engaged with enemy from more than one unit or able to support friends engaged with enemy from more than one unit can choose which enemy unit they fight against. See Diagram 11.

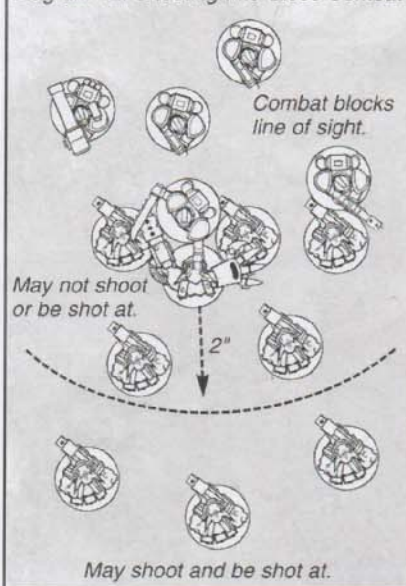
If several units are fighting in the same combat, total up the number of wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their Morale. Winning units can only make a sweeping advance or consolidate if all of the units they are locked with fall back. If the unit chooses to sweep advance, it makes a single roll and compares it to each of the enemy unit's individual fall back scores. Any that it beats are kept locked in combat. Units that stay fighting may make Reinforcement moves.

SHOOTING INTO AND OUT OF CLOSE COMBAT

Models engaged or supporting in close combat may not fire weapons in the Shooting phase. Their attentions are completely engaged by the swirling mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Models belonging to locked units that are not engaged in combat themselves or are not supporting engaged friends, may

Diagram 12. Shooting Into Close Combat



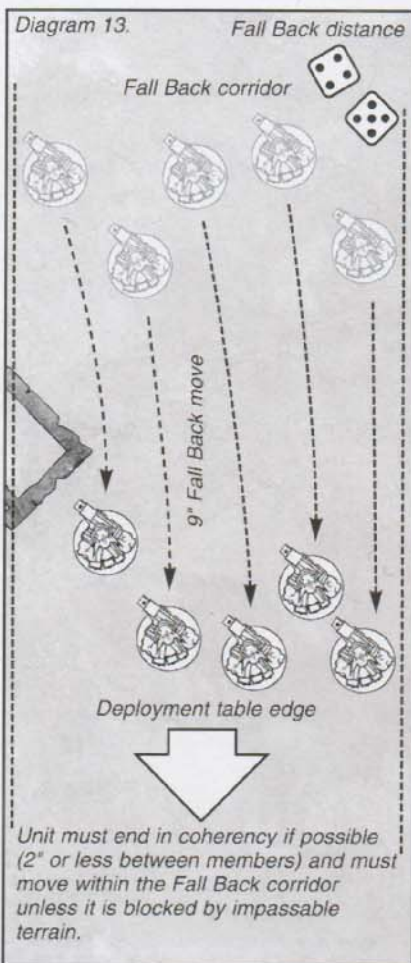
shoot in their own Shooting phase and may be shot at in the enemy Shooting phase. Note, however, that lines of fire may not be traced through the Danger Zone due to the risk of hitting the combatants, and that all the models in the locked unit count as moving for the purposes of firing heavy and rapid fire weapons. Blast markers can be re-positioned subject to the normal rules so it is probably not a good idea to fire a plasma cannon at the back of a close combat if you value the combatants much. Templates and Ordnance Blast markers may only be positioned so they target models outside the Danger Zone.

Morale checks and Pinning tests inflicted by shooting are ignored by units which are locked in close combat. See Diagram 12.

FALL BACK!

Fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position to mount a fresh attack or hold off the enemy.

As a unit falls back it moves directly to 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.



We've specified this in the Mission descriptions for Warhammer 40,000 but if you make up your own scenarios be sure you know where your units fall back to. If possible the unit must remain coherent, with gaps of no more than 2" between models as they fall back.

Most units fall back 2D6" each turn until they regroup. Some faster units, such as those on bikes or using jump packs, fall back 3D6".

A unit that falls back must move within a Fall Back corridor which lies between its most extended models as shown in the diagram – but individual models can move within this corridor as you wish. If a unit is spread out so that its models are more than 2" apart, the models must be moved back into coherency as the unit moves. See Diagram 13.

If the unit moves into, out of, or through difficult terrain, the distance rolled on the dice that determines fall back is halved. Units will divert their Fall Back corridor around impassable or dangerous terrain and enemy models, but must move in such a way as to get back to their base line by the shortest route.

FIRING WHILE FALLING BACK

Troops who are falling back may continue to shoot, but as they are moving they may not fire heavy weapons, or rapid fire weapons at full effect. They also cannot launch an assault.

Assaulted while falling back

A unit which is assaulted by the enemy whilst falling back must check to regroup immediately. No modifiers apply to the check in this case, and even units which would not normally be allowed to regroup are allowed to make the check – the situation is sufficiently life or death threatening for the usual regrouping restrictions to be ignored. If successful, the unit is regrouped and will fight the close combat normally. If it fails to regroup, the unit is scattered and counts as destroyed. Note that this rule applies if a unit consolidates into enemies falling back too.

Trapped!

Sometimes a unit will find its Fall Back corridor blocked by impassable terrain and/or enemy models. Ignore enemy models that have fought in close combat against the unit this turn. A unit falling back may move around any obstruction in such a way as to get back to their baseline by the shortest route. If a unit cannot perform a full Fall Back move in any direction without doubling back, entering impassable terrain or coming within 1" of the enemy, it is destroyed. See Diagram 14.

Note: This replaces the Crossfire rules.

CHARACTERS IN ASSAULTS

Characters in assaults fight just like normal troopers, though their characteristics are usually better. If a unit including an independent character charges into close combat, the character must charge in too. Likewise, if the character charges, the unit he is with charges too – inspired by his heroic example!

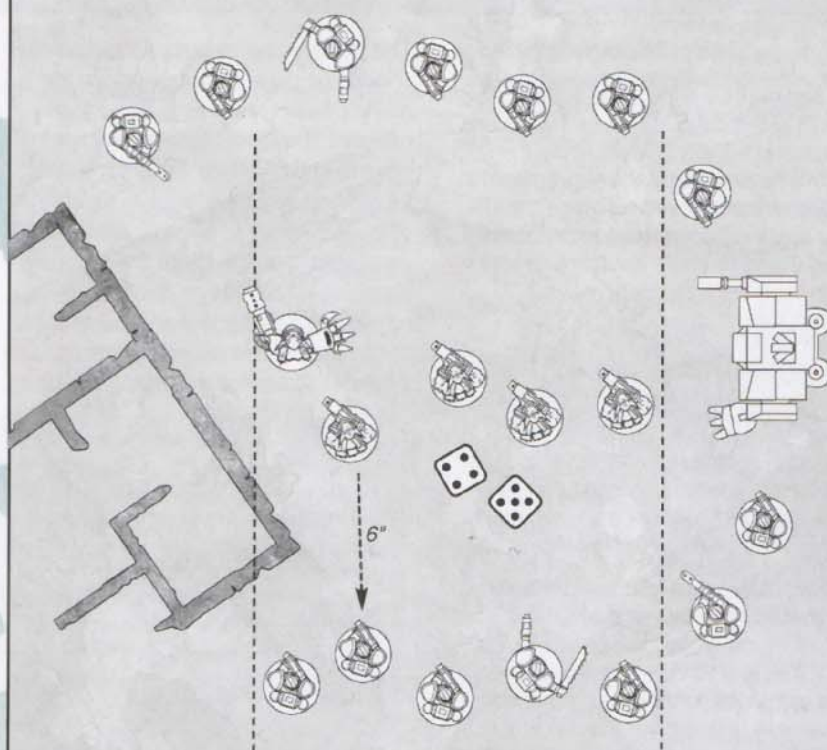
An independent character on their own can charge into close combat if they are within Assault range of the enemy in the Assault phase.

Independent characters always fight separately to any unit they have joined or are part of. They charge just as another member of the unit, but when they fight, their dice are rolled separately. An independent character may allocate his attacks between units he is engaged with. Only enemy models engaged in combat with the independent character, or only able to support a model engaged in combat with the independent character, may strike their blows against the independent character.

MONSTROUS CREATURES

Monstrous creatures are treated just like independent characters in an assault and always count as being a unit in their own right.

Diagram 14. Trapped!



The unit falling back in this circumstance could be trapped. However, if the terrain to the left is not impassable, they can divert their fall back into it. Also, if the unit in front of them fought them in close combat this turn, the falling back unit could move through them to escape.



Numbers can prove to be decisive!

by Andy Chambers

It's sad really – once upon a time (back in the days of Rogue Trader and the second edition of Warhammer 40,000) psykers were the supreme nasties of the 41st millennium – their warp-spawned powers were capable of laying waste to entire armies and sub-continents. Such rampant overkill couldn't last of course; in the third edition of the game sanity prevailed and we deliberately toned down the abilities of psykers to far more mortal levels. This worked fine, and now you can have battles between armies who don't have to fear instant vapourisation by some ravaging, extra-planar megadeath power unleashed at the end of turn one.

Unfortunately when you wield the knife you sometimes cut a little too deep, and now most peoples' Space Marine Librarians and Chaos Sorcerers have been relegated to the reserves bench in favour of less costly Chaplains and other chainsword wielding lunatics. In retrospect, bringing the psychic powers under control actually made psykers too staid and predictable to be really interesting any more. Some time ago this nagging feeling led me to start pulling together some ideas for additional psychic powers that could be added in order to give the psykers back some zest. Three very wise men in the shape of Jonathan Westmoreland, Doug Foley and Marshall Jansen were good enough to scribe down some ideas for me and, with some judicious cribbing from other sources, I've prepared a selection of extra minor abilities for the warp-inclined.

PSYKER MINOR POWERS

Most psykers manifest a broad range of capabilities from psychometry (object reading), telekinesis and precognition through to weather summoning, temporal distortion and mind control. Training and willpower hugely influence the ability of a particular psyker, but their most heavily practised, highly destructive capabilities will be strictly focused in a battlefield environment. To attempt the most potent sorceries in the mayhem of combat is to invite predation by warp entities and a horrible death (if you're lucky). However, many psykers are capable of using their weaker abilities in combat to enhance themselves, distract the enemy and help allies nearby in a minor way. It is these powers which will be covered by these rules.

The powers shown below may be chosen by psykers in addition to the major power (or powers) listed in the relevant army list. Many of these powers substitute for items of wargear by producing equivalent effects and the points for minor psychic powers count against the psyker character's wargear allowance. There is no maximum number of powers that can be chosen, but as they count towards a character's wargear allowance this will tend to limit

the number a psyker can choose. As they add a fair bit of complexity to the game and are largely untested at the current time these rules should be considered **optional** (ie, use with both players' prior consent) and are not recommended for tournaments unless the organisers specify otherwise.

The following characters can choose psyker minor powers: Space Marine Librarians, Chaos Sorcerers and Sorcerer Lords, Daemon Princes and

TELEKINETIC PSYCHIC POWERS

1. NO USABLE POWER.

The psyker can move coins and light candles with his meagre power but that's about all.

2. THUNDERCLAP

Phase: Own shooting **Psychic Test?** Yes **Range:** 12"

Effect: If successful, one enemy unit is forced to take a Pinning test immediately. This power may not be used on enemy units in close combat.

3. FORCE BUBBLE

Phase: Enemy shooting **Psychic Test?** Yes **Range:** Self

Effect: If successful, the psyker's armour save is increased to 2+ for that phase.

4. PROTECT

Phase: Enemy shooting **Psychic Test?** Yes **Range:** 12"

Effect: If successful, one squad (not vehicle) in range gains a 6+ invulnerable save for that phase. Note that models which already have an invulnerable save use that one instead.

5. HOLOCAUST

Phase: Own assault **Psychic Test?** Yes **Range:** Self

Effect: If successful, place the small blast marker over the psyker. Any models, friend or foe, including the psyker, under or touching the marker suffer a Strength 4 hit, normal armour saves apply. The psyker may not attack in close combat that phase. If unsuccessful, the psyker suffers one wound with no save possible and may not attack.

6. FLAMEWALL

Phase: Own movement **Psychic Test?** Yes **Range:** 12"

Effect: If successful, place a 1" wide, 4" long (or shorter), 3" tall piece of scenery within range. The wall may not be placed on enemy models or between units in an assault. Any line of fire drawn through the wall counts targets on the other side as being in cover. Any models crossing it suffer a S4 hit, normal armour saves apply. The wall lasts until the end of the opponent's next turn (but remember that it will disappear if the psyker uses another psychic power before then). If the Psychic test is unsuccessful, the wall is placed on the psyker and he suffers one wound with no save possible.

greater Daemons (if they do not have the Mark of Khorne), Inquisitors with psychic abilities and Ork Weirdboyz. Eldar Farseers and Warlocks may not use minor powers as such unfocused use of their abilities would be extremely dangerous.

The minor psychic powers are split into five disciplines. The exact power gained is rolled randomly but the table rolled on is selected by the purchasing player and rolled in front of his opponent before the game starts. Each roll on a minor psychic power table costs 10 points regardless of its outcome (yes, there are some duff ones on there). If the same power is rolled twice, a different discipline must be selected and the power rolled for again.

USING PSYKER MINOR POWERS

A psyker can use up to one psychic power per phase, either a major one or a minor one. If a psyker is employing a power which has an

ongoing effect, he must cease it before using another power. To summarise how the powers work, the following characteristics are used:

Phase; Psychic Test?; Effect; Range

The explanations of each characteristic are as follows:

Phase: Which phase the power can be used in. Unless specifically stated, the power can only be employed in the player's own turn, not his opponent's. Some powers are used before the start of the game, representing psykers scanning the enemy at long range, casting auguries before the battle and so forth, and using these powers does not prevent the psyker using other powers in the first turn of the game (or whenever he turns up from reserve, Deep Strike etc).

Psychic Test? Yes or no; if yes the psyker must pass a Leadership test to make the power work and is subject to the Perils of the Warp if he rolls a 2 or

12. Note that models with the Chaos Gift Mark of Tzeentch still have to roll a Psychic test in order to use minor powers (the Weaver of Fates can still be capricious at times), but do not suffer from the Perils of the Warp if they get a 2 or 12.

Effect: A summary of the power's effect. Powers which improve or lower characteristics cannot take them over 10 or under 1.

Range: Where applicable, this gives the maximum range of the power. A psyker must have a line of sight to his target in order to use a power on it. Powers with a range may be used by the psyker on himself, if applicable. Powers which are noted as having a range of 'battlefield' can be used even if the psyker is not deployed on the tabletop for any reason, such as being in reserve.

On with the show...

MOVEMENT PSYCHIC POWERS

1. SUPERNATURALLY QUICK

Phase: Any

Psychic Test? Yes

Range: Self

Effect: Psyker gains +1 Initiative (to a max of 10), for that one phase.

2. TANGLE

Phase: Enemy movement.

Psychic Test? Yes

Range: 12"

Effect: If successful, one enemy squad on foot (not vehicles, jump packs, bikes or cavalry) which is moving in the open counts as moving in difficult terrain for that one phase.

3. FLEETFOOT

Phase: Own shooting.

Psychic Test? Yes

Range: 12"

Effect: One friendly squad or an independent character on foot (not vehicles, jump packs, bikes or cavalry) may move up to D6" ignoring difficult terrain penalties if it does not shoot. If employed on units with the *fleet of foot* ability or equivalent, they may re-roll the dice to see how far they move.

4. LEAP

Phase: Own movement

Psychic Test? Yes

Range: Self

Effect: If the Psychic test is successful, the psyker may move up to 12" as if he were equipped with a jump pack in that Movement phase. An unsuccessful test means that the psyker cannot move in that phase.

5. READ MINDS

Phase: Not applicable

Psychic Test? Yes

Range: Battlefield

Effect: If the psyker passes a psychic test during deployment, one unit may be held back and deployed after all others, including infiltrators, have been placed on the battlefield.

6. RELENTLESS

Phase: Own shooting

Psychic Test? Yes

Range: 6"

Effect: If successful, any one squad within range counts as stationary for using rapid fire and pistol weapons even if they moved. If unsuccessful the psyker may not shoot in that phase.

ENHANCEMENTS PSYCHIC POWERS

1. NO USABLE POWER.

The psyker may have good teeth or neat hair thanks to his powers but nothing of practical use on the battlefield.

2. IRON FIST

Phase: Either assault.

Psychic Test? Yes

Range: Self

Effect: Psyker gains +1 Strength for that phase (to a maximum of 10). This is added after all other bonuses and doubling for power fists and the like.

3. WARP SHIFTING

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: Enemy close combat attacks against the psyker only hit on 4+ regardless of relative Weapon Skills or other special rules (like Black Templars vows, hatred etc) for that phase.

4. SHIELD

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: The psyker's armour saving throw is improved by one to a maximum of 2+ for that phase.

5. BLESSING OF THE MACHINE GOD

Phase: Own shooting

Psychic Test? Yes

Range: Self

Effect: The psyker's ranged weapon is counted as master-crafted for the phase and may re-roll to hit. An unsuccessful test causes the weapon to not fire. This power only works on weapons, not psychic artefacts such as a Sorcerer's Staff.

6. IRON ARM

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker is considered to be armed with a power fist and close combat weapon for the phase. An unsuccessful test causes the psyker to fight with his normal weapon(s) minus one Attack (to a minimum of one).

WILL PSYCHIC POWERS

1. NO USABLE POWER.

The psyker is good at sticking to diet plans and giving up bad habits but nothing more.

2. SENSE MINDS

Phase: Any

Psychic Test? No

Range: Self

Effect: The psyker counts as being equipped with a scanner.

3. INSPIRE

Phase: Any

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker gains +1 Ld (to a max of 10), for that phase.

4. CAUSE FEAR

Phase: Own Assault

Psychic Test? Yes

Range: 12"

Effect: If successful, one enemy squad suffers -1 Ld (to a min of 1) for that phase.

5. BATTLE FURY

Phase: Any Assault

Psychic Test? Yes

Range: 6"

Effect: If successful, one friendly squad (not walker or other vehicle) gains +1 WS for that phase. If unsuccessful, the squad suffers -1 WS for that phase instead.

6. GLORY

Phase: Own shooting

Psychic Test? Yes

Range: 6"

Effect: If successful, one unit becomes fearless and ignores all Morale checks and Pinning tests until the start of its next turn. If unsuccessful, the unit starts falling back as if it had failed a Morale check.



Ultramarines Librarian uses his powers of Thunderclap, Cause Fear and Smite to carve a bloody hole in the Eldar ranks.

TEMPORAL PSYCHIC POWERS

1. NO USABLE POWER.

The psyker's effects on the timestream are mostly coincidental and inconvenient, lengthening times in waiting rooms and during dull social events for example.

2. SLOW TIME

Phase: Own assault

Psychic Test? Yes

Range: base contact

Effect: Cast at the beginning of the Assault phase, after all assault moves have been made. Affects all models in base-to-base contact with the psyker. Affected models count as having Initiative 1 (before any modifiers for bio-plasma, scorpion stings, power fists etc are taken into account) for the remainder of the phase. Does not affect walkers or other vehicles.

3. HEALING

Phase: Enemy shooting

Psychic Test? Yes

Range: 2" •

Effect: This power may only be used on a model (it may be the psyker) which has been reduced to 0 Wounds. If the test is passed, place the model on its side and roll a D6 for it at the start of the controlling player's next turn, if the dice scores over the model's Toughness, it regains 1 Wound. If the Toughness roll is failed, the model is removed as a casualty.

4. STASIS SHELL

Phase: Own movement

Psychic Test? Yes

Range: 6"

Effect: If successful, one friendly unit can neither move, shoot nor assault, but cannot be shot at or assaulted itself until the player's next turn. This power may not be used on units engaged in an assault, and units in a stasis shell do not count towards victory conditions such as claiming objectives, table quarters and so forth.

5. WARP TIME

Phase: Own movement

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker adds +2D6" to his movement in the Movement phase. If unsuccessful the psyker may not move at all. In either case, using this power means that the psyker may not shoot or use psychic powers in the Shooting phase.

6. TEMPORAL DISTORT

Phase: Not applicable

Psychic Test? Yes

Range: Battlefield

Effect: This power is used before determining who goes first. If successful, the psyker's force is allowed to re-roll the dice in determining who gets the first move. If unsuccessful, the botched attempt causes the psyker's force to automatically go second. This power can only be used in missions where dice rolls are used to determine who goes first.

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 Freaks regard their trukks 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 Tankbusts 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 120m

ACCESS
POINT
(identical on
other side)

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. Heavy weapons may be used, but not if the vehicle moved. Unless its passengers all wear power armour or better, as is normally the case with Space Marines or Sisters of Battle, this will leave the Rhino open-topped.
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	<p>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.</p> <p>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.</p>

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.



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, Gryphon IV, Stygies VII, Ryza, Voss, M'Khand, Armageddon, Tolkan, Accatran, Triplex Phall, Graia, Metalicus, Vanheim, Phaeton and many other sites.



FIRE
POINTS

ACCESS
POINT



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 which can only be used by the passengers. 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 unless all passengers have a 3+ or better armour save.

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



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)

ARMAMENT.....Inferno Cannon
(20 shots)



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 Alesha 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 Alesha 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 Alesha's signal, Sister Bacharia ducked back inside and closed the top hatch. Alesha 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

ACCESS POINT
(identical on other side)

ARMAMENT

Armour.....91-95mm

(note that the composite construction consisting of 2 ceramic 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.

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

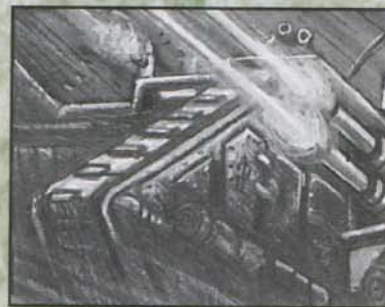
Sponson-mounted twin-linked lascannons.
Hull-mounted, twin-linked heavy bolters. (Godhammer Kz976 lascannon requires barrel replacement after 2000 firings).
Crusader variant: Two 'hurricane' pattern bolters, twin-linked assault cannon and multi-melta.

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.	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, and may only be used if the vehicle is eligible to fire a weapon. 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.	(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.
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.		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.
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.	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	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!

Fire Points	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. Armoured Top: 2 Fire Points.
Access Points	As the passengers can leap over the side of the vehicle, any part of it may be used as an access point. Armoured Top: 1 Access point at rear.
Notes	Open-topped vehicles are extremely vulnerable to attack, this is compensated for by the ease with which passengers can fight from them.

Armoured Tops: Ork Speed Freeks sometimes convert open-topped vehicles with a crude armoured top. This alters the vehicle as shown in the table above.



The Orks disembark from the front of their open-topped battlewagon, plunging straight into the thick of the fighting.

USING DEATHWATCH KILL TEAMS IN WARHAMMER 40,000

by Andy Chambers & Pete Haines

Deathwatch members are volunteers from Space Marine Chapters that rigidly adhere to the Codex Astartes. Because teams are made up of Battle Brothers from several Chapters, it is essential they follow a similar doctrine. On the Eastern Fringe of the Imperium, the Inquisitorial Fortress at Talasa Prime has recruited, trained and equipped Kill Teams from the Ultramarines, Scythes of the Emperor and Lamenters Chapters for service against the Tyranids.

There are two ways that members of the Deathwatch can be incorporated into normal Warhammer 40,000 armies.

The first is to use an entire team of Deathwatch Space Marines. Up to one Kill Team can be included in any

Imperium army as an HQ choice (see right for army list entry). For this purpose, an Imperium army will consist of any Space Marine army*, any Imperial Guard army (including Catachans, Steel Legion etc) or any Sisters of Battle army.

As an alternative to fielding entire Kill Teams, you may upgrade one or more members of any Space Marine army* to members of Deathwatch. Only independent characters or members of Headquarters, Veteran or Tactical squads can be upgraded, and these **must** wear the distinctive Deathwatch shoulder pad. Deathwatch members must be armed with a bolter or a combi-weapon with a bolter component. It costs **5 points** to make a model a Deathwatch Veteran (there is no change to their profile). Each may then select one of the following

ammunition types at the cost specified in the squad rules opposite.

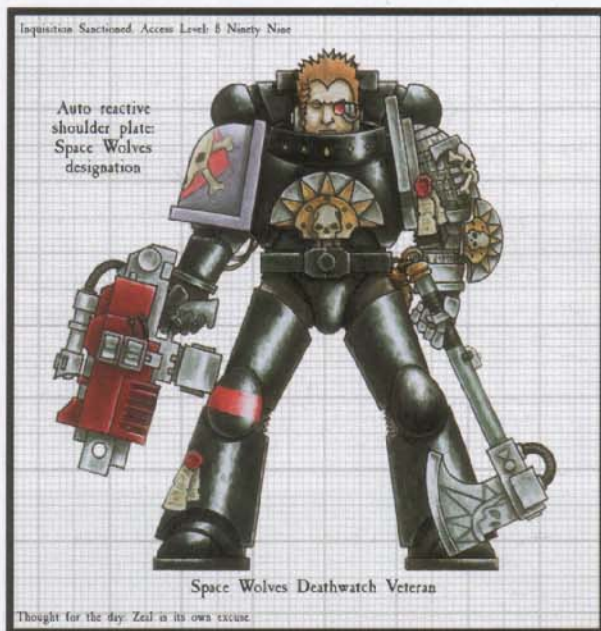
- M.40 targeter with auto-sense link and Stalker silenced shells
- Metal storm ammunition
- Inferno bolts
- Kraken bolts

This ammunition may only be used with a bolter or the bolter component of a combi-weapon. As a reward for the service provided to the Deathwatch, the rare ammunition types they use are made available in limited numbers when the

volunteer Space Marine is back in regular service with his Chapter.

