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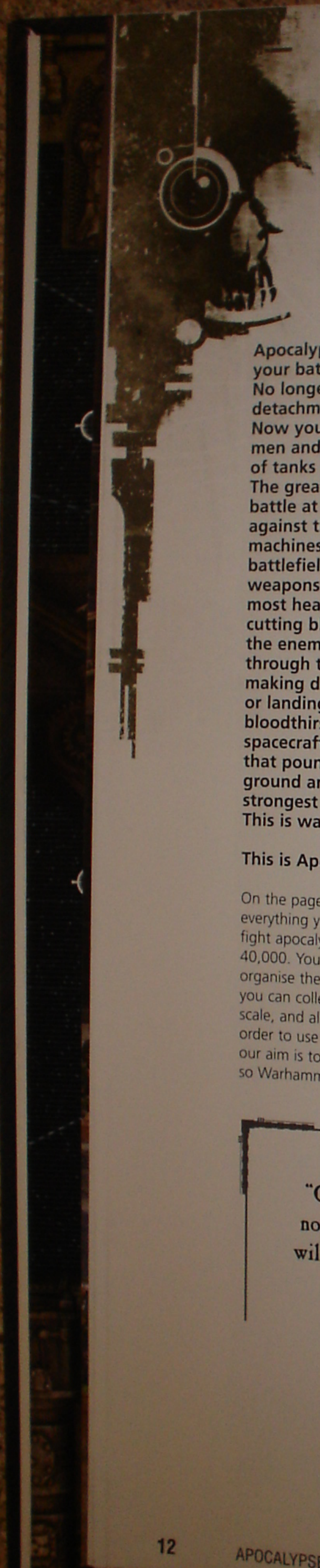


INTRODUCTION

"There is no time for peace. No respite. No forgiveness. There is only WAR."

Apocalypse allows you to take your battles to a whole new level. No longer will you lead a single detachment of troops into battle. Now you can have hundreds of men and squadron after squadron of tanks under your command. The greatest heroes of the age battle at the side of your warriors against the hated foe. Huge war machines tower over the battlefield, their super-heavy weapons blowing apart even the most heavily armoured tanks and cutting bloody swathes through the enemy ranks. Aircraft scream through the smoke-palled skies, making devastating bombing runs or landing to unleash a horde of bloodthirsty fighters. Orbiting spacecraft fire punishing barrages that pound the enemy into the ground and reduce even the strongest fortifications to rubble. This is war on a scale undreamt of.

This is Apocalypse.

On the pages that follow you will find everything you need to know in order to fight apocalyptic battles of Warhammer 40,000. You will learn how to set up and organise the battle, about the new models you can collect and use in games of this scale, and all the rules you will need in order to use these new units. However, our aim is to inspire as well as inform, and so Warhammer 40,000 Apocalypse also includes lots of examples of apocalyptic games that we have played at the Games Workshop Design Studio, with lots of pictures of the armies, models and terrain we have used to fight these battles. Those of you that love the history of the 41st Millennium and the illustrations produced by the Studio's artists will also find plenty to look at within these pages.

The book is broadly divided into two parts. The first half is designed for you to read through and enjoy – you'll be eager to play a huge game of Warhammer 40,000 when you've finished! The second half contains the nuts-and-bolts of the rules – you'll refer to these pages again and again as you prepare for and fight out a battle.

The first half of the book contains:

FIGHTING APOCALYPTIC BATTLES

This section explains how to set up and fight an Apocalypse battle. It covers the basics of preparing the battlefield, deploying the armies and deciding who has won.

ORGANISING A BATTLE

Fighting a mammoth game takes a bit of organisation – the next section gives some practical tips (like remembering to bring enough food!).

ARMIES & BATTLEFIELDS

Here you'll find advice and guidance on collecting and painting your army for an Apocalypse battle, as well as preparing the table and enough terrain.

The second half consists of:

APOCALYPTIC FORCES

This part contains dozens of new units that can be used when fighting Apocalypse battles. The rules you will need to use everything from speeding Fighta-Bommers to huge Warlord Titans can be found here.

STRATEGIC ASSETS

Strategic assets add an extra dimension to your battles, allowing you to unleash orbital bombardments, set up shield generators or even equip a character with a vortex grenade!

APPENDICES

Rules summaries and other handy information can be found at the back.

Interspersed throughout the book you will find illustrations, battle reports describing apocalyptic battles we have fought at the Studio, additional information about how different races fight battles of this scale, and just about anything else we felt might prove useful for you! We have also set up a dedicated Warhammer 40,000 Apocalypse section on the Games Workshop website, which can be found at the following address:

www.games-workshop.com

The website includes all kinds of useful gaming advice and hobby material, further details of the battles featured in this book and has datasheets for more new units that you can use in your games.

Our goal has been to provide you everything you need to go about fighting really large battles using the Warhammer 40,000 rules. In fact the only limit on what you can do is your own imagination. So have fun, and remember, victory may not always go to the side with the biggest guns – but they certainly do help!

Jervis Johnson

"One cannot consider the fate of a single man, nor ten, nor a hundred, nor a thousand. Billions will live or die by our actions here, and we have not the luxury to count the cost."

– Inquisitor Kryptmann

FIGHTING APOCALYPTIC BATTLES

In this first part of the book, veteran Games Designer Jervis Johnson explains what Warhammer 40,000 Apocalypse is all about, talking through the rules for setting up and playing a battle. At the end of the section is a battle report that depicts the Apocalypse game in action.

WHAT IS APOCALYPSE?

Bring out all the miniatures you own, get your friends together, and fight bigger battles than ever before.

Jervis: There comes a time in every gamer's life where their collection of Citadel miniatures grows so large that they can no longer use all of their models in a single game. Although it's always handy to have enough extra units be able to 'fine-tune' your army for a battle, we all know it can be frustrating too; every now and then you want to be able to fight a battle where you get to use your entire collection. It was the desire to be able to play really large games of Warhammer 40,000 that was the genesis of this book. If you're anything like me then you're rather proud of your collection, and would occasionally like the chance to plonk the whole lot down on the table and say "There, now try and beat that!"

The good news is that it is actually very easy to play huge games of Warhammer 40,000 if you want to; all that is required are two armies of 3,000 points or more, a suitably large playing area, a bit of time and some advance planning. The rules and army lists from the Warhammer 40,000 rulebook and Codexes (which I'll refer to jointly as the 'core rules' from now on), are perfectly suited to playing large games, and there is no need to change them at all. What this book concentrates on is giving you the advice and information you will need to 'scale up your games' from 1,500 or 2,000 point battles to 3,000 points plus. Note

that you will need at least 3,000 points worth of models per side – anything less simply isn't apocalyptic enough!

In many ways showing that it's easy to fight large battles is probably the most important thing this book can teach you. While playing we've found that games of up to three or four thousand points can easily be completed by two players in the course of a long evening, and without the need to learn reams of new game rules in order to take part. Bigger games work best with teams of players and take longer to complete, but are still very enjoyable and straightforward to take part in.

I think it's important to stress this point right from the start, because one of the objections I've heard from players about taking part in large games is that they will take too long to play and be 'hard work'. All I can really say to this is that in my own experience the reverse is true, and that a properly organised large battle is simply a joy to take part in. That this really is the case was shown by our very first game of Apocalypse. This was a massive game between two teams of three players each. I can remember briefing the players before the game, warning them that things might not work out perfectly, and that the game could take quite a long time to finish. What actually happened was almost the exact reverse of this. The game started off at 10am in the morning with the deployment of the two armies, and had been fought to a conclusion and packed away by 6pm, including a one hour break for us to have our lunch! More importantly, it had been a breeze to organise and left everybody who took part eager for their next game.

The aim of this book, then, is to inspire you to fight large battles like the one just described, and to make sure that we teach you everything you need to know to make sure the games you play are as much fun as the battles we have fought. Which brings up another important point, which is that while Apocalypse battles don't require any changes to the core game rules, they are not the same as a 40k game, and you need to be prepared for this. For a start, Apocalypse battles do take longer to play – not as long as some might think, but longer nonetheless. A typical 1,500 point game will take anywhere from one to three hours to play,

SIZES OF GAME

Bigger games take longer, but more players will speed things up.

Less than 3,000 points
Standard Warhammer 40,000 game, with 1 player per side, takes 1-3 hours to play.

3,000-6,000 points
Standard Apocalypse game, with 1-2 players per side, takes an evening.

6,000-15,000 points
Large Apocalypse game, 2-4 players per side, takes up to a day to play.

16,000 points plus
Monster Apocalypse game, 3 or more players per side, may take a weekend.

and can easily be completed in the course of evening. An Apocalypse battle will require at least a whole evening, and can take a full day or even a weekend to complete (see the box on Sizes of Game for more detailed guidelines). Because of this, Apocalypse battles are not really a replacement for the normal size game that you will want to play all of the time, but should be seen as something of a special occasion.

Apocalypse battles also require quite a lot of preparation compared to a normal game, mainly because of their sheer size and the time they take to play. You shouldn't let this put you off playing an Apocalypse battle as the rewards far outweigh the time taken to set up the game, but you do need to be aware of what you're letting yourself in for so you can prepare accordingly. A lot of this book is taken up with advice on how to go about organising large games, based on our own experience of doing just that for the large games we organise at the Design Studio.

But Apocalypse offers far more than just the chance to get together with your mates and fight a battle with all of your Citadel miniatures. Most notably, it has allowed us to add dozens of new units to the game that would simply be too powerful to include in standard missions. So Apocalypse not only allows you to use your whole collection, but also to field things like the enormous super-heavy tanks of the Imperial Guard, Space Marine Thunderhawk gunships, and even the vast and destructive machines of the Titan Legions.

On top of this Apocalypse offers unrivalled opportunities for those players who enjoy converting and scratch-building models, inventing narrative scenarios, and those that like making their own elaborate wargames terrain. All of these aspects, and much more besides, are discussed in the pages that follow.

LEGENDARY UNITS & BATTLE FORMATIONS

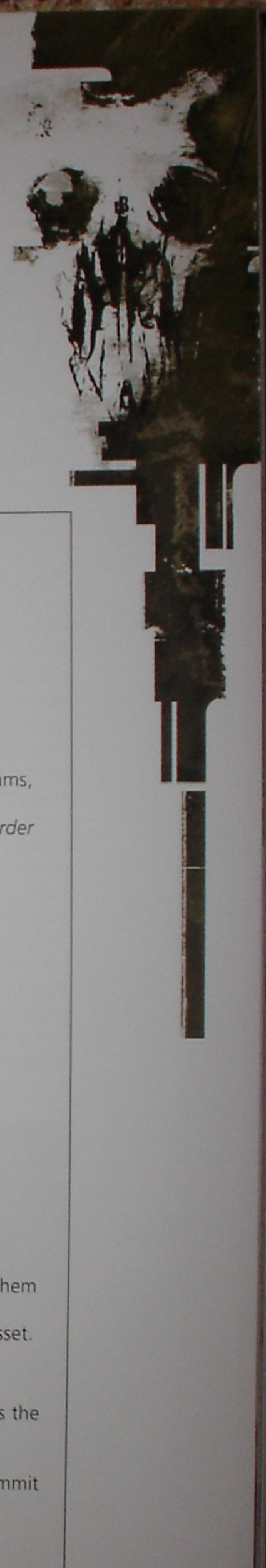
Further on in this book you will find several dozen examples of legendary units. These are new units that we have designed for use in games of Apocalypse, drawn from the Warhammer 40,000 background. We felt they were simply too powerful to include in the core game, but are perfectly at home in a game of Apocalypse. Examples include the Imperial Baneblade and the Ork Stompa, as well as monstrosities like the Tyranid Hierophant. There are also battle formations that represent larger contingents of existing units, such as the 'Emperor's Fist' tank company, Ork Kults of Speed and the Eldar Wind Rider Host. We plan to keep on adding new legendary units and battle formations on the Games Workshop website, and you can stay up-to-date with all the news and information by reading White Dwarf magazine.

www.games-workshop.com

Ultramarines Suppression Force

Voystroyan Baneblade

THE APOCALYPSE MISSION



The next few pages explain the rules for fighting an Apocalypse battle, from army selection to deciding the victors.

The missions included in the Warhammer 40,000 rulebook are perfect for two-player games of under 3,000 points. For larger games we have developed a new mission to use when fighting Apocalypse battles.

Jervis: The Apocalypse mission has been designed to make it as easy as possible for two players, or two teams of players, to fight a large battle that uses all of the Citadel miniatures in their collection. In fact, just about the only really hard and fast restriction on what you can use is that each side must field an army worth 3,000 points or more. This is very different to the way that the standard missions are played, and because of this I'm going to explain how the Apocalypse mission works in some detail on the following pages. Don't worry, we've also included a summary of everything you need to know here and at the end of the book, and when you actually play it is the one page summary you'll need rather than this longer explanation of all of the ins and outs of the rules.

Although there is only one version of the Apocalypse mission, it has been designed to be very flexible, and this means that two games will rarely be the same. In addition, we have included a lot of information later on in this book that describes how you can vary the basic Apocalypse mission to give your games more of a theme.

> "You would have me weigh the continued existence of this planet against the lives of those who defend it? Idiocy! Order them to advance. All of them."
>
> - Lord High Commander Hyde-Sytherin

1. PICK ARMY

- Agree a point limit for the game.
- Choose an army from the relevant Warhammer 40,000 Codex.
- No force organisation chart restrictions apply.
- Legendary units and battle formations may be added to the army.
- Players may field a mixed force drawn from two or more army lists if they wish.

2. SELECT TEAMS

- If there are more than two players, then divide the players into two teams, each with roughly equal points totals and numbers of players.
  The team with the fewest points will receive extra Strategic Assets in order to even things up (see the Strategic Assets section).

3. PREPARE BATTLEFIELD

- Set up the battlefield in any mutually agreeable manner.
- Decide where 'no-man's land' is located, and pick each side's deployment area.

4. SET TIME LIMIT

- Decide a time limit for the game.
  The game will carry on after the time limit is reached, until both sides have completed an equal number of turns.

5. PICK STRATEGIC ASSETS

- Each side receives a number of strategic assets equal to the number of players in the larger team.
- If one side has less points, then they receive one extra asset for every full 250 points difference.
- Some legendary units and battle formations allow the player who has them to take a 'bonus' asset.
- No asset may be taken more than once per side unless it is a 'bonus' asset.

6. DEPLOY

- Both sides secretly bid 1-30 minutes for deployment. The time chosen is the amount of time allowed to deploy the side's army.
- The side that bid lowest sets up first (and will take the first turn).
- Units that are not set up are kept in 'Strategic Reserve'. Players may commit units from Strategic Reserve to the battle at the start of each turn (see page 23).

7. PLACE OBJECTIVES

- Take it in turns to set up objectives. Each side sets up three – one in their own deployment area, one in no-man's land and one in the enemy's deployment area.

8. FIGHT THE BATTLE

- The side that set up first takes the first turn.

9. VICTORY!

- When the game ends, the side that has captured the most objectives wins!

1. PICK ARMY

Each player taking part in an Apocalypse battle needs to bring along an army. Armies may include any number of units from any Codex army list, plus any number of the legendary units and battle formations described on the datasheets later on in this book (see pages 100-175). Note that no force organisation chart restrictions apply to the army – just bring along all of the models you can! Ignore any restrictions on things that are normally limited to 0-1, 0-2 or whatever. Limitations such as 'you may field one Conscript Platoon for each Infantry Platoon' don't apply either. Really the only rule is that unit sizes must be correct.

Players can take any upgrades that they like (at the appropriate cost), but in Apocalypse battles upgrades absolutely must be represented on the model, as otherwise keeping track of which model has which upgrade becomes very hard. Players should also take care because the more points they have in their army, the more points their opponents will be allowed to have in theirs! I'll return to points again later on, but for the moment suffice to say that points are used to divide the players into two (more or less) equal teams, so its important to know the points values of the armies taking part. This means each player will need to work out the points values of all of the units they are bringing along to the game, and you may want to bring along a roster for your army just as you would if you were playing a standard mission.

ALLIES

Remember that you can bring along units from more than one army list, so if your collection includes Imperial Guard and Tau, plus a squad of Harlequins you bought just to paint, then all these models can fight as a single force. The great thing about this system is that it allows you to vary your painting routine, collect units you like even if you have no intention of building up a full army, or start the core of a new force and field it in battle straight away.

Apocalypse allows you to field your entire collection, which is why a lot of the restrictions that apply to picking an army for a standard mission simply don't apply. This might seem to advantage players with larger collections of models, but as you'll see, we've included a number of methods that will allow you to 'balance' a game without having to leave models on a shelf (well, unless you want to leave them on the shelf that is – you don't have to use that old broken model if you don't want to!). I'm labouring this point, because during playtesting people found it hard to believe that we were saying "Just bring all of your collection and play". But this is exactly what we mean. Using the rules and guidelines from this book you can field your entire collection and have a perfectly enjoyable game.

This said, there is no reason at all not to set a maximum points limit for the game if you wish. We've played a number of two to four player games with a points limit of between 3,000 to 6,000 points, all of which proved extremely enjoyable, and had the added benefit of taking only slightly longer than a standard mission to finish.

Master of the Watch

Master of the Arsenal

Marneus Calgar, Chapter Master of the Ultramarines

Master of the Recruits

Master of the Fleet

SPECIAL CHARACTERS

Special characters can be difficult to use in a standard 1,500 point game, because they cost rather a lot of points and often use up valuable 'HQ slots' for the army. Fortunately neither of these obstacles matter in Apocalypse. In fact, we consider it very appropriate indeed that as many special characters are included as possible, as it makes the game feel suitably apocalyptic in nature – huge battles are the natural place for such individuals as Abaddon the Despoiler and Commissar Yarrick. Also, it would seem a dreadful waste to leave any of the special character models out of such a game.

For a while we even considered making it a rule that every army had to include a special character to lead it. In the end we decided against being so prescriptive, but nonetheless we highly recommend that you use the special characters that you have in your collection as the leaders of your Apocalypse army.

Shown below is the entire 2nd Company of the Ultramarines Chapter, supported by a Venerable Dreadnought and Terminators from the 1st Company.

2. SELECT TEAMS

Apocalypse battles can be played between two players, but they are especially suited to team play. While it's possible to play 'all against all' games, or games where there are three or more sides taking part, for the basic Apocalypse battle mission we've assumed that the players will be split into two sides.

Because of this, if there are three or more players taking part in the battle they must be split into two teams at the start of the game. This is done by comparing the players' army rosters, and then splitting the players into two teams that have roughly equal points values. It is not vital that both sides have exactly the same number of points, as the side with the least points will be given extra strategic assets in order to balance the game (see Step 5: Pick Strategic Assets, on page 22). However, you should aim to create two teams whose points values are as similar as possible.

The number of players in each team doesn't have to be the same, but it helps if neither team has more than one player more than its opponents (eg, three players versus four players is better than two versus five). However, this is less important than having roughly the same points values for each side.

The players in a team each command their own army. The rules affecting one player's units don't affect the units belonging to another player on the same side. So, for example, the 'Rites Of Battle' rule that applies to Space Marine Commanders would only apply to the Space Marine units from the owning player's army.

While this system has the benefit of being fair and balanced, it can lead to some 'unusual' alliances, to say the least. You may want to consider using the Allies matrix on page 198 to decide which team each player belongs to. Speaking personally, I rather like the strange alliances this system results in, and enjoy the challenge of coming up with an explanation of how the alliance came about – but your taste may vary...

Forces per side	Gaming area size
3,000 points	4' x 8'
5,000 points	6' x 8'
10,000 points	12' x 8'
20,000 points	24' x 8'

As a rough guide, you should have about one square foot of playing area for every 100 points worth of models on the largest team.

3. PREPARE BATTLEFIELD

An apocalyptic battle requires a suitably large playing area and enough terrain to fill it. The size of table required can vary quite a bit, depending upon the armies that are fielded. As a rule of thumb, we'd recommend the gaming area sizes shown in the chart below. Please note that things may get crowded, especially with armies like Orks and Tyranids that have lots of cheap troops.

Astute readers will have noticed that the table sizes I've quoted (apart from the smallest) are based on sliding several 6' by 4' tables together. So the 6' by 8' table is made up of two 6' by 4' tables side by side. Eight feet is about the maximum width that can be used and still allow players to reach the middle, while twenty-four feet is about the maximum length than can be used without the table starting to look too long and thin. We've provided some guidelines later on in this book if you feel the need for an even larger playing area than that provided by a 24 foot long table (you might want to use the floor!), and you will also find information on more unusual table set-ups (see pages 66 to 71).

With the table ready, you need to fill it with terrain. The Warhammer 40,000 rulebook recommends that about 25% of the table be covered in terrain, but we find that this makes for an overly crowded Apocalypse battlefield, quite aside from any issues to do with how you get enough terrain features to fill a quarter of a 24' by 8' table! Instead you should lay your hands on as much terrain as you can, and then set it up in any mutually agreeable manner. I recommend 'clumping' the terrain to form larger features rather than spreading it evenly over the battlefield; for example, you could clump all of the buildings to create a town, all of the woods to create a forest and so on. Don't worry if there are some fairly wide-open spaces on the table – you'll soon fill them with troops!

The last thing you need to do at this stage is to divide the playing area into two deployment zones separated by a 12" wide area of 'no-man's land'. To do this, roll a scatter dice and place a marker on the point of the table edge where the direction arrow is pointing. Then place a second marker as far as it is possible to get from the first point. If there are two or more such points, use the one that most closely splits the playing area into halves. Now draw a straight line directly between the two points; no-man's land stretches 6" either side of this line (see the diagrams opposite).

A randomly selected player now picks one of the two areas on either side of no-man's land as his side's deployment zone – the opposing side will use the remaining area on the other side of no-man's land.

All the trees have been clumped together to form a forested area.

A few hills can become tactically important during the battle.

The wide open spaces will soon be filled with tanks and troops.

Citadel city ruins are placed to represent a war-torn urban area.

A) *Roll a scatter dice in the middle of the table and mark the point on the table edge where the direction arrow is pointing.*

> "The Imperium! How mighty its aspect! How far-reaching its boundaries! As one world dies ten more are brought into the fold. Fear us, for we count the lives of planets, not men!"
>
> Cardinal Morius Blate, Ecclesiarch Primus

B) *Mark a line between the first point and the furthest point away on the table.*

C) *No-man's land streches 6" either side of the line. Players can now pick deployment zones.*

4. SET TIME LIMIT

Standard missions are fought for a certain number of turns (usually six), but we found that this doesn't work all that well for Apocalypse battles. Whenever we used turn limits we found that we've either not had time to finish, or that we finished too soon. So instead of a turn limit, Apocalypse battles have a time limit, which is determined by the players before the battle starts. For example, you might say "We'll play until 7pm tonight," or "We'll start on Saturday morning at 10 sharp, and finish on Sunday at 5pm".

When the agreed time limit is reached, keep on playing long enough for both sides to complete the same number of turns, and then work out who has won. For example, at the agreed time side A is in the middle of their seventh turn and side B has had six turns. Therefore side A completes its turn (taking it up to seven game turns), and then side B gets to take a turn (so they have played seven turns also). The game is then over. Because the game will overrun the time limit, you should set the time at least an hour before the game really needs to finish.

As an aside, teams can of course agree to play on after the time limit has been reached, or to freeze the game to go back to it the next day, and so on. Sometimes you'll find that the battle is at such a crucial stage that it simply feels wrong to end the game right then, and so will decide to play an extra turn or two until there is a natural conclusion. At other times you may be enjoying the sheer carnage of the battle so much that you simply don't want to stop! In either case it is perfectly acceptable to keep on playing if both sides agree to do so.

5. PICK STRATEGIC ASSETS

One of the things we wanted players of the Apocalypse mission to do was to draw on higher level planning and support. We wanted them to be able to call down a barrage from an orbiting spacecraft, for example, or to be able to plan a flank march, and so on.

The way we've incorporated these things into the game is to allow each side to pick one or more 'strategic assets' that they can use during the game. You'll find a list of the strategic assets and what effect they have on play on pages 185-189.

The number of strategic assets each side may have is equal to the number of players in the largest team; so if one side had two players and the other three, then both sides would get three strategic assets. In addition, if one side has a lower points value than the other, then the side with the lower value is allowed to take one extra strategic asset for every 250 points less than the opponent's total. So, if one side was from 250 to 499 points under its opponent's total it would get one extra strategic asset, if it were from 500 to 749 points under it would get two, and so on. No asset can be chosen more than once by a side, unless the rules specifically say otherwise.

Finally, some of the legendary units and battle formations included in this book allow players to take 'bonus' strategic assets. These can be used even if the same asset has already been picked.

It is up to the players on the team to decide which of them gets to take each asset; if you can't decide amicably then dice for it!

Some players like to model counters to represent their strategic assets, such as this minefield marker.

A Necron force is pounded by an orbital bombardment.

6. DEPLOY

It's now (finally!) time to deploy the armies. The following system may seem convoluted at first, but it was developed to counter a number of problems we ran into during our games, and we've found it works well in practice.

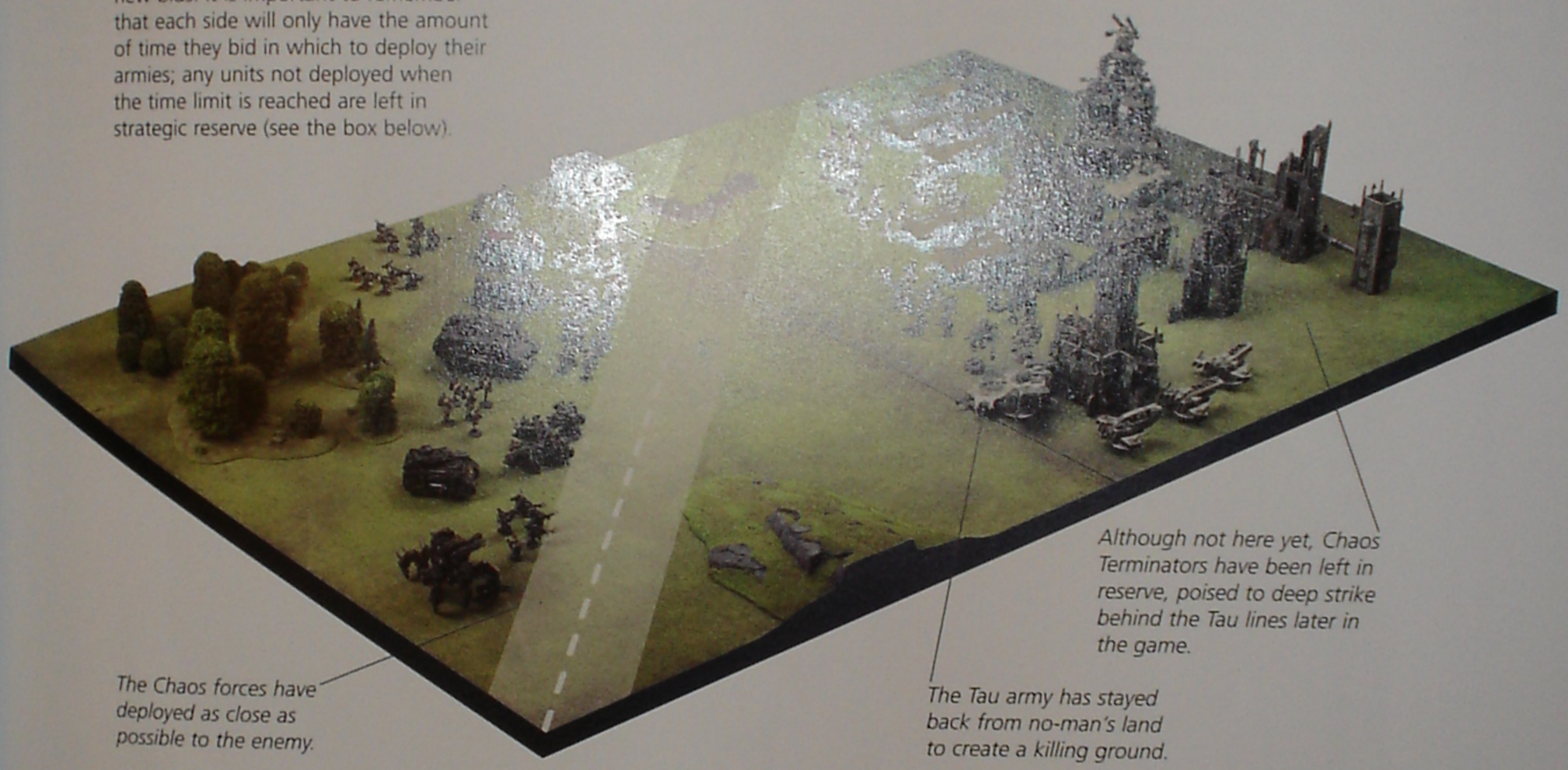
Both teams secretly 'bid' the amount of time that they want to take setting up, between 1 and 30 minutes. Bids must be in whole minutes – no seconds are allowed! For example, a team might bid 5 minutes, or 12 minutes, or whatever. Note that the amount bid is for the whole team; individual players may not make their own bids. Once the two teams have recorded their bids, they are revealed. The side that bid lowest must deploy first, but (crucially) will have the first turn. In the case of a tie, the teams must make new bids. It is important to remember that each side will only have the amount of time they bid in which to deploy their armies; any units not deployed when the time limit is reached are left in strategic reserve (see the box below).

The team setting up first is allowed five minutes to discuss their deployment, and then have the amount of time they bid to actually set up their troops. Once the first side has set up, then the opponents get a five-minute planning period followed by the amount of time that they bid to deploy their army.

Units can be deployed anywhere in their deployment area, or can be kept off-table in strategic reserve. You must finish setting up a unit before you can start setting up another one. If the time limit runs out while you're setting up a unit then the unit must be removed and placed in strategic reserve, along with any other units you have not had enough time to set up. Any units that are accidentally set up illegally are moved into strategic reserve too.

Once a player has finished deploying his army he may make any pre-battle Scout moves, but these must take place within the time limit allowed for deployment – if you run out of time then your Scouts lose their free move!

Units on the side that deploys first may not use the Infiltrate special rule and must be deployed together with the rest of the army or left in strategic reserve. This is because we found that allowing them to infiltrate gave the side going first a huge advantage on the first turn of the game. All players on the side that sets up second may deploy Infiltrators using the Infiltrate special rule, as long as they do so after their other units have been deployed and made Scout moves, and as long as they do so within the time limit allowed for deploying their army.



The Chaos forces have deployed as close as possible to the enemy.

Although not here yet, Chaos Terminators have been left in reserve, poised to deep strike behind the Tau lines later in the game.

The Tau army has stayed back from no-man's land to create a killing ground.

STRATEGIC RESERVES

Units that are not set up on the table form a player's 'strategic reserve'. These work rather differently to the reserves used in standard missions. In a standard mission the player represents the commander on the battlefield, who has little control over when or even if any reserves will be committed to him. In an Apocalypse battle the player represents a higher-level commander, who does have control over the reserves under his command. The following rule for strategic reserves reflects this important difference.

Starting with the second turn, a player is allowed to commit strategic reserve units he has under his command to the battle. The player must state which units he will commit at the start of the turn before movement takes place. The number of units that may be committed depends on the game turn:

Turn One: No units may be committed

Turn Two: Up to half (rounding fractions up) of the units the player has in strategic reserve may be committed to the battle.

Turn Three: All remaining units the player has in strategic reserve must be committed to the battle.

Units that are committed to the battle must enter play anywhere along the table edges in their side's deployment zone, moving onto the table in the Movement phase. Units that can Deep Strike may enter play using the Deep Strike rules on the turn that they are committed to battle, or choose to enter via a table edge.

7. PLACE OBJECTIVES

In early games of Apocalypse we used the Victory Point table from the Warhammer 40,000 rulebook. We quickly found that it was a rather cumbersome system to use in games of this size, and also made players overly cautious with their troops as they didn't want to give up victory points to their opponent. What was needed was a system that was both easy to use and encouraged suitably gung-ho tactics during the game. The following set of victory conditions achieves both of these things admirably.

The winner of an Apocalypse battle is decided by the capture of objective markers. Once both sides have deployed, each side must set up three objective markers on the table. Roll a dice to see which side goes first. That side sets up one objective, then the opposing side sets up one objective, and so on back and forth until all objectives have been placed. Any suitable marker will do, such as a coin or even a counter themed to your army.

Each side must set up one objective in their own deployment area, one in the opponent's deployment area, and one in no-man's land. An objective may not be set up within 12" of an objective that has already been placed, or within 12" of any table edge.

8. FIGHT THE BATTLE

You are now ready to start fighting! Continue playing until the time limit is reached, and then finish the player turn in progress and play an extra player turn if needed (see Step 4: Set Time Limit).

9. VICTORY!

Once the last turn is finished, the side that has captured the most objectives is the winner of the game.

An objective is captured if a player has a scoring unit within 6" of it and there are no enemy scoring units within 6" of it.

A scoring unit may only count towards one objective – if it is within 6" of two or more objectives, it counts towards the one that is closest.

If both sides have scoring units within 6" of an objective, then both sides total up the victory point values of the scoring units that are counting towards the objective. The side whose units are worth the most victory points captures that objective.

THE BATTLE OF COLD STEEL RIDGE

Our first battle report pits a huge Tyranid army against a combined force of Ultramarines and Imperial Guard. The game demonstrates the Apocalypse mission as described in the previous chapter.

At the height of the First Tyrannic War, the Ultramarines fought the greatest battle of their long, proud history, against the all-consuming swarm of Hive Fleet Behemoth. Marneus Calgar declared that the Tyranid hordes would be halted at the Chapter's home world of Macragge, lest they consume the entire Eastern Rim. The Ultramarines and the Ultramar Defence Auxilia would stand, and if necessary die, so that Behemoth might be defeated once and for all.

The Battle for Macragge was the largest and most desperate battle fought on the Eastern Fringe since the Corinthian Crusade. The entire Ultramarines Chapter, hundreds of regiments of the Ultramar Defence Auxilia and the massed squadrons of Battlefleet Tempestus fought billions of Tyranid organisms for possession of the planet.

The Battle of Cold Steel Ridge was fought to delay the vast Tyranid swarm as it swept across the frozen northern seas. Marneus Calgar himself led this bold rearguard action, deploying the 2nd Company and elements of the 1st, 5th and 10th Companies to slow the aliens' advance and eliminate key hive control organisms. Their vital goal was to buy time while the polar fortresses, defended by the 1st Company, were made ready to face the onslaught of Hive Fleet Behemoth.

The swarms of Hive Fleet Behemoth crash into the Imperial defence lines.

DEFENDERS OF ULTRAMAR

The Ultramarines and Defence Force Auxilia manning Cold Steel Ridge amount to over 200 warriors, 20 vehicles and 10 Independent Characters, all led by the mighty Special Character, Marneus Calgar. In all, the Imperial army amounts to 10,700 points – an ideal size for two players to take control of in an Apocalypse mission.

THE ULTRAMARINES

The Ultramarines defending Cold Steel Ridge represent the entire 2nd Company, comprising six Tactical squads, two Assault squads and two Devastator squads supported by the company's Dreadnoughts and led by the company commander, Captain Agemman and his Command squad. As mighty as this force is, however, it will need reinforcement if it is to stand a chance of slowing the vast swarm heading towards Cold Steel Ridge. Marneus Calgar himself will lead the defence, accompanied by his Honour Guard. Calgar is aided by a number of Chaplains and Librarians, who will bolster the line at crucial points. In addition, a number of Assault Squads and a Devastator Squad from the 5th Company have been brought in to aid the defence, as well as Scout squads from the 10th Company and additional assets from the Chapter's armoury. The Space Marines have pledged to defend the ridge at all costs, thinning down the onrushing broods with accurate bolter fire before taking on the alien monstrosities hand-to-hand.

ULTRAMAR DEFENCE FORCE

The Ultramar Defence Auxilia garrisons every major installation throughout the Ultramarines' realm. The industrial complex at Cold Steel Ridge is home to a company of Defence Auxilia troopers, reinforced by the mighty Baneblade *Pride of Hera*. The Defence Auxilia are represented by Valhallan Ice Warrior models using the rules found in Codex: Imperial Guard. The Auxilia plan to use their substantial firepower to target the most prominent Tyranid threats – they are not expected to survive once the swarm gains the ridge, but to die to a man should duty demand it.

IMPERIUM STRATEGIC ASSETS

As the Imperial side has fewer points than the Tyranid side, it gains an additional strategic asset, for a total of three. The strategic assets chosen are Careful Planning, Strategic Redeployment and Supreme Headquarters. The players have agreed to use Careful Planning to bring on an entire detachment of 1st Company Terminators all in one go, to secure an objective, whilst Strategic Redeployment will be used to contest objectives towards the end of the game. Supreme Headquarters will be used by the Ultramar Defence Auxilia to bolster their line where needed most.

A strike force of Terminators will teleport behind the alien swarm.

ULTRAMARINES MAIN FORCE

Marneus Calgar and Honour Guard, in Land Raider

Chaplain Cassius

Captain and Command squad

2 Librarians

3 Chaplains

4 Dreadnoughts

Techmarine

6 Tactical squads

2 Scout squads

4 Assault squads

3 Land Speeders

3 Devastator squads

3 Predators

2 Whirlwind

Vindicator

Terminus Ultra

FIRST COMPANY RELIEF FORCE

Captain and Terminator Command squad

3 Terminator squads

ULTRAMAR DEFENCE AUXILIA

Senior Heroic Officer and Command squad

2 Infantry Platoons

Hellhound

Demolisher

Griffon

Baneblade

TOTAL = 10,700 POINTS

HIVE FLEET BEHEMOTH

The Tyranid horde is vast, and shows the army as its background portrays – a living sea of slavering alien swarm-beasts, followed by unstoppable lumbering monsters. The army contains well over 300 models, more than 200 of which are Hormagaunts and Termagants, and an incredible 15 are monstrous creatures.

The Tyranid swarm will consist of two main waves. The first wave will be made up of several hundred fast-moving Hormagaunts and Termagants, supported by equally fast units such as winged Hive Tyrants and Warriors. The second wave is slower, but potentially far harder-hitting, consisting of Carnifexes, Hive Tyrants as well as Broodlords leading dozens of Genestealers.

Essential to the Tyranids' success will be the deployment of synapse creatures. The swarm will be taking such a huge amount of fire during its advance that these will be critical to keeping the army moving, and will therefore be placed at key points throughout the line.

Leading the main horde will be the largest model in the army – the Scythed Hierodule. This gargantuan creature will spearhead the advance on Cold Steel Ridge. Few units in the Imperial defenders' force can be expected to face it and live.

The hordes of Genestealers were led by fearsome Broodlords.

TYRANID MAIN FORCE

8 Hive Tyrants plus Tyrant Guards

3 Broodlords plus Genestealers

4 broods of Tyranid Warriors

2 broods of Termagants

8 broods of Hormagaunts

2 Ripper Swarms

7 Biovores

4 Lictors

7 broods of Genestealers

1 brood of Gargoyles

3 Zoanthropes

6 Carnifexes

1 Scythed Hierodule

SUBTERRANEAN SWARM

1 Trygon

2 broods of Raveners

TOTAL = 10,800 POINTS

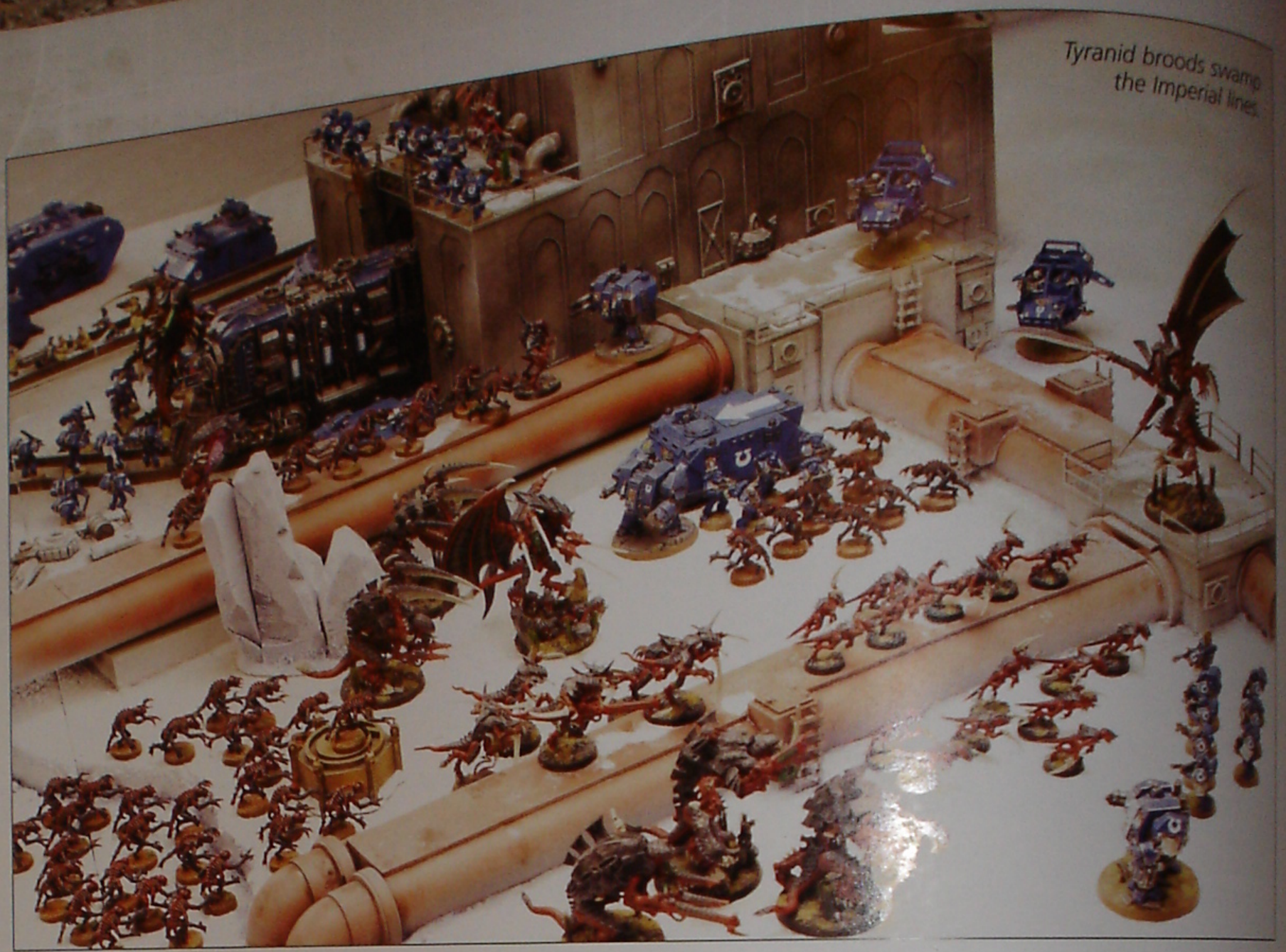
TYRANID STRATEGIC ASSETS

The strategic assets chosen by the Tyranids side are Blind Barrage, representing a dense bank of spore fog rolling ahead of the Tyranids' advance, and Tunnels. The seven Genestealer broods held in strategic reserve are assigned to enter play via the Tunnels, with markers being placed around the table to indicate points from which they may emerge into the battle.

Genestealers burst out of the pipes to tear apart the Space Marine defenders.

"If any can hope to stand against such an onslaught, it is the Space Marines. If any Space Marines can hope to stand, it is the Ultramarines."

Inquisitor Alkar,
Halting the Abomination.



Tyranid broods swamp the Imperial lines.

OVERRUN!

After a bloody, hard-fought battle, the Tyranids were victorious in taking Cold Steel Ridge. The defenders took a fearsome toll on the swarm in the first few turns of shooting, but once the Tyranid army crashed into the Imperial lines the balance swung decisively.

The Tyranid wave assault tactic proved a huge success during the Battle of Cold Steel Ridge. Although virtually the entirety of the Hormagaunt and Termagant broods of the first wave were gunned down, this allowed the slower, but larger creatures of the second and subsequent waves to reach the ridge having taken far less punishment.

The Tyranids initially struggled to get a hold on the right flank, bolstered as it was by the presence of Marneus Calgar and his Honour Guards. But, as soon as Calgar was out of the game the entire flank quickly collapsed.

Of particular note was the Scythed Hierodule, which had an enormous effect upon the game. Besides ripping apart the defenders and destroying a number of their vehicles, the gargantuan creature absorbed a staggering amount of fire from the enemy army, fire that might have proven far more damaging if aimed at the Carnifexes and Hive Tyrants which went on to inflict the majority of the damage.

In the centre of the Imperium's line, the Baneblade *Pride of Hera* wreaked havoc amongst the Tyranids, and drew the attentions of a great number of enemy beasts, including a Hive Tyrant and two Carnifexes. Even when the end came, the *Pride of Hera* died as it had lived, incinerating alien abominations in its fiery death throes.

At the end of the game, over two-thirds of the Tyranid army was dead. Despite this, the tide had turned against the defenders as soon as the larger Tyranid creatures covered the ground and reached assault range; the Ultramarines and Defence Force simply ran out of units with which to bolster their rapidly collapsing lines.

IMPERIAL OBJECTIVES CAPTURED: 1

Although the Terminator relief force was successful in capturing the objective in the Tyranid's deployment zone, the remainder of the army simply could not eradicate the sheer number of Tyranids swarming over the other objectives. The Ultramarines Scouts came close to rescuing the Titan pilot, but were wiped out when a Warrior brood turned back from its advance and opened fire.

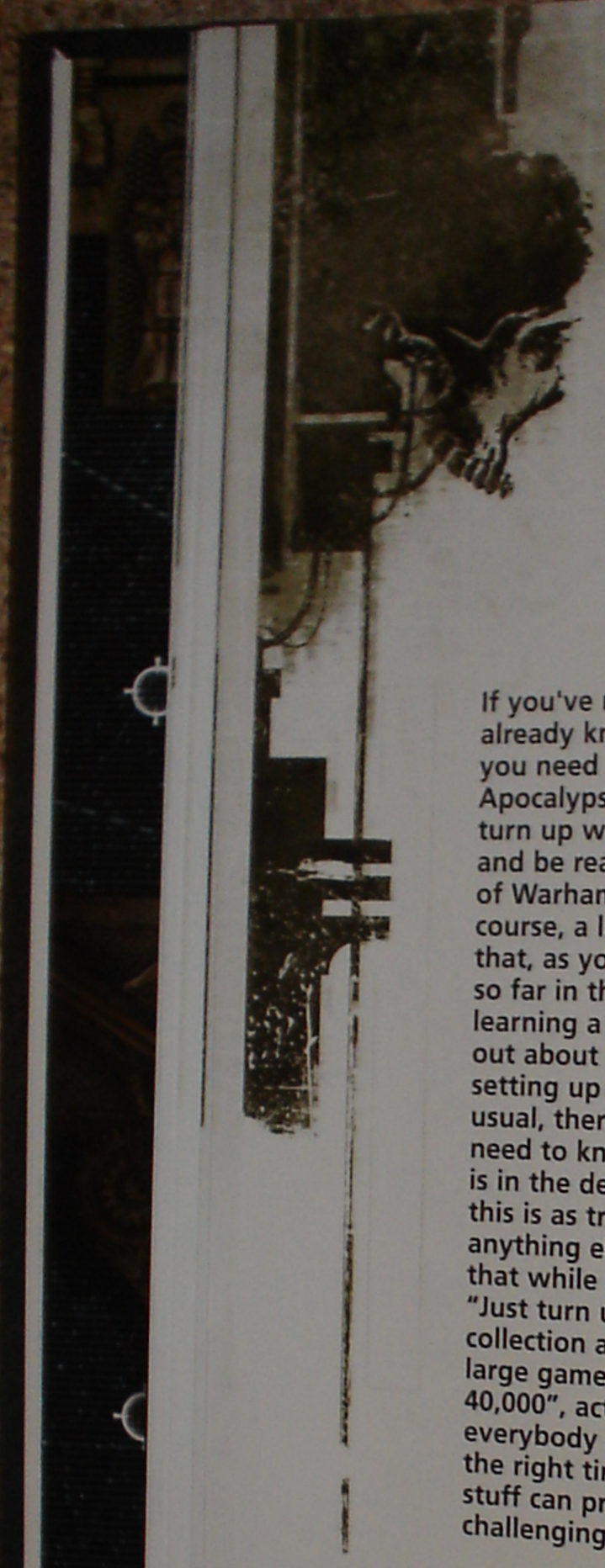
TYRANID OBJECTIVES CAPTURED: 5

The Tyranids captured five out of the six possible objectives. In concentrating on capturing objectives, no matter the casualties, the Tyranid army overwhelmed the defenders and swamped the ridge. The Imperium, although it fought boldly to the last, was simply incapable of capturing objectives in the face of the seemingly endless horde.

The Ultramarines' stubborn defence of Cold Steel Ridge cost them the lives of many battle brothers for little gain. Marneus Calgar was wounded gravely at the height of the battle, necessitating his withdrawal to his battle barge, high in orbit above Macragge. The Tyranid swarm was barely slowed, and now nothing stood between it and the northern polar defence fortress..

ORGANISING A BATTLE

Games of this size need a little extra preparation to make sure you get playing as quickly as possible. The following section is filled with practical advice.



PLANNING IN ADVANCE

A bit of forward preparation will make your Apocalypse battles run much more smoothly and save a lot of wasted time.

If you've read this far then you already know most of the things you need to know in order to play Apocalypse – all you have to do is turn up with all of your collection and be ready to play a large game of Warhammer 40,000. There is, of course, a little bit more to it than that, as you'll already have seen so far in this book, but aside from learning a few more rules, finding out about some new units and setting up a bigger board than usual, there isn't much else you need to know. However, the devil is in the detail, as they say, and this is as true for Apocalypse as anything else in life. Which means that while it sounds easy to say "Just turn up with all of your collection and be ready to play a large game of Warhammer 40,000", actually getting everybody in the right place at the right time with all the right stuff can prove rather more... challenging.

This is especially true if you're playing large games with over 5,000 points a side. Because of this I'm going to provide you with some simple guidelines and tips about organising large games that I hope will prove useful and ensure that any games of Apocalypse you organise or take part in go without a hitch. In many ways these tips are more important than all of the game rules and new units, because if you get the organisation wrong then all of the rules and new models in the world won't make the game work. Please note that these guidelines are most important for fairly large games, and if you are playing a smaller Apocalypse battle (eg, not more than 5,000 points per side) then you can safely ignore some or all of them and be able to get on quite happily.

The first piece of advice is that each game should be organised by one person. It doesn't have to be the same person each time, but having one person that is in charge of the game will make things much easier. The organiser should see himself as something of a benign dictator, who can listen to advice and suggestions from others, but gets to make all of the decisions about how the game will be organised. If you are fighting a very large or complex battle then the organiser may need the support of other people, but I've found it works better if these people are assistants who carry out the organiser's bidding. Anything else can result in 'too many cooks spoiling the broth'.

Once you have selected the person that is in charge, there are four different things they will need to start organising. I call these four things, 'The Four P'ms Of Organising A Battle':

1. PEOPLE
2. PLACE
3. PLAYING AREA
4. PLAN

For our first battle report, we had two teams of two players and an organiser.

1. PEOPLE

The first thing you're going to need in order to fight an Apocalypse battle is at least one opponent. Although Apocalypse works very well with two players, its nature makes it especially suited to team play. Games with three or four players per side are not uncommon, and it's fairly easy to organise games with even larger teams as long as you have the space and the time available.

The only really problem with large team games is that getting a group of wargamers to commit to turning up at the same place and time is a bit like herding cats. I therefore recommend that you don't simply say "Hey, who fancies a game of Apocalypse?" because what you'll find is that everyone says "Oh yes please," leaving you with the logistical nightmare of trying to find a time that suits everyone. What I've found works much better is to say "I'm running a game of Apocalypse on this date. Who wants to play?" As long as you set the date several weeks in advance you should get plenty of volunteers to play. If there are a limited number of places then make sure you say so right at the start, as trying to tell someone there isn't room for them later on can lead to hurt feelings.

Once you have your list of players, make sure that they put the date for the game in their diary, and that they do things like telling their partners or parents what they plan to do on that day. Then remind them every week or so about the game, and make sure that they understand that you don't mind at all if they drop out as long as they let you know they can't come as early as possible. This is important because people can worry about saying they can't come, and may decide to leave saying anything until the last minute when it can be too late to do anything about it.

The only other thing you have to do with the players is to let them know what they need to bring on the day, and when they need to turn up. I'll cover this in more detail when I get to point 4 (Plan), so for the moment suffice to say that you need to give each and every player clear written instructions telling them what they need to do. Don't rely on just telling them (people always forget), and don't assume they know (as this means they probably don't!).

2. PLACE

Once you have a list of players, the next thing to decide upon is the location for the game. Quite often you'll have decided on this before asking people to take part, but at other times you'll want to find out how many players are interested in playing before picking a location for the game.

You'll usually find that the place where you normally play games is perfectly suitable for games of Apocalypse too, but this won't always be the case, and in the latter circumstance you'll need to find a suitably large venue for the game. When picking an alternative location, you need to consider the amount of space required in order to set up the game, but also how you're going to deal with things like preparing and eating food, toilet facilities, and access to the gaming area. If you have trouble finding a site then it's well worth asking the staff in your local Games Workshop store or stockist if they can provide any help or advice. Local leisure centres often have function rooms that can be hired for a day or two. I've even seen one large game played in an empty store in the local shopping mall! As long as you don't give up, you're sure to find a suitable venue.

One thing that you should keep in mind when organising large games is that its rare to find a venue that can be hired for free. Because of this you should warn players that they may have to chip in to cover the cost of hiring the room.

3. PLAYING AREA

Games of Apocalypse can require a large playing area and a lot of terrain to go on top of it. Later on you will find details about table setups and terrain, but for the moment it is enough to underline the need to decide well in advance what kind of a playing area you will need.

The size of the playing area can vary, but as a rule of thumb a 8' by 4' table will work for the smallest-sized Apocalypse battles while an 8' by 6' table will be suitable for a four player game, and a 12' by 6' table can cope with about eight players. Keep in mind that these numbers are starting points and not absolutes, and can be modified to take into account the size of the armies being used, and the type of game you want to play.

Once you have an idea of how large a playing area will be needed, you must make sure that you have enough terrain for the battle. The best way to do this is to take an inventory of the terrain that is available, and set up a few sample battlefields. You don't need as much terrain in Apocalypse games per square foot of the table as you do normally, but you may still find that some more terrain is required. If this is the case you should check out examples in the Armies and Battlefields section for guidelines on producing more terrain. Players working together can achieve a lot quite quickly. One thing we've found is that the promise of a game of Apocalypse can act as a great spur for making extra terrain – and also that a desire to make specific terrain features has acted as the inspiration for a game of Apocalypse (see the battle reports later in this book for more examples of such games).

Imperial commanders prepare for the battle ahead.

4. PLAN

With the players, place and playing area all ready and waiting, all that is required is a good plan to bring the whole thing together. I'm using the word plan to encompass all of the different things the players will need to know in order to take part in the game. This information needs to be written down by the organiser and sent out to the players well in advance of the game. And be ready to provide extra copies closer to the day to those players that have lost the original copy you sent them!

The amount of detail the plan will go into will vary depending on the complexity of the game being played. However, it will usually need to cover the following things:

- Where and when to turn up in order to play the game.

- List of players taking part and their contact details (a list of mobile phone numbers is especially useful for tracking down missing players).

- What the players need to bring with them, including things like army rosters, rulebooks, dice, templates and tape measures if these will be needed.

- Make sure players bring along datasheets for any legendary units or battle formations they are fielding.

- It is important that players know the points total of their army.

- A timeline for the day saying when the game will start, if there will be any breaks, etc.

- Who needs to arrive early to help with setting up, and who will stay late to help pack away.

- What arrangements have been made for eating and drinking, or a note telling players to bring their own sandwiches with them.

- Any special or 'house' rules that will be used for the game.

- An overview of the scenario being played and how the winners will be decided.

- Anything else you can think of that may be useful or of interest to the players.

If you're organising an especially enormous game that is going to take more than a day to play, then you will also need to include information about accommodation and sleeping arrangements, even if this boils down to "Bring a sleeping bag!"

Last but not least, you must make sure that anybody who is helping you set up or take down the game knows in advance what you need them to do and at what time. Organising a large game of Apocalypse can require quite a few helpers, and you need to be sure that they will turn up and not leave you in the lurch. You will find that a little bit of advance planning and a couple of meetings with your helpers will pay huge dividends on the day.

A Line Breaker Squadron of Chaos Vindicators decimates troops and demolishes fortifications.

RUNNING THE BATTLE

You might think that all of this preparation will mean the battle itself will unfold like clockwork. Unfortunately, in my experience this is rarely the case. People will turn up late, at least one player will have forgotten to bring something or another (dice and templates being the two most common things to get left at home), somebody else will say they have to leave early, and most of the players will not have read the rules and won't be sure how to set up or play.

There is only one way to deal with this mayhem, and that is to act like a demented tin-pot dictator, ordering your players about and making sure that they do what you want rather than the other way around. Being any more reasonable only seems to encourage the players to mill about in an aimless manner, worrying more about getting a cup of tea and a bacon sandwich than actually getting the game started. Trust me, they'll thank you for it afterwards!

Seriously, though, it is the organiser's job to make sure that things happen on time, and also that there are contingency plans for the more likely calamities such as forgotten templates or late-arriving players. Here is a short list of the type of things you may want to consider:

- Bring along as many spare rulebooks, Codexes, dice, template, tape measures and other play-aids as you can lay your hands on. You can never have too many of these things!

- Make sure you have a list of phone numbers so you can check if a late arrival is just late or will not be able to turn up at all.

- Be prepared to cope with at least one player dropping out all together. Depending on the number of players you can either re-organise the teams, or bring along some extra units to add to the side that is a player down.

- Players that arrive late should just join the game as 'reinforcements' when they arrive. Those that have to leave early can either hand over command of their troops to an ally (if one is available), or withdraw their army by packing it away when they have to leave.

- Most importantly of all, leave yourself fifteen minutes before the armies are set up to explain the rules of Apocalypse and the scenario you are playing to all of the players that are taking part.

There is one final decision the organiser needs to make, and that's whether they will join in the battle themselves, or act as a neutral umpire while the game is in progress. This is largely a matter of preference, but I recommend joining in if you possibly can. To be honest, by the time the game actually gets started almost all of the organiser's work has already been done, and you might as well get some reward for all of the effort you've put in. On the other hand there are those who really enjoy acting as an umpire in order to make sure that everybody has as good a time as possible. Umpiring a game also leaves you free to spring unexpected surprises on the players during the game, which can be a lot of fun especially for those with a more sadistic nature. The Perry twins, miniatures designers and veteran organisers of large games, are renowned for always springing a surprise or two during a game, which makes gaming with them a fascinating if rather paranoia-inducing experience.

SPECIAL RULES & RESTRICTIONS

You will need to decide early on in the planning stage if any special rules or restrictions will apply to your game of Apocalypse. Such things can range from minor changes to the Apocalypse mission presented in the previous section, right through to running a themed game with special rules and army list restrictions, like those included in some of the battle reports elsewhere in this book. Making changes like this is completely up to you and your group of players, and is totally in keeping with the spirit of the game.

Some of the things you may wish to consider are:

- Modifying the set-up and victory conditions for the battle.

- Creating special rules for terrain features.

- Applying restrictions to what players can pick from their army lists.

- Giving each side additional assets based on the nature of the game being played (eg, extra Strategic Redeployment assets if you are playing on a huge table, etc).

- Writing new datasheets for scratch-built models or unique formations of your own devising.

- Any 'house rules' your group has agreed upon (see right).

The bottom line is that the Apocalypse mission has been designed as a starting point. You and your gaming group should feel free to modify it to suit the type of game you want to play!

RULES QUESTIONS & HOUSE RULES

In this book we introduce a whole swathe of cool new units and rules. Some of them are, by their nature, incredibly powerful, and you may find the odd rules question that takes a minute or two to answer. For instance, if a Destroyer weapon (which always causes penetrating hits) hits a super-heavy flyer (which can only ever suffer glancing hits) what happens? The answers are normally in there – just have patience, read the rules and remember the solution for next time.

However, we've also found that the sheer size of Apocalypse games combined with the number of different units being used can lead to situations that are simply not covered by the rulebook. If such a situation occurs we highly recommend making a dice roll to resolve the question so that the game doesn't become bogged down. In our experience the answer rarely has much impact on which side wins or loses, so it is better to let the dice decide and get on with it rather than stopping the game to discuss it.

On the other hand you may find some situations where the rules are perfectly clear, but the way they work in Apocalypse battles feels a bit strange. If a situation like this occurs in a game, you may want to consider instituting a 'house rule' for your next game of Apocalypse.

For example, we found that things that affected every model 'on the table', or which had an 'unlimited range', became very powerful in large Apocalypse games, so we instituted a house rule that such things were limited in range to 72". Another group of players we know of only allow one of each special character to be used in a battle.

Another similar case happens when playing Apocalypse games with Necron armies. In this case the Phase Out rule may feel too restrictive if your army is very small and mostly made of large and expensive models (Monoliths and C'tan, for example). To resolve this, you might agree that you are going to ignore the Phase Out rule altogether!

As you can see, house rules allow you to fine-tune the game rules so that battles work the way your group want them to. Just be careful about getting too carried away; a couple of carefully chosen house rules can make a game more enjoyable, but pages of amendments and changes will have exactly the opposite effect!

ARMIES AND BATTLEFIELDS

The next section is packed full of tips for creating Apocalyptic armies, with examples of complete forces as well as the awesome Legendary Units you can field. This is followed with ways to create a bigger battlefield and fill it with enough terrain for an Apocalypse battle.

MASSED ARTILLERY
Imperial Guard Basilisks pound the Emperor's foes.

SILENT WARRIORS
Necrons rise from their tombs and advance in serried ranks.

RAMPAGING HORDES

The Orks attack in a vast wave of barbaric destruction.

APOCALYPSE ARMIES

To play an Apocalypse battle you will need at least 3,000 points of models on each side. This may seem like a lot, but you'll find it won't take long to amass your force.

The first challenge for playing Apocalypse games is getting together a large enough army. Some may aspire to collecting entire Space Marine Chapters or amassing ranks of Imperial Guard beyond counting, but even bulking an army out to the minimum Apocalypse size of 3,000 points can seem daunting. However, your army can grow very quickly if you remember the few important tips listed here.

USE YOUR WHOLE COLLECTION!

There are no force organisation charts so bring all your models along – extra Heavy Support, Fast Attack, or Elite troops will really add up in points quickly. Keep in mind that your older squads or early paint jobs can heed the call to arms as well!

Two models from the same Space Marine army – one Classic model painted many years ago and one more recent addition.

ADD A LEGENDARY UNIT

The next section of the book deals with legendary units ranging from vast war engines to hideous monsters that tower above the battlefield. These potent options are often points heavy and a quick (and deadly) way to increase the size of your army.

Barbed Hierodule.

Thunderbolt fighter.

Ork Stompa.

ALLIED FORCES

Ally with a friend's force to make a larger points total. Multi-player battles also allow immense games to be fought and finished in an evening's session. Of course if you own more than one army yourself (or just have a few units of an army that you started but never finished), you can combine them all for a joint attack. See the Allies Matrix on page 198.

A Raven Guard army joins with a Witch Hunters Force and a squad of Harlequins for an Apocalypse battle.

ADD A BATTLE FORMATION

Battle formations, detailed later in the book, are larger groupings of models from your standard army list, for example an Emperor's Fist squadron of three Leman Russ tanks or a Mycetic Assault Storm of five or more Carnifexes. Fielding models that fit these battle formations gives them extra special rules – for instance, the Carnifexes get to Deep Strike!

SPACE MARINE ARMOURED SPEARHEAD

Three Land Raiders form a moving fortress to drive into the heart of the enemy forces.

MENTOR LEGION SPACE MARINES

James Karch, a Space Marine fan and Grand Tournament player, has enlarged his army to play bigger battles. How James has adapted his force illustrates how straightforward making an Apocalypse army can be. Extra, high pointed, units have been added in the form of tanks (1) and Terminators (2) to enable James to expand the army in a relatively short space of time, as well as a third Tactical squad complete with Rhino transport (3). The army has lots of small conversions which not only add character but also reflect the background of the Mentor Chapter. With a force of this size it's also worth considering the colour scheme. The green and white are dominant colours that unify the army and are simple to paint.

The army consists of:

Captain

Terminator Command squad

Terminator Squad

Dreadnought

3 Tactical Squads

Scout Squad

Assault Squad

Land Speeder Squadron

Bike Squadron

2 Predator Annihilators

Vindicator

James spent extra time converting and painting this Space Marine Captain to lead the force.

HEROES AND VILLAINS

Special characters are often the greatest (or most infamous) leaders of their race; the commanders or champions of huge, all-conquering armies. Apocalypse, then, is their natural stomping ground.

All of the special characters shown on this page are likely to be found leading an Apocalyptic army. Aside from offering an enjoyable painting challenge, each will have a significant effect when included in your army.