**Deathwatch are, of course, recruited from all different Chapters including Space Wolves, Blood Angels etc. However, the discipline and training of such individuals is legendary amongst their own brethren so Deathwatch squad members and characters are never subject to the Special rules which apply to specific Chapters (ie, Space Wolves' counter attack, Blood Angels Black Rage, Black Templars vows and so forth) and which affect their fighting abilities or battlefield behaviour. They will however conform to any special rules which affect the mission such as the Salamanders' 'Never Give Up' rule.*

Below: Keith Robertson's Deathwatch Librarian and Veteran.



A Kill Team of Deathwatch Space Marines hunts its prey through a deserted Imperial outpost.

0-1 DEATHWATCH KILL TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	50	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	9	3+

Squad: The Deathwatch squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines.

Weapons: Bolter and close combat weapon, frag grenades, melta-bombs.

Options:

- The Captain may select items from the Space Marine Armoury.
- The Captain can be upgraded to a Librarian at +15 points. As a Librarian he may use the Psychic Power 'Smite' and select Librarian only items from the Space Marine Armoury.
- Any squad members can be upgraded to Veteran at +10 points.
- Up to 2 Space Marines can be armed with a special weapon from the following list in place of their bolter: Heavy bolter with Hellfire ammo and suspensors (*1) at +15 pts, M.40 targeter, bolter & ammo (*2) at +10 pts, plasma gun at +6 pts, melta-gun at +10 pts, flamer at +3 pts.
- Any Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their close combat weapon: power fist at +25 pts, lightning claw at +25 pts or a pair of lightning claws at +30 pts (replaces both bolter and close combat weapon), power weapon at +15 pts.
- All models not armed with a special or veteran weapon may be issued with one of the following special ammo types: metal storm ammunition (*3) at +5 pts, inferno bolts (*4) at +5, or kraken bolts (*5) at +5 pts. Note that the same ammo must be used throughout the squad.

SPECIAL RULES



True Grit. All Deathwatch Marines have True Grit.

Bolters have a 'pistol grip' which means that they can be fired with a single hand. This takes considerable practice and skill so is not normally encouraged. Units noted as having the 'True Grit' skill, however, have learnt how to use their bolters in this manner. In game terms, this means that they may count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice if they have been equipped with a second pistol or close combat weapon. However, a model using their bolter in this manner may not receive the attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy.

Transport: A Deathwatch kill team may be mounted in a Rhino at +50 pts.

Deep Strike: The Deathwatch have many ways of reaching a battlefield by surprise. Unless they are mounted in a Rhino, they may always start the game in reserve and arrive by Deep Strike. Whether this is by teleporter, termite, alien technology, drop pod or grav-chute is up to the player.

*1 The heavy Bolter is potentially a very versatile weapon – if equipped with an additional suspensor unit that provides just enough stability to allow it to be fired on the move. The effective range is seriously reduced but it gains the ability to provide suppressive fire while advancing. Because Kill Teams often operate alone, this justifies the use of the increasingly rare suspensor units.

Range: 18" Strength: 5 AP: 4 Assault 3

It is also capable of utilising the Hellfire round. The Hellfire is a ceramic sheath which shatters on contact into thousands of needle-like shards which penetrate the hide of the target and carry mutagenic acid into the enemy's blood stream. The acid is so powerful that even the most enormous creature is vulnerable. A Hellfire round is loaded and fired singly. It always wounds on a 2+ regardless of the target's Toughness.

Range: 36" Strength: 5 AP: 4 Blast, Heavy 1

*2 A normal bolter equipped with an M.40 targeter with auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon. In this mode the bolter is a **Heavy 2** weapon which causes Pinning tests but is otherwise identical in terms of range, accuracy and strength to a normal bolter.

*3 Metal storm ammunition. A bolter loaded with metal storm ammunition may be fired from the hip with remarkable accuracy. The metal storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18" Strength: 3 AP: – Assault 2

*4 Inferno bolts. A bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. This is achieved by filling the bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle armour penetration rolls).

Range: 24" Strength: 4 AP: 5 Rapid Fire

*5 Kraken bolts. A bolter loaded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantite core and improved propellant.

Range: 30" Strength: 4 AP: 4 Rapid Fire

THE EMPEROR'S CHAMPION

Almost all Chapters of Space Marines have had Emperor's Champions of their own at one time or another, especially during the period following the Horus Heresy. Although the practice is much less common in the 41st Millennium, there are still several Chapters that have an Emperor's Champion, especially among the First and Second Founding Chapters whose history dates back to the dark days of the Heresy. Because of this, any Space Marine army may include an Emperor's Champion at the points cost shown below. All of the rules

that apply to a Black Templars Emperor's Champion also apply to one belonging to a different Chapter but he is never subject to the Special rules which apply to a specific Chapter (ie, Space Wolves' Counter-Attack, Blood Angels' Black Rage and so forth) and which affect his fighting abilities or battlefield behaviour, unless he is part of a Black Templars army in which case all of their normal rules will apply. He will however conform to any special rules which affect the mission such as the Salamanders' 'Never Give Up' rule.



Sigismund, the Emperor's Champion

EMPEROR'S CHAMPION

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emperor's Champion	105	5	4	4	4	2	5	2	9	2+

The Emperor's Champion must be taken in a Black Templars army even if both players have agreed not to use special characters. The Emperor's Champion does not take up a slot in the force organisation chart, but counts as an HQ choice for the purpose of deployment.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*. The Champion cannot be bought extra equipment.

SPECIAL RULES

The Black Sword: All Emperor's Champions wield a mighty power sword, named after Sigismund's original blade. The *Black Sword* can be used with one or two hands. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being a power fist.

Challenge: If the Champion is in combat, he may, before any attacks are made, issue a challenge. Your opponent must choose an enemy character who is involved in the same close combat as the Champion to fight him – the character doesn't have to be in base contact with him. A challenge must be accepted if there is an enemy character available in the combat. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion always fights as an independent character and so may never be accompanied by a Command squad.

The basilica was open to the sky. Shells had torn away the intricate arches which had once towered overhead. Now, ugly, storm-black clouds crowded above, the thunder in their bellies drowned out by the continuous bombardment of the Emperor's palace. But the Chaplain's voice still rang out clear and proud over the tumult.

"...So be sanctified with the blessings of our beloved Emperor, Saviour of Mankind. With your blade you shall challenge the darkness, conquer the shadows, cast back those who have given themselves over to corruption and infamy. Destroy those who have declared themselves as champions of the Ruinous Powers. Preserve what was from the depredations of the Arch-Heretic Horus..."

Three heavy explosions nearby shook the crumbling walls. Chunks of debris rained down onto the worn flags around where Brother Sigismund of the Imperial Fists knelt, his black power sword raised hilt-first in supplication. Neither he nor Chaplain Akrida flinched, nor the assembled squad of Battle Brothers. Such things were to be expected this close to the traitors' breakthrough. Chaplain Akrida placed the last purity seal upon the Imperial Fists Space Marine's blackened power armour. Brother Sigismund bowed his head once more before rising to his armoured feet. As one, the assembled Space Marines turned and filed into the Rhino waiting outside.

The Rhino was as cramped as it was noisy, rattling over rubble and shell holes towards the breach. Brother Sigismund gazed at the worn, pinched looking faces of his fellow Space Marines, warriors of the Imperial Fists Legion who had fought night and day for weeks defending the Imperial palace against the Traitor Legions. His heart swelled with pride that Rogal Dorn himself, Primarch of the Imperial Fists, had chosen Sigismund to be a champion of the Emperor. Only one thing disturbed him.

"Father Akrida, though I am humbled by the honour bestowed upon me, it still seems wrong to obscure the sacred colours of the Legion."

"Fear not Brother Sigismund, Dorn himself ordered it to be so. Your heraldry has been changed to black to show that you serve the Emperor himself directly, as do myself and my fellow chaplains. As such you are marked out in the sight of the Emperor."

Before Sigismund could reply the Rhino lurched to a halt. The Imperial Fists

clamped on helmets and hefted their bolters with practiced ease, leaping out of the access doors without hesitation.

Beyond lay a scene of carnage, of hell on Earth.

A river of foulness was pouring through a breach in the mile-high palace wall. Fighting machines and troops forced themselves through the gap, corrupted banners swaying, foul, winged abominations flapping above. Imperial artillery was ranged in on the breach, administering a fearful execution as giant shells smashed flesh and metal into an unidentifiable pulp, but still they came. The titanic roars of men, beasts and explosions melded into a single cacophony of horror, the air reeked with the smell of cordite, oil and blood. A swaying, crumbling line of Imperial tanks and soldiery struggled to contain the horde, their weapons blasting into the masses at point blank range as the fiercest traitors rallied and charged again and again.

Thick black smoke coiled over the scene as Sigismund and his brethren pounded towards a point where the Imperial line was cracking, thinning to nothing beneath the infernal assault. As they closed, Sigismund could see the reason why. One of the accursed ones, a once blessed Space Marine who had given himself as a champion to the foul gods of Chaos was leading the assault. His dark masters had marked him as their own and he towered above his twisted followers, wreathed in dark majesty. Blood-red horns curved from a helm which had become a death mask, skulls swung from chains about his waist in grinning testimony to his corruption. The Chaos champion swung a whirling chain-axe in each fist, and the men of the Emperor fell before him like wheat before a scythe.

Sigismund could feel a rush of what felt like murder-lust upon him, but realised that it was pure abhorrence which consumed him. Here was one who had pledged his very

life in the service of the Emperor and now betrayed that oath in the most base way imaginable. Words spilled from his lips unbidden.

"GUARD YOURSELF TRAITOR! IN THE NAME OF THE EMPEROR, YOU DIE THIS DAY!"

The horned helm turned and its red-eyed glare blazed at him. A guttural beast-voice roared back.

"AT LAST! I'VE PRAYED FOR WORTHY MEAT. I SHALL GIVE YOUR BLOOD TO KHORNE AND YOUR SKULL SHALL BE MINE!"

Bolt shells snarled between the two forces as they crashed together, a horrible collision of blades, bodies and armour, split skulls and gaping wounds.

None dared bar Sigismund's righteous fury as he charged at the Chaos champion. Razor-teeth whirled as the axes swept down on him. Faster than thought he parried the first, but the second clove into his shoulder armour. The blade howled and smoked as it ripped into the thick ceramite before glancing off in a shower of sparks. The Chaos champion wielded the heavy axes as if they were straws, hacking and slashing like a mad butcher. Another cut laid open Sigismund's belly-armour, a fourth bit deep into his chest and bright blood flowed as he knocked the axe away. Sigismund staggered and almost fell.

"You are as doomed as your false Emperor," spat the horned one as he raised his axes for the decapitating blow. Sigismund gripped his blade in both hands and whirled aloft. "And you are as deluded as your false god," he replied, slashing downward. Contemptuously, the Chaos champion made to block the blow with his axes. But this mighty blade was no normal sword. Ancient even when the world was young, blessed by the Emperor's grace it smashed through both axes and on into the corrupted champion. The Chaos champion staggered, blood welling from his smashed death-mask. Sigismund lunged again, carving up under his armour and into his black heart.

The Chaos champion fell like a mighty oak, almost cloven in two by the blow. Sigismund shouted a prayer of thanks to the Emperor as he leapt over the corpse. There was still much of the Emperor's work to be done this day...

CITYFIGHT SUB-PLOTS

At any one time, there are uncountable bloody wars being fought out across the galaxy; brutal, destructive campaigns where thousands die with every passing minute. Cities are often the focal point for these battles, be they Imperial industrial cities, claustrophobic hive worlds or the delicate, utterly alien Eldar craftworlds. There are many ploys that a cunning (or desperate) commander might attempt in order to gain some advantage over the enemy in such conditions. Many times, elements come into play that are completely unpredictable and out of the control of the engaging forces, and only a resourceful and adaptable commander will triumph.

These rules are an optional addition to the normal Cityfight campaign rules, and are designed to add character to your battles. They are intended to give your troops additional experience points and be flavourful, without upsetting the balance of the game.

Before the battle, each player may choose to roll on the sub-plots table. Roll a D6 to determine which table to roll on:

- 1-2 Random Events
- 3-4 Secret Ploys
- 5-6 Legacies of War

RANDOM EVENTS (D6):

1. Tunnels

The army scouts discover a series of subterranean tunnels spreading under the city.

One squad may utilise the tunnels and use the Subterranean Movement special rules from the Cityfight Mission special rules section. If the squad may already use these special rules for the scenario, then the player does not need to roll the Scatter dice for its Deep Strike, though they still must roll a 4+ on a D6 to appear.

2. Hive Quake/Unstable region

The region is particularly unstable, earthquakes and subterranean rumblings wracking the city.

Squads may only move vertically half of what they moved horizontally. Eg, normally a squad moving 6" horizontally may also move 6" vertically, but if the city is affected by a hive quake, then the squad may only move 3" vertically.

3. Chem-fog

Clouds of toxic fumes have spread across the city, concealing the movements of the enemy from view.

The chem-fog covers the entire battle-field. Use the Night Fighting rules. At the beginning of each player's turn roll

a dice. On a 6, the fog dissipates, and the battle is fought normally.

4. Vermin Swarm

One of the buildings in the area is teeming with rats and insects, which will swarm over any that enter the infested building.

Take it in turns with your opponent to nominate a building that could contain the swarm (the player rolling Vermin Swarm starting). Roll a dice. The vermin swarm is within that building on a 5 or a 6. Continue rolling, alternating building choices until the position of the swarm is finalised. The same building cannot be chosen more than once. If no building contains the swarm, then it is assumed to have scurried away.

The first squad entering the building is attacked by the swarm, taking D6 automatic hits at Strength 3, AP 6. After the initial attack, the swarm disappears beneath the city, playing no further role in the battle. Vehicles and Walkers are unaffected by the swarm.

5. Acid Rain

Many cities are highly polluted, and acidic rain falling from the skies is not an unusual occurrence.





Battle crazed Salamanders Space Marines charge towards a Kroot-held building.

At the start of the game, any squads with models that are not under cover, ie not within 2" of a building, may be affected by the acid rain. For each squad not in cover, roll a D6. On a 6 that squad takes D6 automatic Strength 2 hits, AP -. Vehicles and walkers are unaffected by the acid rain.

6. Electrical Discharge

The skies above the war-torn city are ripped apart by a fierce electrical storm.

Each player may place an Ordnance template anywhere on the board at the start of each of their turns. TWO rolls are made for the Ordnance scattering, and each time the distance rolled for scatter is 2D6 rather than the usual D6.

Any model under the template may be struck by lightning. If the model has a Saving throw of 4+ or better it is struck on a 5+ on a D6. If the model has a saving throw of 5+ or less it is struck on a 6. Models struck by lightning suffer a Strength 5 automatic hit, AP -.

Vehicles under the template are struck by the lightning on a 5+ on a D6. Vehicles hit must roll on the Glancing Hit table, subtracting 1 from the dice roll.

SECRET PLOYS (D6):

1. Hit and Run

The battle force is moving fast so as to achieve its objectives before the enemy has a chance to counter-attack.

If the scenario incorporates a random game ending, the player may choose to re-roll the dice for seeing when the game ends. The second result stands. If the game does not last for a variable number of turns, another roll on the Secret Ploys may be made.

2. Building Reconnaissance

Information has been received that one of the buildings on the battlefield may contain something of particular interest. Although this is unlikely to be the case, it must be investigated nevertheless.

Your opponent may nominate any building on the battlefield that is not

within 10" of any board edge. One squad (not a vehicle or walker) must end its turn within the building (ie, not assaulting out of the building or falling back out of it within the same turn) in order to investigate it. There must be no enemy models within the building.

The squad (or individual) which investigates the building receives +100 experience points.

3. Battle Plans

One soldier in the army is carrying important battle documents, a sacred artefact or some such item. This must not fall into enemy hands!

Nominate any one model within the force to be carrying the item. The model may not be a vehicle or walker. Your opponent must be aware who is carrying it.

If the model survives the battle, his squad (or himself if he is an independent character) receives +100 experience points.

If the model is killed, the enemy unit (or individual) who killed him will receive +100 experience points.

4. Deceptive Deployment

Enemy spies and scouts have been deceived and misinformed.

One of your squads (your choice) may be repositioned after initial deployment has been completed, and after infiltrating squads have been placed.

5. Secret Intelligence

Your scouts have been observing the movements of the enemy, and the responses of the enemy have been anticipated.

The battle force gains D6 re-rolls that can be used at any time in the battle. Each re-roll enables the player to take any single D6 dice he has rolled (including one of the dice rolled on a 2D6, 3D6 etc.) and roll it again. Any dice can be re-rolled, but the player cannot re-roll a re-rolled dice.

6. Explosive Charges

Your scouts have tunnelled beneath one of the buildings on the battlefield, placing explosive charges beneath it.

After board sides have been chosen, but before any squads have been set up, the player secretly chooses one building on the battlefield which has the charges set beneath it. Write it down on a piece of paper.

At the beginning of any of your Shooting phases, you may attempt to detonate the charge. Show your opponent the building written down, and roll a D6. On a 1 it is a dud, or has been disengaged by the enemy. On a 2-6 it explodes, and any unit within the building takes D6 automatic hits at Strength 4, AP 5.

LEGACIES OF WAR (D6):

1. Inspired

Coming out of a recent victory or hearing a rousing oratory from their commander can often inspire soldiers to unprecedented levels of bravery.

One squad (your choice) may ignore negative modifiers for Morale checks and tests for regrouping. In effect, the squad will always use its standard Leadership for these checks.

If the squad is broken at any time during the battle, the squad loses 50 experience points.

2. Extended Duty

Sometimes due to the necessities of war, a squad will be required to engage in extended duty, often standing watch without relief, or forced to battle day in, day out.

One of your squads (your choice, but not a fearless unit) has a -1 to its Leadership for the duration of the battle.

If the squad remains unbroken for the entire battle, it gains +100 experience points.

3. Blood Bond

The rigours and horrors of war will often bond the soldiers together into a tight-knit fighting force.

Any squad (not a vehicle or walker) which fails its Leadership test for any reason is allowed to immediately re-take the test once if any member of the squad is within 6" of another friendly squad (not a vehicle or walker).

Any squad which is broken at the end of the game loses 50 experience points.

4. Vengeance

The actions of a particular enemy have become infamous and much hated by your soldiers.

One of your squads (your choice) hates the enemy with such a passion that it will always hit the enemy in close combat on the roll of a 3 or more.

Any squad breaking an enemy in assault gains +50 experience points (on top of the usual +100).

Any squad that is broken in an assault loses 50 experience points.

5. Battle Crazed

The rigours of war affect some soldiers differently than others. Some squads become crazed, seeking out the enemy in disregard for their own personal safety.

One squad (your choice) will automatically pass the first Leadership test it is required to take, and is allowed to regroup even if below half strength. In addition, the squad must always charge an enemy in the Assault phase if it is within range (though it does not have to charge an enemy vehicle or walker if it is within range).

Battle crazed squads which break an enemy in an assault gain +50 experience points (on top of the usual +100).

Battle crazed squads which are broken at the end of the game lose 50 experience points.

6. Spoils of War

Many are the occasion when soldiers will acquire additional wargear as a result of their looting of the battleground and the enemy.

One squad (your choice) has stumbled upon some wargear (that can be used for this battle only and is free for that squad). Roll another D6 to see what they have discovered (see the Cityfight Special Rules Armoury for details):

- | | |
|-----|---------------------------------|
| 1-3 | Scaling ladders/grapple lines |
| 4 | Smoke or blind grenades |
| 5 | Command activated shredder mine |
| 6 | Demolition charge |

Captain Bradburn surveyed the war-torn battlefield intently with his thermal-imaging scope. As his gaze travelled over the ruins below, he could see countless glowing red hulking shapes lumbering through the darkness towards the position of his Death Korps Legion. He was certain that the Orks would hit within the hour. His gaze strayed to the large, ruined building at the far end of the shattered street that commanded an impressive view over the battle zone. As he watched, the glowing red thermal images of several small creatures moved into view. They clambered over the broken ruins, pushing, shoving and biting each other.

A larger figure moved up behind them, the red image of his form lashing out at the

smaller creatures who cowered before him. They gestured crudely at the larger figure when it turned its back to them again. More of the smaller creatures moved into view, lugging several large, wheeled devices behind them by long chains. They were rolled into position behind the ruins, the barrels of the crude artillery pieces protruding over the crumbling wall. The Captain's deadpan face did not display any change.

Bradburn raised his comm-link, still looking through the scope at the building. When he spoke, his voice was cold and unemotional:

"Ork artillery pieces are in position. Detonate."

Captain Bradburn surveyed the building as it suddenly shook, a dull booming sound reverberating over the battlefield. A great cloud of smoke and dust rose, hiding the building from sight. Muffled roars and screams were carried across the battlefield. With a glimmer of satisfaction in his grey eyes, he silently applauded his men who had crept forwards to place the explosives.

"23rd Armoured Support," he said into his comm-link.

"Go ahead, Captain." The reply crackled with static.

"Commence bombardment."

"Copy that."

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. For North America, call toll-free 1-800-492-8820 or e-mail: roolzboyz@games-workshop.com. For Australia, phone (02) 9829 6111 or e-mail: 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?

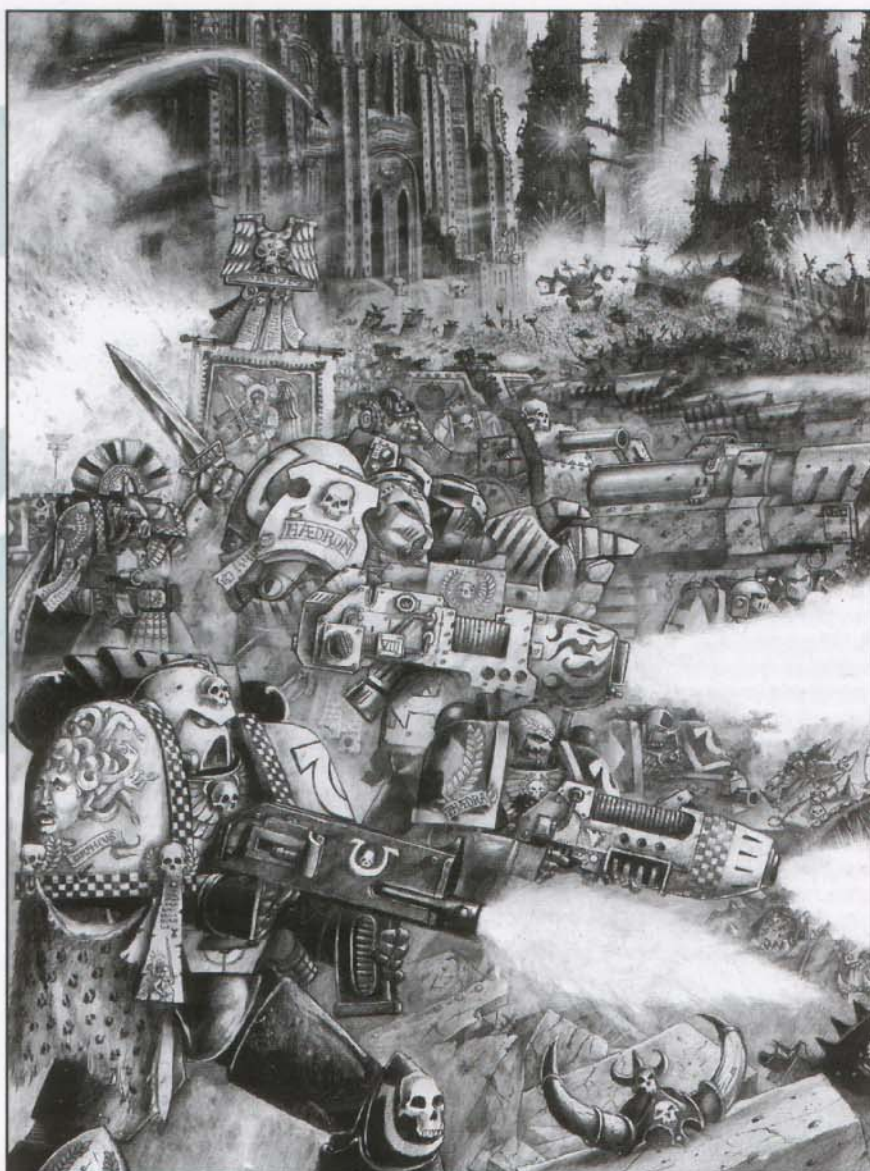
A. In all cases like this it is the units that were originally chosen by the player which are important, and VPs are awarded for them. Models which go off and join other units are considered casualties for the purposes of working out half strength and Victory points for the unit they left. The original 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

TYRANIDS QUESTIONS & ANSWERS

Q. Pertaining to Old One Eye and the Red Terror, the Codex never refers to them as special characters, or even characters for that matter.

A. Nope, they're Tyranid monstrous creatures. You don't need your opponent's permission to take them.

Q. On page 9 of the Codex it says that the victim of a bio-plasma attack gets a normal save. Does this also allow a save when used by a monstrous creature?

A. Bio-plasma always permits a save, regardless of what kind of beastie is using it – it's an enhancement/bonus spit before the creature can bring its strength to bear.

Q. How do rending claws work with monstrous creatures?

A. The benefits of rending claws are added to the benefits of being a monstrous creature. Such a creature ignores armour saves, on a To Hit roll of 6 it will wound automatically, and will gain an extra D6 armour penetration if any armour penetration dice roll a 6.

Q. Using the rules from Codex: Tyranids can Spore Mines still crossfire enemy units falling back into them? Since you can shoot at Spore Mines, will a Spore Mine within 6" prevent a unit from regrouping?

A. With the revised rules in the Codex I'd say no, they cannot crossfire, and so I don't see that they should prevent regrouping either.

Q. Do multiple Lictors/Biovores/Zoanthropes count as a single brood when determining if one (or more, in rare cases) may be a mutant? For example, if a hive fleet has nine different species in it, and the Tyranid player takes three

Lictors, may one be a mutant? With 3 Wounds apiece, they do have enough if they're all counted together.

A. They count as individuals for the purposes of mutation (they're kind of like specialist mutations anyway).

Q. Can Tyranid Warriors which take a venom cannon or barbed strangler, take any biomorphs from the upper list (the list with scything talons, rending claws etc) or can they only have the venom cannon/barbed strangler and no other bio-weapons?

A. No, it's not terribly clear but the idea is that the 'heavy weapon' Warrior can take one pick from the lower list but must still choose one from the upper list.

Q. This might be a silly question but what do these different plastic close combat biomorphs from the Tyranid plastic sprues represent?

A. The small blade-like arms for the warrior are scything talons, the large mantis-like claws are scything talons too, and the 'hands' from the Tyranid sprue are rending claws (read the description and you'll see what I mean).

Q. If I create a new Hive Tyrant species using the rules in the back, can that creature take a Tyrant Guard brood?

A. Assuming you've chosen Tyrant Guard as one of your species, yes.

Q. A Space Marine with a power fist is hit four times by the Red Terror. His Strength and Toughness are 4, but the power fist makes him fight with a Strength of 8. Can the Terror make lunch of him? He may not swallow anyone with a Strength and/or Toughness of 5 or more.

A. Count Strength and Toughness after any modifications for Marks, power fists, frost blades etc, so the answer is no.

Q. Rending claws that hit on a 6 and monstrous creatures ignore armour saves, but the implant attack only causes a second wound if the target fails its save. The problem is that there is no save taken, so no save is failed. Should the implant attack cause a second wound, even though the armour save is not failed because it is ignored in the first place?

A. The save is ignored in these cases – which I would interpret as being failed automatically.

Q. How do you determine how many mutations a unit of a Hive Tyrant and several Tyrant Guards may have?

A. They are two separate broods, so you do not add their wounds together for the purposes of working out mutations.

Q. May the Tyrant Guards 'guard' a Carnifex? The Codex says that Tyranid monstrous creatures don't get the benefits of joining other units, except Tyrant Guards.

A. Yep, that's a perfectly legitimate use of Tyrant Guard. Carnifexes can be guarded too.

Q. Is there any reason that a Hive Tyrant couldn't leave his Tyrant Guard? All other bodyguard/retinue types from the other Codexes state that the commander ceases to be independent when joined by them (and all that that implies), but the Tyrant Guard bodyguard has no similar statement. Is this a correct assessment?

A. Gah! That is correct, not what was intended but hey, if you want to buy Tyrant Guard and then leave them, it's your choice I guess.

Q. Spinefists in the Codex are Assault X. In White Dwarf they are listed as Assault 2X. Which is correct?

A. Assault X.

Q. Do any of the Tyranid weapons which have an Ordnance template (spore mines, barbed strangler etc) count as 'real' Ordnance, getting two dice against vehicle armour or using the Ordnance damage tables?

A. Nope, they just use the large blast marker.

Q. Can I take Tyrant Guard as an HQ choice without taking a Hive Tyrant?

A. No.

Q. Can a psychic hood nullify for a turn any of the Tyranid constant powers, like Synapse Creature, Psychic Scream, etc?

A. On page 9 of the Codex, the Hive Mind powers intro paragraph states 'Only those powers which require a



The Tyrant Guard stand close, protecting the Hive Tyrant.

psychic test to use may be cancelled by enemy psykers' – so the hood can only be used on Catalyst and an over-charged Warp Blast.

Q. It is my understanding that the preliminary barrage affects all units, except for vehicles and independent characters. Thus, if the bugs have no vehicles or independent characters it would seem that all of the bugs are at risk.

A. That's what it means.

Q. Can I really have a brood of Tyrant Guard protecting three Carnifexes and two Hive Tyrants at once?

A. A nasty oversight has become apparent in Codex: Taranids, as a brood of Tyrant Guard can only protect a single Taranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous Hive Minds. And for those of you wondering, Taranid monstrosities created using Pete Haines's Guide to Spawning cannot be protected by Tyrant Guard at all – they're just too big.

Q. Is the bonus Toughness a mutant gets from the Exceptional Size mutation taken into account for Instant Death?

A. Yes.

Q. What is the correct way of treating mutants in squads for purposes of casualty removal? Assuming identical profiles, I would imagine that they count as heavy weapons troopers, in that they aren't going to die until you kill the whole squad/kill everything under the template. Others want a hit assigned to him which is rolled separately, in hopes of nailing him with a simple bolter round. Which way should this be played?

A. The mutant should be treated like a heavy weapon trooper.

Q. If a unit is in hand-to-hand combat, is forced to make an Instinctive Behaviour roll, and rolls either 'Lurk' or 'Fall back', does this take the unit out of hand-to-hand combat? If so, and if their opponent is longer in close combat, can they pursue or consolidate?

A. Yes, the Taranids fall back from combat and normal options for the winners apply.

Q. Taranid creatures must make an 'All On Your Own' test each turn when outside the influence of the Hive Mind. If they fail the test or fail a Pinning/Morale check they use the Instinctive Behaviour table instead of falling back normally. At the beginning of the next turn (after behaving instinctively), do the Taranids need to test to regroup and then make the 'All On Your Own' test again? Do they continue to behave in the same manner if they fail or have to re-roll for a different possible result?



A. OK let's try to get this straight:

1. Test at the start of the turn if the unit is eligible for an 'All On Your Own' test.
2. Apply whatever applicable result you roll on the Instinctive Behaviour table if you fail the test.
3. Next turn, the 'All On Your Own' test happens at the start of the turn and so it is ignored as instinctive behaviour is already in force. The regroup test happens at the start of the movement phase. Therefore, whatever instinctive behaviour the 'Nids may be suffering from applies again unless they manage to regroup.
4. The brood behaving instinctively will be affected twice (once when they fail their test, and again at the start of the next turn) with the same effect. Then at the start of the Movement phase they can test to regroup. If they fail, they would do the same Instinctive Behaviour again in the next turn (but not again that turn, since they failed a test to regroup, not a Morale check).
5. Remember the behaviour won't actually take effect until they move; the regroup attempt happens first.
6. If they don't fulfil all three of the regrouping criteria on Page 73 of the rulebook, they cannot test at all and will behave instinctively again in the next turn.
7. If at the start of Movement phase they are close enough to a Synapse creature, they automatically regroup.

CREATING YOUR OWN HIVE FLEET Q & A

Q. As I understand it when you 'create your own hive fleet' you are making a list of broods to replace the ones printed in the Codex (the thirteen detailed in the army list section of the book) entirely. The new army list must have between 4 and 12 brood types that you may then choose an army from. This (the hive fleet you create) REPLACES the army list in the book, and is from where you choose your broods for the army list that you take to a game.

A. Right on both counts.

Q. Pages 38 and 39 of the Codex seem to contradict each other with respect to Warriors with heavy weapon bio-modifications. On page 38 it says that warriors with heavy weapons are HQ or Heavy Support, and on page 39 it says that more than one heavy weapon makes them Heavy Support. What is the correct way to interpret this?

A. Page 39 has the mistake, they should be HQ or Heavy Support in either case.

Q. When creating your own hive fleet, does simply giving the broods different weapons constitute a new species, even if all the biomorphs and biomorph enhancements are exactly the same? It seems to say that any changes in the brood would make it a different species, but I just want to make sure.

A. In the case of Warriors where the weapon can be changed within the brood, a species would have to have different biomorphs to be a new species (so the examples are wrong in that respect). However, in the case of something which can't have different weapons as standard, a weapon change will create a new species. For example, Gaunts must have identical weapons or they count as different species, but Warriors can vary their weapons.

Q. In the Codex: Taranids army list on page 13 it has Ripper Swarms listed as 3-10 in a brood. The Ripper Swarm Biomorph Table (page 40) it has the brood listed as 5-10. Which is correct?

A. The army list.

Q. In Codex: Taranids the Hive Tyrant psychic power 'Warp Blast' has a different cost depending on whether you use the army list one vs a genomorphed one. All of the other powers are the same cost. Is this a typo or is it correct?

A. Again use the army list as the guide here, making it 20 pts.

Q. Are Hive Mind powers counted in the overall number of biomorphs for design-your-own bugs which can have them?

A. Hive mind powers don't count towards biomorphs.

SPACE WOLVES QUESTION AND ANSWERS

We thought it was high time a few things were clarified about Codex Space Wolves to ease the lives of Wolf Lords across the galaxy. Without further ado...

Q. How does a unit under the effects of the psychic power Storm Caller affect frag and plasma grenades?

A. The Stormcaller power can cause some confusion, the following notes should help:

- Remember that plasma and frag grenades only work if the unit that has them charges. If a Space Wolves unit with Stormcaller on it charges an opponent that has either grenade type, the Space Wolves will strike first as the grenades are of no use when receiving a charge.
- If charging a unit in cover, then all attacks are simultaneous.
- Stormcaller can be cast on friendly vehicles, which then count as being hull down.

Remember that cover only matters in the first round of a close combat and subsequently attacks will occur in normal order. New enemies charging the

unit with Stormcaller will be affected though. Weapons such as power fists that strike last will, of course, always strike last.

Note: The above answers are all taken into account in the 4th Edition Assault Rules which will take precedence if being used.

Q. Can Blood Claws rapid fire their pistols and charge in the same turn, due to their Head-strong rule?

A. The Head-strong rule states that 'Blood Claws must charge if one of their models is within 6" of the enemy, unless led by... a character.' This means that the Blood Claws cannot rapid fire their bolt pistols if the enemy is within 6" as this would prevent them assaulting.

Q. Can you use a Rune Staff against more than one psychic power per turn?

A. A Rune Staff counts as a single-handed weapon AND a psychic hood. The psychic hood ability can be used against more than one enemy psychic power per turn, however it only works against powers that require a psychic test. A Rune Staff costs 25 points.

Q. Can Wolf Scouts choose weapons from the options included in the Space Marine Scout entry in Codex: Space Marines and from the Codex: Space Wolves list as well?

A. Nope.

Q. While we're on the subject, when operating behind enemy lines in a mission where the enemy is not allowed any reserves, where do Wolf Scouts enter the table?

A. Wolf Scouts arrive on the table edge the enemy retreat towards.

Q. Can a Wolf Guard Battle Leader take the Mark of the Wulfen?

A. No.

Q. Does a character with Fenrisian Wolves become a Mixed Armour unit?

A. Yes, a character accompanied by Fenrisian Wolves is a Mixed Armour unit, as is an Iron Priest accompanied by a Thrall bodyguard.

Q. Does the Blood Feud rule apply to Dark Angels and Thousand Sons vehicles?

A. No. Space Wolves do not hit Dark Angels or Thousand Sons vehicles (other than Dreadnoughts) on a 3+ in close combat.



Q. Can a unit that is led by a Wolf Guard in Terminator armour make a sweeping advance, and can you lead a unit of Wolf Scouts with a Wolf Guard?

A. A pack of Blood Claws or Wolf Scouts may not be led by a Wolf Guard in Terminator armour. Note this is an amendment more than a clarification but removes the need for more clarifications to resolve contradictions that the combination creates. In all other circumstances units led by Wolf Guard in Terminator armour cannot make a sweeping advance after close combat and can only consolidate.

Q. Does a Wolf Guard Battle Leader use the Wolf Guard column in the Space Wolves armoury when selecting weapons?

A. No, he does not.

Q. How does a Wolf Tooth necklace affect the Exarch power Defend? How does it affect close combat attacks on skimmers and the like?

A. If a model with a Wolf Tooth necklace is fighting a Dire Avenger Exarch with the Defend power (Necklace always lets you hit on 3+, Defend says opponents only hit on 6+) roll a D6 each round to determine which piece of wargear has priority, re-rolling any tied results.

A Wolf Tooth necklace has no effect on enemy vehicles without a Weapon Skill characteristic.

Q. Does a Wolf Guard Battle Leader count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolves army?

A. Nope.

Q. Long Fangs cannot purchase a transport. Is this correct?

A. Long Fangs do not have a Razorback listed as a transport option. This is an oversight, Long Fangs may purchase a Razorback at the cost listed for Grey Hunter squads.

Q. If a Runic Charm is combined with Terminator armour, does it allow a re-roll of the Crux Terminatus invulnerable save that comes with the armour?

A. No.

Q. Similarly, if a Wolf Priest takes Healing Balms, and is escorted by a Wolf Guard bodyguard in Terminator armour, do the balms allow the bodyguard to ignore the first failed save made against the Terminators' 5+ invulnerable save?

A. Again, no they do not.

Q. It looks like Space Wolves players get a cheaper Land Speeder Tornado. Is the points cost correctly listed?

A. Gah! No, the Land Speeder Tornado should cost 75 points before weapon upgrades are selected.

Q. Why is it that Wolf Guard Terminators cannot use a heavy weapon and a single-handed weapon, as with most Terminators?

A. Wolf Guard Terminators may have a single-handed weapon in addition to a heavy weapon (this supersedes the note in the Wolf Guard list entry). In addition, they may select Runic Charms, Wolf Pelts and Wolf Tooth Necklaces as if they had a 'T' next to their cost in the Space Wolves Armoury.

Q. Can Fenrisian Wolves accompany a transport?

A. Fenris Wolves can ride in a transport along with an independent character but cannot 'run along' outside the vehicle.

Q. How does True Grit affect combi-weapons and the like?

A. The True Grit rule does apply to all combi-weapons but not to storm bolters.

Q. Can you buy a Blood Claw Bike squad frag grenades if they are equipped with jump packs instead of bikes?

A. Blood Claw packs equipped with jump packs instead of being mounted on bikes will automatically have frag grenades and krak grenades. Additionally they may have meltabombs at +5 points per model.



CODEX: TAU QUESTIONS & ANSWERS

Q. Is it possible to make cover saves against markerlight hits?

A. *Markerlight hits do not permit cover saves.*

Q. Do Markerlights function like searchlights at night?

A. *Markerlights are not searchlights and have no special value at night.*

Q. When Pathfinders make their pre-game free move, can their Devilfish transport move as well? Also can they move in the Devilfish?

A. *Pathfinders' pre-game free move may include their Devilfish transport. The move is performed as normal and may include embarking or disembarking.*

Q. If a target is hit by a markerlight can any friendly unit see it to fire on it?

A. *A unit that fires at enemy that has been hit by a markerlight must still be able to draw a line of sight to engage it unless they are firing a seeker missile or smart missiles. This includes being able to see it if Night Fight rules are in effect. For each markerlight hit, one weapon may be fired, hitting on 2+.*

Q. Does a searchlight have any affect on a Stealth Team?

A. *If a Stealth Team is spotted by a vehicle with a searchlight when the Night Fight special rules are in effect, any subsequent attempts to spot the Stealth Team that player turn test as if it were daylight.*

Q. Is it possible to hide behind a Stealth Team which blocks line of sight by being in base-to-base contact?

A. *Stealth teams never block line of sight to other Tau units. Similarly an independent character cannot claim to be immune to enemy fire by being within 6" of them or by joining the unit.*

Q. Can Tau pulse rifles rapid fire at up to half their full range?

A. *In accordance with page 57 of the Warhammer 40,000 rulebook close range for all rapid fire weapons is 12", so obviously this applies to Tau pulse rifles.*

Q. If I field a Tau Crisis Team consisting of a lone warrior does he always have to take 'All on your own' tests?

A. *'All on your own' tests only apply if the unit is reduced to a single model by casualties, not if you start that way so one man Tau Crisis or Broadside teams do not have to take 'All on your own tests'.*

Q. If I move 6" with my Devilfish and fire its burst cannon can I also launch any of the seeker missiles it is carrying?

A. *Seeker missiles can be fired in addition to a vehicle's other weapons even if the vehicle has moved more than 6".*

Q. When a Tau Crisis team enters the table via Deep Strike can they move in the assault phase?

A. *Tau models with jet packs may not take their 6" Assault move if they Deep Strike.*

Q. Is a vehicle with a disruption pod any harder to see at night?

A. *Disruption pods do not affect visibility. Range and visibility are different things. First check whether you can see it. Second check that it is in range.*

Q. If a model has a markerlight and a Tau jet pack, can it move and fire the markerlight?

A. *If you give the Stealth Team leader a Markerlight you may fire it when you've remained stationary in the Movement phase, then move in the Assault phase using the Tau jetpack.*

Q. Can you clarify whether enemy characters (able to allocate hits in close combat) can ignore drones in close combat and strike other Tau they are in contact with?

A. *If Drones are in close combat along with other Tau models then opponents must attack the Drones if they can. If for example there is a Space Marine Chaplain attacking a Shas'o with one Shield Drone and the Chaplain is in contact with both models he must attack the Drone as it will seek to get between him and the Tau.*

Q. If a Fire Warrior team leader has a markerlight must he still fire at the same target as his unit?

A. *Yes, unless he also has a target lock.*

Q. Where a cost is specified for a single and a twin-linked weapon, is the twin-linked cost for one or both weapons?

A. *Both.*

AND THEY SHALL KNOW NO FEAR

Following some discussion on the Games Workshop community website pages it has become apparent that some clarification of the 'And they shall know no fear' rule, most beloved of Space Marine commanders, is required.

The rule in Codex Space Marines gives Space Marines four major advantages over other troops:

1. They may regroup even if they are below half strength.
2. If an enemy sweeping advance contacts them they regroup automatically. Lesser troops have to risk a regroup test in these circumstances and are destroyed if they fail.
3. They do not have to take a test to regroup, instead doing it automatically.
4. They regroup at the end of their fall back move rather than at the start of their next move so get back into action quicker.

To be able to regroup, however, there are three criteria. The unit needs to be:

1. In coherency.
2. Not below 50% strength.
3. Outside 6" of any enemy.

Whilst 'And they shall know no fear' lets you ignore (2) it does not help with (1) and (3), so if they are to regroup the Space Marines must be in a coherent formation (ie, within 2" of each other) and have no enemy within

6" of them. If this is not the case then they will continue to fall back. Remember this is not an abject rout, the Space Marines are simply falling back to a less exposed position in accordance with their doctrine and training.

Last chance regrouping at the edge of the table also requires that the regrouping criteria are met, so if the unit is out of coherency or has enemy within 6" it will retreat straight off the table. This may be bad news for you as the player but it saves Space Marines for the inevitable clinical counter-attack and prevents loss of precious gene-seed.

Regrouping in cover is similarly unaffected; Space Marines will automatically regroup if eligible to do so, and don't have to risk the vagaries of a Morale check.

It has been pointed out to me that it is possible that a Space Marine unit might find itself prevented from regrouping at the end of its fall back by an enemy unit which subsequently moves further away or is shot down. The Space Marines will therefore find themselves able to regroup at the start of their next move without having to fall back further. If so they will regroup immediately and may move and/or shoot normally.

Remember that Space Marines regroup at the end of their fall back move. According to the sequence of play for assault on page 62 of the Warhammer 40,000 rulebook, fall back

moves are performed before sweeping advances and consolidations. This means that any enemy unit which tries to pursue Space Marines (either by sweeping or consolidating) falling back from close combat will not do it quickly enough to prevent them regrouping if the Space Marines fall back 7" or more. If the enemy advance into base contact, the Space Marines will regroup automatically as mentioned above.

It has been said that the best way to take advantage of this rule is to carefully shepherd the Space Marines so that they fall back off-table. This really is one of those 'fine in theory' assertions. Even though the Space Marines are falling back they can still fire at enemies within 12", which means they will be able to fire at any enemy unit that is close enough to stop them regrouping. Also the rest of the Space Marine army may not wish to co-operate with the ploy and the presence of even one supporting unit should be enough to make close pursuit very risky. In practice even when Space Marines have elected to fall back, pursuing them is a dangerous proposition and over-complication is a sure route to disaster.

Rather more significant is that a Space Marine unit that is subject to crossfire before completing a fall back and regrouping will be destroyed. Even Space Marines will sometimes realise too late that their path to safety is blocked, and a moment of confusion is all that their enemies need.



Andy: Greetings citizens. As you may know, part of the task of Chapter Approved has always been to run official Question and Answer files on different Codexes and clarify some of the murkier corners of the Warhammer 40,000 rules. Over time we've managed to answer not a few queries this way, and the Chapter Approved compilation has been a useful repository for the ones we've done so far.

For a long time I've wrestled with just how to proceed from here, whether to simply leave things with the Q&A or to actually go ahead and make corrections to the Codex books. Sounds simple? Well maybe but the problem with changing the books is all the players who've already bought them. They all curse us roundly when they hear the news and complain bitterly about changing the rules just being a conspiracy to make them buy new books. Uncertainty and confusion avalanche and before we know it maddened crowds are roaming the streets bearing burning torches, pitchforks and 'Kill Andy!' banners. The problem with not changing Codexes is that we keep reproducing something we know to be flawed, wrong, broken or what have you.

New players keep inheriting the sins of the past and the Chapter Approved compilation keeps carrying the same old Q&A forever.

So, after due deliberation I've decided to adopt a hopelessly optimistic policy of getting things right at all costs. This means that once a Q&A has been published for a particular Codex, the next time we print more copies of that book, we will attempt to clarify as many questions as possible by making minor alterations to the text. In many cases these are things so petty you wouldn't notice if they weren't pointed out so don't worry, no big rules changes will be undertaken in this way. I say again DON'T PANIC!, just step away from the keyboard and no-one will get hurt.

To keep everyone informed, these corrections will be reproduced through Chapter Approved in White Dwarf, on the GW website as errata and here. In this book you'll find the corrections for the Space Marines, Blood Angels, Eldar, Craftworld Eldar, Armageddon, Catachans and Orks Codexes, and in future issues we'll cover the others as they come up. Because these corrections would be

terribly dull if we did them in the traditional way (ie "p7, para 3, line 8 change 'fish' for 'Aardvark'") we've put it together into sections suitable for cutting out or photocopying and sticking over the offending section of the old Codex. This means that you can see exactly what the correction is instead of having to hurt your brain figuring out what it is and what it means.

A final note. In the case of the Dark Eldar and Dark Angels Codexes, we've published a major set of updates in response to player feedback, which you can find on pages 96-101 of this book. These are different to the reprint corrections and in time both of these Codexes will be revised to include the updates. The revamped Codexes will then effectively replace the old ones altogether – you still don't have to buy a new one though, since the updates will be available through the sources mentioned earlier.

Well that's it folks. As I said earlier please remember that this process is aimed at the ultimate objective of making the Warhammer 40,000 game better for everyone. You can lynch me later!

weapons marked with a ". The full rules for Space Marine wargear can be found on pages 34-35. All wargear and weapons must be represented on the model. Independent characters accompanied by a Command Squad may still choose independent character only wargear.

Page 6, Space Marine Armoury.

CHAPLAIN XAVIER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Xavier	200	5	5	4	4	2	5	4	10	3+

A Salamanders army may be joined by Chaplain Xavier. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolt pistol, crozius arcanum, rosarius, Terminator honours (bonus included above), *Salamanders Mantle* and *Vulkan's Sigil*.

SPECIAL RULES

Vulkan's Sigil: Lord Vulkan, Primarch of the Salamanders, had a personal icon in the form of a blacksmith's hammer ("For he smote the Emperor's enemies as a hammer striking an anvil"). *Vulkan's Sigil* bears this icon and is said to have been carried by the Primarch himself as his badge of office. It is therefore a potent religious artefact for the Salamanders Chapter and counts as a holy relic. It affects all Salamanders Space Marines within 12" when it is revealed, instead of the normal 2D6".

Salamanders Mantle: Xavier's cloak, made from the thick hide of one of Nocturne's salamander lizards, renders him immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – he loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound).

Independent Character: Xavier follows all the Independent Character special rules in the Warhammer 40,000 rulebook unless accompanied by a Command squad.

Command Squad: Xavier may be accompanied by a Command squad (see the entry on page 8). Note that Xavier and his Command squad count as a single HQ choice.

Page 40

A model wearing Terminator armour has a 2+ armour save, a 5+ Invulnerable save, and adds +1 to its Attacks characteristic. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the *Deep Strike* rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the model must set up normally with the rest of the army.

Page 35

Psychic Hood: Psychic hoods allow a Space Marine Librarian to nullify an opposing psychic's power. Declare that you'll use the Psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The Psychic Hood can be used each time an enemy model uses a psychic power.

Purity Seals: If a model who is wearing purity seals falls back, roll one extra D6 for its fall back distance, and then pick the D6 results you want in order to determine the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

Page 34

Options: Up to two Space Marines in the squad can have: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts; flamer at +6 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad can have frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

Page 8, Command Squad

Weapons: The Sergeant is armed with a storm bolter and a power sword. Other models in the squad may be armed with either a pair of lightning claws or a thunder hammer and storm shield.