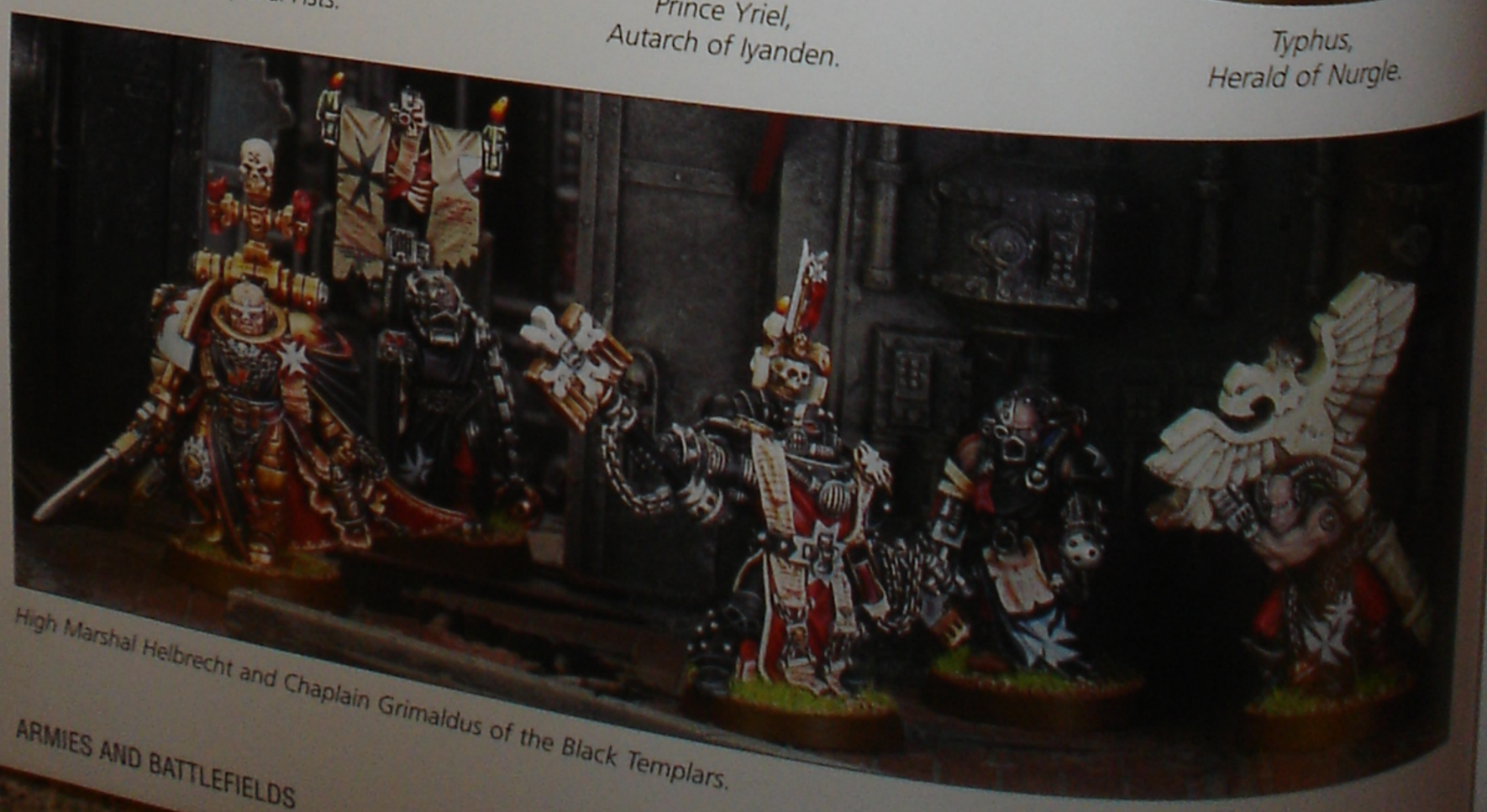
Asdrubael Vect, Supreme Lord of the Kabal of the Black Heart.

Ursarkar E. Creed, Lord Castellan of Cadia, and Jarren Kell.

Captain Lysander of the Imperial Fists.

Prince Yriel, Autarch of Iyanden.

Typhus, Herald of Nurgle.



High Marshal Helbrecht and Chaplain Grimaldus of the Black Templars.

OBJECTIVES AND STRATEGIC ASSETS

The Apocalypse mission requires each side to place three objectives on the table. These, as well as certain strategic assets, can be represented by simple markers or scenic dioramas.

However you choose to represent your objectives, you will need to ensure you can see them in amongst the hundreds of models on the table. Simple dioramas themed to match your army or the game background are fun to create, but of course, not every player will have the time or resources to create specially modelled objectives. A simple alternative is to use the type of counters shown below. These are quick to make and easy to see in the heat of a game.

PLASTICARD MARKERS
These markers feature army symbols cut from plasticard and applied to a 40mm round base.

BASIC MARKERS
A very simple way to make objective markers is to take a 25mm round base, paint it, and apply an appropriate transfer to it.

TITAN COCKPIT
This ejected cockpit from a crippled Warhound Titan makes a characterful objective that really adds to the story of the battle.

The Supreme Headquarters strategic asset, represented in a Tau army by a fully modelled mobile command post.

TAU EXPEDITIONARY FORCE

Richard Kemp, a long-time hobbyist, had been thinking about starting a Tau army for quite some time. The launch of Apocalypse gave Richard not just the impetus to get started, but an excuse to build a really large army. The force was assembled straight from the box, with no conversions. This allowed Richard to build an army quickly without time consuming modelling projects – just what you want when building a very large force. By adding elements from Forge World, such as Battlesuits (1), Heavy Gun Drones (2) and the Tiger Shark (3), he has mustered a force that mixes sizes of units and increases the scope of the army. He has also included a team of the older XV15 Stealth Suits as well as the newer XV25 (4).

The force consists of:

2 Commanders with XV8 Crisis bodyguards

6 Fire Warrior teams with Devilfish

3 Stealth teams

Pathfinder team with Devilfish

2 Gun Drone squadrons

2 XV88-2 Broadside Battlesuit teams

Heavy Gun Drone squadron

Tiger Shark

The XV88-2 Broadside Battlesuit is a variant design available from Forge World as a resin kit.

1
3
2

PAINTING TANK COMPANIES

An Apocalypse army might include dozens of armoured vehicles, presenting both an opportunity and a challenge when it comes to identifying them all on the table.

Any given Imperial Guard vehicle might belong to a squadron, a company, a regiment and of course an army. Many players like to paint symbols onto vehicles in their army to reflect the place of each in the chain of command. There are many ways of marking your tanks, so you might like to invent your own method entirely from scratch, or follow some of the examples given here.

The most useful markings are those that indicate membership of a battle formation. Leman Russ 'Emperor's Fist' squadrons and companies for example are both battle formations, and it is therefore a good idea to mark a tank's membership of such. As well as looking very striking, the markings have a practical use – amid the chaos of a huge battle it is easy to move individual tanks too far from their command vehicles to benefit from their special rules. A good marking system will really help you to remember.

A variety of methods are shown below. Each of the three tank squadrons displays its regimental badge, a unique vehicle number and distinctive coloured bars applied to the tanks' hulls, which denote the company they belong to.

> What I cannot crush with words I will crush with the tanks of the Imperial Guard!
>
> Lord Commander Solar Macharius

VOSTROYAN 101ST REGIMENT, 3RD ARMOURED COMPANY TANK SQUADRON

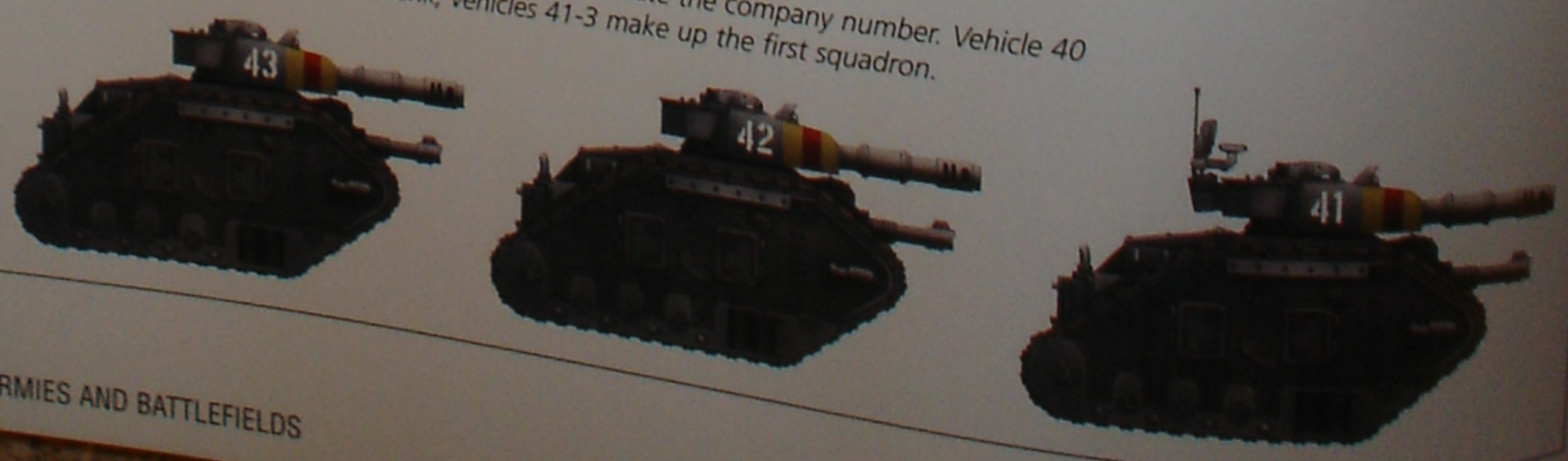
All of the tanks of this Emperor's Fist Squadron have distinctive coloured bars applied to their hulls, indicating they belong to the 3rd Company.

CADIAN 15TH REGIMENT, 2ND ARMOURED COMPANY TANK SQUADRON

This symbol marks the tank as belonging to the 15th Regiment of the Cadian Defence Forces. It can be found on the Cadian transfer sheet.

MORDIAN 27TH REGIMENT, 4TH ARMOURED COMPANY TANK SQUADRON

Each tank has a unique number, starting with 4, to indicate the company number. Vehicle 40 would be the company command tank; vehicles 41-3 make up the first squadron.



SQUADRON MARKINGS

Not all regiments use the system of coloured bars to indicate their part in the company. Shown here is an alternative method, using similar icons to show the different tank squadrons that form the company. The symbols used on each of the three tanks in a particular squadron are graphically linked – for example, all the symbols in the 2nd Squadron are two crossed items of some type, while the symbols of the 3rd squadron each have three elements in a row.

The Company command tank is marked out with a laurel wreath.

1st Squadron.

2nd Squadron.

3rd Squadron.

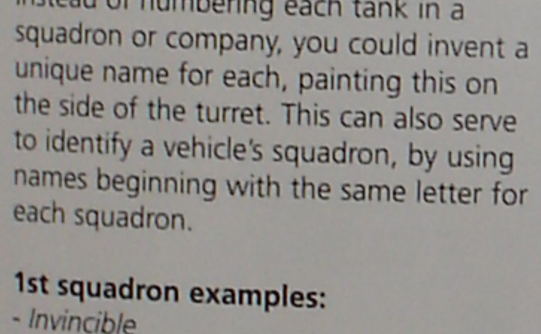
SQUADRON NAMING

Instead of numbering each tank in a squadron or company, you could invent a unique name for each, painting this on the side of the turret. This can also serve to identify a vehicle's squadron, by using names beginning with the same letter for each squadron.

1st squadron examples:
- *Invincible*
- *Iron Duke*
- *Imperial Wrath*

2nd squadron examples:
- *Victorious*
- *Vengeful*
- *Valiant*

3rd squadron examples:
- *Defiant*
- *Dauntless*
- *Dominator*



Painted example of a name plate.

ARMY BADGES

When the armies of the Imperium go to war, it is standard practice for a symbol to be adopted as an army badge. This army badge serves to identify all the units involved in the campaign, including Imperial Guard regiments, Titan Legions, Space Marines and all manner of other allies. The army badge is generally a simple, easily recognised shape, that can be stencilled quickly onto the flanks of armoured vehicles.

If you are a member of a gaming club or group and one of several players that collect Imperial armies, then why not agree on an army badge? There are plenty of appropriate symbols on the Imperial Guard and Space Marines transfer sheets. Applying them to all of the vehicles in the combined force creates an instant, characterful theme when all your armies are fielded together in really huge games of Apocalypse.

XENOS VEHICLE MARKINGS

Each of the alien races that uses vehicles has its own markings. Here are some ideas for identification schemes for Tau, Eldar and Ork vehicles.

TAU

The Tau have a range of symbols and colours associated with each Sept World, as described in Codex: Tau Empire. Their vehicle squadrons tend to consist of four of a particular tank, with matching markings and colours. One example of how these are applied is given here. There is still considerable scope for variation however, so feel free to mix and match the many symbols and slogans on the Tau vehicle transfer sheet, or invent your own.

MOBILISED HUNTER CADRE

HQ

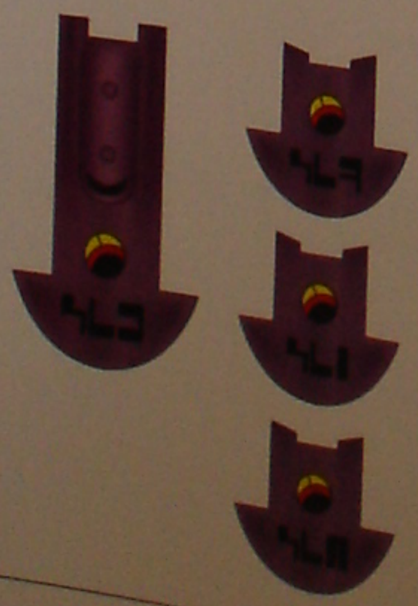
Bonding Knife symbol on intake.

HQ Vehicle has more prominent colouring on nose cone and intake.

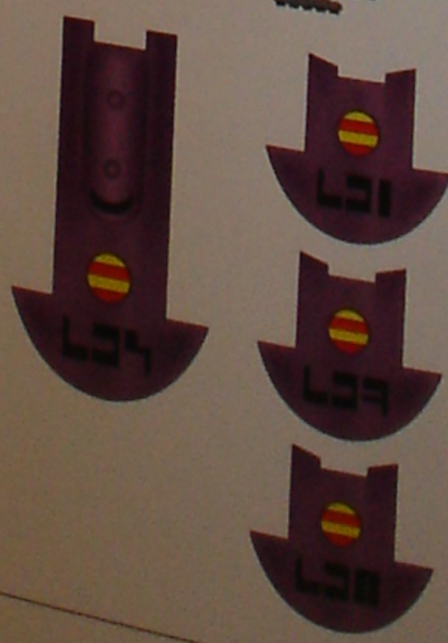
Sept marking.

The nose cones display the colour, squadron marking and vehicle number for each Tau vehicle.

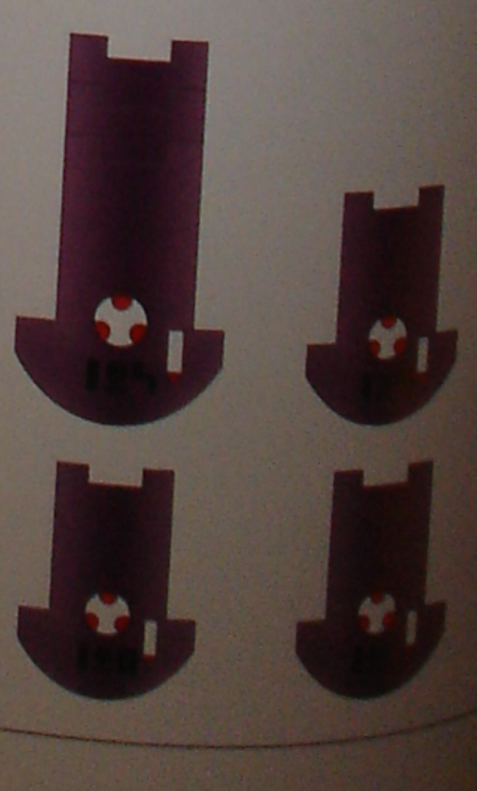
PATHFINDER INSERTION GROUP



INTERDICTION CADRE



RANGED PATROL CADRE



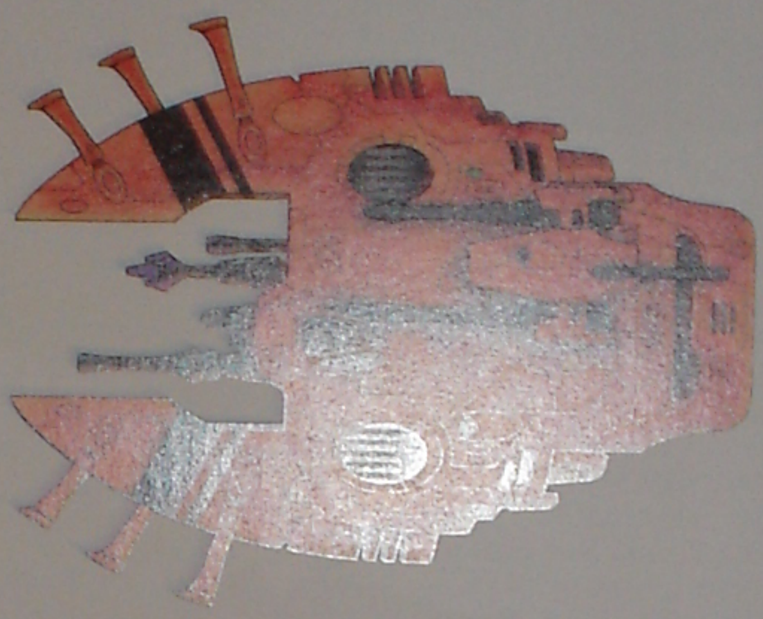
ELDAR

The Eldar use highly symbolic, ritualised signs and symbols, many of which carry multiple meanings and subtle connotations. These can be used in any combination you like to indicate a vehicle's membership of a formation.

The vehicles of this Wind Rider host are marked out with a specific pattern of large, distinctive bands painted across their hulls.

The leader's jetbike has the same markings as the other bikes. The pennant also shows the 'cosmic serpent', the rune of the Saim-hann craftworld from which this host is drawn.

The host's Vypers use the same markings as the jetbikes.

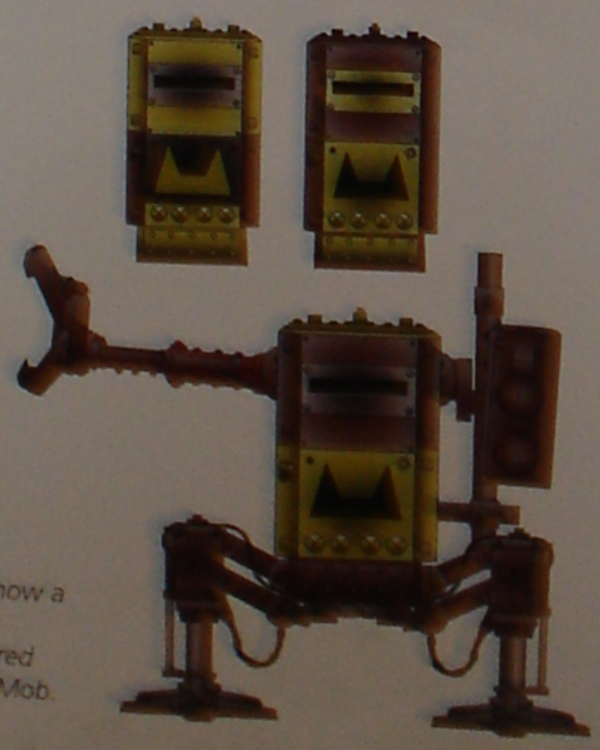


This Wave Serpent supports the Wind Rider host and bears the same banding across the blades of its hull.

Further hosts in the army are marked out with different patterns.

SPACE ORKS

The Orks are the most anarchic and varied of the Warhammer 40,000 races, but they have a wide range of distinctive iconography nonetheless. Each Mek applies his own brand of icons to the vehicles he creates, marking them out as belonging to particular tribes, cults or warlords.



COLOUR VARIANTS

Coloured blocks can be used to show a vehicle's membership of a battle formation, such as painting coloured panels on every walker in a Dred Mob.

MARKING VARIANTS

Even when a particular icon recurs throughout an Ork force, it will rarely be painted exactly the same. This variety makes Ork symbols ideal for painting freehand.

MODELLING COMMAND VEHICLES

In addition to painted markings, you can model extra equipment onto your command vehicles to make them really stand out.

Many of the Apocalypse battle formations make use of a command vehicle, which has its own special rules and needs to be marked out on the battlefield. Even if there is no datasheet for the particular squadron you have collected, it still looks cool to model one vehicle as the commander. You can use the markings shown on the previous pages, and a set of plastic command vehicle upgrades is available. These can be added to further designate your lead vehicle.

TAU

The Tau command vehicle upgrade represents an extensive scanner suite that can be mounted at the front of a Sky Ray, Hammerhead or Devilfish.

ELDAR

The Eldar upgrade is mounted on the hull of a Falcon or Wave Serpent. It represents an array of Eldar sensors far beyond the understanding of the Imperium's Techpriests.

This daemonic face can be mounted on the Chaos Defiler.

CHAOS

The Chaos Space Marines upgrade is a arcane sensor unit. It can feature a leering, daemonic face, or additional weapons in the form of a combi-melta, and fits in the hatch holes on the Rhino hull, Predator turret, Land Raider hull or Defiler top hatch.

IMPERIAL GUARD

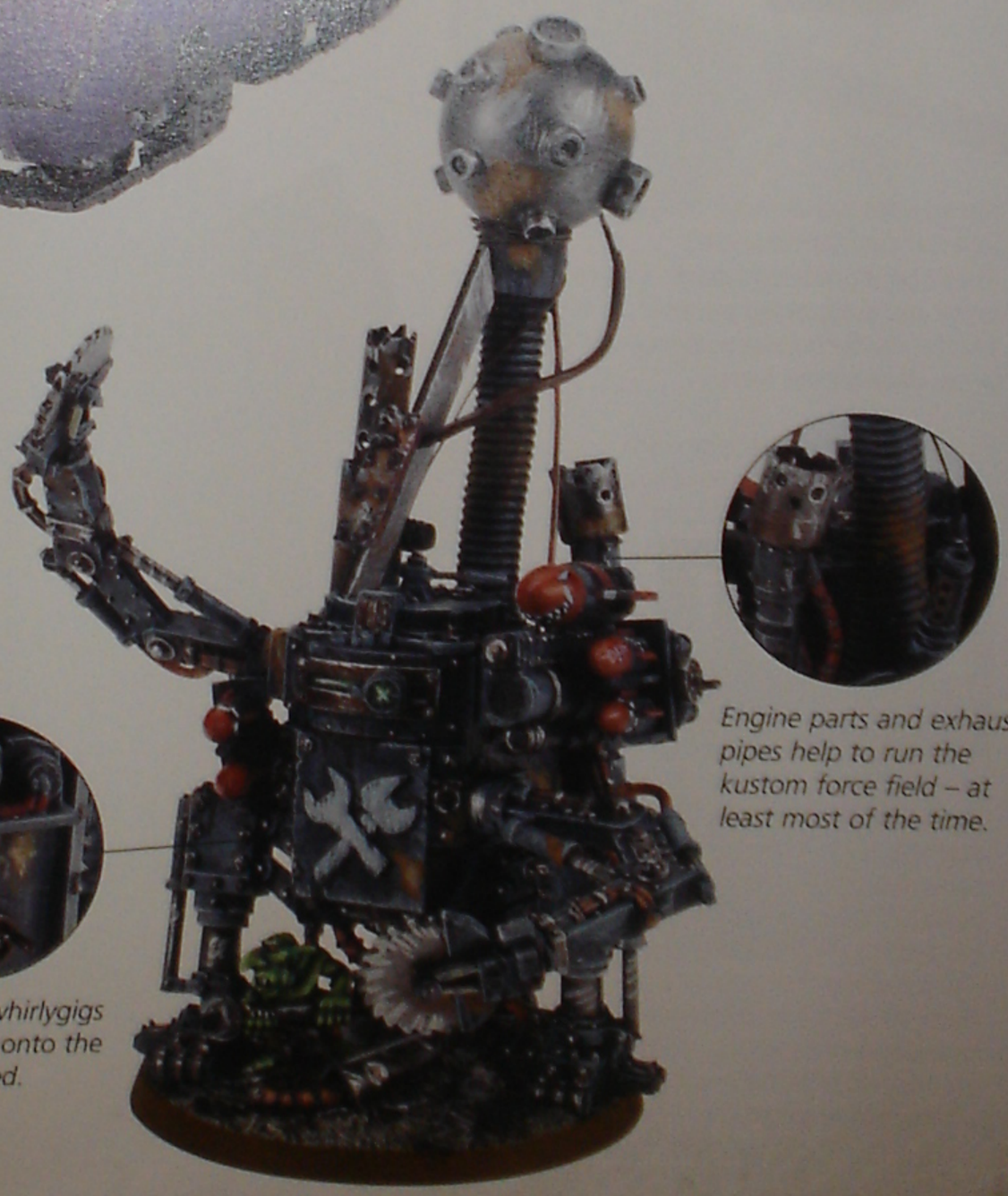
The Imperial Guard upgrade fits on the turret of a Leman Russ (or any of its variants) or a Chimera. It represents a long ranged vox-caster, capable of coordinating the many vehicles of the squadron or company, and communicating with higher levels of command.

SPACE MARINES

The Space Marines upgrade represents an advanced communication and target acquisition device, which fits in the hole designed to take a hatch or weapons point. The upgrade fits the Rhino hull, Predator turret or Land Raider hull, as well as the underside of a Land Speeder.

OTHER ARMIES

The command vehicle upgrade kit covers the armies shown above, so players of other forces will have to improvise a bit. It is easy enough to use some spare parts from your bits box to create a unique command vehicle, as shown below.



Engine parts and exhaust pipes help to run the kustom force field – at least most of the time.

Extra bits and whirlygigs were modelled onto the back of the Dred.

ORKS

Converting Ork vehicles is easy because it doesn't have to look especially neat – you just have to embrace the Orky philosophy of nailing on as many bits of armour, kit and extra gunz as possible. This Dred has had a kustom force field projector added, so it can lead a Dredmob into battle.

BANEBLADE SUPER-HEAVY TANK

The Baneblade is a colossal land fortress, bedecked with cannons. These pages highlight some of the incredible detail on this model, as well as showing how to apply the appropriate markings.

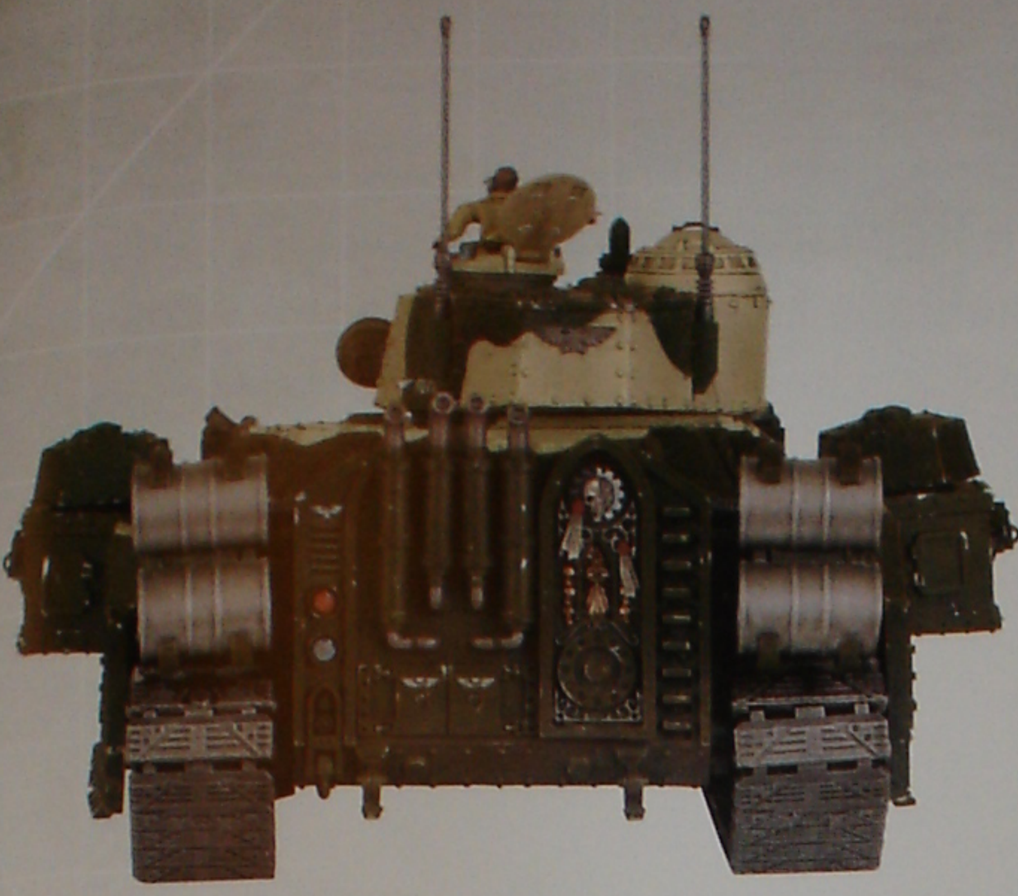
The Baneblade kit allows you to customise the commander with variant heads as shown here.

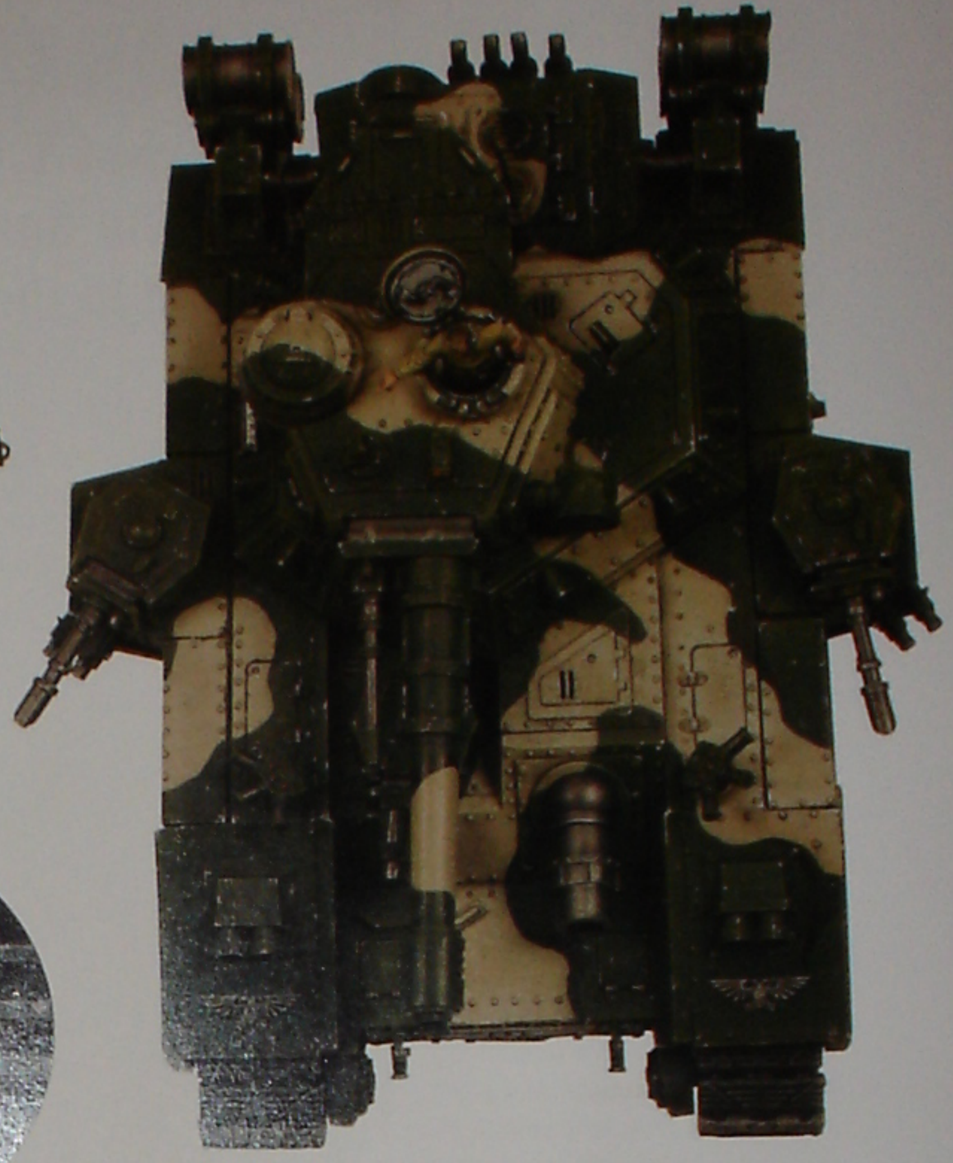
The tank commander on foot allows you to add extra detail to your Imperial Guard army. He can simply replace an Imperial Officer.

Baneblades are directed by veteran tank commanders. They communicate to both crew and supporting troops via the multi-channel vox array sited on the turret.

IRON DUKE

Regimental markings indicate that this tank is part of the Cadian 4th army. The skull indicates the Iron Duke is the lead tank of its company. The 01 marks the tank as the first vehicle of the regimental headquarters company, making the commander the second in charge of the entire regiment.





As well as a name, every Baneblade bears a unique serial number. This is often displayed on the tank's hull. By this code the vehicle's deeds are recorded by the Techpriest-scribes of Mars.

The rear of the engine bears an Adeptus Mechanicus skull. Within Ancient cogs and wires lives the machine spirit of the Baneblade.

Another weapons option for the Baneblade is to mount a heavy stubber on the turret.

The Imperial Aquila is displayed on different areas of the hull of the Baneblade.

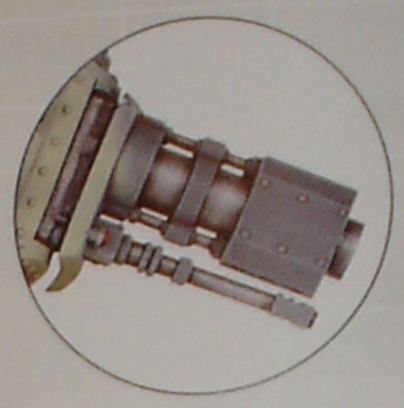
It is common practise for the crew to adorn their tank with kill markings. With Super heavies the skull normally represents an HQ unit, super-heavy, or Titan-class target.

SUPER-HEAVY TANKS

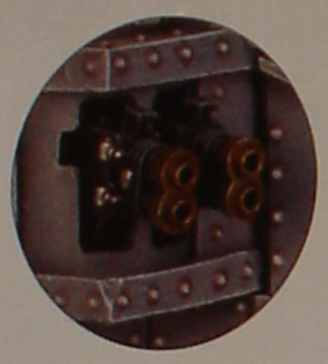
The Baneblade kit also makes the Hellhammer super-heavy tank. Alternatively you can use the Baneblade kit as a basis for creating your own super-heavies as seen in the datasheets at the back of the book.

HELLHAMMER

If you want your super-heavy tank to excel at crushing the foe in dense terrain, then assemble your kit as the Hellhammer, with its shorter range but devastating weaponry.



The Hellhammer cannon replaces the Baneblade cannon. Even heavy cover provides no protection from its shells.

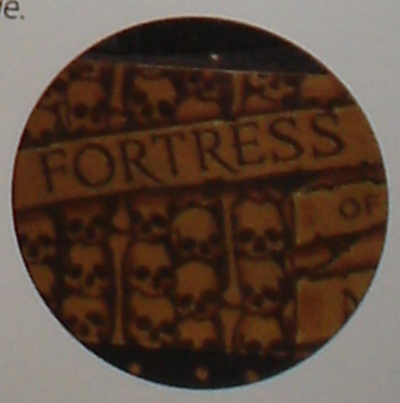


The sponsons sport twin-linked heavy flamers. Here they are placed towards the front of the tank to be in range of enemy infantry.

FORTRESS OF ARROGANCE

The Fortress of Arrogance is Commissar Yarrick's mobile pulpit and command vehicle. It shows how a small number of techniques can alter the appearance of the Baneblade.

The pulpit allows Yarrick to deliver fiery oratory to his troops and was created by adding a plasticard floor to the turret. This was finished off with details from the Citadel City Ruins kit, more plasticard and a good rummage in the bits box.



The side panels were created using thin plasticard. Both panels were carefully painted to show off the glory of Commissar Yarrick.

To show the internal engine detail one of the access hatches has been removed.

The heavy bolter turret was embellished by the addition of parts from the Witch Hunter Exorcist.

CHAOS PLAGUEREAPER

Our Plaguereaper model has been heavily modified with conversion work and scratch building combined with a twisted imagination. However, the key elements are the plague vats and the hideous pus cannon.

Chaos players who don't want to spend time converting before they can crush their enemies, can easily add some parts from the Chaos accessory sprues to make a Chaos Baneblade (using the normal Baneblade datasheet).

These vats were built using plastic container lids tiled over with thin card. The toxic goo was painted with a mixture of Wet Effect fluid and Camo Green paint.

The fleshy sections were made by applying Green Stuff to the tank and using a sculpting tool to make the texture.

Some of the armour plates have been left off the model to show the Nurglings infesting its inner workings.

The Pus Cannon was built over the original battle cannon using masking tape to create the shape. Green Stuff was then modelled on top and various wires added for detail.

SPACE ORK SKULLHAMMA

Ork players can of course use the normal Baneblade rules to represent a looted vehicle. However, it's more exciting to convert it into a Skullhamma, with a supa-charged engine and an even bigger gun!

Plastic pipes, upturned fuel tanks, parts from the Warhammer 40,000 City Ruin kits and even the original barrel of the Baneblade's main cannon have been used to make the turbo engine.

Adding a commander can give a large vehicle a bit more personality. This one was built using an Ork Boy's body combined with a Stormboy's head.

The Skullhamma kannon was built using plastic pipes, card, wire and even parts from the City Ruins kits.

The glyph plates were built from thick plasticard with rivets made from offcuts of plastic rod. Once the Battlewagon was painted, the Orky icons were added.

When it comes to painting the Skullhamma you need to think like an Ork. If you want it to go faster, paint it red!

SPECIALIST MODELLING KITS

Many legendary units are large, centrepiece models, and beautiful collectors' pieces in their own right. Most of these are made in resin by Forge World – a small selection is shown here.

TITANIC STRUGGLE
The towering Warhound Titan and Gargantuan Squiggoth dwarf the foot troopers, while an Ork Fighta-bommer streaks overhead.

SPACE MARINE THUNDERHAWK GUNSHIP
The Thunderhawk is a super-heavy flyer. It can lay down more fire than a battle tank and bomb enemy formations, as well as transporting thirty Space Marines to the warzone.

Size Comparison

ELDAR VAMPIRE HUNTER
This super-heavy Eldar flyer excels at taking out the lumbering battle tanks and Titans of the lesser races.

Size Comparison

TAU BARRACUDA
The Barracuda is an agile air-superiority fighter, equipped with an ion cannon as well as burst cannons and missile pods.

Size Comparison

GIANT KNARLOC
The Tau Empire can field Knarloc packs ridden by Kroot mercenaries.

WARHOUND TITAN
Imperial Titans are the god-like war engines of the Imperium, capable of laying waste to entire armies of the Emperor's foes.

For information on Forge World's extensive range of resin models, visit the Forge World website at:

www.forgeworld.co.uk

SCRATCH-BUILT MODELS & CREATING YOUR OWN DATASHEETS

Apocalypse is the ideal opportunity to convert or build from scratch all manner of new models, and then come up with the rules yourself.

A fun but less common aspect of the Games Workshop hobby is converting or scratch-building models for use in games. A converted model is a Citadel miniature that has been modified in some way, by the addition of a new gun or extra armour for example, while a scratch-built model is one that is built entirely by the modeller.

It's quite easy to include conversions in your games of Warhammer 40,000 by simply 'counting the model as' something from the army list you are using. For example, a Tau army might contain converted Wood Elf Dryad models which represent alien auxilliaries, but 'count as' Kroot Carnivores. However, Apocalypse offers the opportunity for far more ambitious projects. The simplest way to use heavily converted or scratch-built models is to simply say they 'count as' an existing legendary unit of roughly the same size and function. Nobody will mind this as long as you are using the 'counts as' rule to include a fantastic looking and imaginative model in the game. So long as you don't use the 'counts as' rule to gain an unreasonable game advantage or to create something that goes against the character of your army, you can't go far wrong.

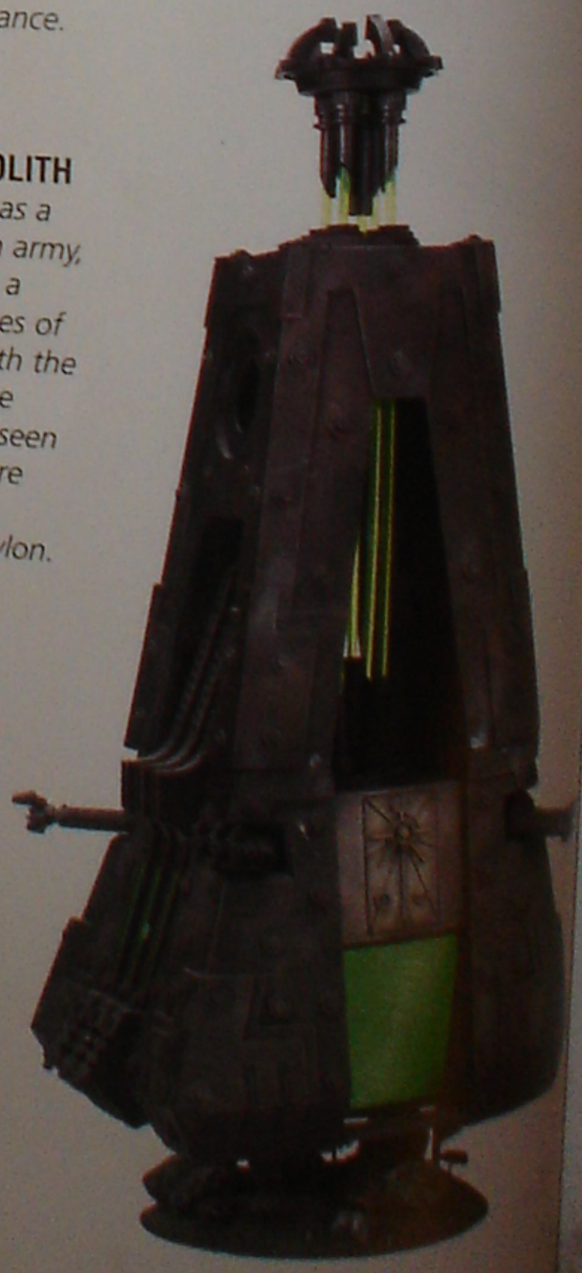
THE 'COUNTS AS' RULE

The 'counts as' rule allows you to apply the rules for existing units to older or scratch built models that do not have rules of their own. The most important point of the 'counts as' rule is that you must discuss with your opponent before the game begins what rules apply to your models.

ARMOURED TRAIN
This armoured train was built more for display than as a gaming piece, and was a real labour of love. It could be used as terrain or an objective, but writing rules would be simple enough; counting it as a Land Raider that has to move along tracks, for instance.

TERMITE
This model was inspired by memories of old games of Epic Warhammer 40,000. Its rules give it the same profile as a drop pod which always counts as hull down, representing it tunnelling up through the ground.

NECRON SUPER-MONOLITH
This model was created as a centrepiece for a Necron army, its creator counting it as a Monolith in normal games of Warhammer 40,000. With the publication of Apocalypse however, the model has seen use as something far more appropriate to its size, 'counting as' a Necron Pylon.



Another way to use large scratch-built or converted models is to create a 'bespoke' datasheet like those shown later in this book. This should be written by the person who is organising the game. Creating your own datasheets is not that hard, and can be a lot of fun. The main thing to beware of is making the new unit much too powerful; doing so will spoil any game where the unit is used, and can also lead to players refusing to play games in the future if they include scratch-built models. Neither of these things is desirable, so try to err on the side of caution. It's better that the new unit under-performs as you can always power it up for subsequent outings. Make it too powerful, though, and you'll probably never get to use it again.

Perhaps the best way to use scratch-built and converted models is when they are designed specifically for a themed game. The background for Warhammer 40,000 includes all kinds of exotic and unique vehicles and life forms, and often a themed game will cry out for one or more of these things to be included. For example, a game set on a Deathworld just wouldn't be the same if it didn't include some ferocious native life forms made from converted Lizardman models, and what would a planetary invasion be like without one or two scratch-built defence lasers? Exciting projects like these can add a huge amount of character and depth to any game.

IMPERIAL GUARD RAPIER BATTERY
This Imperial Guard weapon platform is made of classic Citadel miniatures. The rules were based on an Imperial Guard Heavy Weapons team, armed with a twin-linked multi-laser instead of a lascannon.

ORK FLAKKA DAKKA GUNZ
These Ork anti-aircraft gunz were also made for The Kan Factory game (see page 177), and were constructed largely from spare components from the creator's extensive bits box. They count as twin-linked autocannons, with the AA mount special rule.

ORK MINELAYER
This typically Orky construction was built for The Kan Factory battle shown later in this book. It was entirely scratch built, using all manner of materials but largely based around a plastic bottle. In the battle it was used as a mobile objective with a few simple mine-laying rules. With so much going on in a game of Apocalypse, it often pays to keep it simple, and not overcomplicate things with fussy extra rules.

HIVE FLEET MOLOCH

This army is only part of Marco Schultze's Tyranid collection. This particular Hive Fleet was created over many years. It includes old Classic models (1, 2) as well as the most recent releases. The army also contains resin kits from Forge World – such as the awesome Scythed Hierodule (3). Almost every miniature in the army has been adapted in some way to make it fit in with Marco's ideas for his army. He has even created objective markers for Apocalypse battles (4).

The swarm consists of:

6 Hive Tyrants

5 Tyrant Guards

1 Broodlord

4 Lictors

6 Leaping Warriors

2 Warrior broods

2 Genestealer broods

Termagant brood

2 Spinegaunt broods

Hormagaunt brood

Deathgaunt brood

Ripper Swarm

Flying Ripper Swarm

5 Raveners

Gargoyle brood

3 Zoanthropes

4 Biovores

8 Carnifexes

1 Scythed Hierodule (below)

4
2

BATTLEFIELDS

Vast armies will need suitably large battlefields to fight over. The next pages provide practical suggestions and ideas about expanding your gaming table for apocalyptic battles.

Before you can get too far in planning out an Apocalypse game, it is necessary to consider two essentials: the space that you have available and the surface or gaming table on which the battle will be fought.

GAMING SPACE

Some lucky few have dedicated wargames space at home or at least a room that can easily be cleared to set up a wargames table. Wherever you do your gaming you will be fortunate indeed if this space is large enough for even a medium sized Apocalypse battle. Even gaming shops and clubs may find they have too cramped a space for a really large battle. There are some ideas on the following pages for maximising the space you have but the best solution may be find a new locale. Community centres, rental halls, or other such venues can be found at reasonable rates, especially when costs are divided amongst a number of players. Really large Apocalypse battles really do work better with plenty of people invloved.

GAMING SURFACE

Most gamers play on a specially built or purchased table. The size recommended for playing 1,500 points per side battles is a 6' by 4' table. For an Apocalypse battle of 3,000 points a side it is suggested that two 6' by 4' tables are pushed together to form a playing area of about 8' by 6' (although 8' by 4' is acceptable). But these sizes are just starting points, as enormous games or heavily themed battles may require much larger gaming surfaces.

Finding wargaming tables to fit the need for such larger (and often unusual) battles may require some creative thinking. Even here at the Games Workshop Studio, where we are inundated with vast choices of fantastic gaming tables, we have often had to resort to mixing, matching, and cobbling together tabletops in order to accommodate the number of players, the size of the game, or a particular theme – sometimes all three at once!

Shown on these following pages are some solutions we've come up with to answer our problems of space and gaming surface. While not comprehensive in any sense, there is enough variety so that gamers can mix the ideas to match their available materials and space. All of this, of course, is directly tied into the advice on page 34 – Planning in Advance.

This 12' by 6' gaming surface was constructed from ceiling tiles made of expanded polystyrene, a material that is available in DIY or hardware stores. This entire wargaming table (including carving all the hills) was done by a single person in a single afternoon. Even better, it was all done on a limited budget.

These simple contoured hills were carved with a bread knife out of the same expanded polystyrene that makes up the gaming surface.

This table is supported on paste-up tables from a DIY store. There are a wide variety of such portable tables available – such as folding or trestle tables. For very large games, you might want to inquire about rental tables from banquet or catering services.

THE IPHIANASSA SALIENT
Forces of the Tallarn IX attempt to hold back Tyranids from Hive Jormungandr.

Sometimes the best place to play a large game is simply on the floor. Hardwood, laminate floors or thin carpet work best, as models will stand up easily. Some surfaces will look fine as they are, but others may be improved by first laying down appropriately coloured cloth (tan for desert, green for grass, and so on).

To define the edges of the battlefield it is a good idea to put down some tape. Remember to leave space around the perimeter of the gaming area, as players will need easy access for moving their units around.

A simple road made of masking tape can make a very convincing terrain feature – especially on a very large gaming surface.

THE SCOURING OF NEW KITALPHA
In this battle Space Marines from the Mentors Chapter attack an Ork horde.

Shown here is a standard 6' by 4' wargames table that has been turned into an Apocalypse sized battlefield by adding two more sections on either side. A few books can help level up uneven surfaces when using tables of different heights.

Any number of materials can be used to turn a plain tabletop into a serviceable gaming surface – here we've used some drab coloured flooring tiles, but an appropriately coloured blanket would do just as well.

THE DEFENCE OF THE BELISARIUS GATE
A large force of Ultramarines resist the expansion of the Tau Empire.

EVEN BIGGER GAMES

Large groups of players that have access to a big gaming area may want to consider one of the following variations for a really colossal game. Please note that these suggestions work best with at least four or more players per side. As long as you have one player for every 5,000 points or so you should be able to complete any of these games over the course of a long day, and easily over a weekend.

The Apocalypse Mission presented earlier is designed to be played on a single board up to 8 feet wide by 24 feet long. With a wider table players may not be able to reach the middle and longer tables feel so narrow they may not provide as enjoyable a game. With some ingenuity it is possible to create battlefields that are considerably larger. Common solutions for larger battlefields are to use linked tables or floor wars.

An Imperial Navy Vulture gunship lines up its bombing run.

The 22nd Mordant Imperial Guard regiment attempt to hold a vital bridge against the combined assault of the Saim-hann and Ulthwé armies.

A massive Tyranid assault on the polar defences of Macragge is played out with multiple gamers on each side.

This enormous doughnut-shaped table hosted the biggest battle of UK Games Day 2006.

LINKED TABLES

As you'd expect, linked tables are when two or more standard tables are linked to one another in some fashion. This link could be a physical one, such as a bridge, or it could be an imagined link, for instance where any unit moving off the bottom edge of table A would appear on the top edge of table B in its next move. The game organiser will need to decide how the tables link together and provide everyone with a clear map of any such connections. Each player should be assigned to a single table but they can choose to send units off to other sectors once the battle is underway. It is possible for a player to have units on several tables at the same time. If this happens the player can either hand over control of his models to a more conveniently located ally, or rush from table to table to move their own units.

The Eldar Revenant Titan picks off Imperial tanks with its pulsars.

The chasm between the tables can only be crossed by models that can reach the other side in a single move.

A Wind Rider host prepares to use its grav-engines to cross the chasm and flank the Imperial Guard army.

The placement of a bridge between the two board sections ensures the armies clash in bloody close combat at this key point. Placing objectives on the bridge makes it all the more important in determining who ultimately claims victory.

IMMENSE FLOOR WARS

Even enormous floor wars games are easy to organise as long as you have access to a large area of floor and have plenty of terrain. The inconveniences of playing on the floor will be more than offset by the opportunity to play an immense battle. If you are aiming to play such massive planet-threatening actions as a 50' by 50' battle, than a floor war is by far your best option. Just remember the two age-old golden rules for battle games on the floor: 1. No one is allowed on the playing area except during their own turn, and 2. Never, ever, step backwards while you're on the playing area. Another good tip is to bring a cushion!

When setting up a floor war it is a good idea to include some sort of terrain feature that will not (often) be travelled upon by models. Lakes, pools of magma, canals, or chasms will fit the bill. The practical reason is that these areas of terrain become a safe walkway for players to move around the battlefield.

It is unlikely that your floor will look like the surface of a 41st millennium battlefield, but that can be quickly and inexpensively rectified. The surface shown here is a vinyl floor offcut that was purchased cheaply at a local carpet superstore. A few dashes of brown spray paint add to the desolate desert look. Having a battlefield that can roll up after the game is helpful for storage as well.

Apocalypse battles benefit from having a few largish pieces of terrain. Tall scenery pieces can offer cover (at least partially) for the most monstrous of creatures and even Titans.

A grey granite style piece of vinyl flooring was cut into long strips to serve as a quick but visually effective road. If you can't find any suitable colours, the material can be sprayed black and drybrushed.

MULTI-PLAYER BATTLES

Apocalypse is fine for one-on-one games but it really comes into its own for large multi-player battles such as this one. This 13' by 9' battle features four armies each of at least 3,000 points.

APOCALYPSE TERRAIN

Once you have found a large enough setting and surface to play an Apocalypse game, you will need to furnish your battlefield with terrain. Presented here are a few tips that can make all the difference when setting up large battlefields.

LOTS OF TERRAIN

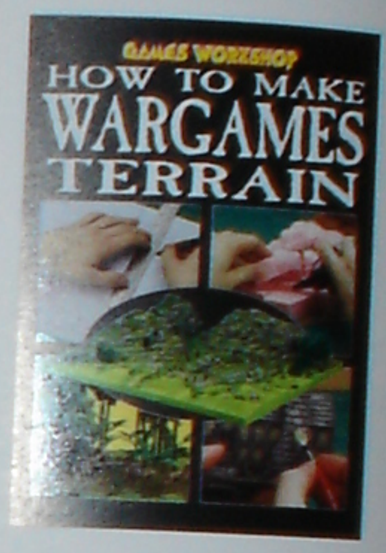
Apocalypse games need the same sort of terrain you normally use for Warhammer 40,000, only more of it. You don't need to fill your larger battlefield to the same density of terrain that you would for a smaller battle, but if your table size doubles then you will need at least some more terrain. A good solution in multi-player battles is for each person to bring along a few pieces of scenery – this way you will soon have enough.

GROUP YOUR TERRAIN

Unlike small-scale battles where terrain is often evenly scattered across the playing surface, large battles really benefit from grouped terrain. Just place similar terrain, such as all your trees, all your buildings and so on, in packed groupings. Thus, instead of a random spread of features, you will create distinct zones separated by empty spaces. These clear zones will rapidly be filled with hordes of infantry, armour, and massive war machines or monstrous creatures. The terrain-heavy sectors will often become hotly contested combat zones as troops clash to control the objectives.

MAKING TERRAIN

For those interested in making their own terrain, the techniques and examples presented in 'How to Make Wargames Terrain' are a great starting point.



On this table (made up of two 6' by 4' boards) the terrain is laid out in sectors - an industrial centre, the edge of an urban area, a few hills, and an area of rocky ground.

Industrial centre.

Ruined urban area.

Rocky ground.

A simple road helps to link the different groups of terrain.

CITADEL TERRAIN

Citadel city ruins and obstacles make fantastic 41st Millennium battlefields.

Sanctum Imperialis.

Manufactorum.

Basilica Administrotum.

LARGE TERRAIN PIECES

A few well thought out larger terrain pieces can really make a battlefield stand out. Additionally, a massive piece can 'fill up' a sector all by itself.

Even veteran terrain makers can sometimes be daunted by the idea of creating a very large piece. Nevertheless, it is worth the effort, as the result can become the centrepiece of your battlefield. It's also worth remembering that with a really big terrain piece, it's less important to cover the model in tiny, intricate details.

When building any piece of terrain - large or small, keep in mind how you envision models interacting with the piece. Will models be able to move into, over, or on top of the terrain? The examples on this page offer some further ideas and tips.

REFINERY

This industrial looking terrain piece can serve as a fuel or chemical refinery, a pumping station, or a power generator for an Imperial factory. It was scratch built using cardstock and tin cans. Most importantly, the terrain is large enough to offer cover to anything the size of a Warhound Titan or smaller.

LANDING PAD

Large terrain pieces don't need to be particularly complicated to be effective. This building was constructed to represent a small landing pad. The combination of polystyrene packaging to form the bulky shape and a single City Ruin kit to add detail makes for characterful terrain with only a little effort.

Here we see the fully painted landing pad acting as a strongpoint for several squads of Ultramarines. It is essential to not use spray paint on polystyrene, as it will have a chemical reaction and melt!

STEP-BY-STEP

When asked to devise some fast, effective, and inexpensive terrain, our hobby experts came up with industrial storage vats made entirely of 'free' materials (otherwise destined for the bin!).

MATERIALS

An empty tin can and some thick paper (thin card from a cereal box will work too) are all you need to make this storage vat.

1. The paper is cut out to fold around the outside of the can. Don't glue it down yet!

2. A ballpoint pen is used to 'punch out' rivet indents in the paper by pressing on the opposite side. Once this is done you can glue the paper in place.

3. A speedy paint job of Boltgun Metal with some rust spots turns the piece from cast away rubbish to industrial scenery.

THEMED GAMES

One of the great joys of the Warhammer 40,000 hobby is that you can modify or add to the material we offer to suit your own tastes. Apocalypse in particular is a game that almost begs for you to add your own personal touches. You can theme games, add your own units, invent scenarios – the possibilities really are endless.

A themed game is one in which the players have decided to concentrate on a particular scenario, battlefield or element of the background. This may be as simple as ensuring a 'classic match-up' such as Orks versus Armageddon Steel Legion. Or, you could go all the way and re-enact a specific event, such as the destruction of the Crimson Fists' Fortress Monastery during the Rynn's World campaign.

CREATING BATTLES

Enforcing even a very simple theme might mean that you can't get two very evenly balanced sides, and that you need to modify the victory conditions for the game in order to even things up for the underdog. You will need to spend a bit more time planning ahead and thinking about how the game will work. Because of this it is highly recommended you play your first few games using the Apocalypse Mission, and only move onto themed games once you have a bit of experience of what apocalyptic games are like.

This caveat aside, themed games are pretty easy to set up and organise – you just need to decide on a simple storyline based on the Warhammer 40,000 background, and use this theme to decide which armies, terrain and victory conditions will be used.

Giving a game a theme may inspire you to modify the way that you set up the armies, and how you decide who has won at the end. A very good example of the former would be to theme a game around an orbital assault. One side would set up anywhere they liked on the gaming table, while the other would enter play by flying or deep striking to the surface.

With a little practice, tinkering with the victory conditions can make for really exciting and strongly themed games. One pretty safe way of modifying the victory conditions is to make certain objectives count as vital objectives. For example, you might say that the objective of the orbital assault was to capture a specific building (a defence laser or space port would seem appropriate), which meant that the side holding it would count as having captured two objectives at the end of the game.

DEFENCE LASER

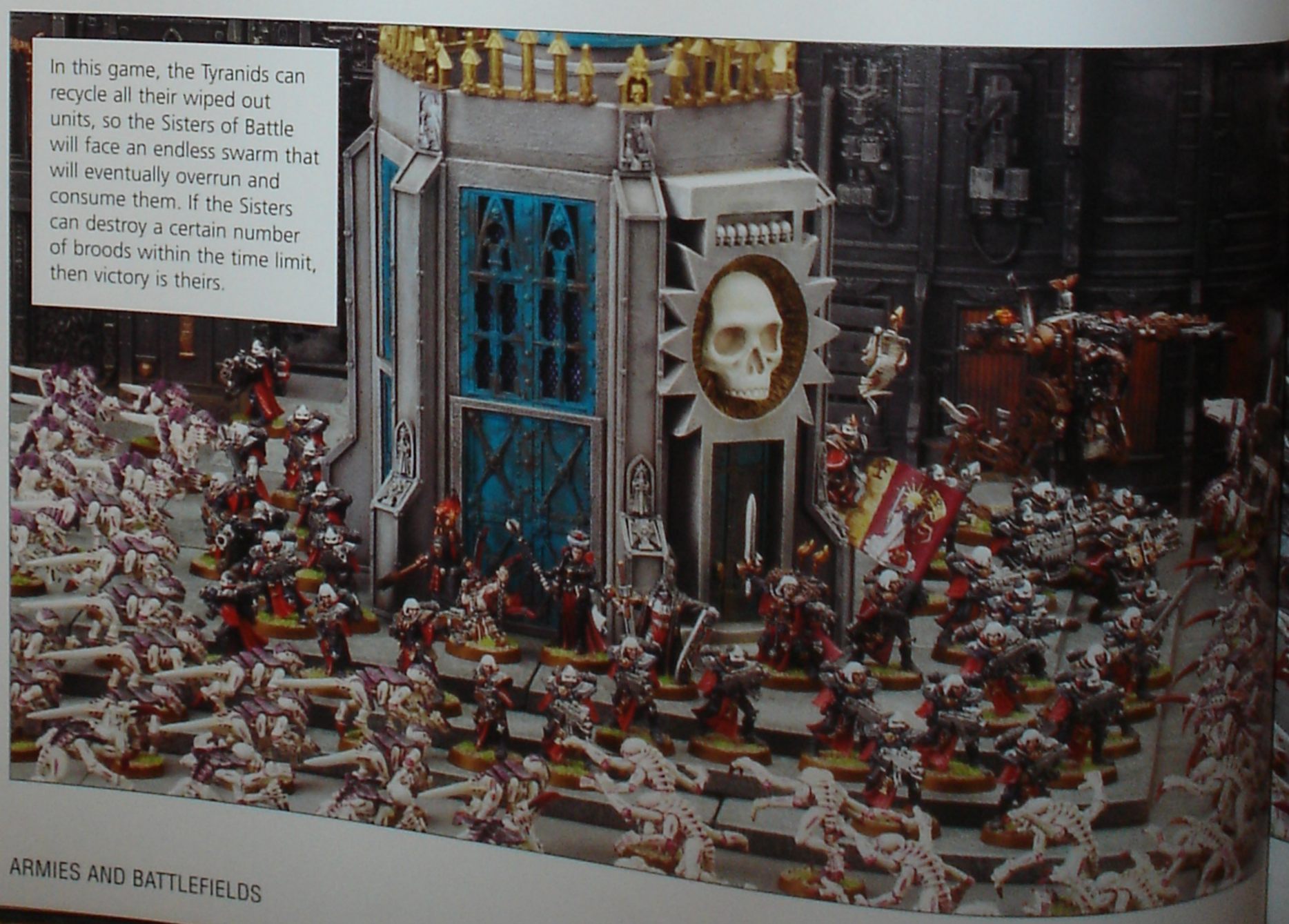
This Imperial defence laser was specially constructed for the battle report 'Exterminatus' (page 80). It is made from a wide array of household and garden objects, as well as the Cities of Death plastic city ruin kits. The defence laser presents an extremely strong theme for any battle, and makes an ideal objective, the capture of which will decide the game. In Exterminatus, the defence laser has rules allowing it to shoot at enemy Titans and orbiting ships.

Ledges allow models to be postioned during battle.

The anti aircraft weapons are made by Forge World and count as Hydra Flak Cannons.

LAST STAND

In this game, the Tyranids can recycle all their wiped out units, so the Sisters of Battle will face an endless swarm that will eventually overrun and consume them. If the Sisters can destroy a certain number of broods within the time limit, then victory is theirs.



ORK KAN FACTORY

This sprawling Ork industrial complex has lots of decks and levels for setting up models. It features in the final battle report in this book, counting as an objective. We also came up with special rules for the factory churning out Killa Kanz, Dreadnoughts and Stompas during the game.

The factory was built by gluing blocks of polystyrene packaging together. This was then covered in off-cuts of card, pipes and assorted bits. It was spray painted red and drybushed to create a roughly built appearance.

EXTERMINATUS!

Welcome to the biggest battle report we've ever played – no less than 40,000 points of Imperial and Chaos forces fighting to the death over the ruins of a dying world!

The combined Imperial forces upon Thesus Reach believe that Abaddon is walking into their trap, and they are prepared to unleash Exterminatus to see it succeed. The Despoiler, however, has powerful allies and diabolic plans of his own. Can Abaddon take the head of the legendary Usarkar Creed of Cadia and escape before a barrage of cyclonic torpedoes incinerates friend and foe alike?

THE END OF THE WORLD

Thesus Reach is an industrial planet unaware of its own impending destruction. It sits in the path of Abaddon the Despoiler's Thirteenth Black Crusade, the greatest and most successful Chaos incursion the galaxy has ever known. The High Lords of Terra have anticipated Abaddon's arrival upon this planet. They have ordered a lethal trap set for him, using none other than Ursarkar Creed as the bait. When Abaddon's presence on the planet is confirmed, the Inquisition intends to unleash Exterminatus upon whatever is left of Thesus Reach.

Within the industrial city of Bellephon an immense army of Imperial Guard prepares for war. In orbit above them, the Chaos armada and the navy of the Segmentum Obscurus have fought each other to a standstill. Abaddon's flagship, the Planet Killer, is primed to teleport its master onto the planet and extract him from danger once he has claimed the head of Creed, the only mortal man to truly defy him. In the warp, hundreds of Daemons howl with anticipation of battle. Many of the greatest legends of the Chaos Space Marine legions stand at Abaddon's side.