Page 9, Terminator Assault Squad

Options: Any scout in the squad may replace their bolt pistol and close combat weapon with a sniper rifle at +5 pts, or a bolter or shotgun at no additional points cost.

Up to one scout in the squad may be armed with one of the following weapons: heavy bolter at +15pts; autocannon at +20pts; missile launcher at +20pts.

Page 10, Scout Squad

Options: Up to two Space Marines in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon for free.

Page 12, Bike Squadron

WARGEAR

Artificer armour (independent characters only²) 20 pts
 Auspex 2 pts³
 Bionics 10 pts⁴

Page 6

Page 35

Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if the vehicle is moving out in the open. Once per game, after completing its move, 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 it is concealed. 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 further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Page 39



Chaplain Xavier takes on Mad Doc Grotzsnik.

EMPEROR'S CHAMPION

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emp. Champion	105	5	4	4	4	2	5	2	9	2+

Any Space Marine army may be joined by an Emperor's Champion. If you decide to take him then he counts as one of the HQ choices for the army but does not use up any choices on the force organisation chart. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*.

SPECIAL RULES

The Black Sword: The *Black Sword* is a potent power weapon and can be used as a single-handed or double-handed weapon. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being the same as a power fist.

Challenge: At the start of any Assault phase that the Champion is in combat, he may issue a challenge. Your opponent must choose an enemy character to fight him, who is involved in the same close combat as the Champion but doesn't have to be in base contact with him. A challenge can't be refused. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook. He may not be accompanied by a Command squad.

SPECIAL RULES

'And They Shall Know No Fear'

Space Marines automatically regroup as they fall back, even if the squad is reduced to less than 50% by casualties, but not if the squad is out of coherency or there are enemy models within 6". If the enemy advance into them the Space Marines are not destroyed and the new assault is treated in the same way as a sweeping advance (enemy striking at +1A the following turn). If the enemy do not advance into them the Space Marines are free to move, shoot and assault normally in their following turn.

Drop Pods

At the start of a battle where you can use the *Deep Strike* rules, you can declare that your Space Marines are deploying by landing in drop pods from orbiting spacecraft. Models doing this deploy using the *Deep Strike* rules in the Warhammer 40,000 rulebook.

Only the following can deploy from drop pods. No other models in the army can be used in this mission (they stay onboard ship).

- Any Space Marine model in power or Terminator armour
- Space Marine Scouts
- Dreadnoughts and Land Speeders (count as moving over 6" on landing)

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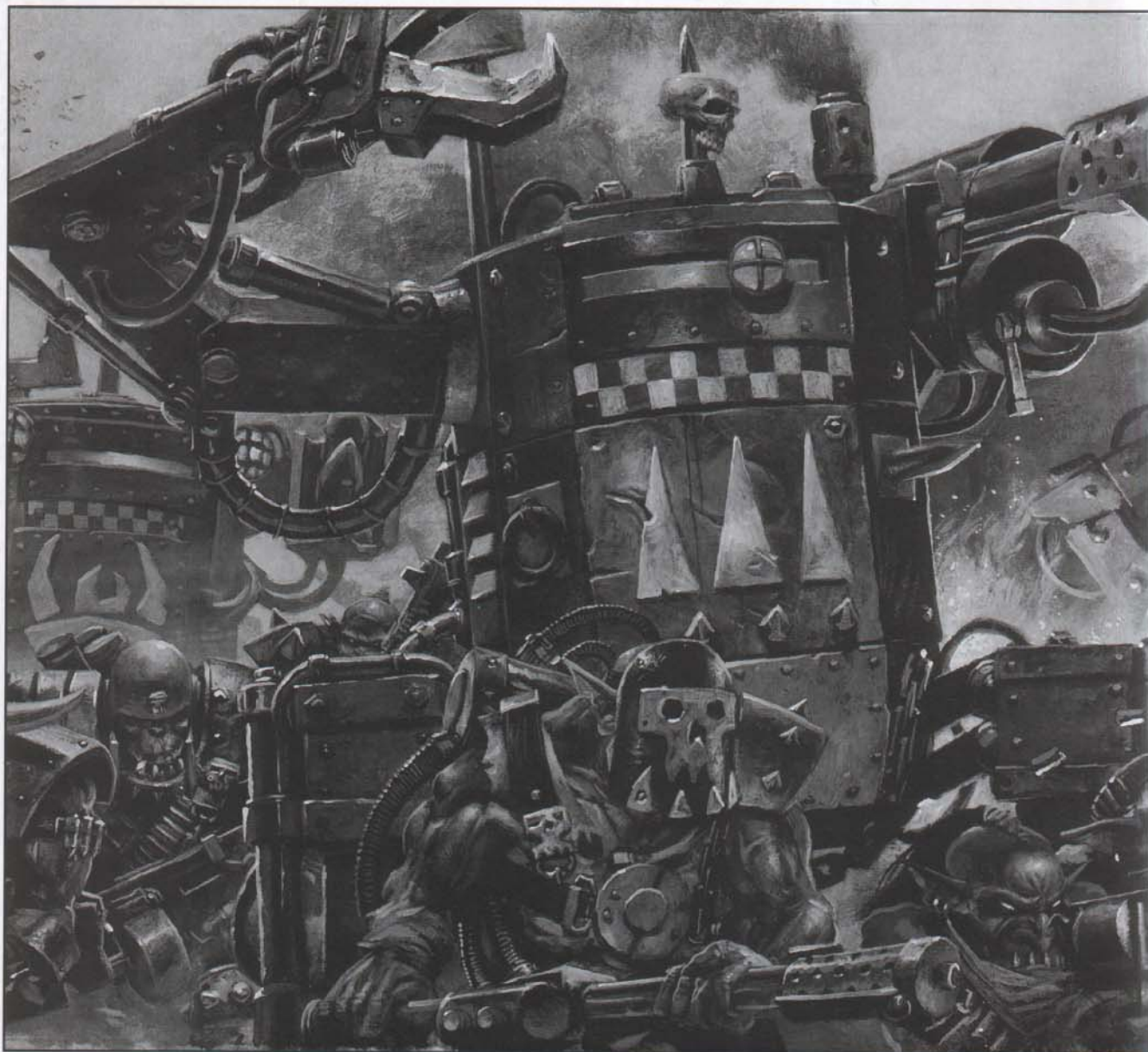
CODIX ARMAGEDDON CORRECTIONS

Black Templars use the following units from Codex Space Marines and from the new entries below. Note that, with the exception of the Command Squad, Black Templars units don't have Veteran Sergeants.

HEADQUARTERS	1 Emperor's Champion (Doesn't use up any choices on the Force Organisation chart); Black Templars Marshal; Chaplain; Command Squad*
ELITES	Terminator Squad; Terminator Assault Squad; Dreadnought; Space Marines Veteran Squad
TROOPS	Black Templars Squad
FAST ATTACK	Black Templars Assault Squad; Black Templars Bike Squadron; Attack Bike Squadron; Land Speeder Squadron; Land Speeder Tornado; Land Speeder Typhoon
HEAVY SUPPORT	Predator Annihilator; Predator Destructor; Vindicator; Land Raider; Land Raider Crusader; Whirlwind

** May exchange bolters for bolt pistol & close combat weapon.*

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O-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

Squad: The squadron consists of 1 Salamanders Sergeant and between 2 to 4 Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

Options: Up 2 Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one attack bike armed with a multi-melta at +50pts.

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HEAVY SUPPORT: O-1 BATTLEWAGON, O-1 LOOTED VEHICLE, GUNTRUNK

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Transport: Note that a Land Raider Crusader may only be taken as a Heavy Support choice, never a transport option. Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to 15 Space Marines or 8 Space Marine Terminators. Note that it may still only carry one squad and independent characters (ie, you can't put a ten-man squad and a five-man squad inside at the same time).

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Imperial Guard Storm Troopers prepare to repel the speeding Ork assault.

Speed Freek Vehicle Upgrades

Speed Freeks may use any of the upgrades from Codex: Orks in addition to those given below.

Grot Riggers

All vehicles in the Kult of Speed must carry Grot Riggers. See page 37 of Codex: Orks for full rules.

Krusher (Battlewagons only)

Many Speed Freek Battlewagons have spiked rollers, crushing claws, etc. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught by the crusher and suffer a wound. Armour saves are taken as normal.

Armoured Top

Some Ork vehicles have an armoured roof, enclosed weapon turrets, etc. A vehicle with this upgrade no longer counts as being open-topped.

Force Field

Mekboyz are adept at constructing force field generators to protect open-topped vehicles. The vehicle still counts as being open-topped but no longer suffers the +1 modifier to its Damage rolls. If the vehicle was a Fast type before, it loses this ability due to the power drained by the generators.

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MIXED ARMOUR: Black Templars squads often have models with different armour saves. The normal casualty removal rules for shooting are slightly altered to take this into account.

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Armageddon Sentinels Sentinels in any Imperial Guard force can be armed with either a heavy flamer +5 pts; multi-laser +10 pts; lascannon +20 pts.

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Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts; heavy bolter at +5 pts; missile launcher at +10 pts; multi-melta at +15 pts.

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Mega Armoured Warboss and Bodyguard

If an Ork Warboss is equipped with mega armour any members of his bodyguard Nobz that are also equipped with mega armour will be able choose up to a total of 80 points of wargear each (including the mega armour).

Grots and Squigs

Some Ork wargear takes the form of Gretchin slaves or squigs (short for 'squiggly beasts' – animals that Orks eat or train for simple tasks). Grot slaves and squigs must be represented by a separate model and become part of whichever mob the character they are with belongs to. They must also stay within the 2" coherency distance of the unit.

Note that the special rules for Grot morale only apply to mobs of the little green blighters, not to any Grots that are chosen as wargear. An Ork character may choose up to a maximum of three Grot slaves and/or squigs. If the character becomes a casualty, his attendant Squigs and Grots are also removed.

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Burna

Burnas are cutting torches used by Mekboyz for carving up vehicle wrecks into useable chunks. However, a quick twist of the mixture valve and WHOOSH! the burna spits out a blast of incinerating flames. A burna may be fired in the shooting phase with the stats shown below or in close combat as a power weapon. It may not be used to shoot and fight in close combat within the same turn. In close combat, burnas roll 2D6 instead of 1D6 for armour penetration against vehicles.

Range	Str	AP	Notes
Template	4	5	Assault 1

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0-1 WARBOSS

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Options: The entire mob may be given the same kustom job for their shootas chosen from the Wargear section. **Shooter:** +2 pts per model, **Blasta:** +3 pts per model or **More Dakka:** +4 pts per model. Up to four models can have either a big shoota at +8 pts, a rokkitt launcha at +5 pts or a burna at +6 pts.

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GRETCHIN MOBZ

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	3	2	2	2	2	1	2	1	5	-
Slaver	9	4	2	3	4	1	2	2	7	6+

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Options: In addition the Battlegear may mount up to five bolt-on big shootas at +10 pts each. These must be fired by the Ork mob onboard (see page 37).

Psycho Bikers: Ork Bikers are the worst kind of speed-crazed loons there are. They are unlikely to even notice casualties over the roar of engines so they are completely immune to the effects of morale and pinning.

Psycho Blastas: In an assault Bikers use their big shootas to blast the enemy at point blank range, breaking through their lines in a storm of strappel. This means that warbikes that charge into close combat strike first and make a special close combat attack that works like a shooting attack on the enemy in the first round instead of fighting normally (ie, roll three D6, hitting on a 5+ but with a re-roll to hit, any hits are resolved with a Strength and AP of 5). Once the warbikes have resolved their shots their opponents may fight back.

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Zzap Gun

These guns are powerful, but unpredictable, energy cannon that are crewed by Gretchin. The gun automatically hits any single unit within range and line of sight. Simply pick a

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Hits on the Battery: When a battery of big gunz is fired at, randomise any hits between the Krew and the gunz themselves by rolling a D6:
1-4: Hits the Krew; **5-6:** Hits a big gun.
 Hits against the Gretchin Krew are resolved as normal. Gunz count as vehicles with an armour value of 10, any penetrating or glancing hits destroy them. For Morale checks, use the number of Krew, not Krew and Gunz



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SPECIAL RULE

Character: It is common for a Slaver and/or a Mek to command the Krew of a battery of big gunz. You may include up to one Slaver and up to one Mek at an additional cost of +9 points each. The Slaver or Mek may have any equipment allowed from the Ork Armoury.

SPECIAL RULE
Looted Weapons: If you roll a 1 to hit with a looted weapon, a hit is scored on the unit shooting with the weapon, instead of the target. The opponent gets to roll To Wound etc. Blast marker weapons score a single hit but do not place the template. The Ork player gets to allocate any wounds, and they don't have to be allocated to the model who fired the weapon that rolled the '1' (the 'Oops... Sorry Mate!' rule).

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Weapons: Each vehicle may be armed with one of the following: twin-linked big shoota at +16 pts, twin-linked rokket launchers at +10 pts, a kustom mega blasta at +20 pts or a skorchia at +8 pts.

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Options: The looted vehicle may be given any weapons options permitted from its army list. For example, a Leman Russ battletrank may be given a heavy flamer or heavy boiler sponsons at a cost of +10 pts each. A looted vehicle may only use Ork vehicle upgrades.

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Mega Armour

Mega armour is a suit of massively thick and heavy armour plates over a powered exoskeleton. Though slow mega armour has the advantages of giving a 2+ armour save and includes a shoota and power claw. However, an Ork in mega armour always moves as if in difficult terrain including during assaults, advances and fall back moves (but there's no extra penalty if actually moving through difficult terrain). If you have a unit that includes several Orks with mega armour just make one roll to see how far the Orks get. Mega armour weaponry may not be changed for other types (because it's built in) but the shoota may be upgraded to a kombi-shoota and/or a kustom shoota. An Ork in mega armour may not use the following abilities, equipment or weapons: *jump packs, bikes, infiltration, bioniks, frag or krak stikkbombz or tankbusta bombz.*

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Kustom Job: Blasta

A shoota or slugga with the Blasta kustom job has extra heavy duty armour piercing ammo or is radically altered so that it fires a lethal energy bolt capable of burning through armour. A Blasta kustom job gives a shoota or slugga AP3 at up to 12" range, increasing to AP2 if the target is within 6". But a shoota or slugga with the Blasta kustom job gets hot just like a plasma weapon, so on a roll of 1 To Hit the weapon scores a wound on its firer; normal armour saves apply. A Blasta kustom job may be combined with Shootier and/or More Dakka kustom jobs.

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Bolt-on Big Shoota

(Wartrukhs and Battlewagons Only)

A bolt-on big shoota can only be mounted onto a Wartrukk or Battlewagon. It can be fired by one of the Boyz on board who is a passenger as long as the vehicle itself does not move more than 12" that turn.

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Choppa

Beloved of Ork Nobz in particular, choppas are usually immense axe-like weapons or brutal cleavers. Choppas frequently have a chainsaw edge to make them extra rippy when it comes to chopping through armour. In close combat choppas limit the armour saving throw an enemy model can have to a 4+ at best. So, for example, if a Space Marine in power armour or Terminator armour were hit and wounded by an Ork with a choppa they would have to roll a 4 or more to make their saving throw.

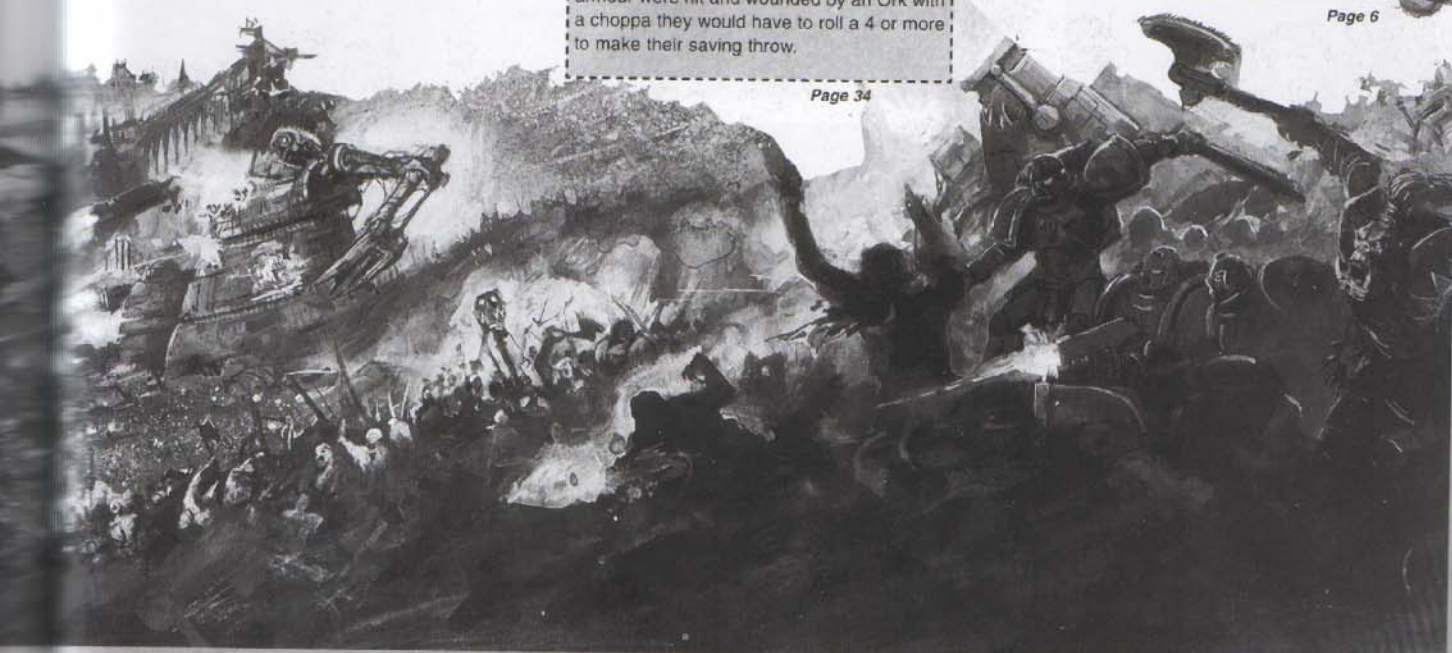
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Kustom Force Field

Mekboyz have an uncanny understanding of battlefield technology and will sometimes build or scavenge powerful force field projectors to protect the Boyz on the battlefield.

A kustom force field gives all models within 6" a 5+ cover saving throw, vehicles within 6" are treated as being hull down. The force field has no effect in close combat or against shooting within 6" of the operator.

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CODEX: BLOOD ANGELS CORRECTIONS

BLOOD ANGELS HERO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Leader	30	4	4	4	4	1	4	2	9	3+
Commander	45	5	5	4	4	2	5	3	9	3+
Force Commander	60	5	5	4	4	3	5	3	10	3+

Transport vehicle: The squad can be mounted in a Rhino for +65 pts, Razorback for +85 pts, or a Land Raider for +250 pts (see appropriate vehicle entry for upgrade options).

The Death Company is randomly generated using the rules given in the Blood Angels Special Rules section. If one or more Chaplains are included in the army they, their accompanying Death Company models, and any additional Death Company models are formed into a single squad.

Squad: Consists of a randomly determined number of Death Company Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon. Each model is also armed with frag grenades. Veteran Sergeants who become part of the Death Company may be armed with a bolt pistol and either a power weapon or power fist.

Options: The squad may either have jump packs or be mounted in a Rhino armoured troop carrier for no extra points cost.

Squad: The squad consists of one Sergeant and between four and nine Veteran Space Marines.

Options: The Baal may be upgraded with two side-sponsons armed with heavy bolters or heavy flamers at +10 pts per pair.

BLOOD ANGELS VEHICLES UPGRADE

Over-charged engine: Blood Angels hunger for close quarter fighting more than any Chapter. Often a Blood Angels leader will entreat the Tech-Marines to improve the engines of a Rhino or Razorback to get as maximum speed out of it as possible. A vehicle with an over-charged engine can attempt to go faster, although there is a risk of burning out the engines completely!

At the end of its move, a vehicle with an over-charged engine can try to go an extra 6". It must first take a Difficult Terrain test and if successful can be moved straight forward up to 6". Blood Angels are adept at these fast assaults and can still disembark from a Rhino or Razorback that has travelled more than 12". A vehicle that uses its over-charged engines may not shoot in the same turn.



CODEX: CATACHANS CORRECTIONS

Unique Bionics: Straken was severely injured by a Miral Land Shark. He survived and killed the shark, but is now fitted with a bionic arm and chest unit. The arm mimics the effect of a power fist but devices in the chest unit allow him to strike using his Initiative value instead of going last. In addition he counts as having bionics as described in the Wargear section of Codex: Imperial Guard. If Straken ever makes his special 'bionics saving roll', then it's assumed his bionic arm had been disabled and he can no longer use it.

Gung Ho: Straken is indifferent to all danger. Straken, the unit he is with and any friendly units with a model within 6" of him may re-roll failed Morale & Pinning tests. In addition, they may always attempt to regroup.

Catachan Devil Force: The 2nd Catachan Regiment is unique in having a very high proportion of Catachan Devil units, so a Deathworld army that includes Straken may count Catachan Devils as Troops choices rather than as Elites choices. They can't count as both Troops and Elites in the same army, it's either one or the other, but no longer count as a 0-1 choice.

CODEX: ELDAR CORRECTIONS

The Guardian squad may be joined by a heavy weapon platform at the additional points cost listed: shuriken cannon +35 pts; scatter laser +40 pts; Eldar missile launcher +55 pts; bright lance +50 pts; starcannon +50 pts. The heavy weapon platform has two Guardians as crew, each armed with a shuriken catapult or shuriken pistol and close combat weapon. These do not count towards the maximum or minimum squad size. It requires one crewman to fire the platform, the other may shoot with their own weapon freely. If one crewman is killed the platform operates as normal; if both crew are killed the platform is useless (the platform itself can't be hit). The heavy weapon platform can move and fire with a heavy weapon.

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GUARDIAN JETBIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Jetbike	35	3	3	3	3(4)	1	4	1	8	3+
Jetbike Warlock	36	4	4	3	3(4)	1	4	1	8	3+

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SUPPORT WEAPON BATTERY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Support Weapon	20	3	3	3	3	1	4	1	8	5+

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Options: The Wraithlord must be armed with one of the following heavy weapons: shuriken cannon at +25 pts; scatter laser at +30 pts; Eldar missile launcher at +50 pts; bright lance at +45 pts; starcannon at +45 pts.

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Star Engines: The vehicle incorporates a number of secondary engines which can give it a much needed boost. These can be used to move the vehicle 2D6" straight ahead in the shooting phase, instead of firing any weapons. A vehicle may not use its star engines in the same turn that it embarks or disembarks a transported unit. Star Engines and a Crystal Targeting Matrix may not be used in the same turn.

Vectored Engines: The vehicle's engines allow it to turn almost on the spot, allowing the crew to easily steer around intervening terrain. The vehicle may re-roll any failed Difficult Terrain test.

Page 6

Enhance: The Warlock empowers his fellow warriors with great speed and skill. All models in the Warlock's squad, including the Warlock himself, add +1 to their Weapon Skill and Initiative. The effects of Enhance are not cumulative.

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CODEX: CRAFTWORLD ELDAR CORRECTIONS

SPECIAL RULES

Character: Spiritseers are characters, but they must be assigned to join a Wraithguard squad, replacing the Warlock option in the army list entry. You may not have more than one Spiritseer or Warlock in a unit.

Warlock Powers: A Spiritseer may be given a single Warlock Power at the points cost listed in the Craftworld Eldar Armoury.

Rune Armour: See the Wargear section in Codex: Eldar for details.

Ghostvoice: A Spiritseer can communicate with the spirits of the dead and guide them on the battlefield. Any Wraithguard unit with a model within 6" of a Spiritseer does not have to test for Wraithsight, just as if a Warlock was accompanying the unit (see page 11 in Codex: Eldar).

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Eldrad Ulthran

If Eldrad Ulthran is included in the army, he counts as an additional HQ choice as normal, but must join the Seer Council and remain with it for the duration of the game.

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CODEx: DARK ELdAR UPDATE

by Phil Kelly and Andy Hoare

The Dark Eldar were the first new race to be introduced to Warhammer 40,000 for the 3rd edition of the game, and players have had almost four years now to get to grips with them. We've had a whole sack full of suggestions since the release, and we recently decided the Dark Eldar should receive an update. Looking at the armies people were fielding, we noticed they all looked rather similar, so, in order to introduce some variety, we've updated a small number of units in the hope that we'll see a few more of them on the battlefields of the 41st Millennium. Note that these rules are an official update to those found in Codex Dark Eldar. An updated edition of the Codex is now on sale, and this incorporates all of these new rules.

HQ: Dark Eldar Kabals are lead by ruthless individuals who have murdered their way to the top – they do not share power willingly with others. A Dark Eldar force may only ever contain one Archon, or one Archite. As many Dracons and Dracites may be taken as allowed by the mission being played (the rules for Archites and Dracites are on the opposite page).

Dark Eldar Retinue: The retinue may be equipped with plasma grenades at +2 pts per model.

Wyches: Wyches are the deadliest of close combat adversaries, experts in their particular style of gladiatorial combat. Although not possessed of great physical strength, they are adept at wearing their opponents down whilst dancing lithely out of harm's way.

Dark Eldar Wyches now receive a 4+ Invulnerable save whilst fighting in an assault. Their armour save versus shooting attacks remains at 6+.

Wyches are increased in cost from 10 points to 12 points per model. The Succubus remains at +8 points.

This special save applies to Wych squad members and Wych Lords only. Wych Lords riding Jetbikes or Hellion Skyboards do not benefit from it.

Wych Weapons: This is now a generic category that represents all the various instruments used by the gladiatorial Wyches. The effects described on page 9 of Codex Dark Eldar are no longer used. Instead, at the cost of +1 pt per model in the squad, the squad may be equipped with Wych weapons. These have the following effects:

- No models fighting Wyches in close combat count the bonus attack for being equipped with additional close combat weapons.

- All enemies with an unmodified Strength below 6 halve their Weapon Skill characteristic (rounding up) for attacks made against the Wyches. Models with a Strength of 6 or more are unaffected (something that powerful is impossible to ensnare, even for a trained gladiator).

It is assumed that the Wych weapons are evenly distributed amongst the squad; it is irrelevant which actual models display them, so long as at least a small number do. A model armed with Wych weapons is still counted as carrying a splinter pistol and close combat weapon for the sake of its own attacks, or a shredder or blaster if this upgrade has been taken (although the Shredder and Blaster upgrades should be shown on the model).

Mandrakes: Mandrakes now receive a +2 save modifier when in cover. This means their cover save while in woods, rubble, etc, is 3+, while their cover save in the open remains at 5+.

Reavers: Reaver Jetbikes are reduced in cost from 30 pts to 25 pts each.



Hellions: At the end of a round of close combat the Hellion unit may choose to break off from combat if it and at least some of its close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate.

The Crazyed! Combat Drug result prevents the Hellions from breaking off combat. They must stay and fight.

Hellions are increased in cost to 18 points per model. The Succubus remains at +16 points.

Hellglaves: Hellglaves now receive the +1 Strength bonus on the turn the bearer charges, even if they fired the weapon as a splinter rifle.

Hellion skyboard: The Hellion skyboard now confers a 5+ invulnerable 'jink' save against shooting attacks, providing the rider moved in the previous turn. Note that the rider does count as having moved in the turn they deep strike and so will receive the save.

Riders of Hellion skyboards are renowned for their insane diving attacks. They may now make use of the Deep Strike scenario special rule where allowed to do so by the scenario being played. Note that, as with Reaver Jetbikes, riders of Hellion skyboards may not carry webway portals.

Lelith Hesperax: Lelith is reduced in cost from 110 pts to 90 pts, and is now armed with an agoniser, a splinter pistol and Wych weapons.

Wych Lord: The following character may take the place of the Dark Eldar Lord as an HQ choice.

WYCH LORD70/45 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wych Archite	70	6	6	3	3	3	8	3	9	6+
Wych Dracite	45	5	5	3	3	2	7	2	9	6+

Options: The Wych Lord can be given any equipment allowed from the Dark Eldar Armoury.

SPECIAL RULES

Wych weapons: As well as any other equipment bought, a Wych Lord is always assumed to be armed with Wych weapons. See the Wych entry for more details.

Independent Character: Unless accompanied by a Retinue (see below) the Wych Lord is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Dodge: Wych Lords benefit from a 4+ Invulnerable save in close combat, as their years of experience in the gladiatorial arenas of Commorragh enables them to avoid their opponents' blows with ease. Their armour save against shooting attacks remains at 6+.

Wych Retinue: Wych Lords are often accompanied into battle by a bodyguard of their most skilled Wyches. The Retinue consists of 5 to 10 Wyches, chosen from the Wych army list entry and has the same squad upgrade options with regards to characters, special weapons and transports. These Wyches are highly experienced and successful gladiators from the arenas of Commorragh, and may be equipped with Wych Weapons as per Wych squads. Note that the Retinue presented on page 7 of Codex Dark Eldar is not available to the Wych Lord.

Wych Cult: An army led by a Wych Lord makes the following changes to the army list:

- Wych squads count as a Troops choice rather than an Elite.
- Warrior and Raider squads are Elite choices instead of Troops choices.
- The following cannot be used: Haemonculi, Grotesques, Talos and Dark Eldar Lords.
- As many Warp Beast Packs may be included as there are Wych squads in the army. These do not occupy any Force Organisation slots.





Led by the Archite Lelith Hesperax, a Wych assault force launches a devastating attack.

DARK ELДАР ARCANE WARGEAR

All of these items are extremely rare or even legendary, and only one of each item can be included in any Dark Eldar army.

Goblet of Spite (Succubi only) (5pts)

The Goblet of Spite is a sacred relic of the Dark Eldar Wych cult. It exudes an almost palpable aura of menace and hatred, driving those near to it into a state of such utter savagery that their frenzied, atavistic screams mingle with those of their victims.

A Succubus that carries the Goblet of Spite, any models in the same unit as the Succubus and any units with a model in base contact with the Succubus and/or his unit will always hit on a 3+ in hand-to-hand combat, regardless of other factors.

Vexantropes (10 pts)*

The Vexantropes are a delicate mask of bone and flayed skin that has been adorned with runes of confusion and illusion. It grows onto its wearer's face, and psychically projects the appearance of the viewer's most trusted friend or loved one.

Models wishing to attack a model with a Vexantropes in any round of combat must first pass a Leadership test or direct its attack against a different model within 2" as per the normal rules for a supporting attack. The Vexantropes cannot affect Daemons, vehicles, Talos, Tyranids or walkers.

Nightmare Doll (20 pts)

The creation of Nightmare Dolls is a risky practice in Commorragh, as the Dark Eldar view those who use psychic powers as

amusing playthings. These vile toys ooze an aura of pain, and can place their owner into a feverish delirium whereby they are often granted visions of the future.

A Dark Eldar model equipped with a Nightmare Doll may force his opponent to re-roll the dice when ascertaining who may choose table edge or quarter. If the Dark Eldar player opts to do this, the model with the Nightmare Doll takes a Strength 3 hit at the beginning of the first Dark Eldar turn with no saves of any kind allowed.

Mask of the Damned (15 pts)*

The Mask of the Damned plays upon its victim's deepest fears and phobias. It projects hellish visions into their brains; often dropping them to their knees in anguish even in mid-charge.

Any enemy unit that wishes to assault a model wearing a Mask of the Damned, or a unit of which it is part of, must take an unmodified Leadership check. If the check is failed, the unit succumbs to sheer horror, and may not make an assault this turn.

Archangel of Pain (5 points)

Dark Eldar are said to be able to seal the essence of a daemon within a rune-covered cask. The runes are inimical to the imprisoned djinn, and drive it wild with agony. Upon the daemon's release, it appears as a winged, blinding figure before returning to the warp, and its screams can incapacitate even the bravest foe.

A Dark Eldar model with an Archangel of Pain can release the Archangel in the Shooting phase instead of firing a weapon.

Place the Flamer template touching the model's base. Any unit with a model at least partially underneath the template must make an immediate Pinning test at -2 to their Leadership. Any unit with a model in close combat is immune to the Archangel's effects. This weapon may only be used once per battle.

Animus Vitae (15pts)

This detestable device resembles a sphere of barbed wire, which can be made to explode outward, capturing unfortunates within its agonising embrace and slowly draining their life force. The Dark Eldar find this highly invigorating.

Any models captured by a unit including a model equipped with the Animus Vitae count for five Victory points each instead of the usual one. Once one or more models has been captured by the character with the Animus, he benefits from +1 WS and +1 S for the rest of the game.

Xenospasm (20 pts)

Xenospasms, variants of the Terrorfex grenade launcher, shoot pitted obsidian spheres laced with tortured wraithbone. The wraithbone reacts to such suffering by exuding a black aura of agony that plunges non-Dark Eldar into excruciating convulsions of fear and pain.

Range: 12" Strength: 3 AP: 3 Assault 1 Blast

Any non-Dark Eldar unit with models under the Xenospasm Blast marker must take a Pinning test at -1 per model hit.

DARK ELДАР VEHICLE UPGRADES

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.

CODEX: DARK ANGELS UPDATE

For some time now we've been hearing stirrings regarding the mysterious battle-brothers of the Dark Angels. Collating players' opinions on Codex Dark Angels, it seemed that of all the third edition lists this was the one which players felt was most in need of some revision. There were two main areas we kept hearing about: points values and the intractable rule. So after some head-scratching in Games Development I set about drawing up a set of modifications that would sort out the problems and put the Dark Angels back where they deserve to be (they are after all, the first of the First Founding Chapters). The rules presented below are an official modification to Codex Dark Angels. All rules not mentioned here remain exactly as presented in the codex. Thanks to Shadowguard and the Bolter and Chainsword forum for their feedback on these changes.

Deathwing: Deathwing Terminators are reduced in cost to 47 pts each.

Dark Angels Armoury: The following items may be used by models wearing Terminator armour – *Book of Salvation*, *Standard of Devastation*, *Standard of Fortitude*, *Standard of Retribution*, *Sword of Secrets* (the *Sword of Secrets* is the most well-known example of Dark Angels artificer weaponry, other swords of different names but identical game effects are also available to Dark Angels Grand Masters).

The Lion Helm: The Lion Helm is a unique and revered item. You may only include one in your army.

Characters wearing Terminator Armour: To equip a hero, Librarian or Chaplain with Terminator armour costs +10 pts, rather than 25 pts. This does not include weapons.

Master of the Deathwing: Disregard the entry under the Dark Angels Hero section. Any independent character may be equipped with Terminator armour. All HQ characters in an all-Deathwing army must wear Terminator armour, and may be accompanied by a Deathwing Command Squad. Any HQ character wearing Terminator armour may lead an all-Deathwing army.

Deathwing Command Squad: The veterans of the Deathwing have access to finely crafted suits of Terminator armour that hark back to the earliest days of the Imperium. These suits are capable of being fitted with specialist equipment not available to Terminators of other Chapters. An Apothecary may choose a narthecium and/or reductor, a Techmarine may choose a servo-arm and/or signum and a Standard Bearer may choose any of the Dark Angels standards, even though these items are not marked with an asterisk. They may take other choices from the armoury, but these must be marked with an asterisk as normal. Deathwing Command Squads may only be fielded in an all-Deathwing army.

Ravenwing Command Squadron: The Master of the Ravenwing may be accompanied by a Ravenwing Land Speeder Squadron if he is mounted on a Land Speeder, or a Ravenwing Bike Squadron if he is mounted on a bike. Ravenwing Land Speeder Command Squads may not take Apothecaries, Techmarines or Standard Bearers: they are effectively a normal squadron acting as an honour guard. Ravenwing Bike Squads may take character upgrades as normal.

Ravenwing: Ravenwing Land Speeders are reduced in cost to 55 points each. The Ravenwing Land Speeder may replace its heavy bolter with a multi-melta at +15 pts. The Ravenwing Land Speeder may also be fitted with an assault cannon at an additional cost of +25 pts.

Ravenwing bikers are reduced in cost to 40 pts each.

Ravenwing Attack Bikes are reduced in cost to 70 pts each if equipped with a multi-melta, or 55 pts each if equipped with a heavy bolter.

Battle Company Squadrons: In addition to the Ravenwing being equipped to employ bikes and Land Speeders, the sixth company can call upon brethren trained to ride Space Marine bikes into battle, and the seventh company has access to Space Marines trained in the use of Land Speeders.

A Dark Angels force may choose Bike Squadrons, Attack Bike Squadrons, Land Speeders, Land Speeder Tornadoes and Land Speeder Typhoons from Codex Space Marines for the cost specified there. These vehicles may not 'jink' and do not re-roll difficult terrain tests, as they are not members of the Ravenwing (and therefore wear dark green livery rather than the black of the Ravenwing). They may not be used in an all-Ravenwing army.

Note: Land Speeder Typhoons are not fielded in all-Ravenwing forces. Ravenwing pattern Land Speeders are optimised for long-distance reconnaissance operations: the added

weight and power requirements of the Typhoon weapon system would compromise the vehicle's effectiveness in this role.

Tactical Squad: The Dark Angels are the oldest Space Marine chapter, and as such have access to many ancient and revered weapons. A Dark Angels Tactical squad may replace its lascannon with a plasma cannon for no extra points cost.

Dark Angels Librarian: Dark Angels Librarians may have either the psychic power *Smite* OR *Weaken* Resolve.

The Dark Angels Librarian is reduced in cost to 80 pts.

Intractable: This special rule applies to all Dark Angels with the exception of the Deathwing, who are already Stubborn, and members of the Ravenwing. Intractable models that fail a Morale check as a result of taking 25% casualties in the enemy Shooting phase will not fall back as per the normal Morale rules. Instead, they will not be able to move in their next Movement phase, or assault in their next Assault phase, but may fire as per the normal shooting rules. All other Morale checks are taken in accordance with the rules given in the Warhammer 40,000 rulebook. A unit that fails its Morale check as a result of the enemy shooting at it while it performs a Sweeping Advance will fall back using the normal Fall Back rules.

Note: These Intractable rules completely replace those given in Codex: Dark Angels.



MASTER OF THE RAVENWING

Whilst the Ravenwing is frequently commanded by the Master of the Ravenwing from his powerfully augmented Land Speeder, this is not always the case. At various times in their long and glorious history, a Master whose preference was to fight from a Space Marine bike has commanded the Ravenwing.

These rules enable Ravenwing armies to field the Master on a bike, either representing an earlier Master or the current Master switching mount for tactical reasons. A bike has several advantages over a Land Speeder, notably the Master can command units far more directly and make his presence really felt in an assault.

Note that the Master of the Ravenwing, if mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels.

N.B. The Master may be based on either the Grand Master or Master profile.

The Master of the Ravenwing slewed his bike past another spiked plant, his churning tyres throwing up great clods of black earth. Six Ravenwing bikers followed him, swerving expertly through the jungle. A waypoint rune flashed on his visor and he pulled into a screaming, controlled skid and let out the throttle, the bike roaring. The Tyranids were near; he could practically taste their foulness.

The sharp drop he had been expecting was suddenly before him, and his bike sailed through the air. Alien heads spun to face him, hissing as he landed in their midst, the impact crushing a Termagant. Purple ichor spurted. His midnight-black sword licked out as he sped forward, beheading the largest of the beasts. Chattering bolters and flashing chain blades made short work of the remainder of the brood, and within seconds the Ravenwing were on the hunt once more.

THE MASTER OF THE RAVENWING

MASTER OF THE RAVENWING

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	140	5	5	4	4(5)	3	5	4	10	3+
Master	125	5	5	4	4(5)	2	5	4	9	3+

Note that the Master of the Ravenwing, mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels. The Master may be based on either the Grand Master or Master profile.

Equipment: The points cost above includes the Master's bike. In addition, he may select up to 65 pts of wargear from the lists in Codex: Space Marines and the Dark Angels Armoury.

Options: The Master of the Ravenwing may carry the Raven Sword at +30 pts, which is not deducted from his wargear allowance. The Raven Sword counts as a master-crafted power weapon when the Master of the Ravenwing is mounted on a bike.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, the Master of the Ravenwing is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Master of the Ravenwing may be accompanied by a Ravenwing Bike squadron. See the special entry on page 7 of Codex Dark Angels for details.

Ravenwing: The Master of the Ravenwing may re-roll the dice if he fails a Difficult Terrain test and may 'jink'. 'Jinking' involves weaving the bike from side to side and allows the Master of the Ravenwing a 6+ Invulnerable save against any enemy shooting attacks as long as he moved in his previous Movement phase.

Note that, unlike all other Dark Angels heroes, the Master of the Ravenwing is not *stubborn* or *intractable*.

MAKING THE MASTER OF THE RAVENWING



Tammy: I started off with a Space Marine Bike, two Kislev Winged Lancer wings, the fairing from the Chaplain on Bike model, and the top half of a Biker Sergeant model.

Putting the wings in place was easy; I simply pinned them to the back of the bike, then added two little skulls on the tops. I used Blu-Tac to temporarily stick the Sergeant's body to the plastic rider's legs, so I could position the arm holding the handlebars correctly. After sticking the arm on, I just removed the Blu-Tac and superglued the body to the legs.

Next up was the sculpting. I started with the cloth on the torso by putting a layer of Green Stuff on the chest in the shape of a small triangle. Then I took some

thin rolls of Green Stuff and put them on top to make the basic shape of the folds, which I then moulded using a sculpting tool. Sculpting the robes around the legs was a bit trickier, because I wanted to get some volume in the robes yet still be able to take the figure off the bike to paint it. I got round this by filling in the space behind the legs with Blu-Tac, so I had a flat surface to work on and the Green Stuff wouldn't make the rider stick to the bike. I finished the sculpting the same way as with the torso. Lastly, I stuck some purity seals and equipment on the model and swapped the sword with one from the Space Wolf frame.



Tactica sees a veteran gamer taking a close look at the strategy and tactics for how to get the best out of a particular force and from the game itself. In these pages, Pete Haines takes a look at the tactics he uses when fighting in urban scenarios using the Cityfight rules.

Cityfight is a whole new Warhammer 40,000 battlefield. When playing Cityfight, you have to throw out most of the old tactics and think up new ones. Just to make sure that you can 'hit the ground running', though, this article is aimed at highlighting some of the opportunities and pitfalls of Cityfight. Clearly, this has to be fairly general but even so, I have broken the topic down a bit.

There are six standard Cityfight missions. In four of these (High Ground, Relief Force, the Gauntlet and Coup De Main) there is a distinct attacker and defender. In the other two (Meeting Engagement and Fire Sweep), both players have an equal opportunity to attack or defend. The probability is, therefore, that you will be fighting an attack/defence battle; this in turn raises the question, what is to be attacked or defended?

Victory in most missions is determined by controlling one or more buildings. Pretty obviously, Cityfights are about the

TACTICA CITYFIGHT

A GUIDE TO URBAN CONFLICT

"Attacking a well-defended city will always be expensive in terms of troops and material. The defender is well-hidden, protected from all but the most lethal weaponry by buildings which, even if destroyed, still provide a refuge for him."

Commissar Erik Stromm
14th Provisional Regiment, Armageddon

capture and control of key buildings. Even the Meeting Engagement scenario is decided by capturing more buildings than the enemy. All your tactics have to be based around achieving this. Victory points don't matter, because if the objective building is in your hands at the end of the game you have won. It is easy to get distracted in a game though; we have all committed the cardinal error of looking at an enemy unit, maybe one that has caused us grief in a previous game, and thinking "This time I'll have you!" The

result is wasting troops and time, destroying a unit that doesn't bring the objective any closer. If you can indulge yourself this way and still achieve the mission, that's good play, but normally, self-indulgent tactics and winning tactics don't overlap.

TACTICS FOR THE ATTACKER

There are two main approaches you can adopt when attacking. The first involves concentrating on getting your troops into the key buildings, only fighting when you have to. The other is to go for the enemy army and damage it to the point that it cannot contest control of the objectives with you. Ideally, your plan should involve a little of each approach. When there are multiple objectives, such as in the Meeting Engagement scenario, it becomes more important to beat up your opponents a bit before seizing the real estate, because it is difficult to keep them out of several buildings simultaneously.

In the example to the left, the enemy Night Lords unit could enter building A, B or C, or, if unit coherency allows, more than one of them. Rather than trying to defend each building separately, the Imperial Fists may be better off attacking the unit directly. This will allow them to keep their forces together and potentially prevent any of the three buildings from falling to the enemy.

When going for enemy units, always give top priority to those that are either holding the objective building, those that can give significant supporting fire or those that are in a position to counter-attack should you capture the building. All other enemies are irrelevant; avoid them and use your strength where it serves a purpose. What's more, try to ensure that as much of your army as possible is doing something to put pressure on the relevant enemy.

The first job, though, is to work out how you are going to get to the objective. This isn't easy because...

...ITS NOT LIKE A WALK IN THE PARK

In Cityfight the distance which infantry can move through ruins and buildings is



The Night Lords advance towards the Imperial Fists in the hope of capturing cover.

limited to the highest score from 2D6 just like normal difficult terrain in Warhammer 40,000. However, unlike in a normal game of Warhammer 40,000, there are buildings and ruins everywhere, so in order to get to your objective you will have to cross it. Depending on whether the dice are kind to you or not, the same area of ruins can be crossed in a single move or it might take several turns as troops stumble and stagger their way forward. Even if all your troops are following the same route it is possible that some units will fall behind and force you to slow to your speed if you want your force to arrive together. It is even more dangerous when your force is divided and moving by separate routes. Each may have different distances to cover, and each journey can take more or less time in difficult ground. In this situation, one part of your force could reach the objective long before another and may be subjected to a counter-attack while it waits.

The act of getting your forces in a position to fight as an army is called 'concentrating'. Attempting a complex concentration involving several units travelling by different routes has the potential to either place you on the plinth of being the greatest tactician since Alexander the Great or leave you withering under the rib-tickling jibes of casual observers. Grim experience points to the latter outcome being disproportionately likely!

So plan accordingly. Do not attempt routes that are unnecessarily difficult. Use the roads where possible and do not rely on widely spread forces concentrating conveniently at the same time.

CROSS-TOWN TRAFFIC IS A PAIN

Whilst vehicles can bulldoze their way through buildings, or, in the case of some, fly irritatingly over them, there are



Once set up to fire, the Whirlwind can make a nuisance of itself for the whole game.

always risks. Cities are full of sub-basements to plummet into, power cables to snag or jutting, axle-smashing girders. The result of all this is that the only safe way for your vehicles to get about is along the roads. This isn't a formality as piles of rubble and wrecked vehicles tend to block a fair few roads, forcing alternative routes to be considered.

You can help yourself a bit here by being prepared to spend points on dozer blades and rough terrain modifications. These will really be worth it in Cityfight because at some point you will want to drive a tank through a building, and you will feel pretty silly when it goes horribly wrong and you haven't spent the points.

You can also improve your lot by considering the road net when you come up with your plan. The shortest route isn't always the quickest and there may be some back street route that will enable you to concentrate a force reliably without them being exposed to enemy fire. Work with the grain of the terrain, not against it.

So, you have a route planned and all your units are moving towards the objective. Everything would be all right but for one thing – the enemy! Normally, this calls for vigorous use of weaponry, but to shoot them you need to see them, and that's when you'll find...

BUILDINGS BLOCK LINE OF SIGHT. A LOT.

When fighting in wide open spaces (and compared to Cityfight, virtually any terrain set up is wide open) it is pretty easy to deploy heavy weapons and tanks in dominating positions. They can then provide covering fire for your assault units. Often they will be able to neutralise the defender's shootiest units and save the assault troops from a pounding. In Cityfight this is unlikely to work because there are buildings everywhere.

Long-range direct fire is limited to shooting along roads and from the top of the taller buildings. If your objective is visible from these positions then you should still consider the likely effect of the



Even in a city, a fast moving assault force can quickly outflank any defensive position.



Look for opportunities to set up firebases capable of inflicting serious harm.

enemy defending a line in front of the objective. Would you still be able to fire at them? Even if the angles are good you have also got to consider whether your fire support would be vulnerable itself. Ideal positions are rarely going to be available, though, so two other solutions should be considered.

(1) There are a whole range of weapons that do not need to see the enemy to be able to hit them. These are indirect fire weapons such as the Griffon, the Basilisk, Ork Lobbas and Space Marine Whirlwinds. In Cityfight these become a better bet for fire support as they can keep pummeling away taking a steady toll on the enemy, turn after turn.

(2) Keeping your fire support units up with the advance is another method. This technique involves delivering one or two really serious turns of fire against an enemy position before sending in the assaulting troops. The difficulty of getting several units concentrated in the right place at the right time has already been mentioned, so this really isn't as easy as it might seem. With luck, though, the defender's morale might crack before the attack goes ahead. Once the assault has been launched, the fire support role changes from being offensive to defensive so some redeployment may be called for.

When you are ready to start shooting you will have to be familiar with some of the

changes made to the way weapons work in Cityfight. For starters, template, blast and ordnance weapons are handled differently.

In Cityfight the Blast markers, Ordnance blast markers and Flame templates are not used. Instead, the number of models hit is determined by a dice roll, thus blast weapons that hit can wound up to D3 models, Ordnance weapons that hit can wound D6 models and template weapons, D6 models. This makes them far simpler to resolve than normal. In terms of effectiveness they are about the same; they lose the ability to absolutely murder tightly packed troops but this should be balanced by improved effectiveness against widely dispersed targets.

This is a necessity in Cityfight because players will often be forced to place models in positions where they will actually stand up rather than in tactically shrewd positions. Naturally the plentiful cover will help, although ordnance in general, and Earthshakers or Demolishers in particular, will still be dangerous. Note that flamer type weapons ignore cover just as they do in Warhammer 40,000, and will be able to get close to enemy in cover frequently enough to enjoy the advantage more often, making them extremely dangerous. If you can, units with flamers should either be engaged at long-range or quickly assaulted before they can fire.

When attacking, ordnance and template weapons are invaluable in thinning out the number of defenders in key buildings. I have already mentioned the value of indirect fire weapons, but direct fire, siege tanks like the Demolisher and the



After a pummeling from the Demolisher cannon and a taste of flame from the Hellhound, the Guardsmen will have a better chance of clearing the building with the bayonet.

Vindicator can be very valuable, as can flamers whether they are carried by infantry or mounted on Hellhounds or Immolators. Where in a normal game of Warhammer 40,000 a Vindicator with its short range might not appeal as much as a Predator, it is a different story in Cityfight where visibility is more important than maximum range. Similarly, where normally your squads might be equipped with plasma guns, in Cityfight the humble flamer becomes much more attractive.