The bridge of the Planet Killer was silent but for the menacing growl of engines and the constant drip-drip-drip of viscera from gore-slicked bulwarks. The Despoiler brooded silently in his command throne, his gigantic armoured form throwing shadows that coiled and crept at the edges of vision.

Time passed. Eventually, the Chaos Lord bared his sharpened teeth, and spat a single word. There was a flash, and a tripartite Daemon writhed and convulsed at Abaddon's feet, consuming itself over and over again. It stretched itself upward with a series of sickening cracks and pops.

"Sssire, the legions ssstand ready."

"Excellent. The Cadian known as Creed... his death is mine and mine alone to inflict. Is this understood?"

"Yesss, sire. However," the Daemon writhed all the more, the smell of brimstone betraying its fear. "echoes of the planet's death are near... they mean to destroy it, that they might destroy you with it. To go personally is perhapsss... unwise?"

"Dare not question me, worm!" bellowed the Despoiler, rising from his throne. "I will go to this new planet. I will take Creed's head. Then I shall return here, and Imperial morale will suffer yet another hammer blow. All the more so when they realise they have destroyed their own planet for no gain."

"Of course, sssire. Trapping the human will be... easssy, you think?"

The Imperial Guard are not without hope. Countless ranks of infantrymen stand ready to defend Bellephon to their dying breath, and the city itself is crammed full with battle tanks. Imperial Assassins stalk the streets. Mighty god-machines of the Adeptus Titanicus train their immense guns upon the wasteground. The ground trembles as a squadron of Baneblades trundles through the orbital bombardment of the Chaos fleet toward the enemy battle line. In space, a strike cruiser filled with the finest warriors the Ordo Malleus can provide is on standby, waiting for the expected Daemonic incursion.

To find out how this epic conflict unfolds, and if anything will be left of the planet at the end of it, read on...

SETTING UP A SPECIAL GAME

For this Apocalypse game we wanted a really large battle and a themed scenario. The storyline evolved out of the background of the armies fighting on each side and the terrain – an impressive Imperial Defence Laser! As the narrative of the upcoming conflict grew, so too did the need for a referee. Games Developer Phil Kelly volunteered to be organiser and games master. He wrote the scenario, taking the opportunity to include some story-driven tweaks to the Apocalypse mission. For instance, the massive Defence Laser was not just an objective, but could also be used to 'duel' with the orbiting Planet Killer of Abaddon. The objectives included some of the special characters themselves, as each side in the background story was primarily interested in deposing the other's commander. Deployment for both sides – including heroic characters, Daemon-spawning warp rifts, and reserve troops were set according to the story as opposed to just competitive requirements. This method ensured a thematic conflict that will live on in the Studio's history far longer than any mere win-at-all-costs battle.

Abaddon the Despoiler

The Grey Knights face the onslaught of six Bloodthirsters bursting from the warp.

THE FORCES OF THE IMPERIUM

The mightiest warriors in the Imperium have mustered to repel the Chaos threat.

TAKE NOT ONE STEP BACKWARD

The Imperial forces have one priority above all others – destroy Abaddon once and for all. Leaderless, his armies will fragment and dissipate, for the four powers of Chaos rarely rally under the same banner for long. To achieve this the forces of the Imperium have employed the services of the Officio Assassinorum – not because they believe their operatives have a real chance, but to keep Abaddon distracted until the true magnitude of the Imperial plan is unveiled.

Whilst Abaddon is busy slaughtering his way through his hated foes, the redoubtable Cadians, the Inquisition intend to evacuate the Imperial commanders and commence the bombardment of the planet with cyclonic torpedoes. To ensure they can begin the Exterminatus they must first drive away Abaddon's personal flagship, the Planet Killer. Unbeknownst to the Despoiler, the city of Bellephon has just the tool to achieve this – the defence laser known as Duty's Fist.

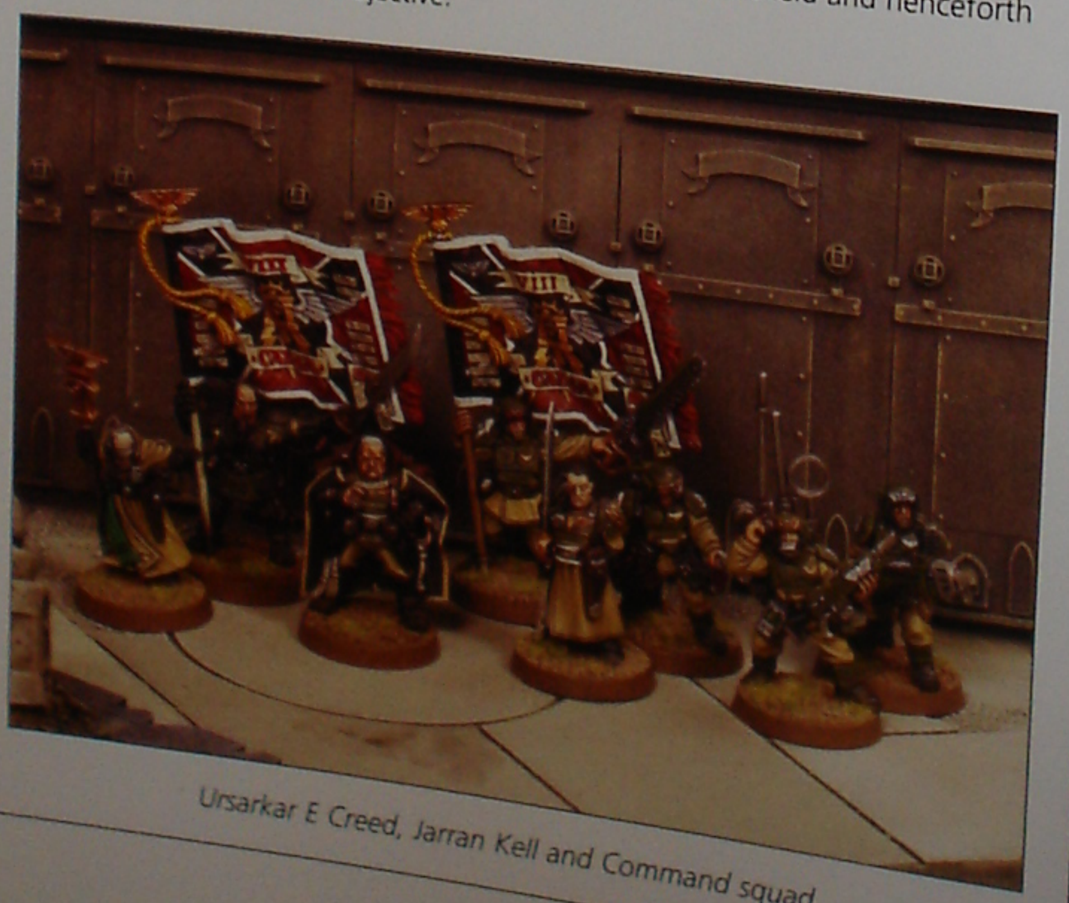
STRATAGEMS: Bunkers, Vortex Grenade, Strategic Redeployment

SPECIAL OBJECTIVES

In this game we have chosen to use some special objectives. In the story behind the battle, the special characters and defence laser are of paramount importance. Should they be killed, captured, or destroyed by the foe it will be a crushing blow to morale. With that in mind we decided to use the following house rules to represent these elements:

Character Objectives: If the enemy force manages to 'kill' one of their Character Objectives, mark where that character fell (simply leaving the model on its side does the trick). This then forms an objective that can be claimed just like any other. Killing a special character is often easier said than done, especially if the character is as tough as Abaddon or, like Creed, has dozens of battle tanks at his command!

Orbital Cannon: The Defence Laser Duty's Fist can lock onto the Planet Killer, which looms in orbit high above the Imperial city of Bellephon, poised ready to teleport Abaddon away. The Planet Killer allows the Chaos player a free Orbital Bombardment stratagem every turn. The spacecraft has a nominal armour value of 14 – a penetrating hit from the defence laser will force it to disengage, never to return. If this occurs Abaddon can no longer leave the battlefield and henceforth his body counts as a Vital Objective.



Ursarkar E Creed, Jarran Kell and Command squad

THE IMPERIAL FORCE

HQ
Brother-Captain Stern
of the Grey Knights
1 Grand Master of the Grey Knights
Commissar Yarrick
Ursarkar E Creed and Jarran Kell
4 Sanctioned Psykers
3 Commissars
Techpriest Enginseer with 2 tech-servitors
2 Fire Support Squads
2 Anti-tank Support Squads
2 Mortar Support Squads
2 Special Weapons Support Squads

ELITES
50 Grey Knights Terminators
20 Stormtroopers
10 Ratlings
8 Ogryns
2 Vindicare Assassins
2 Eversor Assassins
2 Culexus Assassins
2 Callidus Assassins
1 Hardened Veteran Squad

TROOPS
150 Imperial Guardsmen
20 Grey Knights
6 Command Squads
5 Chimeras
3 Heroic Senior Officers
1 Senior Officers
2 Junior Officer
20 Conscripts

FAST ATTACK
25 Grey Knights (Teleport Attack)
23 Sentinels
3 Hellhounds
Arvus Lighter
Vulture Gunship

HEAVY SUPPORT
14 Leman Russ Battle Tanks
3 Leman Russ Demolishers
1 Leman Russ Vanquisher
1 Leman Russ Exterminator
1 Leman Russ Executioner
Destroyer Tank Hunter
6 Basilisks
1 Grey Knights Dreadnought

LEGENDARY UNITS
Marauder Bomber
2 Warhound Scout Titans
2 Baneblades
Fortress of Arrogance
Hydra Flak Tank
3 Rapier Batteries

TOTAL = 20,000 POINTS

THE FORCES OF CHAOS

The massed armies of Chaos fight not for glory, not for territory, but for revenge. They will slaughter thousands in order to kill just one.

DEATH TO THE MINIONS OF THE CORPSE GOD

The warriors of the Black Legion are intent only upon bathing the streets of Bellephon in blood and darkness. Their leader, Abaddon, has a far grander plan. He means to hunt down and kill the heroes of the Imperium present upon Thesus Reach, and is willingly walking into the jaws of the Imperial trap as a result. However, the Despoiler knows full well that the Imperials intend to evacuate their war heroes as soon as his presence is confirmed. Abaddon intends to prevent this, not only by flooding the city with a Daemonic incursion of unprecedented size, but also by blocking the Imperial comms to prevent any rescue of their leaders.

The Chaos battle plan is to advance upon the city in a massive armoured wedge, forcing the defenders to take up position upon the outskirts of the city. Then, when battle is truly joined, Abaddon will summon a horde of Daemons so numerous the defenders of the city will be driven out into the merciless guns of the Black Legion.

STRATAGEMS: Careful Planning, Strategic Redeployment, Precision Strike

DUTY'S FIST, THE DEFENCE LASER

The defence laser that towers over the west gate of Bellephon is a miracle of dark age technology. It is capable of smashing a Titan into a thousand pieces, or even engaging targets in orbit above the planet. A full datafax for the defence laser can be found on the Games Workshop website.

DUTY'S FIST

BS	Front	Side	Rear
4	13	13	13

Structure Points: 3

Weapons: Defence Laser, 2 twin-linked autocannon with anti-aircraft mounts, twin-linked heavy bolter.

	Range	Str	AP	Special Rules
Defence Laser	unlimited	10	1	7" Blast

Duty's Fist is the city's main defence against orbiting enemy space craft.

THE CHAOS HORDE

HQ
Abaddon the Despoiler
Lucius the Eternal
Khârn the Betrayer
Typhus of the Death Guard
Ahriman of the Thousand Sons
Fabius Bile
9 Chaos Lords
6 Daemon Princes
6 Bloodthirsters
2 Keepers of Secrets
2 Lords of Change
1 Great Unclean One

ELITES
26 Chaos Terminators
23 Possessed Chaos Space Marines
8 Chosen Chaos Space Marines
7 Obliterators

TROOPS
136 Chaos Space Marines
28 Khorne Berzerkers
31 Plague Marines
20 Noise Marines
8 Thousand Sons
40 Bloodletters
35 Plaguebearers
25 Daemonettes
29 Horrors
10 Flamers
25 Nurgling Bases
43 Mutants
15 Traitors
8 Chaos Rhinos
8 Chaos Spawn

FAST ATTACK
11 Chaos Space Marine Raptors
26 Chaos Space Marine Bikers
26 Furies
16 Flesh Hounds
5 Screamers

HEAVY SUPPORT
18 Chaos Havocs
7 Dreadnoughts
1 Vindicator
4 Predators
5 Land Raiders
6 Defilers

LEGENDARY UNITS
1 Plaguereaper
1 Brass Scorpion

TOTAL = 20,000 POINTS

After striking down two Bloodthirsters, Captain Stern confronts Abaddon the Despoiler.

LIGHT IN THE DARKNESS

The Imperial defenders, despite all the odds, managed to hang on to the city against the Daemon invaders. Not only that, but Abaddon himself fell to the sword of Captain Stern!

Commissar Yarrick

As the battle raged towards a bloody climax, several distinct stories emerged amidst the carnage. The Baneblades, having pounded away at the Chaos lines, had concentrated on taking down enemy tanks and elite troopers but neglected the Chaos Dreadnoughts closing in upon them. This proved to be their undoing, as the lascannons of the Chaos tanks had succeeded in immobilising two of the Baneblades, making them easy prey for the power claws of the Chaos Dreadnoughts. When the Fortress of Arrogance finally succumbed to the Chaos assault, Commissar Yarrick leapt from the pulpit and raced towards the Chaos line, hurling his Vortex Grenade into the ranks of the Chaos Possessed and annihilating them. Charging into a deep crater, the redoubtable Commissar took on a Daemon Prince in single combat, felling him with his power claw before the Plaguereaper finally took Yarrick down with a shot from its pus cannon. What a way to go!

> 'The Imperial lapdogs have won naught but a violent and painful death. Prime the Armageddon gun. Thesus Reach shall burn!'
>
> Abaddon the Despoiler.

Ursakar Creed showed valour of a different kind; opting to make a tactical withdrawal when Abaddon and his bodyguard cut down Creed's retinue. Nowhere was safe, however, as the Planet Killer targeted Creed with its orbital bombardment! Incredibly, the commander of Cadia survived.

After seeing off the assaults of the Imperial Assassins, Abaddon was surrounded by the most elite warriors at the Imperium's disposal: the Grey Knights of the Ordo Malleus. Despite a timely counter-attack by a tide of Khornate Bloodletters and Flesh Hounds, Brother-Captain Stern and his Grey Knight Terminators engaged the Despoiler in close combat, and Stern managed to best Abaddon.

THE OUTCOME

The conclusion of the game saw the Imperial forces in possession of three mission objectives – Abaddon himself, the central plaza, held by the ever-determined Imperial Guard, and the Defence Laser, guarded by a squadron of battle tanks. The Chaos forces held onto the Imperial Shrine and the Crashed Shuttle, which was ground under the tracks of the Plaguereaper. This meant that the Imperial forces had carried the day with three mission objectives to two – glory to the Emperor!

Though Abaddon managed to teleport back to his flagship, his plan to take the head of Creed failed due to the intervention of the Grey Knights. Following his humiliating defeat at the hands of Captain Stern, the wrath of the Despoiler is now greater than ever before, and his entire Black Crusade will go no further until he has had his revenge. What began as a vendetta is now set to consume the entire Thesus sector in bloody war...

APOCALYPTIC FORCES

Apocalypse battles give you the chance to field legendary units – huge war machines and gigantic monsters. The following pages provide all the rules and datasheets for these units, and for large-scale battle formations of smaller models. As well as rules, these datasheets include in-depth background explaining how your army goes to war on this scale.

ADDITIONAL RULES

Apocalypse battles introduce super-heavy vehicles, gargantuan creatures and flyers. The rules to use them are presented here.

It should be clear from the start that all of the rules presented in this book apply only if the players have agreed to play a game of Apocalypse. This book is a self-contained expansion and its rules are not designed to be used in normal games of Warhammer 40,000.

Games of Apocalypse introduce many new, and often huge, models to the universe of Warhammer 40,000. These models are called legendary units. Many legendary units (though not all) belong to one of two new unit types: gargantuan creatures or super-heavy vehicles.

In the following pages you will find the rules for these new unit types, which build on the core rules in the Warhammer 40,000 rulebook, in much the same way as other non-infantry units, such as monstrous creatures and vehicles. This means that, apart from the exceptions given in the following pages, all of the new units follow the normal rules of the Warhammer 40,000 game.

After these two new unit types, you will find additonal rules for flyers, covering any legendary unit capable of flight.

Finally, you will find a list of common special rules that apply to several legendary units.

GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts can grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this principle: the Ork Squiggoths, whose bodies, according to the Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds of the Imperium!).

Gargantuan creatures follow the rules for monstrous creatures in the Warhammer 40,000 rulebook, with the additional rules and exceptions given below.

MOVEMENT PHASE

Gargantuan creatures may move up to 12" in their Movement phase. They are slowed for difficult terrain as follows – roll for the distance they can move just as you would for a monstrous creature (i.e. you can re-roll the dice), but double the result.

If their path is blocked by enemy models that are not gargantuan or super-heavy walkers, gargantuan creatures can tank shock them, as described in the Warhammer 40,000 rulebook, counting as a tank with a frontal armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the gargantuan creature, as they cannot immobilise it).

SHOOTING PHASE

Gargantuan creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because gargantuan creatures vary greatly in size, for the purposes of establishing line of sight from gargantuan creatures, always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting gargantuan creatures. The rules for area terrain apply as normal.

If a gargantuan creature is hit by a weapon that uses a blast marker, the normal rules for determining if the creature is hit by the marker are not used (as the marker may be smaller than the creature's base, and so it could never score a direct hit). Instead, the gargantuan creature is automatically hit if the hole in the centre of the marker is over the gargantuan creature's base (or its body, if it does not have a base). If the hole is not over the base, but the rest of the blast marker covers part of it, the creature is hit on a 4+, as normal.

ASSAULT PHASE

Gargantuan creatures can assault any unit within reach, not only one that they shot at.

Remember that, like monstrous creatures, close combat attacks from gargantuan creatures count as power weapons and roll 2D6 plus Strength for Armour Penetration. In addition, when rolling on the Vehicle Damage table, close combat attacks from gargantuan creatures count as hits from ordnance!

When attacking in close combat, a gargantuan creature can choose to either fight normally or to execute a stomp special attack. A stomp allows a gargantuan creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attack value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan creatures count as 30 models for the purpose of determining outnumbering at the end of an Assault.

Gargantuan creatures never roll for sweeping advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not gargantuan or super-heavy walkers are still engaged with a gargantuan creature, they must immediately make a consolidate move, in order to get at least 1" away from the gargantuan creature. Gargantuan creatures may not consolidate. Other gargantuan creatures and super-heavy walkers remain engaged as normal.

SPECIAL RULES

All gargantuan creatures are Fearless.

Because of their massive bulk (and multiple brains!), gargantuan creatures are less suceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All gargantuan creatures are immune to the Instant Death rule. In addition, because they are so large and powerful, they are not affected by any attack that would normally kill a model automatically (like a Force Weapon, an attack that kills as a result of a failed Characteristic test, etc.). Such attacks cause D3 wounds instead.

All gargantuan creatures have the 'Terrifying' special rule. This means that enemy units wishing to assault a gargantuan creature must first pass a Morale check. If the test is failed, the unit may not assault that turn.

All sniper weapons and poisoned weapons wound gargantuan creatures only on a roll of 6.

"Pray that if you ever see one, it is from the view-port of a departing ship."

– Adeptus Augrennel Blax, previously Senior Factotum of Rallar Prime.

SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vapourize, smash or incinerate an entire army.

Super-heavy vehicles behave on the battlefield like all other vehicles, with the exceptions given below. The main difference is that they have Structure Points, which work similarly to Wounds for other models.

MOVEMENT PHASE

Super-heavy vehicles are slower than normal vehicles – they can only move up to 6" in the Movement phase, unless specified.

Super-heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1. In addition, if their second roll is another 1, they are not immobilised, but suffer a Drive Damaged result, as described in their damage tables later.

SHOOTING PHASE

Super-heavy vehicles may fire all of their weapons, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because super-heavy vehicles greatly vary in size, for the purposes of establishing line of sight from a super-heavy vehicle, always use real line of sight, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use real line of sight when enemy units are targeting super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-heavy vehicles follow the same rules as normal vehicles, depending on their type (see Vehicle Types, later).

STRUCTURE POINTS

To represent the great amount of damage a super-heavy can withstand before being knocked out, in their datasheets they are assigned a number of Structure Points (sometimes shortened to "SP"). Glancing and penetrating hits have a chance of inflicting the loss of Structure Points, and only by reducing their Structure Points to 0 can a super-heavy vehicle model be destroyed.

Against super-heavy vehicles, enemies roll to hit and to penetrate armour exactly as with normal vehicles. If a glancing or penetrating hit is scored, the player must then roll a dice and consult the Super-heavy Damage table. If a glancing hit is scored, subtract 2 from the dice score, and when a destroyer weapon scores a hit (see page 96), add 1 to the dice score.

If a result reduces the target super-heavy vehicle to 0 Structure Points, it is destroyed – immediately roll one dice on the Catastrophic Damage table and apply the result.

It is a good idea to record the damage results suffered by each super-heavy vehicle on a sheet of paper (a photocopy of the datasheet is perfect!), as these huge war engines can accumulate a great amount of secondary damage before being finally knocked out. This is great fun, as you can imagine the crew desperately trying to contain or even repair the damage their vehicle has suffered in the heat of battle!

SUPER-HEAVY VEHICLE TYPES

All super-heavy vehicles belong to one (or more) vehicle types, just like normal vehicles. Super-heavy vehicles can be open-topped, fast, tanks, skimmers and walkers.

These vehicles follow the rules attached to their vehicle type given in the Warhammer 40,000 rulebook, with the exceptions given below for each type.

Super-heavy open-topped vehicles
No extra clarification needed.

Super-heavy fast vehicles
These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 24" and fire no weapons.

Super-heavy tanks
A unit that is tank shocked by a super-heavy tank takes its Morale test with an extra -1 to its Leadership.

Super-heavy skimmers
No extra clarification needed.

Super-heavy walkers
Instead of following the movement rules for super-heavy vehicles, super-heavy walkers move 12", exactly as if they were gargantuan creatures (see earlier), except that their maximum movement may be reduced by Drive Damaged results, as normal for super-heavy vehicles.

In the Assault phase, super-heavy walkers once again follow the same rules as gargantuan creatures (including ignoring armour saves, extra armour penetration, dealing ordnance-level damage, stomp special attacks, the 'Terrifying' special rule, etc.).

SUPER-HEAVY TRANSPORTS

Some super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (thirty, for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to thirty infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-heavy Transport chart on page 198.

Unless otherwise specified, each access point on a super-heavy transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped all transported units may disembark at once.

Transported models are forced to disembark from a super-heavy transport only if the enemy reduces the vehicle to zero Structure Points. In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

SUPER-HEAVY DAMAGE TABLE

D6	Result
1 or less	Gun Crew Shaken
2	Driver Stunned
3	Weapon Destroyed
4	Drive Damaged
5	Structural Damage
6+	Chain reaction!

Modifiers

Glancing hit:	-2
Penetrating hit:	0
Destroyer hit (see page 96):	+1

Modifiers are cumulative, so a destroyer hit that has been downgraded to a glancing hit would have a total modifier of -1 when rolling on the table.

CATASTROPHIC DAMAGE TABLE

D6	Result
1	Wrecked
2	Wrecked
3	Wrecked
4	Explosion
5	Explosion
6	Apocalyptic Explosion!

PSYCHIC POWERS

Because of their sheer size, large crews and multiple back-up systems, super-heavy vehicles are less suceptible to psychic powers. Just like gargantuan creatures, they are not affected by psychic powers (either friendly or enemy) with the exception of those that are attacks with a given Strength value, which affect them normally.

DAMAGE RESULTS

Gun Crew Shaken. One weapon (chosen by the attacker) cannot fire in the next turn. If all gun crews have been shaken, treat this result as a Driver Stunned.

Driver Stunned. Until the end of its next turn, the vehicle may not move, has its Attacks reduced by 1 (to a minimum of 1) and may not use its stomp special attack. If the driver is already stunned, treat this result as a Gun Crew Shaken.

Weapon Destroyed. One weapon (chosen by the attacker) cannot shoot for the rest of the game. If all weapons have been destroyed, treat this result as Drive Damaged.

Drive Damaged. The vehicle's maximum movement is permanently halved (normally to 3", but Walkers are reduced to 6", and Fast vehicles are reduced to either move 6" and shoot or move 12" and not shoot). If a second Drive Damaged result is suffered, the vehicle is Immobilised. An Immobilised Super-heavy walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its stomp special attack. If already Immobilised, treat this result as Weapon Destroyed.

Structural Damage. The vehicle loses 1 Structure Point.

Chain Reaction! The vehicle loses 1 Structure Point and the enemy rolls again on this table (applying the same modifiers).

Note: If a vehicle suffers a Weapon Destroyed or Drive Damaged result, and is already Immobilised and has no weapons left, it suffers a Structural Damage result instead.

CATASTROPHIC DAMAGE RESULTS

Wrecked. The vehicle is destroyed. The model is left in place and will count as a wreck from then on.

Explosion. All models within 2D6" suffer a wound on a 4+. Saves apply as normal. Vehicles are unaffected. The super-heavy vehicle is removed from the table and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

Apocalyptic Explosion! All models within 3D6" suffer a Strength 9 AP2 hit! Vehicles within range are hit on their side armour. The super-heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of appropriate size, if such a terrain piece is available.

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a super-heavy walker that is engaged in combat with another super-heavy walker or a gargantuan creature.

In return, the player immediately rolls a dice for each Structure point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void shields (see page 96), which are rolled for separately.

FLYERS

Flyers are introduced in Apocalypse because normal games of Warhammer 40,000 represent too small an area for these incredibly fast-moving units. Rather than dealing with high-level bombers that are flying way out of range of any weapon on the battlefield (such things are better represented by strategic assets), we decided to concentrate on attack craft that are employed in close support of friendly troops on the battlefield.

A flying model follows the normal rules for its unit type given in the Warhammer 40,000 rulebook, with the following exceptions.

MOVEMENT

Flyers always begin the game in strategic reserve.

When the flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain, but never counts as being inside it. Note that this is not a Deep Strike, and the model does not scatter.

In each of its subsequent Movement phases, the flyer can be placed anywhere on the table, facing any direction, but the new position must be more than 36" away from its former position.

A flyer may disengage instead of moving, and is removed from the table. It may return in any following turn, and is placed anywhere on the table. If, at the end of the game, the flyer has disengaged and is not on the table, it is not considered destroyed.

FLYERS SHOOTING

Flying models always count as stationary for the purposes of firing their weapons. When hitting a non-flyer vehicle, flyers always attack the target's side armour, regardless of the relative positions (representing hits against the top armour of the target). When shooting other flyers, armour aspects are used as normal.

When determining line of sight from flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield. The only exception is area terrain occupied by the target, which is not ignored.

SHOOTING AT FLYERS

When shooting at a flyer, all models need a 6 to score a hit, regardless of their Ballistic Skill. In addition, when measuring the range to a flyer, all weapons' maximum range is reduced by 12", to represent the elevation of the shot (this means that weapons with a maximum range of 12", like pistols, cannot hit flyers).

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (like ordnance weapons) cannot hit flyers, unless these weapons also have the anti-aircraft mount special rule (see the Special Rules section on page 96 for more details).

When shot at, flying vehicles follow the same rules as skimmers moving over 12", so all penetrating hits against them are always downgraded to glancing hits. However, against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

A flyer that suffers a destroyed result or worse (explosions, etc), is always removed and does not damage models on the ground.

When determining line of sight and cover to flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield.

ASSAULTS

Flyers may never assault nor be assaulted.

VICTORY

Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES

Flyers that are super-heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction.

Super-heavy flyers cannot use the Damage Control rule.

HOVER MODE

Some vehicles combine the features of a skimmer and a flyer, having the ability to land vertically, hover very close to the ground or fly at high speed and height. These extremely flexible vehicles have the Hover Mode special rule on their datasheet.

When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you chose to move it) until the beginning of your next turn. For example, if a vehicle moves as a skimmer that turn, transported troops can disembark normally, the vehicle may not execute a bombing run, and the vehicle does count as a scoring unit if it is the last turn of the game!

Vehicles with the Hover Mode special rule can start the game in strategic reserve or be set up normally as a skimmer during deployment. If kept in strategic reserve, when they become available they can choose to enter the game either moving as a flyer (i.e. appearing anywhere on the table) or as a skimmer (i.e. moving onto the table from the appropriate table edge).

BOMBING RUNS

In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase, so that their bombs hit the ground immediately at the beginning of the ensuing Shooting phase.

Leave a marker in the original position of the flyer and then move the flyer as normal.

Draw an imaginary line between the marker and the flyer's final position. This is the flyer's bombing run corridor.

At the beginning of the Shooting phase, pick any one point along the bombing corridor as the target point. If the flyer just entered the table, the target point can be anywhere on the table.

Place the Apocalyptic Barrage template (see page 97) centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.

INFERNO!

Some bombs are not designed for precision bombing, but rather to saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the special Hellstorm template.

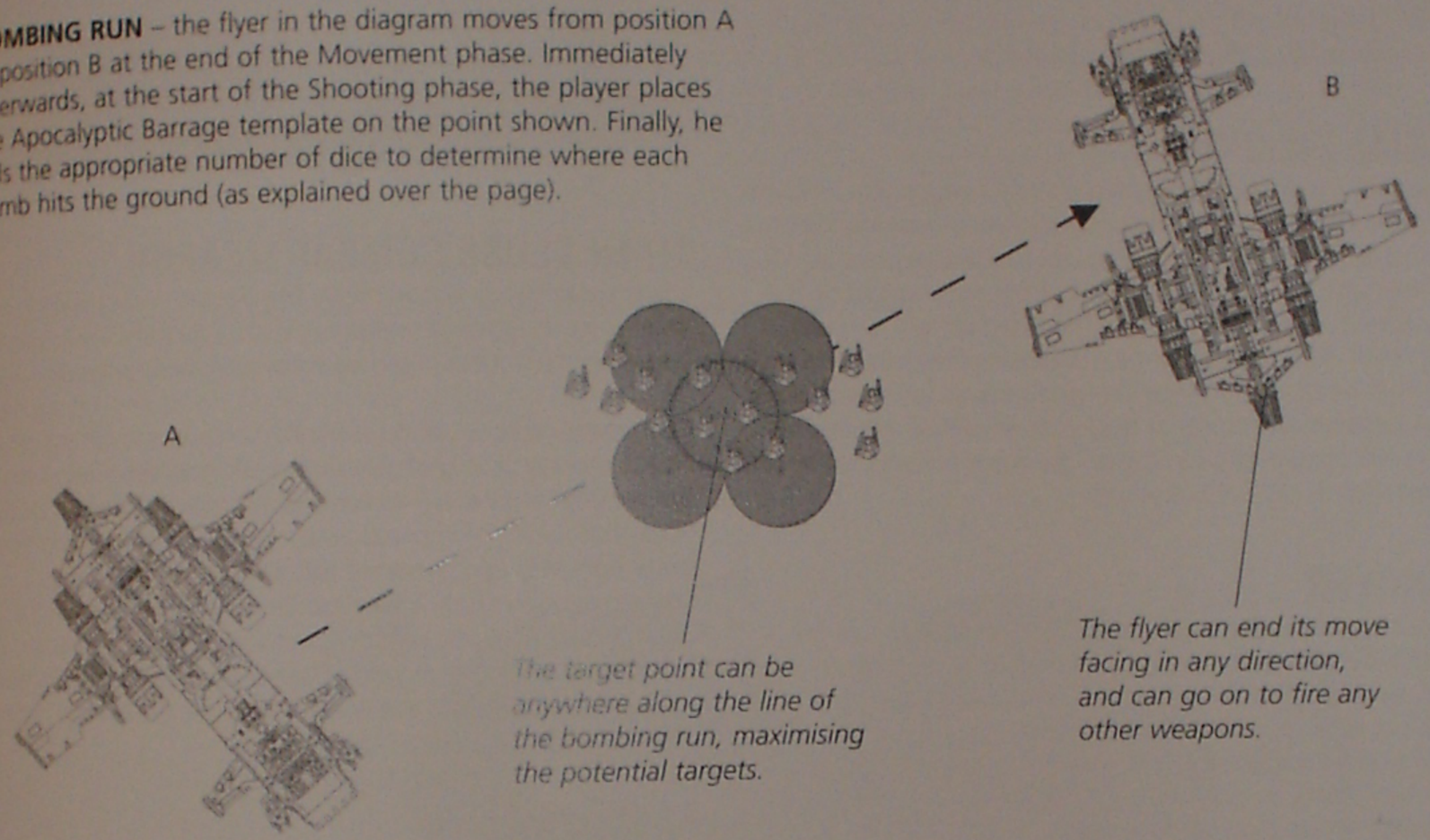
Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

FLYING TRANSPORTS

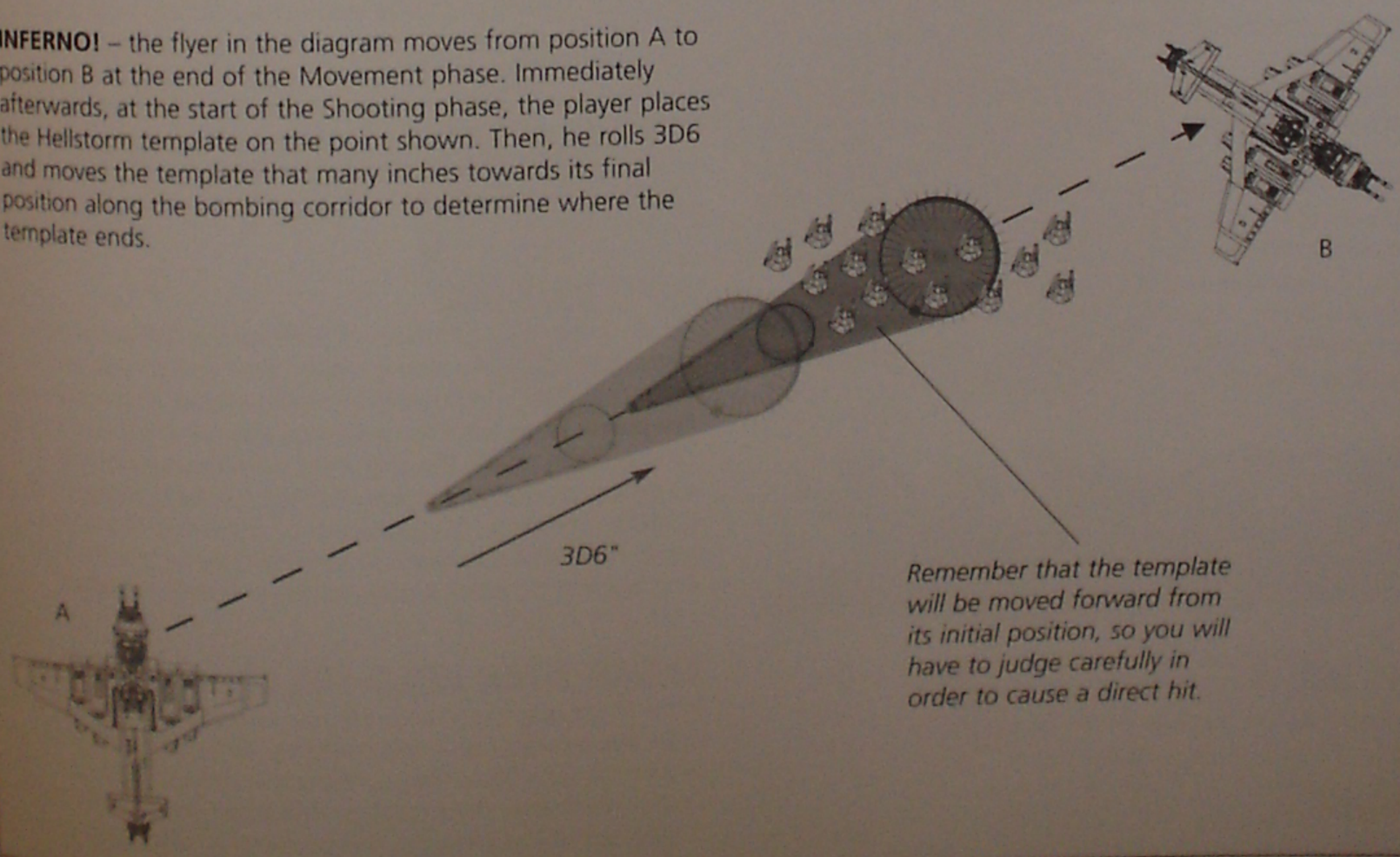
Models transported in a flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normaly infantry may only embark or disembark from a flyer using the Hover Mode rule (see page 94).

Needless to say, if a flying transport is destroyed, all transported troops are also destroyed!

BOMBING RUN – the flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Apocalyptic Barrage template on the point shown. Finally, he rolls the appropriate number of dice to determine where each bomb hits the ground (as explained over the page).



INFERNO! – the flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. Then, he rolls 3D6 and moves the template that many inches towards its final position along the bombing corridor to determine where the template ends.



SPECIAL RULES

ANTI-AIRCRAFT MOUNT

These weapons are designed to track fast-flying targets. Weapons with this special rule on their profile (often shortened to 'AA mount') can hit flyers using their normal Ballistic Skill, rather than on a 6. If a weapon that normally does not roll to hit (like an ordnance weapon) is mounted on an anti-aircraft mount, it will now roll to hit against flyers, hitting them on the roll of a 6. If it misses, do not work out any scatter – just discard the shot.

Note that all weapons that are described as pintle-mounted also automatically have the AA mount special rule.

BOMB

See Bombing Runs on page 94 for details.

CO-AXIAL WEAPON

These weapons share the same mount with a larger gun, and are designed to fire tracer rounds against the target, making the main gun's fire more accurate. Weapons that are defined as co-axial in their description must be fired at the same target as the main weapon (i.e. the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. On the other hand, if the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll missed rolls to hit with the main weapon (or re-roll the scatter dice in case of ordnance).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a D instead of a Strength value in its profile, it means it is a destroyer. If a destroyer weapon hits a vehicle (including partial hits from a destroyer weapon using a blast marker), there is no need to roll for armour penetration – it automatically scores a penetrating hit.

This hit can still be downgraded to a glancing hit by rules that have that effect (smoke launchers, fast moving skimmers etc.), with the exception of cover, which cannot obscure the vehicle as the destroyer weapon just blasts its way right through.

In addition, when rolling on the appropriate vehicle damage chart, add +1 to the result.

If a destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound. If the target fails to save this wound (no cover saves are allowed, as described above, but Invulnerable saves do apply) the weapon always inflicts Instant Death, regardless of the target's Toughness. If the target is immune to Instant Death, then the destroyer will cause one Wound as normal.

HOVER MODE

See the Flyers section on page 94 for details.

INFERNO!

See the Flyers section on the previous page for details.

PRIMARY WEAPON

Primary weapon is a weapon characteristic of very large guns, often carried by super-heavy vehicles and gargantuan creatures. Primary weapons always count as ordnance for the purposes of rolling for armour penetration and on vehicle damage charts.

In addition, because of the extra shielding and powerful back-up systems, whenever a primary weapon is affected by a Gun Crew Shaken or Weapon Destroyed result, the controlling player must roll a dice. On a result of 1-3 the primary weapon is shaken/destroyed as normal, but on a 4-6 the hit has no effect.

TITAN CLOSE COMBAT WEAPON

Some super-heavy walkers have the option of exchanging one of their arms' long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field.

Titan close combat weapons confer three extra close combat Attacks to the profile of the super-heavy walker. They also confer the destroyer rule to all of the walker's close combat attacks. Note that the stomp special attack is not affected by either of these bonuses, as it is carried out with the vehicle's legs. The enemy may apply a weapon destroyed result against a Titan close combat weapon, which counts as a primary weapon. If the roll to avoid being destroyed is failed, the Titan close combat weapon is destroyed – the walker loses the three extra Attacks and the destroyer rule in close combat.

POWER FIELDS

Some Ork super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour 12. Each glancing or penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour Value, as normal.

VOID SHIELDS

Certain super-heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which use warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns, roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones this race uses on smaller vehicles. Every time a hit is scored against an Eldar Titan that moved in the previous turn, the Eldar player rolls a dice. On a result of 4 or more, the hit is discarded. If a Titan did not move in the previous turn, it does not get this holo-field save.

NEW BLAST MARKERS AND TEMPLATES

Apocalypse uses some new (and much bigger!) blast markers and templates, whose names and rules are presented here.

Be aware that to save space in the legendary units' datasheets we normally do not use their full name, but instead refer to them (as well as to the normal Large Blast) with their size in inches. So, for example, the 'Massive Blast' is referred to as the '7" Blast', etc.

Hellstorm template

Weapons with the Hellstorm template rule use the large teardrop-shaped template and use the same rules as template weapons to determine which models are hit (no cover saves are allowed).

Apocalyptic Blast marker

Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

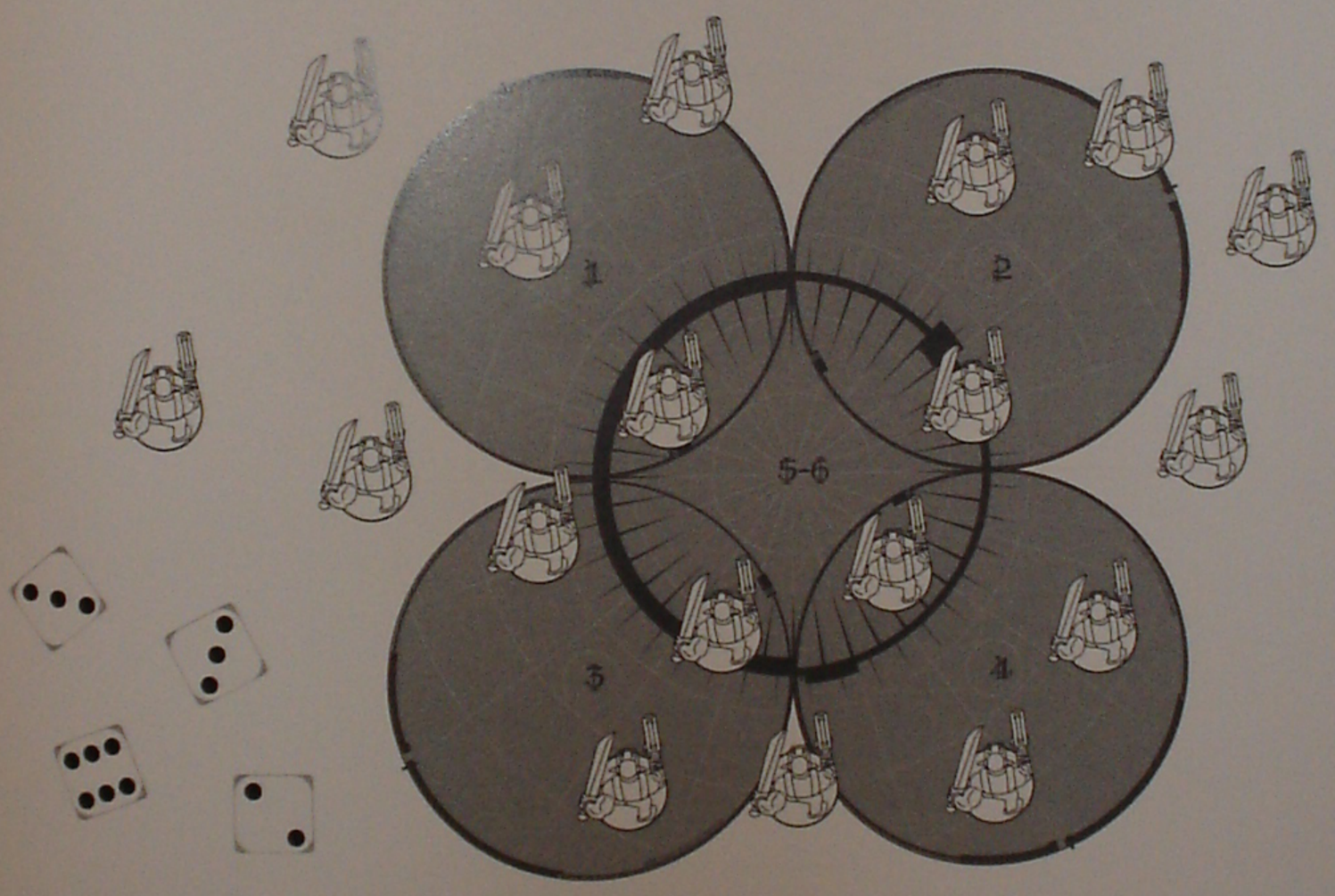
Massive Blast marker

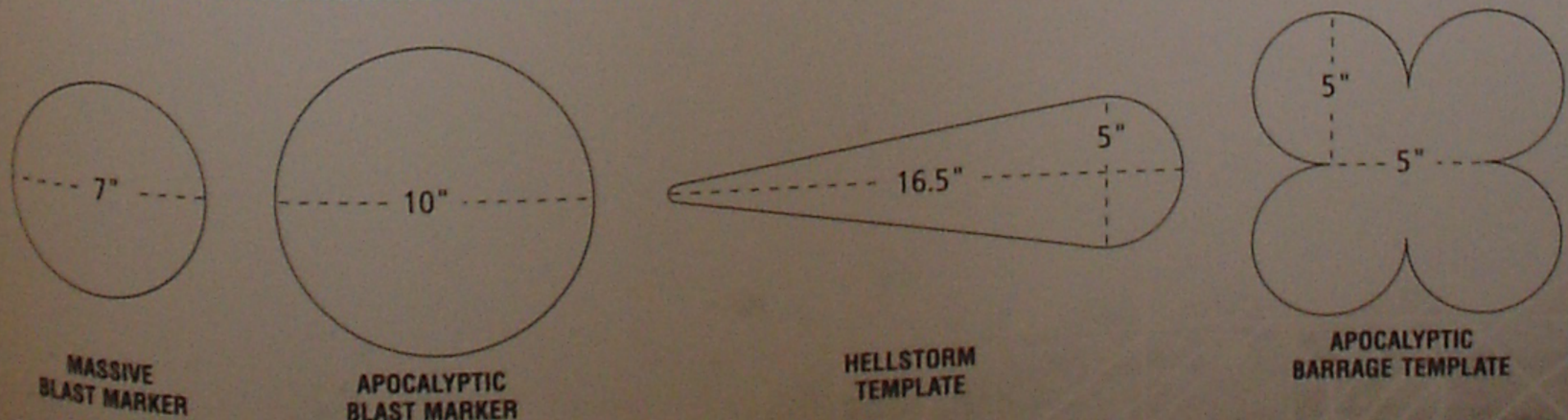
Weapons with the Massive Blast rule use a 7" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

Apocalyptic Barrage template

Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight of the weapon firing and then measure the range (if applicable). If the centre is in range, the weapon has hit and the barrage is left in place, otherwise it is removed. The player may rotate it around its centre to any final position he wishes. Once this is done, roll a number of dice equal to the number in the brackets and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Models completely or partially under the area covered by an explosion are hit at full strength (much in the same way as template weapons, except that cover saves apply as normal). Resolve the explosion on each area in turn, in any order chosen by the firer.

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until he is happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and the area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order he likes.



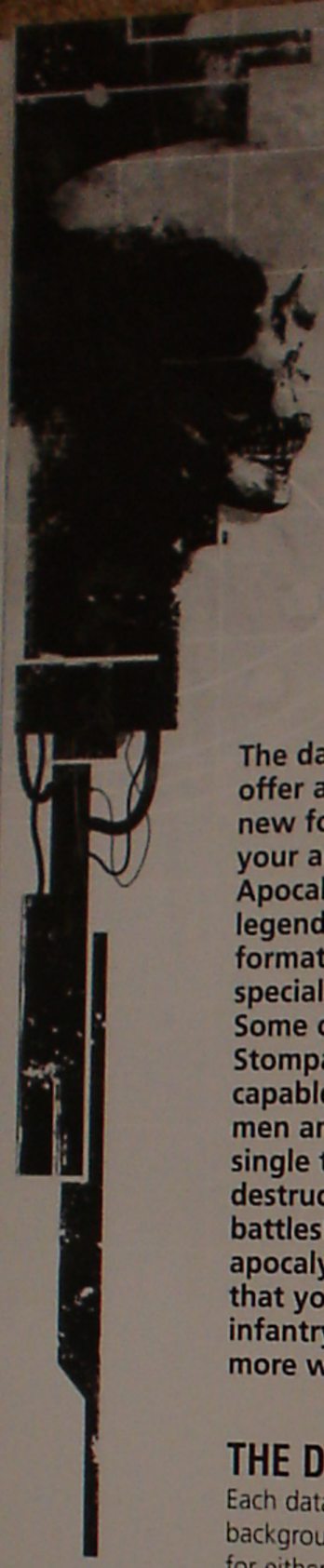


MASSIVE BLAST MARKER

APOCALYPTIC BLAST MARKER

HELLSTORM TEMPLATE

APOCALYPTIC BARRAGE TEMPLATE



DATASHEETS

In Apocalypse battles, all manner of devastating war machines, gigantic monstrosities and unique formations come into their own. On the pages that follow you will find 'datasheets' that detail some of the new troop types, creatures and vehicles you can field.

The datasheets in this section offer a variety of extra units and new formations you can use in your army when playing Apocalyptic battles. These legendary units and battle formations have been designed specially for games of this scale. Some of the mightiest, like Ork Stompas and Imperial Titans, are capable of annihilating dozens of men and several vehicles in a single turn – a level of total destruction most suited to large battles! As a commander in an apocalyptic battle, what matter that you lose a few tanks or infantry squads? There's plenty more where they came from!

THE DATASHEETS

Each datasheet provides the rules, background information and points value for either a legendary unit or a battle formation. They have been organised by army, but don't just look at the ones for your usual force – it's worth browsing through the other sections in case you fancy bringing along some allies – or at least so you know what your opponents might have in store for you. The opposite page breaks down how datasheets work in detail.

LEGENDARY UNITS

The first type of datasheet covers legendary units. These are troop types that you won't find in a Codex, but are available in Apocalypse games. Most are single, large models – often super-heavy vehicles such as the Baneblade, gargantuan creatures like the Barbed Heirodule or flyers such as the Fighta-bommer. Some of them are legendary in every sense of the word – named characters and machines that have been lauded in the history of their race and whose presence marks out a battle as a momentous occasion. Many legendary units are available as resin kits from Forge World (see page 196 for details), while some are plastic models and a few will require you to do some converting.

BATTLE FORMATIONS

The second type of datasheet details battle formations. Each battle formation consists of a number of units out of the Codex books. They represent larger organisations than usually represented by a single army list entry – such things as entire Companies of Imperial Guard tanks, or an Ork Kult of Speed. In fact some would be the equivalent of a complete army in their own right. Battle Formations are designed to reward players for collecting several of the same kind or similar unit, in a way that closely fits the background of their race. They also introduce some of the many models and variants produced by Forge World, such as the Leman Russ Vanquisher and the Tyranid Trygon (described in full in the Imperial Armour books – see page 196). By fielding models that qualify as these formations, players gain special rules, and often access to extra strategic assets as well. Note that the units bought together to form a battle formation are deployed simultaneously when the formation is deployed, but then move and fight independently, unless specified otherwise.

JUST THE START

The datasheets in this book are only examples of the legendary units and battle formations available. The Apocalypse section of our website contains even more datasheets. The datasheets on the website are just as much part of Apocalypse as those in this book and should be treated as if they were extra pages in this section. As we come up with battle formations, new models and more legendary units, the website will be expanded to include these – so when organising an Apocalypse battle, be sure to check what's new at the address below:

www.games-workshop.com

"Full ahead!" bellowed Buzgob over the clanging of hammers and spanners being applied to the malfunctioning starboard boiler. "Tell Urzhag to shoot da gatler!"

A grot raced out of the control room and across the deck. He clambered up the side of the large multi-barrelled gun on the outermost riggers, and prodded Urzhag awake. The Ork woke with a snort and stared at the grot, who gave him a grin and a thumbs up before leaping clear and hiding behind a stanchion.

Urzhag cracked his knuckles and grabbed the firing handles of the supa-gatling kannon. With a grunt he began to crank the mechanism. Behind him, the belt-feed from the massive ammo drum began to feed into the breech of the weapon with a clank-clank-clank. Several turns of the handle later the firing pin struck. The roar of the shells firing was deafening, which would have bothered Urzhag if he hadn't been stone deaf already from firing the gun in the last battle. With his raucous laughter lost in the cacophony, Urzhag unleashed a torrent of fist-sized shells into the humie lines, kicking up a storm of debris and body parts. Smoke swirled around Urzhag, blinding him. That didn't matter either, he was already half-blinded by the strobing muzzle flare. Kicking at the aiming pedals Urzhag swung the gatler to the left and right, spewing indiscriminate death. Explosions tore apart everything – men, tanks, trees and bunkers. After almost a minute, Urzhag realised the gatler had run out of ammunition several seconds ago. He reluctantly stopped cranking the firing handle. It was several more seconds before his cramped hands could let go of the controls.

"Hur, hur, hur. Dat wuz zoggin' good," Urzhag muttered to himself, leaning back in his seat and closing his eyes.

LEGENDARY UNITS

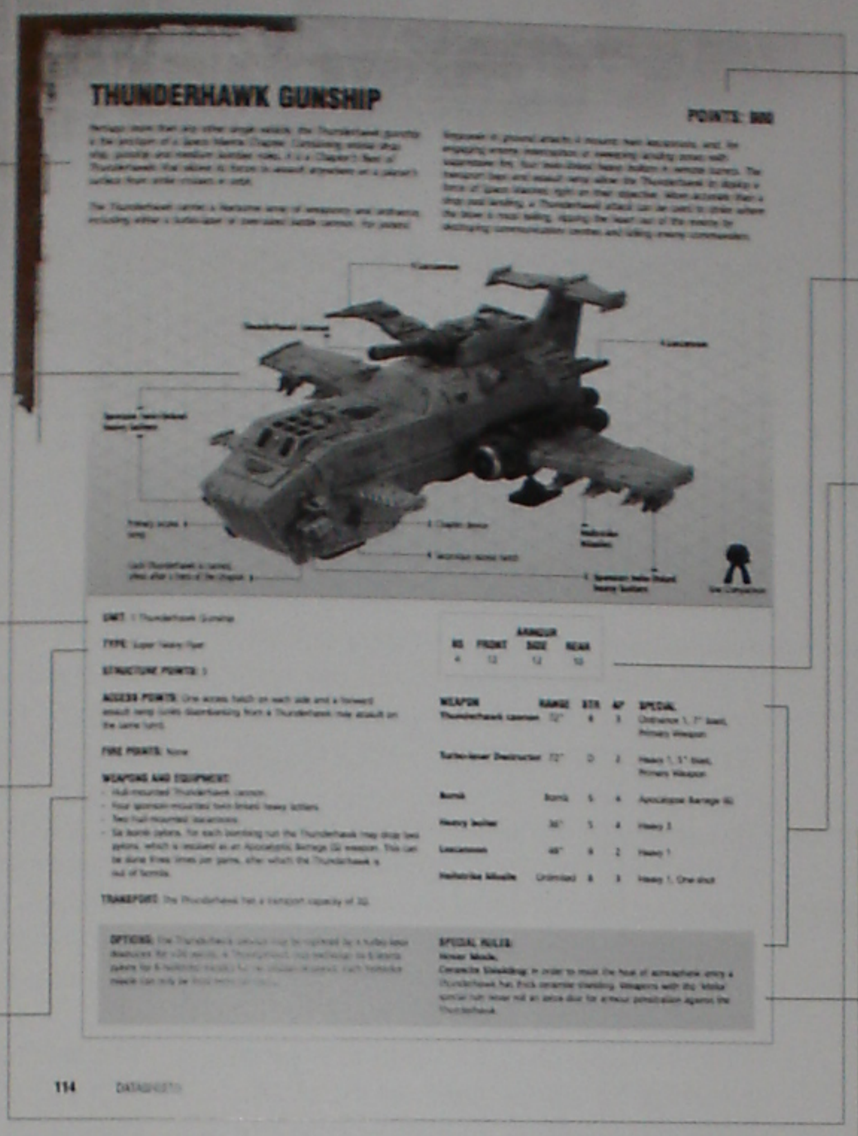
Description:
A brief overview of the unit's background and role on the battlefield.

Picture:
Weapons are labeled for identification and a foot trooper is shown for size comparison.

Unit:
Usually, but not always, a single model.

Type:
Such as 'tank' or 'super-heavy flyer'.

Weapons and Equipment:
The model's standard armament, as included in the points cost.


THUNDERHAWK GUNSHIP

POINTS: 900

114 DATASHEETS

Points Cost:
This is the cost of the unit with its standard armament and equipment.

Profile:
Including armour values, structure points, etc.

Weapon Reference:
The profile of each weapon available to the model is listed for easy reference during battle.

Options:
In addition to the standard armament and equipment, there may be further options and upgrades for you to choose at the points cost indicated.
Wargear or vehicle upgrades from one or more codexes may also be taken, as specified here – these must be paid for at the points cost listed in the codex.

Special Rules:
These affect how the model acts during a game.

BATTLE FORMATIONS

Description:
An explanation of how and why the army employs this organisation.

Picture:
The diagram represents a specific named example of this formation.

Formation:
This states the number of units required, chosen from the relevant codex (or Imperial Armour book). There may be minimum or maximum numbers for certain units. Any options normally allowed may be chosen at the usual points cost (including dedicated transports).

Note that a model can only ever be part of one battle formation.

Points Cost:
In addition to the total price of the models in the formation, as listed in their codex, there is often an extra cost you must pay to use the formation.

'EMPEROR'S WRATH' ARTILLERY COMPANY

POINTS:

'EMPEROR'S WRATH' ARTILLERY BATTERY

'EMPEROR'S WRATH' ARTILLERY COMPANY

DATASHEETS 100

Special Rules:
There may be special rules that apply to all the units in the battle formation. These are in addition to the 'usual' special rules, as described in the codex.

DEPLOYING BATTLE FORMATIONS

Each battle formation counts as a single unit for the purposes of deployment and strategic reserves. This means that if you haven't put down your entire formation when you run out of time for deployment, all the models must be removed and put into strategic reserve. However, if you have one battle formation and one other unit in strategic reserve at the start of turn 2, you may bring on the entire formation – however large – as this still only counts as half of your units. In effect, all the models in a battle formation (apart from casualties) must be either on the table or off it.

IMPERIAL GUARD

The Imperial Guard is the largest and most diverse military organisation that the galaxy has ever seen. Numbering in the billions and equipped with innumerable tanks and super-heavy war machines, the Imperial Guard is both the hammer and the anvil of the Imperium's military might.

The Imperial Guard is not a precise, swift army like the Space Marines; instead it is used to bludgeon a foe into oblivion in bloody campaigns taking months, years or even decades. Although an Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in their numbers that the greatest strength of the Imperial Guard lies.

ORDER OF BATTLE

An Imperial Guard regiment is largely uniform in its composition. Infantry regiments, for example, contain no heavy artillery, whilst armoured regiments contain no infantry. As a result, regiments are required to work together in formations known as battle groups or task forces should their objective require a 'combined arms' style of warfare. This dates back to the days following the Horus Heresy, when it was decreed that Imperial Guard regiments should be separate, yet interdependent, in order that none should be able to again rebel with such devastating effect.

The Tactica Imperium sets down a basic template around which regiments are to be organised. Each is organised into companies, some with as few as three, others with as many as twenty. Companies are further divided into between three and six platoons, and platoons consist of between two and six ten-man squads led by a command squad. Terms and naming conventions vary too, and while the regimental commander is normally a Colonel, the military culture from which he is drawn might use an entirely different term ranging from 'Knight Commander' to 'Chief Hetman'.

This structure is maintained in other types of regiment. In a tank regiment for example, the individual Guardsmen form tank crews, each tank taking the place of a squad as the basic unit. These are formed into squadrons, led by a command tank, and organised into tank companies. a number of which make up a tank, or armoured regiment. In a super-heavy tank regiment each individual tank is the equivalent of a platoon, meaning that a super-heavy tank regiment will only number nine to twelve super-heavy tanks, in addition to its numerous supply and service vehicles.

BATTLE GROUPS

When an 'all-arms' force is required, units are drafted from the available regiments and placed under the command of a senior officer, such as a colonel or a captain. These formations can vary in size, from company level units of a hundred or so men and five or six vehicles, to a force almost as large as a single regiment. Some are a balanced mix of infantry and vehicles. Many, however, are highly specialised, designed to meet very specific tactical challenges. A battle group might consist of Chimera-mounted infantry and self-propelled artillery assigned to support a lightning-fast armoured breakthrough, or it may be an entire Sentinel company aiding a light infantry force in a jungle fight.

ARMY GROUPS

Just as regiments provide individual units for the smaller, tactical-level, battle groups, so entire regiments are often drawn together to make huge, operational-level forces called army groups. These are led by high commanders such as generals and high marshals, and consist of any number of regiments, sometimes as few as two, on occasion many hundreds.

The method by which forces accumulate at a warzone are haphazard at best, with thousands upon thousands of troops from many dozens of regiments sent upon the alarm being raised. Such are the vagaries of warp space and the dangers of inter-system travel – to say nothing of the difficulty in communication posed by a bureaucracy of the size of the Imperium's – that it is only because so many troops are despatched that sufficient arrive at the crisis point. It is quite usual for thousands of guardsmen to be lost in warp storms, ambushed by pirates or sucked into another conflict entirely. Accordingly, a high commander can rarely rely on receiving the assets he requires to achieve victory, and will instead have to improvise a battle plan based upon the troops at his disposal. That he is able to do this successfully is partly due to the versatility of Imperial combat doctrine, but more properly attributable to the sheer weight of manpower and matériel at his disposal. With enough perseverance, even the application of an unsuitable tool can reap dividends – particularly if the commander is unconcerned as to how many such tools are destroyed in the process.

Once the army has been assembled, it operates on the same principle as the battle group, but on a far larger scale. Entire echelons of tanks advance under the cover of the fire of a hundred Basilisk self-propelled guns, supported by wave after wave of infantry. While a battle group is capable of taking a single objective, an army group can be used to take and hold an entire planet or even star system, and few enemies of the Imperium are capable of mustering a force able to withstand it.

> "What does it matter that our world loses an entire generation in battle, if by not losing it our world has no more generations at all?"
>
> – Imperial Commander Abrhest Kohlt on the mass conscriptions of Durant III

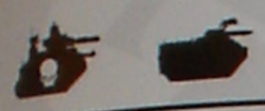
REGIMENTAL ORGANISATION

Regiments of all types can vary enormously in size and composition. As squads, companies, and entire regiments drop below strength due to battle attrition many undersized formations are merged to create composite groups. In this way the force organisations shown here are more ideal than practical, as few such orderly formations survive the crucible of battle.

Shown here are two example regiments from the Cadian defense forces defending their home world against the thirteenth Black Crusade.

CADIAN 24th ARMOURED REGIMENT
"The Emperor's Thunder"

COMMAND COMPANY
1 Leman Russ, 1 Chimera

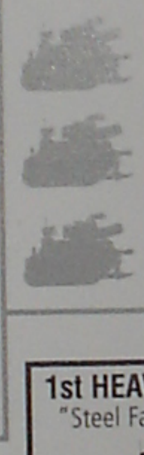


During the Kasr Gehr battles the Cadian 24th Armoured Regiment was commanded by Colonel Polski. Depending on his needs, Colonel Polski had at his disposal both a command Leman Russ and Chimera.

By the time of the fall of Kasr Gehr the Cadian 24th Armoured Regiment was composed of three companies of Leman Russ tanks and a single Baneblade. At the beginning of the campaign the regiment was made of nine Leman Russ companies – a testimony to both the hard fighting as well as a lack of available reinforcements.

3rd COMPANY
"The Bunker Busters"
10 Demolishers

2nd COMPANY
"The Steel Avengers"
10 Leman Russ



1st COMPANY
"The Fighting First"
10 Leman Russ

1st HEAVY COMPANY
"Steel Faith" Baneblade

Leman Russ Vanquisher

The majority of tank companies are composed of the Leman Russ, which has served the Imperium for ten thousand years. Some company commanders or occasionally entire squads or companies fight in Leman Russ variants such as the Vanquisher, Executioner, or Conqueror.

The 24th Armoured Regiment has also been assigned the following support units directly under the command of Colonel Polski:

RECON SQUADRON
"Seek & Sneak"

3 Sentinels – The eyes and ears of the armoured columns.

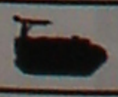
ANTI-AIRCRAFT SQUADRON
"Cloud Shredders"

3 Hydras – The mobile air defence for the entire regiment.

WORKSHOP SQUADRON
"The Find n' Fixers"

3 Atlas Recovery Tanks – Vehicle recovery and repair is vital to maintain regimental strength.

SUPPLY SQUADRON
"The Ammo & Slop Squad"



6 Trojan Support Vehicles – Food, ammo, and medical supplies for the regiment.

CADIAN 180th INFANTRY REGIMENT

COMMAND COMPANY
Colonel & Command Squad

The 180th Infantry Regiment was assigned under Colonel Lansted to support the 24th Armoured Regiment. The infantry's role was to ensure territory gained during armoured breakthroughs was cleared and held at all costs. This diagram below shows the 180th at the time of the fall of Kasr Gehr battle. At full strength the 180th consisted of 12 infantry companies with every fourth one being a heavy weapons company.