As mentioned already, these weapons must be moved up to the objective with the assault troops and used to deliver a short burst of very heavy fire to prepare the way for the assault. If timed correctly they can be decisive and the assault force is left with nothing to do but check pockets for loose change.

TAKE THE HIGH GROUND

The long standing military adage 'take the high ground' has a special significance to Cityfight. If you can occupy buildings that are 8" or more high you start to get considerable benefits, not least of which is the ability to be able to blast away at the top of enemy vehicles, counting it as rear armour. This should make any tank except the Land Raider very, very concerned! You will also find that enemy infantry cover saves go down by -1 too. Obviously, tall buildings are therefore tactically critical. This is doubly true if they happen to be the objective of the mission. Even if the objective lies elsewhere you should consider the location of each tall building very carefully before settling on an offensive plan.

If tall buildings are placed so that they dominate the buildings that are objectives, they will become almost as important as the objective building itself. From an attacking viewpoint they make ideal positions from which to pour fire into the objective building prior to assaulting it. And for this reason the defender will probably try to keep you out of them. This gives you two practical choices – either you plan to capture the tall building as an essential stepping-stone towards capturing the real objective, or you plan to screen the tall building and bypass it to attack the objective building.

Where tall buildings are separate from the mission objective building, it may be that they provide a vantage point from which to cover key approach roads or assembly points. If so, the building must be neutralised but without tying down the very parts of your army that will be needed to capture the real objective. Getting a small force there ahead of the enemy or assaulting the building with just enough force to be a threat are probably the best alternatives.

Only ignore high buildings if you are sure that they will not affect your plan to achieve the real objectives.



Although the Guardians are not specialist assault troops, by attacking alongside the Scorpions they may absorb a share of the casualties and will ensure that the building is secured after the close combat.

By this time a lot of action will have taken place and you may be forgetting yourself.

STICK TO THE AGENDA

You are the attacker – you will concentrate on your objectives.

Repeat this ten times every time a distraction crops up! Also watch out for spoiling attacks – this is where your best assault units are pre-emptively attacked by the defender before they can make their own attack. Don't let the defender steal the initiative in this way; this comes down to concentration, so don't leave units isolated and vulnerable, don't cross open ground under fire unless you can help it and always keep tough assault units in support so that spoiling attacks take on the appearance of suicidal attacks. If you are really cunning you may be able to hang out a unit as bait to draw a spoiling attack into a trap, but don't over complicate things too much.

Remember the mantra – you are the attacker, you will concentrate on your objectives.

Having taken the right route, achieved a concentration by the objective, secured excellent fire support positions and weakened the enemy, it's now time to go in and take that building. But what if the building is held by troops such as Khorne Berzerkers or Grey Hunters who are extremely formidable in close combat. One thing to remember is that...

...EVERYTHING COUNTS IN LARGE AMOUNTS

In Cityfight any model within 6" of an enemy gets to fight with its full number of attacks, counting special weapons such as power fists and choppas. This means that it is possible to overwhelm even the toughest troops with superior numbers, especially if you charge them and benefit

from the extra Attack. Naturally enough, this gives the attacker in a Cityfight mission the opportunity to overwhelm virtually any position simply by throwing a lot of troops at it. There is a skill in gauging when the odds are right for this because the trouble with relying on numbers is that if it doesn't go right first time, it's unlikely to get any better second time. Each time you lose an assault your numerical advantage drops a little and, even if you can get the survivors to regroup, they will need help to do better. If that help is on hand then you should slap yourself for not waiting for them before attacking in the first place.

As long as you have more troops arriving than the defender it pays to be patient. It's not like the guys waiting will get bored – they can occupy themselves shooting at the defenders to thin them out a bit.

Most armies have some assault troops for these circumstances. These might be Ogryns, squads with Commissars, Skarboyz, Wych cults, Space Marine Assault squads, Striking Scorpions, etc. These sort of troops don't really need a numeric advantage to win a close combat but it does no harm either. When you make your move, be sure that you are not only going to win but also have enough victorious troops left afterward to hold the building from counter-attacks.

There are other useful jobs that supporting troops can perform. Establishing a cordon between the objective building and any enemy outside makes sure that any counter-attack will be delayed for at least a turn. Ensuring that you have at least something to throw in next move in case an enemy counter-attack succeeds is also useful. Most often, though, the decisive factor will be...

"Da trubble wiv defendin shaks is dat dey know you're in dere. So you get tons'a stuff dropped on you before any of 'em'll come in for a scrap. An' when dey do, there's thousands of 'em."

Warlord Mhagdash Kur Kroksnik
- Deth Traks, Armageddon.

...TIMING

Many Cityfight missions have variable game lengths. This means that you never know when the game will end. The one certain thing is that you have got to be prepared to make a telling attack before the dice rolling starts. Cityfight games last a basic six turns, so from turn one the clock is running. Generally, the defender will start the game controlling the objective so if you don't get a move on you will lose. Therefore think like an attacker and go for it.

Once six turns have expired, the only way to be safe is to be holding the objective from then on. This stage of the game can be hectic and desperate, so sometimes you will have to gamble. There will be times when delaying a turn and risking the dice roll ending the game will be the right thing to do. There will be other times when your next move is just going to be harder, so you might as well take the objective and hope that there is no next turn.

You can save yourself from this pressure by taking the objective in plenty of time and then pressing on past it to keep the enemy well away from it. Attacking does not necessarily stop once the objective is in your hands, and if you are doing well then you should press the attack. It's important not to get carried away

(remember the mantra: you are the attacker, you will concentrate on your objectives) and let the enemy get past you. Worse still, the momentum could shift so that your over-extended forces are defeated and you are left with inadequate troops to hang on to the objective. At the very least, pressing your attack where there are easy gains to be made will reduce the number of counter-attackers and establish a few 'speed bumps' to slow the enemy response.

So careful planning, nerve and playing the odds should see your banner flying above the objective building when the game ends. The defender will have something to say about it though, which we will discuss next.

TACTICS FOR THE DEFENDER

All the advice from this point on is angled towards helping the defenders. If you are playing a Meeting Engagement or Fire Sweep there will come a point in the first move or two where it becomes apparent one player is on the defensive, whereupon the game becomes a de facto attack/defence.

Victory in most missions is determined by controlling one or more buildings. Often the defender will have some measure of choice about which building will be the objective. When this happens just think for a second or two before picking one. If your army has the edge in shooting then pick a building with some space around it. If you have the edge in assault then pick a building in the middle of a city block.

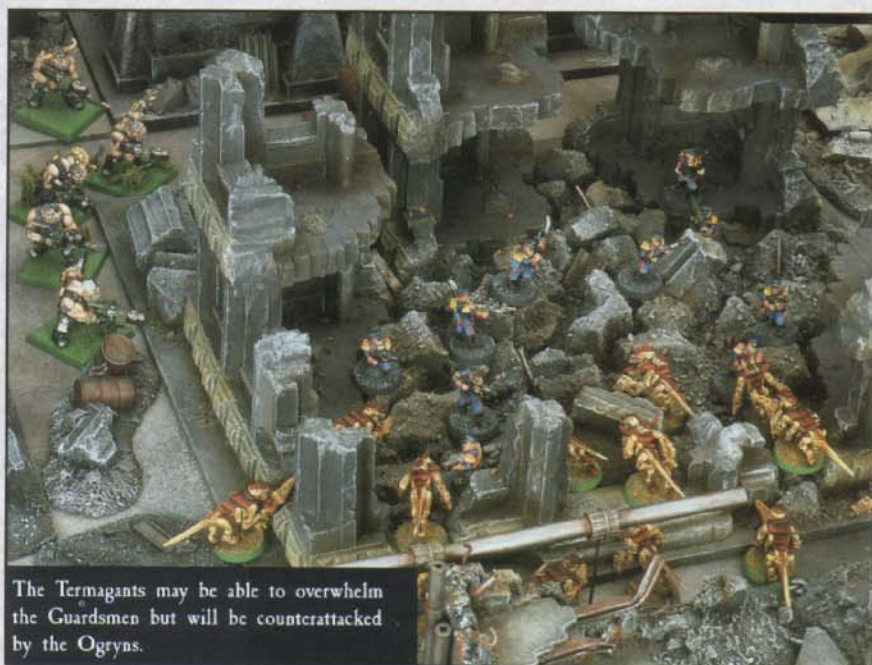
Having picked your building you have to work out where the best hope for defending it lies. Now just because you are defending doesn't mean that you have to be defensive. The attacker

begins the game with the pressure to do something firmly loaded onto his shoulders and a smart defender can exploit this to his advantage. This really is the time for Ork Warbosses to salivate a bit more than usual and start wistfully fingering their choppas. Normally your enemies stand on the table edge and shoot at you while you run toward them, but now they rush to their doom! Depending on the balance of forces at the start of the game it is perfectly reasonable to assault the attackers quickly and make the battle happen a long way from the objective. Close combat orientated armies will have to launch some assaults of their own sooner or later, and less assault fixated armies will always find opportunities for a spirited bayonet charge; it's all a case of timing it correctly. Whatever you do with your pre-emptive assaults, it is vital that you keep some forces in hand to secure the objective building. Between deep striking troops, webway portals, Space Wolf Scouts and virtually anything with a jump pack, there are a lot of ways for the attacker to get around you. Allowing them to simply walk into an undefended building is unconscionable, so be as careful as the urge to rush screaming at the enemy allows you to be.

There are few circumstances in which you should simply sit tight in the objective building and wait, but sometimes that will be the only option left to you. Heroic actions elsewhere on the tabletop won't win the game when the objectives are falling to the enemy. Don't forget the objective.

When defending a building it is useful to defend in multiple lines. Just defend the front with one unit and the back with another. This way the first unit can block the attack leaving the second unit to contest the building and counter-attack next time. If this is not possible then a counter-attacking force should be kept nearby just in case. Anything you put in the objective building will probably be subjected to intensive fire before it is assaulted and the assault will probably be in overwhelming numbers. In short, don't expect to keep the enemy at bay indefinitely and be prepared to counter-attack. The same principle can be used to mount a defence in depth in front of the objective – in this case you form multiple lines and force the enemy to hack their way through each in turn. This is an effective delaying measure but no more.

There is, as ever, a compromise approach that can sometimes be effective. This involves setting up a series of defensive positions well in advance of the main objective building and using these to subject the attacker to delay after delay. This can really work, as the attacker sees the game turns zipping by



The Termagants may be able to overwhelm the Guardsmen but will be counterattacked by the Ogryns.

while he is still trying to overwhelm the first strongpoint. If you overdo it, though, it can result in your army being divided up and beaten piece by piece. It will definitely result in first contact with the enemy long before it would otherwise occur. I have found that delaying the enemy advance by use of outposts works best when there is one absolutely clear route to the objective building that the enemy will take. Sometimes this can prevent them using a road and convince them to cut through some buildings. This is in itself a victory because moving on foot through a cityscape is hazardous.

IT'S NOT LIKE A WALK IN THE PARK

As discussed in the first part of this article, movement on foot through buildings can be very unpredictable. As defender it is to your advantage to encourage the attacker not only to move through as much difficult terrain as possible but to make sure that they go 'the long way' as well.

There are two ways of doing this:

The first involves setting up so that the most direct, open routes (normally the roads) are covered by lots of guns.

Sometimes this may involve sending units out from your main defensive line to cover the approaches. Remember not to get too carried away; you are looking to discourage the easily discouraged or to provoke the easily provoked. It's possible that some players, instead of diverting around your road block, will try to bulldoze their way right through it. Either way, they may have made a mistake, depending on what you make of it. If it looks like your blockers are going to be smashed aside really easily then consider pulling them back because you will probably need them later.

The second technique is to use misdirection. In the Cityfight context this is best exemplified by picturing a mobile, powerful unit that suddenly and unexpectedly leaves the defensive position around the objective building and heads for one of the approaching attacking units. The natural reflex to this is either to suspend the advance of the threatened unit or to quickly move up other troops to support them. Immediately you have forced the opponent to make moves that he didn't want to make, which costs him time and distracts him from his primary aim.

This sort of bluff manoeuvre can be outrageously effective. It is all about finesse really, but remember with a good player, the seemingly vulnerable attacking unit might just be bait!

The bottom line, though, is that if you make the attackers' approach as tricky as possible you will give them less time to be around the objective and maximise



A strong firebase can be a major deterrent.

the chance of mistakes occurring for you to exploit.

Because the enemy will bring more to the party than simple flogsloggers, you have to make them realise that...

...CROSS-TOWN TRAFFIC IS A PAIN

In Cityfight, most vehicles will stick to the road net unless they have no choice in the matter. As the defender you have to ensure that the attacker has no choice. Make sure that attacking vehicles don't have a simple commute to the battlefield. If anything gets into position without risking immobilisation at least once then you should be a little peeved with yourself.

The heavily restricted mobility of vehicles can pose a problem for you as the defender. When attempting to get reserves up to the battle quickly you may find that it takes some time to negotiate the rubble-strewn streets. This can be disastrous, with vital reserves being held up for several turns. In a recent game one of my Catachan Hellhounds found itself rushing to the rescue in a Relief Force Mission only to find itself in a dead end because I hadn't planned its route properly. As it happened, I was lucky enough to be able to bulldoze through a building but the Hellhound could easily have been lost, damaged or simply late arriving where it was needed. It is important to carefully select your route before moving reserves on. Go for a route that you can rely on without having to risk passing through buildings or over street wreckage. In Relief Force for example, your reserves might be effectively cut-off behind enemy lines. In these cases you have to make a clear decision between the arriving unit just being used as an expendable diversion, and actually trying to get it through enemy lines to rejoin your forces. It is a rare opportunity in Warhammer 40,000 to

have the enemy between two fires; the full implications of the Crossfire rule start to run through your head and you have a problem trying not to grin too smugly.

If you intend deploying holding forces out beyond your main defence line you will need to think about whether they will need an escape path or not. Even if you have nothing more sophisticated in mind than putting a speed bump in the enemies' path then an escape route is still a good idea. For example, you have deployed a scout squad to force the enemy to disembark from their transports a long way from their objective in order to assault the scouts. Then the enemy takes a completely different route leaving you with the choice of recalling the scouts or just doing without them.

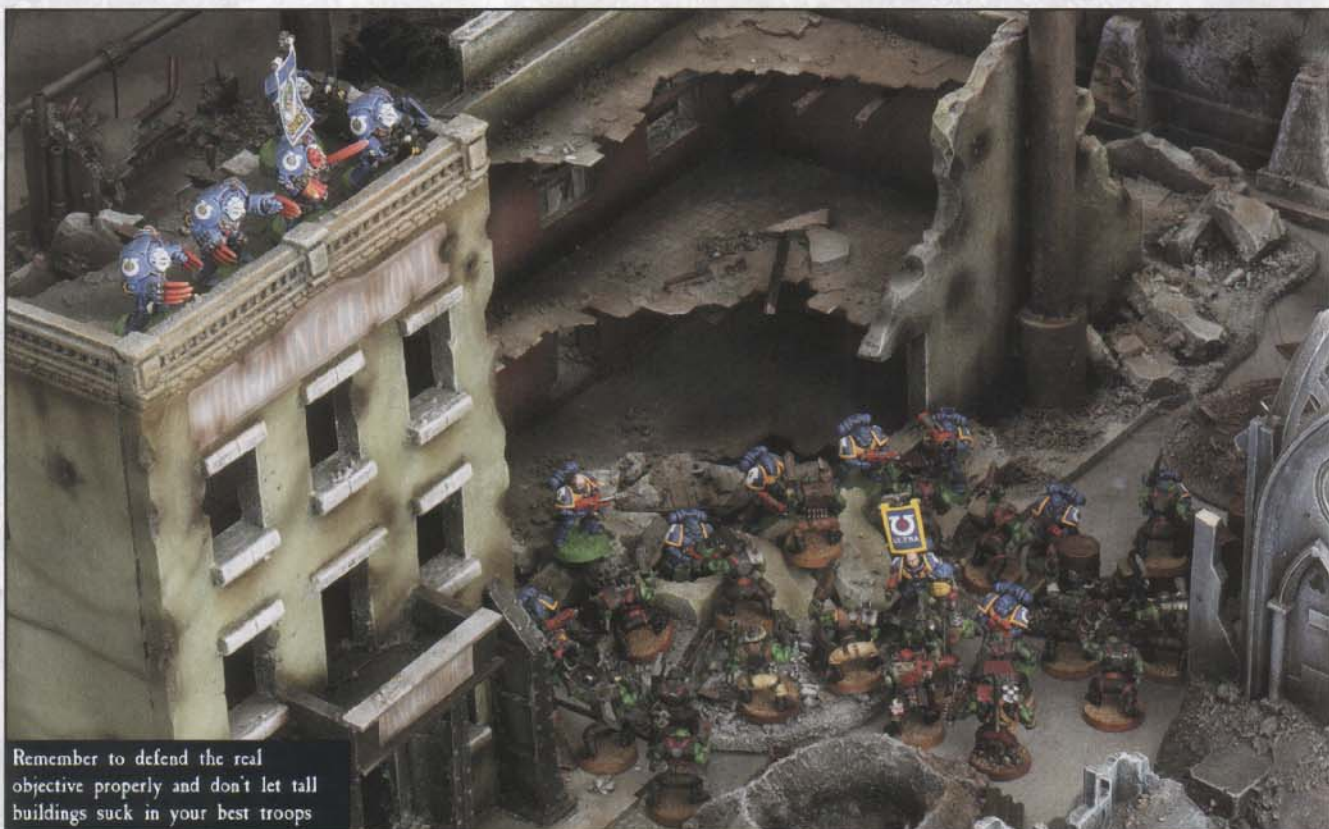
At this point you should have plans for getting your reserves into action and getting your advance guard back to the main line. You will also have come up with ways to persuade the enemy to drive across rubble and through buildings. Now you are ready for the next problem...

BUILDINGS BLOCK LINE OF SIGHT. A LOT.

As the defender, the sheer amount of terrain in Cityfight that blocks line of sight seems to be against you. No, don't cry, it's really not that bad because the enemy will have trouble seeing you as well. Also, because he will be doing most of the advancing, the chances are you will get the first shot at very close range.

I suppose you probably want bigger and better advantages than that and I can't say I blame you, as defending is so much nicer with a comfort factor. Sadly you will have to work for them though. There are a couple of options here.

Indirect fire weapons like mortars can inflict useful attrition on approaching enemy. If they start in reserve or need to



Remember to defend the real objective properly and don't let tall buildings suck in your best troops

deploy near the objective then their efficiency can be rather reduced, however. All this really means is that you shouldn't depend on them too heavily for your army's success – as is often the case, a balanced approach will yield the best results.

The rest of your heavy weapons will either need to be mobile enough to be able to get into a firing position wherever the enemy are, for example Land Speeders, or be prepared to stand their ground along with the front line troops. Let's look at these options in a little bit more detail. Mobile heavy weapons come in a wide range of forms. Whilst Land Speeders, Vypers and Deth Koptas are the most obvious examples, all vehicles can move 6" and fire one non-ordnance weapon. In the Chaos Space Marine army, a Raptor squad could have two plasma pistols and a flamer plus whatever the champion is armed with. In the context of a Cityfight they could land beside an attacking force of Space Marines, blaze away with no regard for the protection offered by power armour and then charge in to finish them off. Space Marine Assault squads have similar options, and the firepower that can be unleashed by a Terminator squad is even greater. In Cityfight all of the units which can move and shoot to a significant degree become that much more valuable.

This leads to one of the main tactical differences with Cityfight. Because of the

reduced visibility, vigorous counter-attacks are more effective than static defence.

"But," I hear you cry, "what about the poor huddled masses of the Imperial Guard armed with rapid fire lasguns and with just one special weapon per ten men?" Well, the truth is that the Imperial Guard do pretty well in Cityfight. One ploy I have been developing is the use of a three line formation. The first line is little more than a skirmish screen. Its purpose is to get enemy dismounted from vehicles about 6" further back than they otherwise would, and to encourage them not to take chances. At any given time they should be in plain sight of their supports. Behind them is the main line and it is here that most of the firepower is massed. If and when the front line is overrun, the enemy doing it will be clearly visible to the main line and it is their job to stop them. If the firepower at hand is inadequate then fall back and wait for help. The rear line tends to consist of Command squads, close enough to exert their influence whilst remaining out of immediate harm's way. These squads tend to be well-populated with Commissars, Veteran Sergeants and troops with assault weapons, such as the incomparable flamer. When the main line tries to blast an enemy assault back into the Stone Age it will work better if it is combined with a counter-attack from the rear line. The key with stand and fire weapons is to be flexible enough to put yourself across the enemy line of advance, pin them with

your vanguard and pulverise them when the opportunity presents itself.

Where there are buildings which you think your opponent will use as staging points for his units' attacks, it is a good idea to cover them with ordnance weapons. As well as being able to kill D6 models per shot, they reduce the cover saving throw of the enemy, making the staging area less safe. Flamers and other template weapons are THE weapon for supporting assaults. Able to inflict up to six hits which ignore cover saves they are a major threat. As the defender you will find the ability of units with a flamer to move forward quickly and charge into a freshly flame-grilled enemy unit will break up a lot of attacks before they start.

As well as using the right weapons for the right job there are some positional factors to consider.

TAKE THE HIGH GROUND

In Cityfight if you can occupy buildings that are 8" high or more you start to get considerable benefits. You can fire into the top of enemy vehicles' counting it as rear armour, and can overlook infantry in cover, reducing their cover saves. What's more, apart from a bit of dead ground, you can overlook lower buildings as well. There is an element of mixed blessing to this because if you can see, you can also be seen. Being in prime position can attract a lot of fire, which is another reason not to hold such buildings for the sake of it.

Obviously, if you are at least 8" up the building then enemy who want to assault you will have at least one turn running up the stairs to get to you and will therefore be eligible for at least a round of shooting before they arrive.

From the defender's viewpoint tall buildings are great. They give you improved protection, improved fields of fire and improved shooting effectiveness. This means that some players will bung a squad into every tall building on the tabletop and assume they have been very clever. Not so. A canny attacker will mass his strength and not disperse it to attack every building in sight. Therefore you need to predict his likely approach and choose your strongpoints carefully.

Tall buildings close to objective buildings are excellent strong points, although be aware that when the inevitable big enemy attack goes in against the objective, all the troops overlooking the combat from the nearby skyscraper will be passive observers, unable to do more than cheer their own side and to fire petulantly at the enemy if they win. It's a horrible feeling seeing the objective being overrun while all your support is a little too far away to help, so when it comes to garrisoning tall buildings don't over do it.

STICK TO THE AGENDA

As the defender there will be times in games when you want to abandon all hope and just get stuck in. This is what the attacker wants you to do. There's a difference here between well-calculated counters and a headlong rush. No matter how grim things get, as long as you occupy the key turf, keep fighting. If you

have to reinforce then do it – there's no time for chasing down an enemy unit when the objective is in jeopardy. The moment you start playing a normal game you will probably have lost a Cityfight.

EVERYTHING COUNTS IN LARGE AMOUNTS

Assault combat can be incredibly bloody in Cityfight. All models within 6" of the enemy can fight with all their Attacks and special abilities. This makes large assault units very dangerous, especially if they have good Leadership and are led by well-equipped sergeants, champions or Nobs. Veteran-type unit commanders are worth their weight in gold as they cannot be picked out by the enemy and will almost certainly get an opportunity to justify their inclusion by swatting generous numbers of the enemy.

Elite assault units such as Death Company, Howling Banshees or Khorne Berserkers are as deadly as ever, of course but, because whole units fight, the elite boys are less likely to come out of a scrap without taking some hits themselves, and if presented with enough enemy may not come out at all. I have seen elite units gobbled up by swarms of lesser troops; they generally build an impressive body count before they go but that isn't really the point. In Cityfight the effect is that an objective is not safe just because a single unit of hard troops is sitting in it. Similarly a unit of Wolf Guard isn't going to be able to hack its way through everything in its path to reach the objective – they will lose troops all along the route, and if they get there will be vulnerable to any sort of counter-attack in numbers.

Being able to put a tough assault unit at the sharp end of your attacks is a major advantage but even the best can be beaten. No unit is so tough that it will not benefit from strong supports.

Speaking of counter-attacks...

TIMING

Cityfight uses the Variable Game Length rules quite a bit, so you never, ever, quite know when the game's going to be over. As control of key buildings decides most of the missions, this means that once you have reached the last regular move you have no choice but to contest all the objectives at the end of each turn.

The key word here is so obvious and important that I am going to use capitals for it, RESERVES. When a game goes the distance, the last player with reserves to commit will probably win. So when playing one of these missions (Relief Force is a great example of the type) pace your game accordingly. You will need troops on average for 8-9 game turns, so don't throw them away.

In Cityfight, getting the last move of the game is the biggest advantage the defender gets. You can get back into the key buildings and fight it out knowing that you are safe next turn and that every available man can be thrown in. Trouble is, if you have not kept a reserve you will not be able to exploit the last turn.

Well, that's about it. I hope you enjoy the different tactical problems raised by Cityfight and are getting more play from those armies you thought you had retired. Remember – last man, last bullet.

Have fun!



Heroic last stands are part of the appeal of Cityfight.

Here, 'Eavy Metal brings you some of the finest Space Marines in the known galaxy. Some of the selection that follow are past Golden Demon winners, whilst others have been painted by the 'Eavy Metal team.