3rd COMPANY
"Striped Death"

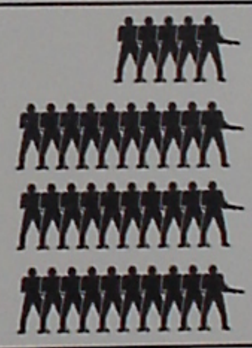
2nd COMPANY
"Tigers Rampant"

1st COMPANY
"The Stalking Tigers"

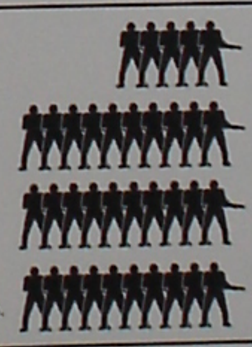
Company Command Squad led by a Captain or Major.

1st Platoon led by a Lieutenant. Consists of the most experienced of the company's warriors.

2nd Platoon led by a Lieutenant or 2nd Lieutenant. Fights alongside 1st Platoon.



3rd Platoon often led by a newly commissioned 2nd Lieutenant. Acts as tactical reserve and fire support for 1st and 2nd Platoons.



The Cadian 180th Infantry Regiment "The Tiger's Own" is supported in the field by the following units directly under the command of Colonel Lansted:

COMMISSARIAT

18 Commissars under Senior Commissar Chaonian.

SCHOLASTICA PSYKANA

13-strong psyker coven.

MINISTORUM

83 Preachers, 101 menials.

OGRYN AUXILIA

3 Ogryn squads under Commissar Raven.

BANEBLADE SUPER-HEAVY TANK

POINTS: 500

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

It is claimed that in the distant past there were whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunate to have a company of three, and more usually only a single Baneblade will be available. This is because there is immense demand for the Baneblade, both for its highly destructive abilities and also for the morale boost seeing such a behemoth gives to the Imperial Guard troops on the ground.

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

Noted Baneblades:
Arethusa – Konig Heavy Armour Corps.
Emperor's Loyal Shield – 134th Independent Tank Detachment.
Steel Lord – 89th Cadian.
Pride of Hera – Ultramar Defence Auxilia.

UNIT: 1 Baneblade

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

BS	ARMOUR FRONT	SIDE	REAR
3	14	13	12

WEAPONS AND EQUIPMENT:
- Turret-mounted Baneblade cannon with a co-axial autocannon.
- Hull-mounted demolisher cannon and twin-linked heavy bolters.
- Two sponsons, each with one lascannon and one twin-linked heavy bolter.
- Searchlight and smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Baneblade cannon	72"	9	2	Ordnance 1,10" blast, Primary weapon
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

OPTIONS: A Baneblade may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, pintle-mounted heavy stubber or storm bolter.

A Baneblade may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons (for a total of two sponsons per side!), each with one lascannon and one twin-linked heavy bolter, for +100 points.

A Baneblade may have one of the following upgrades for +25 points:

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

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

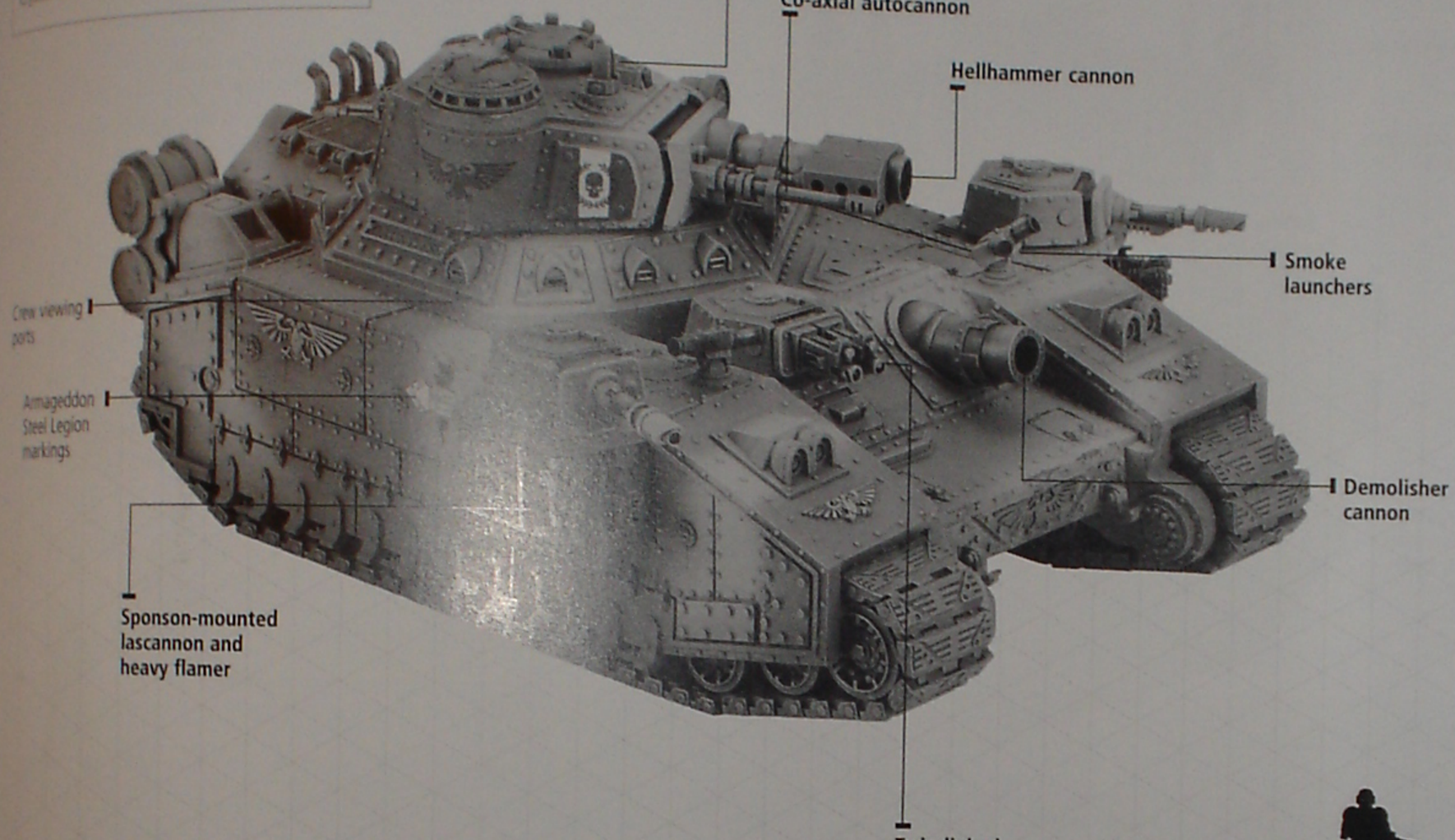
HELLHAMMER SUPER-HEAVY TANK

POINTS: 500

The Hellhammer is built around the same STC chassis as the Baneblade. Its armament favours shorter range firepower, allowing the Hellhammer to move forward in support of infantry in urban areas and other dense terrain. The distinctive feature of the Hellhammer is its much shorter main cannon. This is equipped with heavy-gauge suppressors, allowing it to fire extremely high calibre shells without breaking itself apart with the recoil. These shells have an unstable sub-atomic charge at their core, enabling them to smash apart enemy vehicles, heavily armoured troops and fortifications. This is backed up by sponson-mounted heavy flamers to clear the debris of any survivors.

Primary power plant: *110 square kilo-cubits Adaptable Thermic Combuster (Phaeton pattern).*

Secondary power plant: *Thaumic Resonance Crystal Generation Unit (Gravis pattern).*



Size Comparison

UNIT: 1 Hellhammer

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

	ARMOUR		
BS	FRONT	SIDE	REAR
3	14	13	12

WEAPONS AND EQUIPMENT:
- Turret-mounted Hellhammer cannon with a co-axial autocannon.
- Hull-mounted demolisher cannon and twin-linked heavy bolters.
- Two sponsons, each with one lascannon.
and one twin-linked heavy flamer.
- Searchlight and smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Hellhammer cannon	36"	10	1	Ordnance 1, 7" blast, Primary weapon, No cover saves allowed
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1

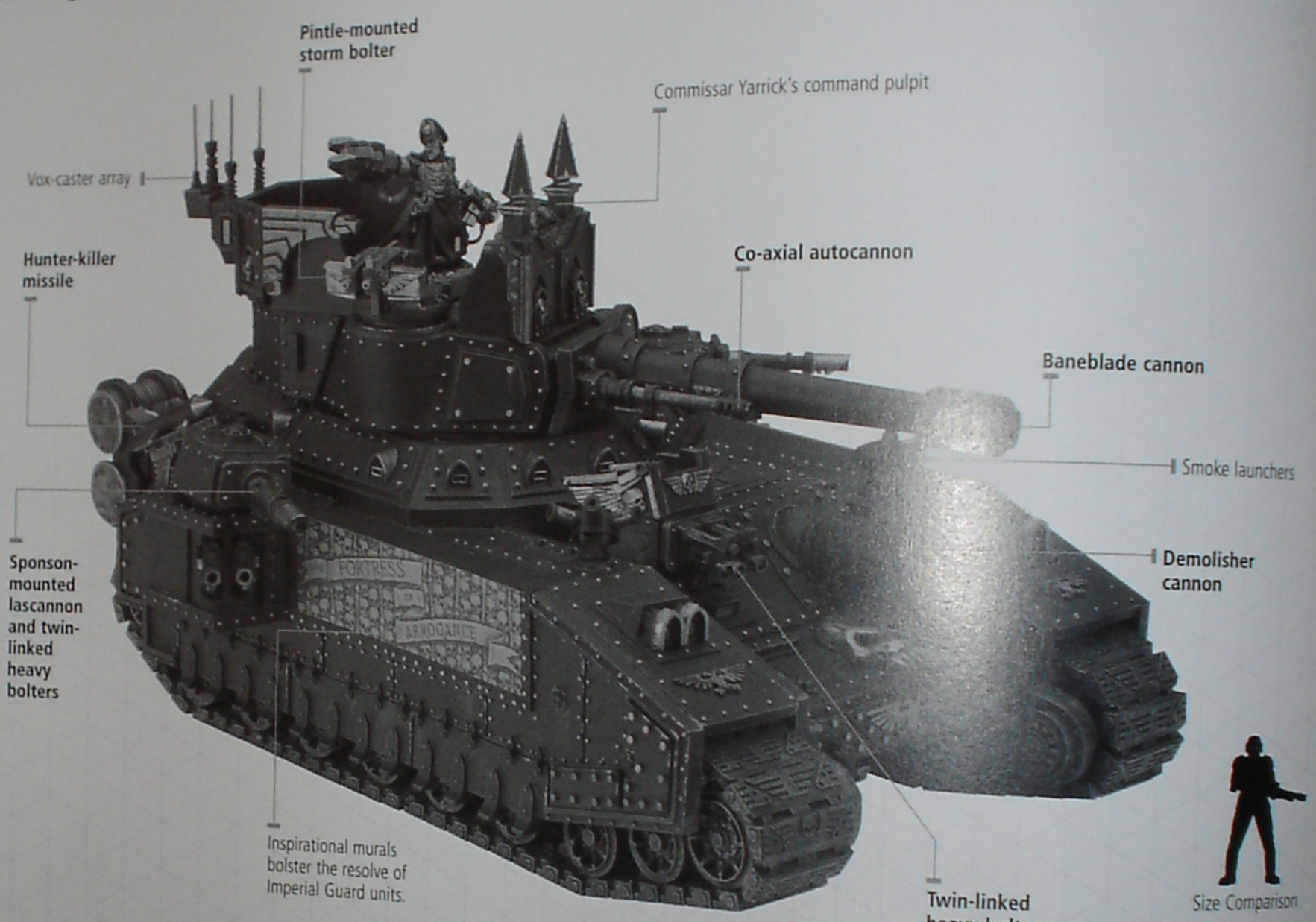
OPTIONS: A Hellhammer may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, pintle-mounted heavy stubber or storm-bolter.

A Hellhammer may either replace its two side sponsons with armour plates, which increase its side armour to 14 at no extra cost. It may instead add two extra sponsons (for a total of two sponsons per side), each with one lascannon and one twin-linked heavy flamer, for +100 points.

THE FORTRESS OF ARROGANCE

POINTS: 846

When Commissar Yarrick hunted down Ghazghkull Thraka after the Ork's first invasion of Armageddon, he caught up with the warlord on the alien world of Golgotha. It was here that the Hero of Hades Hive first commandeered the Baneblade 'The Fortress of Arrogance' to confront the marauding greenskin. However, the super-heavy tank was critically damaged by a Stompa, and abandoned on the field of battle as the fighting raged on. When Ghazghkull was threatening to invade Armageddon for the second time, Yarrick requested that The Fortress of Arrogance be reclaimed from the plains of Golgotha. An Adeptus Mechanicus Reclamator expedition found the remnants of the venerable Baneblade and during its voyage to Armageddon upon one of the great Mechanicus Arks it was repaired and re-fitted. Now Yarrick once more leads armoured assaults against the greenksin hordes from the cupola of The Fortress of Arrogance.



UNIT: 1 Fortress of Arrogance (Commissar Yarrick, as detailed in the Imperial Guard codex, is included in the points).

TYPE: Super heavy tank

STRUCTURE POINTS: 3

BS	ARMOUR FRONT	SIDE	REAR
4	14	13	12

TRANSPORT: Commissar Yarrick (for transport purposes only, The Fortress of Arrogance counts as open-topped). Yarrick's force field does not work while he is on board. Yarrick must start the game inside the Fortress.

WEAPONS AND EQUIPMENT:
- Turret-mounted Baneblade cannon with a co-axial autocannon.
- Hull-mounted demolisher cannon and twin-linked heavy bolters.
- Two sponsons, each with lascannon and twin-linked heavy bolters.
- Hunter-killer missile.
- Pintle-mounted storm-bolter.
- Searchlight.
- Smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Baneblade cannon	72"	9	2	Ordnance 1,10" blast, Primary weapon
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

SPECIAL RULES:

Hero of Hades: As a great figure of the Commissariat and a skilled tactician, while Yarrick is aboard any Imperial Guard unit within 24" of the Fortress of Arrogance count their Leadership as 10 and may re-roll failed Morale checks.

Hammer of the Greenskins: All Ork units wishing to assault the Fortress of Arrogance must take a morale check. If the test is failed, the unit may not assault that turn.

HYDRA FLAK-TANK

POINTS: 200

The Hydra Flak-tank is a specialised vehicle used for mobile air defence, based on the Chimera chassis. The Flak-tank can often be seen defending Imperial Guard columns and artillery positions from aerial attacks, its long-barrelled autocannons sweeping the skies and unleashing a hail of explosive shells.

The Hydra's turret has automated tracking and targeting equipment, which means once it is locked onto an aircraft, the guns will remain aimed regardless of any evasive manoeuvres the flyer may attempt. With the Hydra's high rate of fire, the aircraft is usually doomed.

The Hydra has five crew. The driver, commander and comms-operator sit inside the vehicle's main hull and between them man the heavy bolter, whilst the gunner and loader sit in the turret to operate the quad autocannons.

When an air attack recedes, or the Hydra's position is in danger of being overrun, the flak-tank is often pressed into frontline service to engage ground targets, being especially useful against infantry assaults and lightly armoured vehicles. The Hydra has proven so effective in this role that many commanders overlook this breach of official regulations.

Famous Air Defence Regiments
Cadian 288th 'Sky Killers'.
Steel Legion 551st 'Konig's Ash Waste Burners'.
Tallarn 844th 'Defenders of the Crimson Citadel'.

Size Comparison

UNIT: 1 Hydra Flak-tank

TYPE: Tank

WEAPONS AND EQUIPMENT:
- Two turret-mounted, twin-linked long-barrelled autocannons.
- One hull-mounted heavy bolter.

ARMOUR			
BS	FRONT	SIDE	REAR
3	12	10	10

WEAPON	RANGE	STR	AP	SPECIAL
Long-barrelled Autocannon	12-72"	7	4	Heavy 2, AA Mount
Heavy bolter	36"	5	4	Heavy 3

OPTIONS: The Hydra may be given any of the following options from the Imperial Guard codex: extra armour, hunter-killer missile, pintle-mounted heavy stubber or storm-bolter, searchlight, smoke launchers.

"Enemy fighter craft incoming on heading 10–19. Please watch for falling debris..."

– Vox Recordings from Throne's Vengeance during the battle at Rillians Plain. The Flak-tank made seven confirmed kills.

'EMPEROR'S FIST' TANK COMPANY

There comes a time in every campaign when a decisive blow is required to crush the enemy beneath the steel treads of the Imperial Guard. For such battles, all the available forces are mustered at their greatest strength. A spearhead of tanks leads the charge into the enemy. The 'Emperor's Fist' formation, consisting of Leman Russ and Leman Russ Demolishers, is the ideal force for such a duty.

Emperor's Fist tank companies are led by the most experienced tank aces, able to keep the vehicles under them moving even under intense enemy fire. The squadron and company commanders' vehicles are fitted with an array of vox transceivers that allow them to coordinate the actions of their vehicles, no matter how arduous the battle.

POINTS:
You may field a single tank squadron at a cost of 25 points plus the cost of the models, or a complete tank company at a cost of 50 points plus the cost of the models.

4th Co
Cadian 24th
Armoured Regiment

COMMAND LEMAN RUSS

'Hammer of Victory', Captain Stoika

LEMAN RUSS SQUADRON

Squadron Batialica

LEMAN RUSS SQUADRON

Squadron Devastatum

DEMOLISHER SQUADRON

Squadron Annihilatum

'EMPEROR'S FIST' TANK SQUADRON

FORMATION:
3 Leman Russ tanks or 3 Demolisher tanks (from Codex Imperial Guard). One tank must be marked as the command tank.

TANK SQUADRON SPECIAL RULES:

Squadron Command Tank: Whilst the squadron command tank is still mobile, any tank in the squadron within 6" of it (including the command tank itself) may ignore 'crew shaken' results.

Strike Force: All tanks in the squadron must be deployed within 6" of the squadron command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the squadron command tank.

'EMPEROR'S FIST' TANK COMPANY

FORMATION:
3 'Emperor's Fist' tank squadrons. 1 company command tank, chosen from the list below:
- Leman Russ (from Codex Imperial Guard); Vanquisher; Exterminator; Executioner (from Forge World's Imperial Armour Volume One).

COMPANY SPECIAL RULES:

The company command tank benefits from the 'Squadron Command Tank' rule given opposite. In addition, if the company command tank is still mobile at the end of the game, all remaining tanks in the company that are within 24"of the company command tank still count as a scoring unit if immobilised.

Strike Force: All tanks in the company must be deployed within 24" of the company command tank, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command tank.

'EMPEROR'S WRATH' ARTILLERY COMPANY

When the Imperial Guard goes to war, it is preceded by the thunderous barrage of heavy artillery. The battleground is churned into a smoking, crater-strewn ruin, amidst which the enemy can only cower for shelter from the fire and shrapnel of the pounding ordnance. Such bombardments might last hours, days or even weeks, and few defences can withstand the sheer destruction unleashed. When finally the shells cease falling, the vanguard units of the Imperial Guard emerge from the roiling smoke left in the bombardment's wake, and the final assault is launched.

There are many other types of artillery, but the most common artillery piece in the Imperial Guard arsenal is the Basilisk. These self-propelled guns are formed into three-strong batteries, with three batteries forming an 'Emperor's Wrath' company and three or more companies plus support vehicles making up an artillery regiment. Thanks to the mobility and firepower of the Emperor's Wrath company, an Imperial Guard advance is capable of striking deep into enemy territory, supported all the way by a constant, rolling barrage of devastating artillery fire.

POINTS:
You may field a single artillery battery at a cost of 25 points plus the cost of the models, or a complete artillery company at a cost of 50 points plus the cost of the models.

1st Co
23rd Arcadian
Cannonry Regiment
'The Hellbringers'

COMMAND CHIMERA

Major Vornt

Each vehicle in an artillery company (excluding the command unit) carries a supply of spotting rounds, in addition to their standard munitions.

BASILISK BATTERY

'Vengeance' Battery

BASILISK BATTERY

'Retribution' Battery

BASILISK BATTERY

'Justice' Battery

'EMPEROR'S WRATH' ARTILLERY BATTERY

FORMATION:
3 Basilisks (from Codex Imperial Guard).

BATTERY SPECIAL RULES:
Spotting Rounds: As long as each Basilisk in the battery is within 6" of another, the Basilisks may fire spotting rounds. Spotting rounds are resolved just like a normal shot from the earthshaker cannon, but in addition a 'spotting' marker is placed under the hole of the template (a clump of coloured cotton wool looks good). Any other Basilisk in the battery yet to shoot that turn may choose to fire upon that same spot and automatically hit it, or fire another spotting round.

Strike Force: Each Basilisk in the battery must be deployed within 6" of another, or, if coming on from reserve, they must each enter the table within 6" of the point entered by another Basilisk in the battery.

'EMPEROR'S WRATH' ARTILLERY COMPANY

FORMATION:
3 'Emperor's Wrath' artillery batteries and 1 company command vehicle, chosen from the list below:
- Chimera (from Codex Imperial Guard); Salamander Command Vehicle (from Forge World's Imperial Armour Volume One).

COMPANY SPECIAL RULES:
Any Basilisks within 24" of the company command vehicle may make use of the spotting rounds of any Basilisk in the company. In addition, if the company command tank is still mobile at the end of the game, all remaining Basilisks in the company that are within 24" of the company command vehicle still count as a scoring unit if immobilised.

Strike Force: All tanks in the company must be deployed within 24" of the company command vehicle, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

'EMPEROR'S TALONS' RECON TROOP

POINTS: 50 + MODELS

Imperial Guard armies are in the main ponderous and unwieldy. To ensure they are not outmanoeuvred by swifter foes, many include a wide range of fast-moving reconnaissance units. These locate the enemy, report back on its strength and location, and engage while larger forces are moved forward to deliver the killing blow.

One type of reconnaissance unit is the 'Emperor's Talons' Recon troop. This consists of a number of Sentinels, and its exact configuration will depend on the nature of the foe for which it is hunting. If the enemy is known to be strong in armoured vehicles for example, the Emperor's Talons Recon troop will include a large number of Sentinels armed with lascannons and hunter-killer missiles. If the enemy includes a high number of infantry, then the multi-laser will be the weapon of choice.

Furthermore, the Emperor's Talons Recon troop can be configured according to the terrain in which it is operating. In a jungle for example, its Sentinels will be equipped with heavy flamers for flushing the foe out of the dense terrain, and large chainblades for cutting through tough undergrowth. If the force is reconnoitring an urban environment, then it will include heavy flamers, but also a number of rocket-firing Support Sentinels, to bombard enemy infantry waiting in ambush amidst ruined buildings.

2nd Co
8th Venatorum
Sentinel Recon Troop
'The Fighting Hawks'

COMMAND SENTINEL

Captain 'Hawk' Tatatago

Sentinel squadrons carry a dubious reputation, their pilots labelled as mavericks and troublemakers. In spite of this (or perhaps because of it) Imperial Guard command echelons allow them unrestrained autonomy, enabling them to operate outside of the normal command structure.

SENTINEL SQUAD

'Hawk's Eyes'

SENTINEL SQUAD

'Hawk's Wings'

Unlike most Imperial vehicles, Sentinels use the scout-modified powerplant. This provides noise reduction and anti-smog filtering.

SENTINEL SQUAD

'Hawk's Talons'

SUPPORT SENTINEL

'Hawk's Fury'

Support Sentinel fitted with multi-spectral Targeter.

'EMPEROR'S TALONS' RECON TROOP

FORMATION:

Three 3-strong Sentinel Squadrons and one Sentinel marked as the command Sentinel (from Codex Imperial Guard). In addition, one squadron of Support Sentinels (see Imperial Armour 3) may be taken.

> "Did you ever see a Leman Russ pick its way through a jungle or negotiate a lava-flow? Until you do, leave recon to us."
>
> – Cal "Gripper" Weiss, Pardus Light Recon.

SPECIAL RULES:

Forward Recon: All models controlled by the same player that have line of sight to a model in the Recon troop count as having the Recon strategic asset.

Command Sentinel: Once per game, any models controlled by the same player (including those in the Recon troop itself) may make a Strategic Redeployment move, as detailed in the Strategic Assets section. Both the beginning and end of each model's move must be within line of sight of the command Sentinel.

Strike Force: All vehicles in the Emperor's Talons Recon troop must be deployed within 12" of the command Sentinel, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command Sentinel.

OGRYN AUXILIA

It is common practice for squads of Ogryns to be attached to commands on an individual basis as need (and taste) dictates. However, for sizeable battles, such troops can be formed into a temporary platoon or company often referred to as an auxilia. Though Ogryns are usually trained in basic doctrine they are sometimes used purely as expendable troops. During the Third War for Armageddon, the feral Ogryns of Monglor were unleashed upon the Ork hordes with nothing more than clubs, teeth and bullish savagery to carry the day.

POINTS: 25 + MODELS

When an Auxilia is formed, a junior officer is given command (often as punishment for some previous misdeed), reporting directly to the General Staff. Although the unhygienic Ogryns are considered repulsive by most military thinkers, the concentration of their unique abilities can create a formidable, if somewhat ill-disciplined, fighting force. Some officers even 'go native' and end up becoming so involved with their charges that they resign their regular commission and create a permanent formation of their strange troops.

Abhuman Auxilia 22nd Orion

LIEUTENANT & COMMAND SQUAD

Lt. Grieb

COMMISSAR

Commissar Von Leisken

OGRYN SQUAD

Org 'Nath'Ok's Bruisers

Note: Ripper guns, fitted with ammunition inhibitors as standard

OGRYN SQUAD

Emperor's Loyal Lads

OGRYN SQUAD

Gorg 'Nak' Got's Big Squad

FORMATION:

1 Command squad led by a Junior Officer
0-1 Commissar
2+ Ogryn squads

SPECIAL RULES:

Strike Force: All models in the Auxilia must be deployed within 12" of the Officer, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Officer.

Get Stuck In: Whether or not the Auxillia's commander orders it, Ogryn squads often bully their way towards the enemy in their enthusiasm for battle. The entire Auxilia has the Scout universal special rule.

SPACE MARINES

Space Marines attack with surgical precision, using Drop Pods and Thunderhawk gunships to strike at the heart of the enemy army. The ultimate terror-troops, the mere threat of a Space Marine assault quells rebellion and forestalls invasion.

THE ADEPTUS ASTARTES

The Space Marines of the Adeptus Astartes are the Imperium's supreme warriors. Genetically enhanced to be the ultimate fighters, they are far stronger and tougher than ordinary human beings. Space Marines are organised into roughly a thousand Chapters, with each Chapter numbering approximately a thousand fighting warriors organised into ten companies of a hundred troops each. Every Space Marine Chapter is fiercely proud of its history and achievements and each one has its own distinctive uniform and heraldic markings. These were established at the Chapter's founding and are displayed with pride upon all vehicles and armour. All of the wargear of the Space Marines is painstakingly maintained, and many items are covered in lines of intricately rendered devotional script, each line detailing a battle honour won in a glorious campaign.

Each Chapter is commanded by a Chapter Master, a rank equivalent to the ruler of an entire world. The Chapters are small armies unto themselves, and although each contains only a thousand front line battle brothers, a Chapter has the fighting potential of ten times that number of ordinary troops.

Chapters have their own transport, support staff, armourers and even fleets, and are fully capable of responding to any threat anywhere in the galaxy. Because they are so mobile, Space Marines are often the first Imperial force to arrive at a scene of conflict, and they are used to mount strikes, raids and devastating surprise attacks. Their reputation for ferocity and complete lack of mercy has earned them the title Angels of Death.

SPACE MARINES IN BATTLE

The archetypal mission for which the Space Marines were created is the planetstrike, or planetary assault operation. Such an offensive begins with the Space Marine fleet engaging and clearing away defending ships and neutralising orbital defences, ground-based defence laser silos and missile bunkers. Ground defences are sabotaged by scout forces or captured by troops from the Battle Companies. Frequently, the bulk of a Space Marine force will deploy directly into battle, forcing a decisive engagement to take advantage of the considerable shock of their arrival.

When the Space Marines arrive in this manner they must deploy as rapidly as possible to maintain the element of surprise that plays such a major role in their effectiveness. To this end, Space Marine warships are equipped with hundreds of Drop Pods and vast hanger bays full of fast, deadly Thunderhawk gunships. The contrails of these craft are often the only harbinger of a Space Marine assault. As the Drop Pods and Thunderhawks streak through the sky, the foe knows that their doom has arrived. The Space Marines deploy right into the heart of the enemy, unleashing a fearsome hail of bolter fire. The initial shock of such an assault can often crush an army before any major fighting has taken place, swiftly halting rebellions or eliminating alien forces. These shock assaults are often spearheaded by squads of Terminators teleporting into the midst of the foe, and supported by heavier units borne to the planet's surface by Thunderhawk transporters.

THE TRUE MIGHT OF THE SPACE MARINES

Each Company in a Space Marine Chapter is able to field a mix of Tactical, Assault and Devastator squads depending on its designation. An entire company is seldom fielded as a discrete tactical force. Instead forces are tailored to the task at hand, often built around the versatile Battle Companies, and carefully chosen to achieve the objectives passed down by high command. Such a force might consist of only three or four squads, supported by squads from other companies, armoured vehicles and Dreadnoughts, and led in battle by a Captain, senior Veteran Sergeant, Chaplain or Librarian.

On occasion, a Space Marine Chapter will face a mission or a foe of such size that it will be forced to deploy a large portion of its strength. Forces consisting of two or three hundred battle brothers and their supporting vehicles are deployed where an enemy absolutely has to be stopped no matter the cost. During the Second and Third Wars for Armageddon it was determined that the Ork Warlord Ghazghkull Thraka must be held at that world, lest his hordes gain a foothold onto more populous systems and wreak havoc on an untold scale. During the Armageddon wars, such legendary Chapters as the Blood Angels, Salamanders, and Black Templars deployed several complete Battle Companies in a supreme effort to halt the Orks. Such was their heroism and skill

Colonel Crassus of the Mitorian XIIIth awoke from his sixty-eighth night of fractured sleep to the unexpected cheers of his regiment. Since the massacre in the valley, Crassus' men had done their duty as only those resigned to an inevitable fate could, but they had done so cheerlessly and without enthusiasm. Now, guardsmen whose bones ached with the fatigue of a long and bloody siege exulted at a sky that shook with fire. As Crassus stared into the pre-dawn gloom, he saw each tendril of flame was a Drop Pod, its ceramite hull glowing crimson from the heat of atmospheric assault and its flank bearing the proud heraldry of the Salamanders Space Marine Chapter. The air screamed like an angel of vengeance as the Drop Pods slammed into the valley below. In moments, the staccato coughing of bolter shells echoed around the valley as the Salamanders began to scour the foe from the twisted wreckage of the Mitorian XIIIth's elite tank company. Crassus punched his fist into the air and cheered with his men. The tide was about to turn.

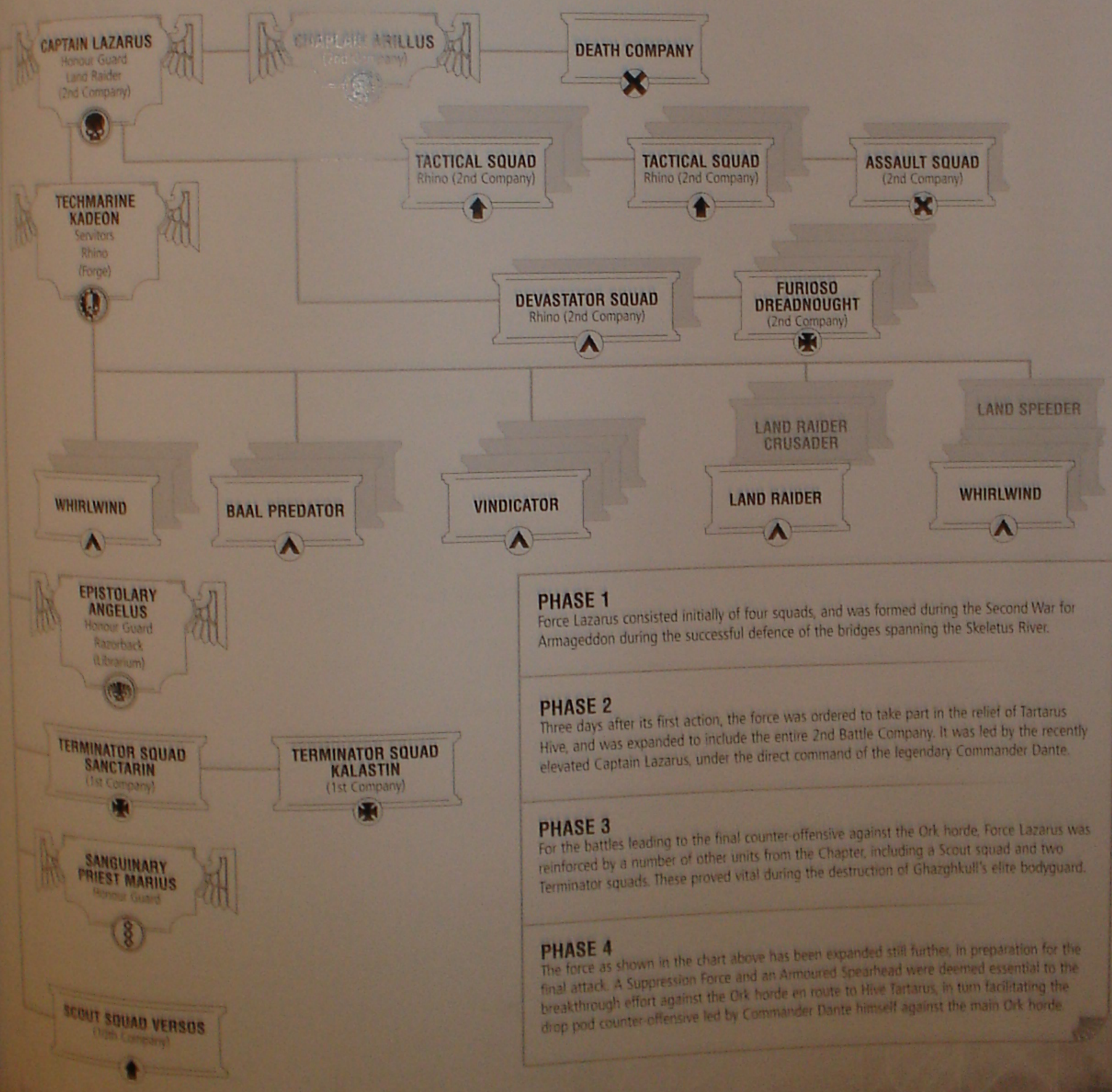
the Armageddon became a byword for total war in Ork kultur. Greenskin armies flock there even now to test their mettle against such worthy opponents.

Such is the nature of the Adeptus Astartes' mission to protect mankind that a Chapter's component forces may be spread across the entire Imperium, with individual detachments involved in conflicts many thousand of light years from their home world. It is highly unusual for all ten companies of a Chapter to gather in the same place at the same time, and it may be many centuries between Chapter-wide gatherings for a single battle.

The deployment of an entire Chapter will therefore indicate a threat to the fabric of the Imperium itself, dire enough that every last battle brother be recalled with haste no matter where he is serving. The deployment of such a force is requested by the High Lords of Terra themselves and is led by the Chapter Master in person. Such a gathering of might can bring a fortress world to its knees, halt an alien invasion or hurl back a Black Crusade. Legendary wars such as the system-shattering Helican Schism, the Macharian Heresies and the Tyrannic Wars have seen such drastic measures employed, and entire planets were carved into shrines to remember the fallen. Each of these terrible conflicts embroiled huge regions of the Imperium and involved countless millions of troops, but was ultimately decided by the actions and sacrifices of a relatively small number of Space Marines – heroes each and every one.

BLOOD ANGELS 'FORCE LAZARUS' – SECOND WAR FOR ARMAGEDDON

When the forces of Ork Warlord Ghazghkull Mag Uruk Thraka invaded the industrial world of Armageddon the defenders were woefully ill prepared. Due to the incompetence of its planetary governor, Herman von Strab, the planet nearly fell within a few weeks. Only the inspired leadership of Commissar Yarrick and the intervention of the Blood Angels prevented Armageddon from falling into the hands of the Orks. The following diagram shows the dispositiion of the Blood Angels battleforce fighting under Captain Lazarus.



PHASE 1
Force Lazarus consisted initially of four squads, and was formed during the Second War for Armageddon during the successful defence of the bridges spanning the Skeletus River.

PHASE 2
Three days after its first action, the force was ordered to take part in the relief of Tartarus Hive, and was expanded to include the entire 2nd Battle Company. It was led by the recently elevated Captain Lazarus, under the direct command of the legendary Commander Dante.

PHASE 3
For the battles leading to the final counter-offensive against the Ork horde, Force Lazarus was reinforced by a number of other units from the Chapter, including a Scout squad and two Terminator squads. These proved vital during the destruction of Ghazghkull's elite bodyguard.

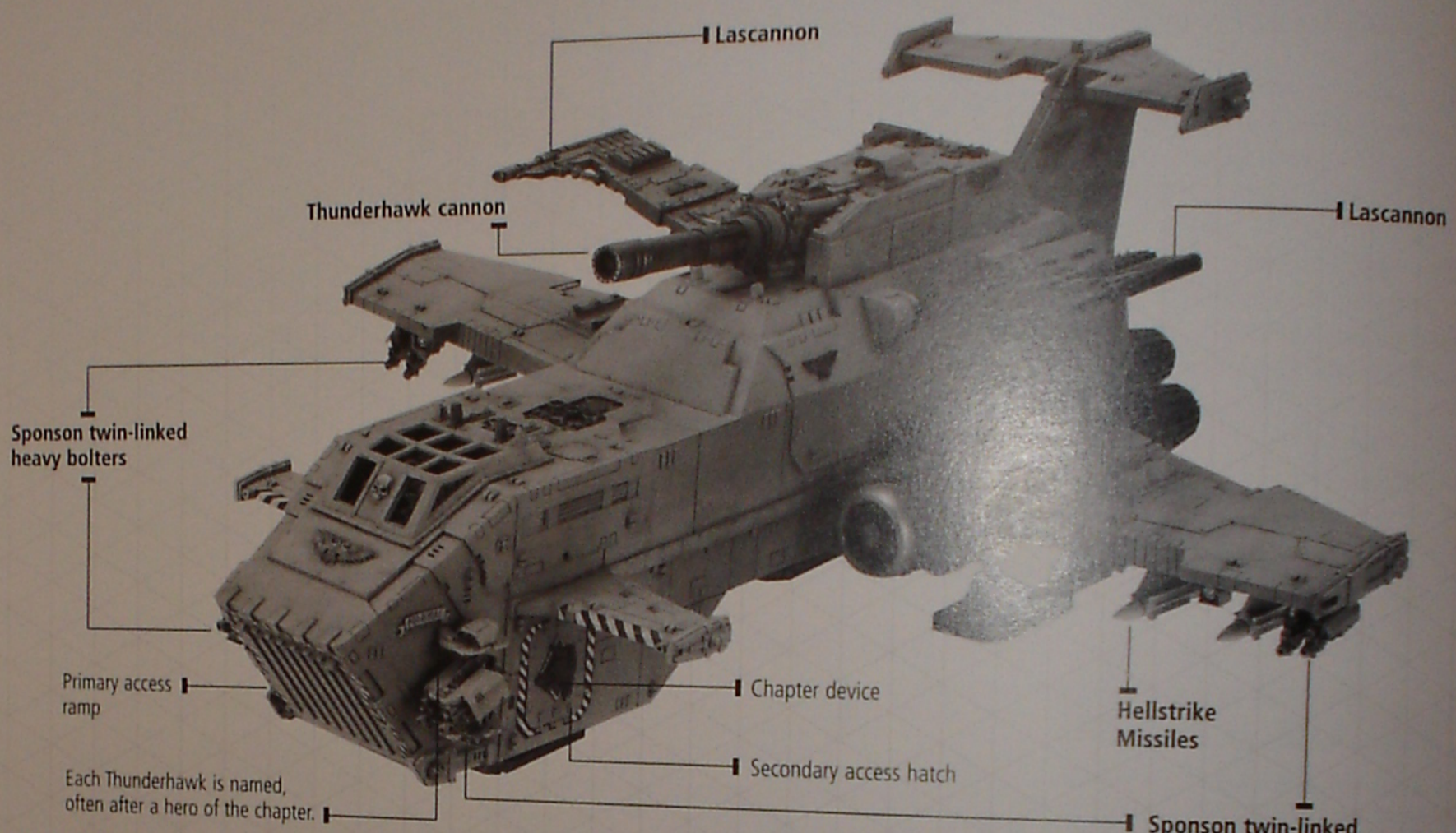
PHASE 4
The force as shown in the chart above has been expanded still further, in preparation for the final attack. A Suppression Force and an Armoured Spearhead were deemed essential to the breakthrough effort against the Ork horde en route to Hive Tartarus, in turn facilitating the drop pod counter-offensive led by Commander Dante himself against the main Ork horde.

THUNDERHAWK GUNSHIP

POINTS: 900

Perhaps more than any other single vehicle, the Thunderhawk gunship is the lynchpin of a Space Marine Chapter. Combining orbital drop ship, gunship and medium bomber roles, it is a Chapter's fleet of Thunderhawks that allows its forces to assault anywhere on a planet's surface from strike cruisers in orbit.

The Thunderhawk carries a fearsome array of weaponry and ordnance, including either a turbo-laser or over-sized battle cannon. For potent firepower in ground attacks it mounts twin lascannons, and, for engaging enemy interceptors or sweeping landing zones with suppressive fire, four twin-linked heavy bolters in remote turrets. The transport bays and assault ramp allow the Thunderhawk to deploy a force of Space Marines right on their objective. More accurate than a drop pod landing, a Thunderhawk attack can be used to strike where the blow is most telling, ripping the heart out of the enemy by destroying communication centres and killing enemy commanders.



UNIT: 1 Thunderhawk Gunship

TYPE: Super heavy Flyer

STRUCTURE POINTS: 3

ACCESS POINTS: One access hatch on each side and a forward assault ramp (units disembarking from a Thunderhawk may assault on the same turn).

FIRE POINTS: None

WEAPONS AND EQUIPMENT:
- Hull-mounted Thunderhawk cannon.
- Four sponson-mounted twin-linked heavy bolters.
- Two hull-mounted lascannons.
- Six bomb pylons. For each bombing run the Thunderhawk may drop two pylons, which is resolved as an Apocalyptic Barrage (6) weapon. This can be done three times per game, after which the Thunderhawk is out of bombs.

TRANSPORT: The Thunderhawk has a transport capacity of 30.

OPTIONS: The Thunderhawk cannon may be replaced by a turbo-laser destructor for +20 points. A Thunderhawk may exchange its 6 bomb pylons for 6 helistrike missiles for no additional points. Each hellstrike missile can only be fired once per game.

	ARMOUR		
BS	FRONT	SIDE	REAR
4	12	12	10

WEAPON	RANGE	STR	AP	SPECIAL
Thunderhawk cannon	72"	8	3	Ordnance 1, 7" blast. Primary Weapon
Turbo-laser Destructor	72"	D	2	Heavy 1, 5" blast. Primary Weapon
Bomb	Bomb	6	4	Apocalypse Barrage (6)
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Hellstrike Missile	Unlimited	8	3	Heavy 1, One-shot

SPECIAL RULES:
Hover Mode.
Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. Weapons with the 'Melta' special rule never roll an extra dice for armour penetration against the Thunderhawk.

ARMOURED SPEARHEAD

POINTS: 50 + MODELS

Armoured Spearheads are to Space Marine ground assaults what Drop Pod insertions are to a planetstrike mission: a terrifying combination of firepower and maneuverability aimed at the heart of the enemy. The keys to such an assault are overwhelming firepower and the durability to weather incoming fire and so it is to the Land Raider – the indomitable behemoth of the Space Marine armoury – that such duty falls. Three Land Raiders, guided by the veteran crew of the lead tank, adopt a spearhead formation, taking care to maximize fire corridors and provide armour overlap for the vehicles following behind. The formation then drives breakneck toward the foe, striking the enemy lines at their strongest point. Acting with coordination far beyond the best efforts of lesser humans this bow wave of destruction punches an opening for the lighter Rhinos and Razorbacks swarming in its wake, allowing those transports to penetrate deep into the enemy army.

At its inception this combat doctrine was practiced solely by the Iron Hands and Imperial Fists Chapters, but has since been adopted across the breadth and depth of the Adeptus Astartes. Each Armoured Spearhead is assembled according to battlefield requirements and the innate biases of the Chapter concerned. The Black Templars rely heavily on the Crusader variant of the Land Raider, preferring its dedicated close support role, whilst siege Chapters such as the Imperial Fists and the Doom Legion tend to utilise the Helios pattern, whose formidable firepower is often further enhanced by hunter killer missiles and additional pintle weaponry. Despite this, the standard Phobos pattern Land Raider remains the most common element in an Armoured Spearhead, an accolade guaranteed by its versatile array of weaponry and a durable design suited to field repair.

Ultramarines Armoured Task Force Mercurion, Epsilon-Primus

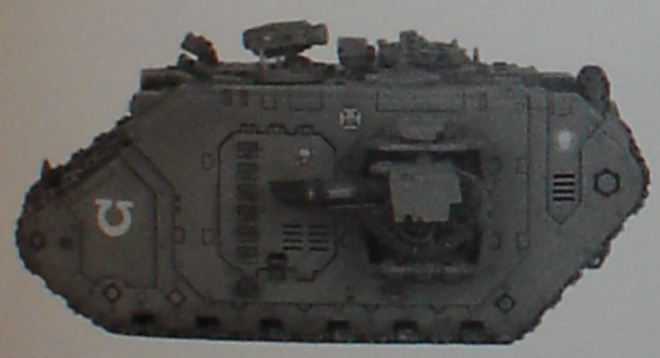
LAND RAIDER CRUSADER CS: COMMAND VEHICLE

'Talassar's Fury'

The command tank in an Armoured Spearhead will often be the Force Commander's personal transport – Space Marine combat doctrine and personal honour both dictate that a leader's place is at the forefront of battle. Such vehicles contain a impressive array of comms and datastream hardware, allowing the Force Commander prompt and complete updates on the campaign's progress.

LAND RAIDER

'Guilleman's Fist'



LAND RAIDER

'Shield of Faith'

FORMATION:

3+ Land Raiders (any variant).

One Land Raider must be designated as the command tank.

SPECIAL RULES:

Strike Force: All tanks in the spearhead must be deployed within 6" of the command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

Command Tank: As long as the spearhead command tank is mobile, any tank in the spearhead within 6" of it (including the command tank itself) may ignore Crew Shaken results on the damage tables.

"Attack, always attack.
That is the best form of defence."

– Iron Father Korralioin, Iron Hands

SUPPRESSION FORCE

POINTS: 25 + MODELS

One of the keys to the mobility of a Space Marines army is the ability to pin down the enemy in their positions and allow the Space Marines to operate unhindered. As a rapid strike force, Space Marines do not use massed artillery such as the Basilisks and Bombards of the Imperial Guard, but instead employ Whirlwind multi-launchers. Normally used as support for more fast-moving troops, the Whirlwind is not usually capable of such long-range suppressive fire. However, when required, a Land Speeder can have additional augurs and communications equipment fitted, allowing its crew to coordinate the fire of a number of designated Whirlwinds.

Creation of the suppression doctrine is credited to Jagrvelj Skyhammer, Master of the Arsenal for the Storm Ravens Chapter and victor of the Rhopara Crusade. It was at his direction that several of the Storm Raven's Land Speeders were stripped of all unnecessary armament and fitted with sophisticated terrain-following sensor arrays. Drawing upon two hundred years of combat experience, Skyhammer retrained the Chapter's pilots, suppressing their hunting urges and awakening instincts of evasion and caution, the better to scout enemy formations and direct Whirlwind fire support. After great successes in the assault on the Rhoparra sector capital, Skyhammer's tactic was adopted not only by the rest of the Storm Raven's Chapter, but across the Adeptus Astartes as a whole.

Ultramarines
Suppression Force
'Divine Storm',
Nathrax Decimation

LAND SPEEDER

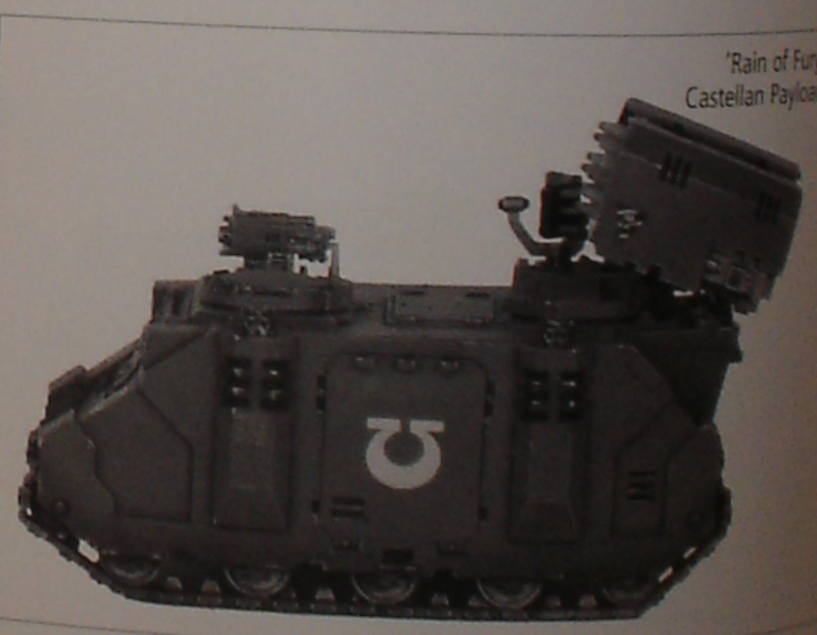
During the Tragax Uprising, Suppression Force Divine Storm was the only Ultramarine element not surrounded by vastly superior numbers and firepower. In order to facilitate a breakthrough for their brethren Divine Force rained pinpoint barrages to weaken the encircling foe. All units in the Suppression Force then successfully withdrew to new locations before reprisal attacks could find them or enemy artillery could triangulate the Space Marines' position. Their continued actions were essential in the ensuing Ultramarines breakthrough and finally the complete eradication of the rebels.

WHIRLWIND

'Mortum Dei'
Vengeance Payload

WHIRLWIND

'Rain of Fury'
Castellan Payload



FORMATION:
2-5 Whirlwinds
1 Land Speeder (any type)
The Land Speeder must be marked as the spotting vehicle.

SPECIAL RULES:
Long Range Spotting: When firing at a target within 36" and line of sight of the spotting Land Speeder, the Whirlwinds in the Suppression Force have an unlimited range and may re-roll the Scatter dice.

LINE BREAKER SQUADRON

POINTS: 100 + MODELS

All of a Space Marine Chapter's Vindicator tanks are typically found distributed throughout the Chapter's Companies, and deployed into battle on a point-of-need basis. However, the Codex Astartes describes the manner in which a Chapter's Vindicators should, in especially large engagements, be grouped together into a formation referred to as a Line Breaker Squadron.

A Line Breaker Squadron specialises in destroying enemy fortifications, especially in built up areas, where the relatively short range of the Vindicator is no disadvantage and its formidable demolisher cannon can achieve maximum damage. A Line Breaker Squadron is capable of smashing through trench-lines, blasting apart bunkers, levelling city blocks and reducing defenders to liquefied remains with casual ease.

The role of a Line Breaker Squadron on the battlefield is to engage the enemy where it is strongest, clearing a path for Tactical and Assault squads to penetrate the enemy lines.

A veteran Techmarine, bearing the temporary title of the 'Master of Reduction' commands the lead vehicle and directs the fire of his squadron against the strongest parts of the enemy line, pulverising buildings and collapsing trench works. In turn, each Vindicator is crewed by those Space Marines in the Chapter with the greatest aptitude for siege warfare, who fearlessly crash into the enemy unleashing a thunderous bombardment. The massive dozer-blades fitted to the front of each tank sweep aside all before them, leaving shattered defences, broken bodies and blasted rubble in their wake.

Ultramarines Line Breaker Squadron Achilles, Venta Secundus

The first Vindicator tanks were converted from Rhino APCs during the subjugation of Rostern I, early in the Horus Heresy. During the conquest of the fortress-city Stahlenburg, the Ultramarines Legion suffered grievous casualties battling through the cramped streets. Roboute Guilliman ordered that a number of the Ultramarines Legion's Rhino's should be fitted with 'Thunderer' cannons and used to literally demolish the fortified buildings one at a time, denying the traitors sanctuary. Vindicator tanks (later fitted with 'Demolisher' cannons) have been a mainstay of most Space Marine Chapters ever since.

VINDICATOR COMMAND VEHICLE

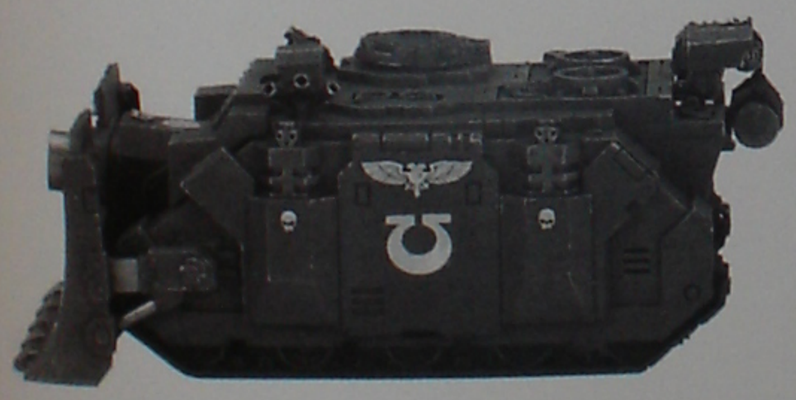
'Hammer of Macragge'

Traitor Formations

Remember that thanks to the freedom of Apocalypse battles, Chaos players can use traitor versions of any of the Imperial datasheets. For example, it is entirely appropriate to field Chaos Line Breaker squadrons, Renegade Baneblades or Traitor Artillery Batteries.

VINDICATOR

'Hera's Vengeance'



VINDICATOR

'Righteous Fury'

FORMATION:

3+ Vindicator tanks.

One Vindicator must be designated as the command tank.

SPECIAL RULES:

Strike Force: All units in the Line Breaker Squadron must be deployed within 6" of the command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

Combined Fire: If three or more Vindicators in the formation fire at the same target, resolve the shots as a single Strength 10, AP 2, ordnance shot, using the 10" Apocalyptic Blast marker. If the hole in the centre of the blast marker lands over a terrain feature (building, bunker, fortification or wood, for example) it is destroyed on the roll of a 4+ (replace it with suitable debris). For each additional Vindicator after the third that combines its fire upon the target, add +1 to the roll to determine whether the terrain feature is destroyed.

Models within a destroyed terrain feature suffer 1 wound on the roll of a 4+ (Saving throws are allowed) and each unit must take a pinning test. Vehicles automatically suffer a glancing hit.

MASTERS OF THE CHAPTER

POINTS: 200 + MODELS

During normal operations, the highest ranking officers of a Space Marine Chapter will be dispersed across many different forces, commanding their battle brothers. However, on occasion when the might of the Chapter is drawn up in a single confrontation, the headquarters staff may fight together. Gathering such important warriors into a single place is not without risks, as several Chapters over the millennia have been left temporarily leaderless by an orbital strike or well-aimed high-explosive round. Nevertheless, the Chapter Command provides a near-unstoppable mix of tactical acumen, advanced weaponry and elite warriors.

The title of a Space Marine Master varies according to duty and from Chapter to Chapter. Only the strictest of Codex Chapters use the sanctioned titles – others use ranks and honours drawn from an honoured history spanning thousands of years. The Blood Angels fleet commander, for example, is entitled 'Lord of the Angelic Host' whilst the Space Wolves commander responsible for recruits is known as 'Father of the Unblooded'. Despite the variation in nomenclature, there is little divergence in responsibility – it is one of the doctrines in the Codex Astartes that has been adopted by all.

CHAPTER MASTER

Chapter Master Marneus Calgar of the Ultramarines Chapter

COMMAND SQUAD

Honour Guard, including Ancient bearing the Ultramarines Chapter Banner

MASTER OF THE WATCH

Captain of the 2nd Company

Symbolic of his station as the custodian of the Chapter Fortress, and protector of the Chapter, the Master of the Watch bears a storm shield and a double-headed axe, shaped in the likeness of the Imperial Eagle.

MASTER OF THE ARSENAL

Captain of the 3rd Company

The Master of the Arsenal has unfettered access to the most ancient and sacred wargear of the Chapter, such as the rare Mk III Iron Armour shown here.

MASTER OF THE FLEET

Captain of the 4th Company

It is common for the Master of the Fleet to bear a thunder hammer into battle, representative of his ability to summon the firepower of the orbiting battle fleet. Note the vox-link with integrated location transponder.

MASTER OF RECRUITS

Captain of the 10th Company

Each Master of Recruits is tasked with overseeing the training of the Chapters neophytes, and typically bears the Role of Honour into battle, so as to record their deeds.

FORMATION:

1 Chapter Master (ie, Marneus Calgar, Helbrecht, Azrael, etc)
1 Master of the Watch
1 Master of the Arsenal
1 Master of the Fleet
1 Master of Recruits
(each of these Masters uses the rules for a Space Marine Commander or equivalent)
1 Command Squad or Terminator Squad
Note: All units must be chosen from the same Space Marine Codex.

SPECIAL RULES:

High Command: The player's army gains access to certain strategic assets as detailed below. Each individual Master provides a specific strategic asset, which can be used once per game, provided the Master is on the table and joined to the same unit as the Chapter Master. If the Master or Chapter Master is dead (or they have been left in strategic reserve), the strategic asset is not available.

Master	Strategic Asset
Master of the Watch	Ambush
Master of the Arsenal	Precision Strike
Master of the Fleet	Orbital Bombardment
Master of Recruits	Surgical Raids

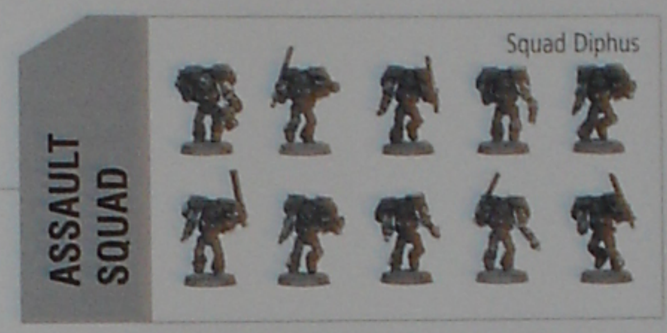
BATTLE COMPANY

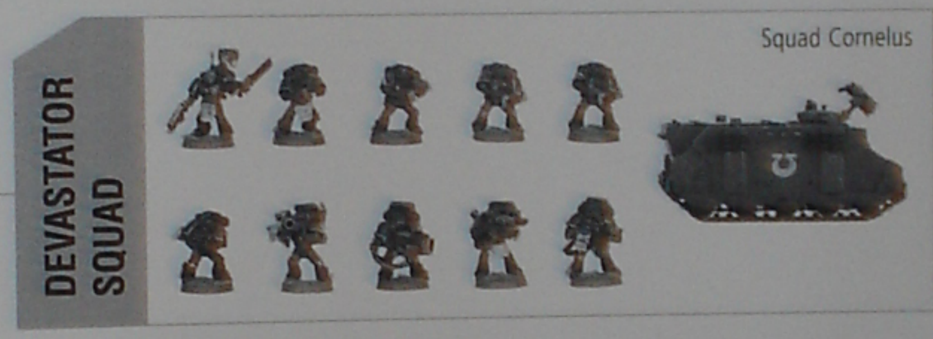
POINTS: 200 + MODELS

Every Space Marine Chapter that adheres to Roboute Guilliman's great organisational tome, the Codex Astartes, maintains a number of companies designated as 'Battle Companies'. These comprise six Tactical Squads, two Assault Squads and two Devastator Squads – a hundred Space Marines. The Battle Companies form the main battle lines, and generally bear the brunt of the fighting. A single Battle Company acts as the core of an army that may be accompanied by elements from the Veteran, Scout and Reserve Companies, as well as armoured units from the Chapter's Armoury.

Battle Companies are deployed to meet full-scale threats that the Imperial Guard cannot counter. They are transported by Strike Cruisers, which remain in orbit to support the attack. The company is led from the front by one of the most able commanders the Chapter can field, and will achieve its mission no matter the odds, holding its objective against every counter-attack. A Battle Company can defeat an enemy army ten times its size, bring a rebellious world back under the rule of the Imperium, or besiege an entire alien city. Such is the breadth of their skill that there is little in the field of war they cannot achieve.

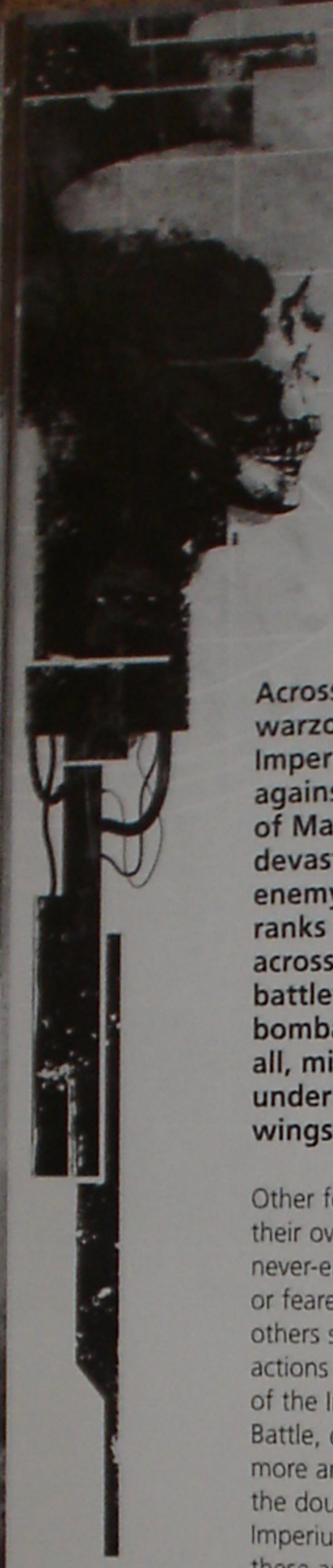
Ultramarines 2nd Company,
Nathrax Decimation





FORMATION:
1 Space Marine Captain
0-1 Chaplain
1 Command Squad
6 ten-man Tactical Squads
2 ten-man Assault Squads
2 ten-man Devastator Squads
Note: All units must be chosen from the same codex.

SPECIAL RULES:
For the Chapter!: In addition to his normal strategic assets, the player gains the following three assets:
- Hold at All Costs
- Careful Planning
- Orbital Bombardment



THE IMPERIUM

The Imperium must fight an eternal battle against its enemies and also put down rebellions, secessions and heresies within its borders. These tasks fall to the vast armies and fleets of the Emperor, drawn from the main fighting arms of the Imperium.

Across a hundred thousand warzones, the armies of the Imperium wage unceasing war against the multitudinous enemies of Mankind. Space Marines launch devastating assaults against enemy strong points. Massed ranks of Imperial Guard advance across cratered and bloodstained battlefields ravaged by orbital bombardment. Towering above all, mighty Titans stride forth under skies darkened by strike wings of Imperial Navy bombers.

Other forces take to the field too, adding their own skills and specialisations to the never-ending war effort. Some are lauded or feared across the Imperium, while others serve silently in the shadows, their actions unrecorded. The secretive agents of the Inquisition, the zealous Sisters of Battle, deadly Assassins; all of these and more are drawn together to serve under the double-headed eagle banner of the Imperium of Man. Many and varied are these armies, consisting of warriors and war machines drawn from any number of disparate organisations. No two are ever alike, and they are shaped as much by the character of their commander-in-chief as they are by their constituent units.

THE TITAN LEGIONS

The Titan Legions are maintained by the might of the Adeptus Mechanicus and are sent into battle only with the blessings of Mars itself. Titans themselves are immense fighting machines, towering monstrosities up to two hundred feet tall. Titans instil terror by their mere presence and little can equal their bristling arsenal of weaponry. Protected by banks of void shield generators, Titans can soak up damage that would smash apart tank companies and obliterate infantry regiments. These behemoths march into the thick of battle with their guns blazing, gouging great holes in the enemy with rockets, shells and plasma, paying little heed to the troops advancing in their wake.

THE IMPERIAL NAVY

Just as the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone, so too do they depend upon the Imperial Navy fighters and bombers to provide air support. Chief amongst the tools of the Imperial Navy are the Thunderbolt fighter and Marauder fighter-bomber. Thunderbolts fly ahead of the Marauders, engaging and neutralising the enemy's air cover. With the way clear, the Marauders drop from the skies with their quad ramjet engines roaring, unleashing a salvo of bombs, missiles and cannon fire to tear apart infantry and tanks alike.