'EAVY METAL SHOWCASE

Grey Hunters, painted by Jonathan Taylor-Yorke, won silver in the Warhammer 40,000 squad category at Golden Demon 2000.



Forge World's Captain Invictus, painted by Stuart Wittes.



Salamanders
Standard Bearer



Wolf Lord,
painted by
Darren Latham.



Dark Angels
Captain



Iron Hands combat squad



Emperor's Champion,
painted by Darren Latham.



Imperial Fists Scout



Salamanders Chaplain

Imperial Fists Captain,
painted by Darren Latham.



Ravenwing Techmarine



Black Templars Marshal



Grand Master Azrael,
painted by Mike McVey.



The Sons of Sparta Space Marines, painted by Anthony Warrington, won the
Warhammer 40,000 squad category at Golden Demon 1999.



The Tau and Kroot have been some of the most keenly anticipated models ever to come into the GW Studio. For all of you that will eagerly be painting their own Tau army here is a multitude of possible paint schemes for both the Tau and Kroot.

THE COLOURS OF WAR

PAINTING TAU AND KROOT

Battlesuits, painted by Matt Hutson



Battlesuit, painted by Mark Bedford



Devilfish and Pathfinders, painted by Keith Robertson



Pathfinders, painted by Mark Bedford



KROOT MERCENARIES



Kroot and Kroothound, painted by Mark Bedford





Kroot Shaper,
painted by Martin Footitt



Legendary Kroot Shaper, Anghkor Prok,
painted by Tammy Hays



White Dwarf's own Matt Hutson seems to paint a glorious new army every other week. With the recent release of the new plastic Chaos Space Marines he's turned his attention to the Word Bearers. Here's how Matt paints his Chaos Space Marines...

PAINING WORKSHOP

Matt Hutson's Word Bearers Chaos Space Marines



COLOUR PALLET



GETTING STARTED

When assembling the models, the gun and backpack were left on the frame to allow easier access to areas such as the chestplate and shoulder pads. The models were undercoated with Chaos Black and were painted five models at a time, finishing a basecoat on each before moving on to the highlights, and so on.

PAINTING THE MODEL

The first area to be painted was the power armour; this was given two coats of Red Gore as the black undercoat can make this colour appear too dark when painted with just one coat.



Blood Red was then used to highlight the very edges of the armour. When applying highlights, try to imagine the model as though there is an overhead light source and paint those areas where

the light would create natural highlights.



Once a single highlight stage had been completed, all of the armour sections were given a glaze with Red Ink. This helped bring the highlight and basecoat together and enriched the red. At this stage, any areas where the paint or ink had overlapped were painted with Chaos Black.



The trim on the armour was painted with a basecoat of Boltgun Metal and areas such as rivets or recesses were given a wash with thinned-down Black Ink.

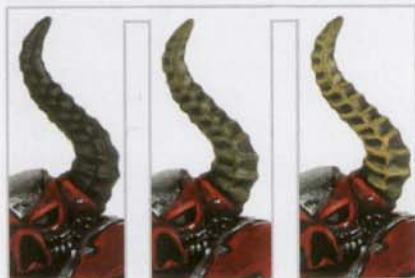
These areas were then touched up with Boltgun Metal before highlighting the rivets and protruding metal sections with Mithril Silver.



At this stage areas such as the metal piping, metallic sections of the gun and the grenade were given a drybrush with Boltgun Metal.



To make the horns look dark, a basecoat mix of two parts Chaos Black to one part Vornit Brown was used as the basecoat. These were then highlighted with a mix of two parts Vornit Brown to one part Chaos Black, followed by a final highlight stage of Vornit Brown on its own.



The flayed skin was painted with a basecoat of Scorched Brown. It was then highlighted with an equal parts mix of Scorched Brown and Vornit Brown before applying a final highlight of Vornit Brown.



The edges of the boltgun casing and the ammo pouch were painted with a highlight of Codex Grey.



To paint the eyes, a basecoat of Skull White was used before being painted over with Bad Moon Yellow. A thinned-down glaze of Red Ink was then applied and, once this had dried, a second coat of Bad Moon Yellow was painted on. To finish off a small dot of Skull White was put in the centre of each eye.



PAINTING SKIN

On the heavy bolter-armed Chaos Space Marine, the bare head from the mutations frame was used. The skin

was first given a Vornit Brown basecoat and a Flesh Wash was applied. Once dried, it was highlighted by using Vornit Brown again, then Bleached Bone, and finally Skull White.



The Legion icon was painted using Codex Chaos Space Marines as reference. First of all a fire-shaped basecoat of Skull White was applied onto the shoulder pad. This was then painted Bad Moon Yellow. Whilst the yellow was still wet, Red Ink was painted over the base of the flames to create a blended orange colour. Chaos Black was used to paint the stylised skull,

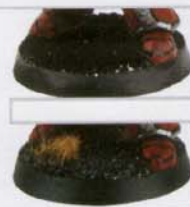


adding dots of Skull White afterwards for the eyes and nose.



To emphasise the fanatical nature of the Word Bearers the effect of text was put onto the armour. To achieve this a series of small vertical lines in Skull White was

painted on to recreate the appearance of writing.



The top of the base was painted over with Chaos Black. Whilst the paint was still wet, it was dipped into sand, then immediately the

top of the base was flooded with a wash of Black Ink. When fully dried, the sand was then drybrushed with Codex Grey before painting the side of the base with an equal parts mix of Codex Grey and Chaos Black. To finish the base off, small clumps of static grass were stuck on using superglue.

To protect the model and remove any shine from washes, the finished model was given a coat of Matt Varnish.



IMPURITY SEALS

To get across the fanatical nature of the Word Bearers, Matt added some of the purity seals from the Space Marine frame.

To give the impression that they are made from skin, they were painted the same way as the heavy bolter-armed Chaos Space Marine's skin.



Matt drew his inspiration for the impurity seals, text on armour and the use of horned helmets from this guide by John Blanche. The full guide was published in last month's White Dwarf.

In the grim darkness of the 41st Millennium there is only war.

Warhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In addition there is a wealth of background information – all in all enough to satisfy the most avid gamer!



CODEX: SPACE MARINES

The Space Marines are the finest troops in the Imperium. Their genetically engineered bodies have been honed far in advance of any human, and their battle skills are second to none. Combined with the best wargear Mankind can offer and a lifespan lasting hundreds of years, these champions of the Imperium are feared and respected throughout the universe.



Each Chapter of the Space Marines has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).



CODEX: BLOOD ANGELS

The Blood Angels are the most bloodthirsty of all the Space Marine Chapters, unstoppable in their fury and infamous in their quest to spill blood in the name of the Emperor.



CODEX: SPACE WOLVES

The ferocious warriors of the Space Wolves are famous throughout the Imperium for their bravery and willingness to fight no matter the odds.



CODEX: DARK ANGELS

The Dark Angels are stubborn and relentless champions of the Imperium, faithful but with a terrible secret.

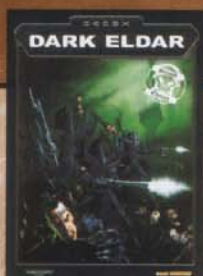
INDEX ASTARTES

Index Astartes is a compilation of articles from White Dwarf magazine. In it are detailed aspects of the Emperor's elite warriors, the mighty Space Marines, and their treacherous brethren, the Chaos Space Marines, in the kind of depth not possible in a normal Codex army book. Contained within these pages you can find tales of heroism and betrayal from the earliest days of the Imperium of Mankind – ancient legends which have been lost to Humanity over long ages of Imperial history. Chapter and Legion histories and colour schemes are detailed, with specific rules and army list variants to help with collecting and gaming using the Space Marine organisations within.



WARHAMMER[®]

40,000



The Codex army books are supplements for Warhammer 40,000. You must possess a copy of Warhammer 40,000 to be able to use the contents of these books.

CODEx: TAU

The Tau believe that now is their time; their race, their empire, will bring unity to all. There is no foe their technology cannot overcome, no quandary their science cannot resolve. The very stars themselves will be reforged in the cause of the Greater Good.

CODEx: DARK ELДАР

Spawned in the darkest pit of the universe, the cruel Dark Eldar are a curse upon all races of the galaxy. For untold thousands of years they have preyed upon unsuspecting settlements, stealing forth from the shadows on their raids of terror, massacring or enslaving all whose paths they cross. This Codex reveals the darkest secrets of these sadistic killers, with advice on how best to begin your own reign of terror across the universe.

CODEx ELДАР

The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warriors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, alien warriors.

CODEx: CHAOS SPACE MARINES

The Legions of Chaos are twisted renegades and traitors, sworn to overthrow the Emperor and mankind whom they once served. The armies of the damned boast mighty Daemons, crazed berserkers, possessed vehicles and squad upon squad of foul Chaos Space Marines, bound forever to destroy all in their path. Death to the False Emperor!

CODEx: CATACHANS

You'll need Codex Imperial Guard to use this supplement.

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the Imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flammes and demolition charges appeals to you, this Codex is ideal. Inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting.

CODEx: TYRANIDS

From beyond the edge of the galaxy, these voracious alien predators come. The Tyranid swarm is a nightmare of towering monsters, scuttling bio-constructs and hideous living weaponry. Within the pages of this book you'll find all you need to create your own brood of mutated terrors.

CODEx: IMPERIAL GUARD

The Imperial Guard is the largest and most diverse fighting force in the galaxy, fighting across a hundred warzones upon ten thousand planets. Famous for their disciplined troops and devastating battle tanks, the Imperial Guard form the mainstay of the Imperium's standing army.

CODEx: ORKS

WAAAGH! The Orks are the most brutal race in the Warhammer 40,000 universe. Across a thousand worlds the deafening cries of battle-crazed Ork warriors ring out as they declare war on everything in their path. From unstoppable Warlords to the lowliest Gretchin, this Codex details everything an aspiring Ork Boss needs to know to take the galaxy by storm in a tide of green death!

CODEx: CRAFTWORLD ELДАР

You'll need Codex Eldar to use this supplement.

The Eldar of the Craftworlds are a diverse race, in culture, traditions and military structure. This Codex uncovers the details and specialised forces of the five major Craftworlds – the Biel-Tan Swordwind army, Ulthwe the Damned, the Saim-Hann Wild Rider host, the Iyanden Ghost Warrior army and the Alaitoc Ranger force. Each variant includes alterations to the army's organisation along with special rules and new unit types.

CODEx: ARMAGEDDON

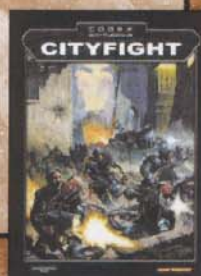
A world is torn apart by the largest Ork invasion in Imperial history. The fate of a hundred worlds will be decided on the ash dunes of Armageddon. This Codex contains four army lists: Ork Speed Freaks, Armageddon Steel Legion Imperial Guard, Black Templars and Salamanders Space Marine Chapters, plus the complete battle-scarred history of Armageddon.

CODEx: NECRONS

The ageless armies of the Necrons have risen from their deep slumber. Now they continue their endless war against all life in the universe. Once a proud race whose empire spanned the stars, the Necrons now exist purely to serve their omniscient masters, inescapably bound to the malignant will of the ancient deities that granted their immortality.

CODEx BATTLEZONE: CITYFIGHT

Codex Battlezone: Cityfight contains all the rules you need to fight bloody battles in the crowded confines of a city. It contains full rules explaining how to fight battles in urban terrain, new equipment, seven new scenarios, a complete hobby section giving instructions on how to make your own terrain and much more.

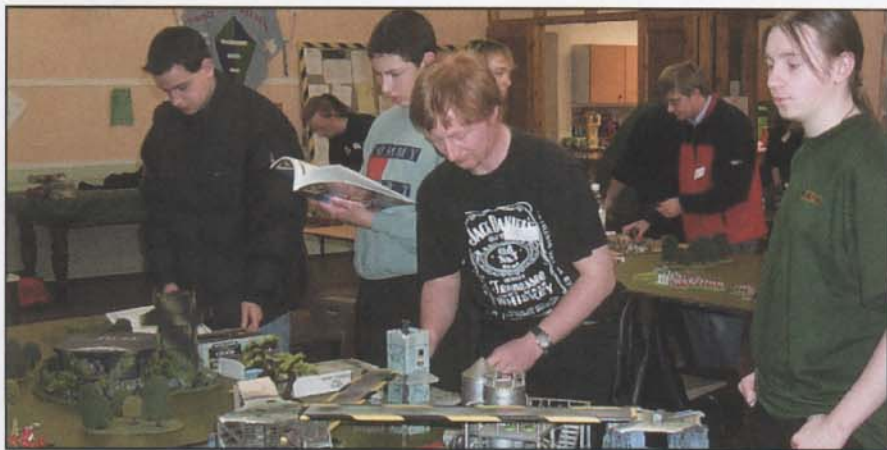




THE GAMING CLUB NETWORK

By Che Webster and Space McQuirk

All across the UK over one thousand gaming clubs are meeting each week to fight battles, share ideas and learn more about the Games Workshop hobby. Over the past few years these groups have begun to link up and share their enthusiasm. The Gaming Club Network is the organised face of this activity.



Finding a Gaming Club

For most people one of the greatest difficulties of the hobby is getting regular games. Gaming clubs offer the best environment in which to play games. They allow like-minded people to arrange gaming times, and provide a gathering point where ideas and opinions can be shared. You can exchange painting and scenery building tips, and get different views on army building and tactics, but most importantly you can play regular games! The problem lies in knowing where these gaming clubs are meeting. The Gaming Club Network offers you a first place in which to get involved with the club community. Locating a club has never been easier – the online club lists provide a useful starting point. In addition, Games Workshop stores are able to point you in the direction of any of the groups they are in contact with.



Join the Club Network

If you already run a gaming club, but haven't got around to registering yet, just log on to the Gaming Club website and fill in the on-line form.

Contact Details

To contact us for any reason, you can use:

In the UK:

UK Gaming Clubs,
Games Workshop HQ,
Willow Road, Lenton,
Nottingham NG7 2WS.

e-mail: clubguy@games-workshop.co.uk

website: www.gamingclub.org.uk

In Canada:

Scott W. Ross,
Canadian Club Captain,
Games Workshop Canada,
2679 Bristol Circle, Units 2&3,
Oakville, Ontario. L6H 6Z8

e-mail: promo@games-workshop.ca

Phone: (905) 795 2962

In Australia:

OZ Club Administrator,
Games Workshop Australia,
23 Liverpool Street,
Ingleburn, 2565 NSW.

e-mail: OZClubs@games-workshop.com.au

Phone: 02 9829 6000

In the United States:

Club Support
Games Workshop
6721 Baymeadow Drive,
Glen Burnie, MD 21060-6401

Website: [//www.games-workshop.com/Community/Clubs/us/clubs.us](http://www.games-workshop.com/Community/Clubs/us/clubs.us)

e-mail: clubsupport@games-workshop.com

On the following pages, we have listed a small fraction of the many clubs that have signed up with our clubs database. Have a look to see if there's one in your area or, if not, check out one of the clubs on-line databases. Please bear in mind that these details are correct at the time of printing, and are subject to change.

UK

Abingdon School Wargaming Soc.
Abingdon School Park Road,
Abingdon, Oxon
01235 521563
peter.willerton@abingdon.org.uk

Aboyne Wargames,
Aboyne Academy,
Bridgeview Road, Aboyne
013398 86222
taylor@aboyneacademy.aberdeenshire.scot.nhs.uk

Adephus Geogicus,
OEGS, West Park Rd, Blackburn
funkstar89@hotmail.com

Angels of War,
25 Grammer Croft,
Millom
07810 594403
garyandrewd@yahoo.com

Angry Dwarf
32 Market St, Tredgar,
Gwent
07761 259 288
geris_berlin@hotmail.com

Aylesbury Wargames Society
The Scout Hut, Oakfield Road,
Aylesbury, Buckinghamshire
guitar.krazy@btinternet.com

Bad Company
Wargaming Society
Castle Park Hall, Bangor,
Northern Ireland
Contact Simon - 0776 119 4292

Battle Dome
42 Rathmore, Warrenpoint
02841 754336
nolandup@hotmail.com

Bedford Gladiators
North End Working Mens Club, 60
Roff Avenue, Bedford
01933 388 684
d.wilkin@btworld.com

Beet & Belles - Torquay Games Club
Torquay Hospital Social Club,
Torquay, Devon
01392 660905
fredster@eurobell.co.uk

Big Chiefs,
St Mark's Community Centre,
Cheltenham
ftsgar@hotmail.com

Bishopsgate Barbarians, Bishopsgate
School,
Bishopsgate Road,
Englefield Green
01784 432109

Blood Ravens,
15 Queens Rd, Camberley
01276 671922
mamsdr@aol.com

Brecon Warhammer Club
Brecon Community Centre, Camden
Road, Brecon
bldian_uk@yahoo.com

Bridgend YMCA Games Club
Angel Street, Bridgend
01656 665179
questionmarksman@yahoo.co.uk

Bridgwater YMCA Games Club
George Williams House,
Friar Avenue, Bridgwater, Somerset
01278 422511
nikh@bridgwaterymca.org.uk

Bristol Big 'Uns/Big Chiefs,
Iron Acton Village Hall,
Iron Acton, Bristol
lurkusspleen@ukonline.co.uk

Bristol Lincombe Barn Club
Lincombe Barn,
Vierdale Road, Bristol
andy@bristolwargaming.co.uk
www.bristolwargaming.co.uk

Bristol Wargames Club, Patchway
Community Centre, Patchway, Bristol
0117 909 9069
two@chumley.co.uk

Buckington Wargaming Club,
Buckington Village Centre,
School Rd, Buckington, Warwickshire
buckington.wargaming.club@bt.com

BWRPS
Curved Lounge, Students Union,
Bangor University
01286 505 517
alanceley@talk21.com

Cambridge University Wargames Society
Queen's College, Cambridge
sjamond@btinternet.com

Cambridge Wargames Club
Cambridge Regional College,
Kings Hedges Road, Cambridge
Contact Dave - 07900 543412

Cardiff Games Club,
Roath Community Centre,
Roath, Cardiff
01446720995
yaka@btinternet.com

CGGS Wargames Club
CGGS, Grammer School Lane, West
Kirkby, Merseyside
0790 366 493
paulmckell@hotmail.com

Cheltenham Big Chiefs
St Mark's Community Centre,
Cheltenham
Contact GW Cheltenham
01242 228419

Chippengham Games Club,
Bridge Centre, Chippengham, Wilts
01249 444 230

Cockermouth Wargames Club, Lorton
St Methodist Church, Lorton St,
Cockermouth
01900 826417

COGS
Assembly Rooms, Chesterfield Market
Hall, Chesterfield
bazzz_@hotmail.com

Colet Court Warhammer Club
St Paul's Preparatory Sch, Lonsdale
Rd, Bames, London
0207 431 4855
rick240@aol.com

Crawley Wargames Club
c/o Mike Jones,
53 Guernsey Close, Crawley
01293 543953

CA BOYZ CLUB
St Barts Church, Penn,
Wolverhampton
01902 683350
zsg.smush@virgin.net

Da Club
The Old King Hotel, Gt Portwood
Street, Stockport
07787 524857
DaClub@btinternet.com

Da Friday Meet
Rosebank Hall, Nairn
01867 453521
jrush@btinternet.com

De Montford University Games Society
De Montford University Student Union
Mill Lane, Leicester
0116-299-1558
daggers@webcamaster.co.uk

Devizes & District Wargames Group
London Road Youth Centre, Escourt
Crescent, Devizes
01380 726376
contact_dcw@btinternet.com

Doncaster Wargames Society
Elmsfield House, South Parade,
Doncaster
01302-335-610
philstgray@hotmail.com

Dorset Werewolves
Longburton Village Hall, Nr
Sherborne, Dorset
01963210535
pearce@teknol4.freemove.co.uk

Dragon Wargames
Dragon School, Bardwell Road,
Oxford, OX2 6SS
01865 315466
bab@dragonschool.org

East Birmingham Marauders Club
261st Scout Hl, Yardley Fields Rd,
Stecford, Birmingham
0121 783 7889
clubinfo_gw@btmc.co.uk

Ek Outlaws
Universal Conferences, Town Centre
Park, East Kilbride,
01355 221629

Exeter Wargames Club
Exeter Community Centre,
St David's Hill, Exeter
01392-221-7750
macoupland@aol.com

Falkirk District Wargames Club
Newlands Community Centre,
Montgomery Street, Grangemouth
01259 731091
kenney@falkirkwargamesclub.co.uk

Farnborough Wargames Society
Elles Hall, Pinehurst Avenue,
Farnborough
wayne@clara.net

First Bloods
4 Albert Place, Donnington, Telford,
Shropshire
01952 676 722
www.sandagames.co.uk

Fitzharrys School Warhammer
Northcourt Road, Abingdon
01235 520698

Galashiels Warhammer Games Club
Galashiels Academy, Galashiels
nmacleod@galashiels.org.uk

Games Guild
Rainham and Wignore Community Centre,
Granary Close, Gillingham
0798 007 5969
rekab@ic24.net

Games Club
St John's Church Hall,
St John's St, Woodbridge
ant@buliards.freemove.co.uk

Games Club
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Worsley Road, Anfield
01253 712 886
singletone1@ukonline.co.uk

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Scout Hall, Shawmoss Road, Glasgow
01236 458 425
neil.gibson@aol.com

Glasgow Games Group
Woodside Halls, Glenfarg St, Glasgow
garbo@btinternet.com

Gobstyk
St Andrews Church Hall, Lincoln
01522-888-016
info@gobstyk.co.uk

Gt. Yarmouth Minotaurs
Easton Road, Gt Yarmouth
01493 445846
garth.thorne@yarmouth.expro.co.uk

Guildford Games Club
Park Barn Centre, Guildford, Surrey
01483 234211
za2000@btinternet.com

Hardist Wargames Club
Haraton And District Community,
Washington, Tyne And Wear,
Sunderland
07761 708 804
spookayuk@yahoo.com

Harrogate and Ripon Dist. Wargames
Dene Park Community Centre
Off Woodfield Rd, Harrogate
01423 541135
kaveman@cockscow.com

Harrogate Wargames Club
RAFA Club, 8 East Parade, Harrogate
01423 540610

Hartlepool Wargames Club
The Athenaeum, Church St, Hartlepool
0191 518 4686

Hartlepool Warlord
St Matthew's Hall, Elwick Rd,
Hartlepool
ptex.design@ic24.net

Haverhill Warhammer
Charlstone Middle School, Miffeld
Way, Haverhill, Suffolk
01440 703 100

Hexham Games Club
The Scout Hut, Maidens Walk,
Hexham
07973 909 393
paharvey@aol.com

Hinckley Adventure Games Society
St John's Ambulance Hall,
Brunel Rd, Hinckley
01455 840823
thbrinkman@aol.com

Hobbit's Hole Gaming Group
At Artists Corner, 6-7 Beaufort Sq,
Chepstow, Monmouthshire
01291 627393
artistscorner@btopenworld.com

Hunstanton Warhammer, Community
Centre, Avenue Rd, Hunstanton
01485 533558

Ilkley Games Club
Ilkley Baptist Church, King's Rd, Ilkley,
West Yorkshire
01943 432044
ashley.selman@care4free.net

Imperial Warlords
Kibworth High School, Smeeton Rd,
Kibworth, Leicestershire
0115 279 2238
dylan@imperialwarlords.co.uk

Inquisitor Lodge
Soham, Ely, Cambs
01353 720 536
large.dave@btinternet.co.uk

Isle of Man Wargames Club
Allan Street, Douglas, Isle of Man
shawn.com@ukgawebway.net

Junior Adventurers Guild
New Road Community Centre, Earby,
Lancs
01282 844429
jag@justint.globalnet.co.uk

King James School Club
King James' School, Knaresborough,
N. Yorks
office@kingjames.co.uk

Kirriemuir and District Wargames Society
Glenagate Hall, Glenagate, Kirriemuir,
Angus
01575 574128
bob@kirriemuir.freemove.co.uk

Lakenheath Warhammer Club
25 The Firs, Lakenheath, Suffolk
01846 861255
banks@btinternet.co.uk

Leeds Gaming Club
Headingley Community Centre, North
Lane, Leeds
2745727 OR 2746238

Letchworth Roleplaying Club
The Balcony, Plinston Hall, Letchworth
rblgley@btinternet.com

Little and Large CARRAGE
Boston Grammar School,
Boston, Lincs
01205 750 239
asamark@btinternet.com

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Westminster Uni,
Regent Street, London
020-7436-0839

Madgames
Star of Hope, 3 Turpins Green,
Maidenhead
07880 782169
denis_jackman@hotmail.com

Madduck -
The Torpoint School Wargames Club
10 Will Marley St,
Torpoint Community School, Torpoint,
Cornwall
97mant@torpointcomm.sch.uk

Marlow Militia
Marlow School, Watlington La,
Bristol
01454 862538
nick@marlowod.s-gloucs.sch.uk

Merchant Taylors Wargaming Society,
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Lodge Lane, Northwood
02088 664 144

Newark Irregulars
7m Newark Scout HQ,
Lover's Lane, Newark, Notts
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laurence@notts.co.uk

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62 Kinross Cres, Great Barr,
Birmingham
0121-605-2287
skritchett@btinternet.com

North Down Warlords
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Newtownards
028-9182-1493
richard@ndwarlords.freemove.co.uk