THE INQUISITION

The agents of the Inquisition are tasked with uncovering and eliminating the many and varied threats to the Imperium of Man. They are the scourge of the mutant, the heretic, the alien and the daemon. An Inquisitor is able and willing to order the destruction of an entire world if it will save a sector, and he can requisition any resource in the whole Imperium in the pursuit of his righteous mission. As such, it is not uncommon to find Inquisitors serving as the commanders-in-chief of the mighty, combined hosts of the Imperium, their utter dedication to the cause of the Emperor driving untold millions of soldiers in wars that might last decades, and engulf entire regions of space.

> Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live!
>
> – In Exterminatus Extremis.

Amongst the many weapons available to the Inquisition are the sanctified warriors of the Grey Knights and the Death Watch. Both are Space Marine organisations, devoted to the task of battling the daemon and the alien respectively. These forces are ordinarily deployed to spearhead attacks on the very heart of the enemy, but on occasion fight in larger formations. Such a case was seen at the height of the First War for Armageddon, where an entire company of Grey Knight Terminators deployed en masse. No other force in existence could have hoped to battle with the Daemon Primarch Angron of the World Eaters Traitor Legion, and the twelve Bloodthirsters of Khorne who attended him.

ASSASSINS

The Officio Assassinorum is responsible only to the High Lords of Terra. Silent and ruthlessly efficient, an Assassin can defeat an entire army with a single, well-placed bullet, dagger or drop of poison. At times Assassins go to war alongside the forces of the Imperium, though in all likelihood even the army's commander will be unaware of the Assassin's presence. Under cover of the clamour of war, the Assassin strikes where least expected, eliminating the target and withdrawing whilst battle rages all around.

THE ADEPTA SORORITAS

Also known as the Sisters of Battle, the Militant Orders of the Adepta Sororitas are the fighting arm of the Ecclesiarchy, the great church that unites Mankind in the worship of the Emperor upon the Golden Throne. The Sisters of Battle are often found fighting alongside other forces of the Imperium, and their faith is such that few can look upon them, or fight beside them, and doubt that the Emperor is with them.

STRATEGIC COMMAND

Consisting as they do of so many different branches of the Imperium's military, each with their own doctrines, chains of command and agendas, the Imperium's armies must be led by men as well versed in the art of politics as they are steeped in

the grand strategies of war. Such men must be able to command the respect of a Chapter Master of the Space Marines, a Grand Master of a Titan Legion or a Canoness Superior of the Adepta Sororitas. Commissar Yarrick is such a man, as are Commander Dante of the Blood Angels Space Marine Chapter and Lord Inquisitor Torquemada Coteaz.

Each Army of the Imperium is different, an ad hoc combination of many forces. As such, there is no single, formal organisation to which it is required to adhere. The Tactica Imperium lists many hundreds of potential organisations, from which the imaginative commander will draw the most appropriate for the forces available to him.

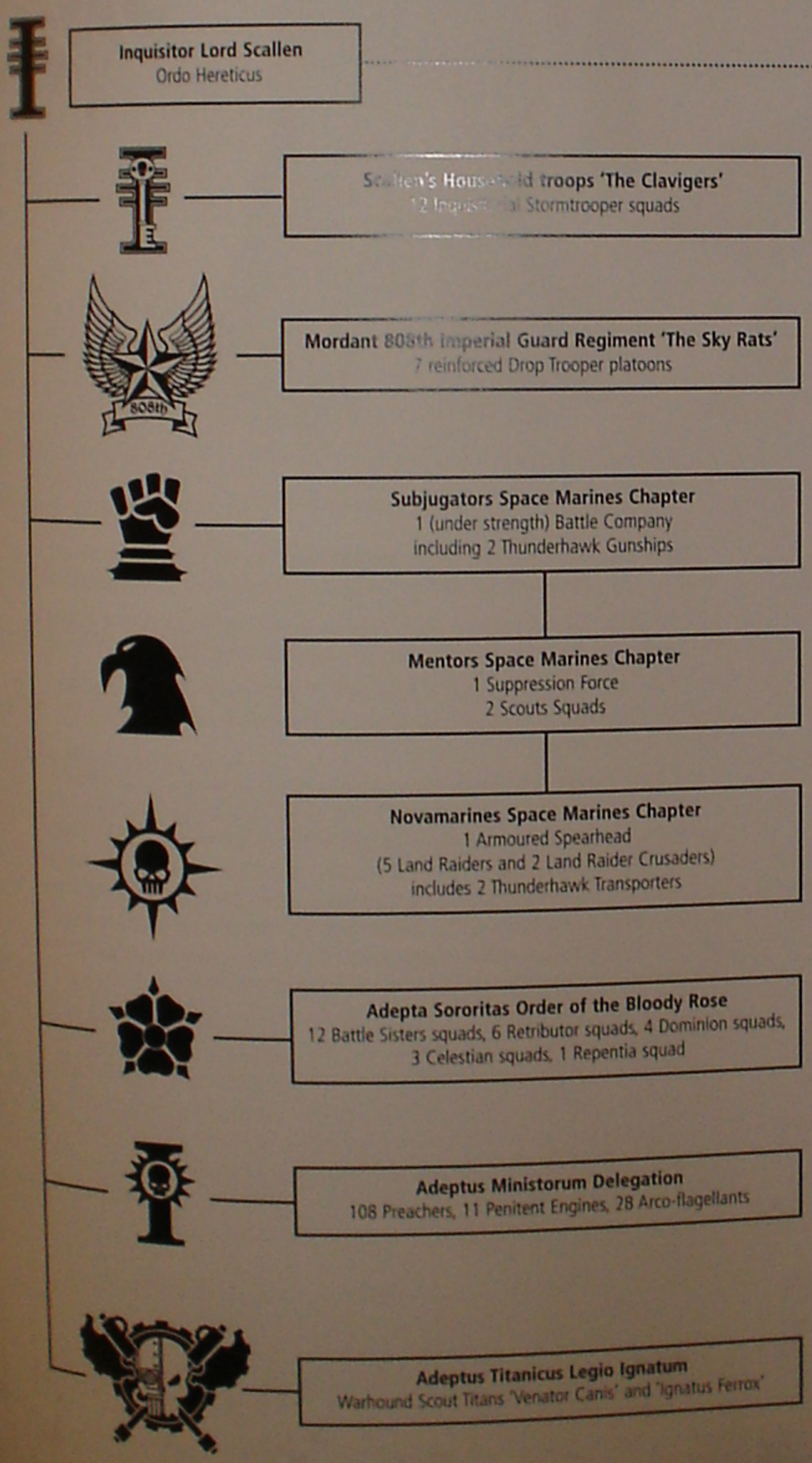
An army may be so huge and unwieldy that it must be divided into many smaller organisations, called anything from 'army corps' to 'hosts', 'task forces' to 'assault groups'.

The General Staff are adept at forming mixed battle groups tasked with the achievement of a specific objective, and these temporary groupings may combine many small units from the various arms. For example, Task Force Reaper, formed during the Tranquillity Campaign, consisted of around twelve squads from the Subjugators Chapter, seven companies drawn from three Imperial Guard armoured regiments, and three Warhound Titans of the Legio Ignatum. Task Force Reaper worked closely for several months, so closely in fact that the Imperial Guard tanks were repainted in the same sub-arctic mountain camouflage pattern as was worn by the Subjugators' Scout squads, and retained the colours for many years after, in honour of the campaign.

Truly can it be said that the Imperium's strength comes from its diversity of military forces. Working in concert, the myriad organisations can prevail against threats that would otherwise bring the galaxy into ruin. No matter the disparate origins of an Army of the Imperium, each of its constituent units is resolute in striving towards a single, common goal – nothing less than the very survival of the Imperium of Man.

BATTLE GROUP PURGATOR, THE THERRIX SUPPRESSION – 085.M41

Shown below is Battle Group Purgator, an Imperial task force that demonstrates the various militant arms of the Imperium working in concert.



Battle Group Purgator was formed in 085.M41 by Inquisitor Lord Scallen following his discovery of the blasphemous Cult Epicurean on Therrix Prime. The force was initially based around the Inquisitor Lord's own household troops, and destroyed a number of small cultist cells before Scallen's interrogations of captured cultists revealed a far deeper threat.

Acting on this new information, Inquisitor Lord Scallen launched a series of larger-scale assaults against key cult strongholds. For these actions he called upon an Imperial Guard regiment that was in-system en route to Warzone 12. The drop troopers of the Mordant 808th proved invaluable in striking directly at the key cultist centres of power.

Having suppressed the cult leadership however, it transpired that the taint of heresy had spread further than Scallen had guessed. The lower echelons of the Cult Epicurean rose up as if enacting some long-prepared scheme. Therrix's hives were plunged into bloody anarchy, and soon the praises of the Ruinous Powers were blaring from the hive world's civic address hailers and daemons cavorted in the streets. In response, the Inquisitor called upon the aid of any Space Marines in the region, and was answered by no fewer than three Chapters, who sent units to aid the Inquisitor. The situation was growing desperate, for Scallen feared the cultists might draw forth a full-scale daemonic incursion.

In the final stages of the rebellion, Scallen led a major assault against the last cult stronghold in the very depths of Hive Tumulus, and was joined by a mysterious agent of the Officio Assassinorum the presence of whom neither he, nor any of his associates, had requested. The Battle Group was further bolstered when the forces of the Ecclesiarch heard of the blasphemies that were being committed across the capital city of Therrix Prime. An entire order of the Adepta Sororitas made planetfall, backed by an Adeptus Ministorum delegation. The Battle Sisters' specialised combat doctrine, alongside their zealous desire to purge the unclean, resulted in the hive being scoured of every last heretic.

The remainder of the Cult Epicurean left the Hive in an armoured column, but Inquisitor Lord Scallen had forseen such an eventuality and called upon his old allies the Legio Ignatum for ground support. Their deployment of two Warhound class Titans intercepted and destroyed the transports, crushing the Cult Epicurean for all time.

WARLORD BATTLE TITAN

POINTS: 2500

One of the most powerful land-based war engines of the Imperium, the Warlord Battle Titan is more than just a weapons platform. To the Adepts of the Machine God who labour for many decades building such behemoths, the Warlord is a towering, walking idol. Its guns are a thousand times-blessed and its fortress-like armour consecrated with the holiest unguents and alloys.

The Warlord operates using mind impulse units like other Titans, and its Machine Spirit is imprinted with a feral, instinctual consciousness that maintains most of its background systems without input from the crew. For all intents and purposes the Warlord is a walking fortress, protected by banks of void shields and armed with weapons capable of annihilating entire armies.

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	14	13	1	3

UNIT: 1 Warlord Titan

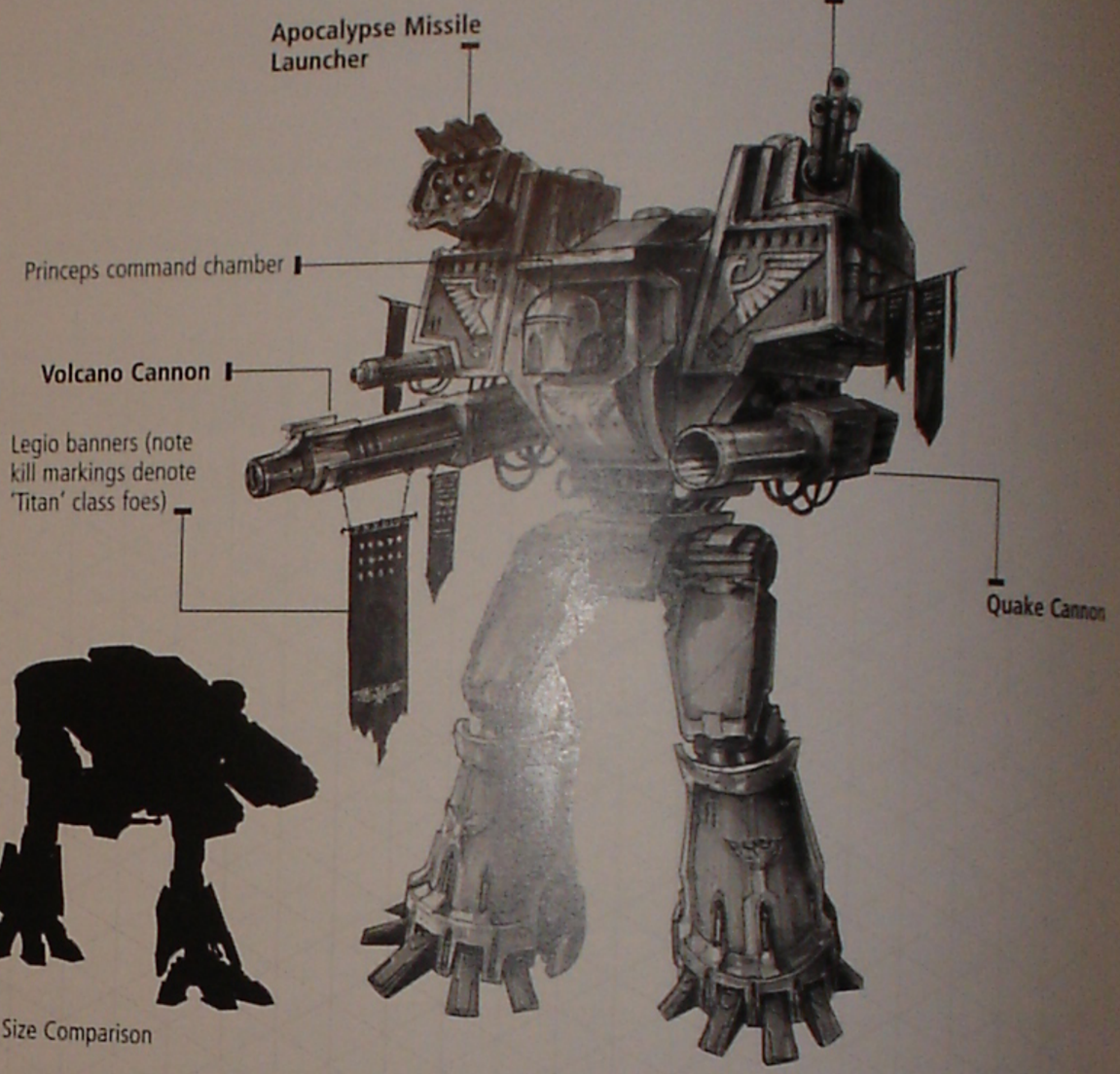
TYPE: Super heavy walker

STRUCTURE POINTS: 9

VOID SHIELDS: 6

WEAPONS AND EQUIPMENT:
Two carapace weapons from the following list:
- Double-barrelled Turbo-laser;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter;
- Apocalypse Missile Launcher;
- Vortex Support Missile.

Two arm weapons from the following list:
- Laser Blaster;
- Gatling Blaster;
- Melta Cannon;
- Plasma Destructor;
- Quake Cannon;
- Volcano Cannon;
- Titan close combat weapon.



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor, Plasma Blastgun, Inferno Gun, Vulcan Mega-bolter: see Warhound Scout Titan.				
Plasma Destructor* (rapid)	72"	8	2	Ordnance 3, 7" blast, Primary Weapon
(full)	96"	10	2	Ordnance 2, 10" blast, Primary Weapon
Volcano Cannon	240"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Quake Cannon	G 24-360"	9	3	Ordnance 2, 10" blast Primary Weapon
Laser Blaster	96"	D	2	Heavy 3, 5" blast, Primary Weapon, Destroyer
Melta Cannon	72"	10	1	Ordnance 1, 10" blast, Melta**, Primary Weapon
Gatling Blaster	72"	8	3	Heavy 6, 5" blast, Primary Weapon
Apocalypse Missile Launcher***	G 24-360"	7	3	Apocalypse Barrage (5), Primary Weapon
Vortex Missile******	G 48-480"	n/a	n/a	Ordnance 1, 10" blast, One-shot, Primary Weapon

* The Plasma Destructor can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

** Roll 3D6+10 for armour penetration against targets under the hole in the centre of the marker, and 2D6+10 against other targets.

*** The Apocalypse Launcher fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

**** This missile may be fired only once. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not affected). Don't even think about taking any form of save; and the Vortex is not interested in your Adamantine Mantles, Synapse and other special rules either. Just remove them! Gargantuan Creatures are not removed, but automatically lose D6 Wounds (no saves of any kind allowed!). Super-heavy Vehicles are not removed, but automatically lose D3 Structure Points.

SPECIAL RULES:

Reactor Meltdown: If the Warlord suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

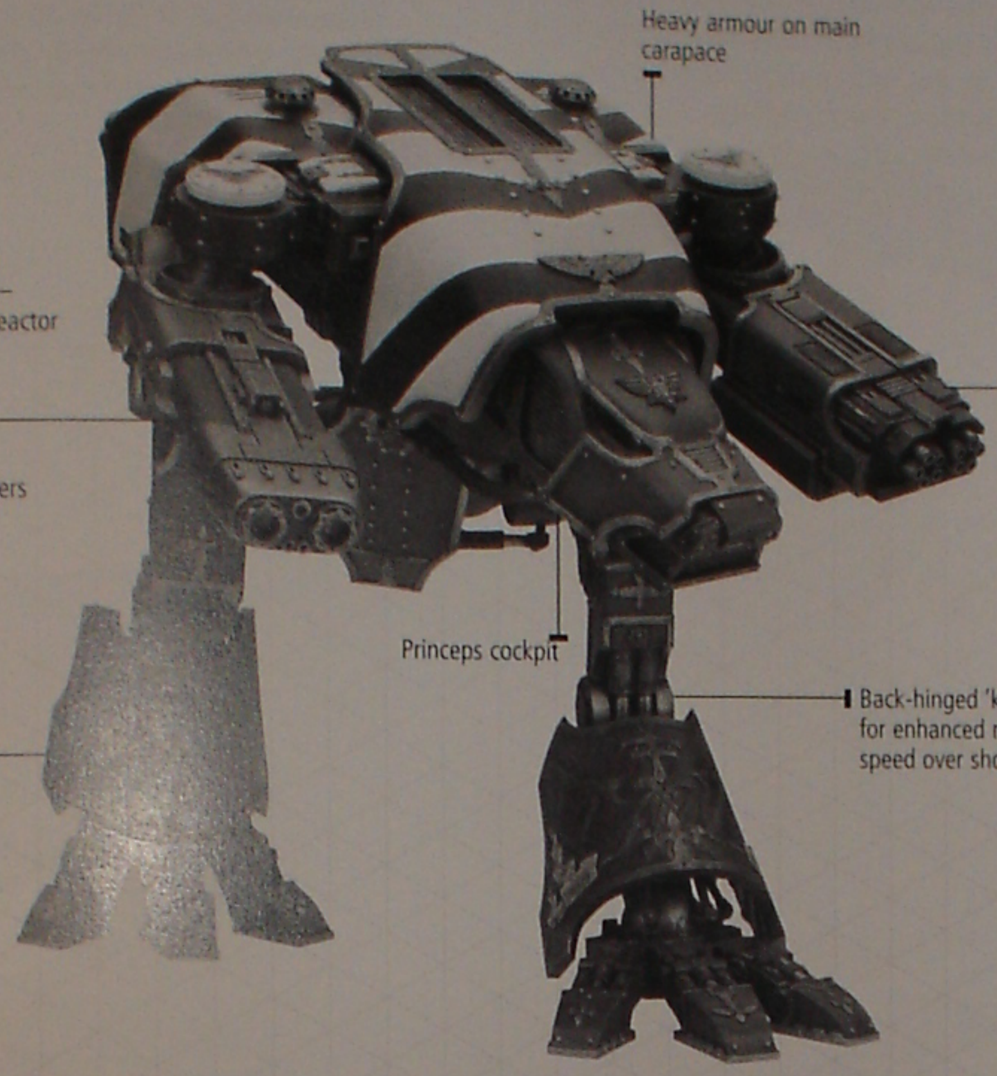
Towering Monstrosity: Because of its immense size, it is difficult for the Warlord to engage targets that are too close. It suffers from the following limitations:
- Weapons mounted on the carapace of the Warlord have a minimum range of 24".
- A Warlord's Titan close combat weapon can only be used against Gargantuan Creatures and Super-heavy vehicles.

WARHOUND SCOUT TITAN

POINTS: 750

Warhounds are the smallest class of Titan, sometimes referred to as a 'Scout' Titan. They are the eyes and ears of the Titan legions, and, when on campaign, range far ahead of the main battlegroups. They are faster and more agile than a Reaver or Warlord Titan, but cannot match these mighty machines for armour or firepower. Warhounds often operate in pairs so that they can outmanoeuvre and outflank other larger Titans they might encounter.

Like all Imperial Titans, each Warhound is crewed by devout members of the Adeptus Mechanicus. A Titan commander is known by the rank of Princeps, and through the Titan's mind-impulse controls he can oversee all aspects of the war machine's operations.



Warhounds of Legend:
The Sword of Ventra,
Canis Ultra,
Emperor's Hound,
Vigilance and Wrath.

The Emperor's Shield – a Warhound of the Legio Invigilata achieved the highest kill-ratios of any Imperial Titan during the Laiden Offensive. This action included scoring the deathblow upon the Chaos Reaver Titan, the Butcher's Mirth.

Size Comparison

UNIT: 1 Warhound Titan

TYPE: Super heavy walker

STRUCTURE POINTS: 3

VOID SHIELDS: 2

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	13	12	1	1

WEAPONS AND EQUIPMENT:
Two arm weapons from the following list:
- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter

SPECIAL RULES:

Agile: In the Shooting phase the Warhound may divert some of the energy from its primary weapons towards its legs, so it can choose to:
- Fire all available weapons, as normal.
- Or fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Or fire no wepons at all and move an extra 2D6" (as per the Fleet of Foot rule).

Reactor Meltdown: If the Warhound suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" blast, Destroyer, Primary Weapon,
Plasma Blastgun*				
(rapid)	72"	8	2	Ordnance 2, 7" blast, Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" blast, Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon

*The Plasma Blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

** To fire the Inferno Gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other template weapon.

THUNDERBOLT FIGHTER

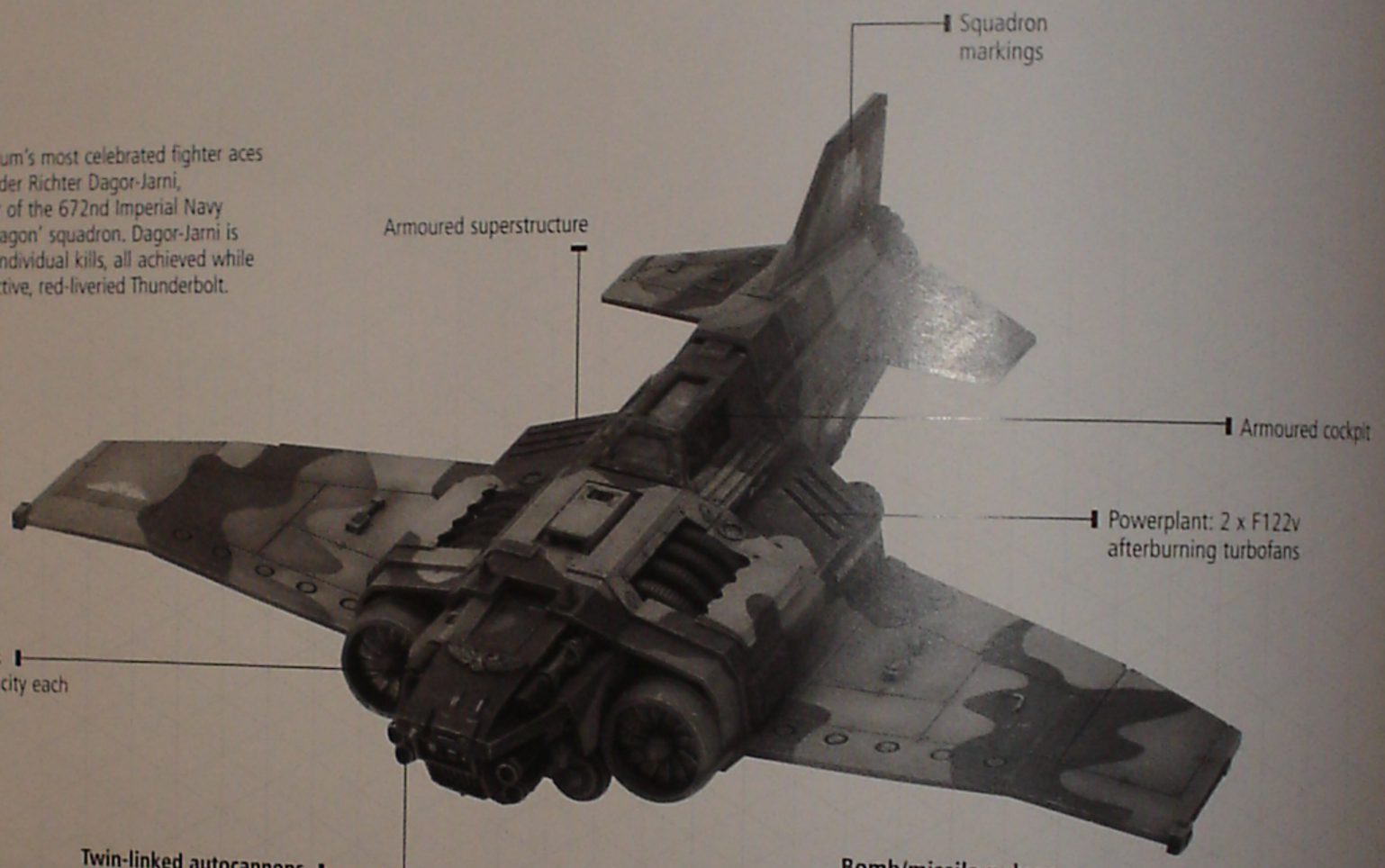
POINTS: 180

A heavy fighter that combines devastating strike potential with graceful speed and manoeuvrability, the Thunderbolt forms the bulk of the Imperial Navy's intra-atmosphere fighter aircraft. The Thunderbolt is a true workhorse, with a rugged and reliable design both venerated by its crews and respected by its enemies.

The Thunderbolt's versatile array of armaments enable it to tackle all manner of missions. Depending on requirements, this can include Titan-hunting and ground strikes, yet the Thunderbolt's main role is that of an air-superiority fighter, engaging enemy fighters in dogfights or hunting enemy bombers. The Thunderbolt can be further augmented by hard-point-mounted bombs or hellstrike missiles, increasing its strike potential.

Thunderbolt strike teams vary in size considerably, and can range from three-plane flight missions to squadron engagements of up to thirty aircraft. In most strike wings a handful of aircraft are flown by veteran pilots. These fighter aces are truly dangerous foes, able to predict the reactions of their prey with uncanny precision. Few such men survive beyond a one or two campaigns, as they commonly draw the most dangerous duty on missions where only the most experienced airmen could hope to prevail. As such, those individuals who emerge time and again from the hell-forge of war are heroes to the rest of the Imperial Fleet, with personal legends that will last far beyond their lifetime.

One of the Imperium's most celebrated fighter aces is Flight Commander Richter Dagor-Jarni, flamboyant leader of the 672nd Imperial Navy Fighter Wing's 'Dragon' squadron. Dagor-Jarni is credited with 89 individual kills, all achieved while piloting his distinctive, red-liveried Thunderbolt.



Size Comparison

UNIT: 1 Thunderbolt

TYPE: Vehicle, Flyer

	ARMOUR		
BS	FRONT	SIDE	REAR
3	10	10	10

WEAPONS AND EQUIPMENT:
- Two twin-linked autocannons with anti-aircraft mounts and one twin-linked lascannon.

WEAPON	RANGE	STR	AP	SPECIAL
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Bomb	Bomb	6	4	Apocalypse Barrage (1)*, One-shot

OPTIONS: The Thunderbolt may carry either four hellstrike missiles (treat as hunter-killer missiles) or four bombs for +40 points.

*You can elect to have the Thunderbolt drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

"Enemy in range, target in sight. Fire to the last round of ammunition! Fly to the last drop of fuel! Fight to the last drop of blood!"

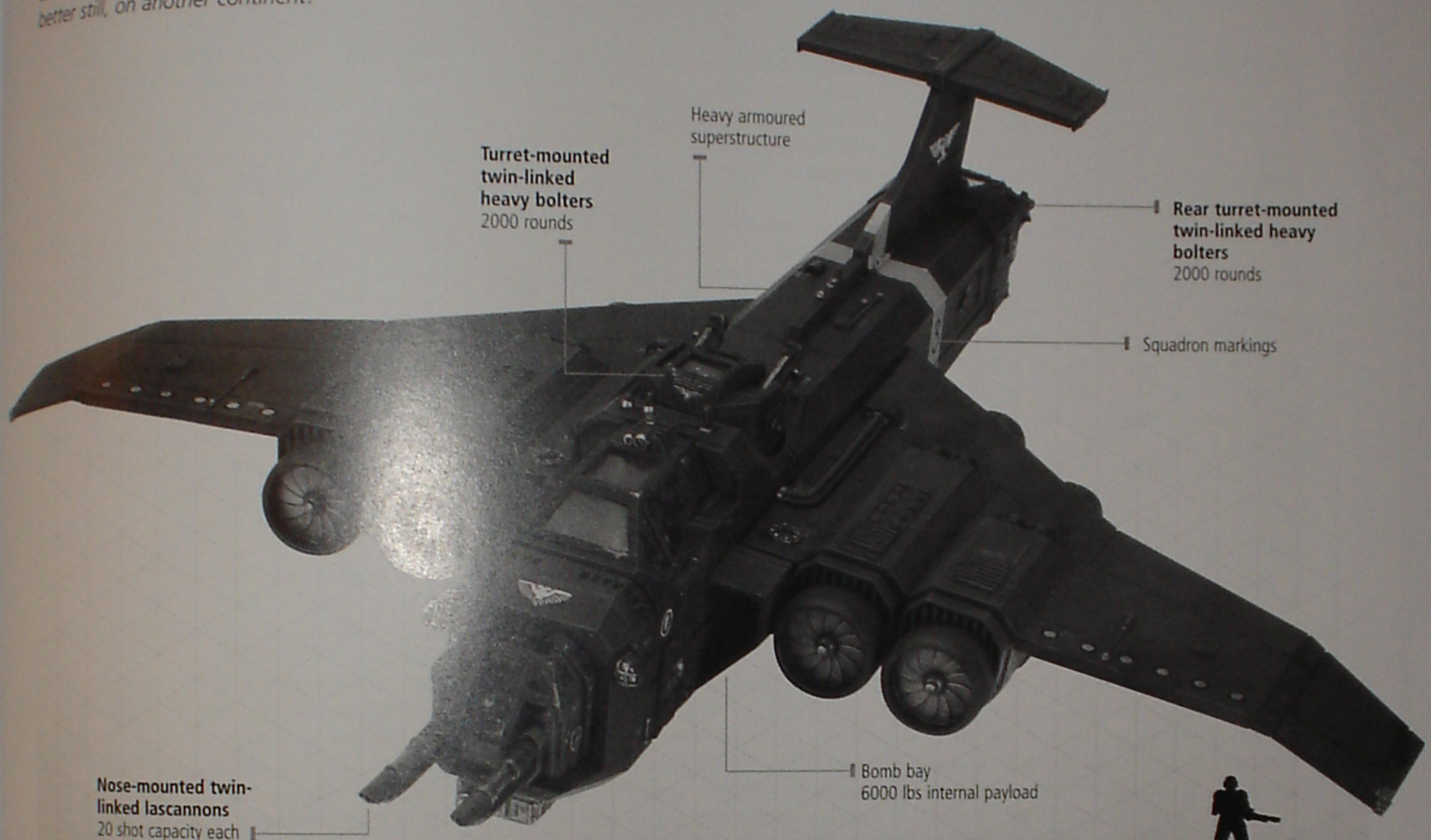
- Last transmission of Captain Haggard, Imperial Navy 767th Fighter Wing 'Roaring Thunder' squadron.

MARAUDER BOMBER

POINTS: 400

Sturdily built, and boasting a colossal payload for its size, the Marauder is the archetypal heavy bomber of the Imperial Navy. Powerful engines and capacious fuel tanks give the Marauder a substantial operational reach and, furthermore, allow bomber squadrons to operate effectively in times of sporadic resupply. Like all Imperial aircraft, Marauders come under the command of the Imperial Navy, not the Imperial Guard, and are often based on orbiting spacecraft, as they can operate in the vacuum of space. In prolonged campaigns, naval airbases will be established on the ground. Due to the Marauder's long range, these can be far from the frontline, safely away from enemy attacks or, better still, on another continent!

While a Marauder is considered mission capable for all manner of strike sorties, it is most commonly employed as an interdiction aircraft. Squadrons of Marauders fly deep into enemy territory and attack targets of opportunity; supply dumps, troop convoys and so on, before exfiltrating under cover from Thunderbolt fighters. Such is the ordnance at each Marauder's disposal that a single aircraft is capable of chewing a column of infantry into sheer bloody ruin within seconds of its target registering the tell-tale drone of the Marauder's engines.



Size Comparison

UNIT: 1 Marauder

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 3

BS	ARMOUR FRONT	SIDE	REAR
3	10	10	10

WEAPONS AND EQUIPMENT:
- One twin-linked lascannon and two twin-linked heavy bolters.
- The Marauder also carries twelve bombs in its bomb bay.

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Bomb	Bomb	6	4	Apocalyptic Barrage (1)*, One-shot
Hellstorm	Hellstorm	7	3	Inferno**, One-shot

"Sure, we're slow. Sure, we make big targets. Somehow though, 6,000lbs of high-ex payload encourages the enemy not to laugh too hard about it."

– Vox-operator/Bombardier Morn Lachan
– 92nd Imperial Navy Bomber Wing

OPTIONS: The Marauder may exchange its bomb payload for two Hellstorm bombs at no additional cost.

*You can elect to have the Marauder drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

**Only one Hellstorm bomb may be dropped per bombing run.

ORKS

Barbaric and savage, the greenskins spread across the galaxy like a dark stain. They plague the battlefields of the 41st Millennium in vast numbers, overrunning any who stand before them in a torrent of bloodshed and mindless violence.

GATHERING THE WAAAGH!

First and foremost amongst the Orkoid instincts is the need to wage war. Orks need war just as a human needs food and drink, and over the millennia they have become very, very good at it. Due to their aggressive nature, Orks constantly fight amongst themselves to prove who is the strongest, sharpening their innate warrior skills and weeding out the weak, but posing little threat to the galaxy at large. However, Ork populations can reach a kind of critical mass that leads to a full-scale planetary migration. This is known as a Waaagh!, a crusade of pure aggression that crashes through star systems in an orgy of violence.

The Waaagh! usually starts small – even as small as a single Ork, visited by the greenskin deities Gork and Mork with dreams of carnage. He will impart his vision to others with repeated blows to the head or, should he be of a more practical bent, by building a gigantic war machine in the image of his brutal gods. Rumours of the coming Waaagh! spread through their society, and the Orks begin to unite. New warbands join the throng with every passing day. A Grand Warlord will fight his way to the top of this ramshackle horde, adding the armies of those he conquers into his own horde. As news of his status spreads the trickle of reinforcements becomes a flood. Ork Meks start to collaborate on more and more outlandish projects, building even larger war machines and guns for the Waaagh! Smoke-belching mobile fortresses and titanic engines of battle are cobbled together out of nothing more than heaps of scrap metal and heavy-handed enthusiasm.

Whilst these masterpieces of destruction take shape yet more Orks are drawn towards them. Most of the boyz simply relish the opportunity for a good scrap, but those caught up in the dream of large-scale carnage often volunteer as crewmen and gunners on Battle Fortresses and Stompas. There is still much rivalry between the various clanz and tribes, and each strives to outdo all the others in the sheer killyness of its war machines. Those Meks without the resources to construct towering Stompas or Gargants instead create mobs of clanking Killa Kans and Dreadnoughts, banding their creations together to form whole armies of giant mechanical brutes that dwarf the warbands they march alongside.

Those greenskins that do not participate in construction further break into splinter groups as each Ork seeks out like-minded nutcases who fight in a manner that appeals to him. The Orks call these groups kults, of which the vehicle-obsessed Kult of Speed is perhaps the most widespread, but by no means the only kult an Ork might join. The Stormboyz and Flash Gitz are also kults, while Orks that are particularly susceptible to the massive surge in psychic energy created by the Waaagh! may join a Madboyz warband.

Out of the gloom it came: a giant machine, human-shaped and deadly. Ushbek stared up at the eighty-foot monster in awe. The earth shook as it went by. Plasma erupted from its fist, turning the remaining Evil Sunz into steam.

Ushbek had never seen anything so impressive, so awe-inspiring, so... shooty. Inspiration flowed through him. He had a vision: if the Humans had built their god a metal body then maybe he could build the Ork Gods bodies too. In his mind's eye he could picture his creations. Huge, angry, violent, loadsa guns. Very shooty. Very shooty indeed. And he'd make them big. Bigger even than the human's machine.

Though Ushbek didn't know it yet, he was going to change the history of the galaxy.

The Waaagh! was on its way.

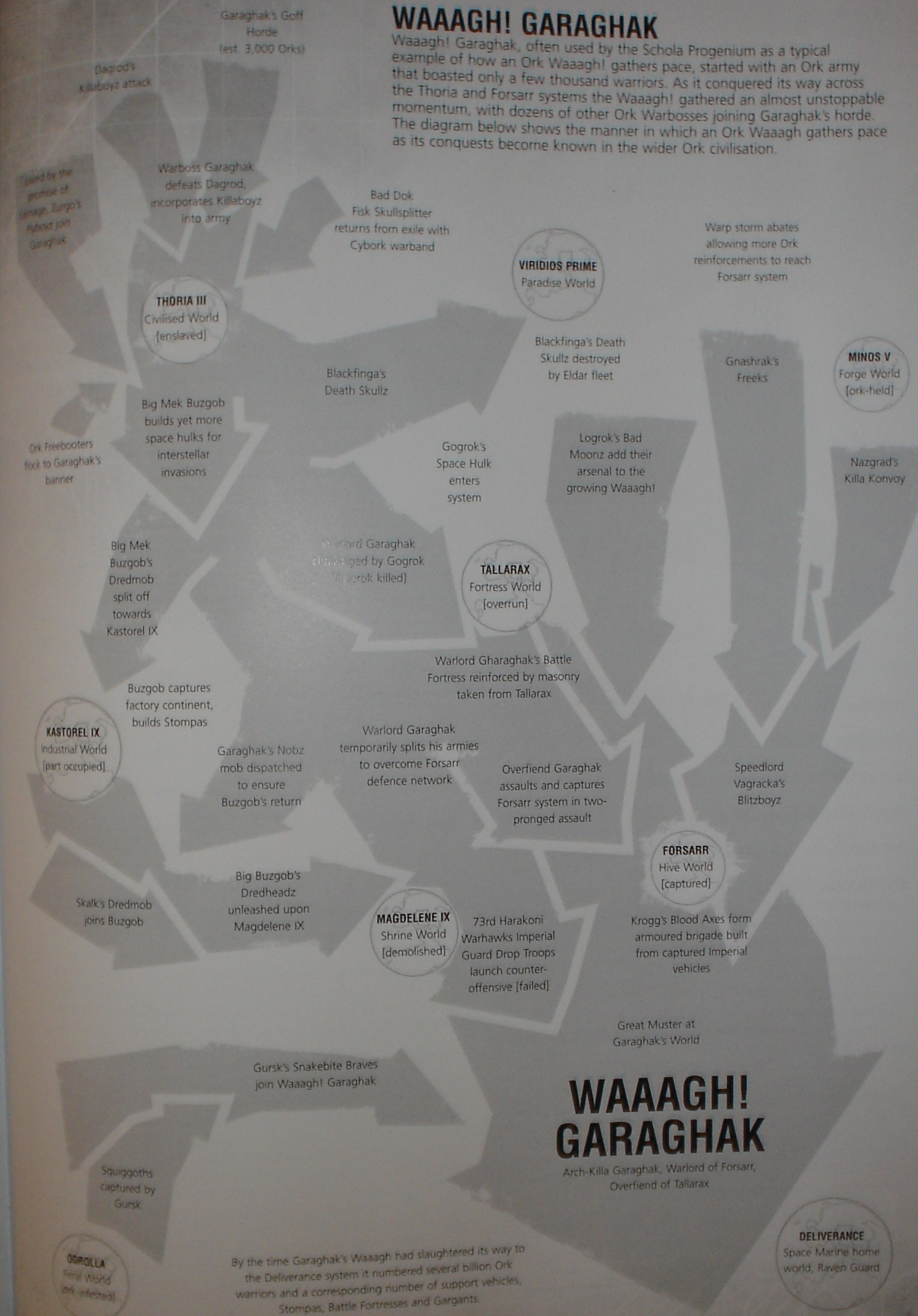
Hundreds of other Ork Warbosses add their armies to the cause as the crusade gathers momentum. The construction of war engines and gigantic walkers built in the image of the Ork Gods reaches fever pitch. Soon, the emergent Waaagh! begins to span worlds instead of continents. Entire native populations are forced into slavery merely to manufacture ammunition for the horde's guns. Crude factory-ships and war hulks are bashed into shape the better to transport the hordes into battle. When the lure of imminent battle can be resisted no more, the deadly fervour washing through the horde overflows, drowning all before it in a deluge of devastation.

As the Orks gather for battle, smoke from thousands of oily engines fills the air. The ground trembles beneath great wheels, tracks and the thunderous strides of Gargants and Stompas. Armies of greenskins stretch across the horizon, raising their banners high to proclaim their reputations and allegiances, their warcries audible for miles around. Soot-black contrails criss-cross the sky as Fighta-bommerz laden with cannons and bombs roar through the air above the horde. Batteries of big gunz, bizarre energy weapons and force field generators hum, clank and buzz amidst the green throng. Flotillas of vehicles raise thunderheads of dust so large the clouds are visible from space. Dreadmobz clank and belch, and the Stompas in their midst rock crazily from side to side as each crew competes to be the first into battle. Speed Freeks rev their engines, and the Boyz fire their shootas and sluggas into the air while a carpet of terrified Gretchin spreads out in front of the army. The battlefield is barely visible beneath the endless sea of green, each Ork warrior certain in the knowledge that soon the ground will be stained red. Here the power of the Waaagh! is palpable even to the enemy as a wave of raw aggression and Orkiness, and Gork and Mork gaze eagerly down from the warp to see how their warriors will fare.

With an almighty bellow the Orks surge forwards, and another world is plunged into unending war.

WAAAGH! GARAGHAK

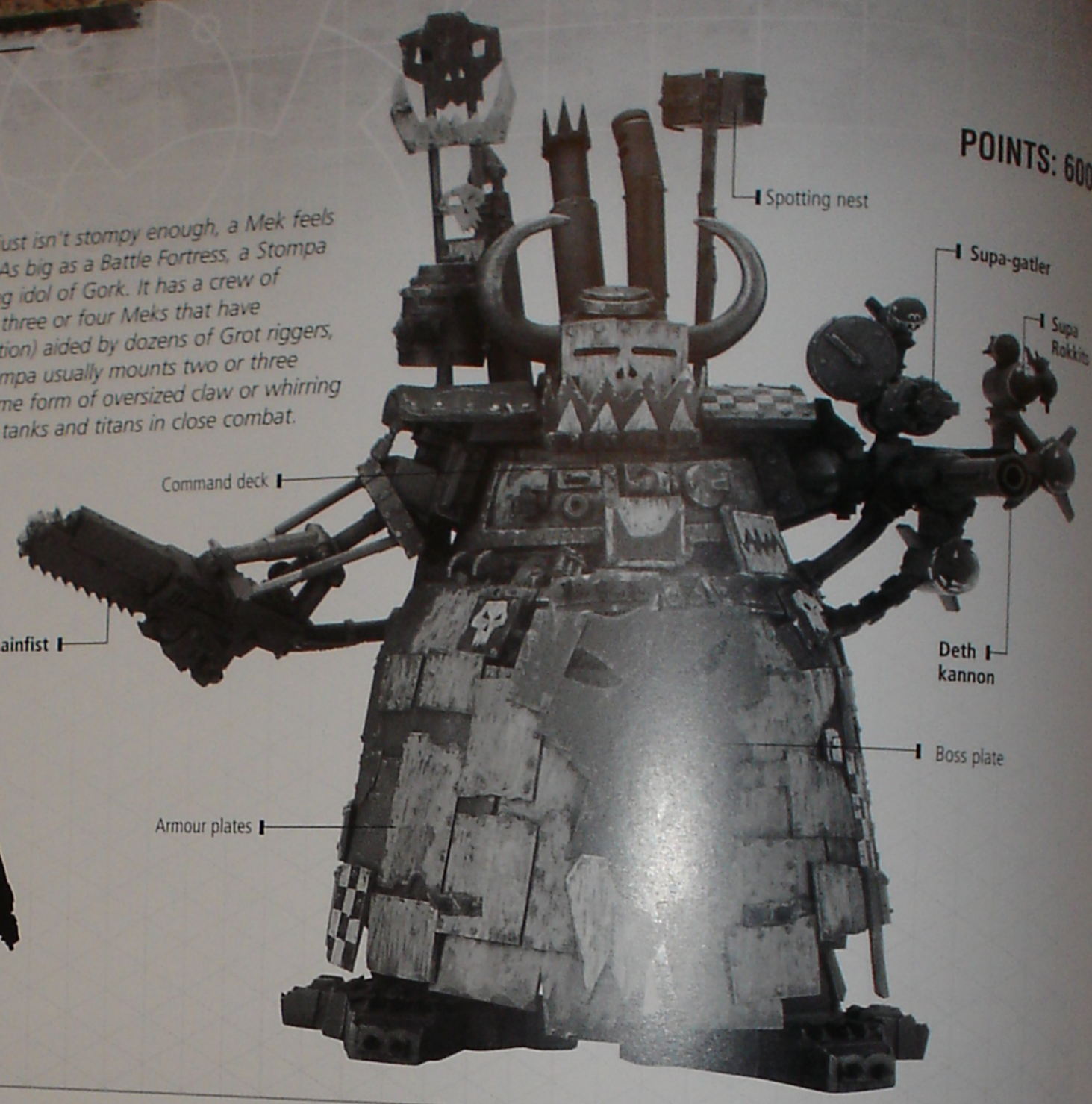
Waaagh! Garaghak, often used by the Schola Progenium as a typical example of how an Ork Waaagh! gathers pace, started with an Ork army that boasted only a few thousand warriors. As it conquered its way across the Thoria and Forsarr systems the Waaagh! gathered an almost unstoppable momentum, with dozens of other Ork Warbosses joining Garaghak's horde. The diagram below shows the manner in which an Ork Waaagh gathers pace as its conquests become known in the wider Ork civilisation.



By the time Garaghak's Waaagh had slaughtered its way to the Deliverance system it numbered several billion Ork warriors and a corresponding number of support vehicles, Stompas, Battle Fortresses and Gargants.

STOMPA

When a mere Dreadnought just isn't stompy enough, a Mek feels the urge to build a Stompa. As big as a Battle Fortress, a Stompa is a walking, shooting, roaring idol of Gork. It has a crew of several Orks (quite often the three or four Meks that have collaborated on the construction) aided by dozens of Grot riggers, runners and assistants. A Stompa usually mounts two or three enormous guns as well as some form of oversized claw or whirring blade for chewing up enemy tanks and titans in close combat.



Size Komparison

POINTS: 600

UNIT: 1 Stompa

TYPE: Super-heavy walker

STRUCTURE POINTS: 4

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	13	12	1	4

TRANSPORT: The Stompa has a transport capacity of 20.

ACCESS POINTS: One rear hatch.

FIRE POINTS: The Stompa has three fire points in its hull.

WEAPONS AND EQUIPMENT:

One Titan close combat weapon (extra attacks included in profile) and the following weapons that can be fired in its front arc:
- Deth kannon with co-axial supa-gatler
- Supa-skorcha
- Twin-linked big shoota
- Two big shootas
- Three supa-rokkits

It also has a rear-mounted big shoota that can only fire in a 180-degree fire arc to the Stompa's rear.

SPECIAL RULES:

Effigy: The Stompa is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs within 12" are Fearless.

"I have built my vision – Da Hand of Gork!"

– Big Mek Ushbek Oilhedd

WEAPON	RANGE	STR	AP	SPECIAL
Deth kannon	72"	10	1	Ordnance 1, 7" blast Primary weapon
Supa-Rokkit*	Unlimited	8	3	Heavy 1, One-shot
Supa-skorcha**	Template	6	3	Assault 1
Supa-gatler***	48"	7	3	Heavy 2D6, Co-axial Psycho-Dakka-Blasta!
Big Shoota	36"	5	5	Assault 3

*A supa-rokkit is a grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

** To fire the supa-skorcha place the flame template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The supa-skorcha is then treated like any other template weapon.

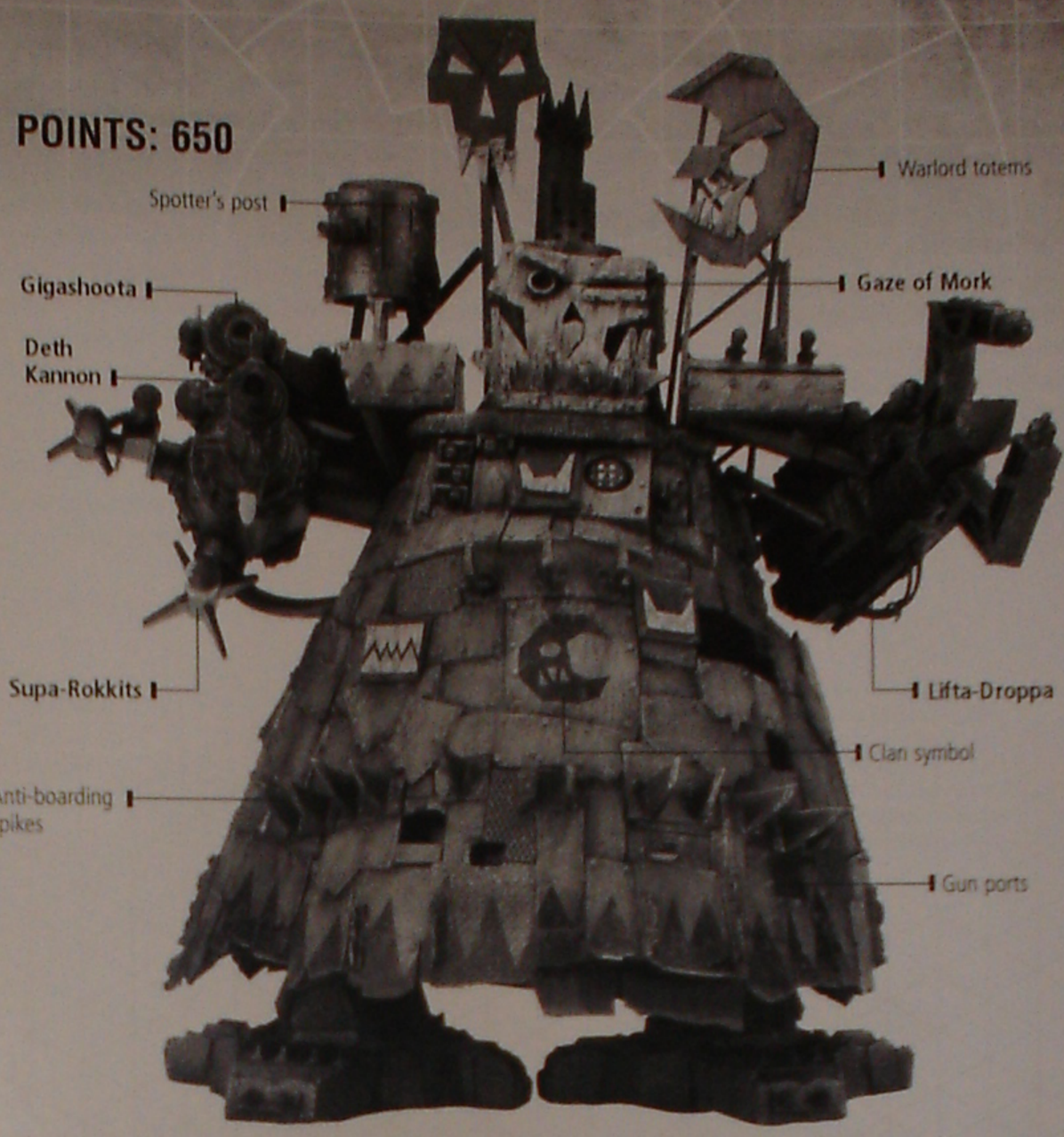
*** Psycho-Dakka-Blasta! Once fired, the supa-gatler continues to fire until all of its ammunition is expended – all the gunner can do is sweep it across the enemy and hope that some of its many, many shots hit home. After firing the supa-gatler you must nominate another enemy unit within 12" from the original target unit and fire again. You must then target another enemy unit within 12" (this may be the previous unit). The supa-gatler keeps firing as long as it has got ammunition left – if the number of shots rolled for the second or subsequent burst is a double, the supa-gatler has run out of ammunition and stops firing immediately and for the rest of the battle (do not resolve any shots against the final target). For purposes of the co-axial rule, the Deth kannon must be fired against the last unit that the Supa-gatler has fired at (and if the target suffered at least one hit from the Supa-gatler, the Deth Kannon may re-roll its scatter dice).

BIG MEK'S STOMPA

POINTS: 650

Some Big Meks get so influential that they start lording it over their bigger and betters. In normal Ork society the offending upstart will quickly get beaten back down to size by a Nob or Warboss. However, talented Big Meks find that building a towering monstrosity bristling with awesome gunz and crackling power fields more than levels the playing field.

A Big Mek's Stompa is his pride and joy, fitted with the most hurty gubbinz an Ork can devise. The Weirdboyz believe that a normal Stompa epitomises the brutal, no-nonsense Ork god Gork, whereas a Big Mek's Stompa is an effigy of Mork, the Ork god of low kunnin'. Truth be told the Big Meks don't care either way, just as long as it's good and killy.



Size Komparison

Ork Meks love catching enemy tanks in the Lifta-droppa's traktor beam, lifting them high into the air only to shut it off when the tank is hanging above the foe!

UNIT: 1 Stompa

TYPE: Super-heavy walker

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	13	12	1	1

STRUCTURE POINTS: 4

POWER FIELDS: 2

TRANSPORT: The Stompa has a transport capacity of 20.

ACCESS POINTS: One rear hatch.

FIRE POINTS: The Stompa has three fire points in its hull.

WEAPONS AND EQUIPMENT:

The following weapons can be fired in the Stompa's front arc:
- Deth kannon with co-axial gigashoota
- Lifta-droppa
- Gaze of Mork
- Two big shootas
- Three supa-rokkits

It also has a rear-mounted big shoota that can only fire in a 180-degree fire arc to the Stompa's rear.

SPECIAL RULES:

Effigy: The Stompa is a roaring, belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs with a model within 12" are fearless.

"Stomp 'em. Stomp 'til there is nuthin' left."

- Battlecry of the Killcrushas before they levelled Tartus VII

WEAPON	RANGE	STR	AP	SPECIAL
Deth kannon	72"	10	1	Ordnance 1, 7" blast Primary weapon
Gigashoota	48"	6	4	Heavy 6D6, Co-axial
Supa-Rokkit*	Unlimited	8	3	Heavy 1, One-shot
Gaze of Mork**	60"	2D6	2	Heavy 3
Lifta-droppa***	48"	n/a	n/a	Lifta-Droppa, Primary Weapon
Big Shoota	36"	5	5	Assault 3

*A supa-rokkit is a grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

**Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.

***Lifta-droppa: To fire the lifta-droppa, choose an enemy vehicle (not a flyer, or a Super-heavy vehicle) as a target. If the target is in range, it is lifted by the weapon's traktor beam. Roll a Scatter dice. If a hit is rolled, the vehicle is dropped on the spot, suffering D6 glancing hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering D6 glancing hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2D6 wounds. If it is dropped onto another vehicle then both take D6 glancing hits. The models that are under the dropped vehicle are moved aside, as if they were tank shocked by the vehicle (except for Super-heavy vehicles and Gargantuan creatures, which are not moved – instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face in the same direction of the arrow. If the model is dropped in impassable terrain it is destroyed. When resolving the fire of the Lifta-Droppa, ignore Power fields and Void shields.

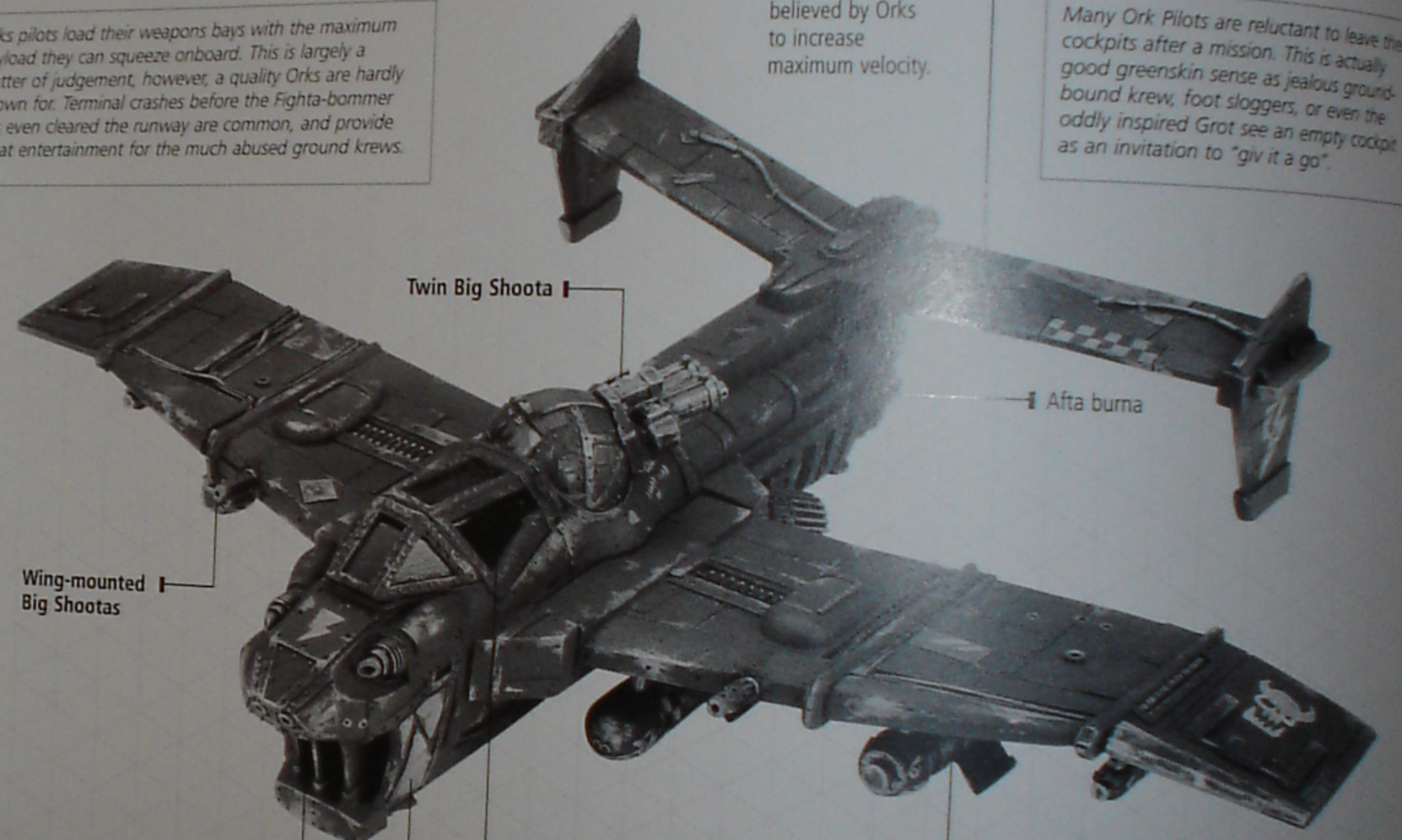
FIGHTA-BOMMER

POINTS: 210

It takes a special kind of Ork to pilot an aircraft, and amongst greenskin kultur such individuals are widely believed to be a peculiar type of Madboy. These Flyboyz, as they are often known, are the ultimate Speed Freeks, racing through the skies at hundreds of miles per hour, only seconds away from a spectacular death by way of an exploding rokkit or dodgy squigfuel tank. Despite their high mortality rate, there seems to be a steady stream of Flyboyz willing to pilot the latest and most adventurous Mek constructions, and they love nothing more than soaring over the heads of their land-bound fellow greenskins, roaring in glee along with the thunder of the Fighta-bommer's powerful engine.

The Meks who build Fighta-bommerz are indecisive at best and will try to add as many gunz and gubbinz as they can to any aircraft they build, hence Ork aircraft rarely have a specific role and are simply known by the name of Fighta-bommerz. Equipped with rokkits, bombs and big shootas, Ork Fighta-bommerz are good for straight line, how-inducing speed, but aren't particularly noted for their manoeuvrability. Their strafing and bombing runs are often heralded by the high-pitched shrieking of their engines and the chatter of indiscriminate gunfire as the pilot zooms towards the ground at breakneck speed. Occasionally the Flyboy might even remember to pull out of his near-vertical dive...

Orks pilots load their weapons bays with the maximum payload they can squeeze onboard. This is largely a matter of judgement, however, a quality Orks are hardly known for. Terminal crashes before the Fighta-bommer has even cleared the runway are common, and provide great entertainment for the much abused ground krews.



Size Komparison

UNIT: 1 Fighta-bommer

TYPE: Vehicle, Flyer

BS	ARMOUR FRONT	SIDE	REAR
2	10	10	10

WEAPONS AND EQUIPMENT:
- Four hull-mounted big shootas with anti-aircraft mounts,
- One turret-mounted twin-linked big shoota,
- One payload of bomms,
- and either two supa-rokkits or two burna bomms

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Supa-Rokkit*	Unlimited	8	3	Heavy 1, One-shot
Bomms	Bomb	6	4	Apocalyptic Barrage (8), One-shot
Burna Bomm	Hellstorm	5	4	Inferno**, One-shot

*A supa-rokkit is a grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

**Only one burna bomm may be dropped per bombing run.

"Call yerselves Speed Freeks... Hur Hur Hur."

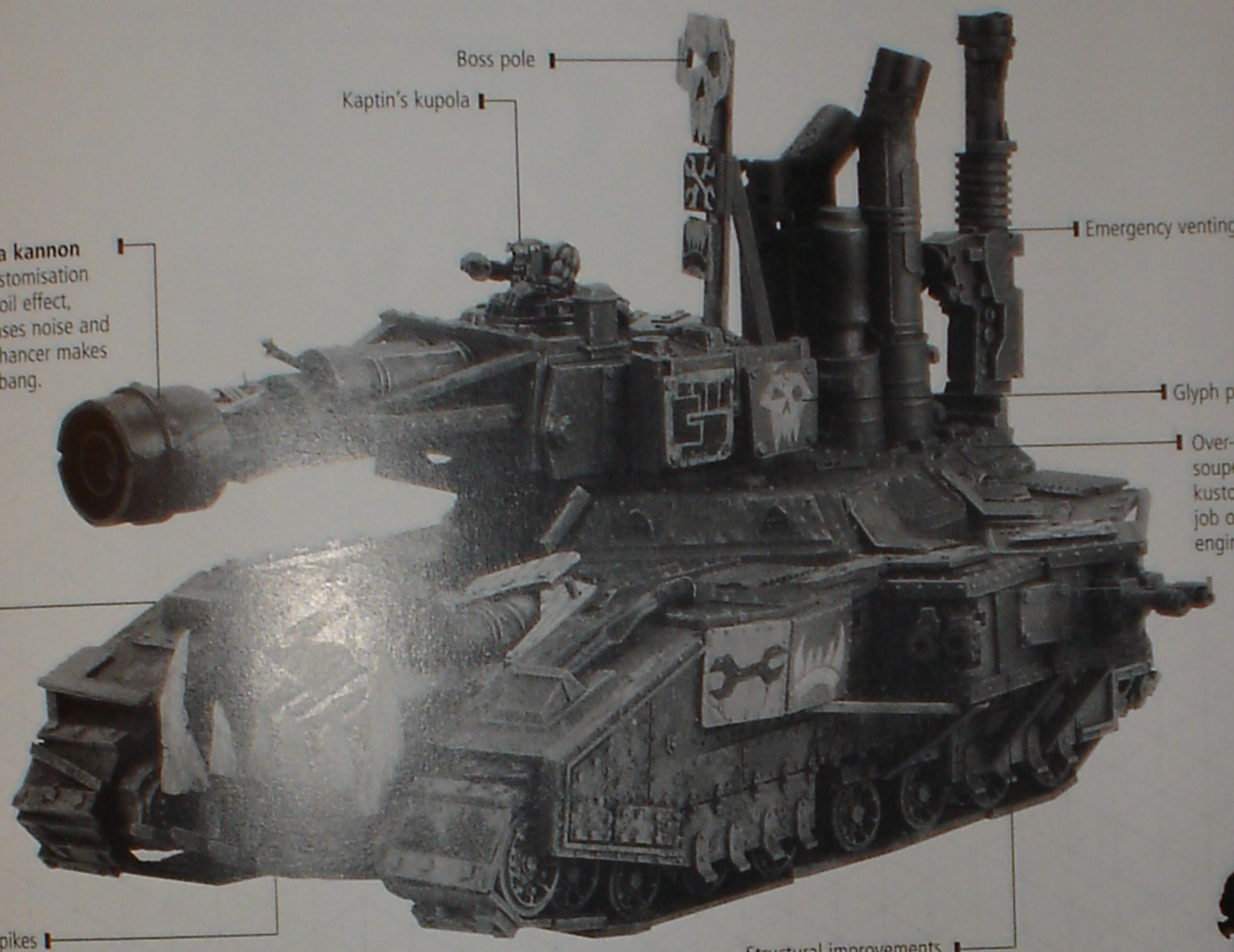
- Da Black Baron, en route to the front line.

SKULLHAMMA BATTLE FORTRESS

POINTS: 400

For the serious Mek, a popular construction project is the Battle Fortress – a clanking, smoke-belching behemoth festooned with guns and boyz, alive with Grot riggers and whirring tracks. Typically twice as big as a battlewagon, and often even larger, a Battle Fortress is a mobile stronghold and artillery battery rolled into one. Like all Ork vehicles there is no standardisation and Battle Fortresses can come in all sorts of shapes and sizes, but without doubt the most popular sub-type is the Skullhamma.

The Skullhamma is a special type of Battle Fortress often built by Speed Freek Mekboyz. It has a supercharged triple-overpressure turbo engine that occupies a good deal of its hull. When a Skullhamma is moving at top speed the supercharger kicks in and sends it hurtling forward, the front wheels or tracks lift off the ground and huge clouds of dust rise behind it. Orks find speed addictive, and consequently the crews of Skullhammas rarely disembark – they live, eat, and sleep on board, only getting off to crump heads.



Size Komparison

UNIT: 1 Skullhamma

TYPE: Super-heavy Tank, Fast

STRUCTURE POINTS: 3

	ARMOUR		
BS	FRONT	SIDE	REAR
2	13	13	11

WEAPONS AND EQUIPMENT:
- Turret-mounted Skullhamma kannon,
- Two twin-linked big shootas,
- One kannon or lobba.

TRANSPORT: The Skullhamma has a transport capacity of 30.

ACCESS POINTS/FIRE POINTS: For the purposes of transported models only, the Skullhamma Battle Fortress counts as open topped.

WEAPON	RANGE	STR	AP	SPECIAL
Skullhamma kannon	60"	9	3	Ordnance 1, 10" blast, Primary Weapon
Supa-Rokkit*	Unlimited	8	3	Heavy 1, One-shot
Big Shoota	36"	5	5	Assault 3
Kannon (frag)	36"	5	5	Heavy 1, blast
Kannon (krak)	36"	8	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, blast
Rokkit Launcha	24"	8	3	Assault 1

OPTIONS: The Skullhamma Battle Fortress may replace each of its twin-linked Big Shootas with a twin-linked Rokkit Launcha for free.

The Skullhamma Battle Fortress can be equipped with up to three supa-rokkits at +15 points each.

*A supa-rokkit is a grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

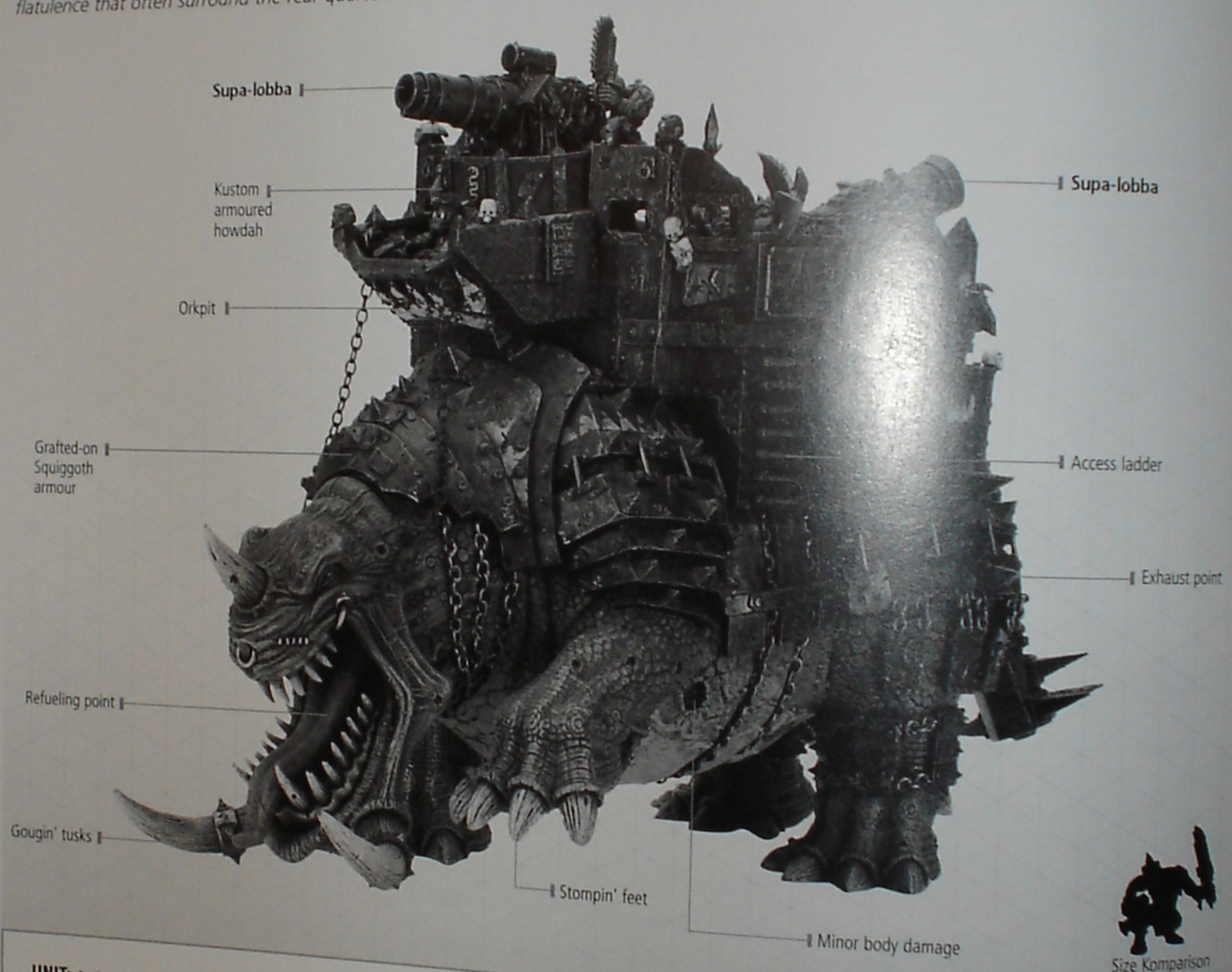
GARGANTUAN SQUIGGOTH

POINTS: 600

Squiggoths are Orkoid monstrosities, towering hulks made of little more than muscle and bad temper. They are distantly related to the Squigs that tend to occupy the lower rungs of the Orkoid ecosystem, and have all the savagery and single-mindedness of their smaller cousins. Squiggoths can grow so large that they dwarf tanks and even buildings, and can come in many shapes and sizes, but all have large tusks, claws and fangs.

Squiggoths are much favoured by feral Orks and in particular the Snakebite clan, who have become accustomed to the acrid clouds of flatulence that often surround the rear quarters of these massive beasts. The truth of the matter is that any Warboss would be glad to have such an Orky behemoth thudding along at the heart of his army – with the exception of Speed Freeks, who find them far too slow!

Goaded by the Orks that ride on a howdah upon its back, the Squiggoth thuds into battle, the ground trembling beneath its feet. The howdah itself is bedecked with heavy weapons that blaze all round as the howdah sways, pitches and rolls. The noise of these guns drives the Squiggoth into a thunderously bad mood, usually resulting in it seeking out the nearest non-greenskin lifeforms and goring, stomping and otherwise flattening them.



Size Komparison

UNIT: 1 Gargantuan Squiggoth

TYPE: Gargantuan Creature

TRANSPORT: The Squiggoth has a transport capacity of 20, but it may only transport Infantry models. It is treated as an open-topped vehicle for purposes of transport.

WEAPONS AND EQUIPMENT:
- Huge tusks,
- Fangs and stomping feet,
- The howdah has two supa-lobbas and two twin-linked big shootas.

OPTIONS:
The squiggoth's howdah may have up to four extra pintle-mounted big shootas for +10pts each. Each must be fired by a transported Ork.

WS	BS	S	T	W	I	A	LD	SV
2	2	10	8	8	1	5	7	4+

WEAPON	RANGE	STR	AP	SPECIAL
Supa-lobba	G48"	7	4	Ordnance 1, 7" blast
Big Shoota	36"	5	5	Assault 3

SPECIAL RULES:
Tusked: Thanks to its enormous tusks, when the Squiggoth charges it adds +2 to its Attacks rather than +1.

KULT

All Orks like lo
exhilarated by
these Orks leav
groups called
settlement to s
meks they find

Waaagh
H
2nd Armage

WARBUGGIES

WARBUGGIES

FORMATION:
1 Warboss* an
2+ Warbuggies
2+ Warbike Sky
0-1 Nobz Mob*
Big Mek*,
Mekboyz Mob*
Trukk Boyz.

*Must be moun

KULT OF SPEED

POINTS: 50 + MODELS

All Orks like loud gunz and going fast, but some Orks are even more exhilarated by high speed firepower. Often referred to as Speed Freeks, these Orks leave their tribe to join other Speed Freeks in large nomadic groups called Kults of Speed. Usually a Kult of Speed will travel from settlement to settlement, seeking out spares and repairs from any meks they find, challenging the locals to races, and generally causing as much aggravation as they can. When the Waaagh! grips the Orks, the Kults of Speed act as outriders for the main Ork forces, raiding ahead of the rest of the Boyz and leading the green-skinned horde to their target. In battle, the Speed Freeks hurtle towards the enemy at breakneck speed, their gunz blazing, their voices howling into the rushing wind.

Waaagh! Razskul
Hades Hive
2nd Armageddon War

WARBOSS ON WARBIKE

Warboss Razskul

Ork Warbosses will often hold back a Kult of Speed at the onset of a battle. Knowing when to unleash the speed-crazed maniacs to smash a flank, sieze an objective, or deliver the deathblow is the sign of an experienced Warboss. Should the Kult follow orders it is even more impressive.

WARBIKE SQUADRON

Da Vrum Boyz

WARBIKE SQUADRON

Gorzag's Ded Fast Bikerz

WARBUGGIES

Da Red Deff

WARBUGGIES

Wazzduff's Mean Machines

TRUKK BOYZ

Skulfang's ladz and da Flashkart

FORMATION:

1 Warboss* and 4+ of the following units:
2+ Warbuggies/ Wartraks,
2+ Warbike Skwadrons,
0-1 Nobz Mob*,
Big Mek*,
Mekboyz Mob*,
Trukk Boyz.

*Must be mounted in a Trukk, or on warbikes.

SPECIAL RULES:

Strike Force: All models in the Kult of Speed must be deployed within 18" of the Warboss, or, if coming on from reserve, they must enter the table within 18" of the point entered by the Warboss. In addition, all infantry models must be mounted on a transport vehicle when they are deployed or enter the table.

Speed Freeks: All the bikes and vehicles in the Kult of Speed get a free Strategic Redeployment strategic asset each turn.

DRED MOB

POINTS: 50 + MODELS

Some Meks and Doks are so obsessed with making Killa Kanz and Dreadnoughts that they can't stop themselves, occasionally even installing an Ork boy into one of their creations without permission (after the boy has had a heavy night on the fungus beer, or has innocently agreed to be operated upon by the Dok). It usually isn't long before these boyz leave their tribe, or are driven out, and become Freebooterz known as a Dred mob. When they think they have created the ultimate Dreadnought mob, the Mek and Dok stride into the nearest Ork settlement and treat the Warboss to an impressive demonstration (such as demolishing his stronghold). Quicker than you can kick a Grot, the Dred Mob's been hired to lead the next assault.

Ugulskar's Dred Mob of Dredness
Piscina Campaign
Kadalus Harbour

Ugulskar's Dred Mob were famous for smashing not just their foes, but all surrounding buildings and fortifications as well. They left a trail of devastation like a scar across the face of Piscina V.

Notorious Dred Mobs:
Da Stompas,
Feet of Gork,
Klockwerk Killas,
Da Steam Brigade,
Ughzak's Rippaz,
Da Metal Mob,
Klawstompas,
Boggtrot's Iron Deff.

BIG DRED

Big Dred Dethklanka, equipped with force field

DREADNOUGHT

Panzee Stampa

DREADNOUGHT

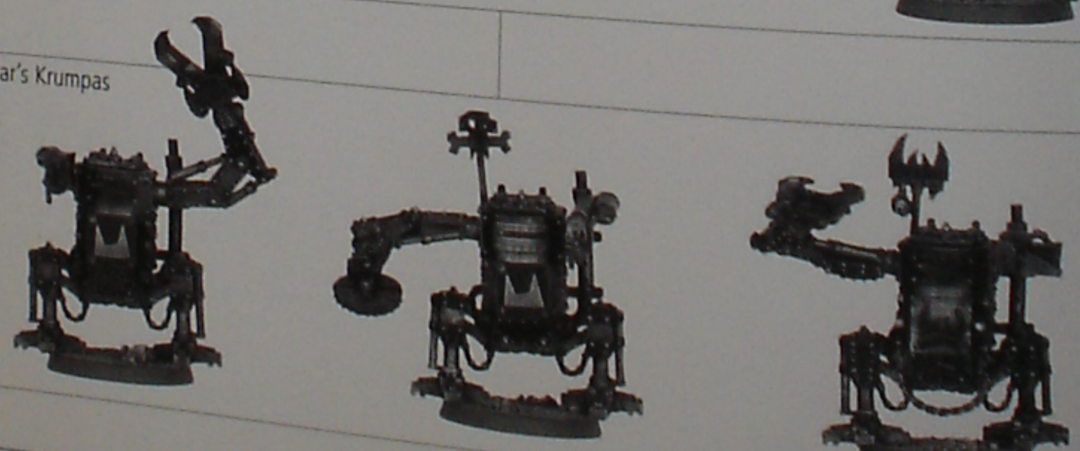
Skum Smasha

KILLER KANZ

Da Soopakanz

KILLER KANZ

Ugulskar's Krumpas



FORMATION:
4+ of the following units:
Stompa,
Ork Dreadnought,
Three-strong Killer Kan mob.

SPECIAL RULES:
Keep da Dreds Movin': All of the vehicles in the Dred Mob count as having Grot Riggers.

Da Big Dred One: A single walker in the Dred Mob must be nominated as Da Big Dred, and has an elaborate kustom force field mounted upon it. Any walker at least partially within 12" of Da Big Dred counts as being an obscured target.

MODELS

ink they
d Dok stride
an impressive
er than you
xt assault.

Groknek's Stompa and Dredmob spearheaded the attack. The clanking, smoke-belching walkers advanced haphazardly into the teeth of the Imperial Guard guns – lasfire and autocannon shells ricocheting from their armoured hulls. Now and then a Killer Kan or Dred would let loose a hail of 'eavy shoota fire or a corkscrewing rokkit. The booming of the Stompa's deth cannon drowned out the heavy thudding of its tread. Smoke belched from its funnels as the mechanical idol of Gork relentlessly advanced. Shaken by the onslaught, the Guardsmen fell back in disarray.

As the gap in the Imperial line widened, dozens of bikes and buggies raced forward, slaloming between the walkers to speed ahead of the Ork attack. Guns chattering, their engines screaming, the Speed Freeks ploughed into the retreating Imperial Guardsmen, mercilessly mowing them down.

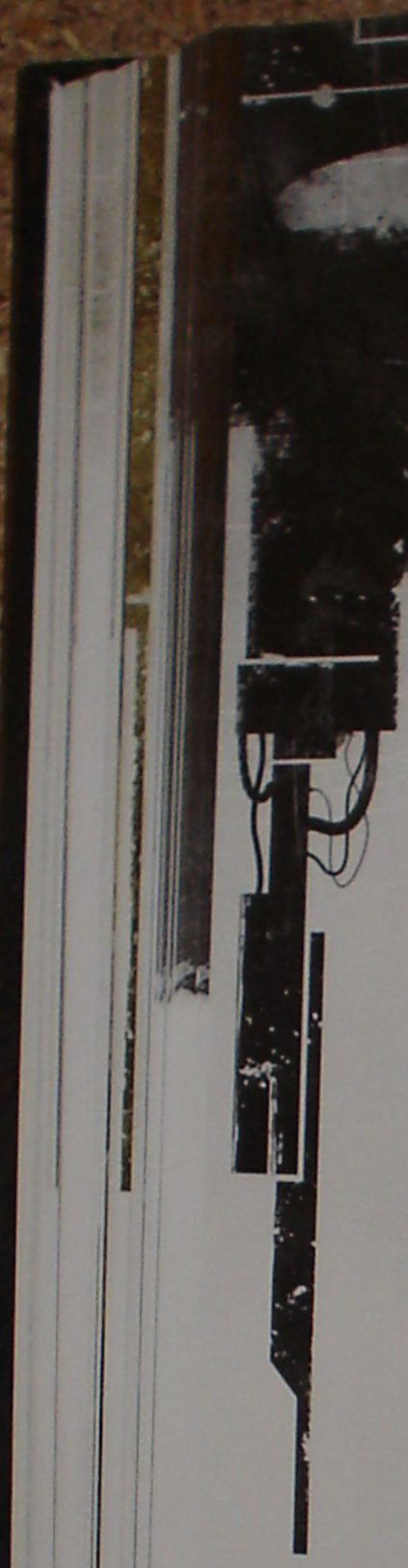
As the Stompa and Dreadnought assault intensified, Battlewagons and Battle Fortresses ploughed past them. Their hulls were covered with cheering, yelling Orks hitching a ride to the fight. When the armoured assault had closed with the enemy, the tank riders leapt off their vehicles – a few of the smartest greenskins even waited for their rides to slow down. Within minutes the slope of the ridge was swarming with green-skinned warriors shooting and yelling, waving their choppas over their heads and charging forwards. Geysers of flame were unleashed by the Burna Boyz, and high-pitched screams were added to the din of the battle.

Imperial tanks crawled forward from reserve and unleashed the fury of their battle cannons, gouging great bloody holes in the ranks of the Orks. Despite the carnage wrought by the high explosive shells, it was like a child throwing pebbles into the tide. The living carpet of Orks streamed onwards. They droppped down into trenchworks, stormed bunkers and cut down everything in their path. At their head, Thagraz led the charge. The immense warlord cut down humie after humie with the whirring teeth of his double-handed blade.

An hour after the attack had begun, Ghumar Ridge belonged to the Orks. Beyond it lay the city of Sheeraba and its wealth of slaves and plunder.

nt as

eld
Big



THE ELDAR

They once ruled the stars, but the Eldar are now a dying race. Marshalling their remaining warriors, the Craftworlds make swift, precise strikes to destroy their enemies.

There is but one reason why the Eldar go to war – to ensure their continued survival. It is the cruellest irony of the Eldar that the beleaguered generations of the present must sacrifice themselves in battle to ensure the protection of as yet unborn generations. The Eldar prefer to avoid protracted conflict, instead using small, mobile warhosts to shape the theatre of war to their best advantage.

Despite their prodigious skill, the Eldar cannot fight all of their battles in this manner. Should they face an entrenched enemy or one that is massing for a major attack, the Eldar must concentrate their forces on the dispersal of the enemy threat. However, even when fighting a large battle, the Eldar still focus upon redirection and speed, using the size and clumsiness of the enemy army to the advantage of the Craftworld forces.

Over the course of the battle, the elegant attacks of the Eldar will gradually pull apart the enemy army into smaller and smaller elements. The Eldar then eliminate each of these isolated pockets in turn, eventually obliterating the enemy army entirely. This strategy allows the Eldar to maximise the advantages of their speed and firepower, whilst preventing enemy numbers from bearing down upon them.

MUSTERING WARHOSTS

When a large-scale conflict looms, the Autarchs meet to form a war council, and take advice from the Farseers. If the Eldar of a Craftworld anticipate a truly epic battle, they send word to other Craftworlds and the Corsair fleets for assistance, and the call to arms rings out to the distant Rangers and even the Harlequins of the Laughing God.

The Eldar arrayed for grand battle are a glorious sight. Dozens of warhosts in their battlegear stand ready for the slaughter, the bright uniforms of the Craftworlds mixed with the ritual colours of the Aspect Warriors. Wraithbone giants stride gracefully amidst the infantry, from Wraithlords to agile Revenant Scout Titans and majestic Phantom Battle Titans. Vampire Raiders and Phoenix Bombers swoop gracefully through the skies, surrounded by swirling squadrons of Nightwing fighters. Huge anti-grav tanks glide effortlessly into position, their immense main weapons crackling with power. At the heart of the army stands the Avatar of Khaine, a smouldering incarnation of fury and death ready to unleash the might of the Eldar. Dirges and war poems fill the air as the Farseers cast their most powerful runes and the Autarchs call the warhosts into position.

As the psychic bellow of the Avatar throbs in their veins, the Eldar leap forward, ready to bring swift death to their foes.

COUNSEL AND COMMAND

The Eldar have had an eternity to perfect the art of war, and their strategic strength comes from two groups of individuals, the Farseers and the Autarchs – representing the spirit and mind. The roles of these two types of leader differ greatly – the first is to guide, the second is to command.

It is the task of the Farseers to provide the overall aims of the battle, drawing on the knowledge gleaned from their rune castings. The Farseers use myth and legend to relate these objectives to the Autarchs, describing the twists and turns that make up the tale of the battle. The Autarchs then interpret this to determine the precise course of action and military intervention required to ensure victory. Through this symbiosis the Autarchs weave together their warhosts into synchronised formations optimised for a devastating victory.

THE WAY OF WAR

The Craftworld armies excel at combining the inherent specialities of their component parts. A common tactic employed by the Autarchs is to marshal those troops who are comparatively slow into ground-based warhosts. The enemy usually percieves these hosts as the entirety of the Eldar force, as the arrow-swift Eldar support units are capable of moving at extreme speed and hence can hide from sight until the correct moment to strike.

The enemy, who invariably outnumber the Eldar, see an apparently isolated army approaching their line and move to intercept or encircle it. As they come forward the Eldar infantry will fall back, drawing the forward elements of the foe onto their guns. This allows the Engines of Vaul to take their toll: graceful Eldar Titans and super-heavy tanks wreak havoc with long-range weaponry, separating the enemy vanguard from their comrades. Should the enemy itself prove fast-moving and draw near the Eldar lines, the wraith-constructs, led by the Avatar and his Aspect Warriors, will launch a devastating counter-attack.

When the enemy army is disrupted and confused, the forces collectively known as the Coiled Serpent will strike. Great squadrons of grav-tanks glide into view, their grace belying the speed with which they move to widen the gaps in the enemy battle line. Lethal Aspect Warrior passengers leap from their transports into the foe, ripping the heart out of the outlying elements of the enemy force before mounting up and leaving to strike elsewhere. Such is the speed of this lightning assault that the enemy will usually fall back in an attempt to reunite their tattered battle line, only to realise that their line of retreat lies blocked.

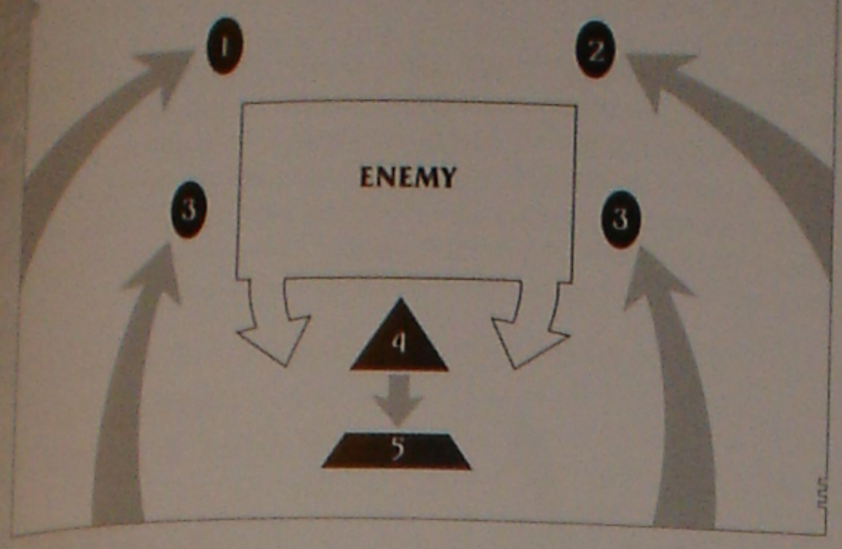
It is then that the fastest elements of the Eldar army close the jaws of the trap. Wind Rider hosts, Warp Spiders and Swooping Hawks appear as if from nowhere to seal the enemy's fate. The ground-based assault force ploughs onward through the enemy lines, their ranks flowing together with those of the Aspect Warriors as they continue their deadly work. The remnants of the enemy, confused, isolated and surrounded by an implacable foe, fall like wheat to the scythe as the slaughter begins in earnest. Such is the way the Eldar ensure their future survival, sacrificing lesser races upon the bloodied altar of a better future.

> "You think us the sad remnants of a bygone era. We shall see, human, when we pluck this world from your grasp with the ease that a child picks up a bauble."
>
> – Aistra-khaille, Seer of Lugganath

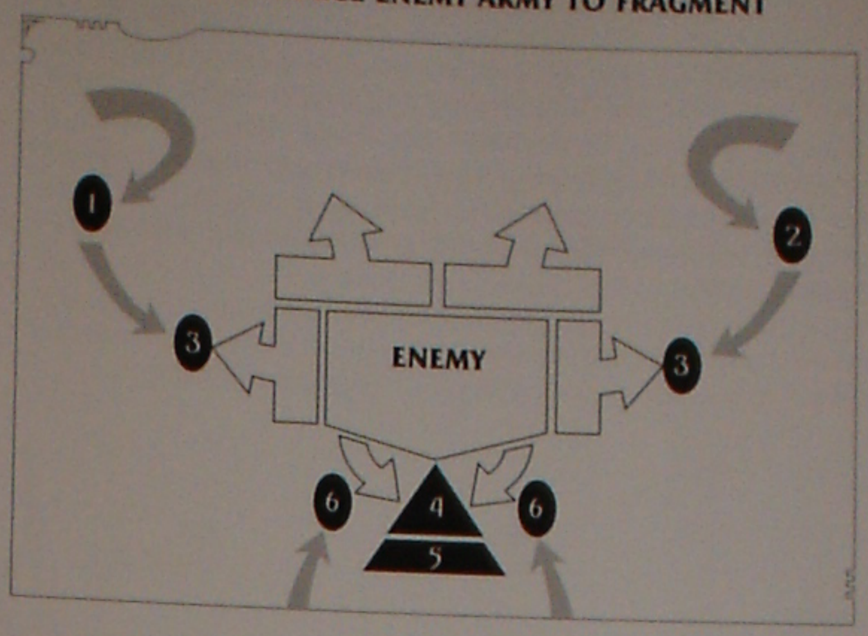
ELDAR ASSAULT

The diagrams here show a classic Eldar technique for destroying an enemy army that outnumbers them many times over.

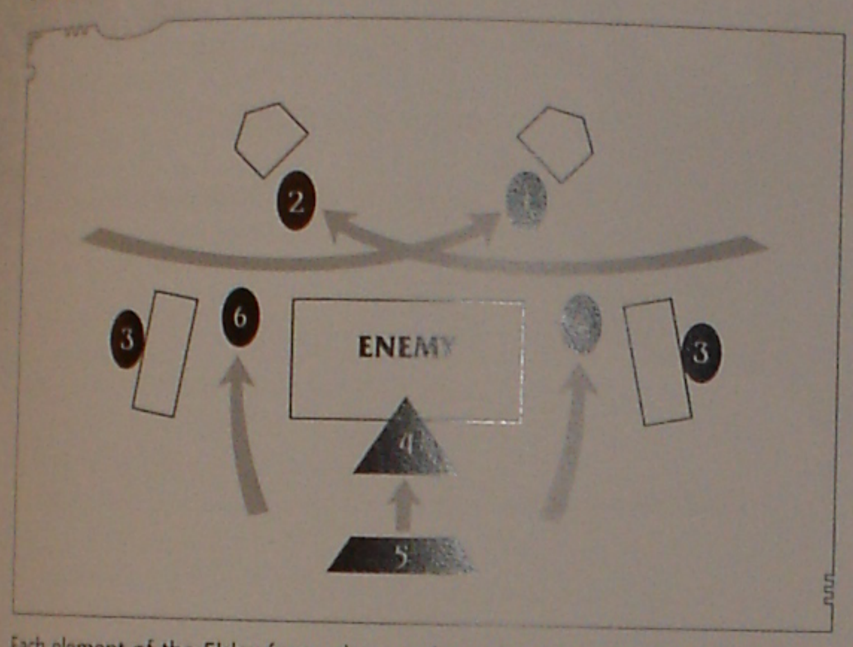
PHASE 1 – ELDAR SURROUND ENEMY ARMY



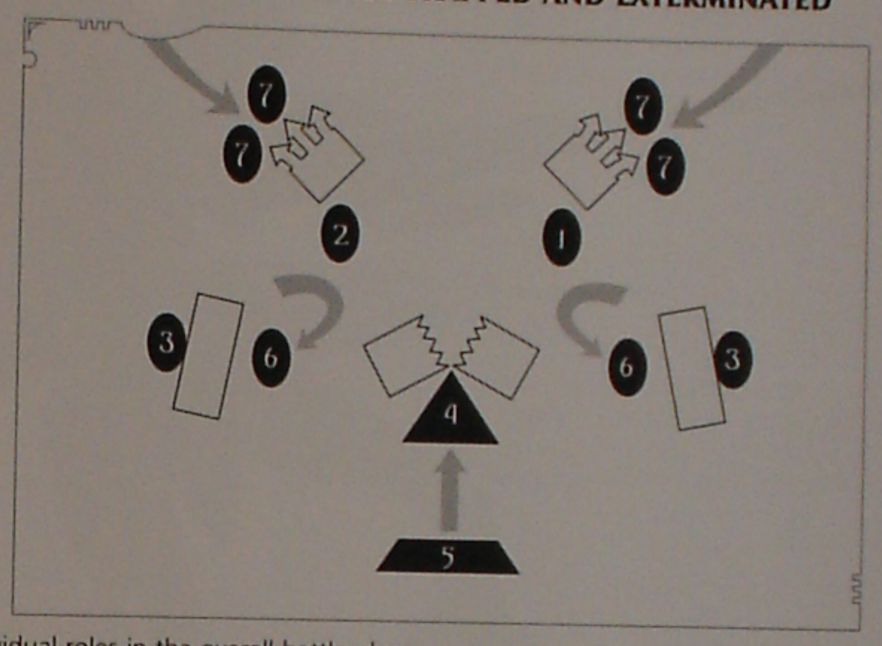
PHASE 2 – ELDAR FORCE ENEMY ARMY TO FRAGMENT



PHASE 3 – ELDAR ISOLATE ENEMY FORCES



PHASE 4 – ENEMY FORCES TRAPPED AND EXTERMINATED



Each element of the Eldar force shown above is a separate warhost with individual roles in the overall battle plan.

1 EDRUTH ENFAOLCHU (THE FLIGHT OF FALCONS)
This warhost contains several Falcon grav tanks and Fire Prisms. They outflank the opposing army, destroying any enemy armour and scything down heavily armoured foot troops. As the foes' anti-tank weapons move to counter them, the warhost continues on, speeding from danger and attacking from another direction.

2 BAHARAIN MIERLECH (THE DUSK WIND)
This is a warhost of Wild Riders of Saim-Hann riding to war upon jetbikes and Vypers, who attack at the same time as the grav tanks of the the Edruth Enfaolchu but from the opposite flank. Using hit-and-run attacks, they bait the enemy into a counter-attack and then depart before the enemy reaches them.

3 THIELLAN AQ SAIM (THE COILED SERPENT)
These are perhaps the archetypal Eldar strike forces, consisting of specialist teams of Aspect Warriors mounted in grav tanks. They harry the flanks of the foe until the enemy divides itself in an attempt to intercept. Only then do the deadly warriors inside the grav-transports leap into battle, annihilating those who presume to match them on equal terms.

4 FEDHIEIN ZARAKHAIN (THE STORM OF KHAINE'S WRATH)
This warhost is comprised of two waves; the first containing Dire Avengers and Guardians, the second Aspect Warriors led by the Avatar of Khaine. When the vanguard of the Eldar armies engage the foe, the first wave will fall back slowly, drawing the enemy towards the Fedhiein Zarakhain firebase and the waiting Avatar. Whilst the opposing army is faltering under the fusillades of the nearby Eldar firebase, the Avatar leads his charging Aspect Warriors forth with irresistable force.

5 MUREHKETH BEIN HEKHITA (THE STING OF GRIEF)
The more static and durable elements of the Craftworld's army make up this warhost, amongst their number Dark Reapers, War Walkers, Support Weapon batteries and Phantom Titans. The opposing army cannot attack headlong without exposing their flank to the Aspect Warriors, and should be sufficiently weakened already by the Wind Rider hosts to be outmatched in any exchange of firepower.

6 KHARUTHIANN (THE FIRST RAYS OF DAWN)
Scorpion super-heavy grav tanks and Revenant titans are held in reserve close by, and will commit to the fighting if the enemy close in strength upon the firebase. Should their intervention not prove necessary they will come forward to add their might when the Aspect Warriors make their assault.

7 KHAELA NAIA MAUGETATH (THE BLOODY HARVEST)
The last elements of the Eldar force to move into position are the swiftest Aspect Warriors in the warhosts; Swooping Hawks, Shining Spears and Warp Spiders. They either redeploy from their previous engagements at a psychic signal from a Farseer or move in at a prearranged signal from their Autarch. Foes who seek to make their escape from the trap unfolding around them are inevitably cut down by these lightning-fast interceptors.

ELDAR MOVEMENT **ENEMY MOVEMENT**

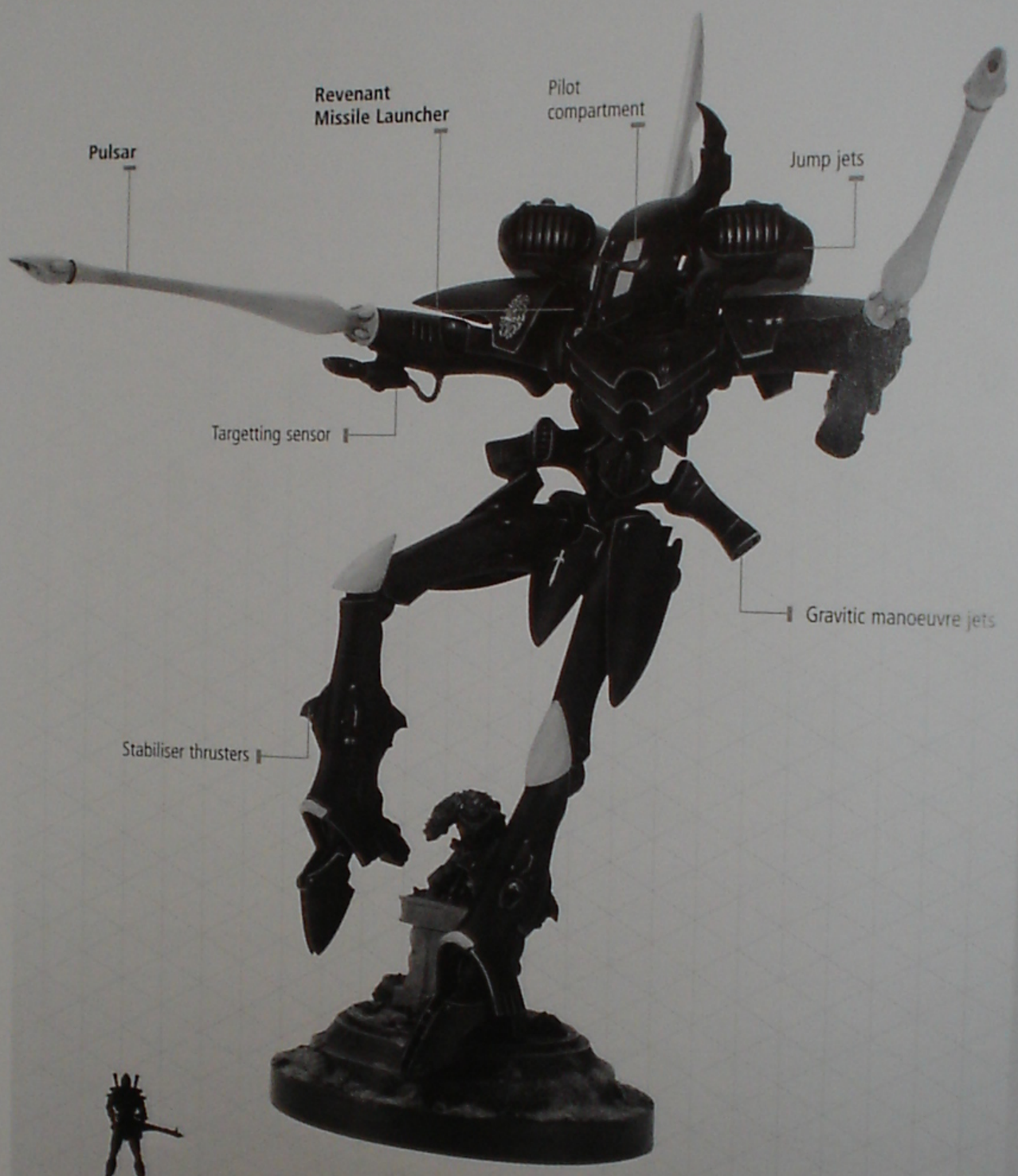
REVENANT TITAN

POINTS: 800

The Revenant is the smallest of the Eldar Titans, though it still towers over the Scout Titans of the Imperium. All Eldar Titans are agile and graceful constructs, but the Revenant's compact size allows it to move with a swiftness and smoothness quite simply impossible for the war machines of other races. The Revenant uses image-distorting Eldar fields, projected from its rear wing, to confuse enemy targeters. This holo-field is the Titan's principal defence, as its wraithbone construction is comparatively lightweight to aid its awesome speed and manoeuvrability.

The Revenant also mounts a number of powerful jump jets, turning its movement into a series of drifting leaps, or even gentle floating sweeps over the battlefield. Despite this almost ethereal gait, the Revenant Titan is a well-armed, powerful adversary. Its standard arsenal comprises two pulsars, capable of crippling an enemy Titan at long range, and also a rapid firing missile launcher for close defence.

A Revenant's pace, agility and ability to leap difficult terrain allows it to harry the enemy lines in quick scouting raids before disappearing with the same terrifying speed. Revenant Titan crews are small, their prodigious skills enhanced by the spirits contained within their war machine's wraithbone core, as is the case with all Eldar Titans. In many cases, two siblings each pilot a Revenant Titan. They then hunt in a pair, psychically linked to one another by their bloodties.



Size Comparison

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1

UNIT: 1 Revenant Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT: Two pulsars or two sonic lances. One Revenant missile launcher.

SPECIAL RULES:

Eldar Titan Holo-fields.

Agile: In the Shooting phase the Revenant may divert some of the energy from its Primary Weapons towards its legs, so it can choose to either:
- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

Jump Jets: Instead of moving normally, the Revenant may engage its jump jets. This allows it to travel up to 36" in the movement phase, ignoring all terrain and models as it does so. It may not land on friendly units or difficult/dangerous/impassable terrain, but it can land on enemy units, resolving this as a Tank-shock. If it uses its jump jets the Revenant may not fire its Primary Weapons nor use the Agile rule that turn, but it may assault as normal.

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" blast, Primary Weapon
Sonic Lance*	Hellstorm	X	2	Heavy 1, Primary Weapon, Pinning
Revenant Missile Launcher	24"	5	3	Heavy 4

* To fire the Sonic Lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 3+ regardless of their Toughness. Against vehicles the Sonic Lance rolls 3D6 for armour penetration.

CLOUDSTRIKE SQUADRON

POINTS: 100 + MODELS

Cloudstrike Squadrons are famous for their stealth and their lethal fusillades of heavy weapons fire. A Cloudstrike Squadron's target will often meet its doom even before it realises that it is under threat.

Eldar legends tell of Falcon, or 'Faolchu', whose talons left traces of liquid fire across the sky. Falcon was the consort of the Great Hawk and deliverer of the sword Anaris. The primary grav-tank of the Eldar armies is named after this divine messenger, for it too is synonymous with deliverance and speed. Of all Falcons it is those formed into Cloudstrike Squadrons that embody these principles the most.

Cloudstrike Squadrons do not fight as normal grav-tanks, but instead specialise in low-altitude flight. Their pilots hide their grav-tanks amongst the clouds, holofields seamlessly blending the pale undersides of their vehicles with the skies above.

Many Cloudstrike Squadron pilots supercharge their pulse lasers whilst hidden in this way, the better to destroy enemy armour when they finally reveal themselves. Though this drastically reduces the lifespan of the Falcon's main armament, the devastation caused by a diving Cloudstrike Squadron speaks volumes about the tactic's efficacy.

Dhu'ra Ghelemon Enfaolchu (Cloudstrike Falcons)
Saim-Hann Craftworld
The Cleansing of Vaul's Blade

During the punitive campaign the Eldar called the Cleansing of Vaul's Blade, a trio of Falcons terrorised the armoured columns of Imperial tanks that trundled between the shattered agri-domes of Lilith's Fugue, an Eldar Exodite World. The Eldar prioritised the destruction of the Baneblades at the head of the armoured column and the Emperor's Wrath Artillery Company at its rear, trapping the rest of the column between the wrecks as they traversed a narrow gorge. In the space of two days a single Cloudstrike Squadron accounted for no less than sixty Imperial tanks, whose clumsy turrets could not be brought to bear on their airborne assailants.

FALCON COMMAND TANK

Mhateoquis (Truestrike)

The command tank carries an additional sensor beacon that allows the other Falcons to stay in tight formation even at extreme speeds.

The underside of the Falcons in a Cloudstrike Squadron is usually pale in colour, disguising the craft whilst they approach their ideal strike point.

FALCON GRAV-TANK

Valcrylle (Harbinger of Destruction)

FALCON GRAV-TANK

Ethaniel (Vigour of Youth)

FORMATION:

3+ Falcon grav-tanks. One must be marked as a command tank.
All Falcons must have the holo-fields upgrade.

SPECIAL RULES:

Strike Force: All units in the Cloudstrike Squadron must be deployed within 6" of the command tank or, if coming on from Reserve, they must enter the table within 6" of the point entered by the command tank.

Sky Hunters: If, at the beginning of your turn, all models in a Cloudstrike Squadron are within 6" of the command tank, the entire Squadron can choose to become Flyers until the beginning of its next turn. However, the Falcons in the Squadron may not fire their weapons in a turn that they fly.

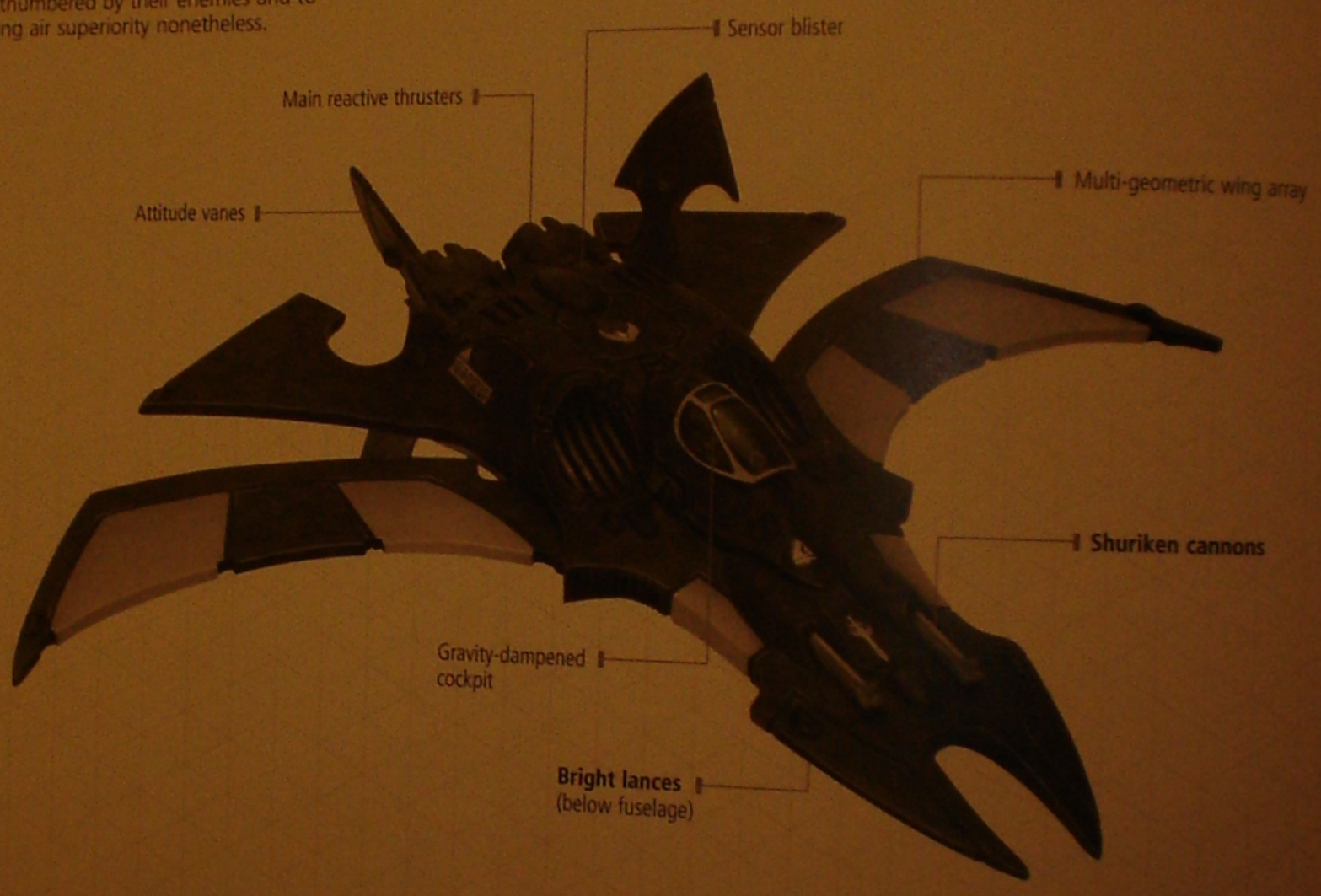
Supercharged: Cloudstrike Squadron pilots often spend time supercharging their pulse lasers in readiness for one devastating strike. If a Cloudstrike Squadron does not fire in a given Shooting phase (while flying, for example), then in the next Shooting phase all the pulse lasers in the Squadron are treated as having the Lance special rule.

NIGHTWING INTERCEPTOR

POINTS: 285

The Eldar are quite simply the masters of the sky. Their flyers exhibit a speed that would tear apart the aircraft of other races, were their engines even capable of achieving such a velocity. The agility with which Eldar aircraft jink, roll, twist and dodge would send all other flyers spiralling groundward in an uncontrollable plummet, and yet the Eldar pilots effortlessly escape from these hazardous, barrelling rolls time and time again, breaking into burst after burst of incredible straight line speed before diving into the next insane series of lurches and falls. Fastest of all, even amongst Eldar aircraft, is the Nightwing interceptor. The Nightwing uses its shocking pace to descend on an enemy virtually unseen, harrying and disorienting its target, delivering the fatal blow with its shuriken cannons and bright lances before escaping with the kind of speed and agility that make the Nightwing virtually impossible to pursue or counter-intercept.

Eldar Nightwing pilots are accustomed both to being outnumbered by their enemies and to establishing air superiority nonetheless.



Size Comparison

The Eldar sky host known as Lileath's Blade located and destroyed no less than sixty-six Chaos Hell Talon fighters during the first week of the Chagris Incursion despite the Blade only numbering four Nightwing Interceptors.

UNIT: 1 Nightwing Interceptor

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:
- Two shuriken cannons
- Two bright lances.

BS	ARMOUR FRONT	SIDE	REAR
4	10	10	10

WEAPON	RANGE	STR	AP	SPECIAL
Shuriken cannon	24"	6	5	Heavy 3
Bright lance	36"	8	2	Heavy 1, Lance

SPECIAL RULES:

Impossible Manoeuvres: The Nightwing can move a minimum of 18" rather than the usual 36" required for flyers.

Interceptor: When targeting other flyers, the Nightwing's weapons count as being an anti-aircraft weapons (rolling to hit using its BS as normal instead of needing 6s).

Chasing Shadows: The Nightwing is protected by banks of highly advanced systems designed to mask it from the enemy, which when combined with its supreme agility make it virtually impossible to track. The Nightwing counts as equipped with Eldar Titan Holo-fields (page 96).

ASPECT ASSAULT WAVE

POINTS: 75 + MODELS

The elite warrior caste of the Eldar armies is that of the Aspect Warrior. Each Aspect has its own ritual wargear and specialities, excelling at a facet of battle to the exclusion of all else. Unsupported, this extreme specialisation can work against them, but that is not the Eldar way. When the Aspect Warrior squads combine their abilities, each unit compliments the next and their individual battle roles flow together into a symphony of devastation. Never is this unity of purpose better demonstrated than in the much-feared Aspect Warrior assault waves. Swooping across rubble-strewn battlefields in sleek Wave Serpent transports, Aspect Warrior assault waves are capable of collapsing an entire battle line with one well-placed charge. With the aid of a shield enhancer mounted on the leading Wave Serpent, the shimmering energy fields surrounding the hulls of these grav-tank transports bleed into one another. This forms a bow wave of force potent enough to deflect the heaviest firepower as the Eldar close in. Furthermore, whilst the command vehicle is intact this forcefield can be projected forwards in a great tidal wave of crackling force, typically a moment before the Aspect Warriors deploy. This can stun and even paralyse the foe, leaving them easy prey for the graceful and deadly aliens that fall upon them.

Moirakhainath (The Bloody Hand)
Saim-hann Craftworld,
Battle of the Dawn Sorrow

FORMATION:

3+ ten-strong Aspect Warrior squads. Each squad must include an Exarch and have a Wave Serpent transport.

1 Autarch. The Autarch rides in one of the Wave Serpents, which must be marked as the command tank.

SPECIAL RULES

Strike Force: All units in the Assault Wave must be deployed within 6" of the command tank or, if coming on from Reserve, they must enter the table within 6" of the point entered by the command tank.

Forcetide: When advancing in a tight formation, Wave Serpents can combine their energy fields into a great tide of force. They have the Energy Field special rule as detailed in their Codex entry, with the following amendment. If a Wave Serpent is within 6" of the command tank and both are still mobile, any ranged attack against the Wave Serpents from their front or side arc with a Strength of greater than 7 counts as having a Strength of 7.

Force Tsunami: The Wave Serpents in an Assault Wave may project their energy fields. If the command vehicle is still mobile, the Wave Serpents may project their force fields instead of shooting. Roll a D6 for each Wave Serpent from the Assault Wave that is within 6" of the command tank; the total is the radius of the Force Tsunami, measured from the command vehicle. Any unit within this radius (friend or foe) must take a Pinning test.

SPIRIT HOST

The Eldar are loathe to rouse the spirits of the dead from their rest within the Infinity Circuit, but when a threat arises that the Aspect Warriors and Guardians cannot defeat, the Spiritseers will assemble a Spirit Host. In battle the Spirit Host forms a cadre of resilient warriors to withstand the enemy attack, supported by longer ranged weapons.

POINTS: 25 + MODELS

Able to endure the fiercest enemy firepower, the Spirit Host gives the more mobile elements of the Eldar army the time they need to get into position to strike. Iyanden, having suffered heavily in its fight against the Tyranid invasion, has the largest Spirit Host of any Craftworld, invariably led into battle by the chief of their Spiritseers, Iyanna Arienal.

Arbiel-Tann (Remembered Glory)
Iyanden Craftworld
Tyranid Invasion

FORMATION:
1 Warlocks unit* and 3+ of the following units:
Wraithguard unit,
Wraithlord.
*All of the Warlocks must be upgraded to Spiritseers.

> "To deny death, and impart her cold kiss to others. That is the way left to us."
>
> – Iyanna Arienal, the Angel of Iyanden.

SPECIAL RULES:
Strike Force: All models in the Spirit Host must be deployed within 12" of the Warlocks unit, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Warlocks unit.

Living Ancients: The gathering of a Spirit Host is of great moment to the Eldar, and warriors fighting alongside the incarnations of their great heroes will fight all the harder. Every Eldar unit within 12" of a Spirit Host unit is Fearless.

WIND RIDER HOST

The Eldar way of war focuses on speed and overwhelming concentration of force. Nowhere is this epitomised more than in the Wind Rider hosts. Made up of some of the fastest vehicles in the galaxy, a Wind Rider host can strike without warning before swiftly evading any counter-attack. With several sweeping passes the Wind Rider host targets enemy transports first, leaving the foe immobilised and disorganised, ready for the slower elements of the Eldar army to close in for the kill. The most famed Wind Rider hosts come from the Wild Rider clans of Saim Hann Craftworld – flights of red-sheened Jetbikes and Vypers piloted by skilled, glory-seeking warriors.

POINTS: 100 + MODELS

JETBIKE SQUADRON LED BY AUTARCH

Hethlarai (Swordpoint)
led by Chieftain Fell Winter

Baharhaln Mieruan
(Twilight Wind)
Saim-Hann Craftworld
Battle of the
Iron Storm

JETBIKES

Mitharath
(The Shining Moon)

JETBIKES

Khapharon Ath Etir
(Shimmering Blade of
Destruction)

VYPER JETBIKE

Amethir (The Talon)

VYPER JETBIKE

Falimeth (The Hawk)

FORMATION:

1 Autarch on Jetbike and 5+ units from the following list:
Farseer on Jetbike,
Warlocks unit on Jetbikes,
1+ Guardian Jetbike Squadron,
1+ Vyper Squadron.

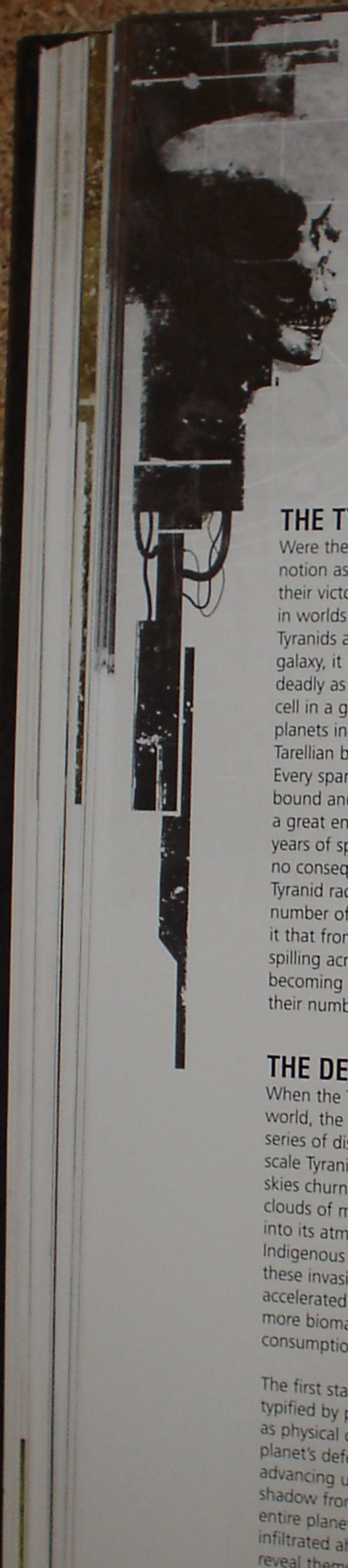
> "We pass as the zephyr, but strike as the tornado. Despair upon seeing our host."
>
> – Thrithlianne Yngirsbane of Saim-Hann

SPECIAL RULES

Strike Force: All units in the Wind Rider Host must be deployed within 18" of the Autarch, or, if coming on from reserve, they must enter the table within 18" of the point entered by the Autarch.

Outflank: The Wind Rider host can use its incredible speed to encircle the foe. The models in the Wind Rider host have the Flank March strategic asset.

Strategic Redeployment: Highly mobile and independent, a Wind Rider host moves swiftly across the battlefield. The models in the Wind Rider host get a single Strategic Redeployment strategic asset.



TYRANIDS

The Tyranid race is an utterly alien super-predator comprised of countless billions of warrior lifeforms. When the Tyranids identify a prey planet, grotesque Hive Ships disgorge waves of biological horrors onto its surface, where they slaughter and consume every living thing they encounter.

THE TYRANIDS

Were they to comprehend such a human notion as war, the Tyranids would count their victories not in armies destroyed but in worlds consumed. To understand the Tyranids and the threat they pose to the galaxy, it must first be understood that as deadly as each Tyranid may be, it is but a cell in a gigantic macro-organism that eats planets in much the same way as a Tarellian bloodshark might eat a man. Every spark of life in the Tyranid race is bound and interlinked into a single mind, a great entity that stretches over light years of space. Individual creatures are of no consequence. When a tendril of the Tyranid race reaches a world, such is the number of bio-constructs unleashed upon it that from orbit they appear as ink spilling across a map, each continent becoming black with alien invaders as their numbers swell to titanic proportions.

THE DEATH OF A PLANET

When the Tyranids begin to prey upon a world, the invasion typically occurs in a series of distinct stages. Early signs of full-scale Tyranid assault upon a planet are the skies churning and thickening as great clouds of microscopic spores are released into its atmosphere by orbiting Hive Ships. Indigenous flora and fauna is perverted by these invasive Tyranid entities, forced into accelerated growth so that there is all the more biomass to reap during the final consumption of the planet.

The first stages of a Tyranid invasion are typified by psychological assaults as much as physical ones. Despair settles over the planet's defenders as the alien creatures advancing upon them cast a psychic shadow from beyond the void. Across the entire planet, hidden organisms that have infiltrated ahead of the main swarms reveal themselves, sowing panic, rebellion and disorder. Wheeling flocks of Gargoyles blot out the sun, herding prey species together so that the swarms might harvest their biomass more efficiently. As the invasion begins in earnest, mycetic spores hammer out of the skies like gigantic hailstones, each wet impact heralding the arrival of yet another brood of killers.

The latter stages of invasion are typified by waves of attack-beasts, each a great horde that outnumbers its prey many times over. When observed from a height these seem to ripple across the surface of a planet like the muscular pulses of a colossal digestive system. Those who witness such a mind-shattering sight know that nowhere is safe, often throwing themselves to their deaths rather than becoming victims of the repulsive swarms flowing all around them.

THE UNSTOPPABLE SWARM

When the Tyranid assault is at its height, the battlefield resembles a scene from the fevered dreams of a madman. Lightning rips across the firmament as the skies themselves rebel, illuminating miles-long tides of aliens that crash into and over the fortifications of the prey. Chitinous bodies fly apart as thousands of Gaunts are expended merely to deplete the enemy's ammunition. Sinister hive-broods comprised of dozens of synapse creatures advance unhindered by enemy missile fire, rictus grins of needle-sharp teeth betraying their malign intent as they psychically spur their charges forward. The skies turn black and the air fills with infernal screeching as winged Tyranids soar above the battlefields, falling upon isolated enemy units in ravening flocks. Hordes of scuttling Genestealers flow into sewer systems and abandoned buildings, plucking the hidden and the cowardly from their boltholes. The planet's defences are usually no more threat to the innumerable Tyranids than a single farmer trying to stop a swarm of ravening locusts.

Should the enemy prove particularly well-armed or tenacious, the incessant bombardment of mycetic spores will yield larger and larger bio-constructs. Groups of Carnifexes, living battering rams of pure muscle and chitin, smash apart rockcrete fortifications as if they were made of eggshell. Within enemy territory the ground itself trembles as if in fear, rupturing and collapsing as towering Trygons and snake-tailed Raveners claw their way from the earth and into the stunned ranks of the foe. Most monstrous of all are the gargantuan bio-constructs and bio-Titans that the Tyranids deploy when encountering extreme resistance. Heirodules, fortresses of flesh armed with the dreaded bio-cannons, wade through seas of lesser aliens as heavy weapons fire pelt like rain off their carapaces. Larger still are the legendary Heirophant bio-titans, spider-limbed monstrosities the size of cathedrals, each capable of ripping open a super-heavy tank with the flick of a serrated claw.

THE IMPERATIVE OF THE HIVE MIND

By the time the enemy resistance has been broken, the land itself will have begun to transmute into a hellish quagmire of broken corpses and boiling vats of Tyranid mucous known as digestion pools. It is at this point the last waves of the Tyranid invasion will begin the nauseating task of consumption. These primarily comprise voracious feeder-organisms that devour every biological thing in their path, from the tiniest blade of grass to the corpses of those that dared stand before the swarm. Once the planet has been scoured clear of life-forms the remaining Tyranids will throw themselves into the digestion pools to be boiled down into a thick biological gruel. This is then absorbed by great capillary towers and funnelled back to the Hive Ships, and used to form more Tyranids by the bloated mother ships known as Norn Queens. In this way, those that fight against the Tyranids are assimilated and used to create yet more alien warriors. When the Tyranids have finished feeding, the entire world is stripped completely bare, leaving nothing but the barren husk of a violated planet in the wake of the invasion.

> "To fight the Tyranids by traditional means is to foolishly move a beach one grain at a time."
>
> Inquisitor Kryptmann

TYRANID INVASION PATTERNS

Tyranids attack in great waves, each more terrible than the last. Though these may seem like discrete armies unto themselves they often bleed into each other in a great mass of killing machines that falls upon the foe in a stabbing, tearing frenzy.

1. VANGUARD

Tyranid vanguard entities gather genetic and topographic information, communicating it to the Hive Mind through psychic or pheremonal channels. Command structures are disrupted or destroyed. Rebellion and panic is sown throughout the populace.

TRANSPORTATION: Infiltration (space hulks, freighters, etc)

TYRANID ENTITIES:

Lictors
Tyranicus Chameleo
Lictors identify population centres and transmit information about the prey back to the Hive Fleet.

Broodlords
Corporaptor Primus

Genestealers
Corporaptor Hominis

Harridans
Tyranicus Biennis

Gargoyles
Gauntii Avius

2. PRIMARY INCURSION

Mycetic Spores arrive, deploying countless minor attack organisms whose function is to deplete enemy resources, identify centres of resistance and engage the front line of defence, allowing larger synaptic organisms to approach.

TRANSPORTATION: Mycetic Spores

TYRANID ENTITIES:

Genestealers
Corporaptor Hominis

Termagants
Gauntii Virago

Spinegaunts
Gauntii Plures

Deathgaunts
Gauntii Interimo

Hormagants
Gauntii Gladius

Tyranid Warriors (winged)
Tyranicus Gladius Avius

Hive Tyrants (winged)
Tyranicus Praefacto Avius

Other Gaunt variants also commonly deployed at this stage

PREY PLANET

CONSUMPTION SWARMS

Once the enemy has been encircled and overcome the Hive Fleets will begin the process of consumption. This is largely typified by great living carpets of voracious devourer organisms known as Rippers. There is little recorded data about the consumption process due to the fact it is only initiated when the Tyranids have slaughtered all who stand before them.

3. SYNAPSE SWARM

Should the enemy still prove capable, the Hive Fleets will alter the content of the mycetic spores to include larger bio-constructs and self-sufficient synaptic nodes to better control the Tyranid attack. Most centres of resistance are defeated at this stage. If this is the case the Hive Fleets will initiate the consumption process. If the enemy proves capable of repelling even the Synapse swarms, the Hive Fleets will deploy larger line-breaker units and gargantuan assault organisms.

TRANSPORTATION: Mycetic Spores

TYRANID ENTITIES:

Tyranid Warriors
Tyranicus Gladius

Genestealers
Corporaptor Hominis

Biovores
Tyranicus Patris Boletus

Hive Tyrants
Tyranicus Praefacto

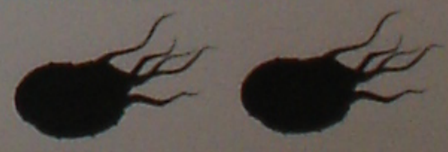
Tyrant Guard
Tyranicus Scutatus

Zoanthropes
Tyranicus Animus Aborrens

4. HEAVY ASSAULT WAVE

Tertiary incursions are characterised by massive assault organisms ranging in size from battle tanks to Titans. This attack wave also includes rapid response forces that burrow directly into fortified areas bristling with heavy firepower, thereby bypassing their guns.