North London Wargames Group
St Joseph's Church Hall, Eleanor Rd,
Waltham Cross, Herts
01992 622 431
steve.tuik@btinternet.com

Northampton Gamers
Kingshorpe Community Centre,
Thornthorpe, King'shorpe,
Northamptonshire
07769 807647
posborn@hotmail.com

Northern Warlords
43 Grand Road, Hartlepool
01429-429-474
ADixon1999@aol.com

Northumbrian Adventurers Guild
Newsham Library, Elliot Street, Blyth
Dunkum_99@yahoo.com

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Rd, Lenton, Nottingham
0115 916 6410
prince@games-workshop.co.uk

Number One
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01460 76029
terry@workforon.co.uk

Oakland Gamers
Oakland College, Welwyn Campus,
Welwyn Garden City
01727 737000 ex 6577
oaklandgamers@ukonline.co.uk

Oldham Hukkie Grammar School
Games Workshop Club
The Hukkie Grammar School, Oldham
0161 624 4487
skip@connabmail.com

Oufel Limits Games Club
Alderman Callow School &
Community College, Mitchell Ave,
Canley, Coventry
024 7646 8317
GM@oufelimitsgamesclub.co.uk

Oxford Gaming Club
Wesley Memorial Church Hall, New
Inn Hall Street, Oxford
01845 834060
geoff@oxfordgamingclub.co.uk

Parkhouse Wargames Club
Parkhouse School, Andover Rd,
Newbury, Berkshire
01353 340 165

Portsmouth University Wargames
Society
Portsmouth Student Uni, Southsea,
Portsmouth
02392-820-075
csn90192@port.ac.uk

Preston Role-Playing and Games Society
University of Central Lancashire,
Preston
07989 455 169
jdoberthy@ucal.ac.uk

Red Dragon
Dyfford Community Centre, Greenhill,
Dyfford, Swansea
morrisc@barrysworld.co.uk

Richmond Wargames Club
The Market Hall, Market Place,
Richmond, North Yorkshire
01748825622
Kevin@stace.freemove.co.uk

Rochdale Tabletop Club
Spotland Methodist Chapel, Spotland
01706 852289
stephens@pbworld.com

Royds School Club
Pennington Lane, Oulton, Leeds
01132146307
rmarsden@royds.leeds.sch.uk

Ruskington Warhammer Club
Maner Street, Ruskington, Sleaford
01526 832 077
jaynebewick@hotmail.com

Sankys Wargames Club
Scout Hut, Highfield Ave,
Great Sankys, Warrington, Cheshire
0771 853 2687
r.a.spiers@btinternet.com

Scout Model Club
Ravenswood Avenue, Rock Ferry,
Birkenhead
0151 643 1236

Shuffle and Mansfield Dragon Slayers
Victoria Social Club,
off More Lane, Mansfield, Notts
0115-956-1150
brackenbriar@proweb.co.uk

Small Soldiers
103 Shirley High Street, Southampton
023 8077 8230
bobgraham@soldiering-on.com

South Dorset Grenadiers
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South London Warlords
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Spartans
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Ashton in Makerfield, Wigan
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Tring School, Mortimer Hill, Tring,
Herts
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ghazghul.s10@btworld.com

St Annes Garrison
Hospital Social Club, Ge Hospital,
Kings Lynn, Norfolk
01553 679250
j.lichterfeld@btinternet.com

Stags
Holyhead Road, Oakenkates, Telford,
Shropshire
01952 417747
kqg@mail.com

Sudbury and District Wargames Club
Newton Games Village Hall, Newton
Green, Sudbury
01787 312 160
brianlawson@btinternet.com

Sunderland Games Club
Defton & Millfield Community Centre,
Hylton Road, Sunderland
0191 415 5619
JHT29@SUPANET.COM

Sutton Centre Gamers
Sutton Centre School,
High Pavement,
Sutton-in-Ashfield, Nottingham
01623 405500
admin@scentre.fsnet.co.uk

Swansea Wargames Society
St Judes Church, Mount Pleasant,
Swansea, Wales
chris.morris@btworld.com

Swindon and District Wargames
Crosslink Community Centre, Stratton,
Swindon
01793-700-609
members@swindonwargames.co.uk

Tanelorn
St Gabriels Church Hall,
Park Road, Wansley, London
0208 530 8462
www.playersociety.com

The Betrayers
John Colet School, Wharf Road,
Wendover, Bucks
clan_mor@hotmail.com

The Enlightened
The Wheatsheaf, Horsell, Woking
07720 292 680
richard-in-eden@btinternet.com

The Games Workshop Club
Millfield High, Belvedere Road,
Cleveleys
01253 665 592

The Lost Legion
Grange Farm Hobbies Centre,
Scunthorpe
01724 337 085

The Players
Wexham Parish Hall,
Norway Drive, Slough
07833 107 048
coker.george@virgin.net

The Praetorian Bloody 100th
RAF Mildenhall, Suffolk
07979 330 223
chris.williams@mildenhall.af.mil

The Rapturous Standard
Scout HQ, Barkway Road, Royston,
Herts
01223 207 095
steve@sm-property.freemove.co.uk

The Spiky Club
Post Office Social Club (next to
Brandon Tools), Richfield Avenue,
Reading, Berks
07798 825696
oocktheibarian@hotmail.com
www.spikyclub.com

The St Austell Warhammer Club
The Scout Hut, Morland Road, Par,
Cornwall
01726 72259
madforminuties@madassafish.com

Thirsk School Games Club
Thirsk School, Topcliffe Road, Thirsk
01845 522024

Tunbridge Wells Wargames Society
Speldhurst Village Hall, Kent
01634 723 688
tony.wyatt@newham.gov.uk

ULU Gamesoc
University Of London Union, Malet
Street, London
colin@u.ac.uk

Important Note: This list has been produced by Games Workshop to help people get together to play games and none of the clubs have been vetted or approved by Games Workshop. By maintaining this list Games Workshop is not officially endorsing any of these clubs, groups or organizations or guaranteeing that they are still in existence.

University of Portsmouth Roleplay
and Wargaming Society
Southsea, Portsmouth
0779649450
jamesbroth@hotmail.com

University of Sheffield Wargames &
CCG Society
University of Sheffield, Sheffield
0114 232 0198
wargamescc@sheffield.ac.uk

Victory Hunters
King Edwards, 6 Upper Street John's
Street, Lichfield, Staffs
01543 417 211
julian@south.freeserve.co.uk

Wargames
Aboyn Academy, Bridgeview Road,
Aboyn
07762580490
Andy199@hotmail.com

Wargames & Boardgames
Keele University, Keele, Staffs
01782 247968
ksc45@keele.ac.uk

Warhammer Club
RAF ST Athan, St Athan, Barry, Vale of
Glamorgan
(01446)798401
chris_suzanne@hotmail.com

Warhammer Club
Priesthall High School, Stockport
0161 947 9253
coven@btclink.com

Warhammer Club
Rodilian School, Longthorpe Lane,
Lofthouse, Wakefield
01924-832-135

WARPS
17 Northgate Street, Aberystwyth
077 300 401 48
booth110@yahoo.com

Warzone Sector MC.G12
Mill Chase School, Mill Chase Rd,
Bordon, Hampshire
bigg@from-biza.co.uk

Watford Wargames Federation
Watford Girls School, Watford
0775888499
gordontunn-hayward.com

Wazaks Den
67 Christchurch Road,
Southend On Sea
01702 302 619
s.grimwade@hotmail.com

Weighton Wargames Group
C/o Rosemount Cottage, York Rd
Shiptonhoorpe, York
01430 573701

Warhammer 40K Club
Westcliff High School For Boys,
Kenilworth Gardens, Westcliff-on-sea
07050 694 302
morganj97@curric.cse@whsb.essex.sch.uk

Woodstock Warhammer Force
The Woodstock Club, Broadac Rd,
Sittingbourne
01795 410420
woodstockclub@hotmail.com

Wyrley Warhammer
Old Peoples' Centre, Broadmeadow
Lane, Great Wyrley, Walsall
01543 271154
wryleywarhammer@conflict.co.uk

Wyvern Gamers
12 Laurender Close, Wick-St-Laurence,
Western-super-mare, North Somerset
0175 801 934
k.lya@talk.21.com

York Wargames Society
Guppy's Enterprise Club,
17 Nunbury Lane, York
01904-622879

AUSTRALIA
Outpost 6030
Mindarie Marina Hotel, Quins Rocks
0413 554 402
capon@inet.net.au

Queensland Miniature Gamers Club Inc-Warriors
11 Oxley Road, Chelmer, Brisbane,
Queensland
0417 634 699
mcnugle@zip.com.au

Steel Legions Club
30 Fanerlane Rd, Handersville,
NSW, Sydney
9482-6739
tyrands999@hotmail.com

AUSTRIA
Comitatus
St Georgenstr. 2, A-5110 Oberndorf
0043 664 392 1955
waller.kraus@tutanet.at

Keepers of Dice
Kirchweg 2,
Enzestfeld Lindabrunn, 2551
00432256816256
lov.siamak@eunet.at

World of Warhammer
Kohlpassen 25-27, Vienna, 1050
padra@telekabel.at

BELGIUM
De Witte Ridder
Zail Lindeboom, Dorp 1,
Lanopdunburg, 3970
49585658
patrick.cannaerts@belgium.com

CANADA
Newmarket Games Club
Robert Martin Memorial Scout Hall,
Pine Street, Newmarket, Ontario
905-953-0573
newmarketgamesclub@home.com

Newmarket Games Club
Newmarket, Toronto, ON
http://members.rogers.com/newmarketgamesclub

CHILE
Ordo Australis
Santiago, Chile
rapto@iglu2.net
www.ordoaustalis.f2s.com

COLOMBIA
Warhammer Colombia
Calle 94 N° 15 32, Piso 8,
Bogota 57 4162759
warhammercolombia@hotmail.com

CROATIA
Borden Princes Club
Masarykova 5, Zagreb, 1000
385 1485 5082
reborn-mimajure@post.hinet.hr

DENMARK
Hanso
Sorove 9f, Fugleberg
5546 1525
gokurt@forum.dk

Khorne's Chosen
Birkeblimvev 7, 3530 Joergespris
475 02808
jh-agger@mail.tele.dk

FINLAND
Chaosboyz Crew
Helsinki
+358-405-406-501
tube@cc.hut.fi

Kyssa Wargames Club
Wskoesplanaden 34,
Kirkkopuistikko 34,
Vasa, 65100
358 950 542 1913
cyber_rage81@yahoo.com

IRELAND
Belvedere Gaming Club
Belvedere College,
6 Great Denmark Street, Dublin
00353 832 6410
colodyle@indigo.ie

Fan - Sci
C/o The Student Union,
Nui Galway, Galway
003538 7296 8697
didatton@bugfoot.com

The Hive
Unit 14, Workspace Centre, Mayoralty
Street, Drogheda, Co.Louth
Deckelly@oceanfree.net

ITALY
Associazione Lorien
Via De Filis 10, Terni
744441491
demon666@wind.it

La Fondazione
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+ 39 347 36 76 829
lafondazione@tiscali.net

JAPAN
Sentai - Ohkoku
Tokyo
sentai_hd@yahoo.co.jp
http://www.geocities.co.jp/SiliconValley-Bay/2771/index.html

MEXICO
Imp Comics
Plaza Manzana # 130
Mexico City
555-961-761 565-212
shadow_jfs_008@yahoo.com

NETHERLANDS
Berigen Op Zoom
Wijkcentrum Ons Bergen,
Goudenbloemstraat 17,
Berigen Op Zoom,
31164233861
l.konings@tpp.nl

Da Dice Lobbers
Amatist 13, Heerhugowaard

NORWAY
Kristians and Spill Klubb
Vesterveien 2, 4613
380 90 313
krsklubb@hotmail.com

Warcry
Metropol, Stavanger, 4000
47 922 977 68
warcry@broadpark.no
http://welcome.to/warcry

POLAND
Chimera
Reja 10, Olesnica, 56-400
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tomaz@poczta.onet.pl

SOUTH AFRICA
Durbanville Gaming Club
PO Box 60394, Table View,
Cape Town
2721 556 4024
dbotis@iafrica.com

072-5741138
dadecolobbers@hetnet.nl

Thanatos
Jan van Eijkstraat 11, Rijnsburg,
2321 BL
0031 - 71 40 77510
sthanatos@hotmail.com

The Battle Field
Park 3, Parkweg 3, Harderwijk
0341 412 118
hasse@chello.nl

Warhammer Einfloten Battles
V.T.A. Henriette Roelants,
Keldersstraat, Eindhoven
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Vesterveien 2, 4613
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47 922 977 68
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Shopping Centre
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bwheel@bexmsf.com

Fairmont Wargamers Society
South Africa
2721 967 313
leelen@fairmont.wcape.school.za

SWEDEN
Enkopings Fignarspel Forening
Radmansgatan 13-1 tr
s- 745 30
Enkopings
eff@home.se

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Games Association
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malrok@spray.se

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GRAND • TOURNAMENT

A few times a year, Games Workshop pulls out all the stops and puts on a Grand Tournament. These are mega-sized events where hundreds of gamers from all over the world come together to battle it out over the course of a weekend. These Grand Tournaments attract the most amazing armies and friendliest, most fun people you could ever ask to see or meet.

Unique scenarios, great terrain, preview armies, and tons of staff all come together to put on a

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Listed below are some of those who have won the coveted title of Warhammer 40,000 Grand Champion.

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1996 Wei Lam
1997 Stefano Gemi
1999 Tuomas Lähdeoja
2000 Steve Butler
2001 Tuomas Lähdeoja

USA

1997 Roy Albertalli
1998 Adam Cohen
1999 Kenneth Wilson
2000 Mike YBarbo
2001 Marc Parker

Canada

1997 Gordon Frew
1998 Greg Amlin
1999 Mike Major
2000 Greg Amlin
2001 Shaun Kemp

Italy

1997 Stefano Gemi
1998 Massimo Quattrocchi
1999 Massimo Torriani
2000 Ugo Uliveti
2001 Ugo Uliveti

Many thanks to all our
Outriders for their tireless
work and dedication

North America

Glynn Adkins
Manny Almeida
Matt Anderson
Edward Arneson
John D. Baker III
Jon Barmore
Russ Barnes
Jon Beatty
Mike Beavers
Matt Bevington
Barclay Black
Bryan Bledsoe
Andrew Boyce
Jeffrey Brehm
Jeff Brooks
Dustin L. Burger
Robert Burke
Mike Butterworth
Christopher Cailor
Dave Cane
James Childress
David Clark
Lee Coleman
Ted A. Collins
Jon Costa
Dan Cramer
Ted Daly
Alan Danielson
Troy Davidson
Dennis Dawson
Merle R. Delinger
Andrew Dick
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Al Dittman
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Jason Ellis

Eric Emerson
Kevin M. Farrell
Phillip Fatka
Shawn Fellows
Steven Ferrell
Thomas Ferris
Steven R. Fields
Nathan Flanders
Mike Flynn
Jason Foley
Matt Forish
Michael Fox
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Troy Gann
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Joseph Gates
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Parker Gibson
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Andy Gould
Dave Graham
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Matthew Green
William A. Greenwald
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Thomas Hoellering

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Jason Hubbs
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Tyronne Johnson
Robert June
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Mike Kraus
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Pat Lewis
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Jeremy Maffetti
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John L. Martin
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James Morris
James W. Mullens
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Neil Northime
Victor Novak
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Stefan Price
Steven Plack
Frank T. Puricelli

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Kai Oerum

Dave Brugman

Martijn Nas

South America

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German Ernesto Bogomolny

Claudio Marcelo DiLauro

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Tomas Fontecilla

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Andy Meechan

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Doug Foley

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Edwin Voskamp

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Tim Huckelbery

Tim Pearce

Tuomas Lähdeoja

LETTERS

On these pages we have 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 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.

HOLD YOUR GROUND COMMENTS

To Andy Chambers

Hello. I just wanted to send a few quick comments your way on the Hold Your Ground Rule – as a fellow Game Designer (albeit, in a different genre of Game Design), I know how valuable feedback can be.

As a whole, I enjoyed testing the Hold Your Ground rule – it gives the player a choice (and choices are always good) that allows them to play to the strength of their army. Playing a Hand-to-Hand army list? You probably want to forgo your chance to shoot and fight in Hand-to-Hand. Playing a shooty army list? You most probably want to Hold Your Ground and shoot at charging forces. The downside of choosing to shoot, being that you do not get to mêlée, is both easy to understand and fair (both admirable qualities in a rule).

As a devoted Speed Freak, however, something did become immediately apparent after playing a few games with this new rule – my Boyz got shot to pieces every time they charged. Boyz (with their Armour of 6) are particularly susceptible to enemy fire, as every wound kills them. Charging a 10

man Guardian Squad (let alone a 20 man Guardian Squad, or a 10 man squad of Space Marines) is a death wish. This is problematic, as at least half of the strength of a Speed Freaks mob lies in their ability to charge from a vehicle. The Speed Freak downside, that of not being able to charge more than 10 Boyz (due to Trukk carrying capacity) turns out to be a serious hindrance – where a normal mob of foot-bound Boyz can shrug off six or seven wounds when charging in, a group of Trukk Boyz that only arrive with three to four live ones is in real trouble (especially since the Initiative 2 hurts on the second and subsequent rounds of combat).

Hold Your Ground is really only a serious problem for lightly armoured units that charge from vehicles on a regular basis – Orks (and Dark Eldar) seem to suffer the most. I do have a proposal for an addendum to the rule:

Orks charging from a vehicle (or possibly only Speed Freaks, though it would be nice for non Speed Freak Orks too) may make a Waaaagh! test as normal. If the test is successful, then opponents may not use the Hold Your Ground rule on the charging Boyz (they are stunned by the bestial ferocity of the Boyz charge!). If the Waaaagh! test is not successful, opponents have the normal choice as to whether they wish to use the Hold Your Ground rule. This means that a full unit of ten Boyz charging from a Trukk has a 92% chance getting a successful assault without getting shot to pieces. A squad of 7 Boyz (after an assault or so) only has a 58% chance of getting a successful assault (this also gives Ork players yet another good reason to take maximum sized squads).

As a secondary note, for those other lightly armoured aliens (namely, the Dark Eldar and Eldar), you may wish to consider allowing them to use their 'Fleet of Foot' ability to negate the Hold Your Ground rule. This could work as follows:

Any unit that is 'Fleet of Foot' and disembarks from a Transport may choose to use Fleet of Foot when

charging to negate the Hold Your Ground rule. If they do so: (a) The Unit may not move the additional D6 inches forward (you must be within the normal 6" to assault – if you are farther than that, even blinding speed cannot get you there fast enough to keep the enemy from firing at you). This represents the Fleet of Foot Unit using their blinding speed to rush forward before the opponent can fire (b) The Unit using Fleet of Foot may not shoot, as a Unit using Fleet of Foot may not fire.

Basically, this means that a Fleet of Foot Unit (ie, lightly armoured unit) may choose to give up their shooting to keep from being shot at.

Well, thanks for your time – I know reading mail from our playerbase always takes up way too much of my own time, and suspect that you might have similar difficulties. Hope you are having a good one...

Geoffrey Zarkin

Senior Game Designer at Verant Interactive, Designer for EverQuest

Editors note: I've included Geoff's feedback letter as it summarised a lot of the issues I ran into when we tried out Warhammer style 'stand & shoot' rules in an effort to tone down assaults. In the end we junked the idea and went for a more subtle modification of the assault rules as published in this tome. Thanks to everyone who tried 'Hold Your Ground' and let me know how it went.

ASSAULT WEAPON SQUADS AND FRAG GRENADES

Dear Andy,

After seeing you print some player suggestions in the latest issue of Chapter Approved, along with your reactions, I thought I'd take a chance and make some suggestions for things I'd like to see in Warhammer 40,000. I have two brief ones I hope meet with your approval.

I propose a new type of Space Marine squad called 'Caracola

Squads'. This squad would be identical to a Devastator Squad except that up to four members of it could carry special weapons, ie, flamers, meltaguns or plasma guns. I see no real reason for such a squad not to exist, and it would offer several tactical options and fit in with the game quite nicely.

Such squads would be extremely logical for the Blood Angels in particular, given the unreliability of their Devastators under the Red Thirst rule. In fact, the sons of Sanguinius may have invented such squads long ago.

Another reason to make this squad an official part of the Space Marines army list are the cool new Space Marine miniatures with melta and plasma guns. A Caracola squad could be listed under Troops and pay the same cost for their special weapons that a Tactical Squad pays.

After seeing the new rules for blind and smoke grenades, I opted to bring up one thing I didn't like under the new Warhammer 40,000 rules and pose a suggestion: I agree that under the second edition frag grenades took a while to work out, with multiple rolls for each, but I think you made them virtually useless in the current rules, and that's not right either. I think there's a simple rule for frag grenades that makes them useful without bogging things down. Attend, please:

A model with frag grenades may throw one in the Shooting phase in lieu of its normal shooting attack. The throw is handled like any other shooting attack and has a range of 12". If a hit is scored the target unit takes a S3, AP5 hit that ignores any open cover save. Open cover is any non-enclosing cover like trees, ruins, craters, etc. Troops in enclosed cover, like a bunker, get their normal cover save against the grenade but if an enemy model is in contact with the bunker it may automatically throw a frag grenade in through a view slit or gun port. Due to the effects of shrapnel and shockwaves rebounding in the enclosed space each model in the bunker takes two hits.

There, I think those rules make frag grenades simple and useful, and are

quite realistic to boot. It's a matter of historical fact that grenades are most often used against troops in cover or to clear rooms with, and under my proposed rules you'll see players using grenades against concealed enemies or to clear bunkers while using their guns on exposed enemies.

I'd really like to see that rule replace the current frag grenade rule as the current rule make them near useless, and why have all those 'pineapples' on the new marines if they're worthless?

Keep up the good work, and get me some new Tyranid rules and units soon!

Lord Russ Bullman.

SPACE MARINE SCOUT ARMOUR

Dear Games Workshop Chapter Approved,

I am writing because I came up with an idea that I thought would be interesting as a Chapter Approved piece of Wargear for the Space Marines (and their sub-codices). I hope you like it.

Scout armour 20pts
(Independent Characters only)

*Many Space Marine Chapters have large Scout Companies (usually the 10th Company) where the new battle brothers are seasoned before they don their power armour and take their place in either one of the four Battle Companies of a reserve Company. a seasoned veteran is often given charge of the young recruits and personally leads this unit. At times these heroes join their charges in the field and this at times requires these mighty Space Marines to once again wear the light armour of the Scout Company. This reduces the character's save to 4+, but he benefits from the **Move Through Cover** and **Infiltrate** rules (see Codex: Space Marines). Note that models equipped with Scout Armour may not use a jump pack. However, models equipped with Scout Armour may also be equipped with a Space Marine Bike, losing the **Infiltrate** ability, but retaining the **Move Through Cover** advantage of Scout Bike squadrons.*

The league I play in has tried using this rule and found that, while having an independent character infiltrate can be powerful, the high cost of the Wargear, plus the 4+ armour save, balances these advantages. I hope you consider this as I feel it would make a useful addition the the Space Marine armoury.

Sincerely,

M. Judson Goodrich, III

ORK KLANZ

Deat Andy Chamberz,

I iz Grom Hell Skrem, Deatth Skull Warbozz, and fott 200 reef youz kan ave my ideaz for Ork klanz.

Ere we z dre:

Dz Goffz (Punch up where?)
Deze guyz kan ave fott Attack replaced by Troopz (ie, 9 Troop choicez).

Dz Evil Sunz (Speed Freekz)
kan replace Heavy Support with Fott Attack (ie, 6 Fott Attack choicez).

Blood Axez (Dobble Crozzerz)
May replace Slugga Boyz wiv kommandoz

Deatth Skullz (Lootaz)
kan take Lootaz az Troopz, but may only have 1 Elitez option.

Bad Moonz (Rich Gitz)
May replace 2 Troopz with Elitez (ie, 5 Elitez, 4 Troopz choicez)

From Grom Hell Skrem (or Marr Cook)

&

Marr Cazwell of the Bad Moonz

&

Dz armoured humie Tyhone Williamz of the Blood Angelz.
See ya!

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The Skaven Warlock Engineer and the Screaming Bell are released this week! Buy them from your local store, or phone Mail Order, or right here and now from the online store!

Amongst the bravest of the many Imperial Guard regiments are the Tanith First-and-Only, led by Colonel-Commissar Ibram Gaunt. Take a look at the new models, rules, and background to this famous regiment!

The Chapter Approved home page is also launched this week with new rules for you to use in your games, old Chapter Approved White Dwarf articles to look at and information on the Chapter Approved book.

The Necron home page is also up, so you can view articles pertaining to the mysterious race.

The Games Workshop web site is devoted to all aspects of collecting, painting and tabletop gaming in the worlds of Warhammer, Warhammer 40,000 and The Lord of The Rings. Check it out at www.games-workshop.com for a whole new perspective on Games Workshop.

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NEWS

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Accessing the News section allows you to view sneak previews of products yet to be released in the stores and to immediately check what cool new stuff has been released this week, such as brand new miniatures, books (including Black Library novels, magazines and comics) and other gaming material. You can access up to date information on Forge World products – tanks, terrain and figurines – find out what Games Workshop events are happening, and even discover a rumour or two about future plans; invaluable for anyone who wants to be at the forefront of what is happening with Games Workshop.

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