TRANSPORTATION: Mycetic Spores



TYRANID ENTITIES:

Carnifexes
Carnifex Voracio

Hierodules
Tyranicus Gigantis

Hierophants
Tyranicus Patris Boletus

Trygons
Tyranicus Ophidicus Maxima

Raveners
Tyranicus Ophidicus Subterra

also HARUSPEX, MALEFACTOR, EXOCRINE, DOMINATRIX species

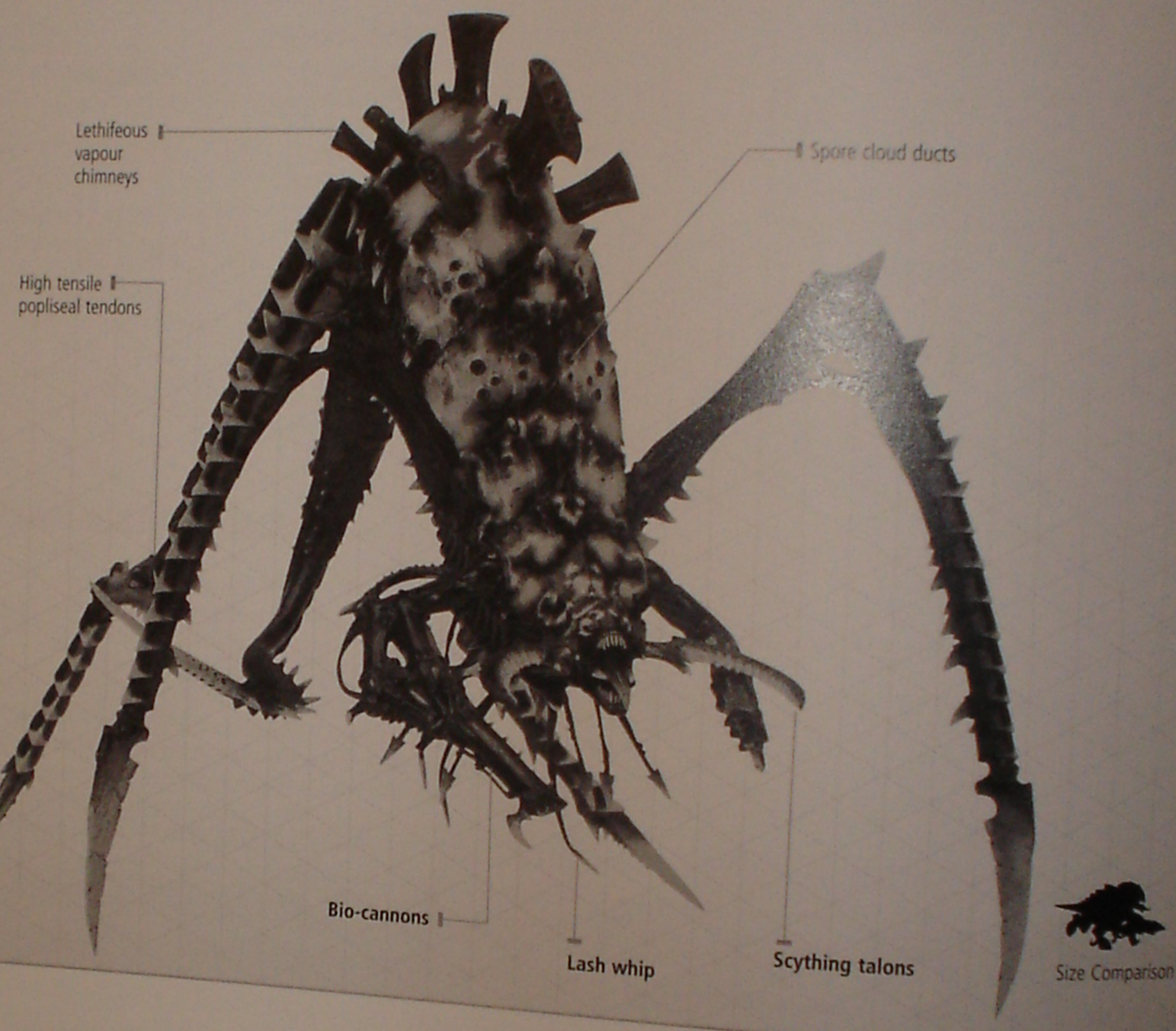
HIEROPHANT BIO-TITAN

POINTS: 1250

The Hierophant bio-Titan is an immense and hideous creature. It towers over the battlefield, bristling with spines, tendrils and symbiote weapons. Hierophants are the largest Tyranid assault organisms yet encountered, comparable in size and power to the God-Machines of the Titan Legions.

Hierophants are likely to be found at the forefront of a Tyranid heavy assault wave, striding forwards on viciously barbed legs, shrugging off enemy heavy weapons fire, and reducing swathes of their prey to toxic soup with their bio-cannons before smashing into the enemy lines with devastating force. The Hierophant has several defensive adaptations that make it capable of enduring the firepower of entire enemy armies. Its iron-hard carapace is bolstered by a crackling warp shield, it has the ability to reknit damaged tissue and possesses many spiny tendril-symbiotes that protect its comparatively vulnerable underbelly – living ropes of sinew that lash out to strangle and maim anything that dares to get too close.

The Hierophant also has one last natural defence. This nightmarish bio-construct constantly exudes a cloud of highly toxic poisonous spores from vents in its armour plates. These spores form a toxic cloud around the Hierophant that chokes and burns any prey organisms foolish enough to get in its way. A rampaging Hierophant is all but unstoppable, and only the incredibly potent weapons used by the Legio Titanicus have any hope of bringing one down before it rips the enemy battleline to shreds.



UNIT: 1 Hierophant

TYPE: Gargantuan creature

WEAPONS AND EQUIPMENT:
- Two Bio-cannons
- Spore cloud
- Scything talons (bonus Attacks included in profile)
- Lash whip
- Regenerate
- Toxic miasma

PSYCHIC POWERS: The Hierophant is a psyker and has the Warp Field power.

WS	BS	S	T	W	I	A	LD	SV
6	3	10	9	10	3	8	10	2

WEAPON	RANGE	STR	AP	SPECIAL
Hierophant Bio-cannon	48"	10	3	Assault 8

SPECIAL RULES:

Agile: In the Shooting phase the Hierophant may choose to either:
- Fire all available weapons, as normal.
- Fire 1 Bio-cannon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per Fleet of Foot).

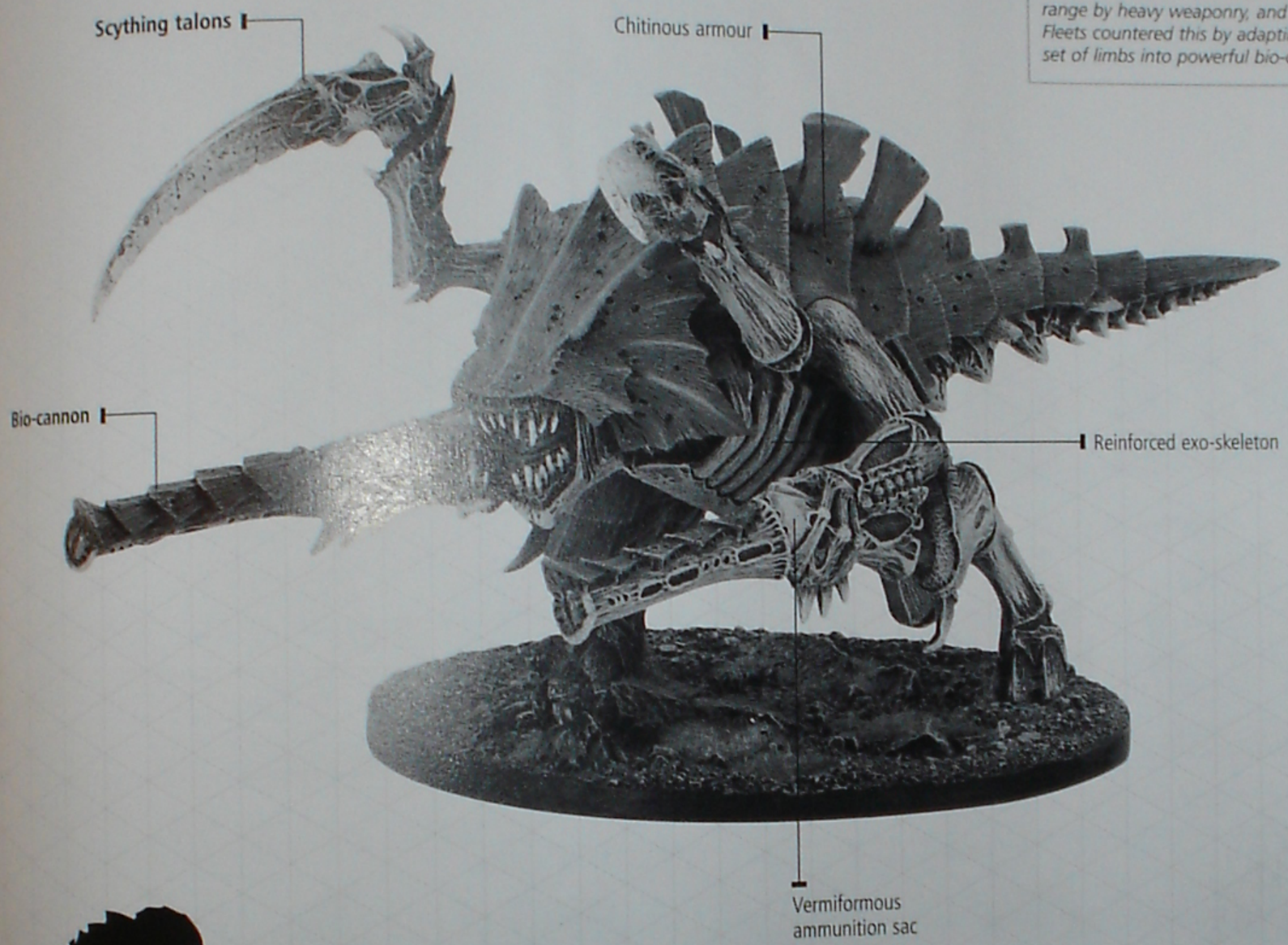
Spore Cloud: The Hierophant is surrounded by a cloud of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike with an Initiative of 1. They hit automatically and always wound on a roll of 4+ (they cannot affect vehicles).

BARBED HIERODULE

POINTS: 700

The Hierodule was first recorded during the invasion of Hamman's World, a small Imperial colony close to one of the tendrils of Hive Fleet Kraken. Originally a close combat creature with four scythe-like claws, soon Hierodules with deadly bio-cannons began to appear amongst the Tyranid organisms. Named the Barbed Hierodule by Imperial authorities, this latter strain of the Heirodule genus is a deadly combination of ranged power and close assault destruction. The Hierodule is protected by thick armour plates that allow it to shrug off many weapon attacks without harm; those that do penetrate the bulky chitin do little damage to a creature of such immense mass. Thus protected, the Hierodule can fire its bio-cannons at the foe, providing supporting fire while it advances to finish off its prey in close combat.

The Barbed Heirodule is thought to be a genus mutation of the Scythed Heirodule (Sica Heirodule Domitor). The Scythed Heirodules encountered upon Hamman's World were often neutralised at long range by heavy weaponry, and the Hive Fleets countered this by adapting the rear set of limbs into powerful bio-cannons.



Size Comparison

WS	BS	S	T	W	I	A	LD	SV
4	3	10	8	6	3	5	10	3

UNIT: 1 Barbed Hierodule

TYPE: Gargantuan creature

WEAPONS AND EQUIPMENT:
- One pair of scything talons (bonus Attack included in its profile),
- Two bio-cannons.

WEAPON	RANGE	STR	AP	SPECIAL
Hierodule Bio-cannon	48"	10	3	Assault 6

SPECIAL RULES:

Agile: In the Shooting phase the Hierophant may choose to either:
- Fire all available weapons, as normal.
- Fire 1 bio-cannon and move an extra D6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2D6" (as per Fleet of Foot).

SUBTERRANEAN SWARM

POINTS: 100 + MODELS

A Trygon is an immense beast capable of destroying swathes of enemies and crushing battle tanks. Lurking deep beneath the surface, it awaits the right moment to rise up out of the ground, bursting forth in the heart of the enemy army. To make matters worse, when large numbers of Tyranids concentrate in a single place, the underground vibrations caused by the Trygon's tunnelling attracts broods of Raveners towards it. Using their alien senses, the Raveners close in on the Trygon's position and join it, breaking the surface around the Trygon at the same time as it heaves itself clear of the ground. Riddled with tunnels, the weakened ground shakes and heaves as the creatures emerge, opening great holes and crevices, tumbling men from their feet and dismounting gun positions. Stunned by this, the foe are ill-prepared to stand against the swarm of bloodthirsty creatures now within the midst of their lines.

TRYGON

Tyranicus Subterra Extremis

First encountered on Devlan Primus, the burrowing Tyranid is a major concern to Imperial Strategos. Trygons and the Raveners that accompany them time their attacks to coincide with the assault of the main swarm, trapping their prey and eliminating the option to withdraw and regroup. Worse still, the subterranean swarm renders even the mightiest fortifications obsolete.

RAVENER BROOD

Tyranicus Ophidus Subterra

RAVENER BROOD

Tyranicus Ophidus Subterra

FORMATION:

1 Trygon,

2+ Ravener Broods (each unit must be at least three strong).

Rules for the Trygon can be found in Forge World's Imperial Armour Volume 4.

SPECIAL RULES:

Deep Strike: All units in the swarm must start in strategic reserve and must deploy by Deep Strike, starting with the Trygon. Other units must be placed within 12" of the Trygon. The Raveners may assault in the turn they arrive.

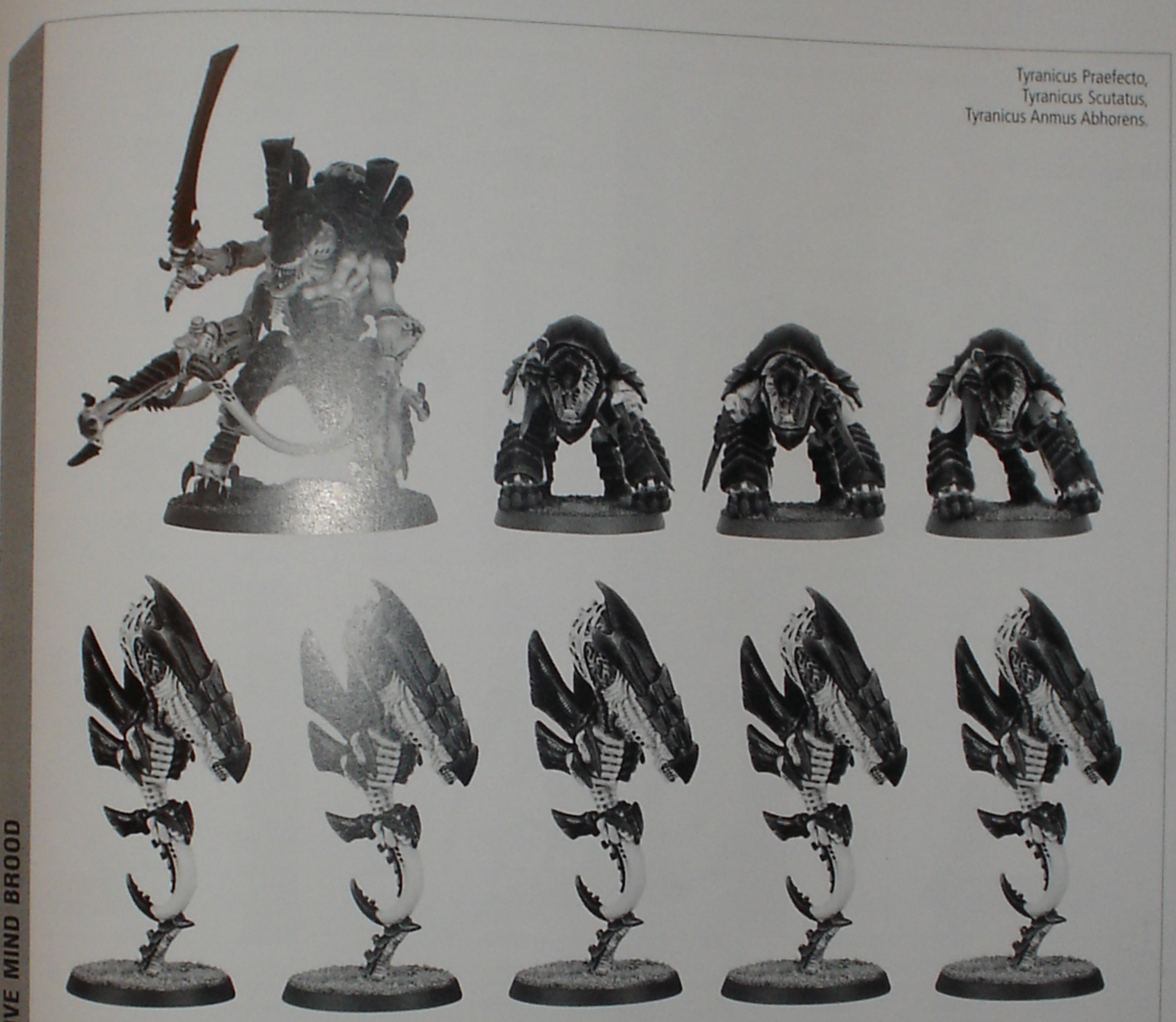
Tremor Zone: When the swarm arrives, it creates a great upheaval that sends troops sprawling to the ground. All enemy units within 6" of a model in the swarm once the final deep strike position has been determined must immediately test for pinning.

HIVE MIND BROOD

It is a natural instinct for Tyranid creatures to gather in broods of similar creatures, and within the largest swarms even the most powerful creatures have been known to band together. A Hive Mind Brood is a collection of the most potent Synapse creatures in a swarm, creating a living embodiment of the Hive Mind. The psychic potential of these creatures is enough to disrupt all psychic energy in the surrounding area. The so-called Shadow in the Warp gathers around them, driving enemies insane and stealing the minds of psykers.

POINTS: 50 + MODELS

Hive Mind Brood
Encountered during
Benephal Evisceration



Tyranicus Praefecto,
Tyranicus Scutatus,
Tyranicus Anmus Abhorens.

HIVE MIND BROOD

FORMATION:
A single unit consisting of: 1 Hive Tyrant, 3+ Tyrant Guard and 3-5 Zoanthropes.

"My men stopped firing, dropped to their knees, curled up into foetal balls. That weren't natural fear. They've evolved again, and this time it's something you can't just shoot."

- Sergeant Keller, Cadian 122nd 'Glorydogs'.

SPECIAL RULES:
The Shadow Draws Near: The Hive Tyrant must take the Shadow in the Warp psychic power as its second power, but it costs no extra points.

The Terror: In the Shooting phase, instead of doing anything else, the Hive Brood may choose to unleash a wave of alien psychic energy that blasts the foe with nightmarish visions. The range of this wave is 12" for each Zoanthrope in the brood, plus 12" if the Hive Tyrant is still alive, measured from any one of the Zoanthropes or the Hive Tyrant. All enemy units within range must take a Pinning test.

MYCETIC ASSAULT STORM

POINTS: 150 + MODELS

For a Tyranid Hive Fleet to devour a world it must first prepare the planet for consumption by unleashing a full-scale invasion. It would be wasteful for the Hive Fleets to send the Hive Ships themselves to the surface, risking planetary defences and endangering the health of the fleet itself. Instead thousands of Mycetic Spores are spat into the planet's atmosphere, each couching a vicious brood of alien horrors within a tentacled, womb-like sac. These plummet through the planet's atmosphere in a great fleshy hail until they reach the planet's surface, whereupon they split apart and disgorge their lethal passengers.

Should a Tyranid invasion encounter serious confrontation, the creatures sent down within the mycetic spores will be larger and more powerful. With the centres of resistance identified by previous assault waves, the Hive Fleets begin to concentrate their mycetic spore bombardment on specific locales. These offensives usually contain the largest of the Tyranid bio-constructs. When the Mycetic Spores finally hammer onto the battlefield their walls split apart and fold open like the mucus-draped petals of a repulsive flower. Unlike previous attack waves it is not a brood of razor-limbed Gaunts or Genestealers that emerges from the ruin of the spore but a mighty Carnifex or Heirodule. Even heavily fortified citadels and Imperial bastions are no obstacle to the onslaught of such truly powerful bio-constructs, and the ground shakes as more and more building-sized spores pound into the planet's crust. The mere sight of a hail of these grotesque conveyances disgorging their towering occupants can rob a defender of his sanity and, ultimately, his life.

Xenos Heavy Assult Force,
Encountered Epsilon Hive

FORMATION:
5 + Carnifexes
0 + Hierodules

"We thought it was over. We really did. Then the big ones began to rain down."

- Private Yuris, Bedlam III

SPECIAL RULES:

Sporestorm: All the models in the Mycetic Assault Storm must be placed in strategic reserve. Each individual creature is carried in a Mycetic Spore that gives it the Deep Strike special rule. When the models become available, choose an entry point. All units in the Mycetic Assault Storm must attempt to Deep Strike within 12" of this entry point, though scatter may take them outside this radius.

Fleshy Ruin: The repugnant remains of burst mycetic spores that have made planetfall can provide a measure of cover to their occupants before they collapse altogether. Models in the Assault Storm that have entered play via mycetic spore are treated as being in cover that grants a 5+ Cover Save until the beginning of their next turn. After this time the spores collapse into nothing more than sticky mucal remnants that have no more effect than causing an odious stench.

...S: 150 + MODELS

...heir mycetic spore
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ENDLESS SWARM

POINTS: 200 + MODELS

...l-scale Tyranid invasion is a horrific sight. Hive Fleets typically ...ack in waves, each comprised of millions of biological horrors. Such ...their number that to stand against them seems as futile as trying to ...hold back the sea. The first stage of invasion is horrific, consisting ...primarily of skulking terrors evolved to inspire panic in the native ...populace. However, the arrival of these creatures is akin to the first few ...drops that herald the thunderstorm. The doom of the planet only ...truly becomes apparent when the second wave attacks and the ...defenders realise the sheer number of aliens being disgorged onto ...their world.

Billions of gaunts are unleashed upon each prey planet, the expenditure of countless Tyranid lives a mere precursor to the greater onslaught soon to be set loose. Indeed, many xenologists believe that the more common species of Gaunt is employed primarily to exhaust enemy munitions, for if they are not killed as they rush ever closer, they will overwhelm gun lines and clog trenches in a living wave of stabbing, biting aliens. The sheer level of fright engendered by seeing an endless swarm of Tyranids intent on slaughter is enough to silence a weak heart, and running out of ammunition in the face of such an onslaught will break even the strongest spirit.

FORMATION:

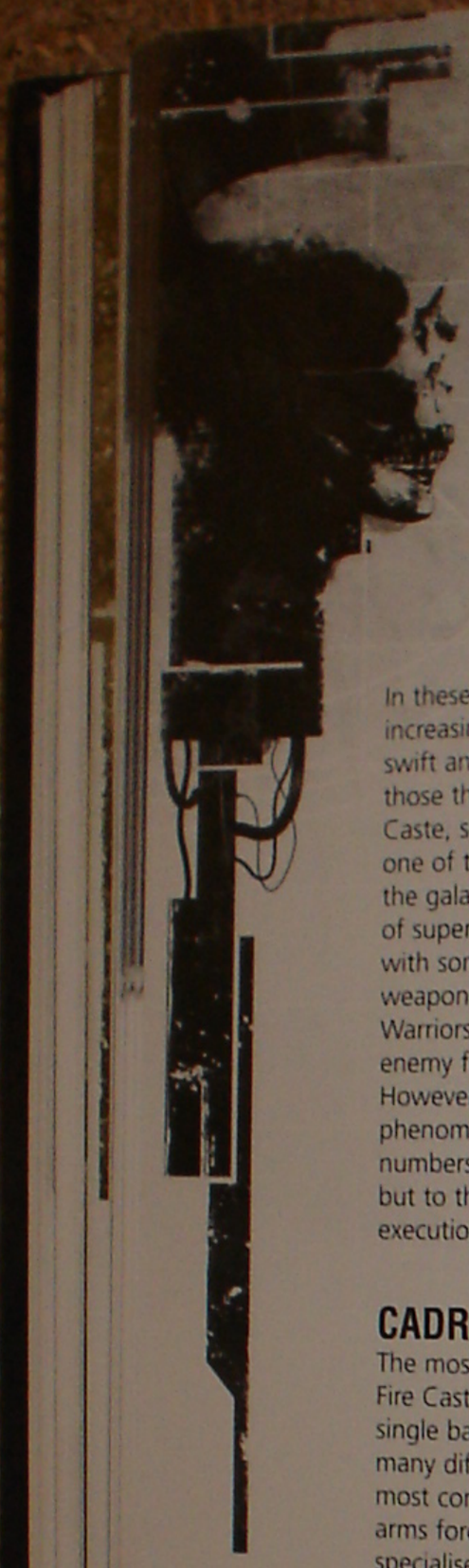
3+ Gaunt Broods,
3+ Hormagaunt Broods.
Each brood in an Endless Swarm must have a minimum of 20 models.

> "Another wave inbound! Man the walls!"
>
> – Castellan Trokton's Last Stand, Laveria Prime.

SPECIAL RULES:

Without Number: All units in an Endless Swarm have the Without Number rule, even though Hormagaunts may not usually have this option.

Bodies over Bullets: Such is the number of gaunts in an Endless Swarm that the opponent's ammo stocks run dry in their attempts to kill them all. If an enemy unit rolls five or more sixes in its 'to hit' roll against a unit from the Endless Swarm, it has temporarily run out of ammunition – the firing of the entire unit is nullified for that turn and no rolls to wound are made.



THE TAU EMPIRE

The Third Sphere Expansion is gathering ever-greater pace, and the Tau Empire is rapidly encountering a growing number of aliens – many of whom unwisely match themselves against the military might of the Tau before joining their empire.

In these war-troubled times, the Tau must increasingly demonstrate their power, with swift and overwhelming confrontation of those that oppose them. The Tau's Fire Caste, source of their empire's soldiers, is one of the most efficient war machines in the galaxy. Instilled with warrior pride, free of superstitious doctrine and equipped with some of the most advanced weaponry in the Eastern Fringe, the Fire Warriors are capable of meeting any enemy force and defeating them. However, the Fire Caste owes its phenomenal success not to strength of numbers, nor to its weaponry and armour, but to the meticulous planning and execution of well-practised strategies.

CADRES AND CONTINGENTS

The most common operational unit of the Fire Caste is the cadre, which consists of a single battlefield command. There are many different types of cadre. Although most commonly a cadre is a combined arms force of warriors and vehicles, more specialised cadres exist; fielding swift reconnaissance units, heavier weaponry or large numbers of alien auxiliaries. When several cadres fight together, they are grouped into a contingent. Often other groups such as Air Caste flights, Water Caste diplomatic assemblies and Earth Caste labour clusters accompany these contingents. Such multi-Caste forces are called coalitions. With its logistical support structure, a Tau coalition can rapidly assemble and deploy a Fire Caste contingent to all manner of different battlezones, equipped and ready to fight immediately.

The Tau devise the composition of most contingents and coalitions well in advance of any conflict, and there are many standardised formations to adopt given varying circumstances and enemy they expect to face. The coalition and groups within it have a number of different names, chosen to outline the function of the formation without unduly creating fear and anxiety in the wider Tau population. Such army titles include Emergent Crisis Expeditions, Encounter Observation Teams, Threat Dissipation Contingents, Rapid Envelopment Cadres and many others; as many of the Tau's foes have discovered, despite their innocuous labels, all of these forces exist for the single purpose of locating and destroying the enemy.

COMMAND PHILOSOPHY

Although battlefield authority resides solely with the Fire Caste commanders, they are not free to act as and when they wish. Fiercely proud, Fire Warriors will gladly lay down their lives for the cause but heavy casualties, last stands or protracted engagements are not conducive to furthering the aims of the Tau Empire, even if they would bring short-term victory. To maintain balance between the different Castes and species that make up the Tau empire, the actions of all forces, military and otherwise, are assessed and directed according to their benefit to the Greater Good. Thus, the ultimate arbiters of success, and those responsible for all strategic decisions, are those individuals that embody the Greater Good itself: the Ethereals.

> "There are certain things in war of which the Fire Caste Commander alone comprehends the importance. It is not his right, but rather his responsibility to send thousands to their deaths if millions will prevail. That is the heaviest burden of command, and it must be shouldered, alone."
>
> – Commander Puretide – The Ninety Ninth Meditation on the Way of the Commander.

The Ethereals provide the overall command element of any coalition. It is the members of the Ethereal Caste that deem whether a proposed course of action is for the Greater Good, or whether it clashes with the empire's overall aims. The Ethereals often point out that only they possess a genuine overview of the Tau Empire, and know the most far-reaching goals of the Greater Good. As the word of an Ethereal is sacrosanct, no Shas'el or Por'O would easily go against it. The Fire Caste may possess the warriors and guns of the Tau Empire, but it is the Ethereals who determine where and how to direct that formidable power.

ASSIMILATION NOT EXTERMINATION

The overriding aim of the Greater Good is to expand, either by political means or, when necessary, military coercion. Before, during and after any Fire Caste campaign, the Water Caste, under the direction of the Ethereals, puts great effort into pro-Tau propaganda, morale-raising and diplomatic efforts. Unusually amongst the majority of races in the galaxy, the Tau are willing to negotiate with their enemies, offering terms to vanquished foes and agreeing truces with those that, for the moment, prove too defiant to come within the embrace of the Greater Good. These negotiations are themselves used as a weapon, creating political and social instability to sow doubt in the minds of enemy commanders and win over the mass population.

Often the Air Caste and Earth Caste will also be involved in military operations, not only aiding and transporting the Fire Warriors but also installing Tau technology into conquered communities to demonstrate the benefits of being part of the Greater Good. In this manner, the Ethereals turn potential enemies into allies, latent rebels into citizens. The Tau Empire tempers the threat of the Fire Caste with the opportunity for foes to surrender without fear. With such effective strategies, it is no surprise that the Greater Good is embracing more and more worlds throughout the Eastern Fringe.

BE'ETAR EXPEDITIONARY FORCE

Assembled by the D'yanoi sept, the Be'etar Expeditionary Force is a medium-sized coalition whose task is to colonise the Be-etar star system, some 12 light years from D'yanoi. It has a sizeable Fire Caste presence as early reports have indicated there may be Ork-infested worlds in Be'etar. All formations include command teams of the appropriate Caste and rank.

BE'ETAR TRANSPORT TASKFORCE K-1DL-03/06-BTG

The Transport Taskforce's mission is threefold. It is required to deliver the entire coalition to its destination, carry contingents to target planets, as well as providing air cover to protect the ground forces as the expedition progresses.

INTERSTELLAR EXPLORATORY FLIGHT
K-1DL-02/02-IEF

Lar'shi class starship
2 Kir'qath class starships
2 Kirshasvre class starships
Nicassar Dhow

ORBITAL TRANSPORT WING
(K-1DL-01/04-OTW)

2 Manta missile gunships
3 Orca troop dropships

AIR PROTECTION WING
(K-1DL-01/02-APW)

3 Barracuda heavy fighter squadrons
1 Tiger Shark fighter bomber squadron

CONTINGENTS

The coalition can assemble a variety of contingents, formed from the available cadres as required. Three such contingents are detailed below. Others created by the Be'etar Expeditionary Force include the Static Dominance Group and the Rapid Appraisal Taskforce.

PRIMARY ENCOUNTER FORCE
S-1DL-02/04-PEF

3 Standard Hunter Cadres
Armoured Interdiction cadre
Optimised Stealth Group

FORWARD COMMITMENT CONTINGENT
S-1DL-02/04-PEF

4 Rapid Insertion Forces
Optimised Stealth Group
2 Pathfinder Insertion Groups

RESERVE ENCOUNTER FORCE
S-1DL-02/04-PEF

Standard Hunter Cadre
2 Mobilised Hunter Cadres
Dispersed Retaliation Cadre
Auxiliary Reserve Despatch
2 Armoured Interdiction Cadre

CADRES

The Tau Fire Caste utilises a huge range of cadre configurations, giving a great degree of flexibility. A small selection of those used in the Be'etar system are listed here:

MOBILISED HUNTER CADRE

3 Fire Warrior Teams
2 Piranha Teams
Pathfinder Team
4 Devilfish

STANDARD HUNTER CADRE

2 Fire Warrior Teams
3 XV8 Crisis Teams
XV88 Broadside Team
Hammerhead Gunship
Sky Ray Missile Gunship
2 Kroot Carnivore Squads
Piranha Team

DISPERSED RETALIATION CADRE

2 Sniper Drone Teams
2 Piranha Teams

OPTIMISED STEALTH GROUP

4 XV15 Stealth Teams

AUXILIARY RESERVE DESPATCH

Kroot Carnivores
Vespid Stingwings
Hrenian Light Infantry
Morralian Deathsworn

PATHFINDER INSERTION GROUP

4 Pathfinder Teams
4 Devilfish

ARMOURED INTERDICTION CADRE

2 Hammerhead Gunships
2 Sky Ray missile gunships

RAPID INSERTION FORCE

XV15 Stealth Team
4 XV8 Crisis Teams

BE'ETAR ESTABLISHMENT INITIATIVE
F-1DL-03/06-CEI

Following the Fire Caste's inevitable victory for the Greater Good, the Earth Caste and the Water Caste provide their own particular expertise:

LANDING SUPPORT WORKGROUP
(F-1DL-02/02-LSW)

Site Surveyance Team
Debris Removal Team
Engineering Support Team

2 Combat Maintenance Teams
Colony Support Team

2 Combat Maintenance Teams
Resource Reclamation Team

INDIGENOUS INHABITANTS LIASON
(P-1DL-03/04-IIL)

4 Diplomatic Arrangement Councils
Initial Translation Executive
2 Population Transference Conclaves

BARRACUDA AIR SUPERIORITY FIGHTER

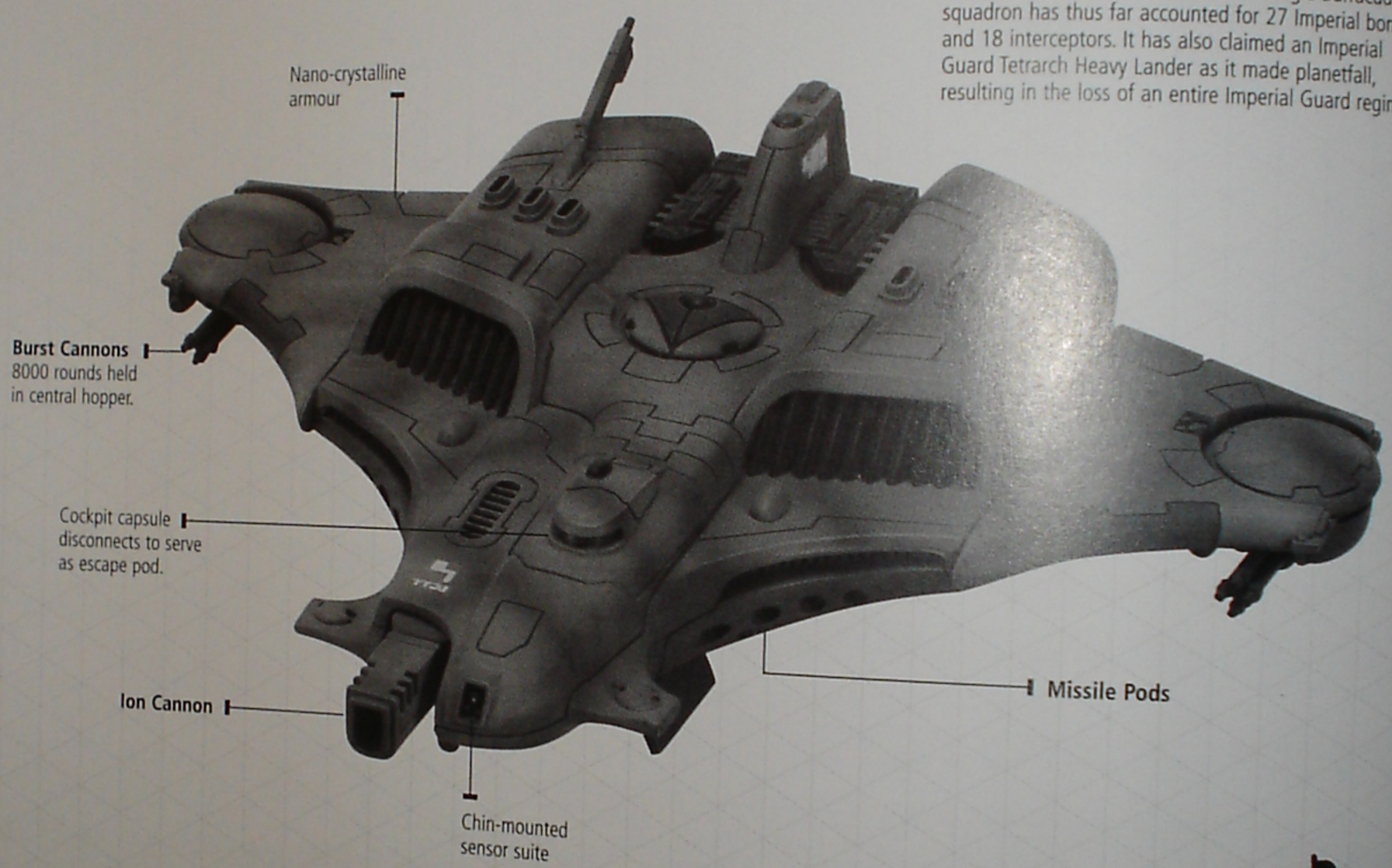
POINTS: 220

The Barracuda air superiority fighter is the Tau's most common atmospheric aircraft. Faster than the Imperial Navy's Marauder bomber, but lacking the flat-out top speed of the Imperial Thunderbolt Interceptor, it makes up for this due to its sophisticated electronic systems and pilot's natural talents. In a dogfight, Thunderbolts and Barracuda are very closely matched, with the Thunderbolt having the edge in speed, and the Barracuda having the manoeuvrability. The superior handling and armament of the Barracuda often proves decisive in such encounters.

A Barracuda is armed with a nose-mounted, pilot-aimed, ion cannon. This is the aircraft's primary weapon for use in dogfights, backed up by two drone-controlled burst cannons in the wings. For ground attacks, it is primarily armed with wing-mounted missile pods and it can be used in a superior ground attack role when carrying additional armament of four seeker missiles. These are not guided by the pilot but by a markerlight operator on the ground.

All Barracuda pilots are of the Air Caste, and their three-dimensional situational awareness is superior to human pilots, as is their tolerance of high rates of acceleration. While the combat experience of the longest serving Imperial pilots gives many a hard edge which the Air Caste struggles to match, the Tau pilots are more naturally gifted and a powerful asset to the Greater Good.

The most deadly Barracuda pilots encountered by the Imperium are those whose squadron name is believed to translate as 'the Gift of Silence'. This single Barracuda squadron has thus far accounted for 27 Imperial bombers and 18 interceptors. It has also claimed an Imperial Guard Tetrarch Heavy Lander as it made planetfall, resulting in the loss of an entire Imperial Guard regiment.



Size Comparison

UNIT: 1 Barracuda

TYPE: Vehicle, Flyer

	ARMOUR		
BS	FRONT	SIDE	REAR
3	10	10	10

WEAPONS AND EQUIPMENT:
- One hull-mounted ion cannon with anti-aircraft mount,
- Two sponson-mounted burst cannons,
- One hull-mounted, twin-linked missile pod.

OPTIONS: The Barracuda can be upgraded to carry up to four seeker missiles (see Codex: Tau Empire) for +10 pts each.

WEAPON	RANGE	STR	AP	SPECIAL
Ion Cannon	60"	7	3	Heavy 3
Burst Cannon	18"	5	5	Assault 3
Missile Pod	36"	7	4	Assault 2

"We do not belong on the ground. Our home is the sky. As the enemies of the Tau Empire know to their cost."

– Tau Air Caste philosophy.

GREAT KNARLOC PACK

The savage Kroot are a subject-race of the alien Tau Empire, and their Carnivore kindreds fight wherever the Empire has need of the Kroots' prodigious tracking and fieldcraft skills. The Kroot hail from the jungle world of Pech, a planet rife with alien life, all sharing the same genetic heritage. Thus, when the Kroot fight, alongside their warriors can be found all manner of distantly related warrior beasts, from the vicious Kroot Hounds to the lumbering Krootox.

Largest and most belligerent of all of these is the Great Knarloc. With its powerfully muscled hind legs, it is capable of overtaking even the fastest of prey, and its iron-hard beak is sharp enough to scythe through even the toughest of hide. The Kroot have come to utilise the Great Knarloc in a variety of different roles, from mighty beasts of burden, to living battering rams capable of smashing apart enemy tanks and infantry alike.

POINTS: 60 PER MODEL

Great Knarlocs are most often encountered when the Tau and their Kroot allies are fighting in densely forested warzones, or areas thick with swamps, marshes or jungle. The Kroot are adept at finding paths through such terrain, along which the main Tau force may follow. Furthermore, they are expert at setting ambushes and launching devastating assaults from quarters the enemy believed too dense to attack through. Spearheading such attacks will be the Great Knarlocs. Against such barbarically direct assault, even the most well equipped enemy force stands precious little chance of survival.

Commonly, Great Knarlocs are herded together into great caravans of lumbering beasts. These accompany Tau and Kroot forces to war, and have even been observed hired out to other races, their unique battlefield abilities recruited by the highest bidder.

UNIT: 1-10 Great Knarlocs

TYPE: Infantry

WEAPONS AND EQUIPMENT: Sharp beak.

WS	BS	S	T	W	I	A	LD	SV
4	3	6	5	5	3	3	7	6+

WEAPON	RANGE	STR	AP	SPECIAL
Bolt thrower	36"	6	6	Assault 1, Blast
Kroot gun	48"	7	4	Rapid Fire

OPTIONS: Any Great Knarloc may be equipped with a Kroot bolt thrower for +25 points, or with a twin-linked Kroot gun for + 30 points. These weapons will be manned by a pair of Kroot riders, who are treated as part of the Great Knarloc model in all respects.

SPECIAL RULES

Fleet of Foot: The Great Knarloc has evolved a hyperactive nymune organ. It follows the rules for Fleet of Foot.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. It gains +1 to its Cover Save in woods or jungles, and does not take Difficult Terrain tests when moving in woods or jungles.

Sharp Beak: The Great Knarloc's beak is capable of crushing both armour and bone. It benefits from the Rending special rule.

ARMOURED INTERDICTION CADRE

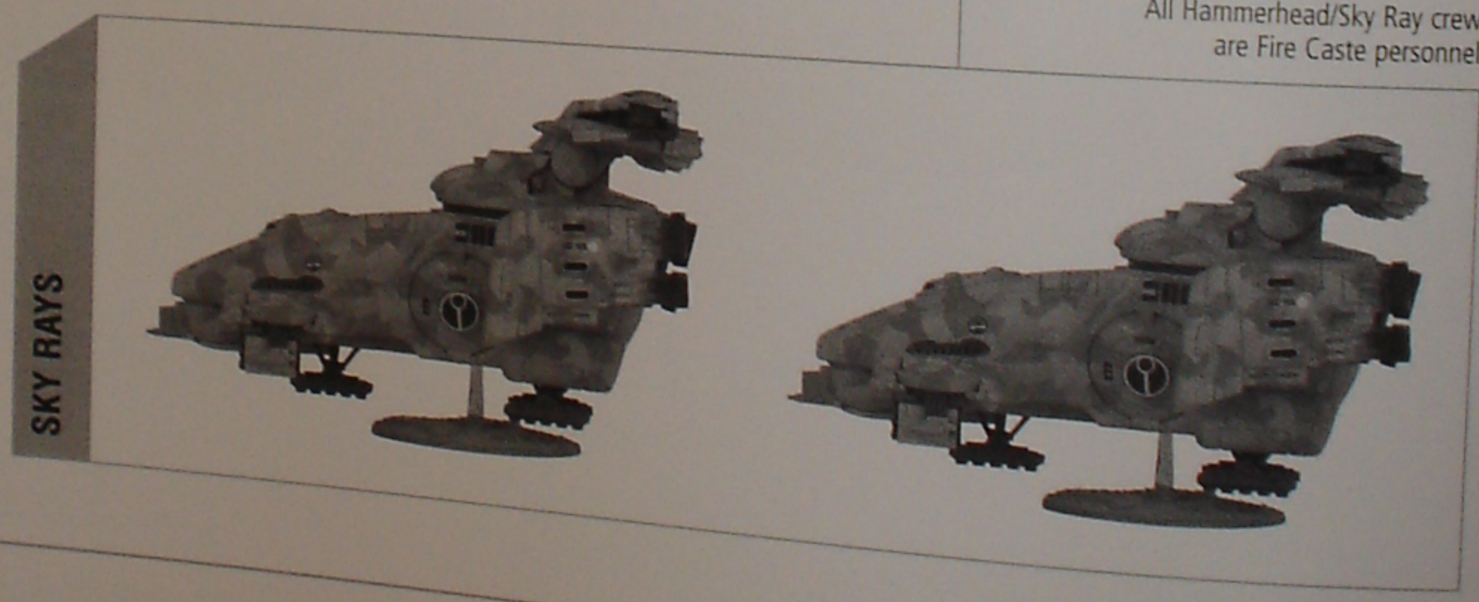
POINTS: 50 + MODELS

The Tau's expertise in anti-gravitic technology means that their armoured vehicles are swift yet well-protected. The Armoured Interdiction Cadre is a force composed of units chosen to deal with enemy formations that do not specialise in anti-armour weaponry. Using their speed, the Armoured Interdiction Cadre manoeuvres to concentrate its firepower on the target, trusting in its armour to protect it against return fire. The vehicles of the cadre are networked together with an interactive tactical control system, allowing the commander to supervise the cadre from within his tank, and direct fire quickly and efficiently.

Armoured Interdiction Cadre, K'Sau Envelopment

Crew within Command vehicles are believed to be of rank Shas'el and above

All Hammerhead/Sky Ray crew are Fire Caste personnel



FORMATION:

3+ of the following units:
Hammerhead Gunship,
Sky Ray Missile Defence Gunship,
One Gunship must be marked as the command tank.

> "A mightier shoal of predators I have never seen: all grace and measured fury."
>
> - Shas'ui Kais, Fire Caste.

SPECIAL RULES:

Strike Force: All gunships in the cadre must be deployed within 6" of the command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

Tactical Support: The Shas'el or Shas'o leading the force benefits greatly from the upgraded communications and sensor suite of his command tank. Whilst the command tank is still mobile, the Tau player gains D3+1 Markerlight 'hit markers' per turn. These are placed at the start of the Tau shooting phase on any enemy unit within line of sight of the command tank and each marker counts as a Markerlight hit (see the Wargear section of Codex: Tau Empire).

RAPID INSERTION FORCE

It is not the Tau way of war to fight protracted, static battles. Aggressive use of mobility and firepower are the keys to the success of the Fire Warriors. A large part of this success is dependant upon the activities of a cadre's Stealth teams – their role is to find the enemy, create diversions and launch surprise attacks, while acting as rear guards should things go poorly.

POINTS: 50 + MODELS

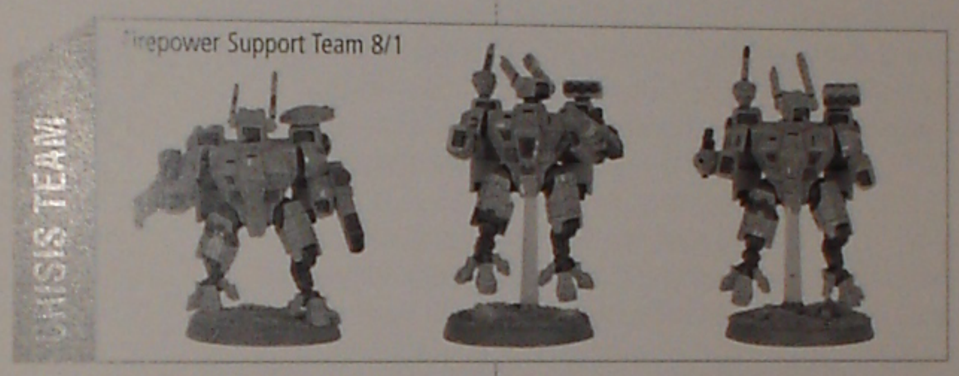
The Rapid Insertion Force is a specialised formation that strikes suddenly against key enemy units or establishes a perimeter to hold ground until other Fire Caste units arrive. A single Stealth team leads the way for a more heavily armed force of Crisis teams. The entire force trains together, delivering a swift, effective attack that stuns the enemy, allowing further Tau forces to move forward unmolested.

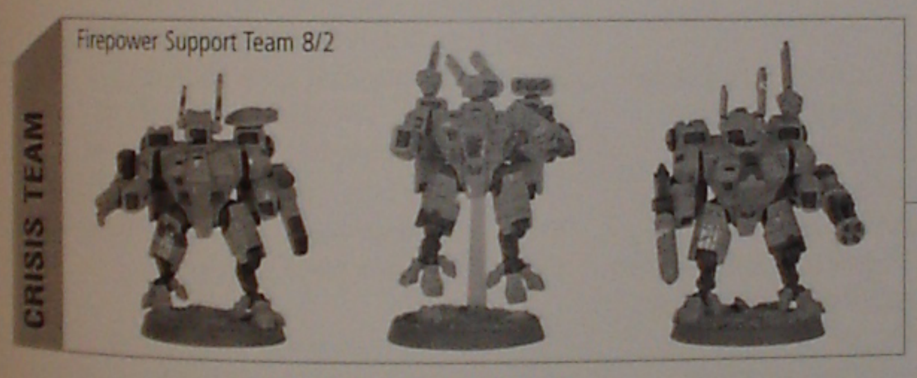
Rapid Insertion Force, K'Sau Envelopment

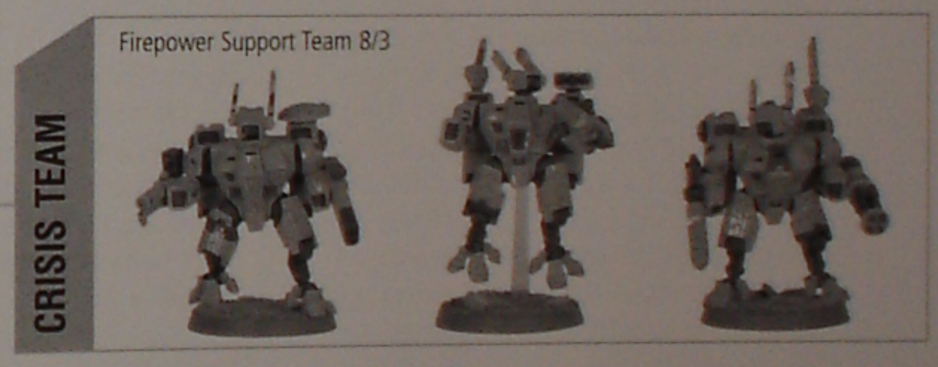
Lead elements (Stealth teams) infiltrate into optimum position.

Warboss Grokk furrowed his thick green brow as the air shimmered strangely above the crystal blue lake. He shouted for his clan to stop and some of the boyz even heard him over their war chants. Suddenly a dozen glittering war machines burst from the lake in perfect unison, water cascading from their sleek armour plates. Grokk gawped. He did not even have time to close his massive jaw before the Battlesuits opened fire, cutting down the Ork horde in a blistering fusillade of energy bolts and semi-intelligent missiles.

Reserve elements (Crisis teams) await deployment in sub-orbital 'Manta'.







FORMATION:
1 Stealth Team,
3-5 three-strong Crisis Teams.

NB. For the purposes of deployment and strategic reserves, the Stealth Team and Crisis Teams count as two separate formations, allowing the first to be on the table while the second is still waiting to deploy.

"The feeling of power a warrior gains from the mastery of his battlesuit can be intoxicating. Remember your duty."

– Commander Shadowsun.

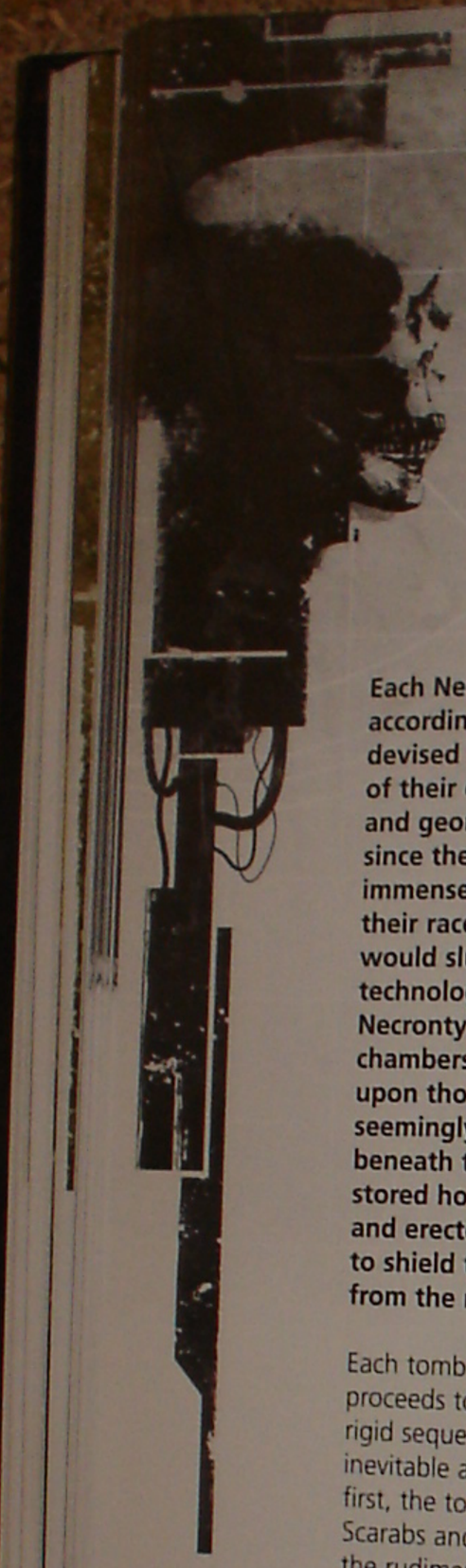
SPECIAL RULES:

Scout: If the Stealth Team in the Rapid Insertion Force chooses not to infiltrate (or cannot because its side is deploying first) it may use the Scout special rule.

Deep Strike: All of the Crisis Teams must be kept in Strategic Reserve and use their Deep Strike ability when they become available.

Pinpoint Attack: If the nominated landing point for a Crisis Team is within 12" of the Stealth Team in the Rapid Insertion Force, no roll for scatter is made.

Element of Surprise: In the turn that the Crisis Teams in the Rapid Insertion Force arrive, all their shooting has the Pinning special rule.



NECRONS

Slumbering deep within their tomb worlds, the Necrons have lain dormant for sixty million years. Scattered raiding parties heralded their awakening, but now as their thirsting gods rise the Necrontyr are appearing in ever greater numbers.

Each Necron tomb world is constructed according to a sophisticated template devised by the Necrontyr at the height of their civilisation. Utilising physics and geometry never again discovered since their fall, the Necrons created immense storage facilities to house their race for the millions of years they would slumber. Using interdimensional technologies unseen outside of the Necrontyr realm, they built vast chambers that could house thousands upon thousands of Necrons in a seemingly impossible space. Deep beneath the pyramidal structures, they stored horrifically powerful weaponry, and erected great temporal stabilisers to shield these warriors and weapons from the ravages of time.

Each tomb world, once activated, proceeds to awaken its incumbents in a rigid sequence, as predictable and inevitable as the turning of the galaxy. At first, the tomb world releases swarms of Scarabs and Tomb Spyders to attend to the rudimentary functions of the stasis tombs, and soon after the first Necron Warriors are resurrected to begin their patrols. Using the intelligence gathered by the Warriors, the tomb world assesses the circumstances in which it now finds itself. According to ancient, pre-programmed criteria, the stasis tombs then bring back to life other machineries and weapons. The Necron Lords are encoded with strands of this information and data processing to form artificial personalities, so that when they awaken they embody the single purpose of the tomb world and can make independent decisions based on newly discovered data.

When a large population centre of a younger race has evolved close to a tomb world, the encoded programming reacts very aggressively to defend the interred Necrons. These tomb worlds are the ones that have activated the most rapidly during the current awakening and are now hives of activity. Delving ever deeper into their archives and storage units, the tomb worlds whose areas of influence have been invaded are gearing up for full-scale retaliatory action – a programmed behaviour pattern that a learned few of the Imperium have dubbed the Harvest.

> "There is a terrible darkness descending upon the galaxy, and we shall not see it ended in our lifetimes."
>
> – Inquisitor Czevak at the Conclave of Har.

NODAL COMMANDS

The interaction of the various forces from a tomb world is not altogether clear and they certainly appear to have no permanent organisation or structure. For such a machine-like intelligence as the Necrons, the word organic is inappropriate to describe their changing means of warfare. Cause-and-effect is a more suitable analogy, as each battle, campaign and Harvest produces preordained responses from the tomb world's controlling programme.

This evolving structure is made possible by a system similar to that used in the most complex assemblies of the Adeptus Mechanicus, called Nodal Command. A Nodal Command organisation allocates a strict hierarchy to all of the elements within it, giving greater operational and decision-making capacity to certain 'nodes' while slaving the rest of the system to these nodes. In terms of the Necron armies, the Necron Lords form the nodes of the command structure, and each Lord has an allocated hierarchal value at any given time. Whilst much of this can only be guessed at, the Adeptus Mechanicus has determined at least four levels of hierarchy within the Necron Nodal Command, which they have designated Bronze, Silver, Gold and Platinum, in ascending order of priority. The Nodal Command system is also a communications structure and forms the basis of how intelligence is gathered and orders disseminated. Often the system is likened to ancient flow charts used for computation during the Dark Age of Technology.

This structure means that decisions taken by a higher-level Necron Lord, a Gold-level perhaps, give a single, quick response. All relevant data and orders automatically relay to any subservient Lords – in this example, the Silver- and Bronze-level Lords slaved to the Gold-level 'master'. In situations where speed is less important than processing all relevant information, decision-making defers across several Bronze or Silver-level Lords, and can even devolve down to individual Necron Warriors at specific points on the battlefield. This allows a great deal of coordination when required, but also independent action by distinct combat groups should the need arise.

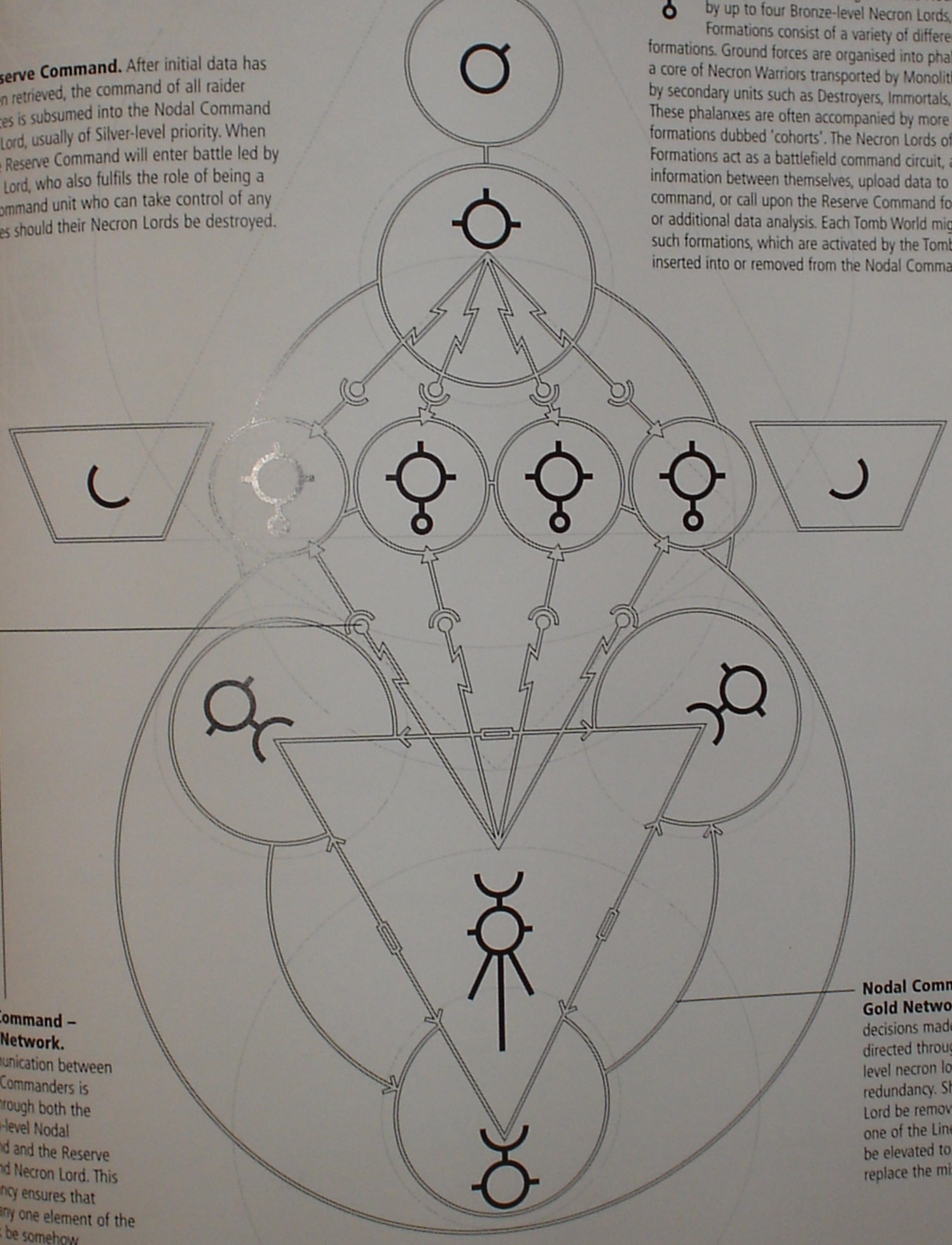
ETERNAL ENGINES OF DESTRUCTION

It is becoming obvious that as conflicts grow, a tomb world will temporarily withdraw its existing forces before releasing a new army of even more potent war machines with an extended Nodal Command. In effect, the more an enemy fights against the Necrons, the more devastating the response. In most situations, the Necron Warriors and a few attendant specialist units such as Destroyers or Wraiths are enough to combat an emerging threat. However, as resistance grows, so to does the power of the forces released by the tomb world to the Nodal Command structure.

The escalation of a war with a tomb world grows exponentially, until the forces at its disposal are petrifying. Uncountable ranks upon ranks of Necron Warriors are transported to the battlefield by flotillas of Monoliths, while Immortals and Destroyers in their hundreds are unleashed against enemy warriors. Scores of Flayed Ones and Wraiths terrorise innocent populations and sow dread behind enemy lines. It is speculated that the tomb worlds hide some truly disturbing weapons and war engines, even more so than its massed phalanxes of Warriors and Monoliths. All that is required for these ultra-advanced technologies to be unleashed upon an unsuspecting foe is for the fighting to escalate to an as-yet unseen level. One can only guess at the horrific machineries set free when this unseen line is crossed; though the many scoured planets found close to the tomb worlds are perhaps long-dead testaments to this power.

Primary Awakeners. The first elements activated by the Tomb World are the Tomb Spyders. These hulking custodians see to the initial tasks of ministrating to the stasis tombs. Embued with the powers of resurrection, the Tomb Spyders activate the Raider forces. Meanwhile the second element of the Primary Awakeners, the Scarabs, hasten to secure the interior of the Tomb. In swarms a thousand strong, Scarabs swiftly seek out intruders and carry out any essential maintenance to the Tombs defences.

Reserve Command. After initial data has been retrieved, the command of all raider forces is subsumed into the Nodal Command of a Necron Lord, usually of Silver-level priority. When required, the Reserve Command will enter battle led by their Necron Lord, who also fulfils the role of being a redundant command unit who can take control of any existing forces should their Necron Lords be destroyed.



Nodal Command – Bronze Network. All communication between the Line Commanders is routed through both the Platinum-level Nodal Command and the Reserve Command Necron Lord. This redundancy ensures that should any one element of the network be somehow neutralised, communication and command is still possible.

Nodal Command – Gold Network. All data and decisions made at Gold-level are directed through all three Gold-level necron lords, for triple-redundancy. Should a Gold-level Lord be removed in some fashion, one of the Line Commanders will be elevated to Gold-level status to replace the missing Necron Lord.

Priority Command. Three Gold-level Necron Lords form the highest command structure yet encountered on the battlefield. These are responsible for strategic decision making, and are capable of over-riding the communication and control of any Silver or Bronze-level Lords present. They are also capable of commiting the most potent forces available to the Tomb World, include specialist troops such as Pariahs, as well as larger war machines, aerial forces and starships.

Platinum Commander. No Platinum-level commander has yet been encountered, and its existence is only hypothesised from observing the actions of Gold-level Necron Lords. It is a subject of much speculation whether the Platinum Nodal Command is some creation hidden on a Tomb World, or might perhaps be the Tomb World itself. Techpriests are confident that the Platinum-level Command is not representative of the C'Tan, who do not directly interact in the Nodal Command structure in any discernable way.

Raider Force. Consisting of a small number of Necron Warriors and Scarabs, the Raider force emerges into the outside environment and initially has complete autonomy (within its programming). Its purpose is to scout the surface of the Tomb World and nearby systems, seeking data on the position and status of other races. Destroying a Raider force will result in one of two outcomes: the Tomb World may despatch a second Raider force on a follow-up mission; the Tomb World may proceed to the second stage of activation.

Necron Line Formations. The bulk of Necron armies are gathered into this region of the Nodal Command. Led by up to four Bronze-level Necron Lords, the Line Formations consist of a variety of different fighting formations. Ground forces are organised into phalanxes made up of a core of Necron Warriors transported by Monoliths, and supported by secondary units such as Destroyers, Immortals, and so forth. These phalanxes are often accompanied by more specialist formations dubbed 'cohorts'. The Necron Lords of the Line Formations act as a battlefield command circuit, able to pass information between themselves, upload data to the Platinum-level command, or call upon the Reserve Command for physical support or additional data analysis. Each Tomb World might have dozens of such formations, which are activated by the Tomb Spyders and inserted into or removed from the Nodal Command as required.

GAUSS PYLON

POINTS: 420

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

The Gauss Pylon draws energy from the Necron power matrix before discharging it through hardwired weapon systems, including a version of the gauss flux arc also mounted on Monoliths. More fearsome is the Pylon's gauss annihilator – a tight-beam version of the particle whip, capable of engaging targets at very long ranges. Sophisticated guidance and target-lock systems allow the gauss annihilator to engage ground troops and incoming aircraft alike.

The Gauss Annihilator weapon is capable of rapid traverse, so as to engage air targets with unparalleled ease [Re: Artaxerxes Incident].

Size Comparison

UNIT: 1 Gauss Pylon

TYPE: Super-heavy vehicle

STRUCTURE POINTS: 2

BS	ARMOUR FRONT	SIDE	REAR
4	14	14	14

WEAPONS AND EQUIPMENT:
One Gauss Annihilator, which can be either fire a Focussed Beam, or discharge a Flux Arc (choose which mode to use each time you fire).

WEAPON	RANGE	STR	AP	SPECIAL
Gauss Annihilator				Primary Weapon
(Focussed Beam)	120"	D	2	Heavy 3, AA Mount
(Flux Arc)	18"	6	3	Heavy D6*

*If discharging a Flux Arc, the Gauss Annihilator fires D6 shots at every enemy unit within 18".

SPECIAL RULES:

Living Metal: The Gauss Pylon is constructed of the same living Necron metal as the Monolith – see Codex: Necrons for details.

Immobile. Gauss Pylons always count as having suffered an Immobilised result from the beginning of the game. This, however, does not confer any Victory Points to the opponent.

Damage Effects: Note that Driver Stunned and Drive Damaged both have no effect on the pylon, as it has neither a driver nor an engine. Each 'Weapon Destroyed' result applied to the Gauss Annihilator (and not negated by the primary weapon rule) reduces its number of shots by one.

Special Deployment: A Necron attack can be supported by Gauss Pylons teleporting to the surface. At other times, when defending a tomb world, dormant Gauss Pylons can suddenly rise from the ground to engage any trespassers. Gauss Pylons can deploy by Deep Strike. Because of the Pylon's size it is not destroyed if there are enemy within 1" when it arrives. Instead move any models that are in the way the minimum distance necessary to make space for the Pylon. A Gauss Pylon that lands in impassable terrain is not destroyed but takes an immediate glancing hit. Move the Gauss Pylon the minimum distance possible to avoid the terrain.

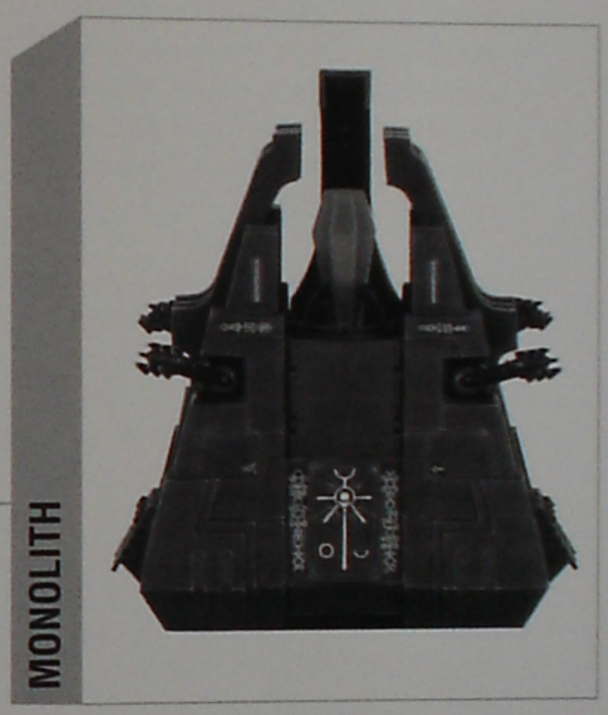
Phase Shift Generator. All Necron units with at least one model within 12" of the Gauss Pylon receive a 5+ Invulnerable Save.

MONOLITH PHALANX

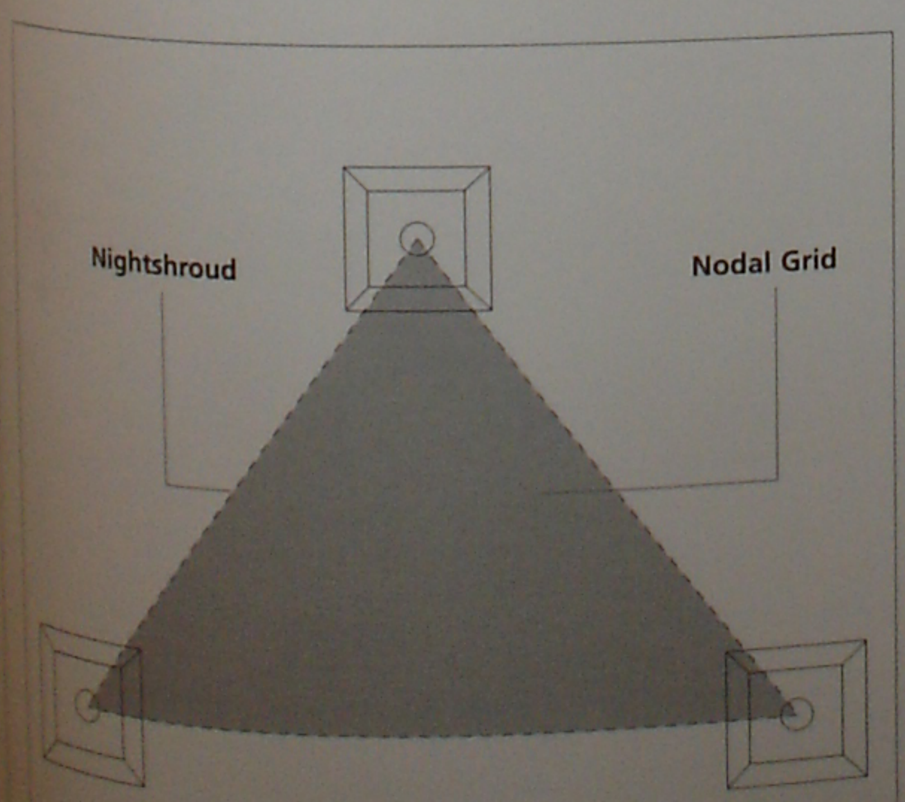
...armed with technology perfected before mankind ever rose from the primordial soup, the Necrons utilise weapons and strategies incomprehensible to all other races. Though the warp is anathema to the metallic legions of the Necontyr and their undying masters, there are many other dimensions they can use, of which the other races are wholly ignorant. Using their mastery of space-time manipulation, the Necrons are able to create worlds within worlds, stable null fields and all manner of other exotic battlefield conditions. This is most evident in the use of Monoliths in a formation the Ordo Xenos has dubbed the phalanx. In this particular configuration, at certain pivotal places in the four-dimensional universe, the presence of a phalanx emits a frequency waveform that distorts space-time and creates a powerful energy field known as a nodal grid. Within the confines of the shimmering nodal grid, the Necrons are all but impossible to destroy.

POINTS: 250 + MODELS

Nodal Grid: Should three or more Monoliths be permitted to come within effective range of one another, a Nodal Grid is created as witnessed at the Rincairn's Flow Massacre. In addition to the effects of a "Night Shroud", the power of the Necrontyr Warriors is bolstered and they become more resistant to damage than ever.



FORMATION:
2-5 Monoliths



SPECIAL RULES:

Unheralded Arrival: The Phalanx does not deploy normally but starts in strategic reserve. It arrives at the start of the first Necron movement phase. All the Monoliths deep strike onto the table, and they cannot initially be placed more than 18" away from each other (though their deep strike scatter roll may take them further away than this).

The Nightshroud: If two Monoliths from the Phalanx are within 24" of each other, they project the Nightshroud. The line of effect of the Nightshroud is traced from the centre of a projecting Monolith to all other projecting Monoliths within 24". Any shot that traces its line of sight across one or more Nightshrouds has its Strength reduced by one. This has no effect on shots from Gauss weapons. Psychic powers cannot be targeted through the Nightshroud.

Nodal Grid: If there are three or more Monoliths all projecting Nightshrouds between them, they create a nodal grid. The area of the nodal grid is located inside the position of the Monoliths as shown in the diagram. While the nodal grid is in operation the following special rules apply:

- The Necron player receives +1 to all We'll Be Back! rolls for models within the Nodal Grid.

- Null Field: No psyker within the nodal grid may use psychic powers.

THE DARK ELDAR

The raiding parties of the Dark Eldar can only be united by the promise of power, spoils and thousands of slaves. When the kabals of Commorragh gather en masse, they darken the skies with their bladed craft, falling upon unwary populations with nightmarish speed and gleeful sadism.

Within every Dark Eldar beats a selfish heart. Personal power, comfort and gratification are the only things a Dark Eldar values. They take no pride in the achievements of others, and measure every endeavour only in terms of its value to their own wellbeing. Only the basic need of survival bonds the Dark Eldar together as a race, and so they are not overly inclined to cooperation with one another.

On occasion, however, an opportunity arises that even the greatest Archon admits cannot be achieved by lone endeavour. An Imperial hive ripe for the slaughter; a Craftworld left drifting and vulnerable; a newly discovered race unaware of the terror that lurks in the shadows. Such targets are more than a single cult or kabal could hope to overcome, but so great is the potential reward that they are willing to countenance sharing the spoils with others – better to share a prize than take no prize at all.

AVARICE AND FEAR

Dark Eldar society is splintered in many different ways. The raiders of Commoragh owe allegiance first to themselves and then to the kabal or cult to which they belong. Each of these competing factions has its agenda and goals to fulfil, and will happily betray or slaughter allies that no longer prove useful. The most devious and ruthless survive, and any alliance or coalition that gathers does so out of two very simple drives: avarice and fear.

The raw lure of thousands of souls and immeasurable plunder draws the Dark Eldar together against a well prepared or particularly large target. Power is a palpable, negotiable currency within Dark Eldar society and a successful attack can secure wealth and authority for the leaders. By the same token, no self-respecting Archon or Archite would idly stand by while his or her enemies gather to benefit from a mutual venture. In this way, large-scale attacks tend to grow quickly as jealous lords and ladies pledge their support, whilst all the while secretly harbouring desires to double-cross their allies and take the rewards for themselves.

While avarice may form these large war fleets, it is fear that keeps them together. The Dark Eldar fear many things: death, failure, losing status, retribution. Strength in numbers allows the Dark Eldar to hunt larger and well-defended prey. Just as a Dark Eldar party that returns victorious gains great wealth and esteem, an unsuccessful raid brings with it despair, loss of standing and often enslavement. By involving one's enemies in an attack, the risk is shared by all. Finally, the shifting power and politics of Commorragh mean that when a Dark Eldar faction does decide to strike their allies in the back, they best be sure that the blow is decisive. If not, the backlash can see whole kabals and cults destroyed, thousands murdered during internecine fighting, and slavery and torture for everyone involved as their enemies seize their opportunity over the weakened kabal. This mutual fear of reprisal keeps most of the double-dealing and treachery to a minimum – at least until the participants have returned to the kabal houses in Commorragh.

THE FLAYING

Dark Eldar raiding forces work not by attacking the enemy head on, but by using surprise and speed to attack swiftly and then withdraw, slowly bleeding the enemy dry. In this way, the Dark Eldar never gather in a single place for an enemy to counter-attack, and leave themselves free to attack where their foes are weakest. There is a particular 'wave attack' style favoured by Dark Eldar in large battles. The Dark Eldar organise themselves into successive waves of differing capabilities and destroy the foe with a series of separate but sequential attacks. Each wave of the attack targets a particular type of foe or seeks to achieve a specific objective, weakening the enemies' defence against the next wave. Over several assaults of this nature, the enemy army's defences are stripped away until the most vulnerable elements are left – hence this form of attack is often referred to by the Dark Eldar as The Flaying.

"What is it?" Kerach's question seemed to hang in the air around the watchtower. The Kroot squad manning the outpost gathered at the wall to look at the approaching dawn. Something was wrong. The sky seemed wounded. Black bruises erupted in the purples and reds, growing larger and larger. After a minute, they disappeared, leaving specks of darkness. The Shaper, Achek, grabbed a viewing glass from his belt and held it to his eye. The shapes stood out in sharp focus. They were vehicles of some kind, anti-grav transports adorned with vicious, razor-like fins. On board was a cluster of warriors; their mouths open in howls, their topknots flowing in the wind. In their hands they held wickedly-shaped blades and long rifles. Moving his gaze left and right, Achek counted the vehicles – seven of them – and saw swarms of smaller jetbikes streaming alongside. "Death," Achek finally answered Kerach, turning towards the alarm button. As Kerach took a step, shadowy shapes flowed over the wall of the tower. Indistinct warriors cloaked in darkness lunged at the Kroot garrison. The creatures struck out with long claws, their eyes glowing in the gloom that surrounded them. Unprepared, the Kroot fell quickly, torn to shreds. The figures stooped to dab their fingers into the spilt blood and lick at the corspes, gaining more shape and resolving into slender Eldar warriors marked with strange, shifting tattoos. While the Mandrakes fed, the Dark Eldar soared over the tower towards the unsuspecting outpost beyond.

DARK ELDAR STRIKE PATTERNS

The diagram below demonstrates the principles behind 'The Flaying'. By attacking the most dangerous enemy units with a lightning-fast assault, the Dark Eldar are able to create the opportunity for other units to move into position and attack the survivors. The fast lead forces buy time for slower units of warriors to outflank the enemy and deliver the killing blow.

WAVE 1 - SPLINTER RAID

1x Archon and bodyguard on Raider

2x Reaver Jetbike squads

3x Raider Squads

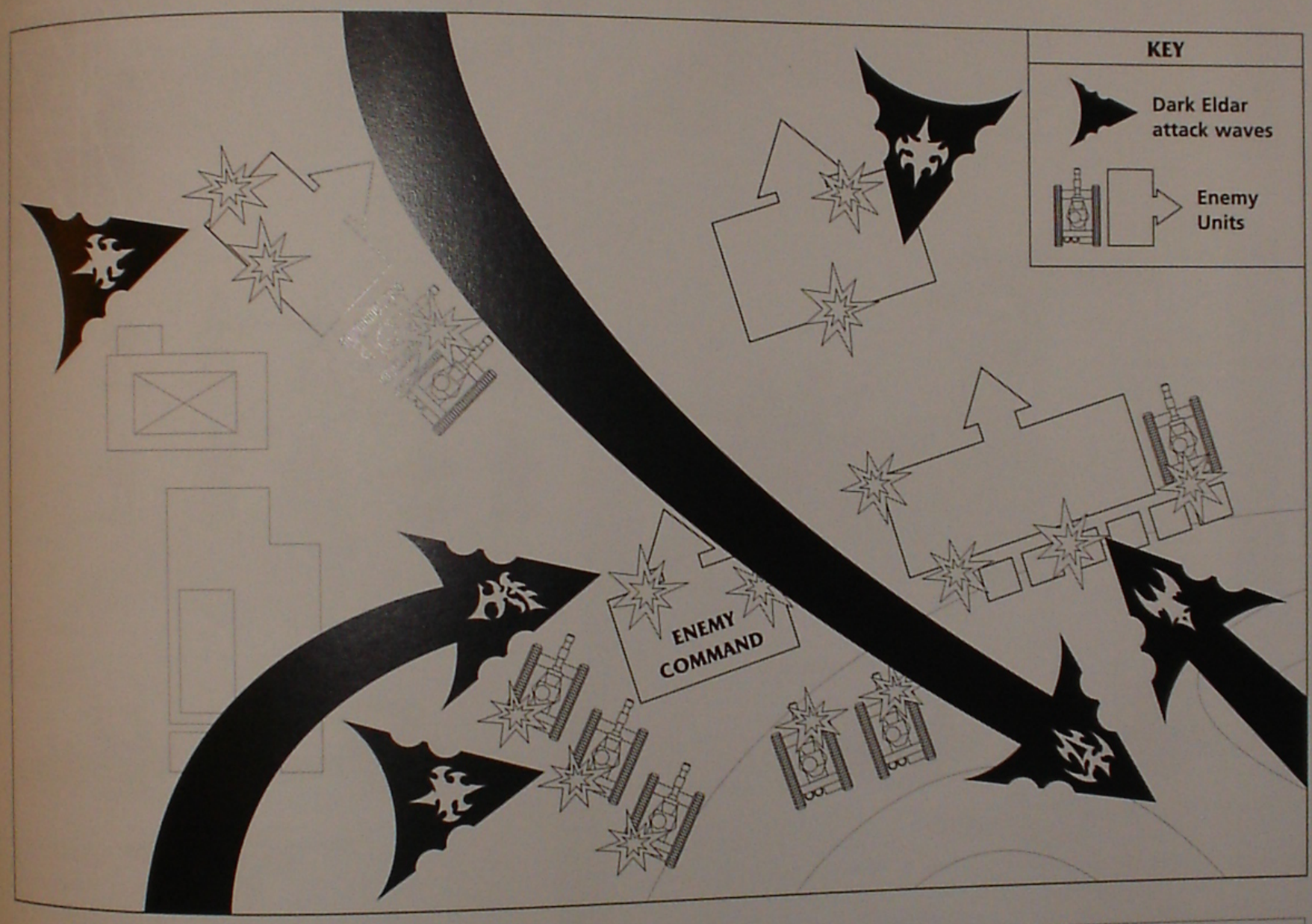
Striking without warning, the Splinter Raid attacks the enemy army from out of the sky, destroying and pinning troops that present the greatest threat.

WAVE 2 - STRIKE FROM THE SHADOWS

2x Scourge Squads

2x Mandrake Squads

Scourges drop from the sky and use their dark lances to target the vulnerable rear armour of enemy vehicles, while Mandrakes appear from the shadows to assault enemy infantry hiding in cover.



WAVE 3 - MOUNTED KABALS AND CULTS

1x Archon and bodyguard on Raider

2x Raider Squad

Wych Cult on Raider

Hellions Squad

Ravager

Another wave of swift-moving troops moves in to engage survivors of the initial attacks, in particular targeting enemy command units.

WAVE 4 - KABALS AND CULTS ON FOOT

2x Warriors Squads

2x Wych Squads

Warp Beast pack (+ Beastmaster)

The slowest moving elements of the army have now had time to join the attack and move in for the kill, catching the enemy between their advance and the Dark Eldar already fighting.

SPLINTER RAID FORCE

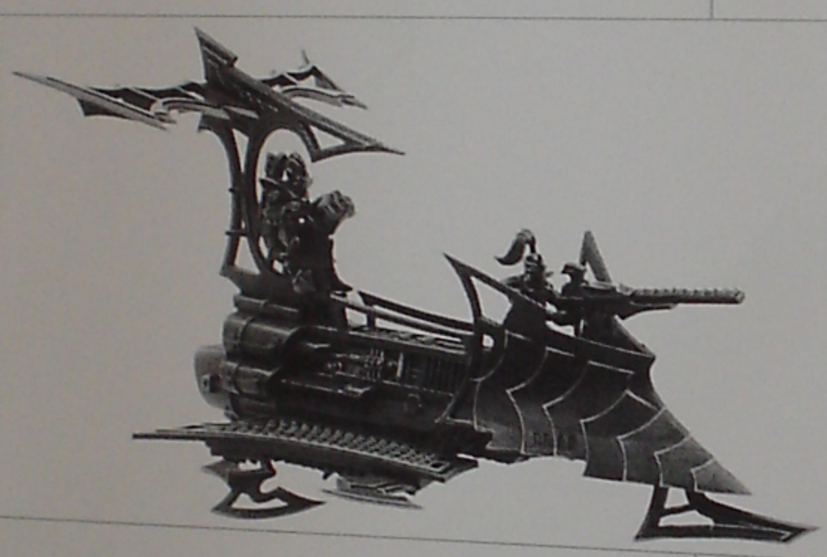
POINTS: 100 + MODELS

From within the webway, the Dark Eldar open up portals above their target, springing their surprise assault. The attack is unheralded. Dark bruises appear in the sky, collapsing into swirling vortices of energy. The jagged shapes of Raiders appear, plunging down through the atmosphere, the Dark Eldar warriors aboard clinging on and screaming their battlecurses. Swarms of Reaver Jetbikes swiftly follow, diving down amongst the Raiders, their riders shrieking as they swoop down on their unwitting targets. The air is filled with deadly splinters and pulses of dark energy, explosions blossoming along the enemy lines, warriors cut down before they knew they were in danger. Reeling from the assault, the enemy scramble for cover, while confusion and terror reigns. The Dark Eldar soar overhead and away, safe from retaliation.

ARCHON AND RETINUE

Archon Amilkhar of the Kabal of the Bleeding Eye

RAIDER SQUAD



Mazahran's Warriors of Scelestious Virtue

REAVER JETBIKE SQUAD

Ekharath's Vapulators

Note the close formation as the 'Splinter Raid' descends upon its victims – a result of the rapid exit from the Eldar webway.

REAVER JETBIKE SQUAD

The Arrows of Yyresia

Splinter Raids can vary in size from a mere handful of attackers to scores of Dark Eldar vehicles descending upon the enemy.

FORMATION:

1 Archon with retinue mounted in a Raider, 3+ units from the following list:

Raider Squad,

Reaver Jetbikes squad.

SPECIAL RULES:

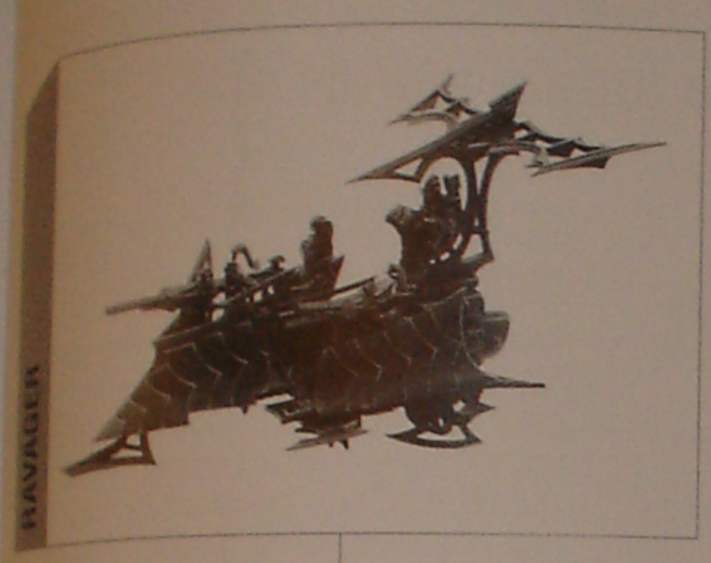
Death from the Skies: The units in the Splinter Raid are not deployed or kept in Strategic reserve. Instead, in the Movement phase of the player's first turn, the Archon's Raider is placed anywhere on the table, then all of the other units in the Splinter Raid are placed within 12" of the Archon's Raider. All units in the Splinter Raid count as flyers until the beginning of their second turn, when they revert to their normal rules.

RAVAGER TITAN-HUNTERS

The Dark Eldar do not use the super-heavy war machines favoured by other races, instead relying on their superior speed and manoeuvrability to achieve victory. To this end, the pirates of Commorragh field elite Ravager crews to locate and neutralise enemy Titans and battle tanks ahead of the main assault. These Titan-hunter packs employ a technique called 'Shadow Dancing' to preserve themselves from the worst of incoming fire. Using their immaculate reflexes the Ravager pilots fly perilously close to the ground, skimming treetops – sometimes even skirting between trees – and using the silhouettes of enemy vehicles to mask their approach.

POINTS: 100 + MODELS

Once the pack has closed to weapons range with the target Titan, the lead Ravager triggers its shadow beam. The resulting etheric lance probes the prey's defence shields with warp rift energy, creating the smallest of breaches in the defences. This weakness is so minute that the Titan's crew remain unaware of its existence and only the uncanny reflexes of the Dark Eldar could hope to exploit it. Customising their targetting systems and Dark Lance modulations, the Ravagers accelerate towards the doomed Titan, unleashing pulses of lance energy to cut the beleagured behemoth apart, leaving its allies ripe for enslavement.



Lead Ravager – typically this is denoted with hull markings or trophy racks to display its status within the formation.

'Shadow Dancing' occurs within close proximity of the lead vehicle. Believed by eye-witnesses to be an advanced method of piloting, Adeptus Mechanicus savants maintain the reactions required to enable such a feat are statistically impossible to attain, even for a xenos.

The Fangs of Kerebauah,
Kabal of the Black Heart

Subsidiary Ravagers benefit from enhanced destructive power, in addition to utilising the 'Shadow Dance'.

FORMATION:

3-5 Ravagers.

One Ravager must be marked as the lead Ravager.

"How typical that the humans should rely upon crude technology to protect them. How fitting that we, the Dark Eldar should kill them where they feel safest."

– Kraegeth of the Slaughtered Heart.

SPECIAL RULES:

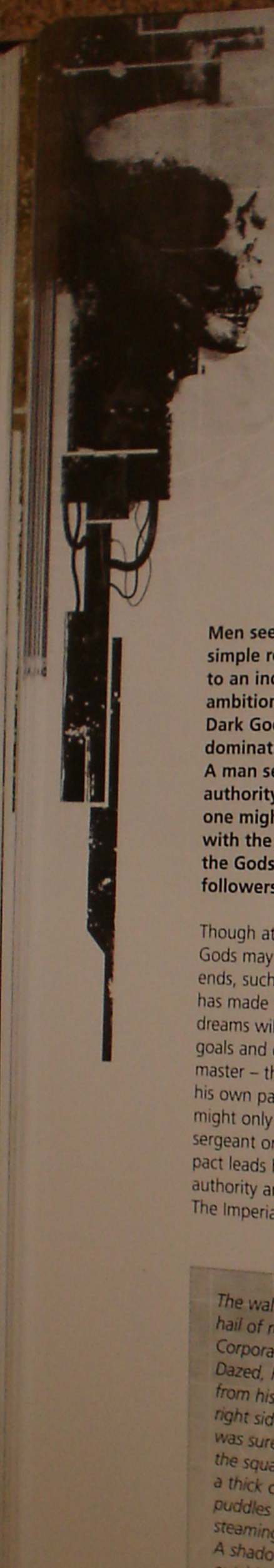
Shadow Dancing: Whilst the lead Ravager is still mobile, any Ravager in the pack within 6" of it (including the lead Ravager itself) may ignore 'Crew Shaken' results on the damage tables. They may also ignore each 'Immobilised' result on a roll of 4+.

Strike Force: All Ravagers in the squadron must be deployed within 6" of the lead Ravager, or, if coming on from reserve, they must enter the table within 6" of the point entered by the lead Ravager.

Shadow Beam: The lead Ravager has a shadow beam in addition to its other armaments. The shadow beam is a weapon with the following profile:

Shadow Beam	Range: 36"	Str: 1	AP: -	Heavy 1

If the beam hits a target, any subsequent hits inflicted on the same target by any Ravager in the pack within 6" of the lead Ravager (including the lead Ravager's other weapons) ignore the effects of all Void Shields, Power Shields and Eldar Titan Holo-fields for the remainder of the turn.



THE FORCES OF CHAOS

Marauding warbands of Chaos Space Marines and sudden daemonic intrusions constantly beset the Imperium. When the hate-ridden Traitor Legions and their daemonic allies gather in strength, they wield enough power to topple worlds and overrun entire planetary systems.

Men seek the power of Chaos for a simple reason; it offers a fast answer to an individual's needs and ambitions. One might turn to the Dark Gods for power, wealth, domination over others or conquest. A man seeking revenge, escape from authority or the devotion of a loved one might barter his life and soul with the Ruinous Powers. In this way, the Gods of Chaos recruit many followers from across the galaxy.

Though at first a follower of the Chaos Gods may believe he is achieving his own ends, such is the nature of the bargain he has made that over time his goals and dreams will become the same as the goals and dreams of his immaterial master – the follower becomes a slave to his own passions. Where once a man might only wish revenge on an old sergeant or shift overseer, his infernal pact leads him on a path to hatred of all authority and the Imperium itself. The Imperial magister who desires to rule his settlement will crave more and more power, until not even the rulership of a whole sector will sate his thirst for superiority.

Through these means, the forces of Chaos have become very diverse and powerful. From within the Eye of Terror and other hiding places Traitor Legions and Renegade Space Marines sally forth to wage war upon the servants of the Emperor. Hidden deep in hive worlds, in warrior lodges on feral planets, masquerading as guilds and federations on agri-worlds, and even within the Adeptus Terra itself, Chaos worshippers secretly plot rebellion and subversion even as they suckle at the bosom of the Imperium. In the warp, the Realm of Chaos, daemonic creatures stir into life, forming fleeting consciousnesses that gaze at the galaxy of mortals with covetous eyes.

When such malignant forces combine, the galaxy trembles.

The wall of the bunker exploded in a hail of rockrete shards, flinging Corporal Vadis against the far wall. Dazed, he tried to shake the fuzziness from his head and pain shot down his right side. His neck was broken, he was sure of it. Around him the rest of the squad were laying dead or dying, a thick cloud of dust settling across puddles of crimson. Smoke and steaming blood filled the breach. A shadow loomed against the sky outside, towering and monstrous. A claw, part-mechanical and part-flesh, reached into the bunker and swung upwards, smashing the roof apart. As its huge shadow fell across, him, Vadis felt his blood chilling. To either side, more massive shapes swept past, the ground shaking beneath their gargantuan tread. The monstrous form of a Banelord Titan silhouetted against the glowering sun, its cannons blazing death at some distant target. Explosions wracked the network of bunkers and trenches along the hillside, scattering bloody fountains of men, guns and tanks. Vadis sobbed as the Brass Scorpion strode forwards, its legs carrying its massive bulk up and over the bunker, exposing its churning underbelly braced with thick bands of brass. Vadis defiantly raised his lasgun, screaming with agony. Before he could fire, a clawed foot stomped down into the ruins of the bunker, crushing him utterly. All along the Imperial bunker line, a dozen massive daemon engines smashed through, leading the attack with fire and claw.

CHAOS INCURSIONS

When the forces of Chaos attack in great numbers, the Adepts of the Imperium call it an incursion – a war far more brutal and terrifying than any number of raids. The largest Chaos incursions are those that take place during the Black Crusades of the Traitor Legions. Warbands from across the galaxy are drawn back to their Legion to serve the gods under one banner, while sorcerers call forth the daemonic servants of their masters, sacrificing untold hundreds to buy power from the Dark Gods.

Such attacks attract attention from many quarters, and warbands from several Legions may join the incursion to further their own aims. Led by their own Champions they will join the Black Crusade as it gathers strength. Death Guard Plague Marines will muster their pestilent hosts to seize the opportunity to sow decay and misery. Aloof Sorcerers of the Thousand Sons will lead their unliving contingents to further the obscure and twisted schemes of Tzeentch. Khorne Berzerkers gather like hounds at a chase, eager to conquer or simply to enjoy the spilling of so much blood. Warbands of Renegades from the Adeptus Astartes, such as the Red Corsairs and Brotherhood of Ghrast, may seize the opportunity to strike back at the Imperium they have forsaken.

As the incursion grows in power, hidden sympathisers and cultists will throw off their disguises. These sects declare themselves for their true gods, and uprisings topple planetary governments. Deranged mutant mobs, keen to escape the lashes of their masters, rampage through blood slicked streets. Such allies are not altogether trustworthy – each of these factions has its own agenda to fulfil, and joins not out of fellowship but from selfish ambition. Still, in conjunction with the traitorous and renegade Space Marines, they are all but unstoppable.

WARMASTER DAVROTH AND THE SCOURGING OF MAKENNA VII

The servants of the Ruinous Powers rarely cooperate in the Long War, yet Warmaster Davroth of the Word Bearers Legion is a rare example of a leader capable of uniting the disparate factions in common purpose. Davroth is possessed of a prophetic vision of himself coming to rival the mighty Abbadon the Despoiler. To bring about his vision, Davroth has mustered the followers of the four Chaos Gods. He follows a plan revealed to him in the scryings of a thousand frothing warpseers – the eight-pointed star of chaos.

WARSMITH BALDARUN (ABRIAL'S CLAW)

An outcast from the Iron Warriors since his defeat at the fortress of Ventemar, Baldarun has been seeking the means to rebuild his standing. When the forces of Chaos overrun Makenna VII, he will use his share of the spoils to build up the strength of his Grand Battery. With so many war machines under his command, he will return to Medregard to crush those that mock him.

Abrial Shard, an infamous Chaos Renegade across a dozen sectors, swore an oath of brotherhood with Warsmith Baldarun long ago on a daemon world at the heart of the Eye of Terror. Baldarun has called upon his old ally to bolster his forces upon Makenna VII, and Abrial has sent a detachment of his own personal elite, known as Abrial's Claw, on the condition that Baldarun relinquishes the secrets of his beloved technovirus to Shard's men. Whether they survive to return the secret to their master is another matter.

BAZARAK THE FROTHING (THE WORLD EATERS)

Davroth enticed Bazarak and his World Eaters Berzerkers to his cause with a simple promise – they would lead the first assault on the Mekenna VII capital Heastus Citadel. Tempted by the lure of such slaughter, Bazarak has already killed two other Champions of Khorne and taken their warbands, and he now feels ready to impress Khorne with the carnage they will unleash.

Bazarak – Champion of Khorne
N'ghellack – Bloodthirster of Khorne
The Bloodbeasts – Chosen of Bazarak
The Chalice – 3 squads of Khorne Berzerkers
1 Pack of summoned Bloodletters
Killclaw – Defiler
Bloodscion – Defiler
Ghurakh the Violent – Chaos Dreadnought

ONEIUS PRAYD (RENEGADES)

Once a Captain of the Red Scorpions, Oneius Prayd threw aside his vows of fealty after his peers refused to choose him as Chapter Master. He has led the greater part of his Company on a rampage across various alien worlds near the Veldin Sector, attracting all manner of outcasts and renegades, until the Dark Gods appeared to him in a vision and commanded him to fight on Makenna VII as a true test of his new loyalty.

Oneius Prayd of the Red Corsairs
2 Red Corsairs squads
1 Red Corsairs Havocs Squad
1 Disciples of Ruin squad in Rhino
1 Wolf Brothers squad
1 pack of summoned Horrors

FESTARDIUS (DEATH GUARD)

Festardius made an alliance with Davroth during the Horus Heresy. Although during the Long War they have often fought seperately, Festardius seeks to rekindle their ancient comradeship. He learned of Davroth's ultimate goal and offered his support, in return for rulership of Makenna VII once Davroth moves on to his next conquest. His warband of Death Guard veterans has seen much fighting and he hopes they will prove invaluable to Davroth's plans.

Festardius – Champion of Nurgle
The Scythe's Blade –
Death Guard Terminators Squads
Squads Cholerian and Stubos –
Plague Marines Squads in Rhinos
Squads Scletch and Caul –
2 Havocs Squads
The Protean – Obliterators Squad
Yurgh'kurkgl – Defiler
1 pack of summoned Plaguebearers

WARMASTER DAVROTH

Warmaster Davroth is a commander of great standing within the Word Bearers. He has invaded Makenna VII, a mining world close to the Arx Gap, to enslave the populace and send tribute back to Abbadon the Despoiler. With the resources of Makenna VII at his disposal, Davroth hopes that Abaddon will repay the tribute with a pair of the deadly Chaos Titans under his command. These war engines will allow Davroth to launch an unexpected attack on his former ally, Khulia of the Bleed, and thus become one of Abbadon's most powerful lieutenants.

HIGH MAGISTER MORDEGHAI (THE SCIONS OF MORDEGHAI)

High Magister Mordeghai, a gifted Chaos sorceror, was Tribune Senioris to Magnus the Red himself during the Seige of the Emperor's Palace. He has foreseen that if his arch rival Festardius gains control of Mekenna VII, the Plaguelord will use his new influence to turn Mortarion's legions against Mordeghai's cabal. The best way to prevent this happening is to wrest control from Festardius once Davroth has left. Mordeghai believes he has more than enough Thousand Sons to accomplish this.

Mordeghai – Champion of Tzeentch
The Hands of Fate –
6 Thousand Sons Squads in Rhinos
The Death of Light –
2 Terminator Squads
The Ghastling – 2 Havocs Squads
1 pack of summoned Horrors

ROEK GHULCLAW (THE GUNS OF FREEDOM)

Roek Ghulclaw of the Alpha Legion ultimately answers only to his Legion's high command, but nontheless he has infiltrated Warmaster Davroth's chosen council so subtly that none suspect his true allegiance. General Andol of the Guns of Freedom is but one of Roek's pawns and informants seeded throughout the sector.

For many years, there has been a hidden clique of officers within the Makenna VII army, who have muttered amongst themselves about the inequalities heaped upon them by their Imperial Commander. With the arrival of Davroth's fleet, they led those loyal to the cause in rebellion. Though they believe they are overthrowing an unjust dictator, in reality they are merely pawns, for their commander General Andol is one of the Alpha Legion's many agents upon this world.

ELEAXUS THE FLAWLESS (THE FLAWLESS HOST)

Eleaxus cares for nothing more than his own glorification and the furtherance of his desire to sit at the right hand of Slaanesh damning himself further by partaking in blasphemous feasts after his victories. Warmaster Davroth knows that he need only promise Eleaxus all the luxuries of Makenna VII as his reward and he can count on a powerful and vicious ally – until the fighting is over, at least.

Eleaxus – Champion of Slaanesh
The Scream of Hatred –
3 Emperor's Children Terminators Squads
The Choir of the Damned –
3 Emperor's Children Squads in Rhinos
Brother Jhasius the Dark – Chaos Dreadnought
The Spite – Chaos Predator
Glory's Flesh – Chaos Warhound Titan
3 packs of summoned Daemonettes

ZHAN'NAOSHDAERG'GAN (DAEMONIC LEGION)

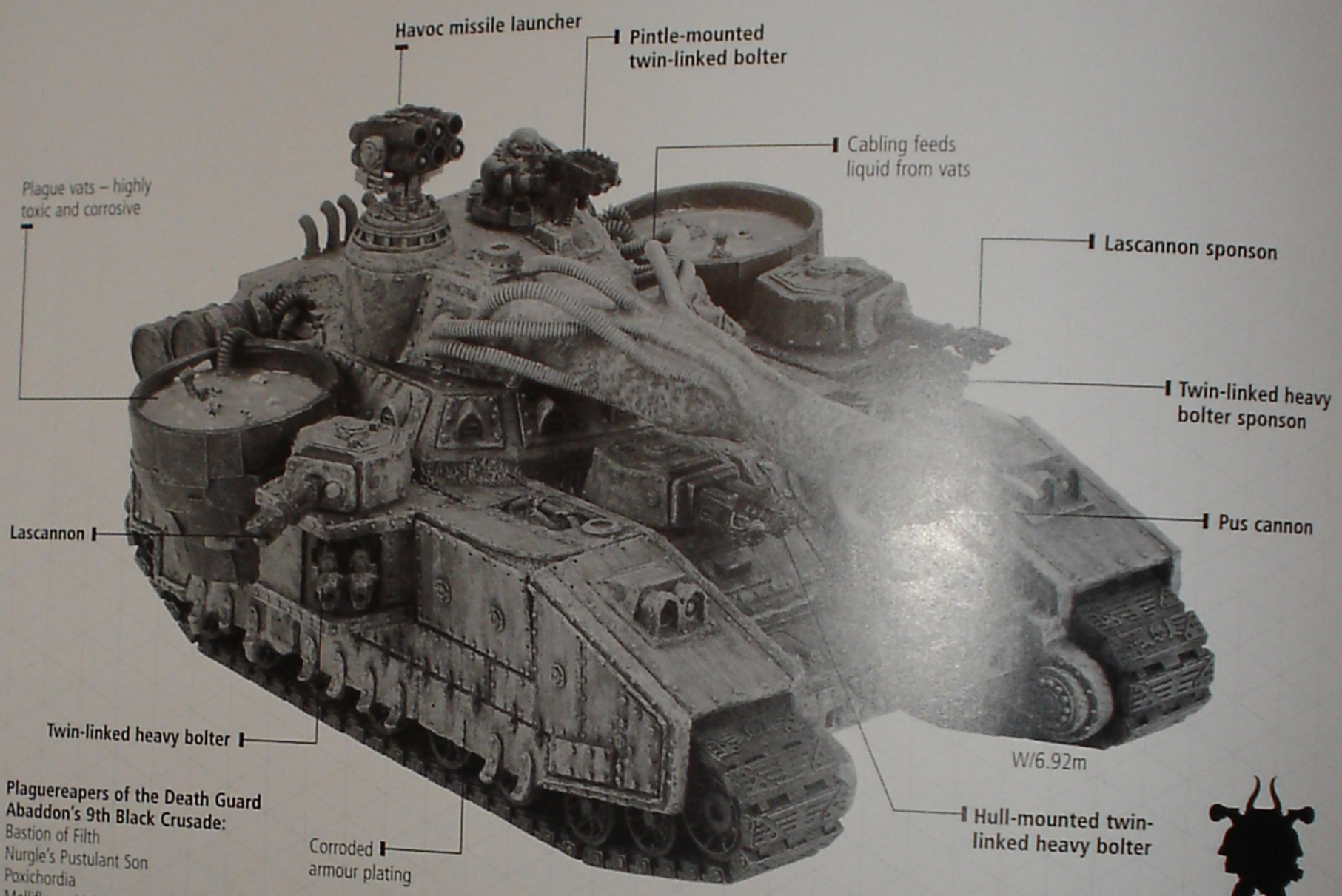
Known to mortals as Zhanash of the Corrupting Whip, this Daemon Prince of Slaanesh was drawn to Makenna VII by the terror of its inhabitants. Situated close to the Eye of Terror, Makenna VII was already vulnerable to isolated daemonic attacks and possession. As Davroth's armies descended from orbit, the naked dread amongst the world's inhabitants ruptured the barriers between the material plane and the Warp, and Zhanesh and his daemonic legion surged through the rifts.

Zhan'naoshdaerg'gan – Keeper of Secrets
Askharan the Black – Daemon Prince of Tzeentch
Khaus'ashghk – 2 Blood Heralds
Hshlurghshug – 1 Plague Herald
Scrasgh'slesk – 3 Packs of Bloodletters
Hkulkash – 2 Packs of Bloodcrushers
Gryxagh – 2 Packs of Flesh Hounds
Pusg'lorph – 2 Packs of Plaguebearers
Slorabgh'kel – 3 Beasts of Nurgle
Ixithrit'ugkhel – 2 Packs of Furies

PLAGUEREAPER OF NURGLE

POINTS: 450

The Plaguereaper super-heavy tank is a half-corroded bastion amongst the forces of Nurgle – a gurgling, miasma-clouded fortress of pestilence. Huge vats of virulent slime distilled from rotting, plague-ridden corpses are mounted on the back of the vehicle, feeding through bulging pipes into the main turret. The Plaguereaper's pus cannon squirts out this horrendous concoction, dousing swathes of enemy troops who are ensured a most hideous death as their skin instantly erupts in weeping boils and their flesh is eaten away from within. Anyone foolish enough to assault this stinking behemoth is assailed by the hordes of Nurglings that infest its internal spaces and cling to its hull. Truly this is one of the most unpleasant engines of war an enemy can face.



Plaguereapers of the Death Guard Abaddon's 9th Black Crusade:
Bastion of Filth
Nurgle's Pustulant Son
Poxichordia
Mellifluous Volvulus

Size Comparison

UNIT: 1 Plaguereaper

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

	ARMOUR		
BS	FRONT	SIDE	REAR
4	14	13	12

WEAPONS AND EQUIPMENT:
- Turret-mounted pus cannon,
- Hull-mounted demolisher cannon and twin-linked heavy bolters,
- Two sponsons, each with lascannon and twin-linked heavy bolters,
- Searchlight and smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Pus cannon**	Hellstorm	7	3	Heavy 1, Primary Weapon
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

** To fire the pus cannon place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The pus cannon is then treated like any other template weapon.

OPTIONS: A Plaguereaper may be given the following vehicle upgrades from the Chaos Space Marines Codex:
pintle-mounted twin-linked bolter or combi-flamer, havoc launcher.

SPECIAL RULES:

Nurgling Infestation: Any unit assaulting the Plaguereaper will be attacked by Nurglings. The enemy unit suffers 3D6 Strength 3 hits at Initiative 3 (even if the Plaguereaper is destroyed during the assault).

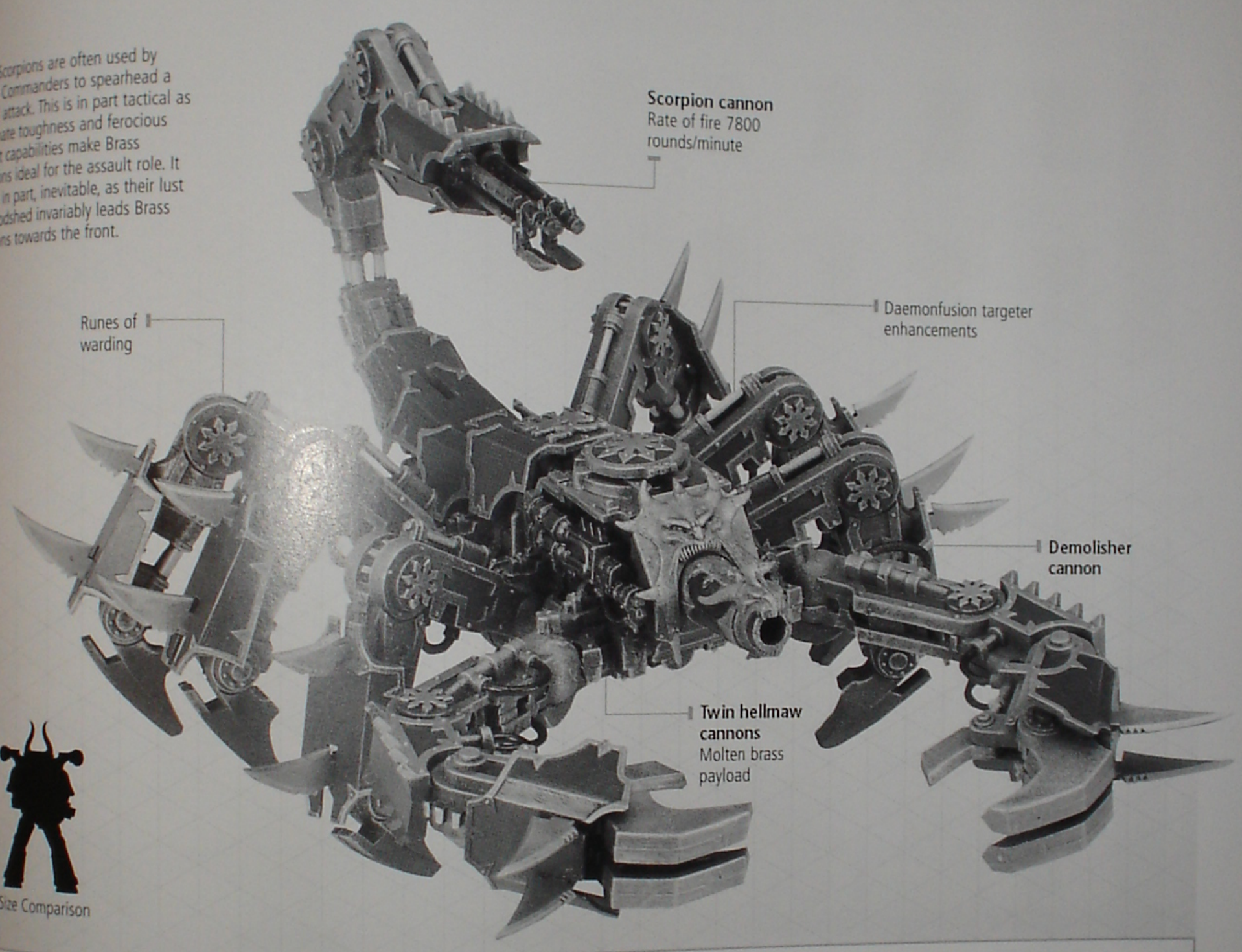
Explosion of Filth: When the Plaguereaper is destroyed, the tanks of slime will rupture and spray their contents over anyone close by. If the Plaguereaper suffers a Wrecked result on the Catastrophic damage table, then models within 2D6" are hit, in exactly the same way as an Explosion result. All Nurgle-aligned models (those with the Mark of Nurgle, Nurgle Daemons, etc) are immune to the effects of the Explosion of Filth (in fact, they rather enjoy it).

BRASS SCORPION OF KHORNE

POINTS: 400

Brass Scorpions are daemon engines of Khorne. Possessed of a vicious cunning and infallible hunting instinct, they crawl effortlessly over all manner of terrain, unleashing a formidable array of weaponry to scour enemies from defended positions. A Brass Scorpion is nigh unstoppable, with its innate daemonic resilience transmuting an iron and brass body into an unholy substance capable of shrugging off the heaviest ordnance. Nor can a Brass Scorpion easily be halted by psychic attacks, for Khorne loathes perfidious sorcery, and powerful runes of warding protect each of his daemon engines. A Brass Scorpion excels in a short range firefight – a lethal 'sting' cannon rears up from its back and a devastating demolisher cannon juts forward from its daemonic maw. Fearsome as the Scorpion is at range, it is even more deadly in close assaults, where it incinerates foes with gouts of molten brass before tearing apart any survivors with its brazen claws. The danger is not over even if a fortunate strike cripples the Brass Scorpion. In its death-throes the daemonic essence guiding the war engine seeks to spill as much blood as it can. Accordingly, the Brass Scorpion will always attempt to trigger a reactor meltdown, scouring the battlefield with daemonic flame in its dying moments – a final offering for the Lord of Skulls.

Brass Scorpions are often used by Chaos Commanders to spearhead a frontal attack. This is in part tactical as the innate toughness and ferocious combat capabilities make Brass Scorpions ideal for the assault role. It is also, in part, inevitable, as their lust for bloodshed invariably leads Brass Scorpions towards the front.



Size Comparison

UNIT: 1 Brass Scorpion

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

			ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	13	13	10	3	3

WEAPONS AND EQUIPMENT:
- One scorpion cannon,
- Two hellmaw cannons,
- One demolisher cannon.

WEAPON	RANGE	STR	AP	SPECIAL
Scorpion cannon	36"	6	3	Heavy 10, Primary Weapon
Hellmaw cannon	Template	6	3	Assault 1
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast

SPECIAL RULES:

Frenzied Charge: The Brass Scorpion can cover all manner of terrain at great speed – it assaults 12" as if it were a beast.

Daemonic Possession: The Brass Scorpion ignores all 'Driver Stunned' and 'Gun Crew Shaken' results.

Runes of the Blood God: Any psyker that targets the Brass Scorpion with a psychic power automatically suffers a perils of the warp attack, regardless of whether or not they pass their psychic test.

Doomsday Reactor: The Brass Scorpion receives a +2 modifier when rolling on the catastrophic damage table.

TIDE OF SPAWN

The larger the battle, the more closely is the gaze of the Chaos Gods drawn, drinking in the spectacle of slaughter and mayhem. It is an opportunity for Champions of Chaos to catch the eye of their patron, perhaps to be rewarded for their vile actions. However, such rewards are not without risk. Whether their patron god is genuinely pleased or actually intends to punish, the results can be devastating. The Champion, and sometimes their entire warband, may be granted more and more 'gifts' of mutation – claws, horns, tentacles, scales, vestigial wings, extra limbs, eyes, mouths and even heads – all in the space of minutes. Soon all that remains is a tide of mindless spawn, a mass of writhing flesh rushing at the foe with no thought remaining but the bitter desire to destroy.

POINTS: 150

Note that the normal points cost of the Spawn models as stated in Codex: Chaos is not paid.

The Faestus VI Incident

During the siege of Haupstemmler Keep, last bastion of Ratling defiance during Abaddon's invasion of Orn's World, a great many Sorcerors gathered to breach the sturdily-built walls. They combined their magical powers to create a penetrative vortex with which to smash the adamantium-clad gates. However, several of the sorcerers mispronounced certain key words of the spell and it spiralled out of control. The influx of warp power detonated catastrophically, engulfing the besieging Chaos army and turning three thousand warriors into gibbering spawn. The magical explosion also levelled part of the north wall, much to the dismay of the Imperial Guard and Ratling defenders. The sea of mutating flesh that assailed the breach soon overran the defenders and the keep fell to Abaddon. Even now, hundreds of years after Abaddon left the world, rogue spawn from the siege have to be trapped and killed in summer beast hunts.

FORMATION:

Up to 10 Spawn (see below)

SPECIAL RULES:

Blessing of the Gods: The Tide of Spawn is not deployed at the start of the game. Instead, a squad of Chaos Space Marines will be transformed into the Tide. As soon as the Tide becomes available as strategic reserves, it will replace a single unit that includes an Aspiring Champion (chosen by the controlling player). Each Spawn in the Tide replaces a Chaos Space Marine, who is removed as a casualty. If there are fewer Chaos Space Marines in the squad than there are Spawn, then the extra Spawn count as casualties and cannot enter the battle.

If there are more Chaos Space Marines than Spawn, then the whole squad is removed regardless – the excess individuals are considered to have been combined and absorbed into the mass of gibbering skin and bone. If all Aspiring Champions in the army have been destroyed by the time the Tide become available, the Tide cannot enter the battle and is destroyed. Once deployed, the Tide cannot move anymore in that turn's Movement phase, but from the Shooting phase they are free to act as normal. If the Chaos Space Marines are inside a transport when they are transformed, the Tide must immediately disembark.

Living Tide: The Spawn form a single unit. Roll once for any random movement and move the whole unit the same distance. However, when determining how many attacks the unit makes, roll a dice for each model.

POINTS: 150

Note that the normal points cost of the Spawn models as stated in Codex: Chaos is not paid.

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WARP RIFT

A warp rift is a tear in reality that allows the nightmare world of the Immaterium to spill through into the physical world. It is heralded by the portents of calamity, as normal people suffer terrible dreams, babies are born with horrific mutations and any psykers in the area scream in agony, claw out their eyes or lose all control of their powers. When the rift opens all hell literally breaks lose. Dozens, or even hundreds of daemons burst through into the real world, invigorated by the terror and despair of the mortals they are about to slaughter.

POINTS: 100 + MODELS

The Protos Enclipsement

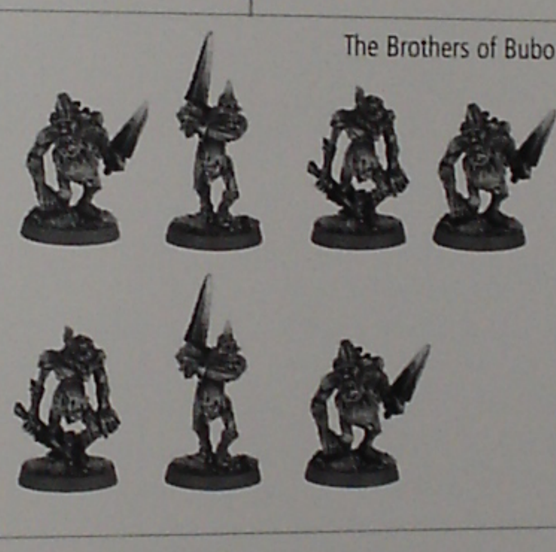
GREAT UNCLEAN ONE

N'Garg
'Theg 'Garga' Teph
"Pukerot Thundergut"

PLAGUEBEARERS

The Slime Maidens

PLAGUEBEARERS



The Brothers of Bubo

PLAGUEBEARERS

Nurgle's Grinagogs

Some warp rifts grow so large that they engulf entire cities, continents and worlds. The five largest warp rifts, using a measurement of approximate warp power required for the rift to be maintained (excluding catalogued warp storms) recorded by the Imperium are:

Mosaik Sector: Commenced 897.M34, not yet ceased.

Bethsamnel Sector: Commenced 342.M38, ceased 879.M40

Ghostmare sub-sector (Syranius Sector): Commenced 564.M39, not yet ceased.

Goridion Prime (Hive world): Commenced 149.M32, ceased 287.M36

Hive Calatalcus (Orphian Secundus): Commenced 293.M37, ceased 843.M40

FORMATION:

1+ Summoned Greater Daemon,
3+ packs of Summoned Lesser Daemons

"A deluge not of rain, but of blood. Deserts turned to quagmires, forests to marshland, streets to canals. That was just the beginning."

– Lone survivor of the Ghaias Rift anomaly.

SPECIAL RULES:

Placing the Warp Rift: You will need a counter of some kind to indicate the location of the warp rift. Place it immediately after all objectives have been placed. It may be put anywhere on the table, and remains there for the duration of the battle.

Psychic Trauma: Any non-Daemon psyker attempting to use a power while they are within 24" of the warp rift counter will automatically suffer a Perils of the Warp attack, regardless of the result of their psychic test. However, if the power causes hits with a given Strength value, then the Strength is increased by D6 (to a maximum of 10).

Daemonic Incursion: The Daemons in the formation must start the game in Strategic Reserve. At the start of the Chaos player's second turn (never before) the Daemons within may start to emerge. When the Daemons become available as strategic reserves, they appear using the rules for summoning units of Lesser Daemons, counting the Warp Rift counter as an icon. The Greater Daemons in the formation need not, and indeed cannot, possess anyone – instead they come out of the rift in the same way as the Lesser Daemons.

Note that the Daemons in the formation must come out of the Warp Rift – they cannot be summoned normally. Conversely, Daemons that are not in the formation cannot enter from the Rift.

Licking sweet blood from his lips, Talgath Mort let the limp body of the Imperial Guard Commissar fall from his grasp. The Chaos Lord took a shuddering breath, letting the ecstasy of the moment set his nerves quivering. The thrill passed within a few heartbeats, leaving the master of the Fire Reavers feeling cold and empty. With his one good eye, he looked at his army as it fought and bled with the Imperial slaves who had so foolishly contested Talgath's rule of this ancient world.

The mangled remains of a Baneblade burned ferociously, belching a plume of oily black smoke. Around it were piled the bodies of dozens of Talgath's renegades, who had been caught in the war engine's death-blast. The ground further east was a cratered mess, mud and bodies churned together by the bombardment from Talgath's cruiser in low orbit above this contested world. Lasblasts and sparkling bolter rounds filled the air, punctuated by the detonations of large shells from the Imperial Guard guns on a fortified hill to the south. Amongst the ruins of a rusting minehead, the Chaos renegades fought from building to building, cutting down Guardsmen with chainswords, crushing their bones with armoured fists. An ancient promethium tank exploded from a stray shell, showering a fiery plume across the warriors of both sides. Their burning, flailing figures stood out against he dark shapes of the mine buildings.

He remembered the words of the sorcerer, Ahriman. "Give me ten thousand souls and I will give you victory," the renegade of the Thousand Sons had promised. Looking at the mountains of bodies strewn across the crater-pocked battlefield – both lackey of the Emperor and follower of Chaos – Talgath realised that Ahriman would soon be held to his oath.

The Thousand Son's sorcery suffused the battlefield. Talgath could hear whispers and distant screams at the edge of hearing. He could feel the soulstuff of his warriors and those of their foes washing around him, almost tangible to his warp-enhanced senses. Their ethereal touch was chill and sticky, the clammy hands of ghosts pawing at those that still lived, seeking their warmth.

Talgath could feel the unquiet spirits being drawn past him and he looked over his shoulder towards Ahriman. The sorcerer was stood upon a hill of bald rock, the steaming bodies of dozens of Guardsmen and Chaos Marines surrounding him. Magical lightning leapt from his fingers, incinerating everything within reach, creating a whirling storm of energy around Ahriman. And all the while, the souls of the dead gathered and swirled around the sorcerer. The sky seemed to bulge with accumulating power.

With a sound like a million throats being slit, reality tore apart.

The magical lightning around Ahriman ceased, and was replaced by a glowing corona of dark energy. It rapidly swelled into a pulsing hemisphere of kaleidoscopic colours, blurring into and out of focus. In those moments of sharpness, Talgath thought he could see a realm of nightmares – of great chains hung with corpses, of a sky filled with clouds of flame, of plains made of the dust of untold bones and shaped by hills of skulls. Brazen horns, maddening drums, deafening howls and shrill screams flowed out of the portal, carried upon a scorching wind. Monstrous shapes clustered at the rip into the Immaterium. Great winged beasts clawed at the rent in reality, tearing through the last vestiges of the barrier between dimensions. Like a flood of insanity given form, the Daemonic legion broke through and the Fire Reavers advanced once more.

SLAUGHTER AT THE KAN FACTORY

16,000 points of battle-crazed Orks defend their island-based factory complex against the massed armies of two Eldar Craftworlds. The fate of the entire galaxy hangs in the balance!

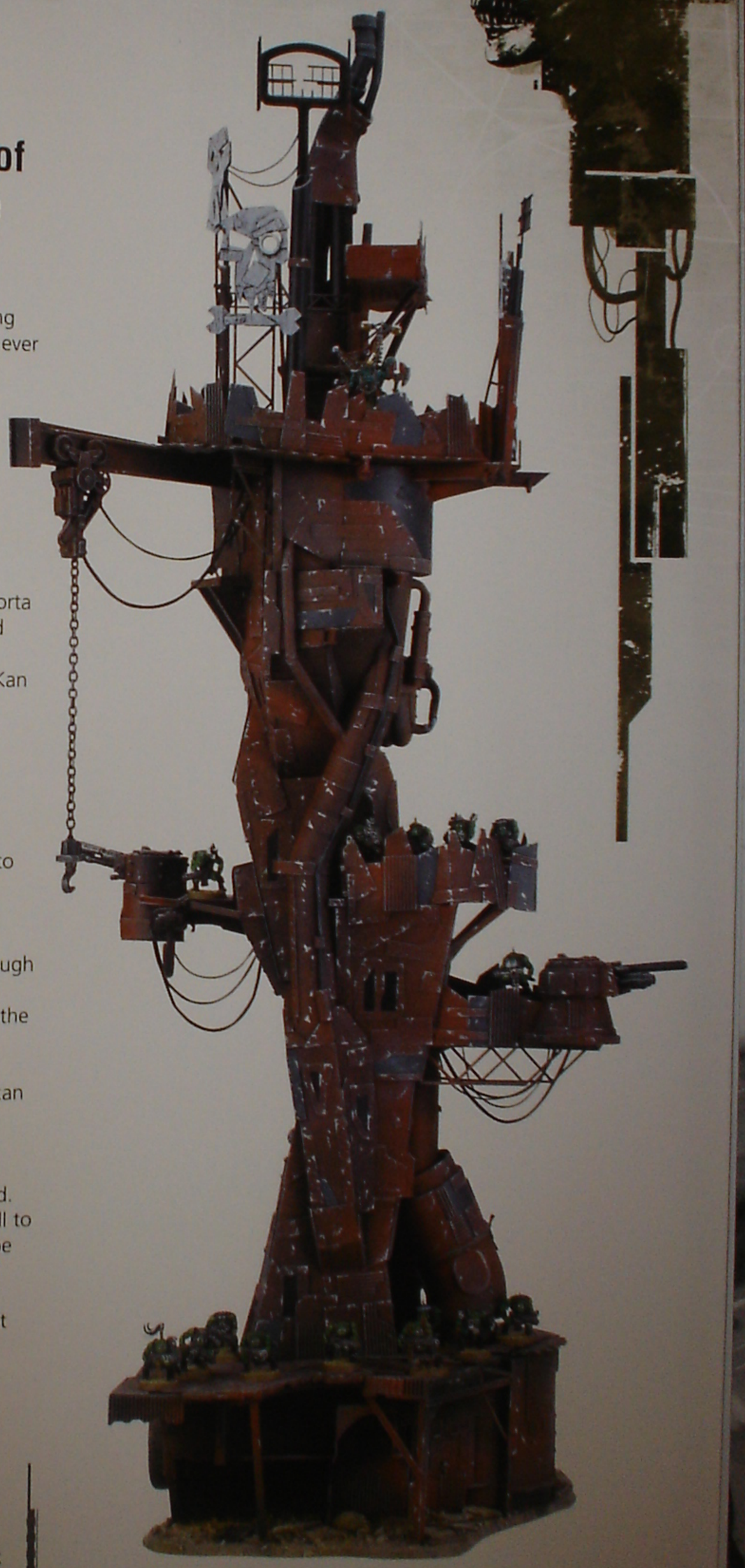
As the kan factory upon the island world of Azghrax churns out clanking war machines, the horde of the mighty Ork Warlord Ghazghkull grows ever stronger. The Farseers have foretold that if the horde's rampage is left unchecked then Eldar Craftworlds will pay the price. Can the combined forces of Saim-Hann and Ulthwé destroy the Ork munitions base before it is too late?

It is the Imperial year 992.M41, and Ghazghkull's plans to crush all before him are coming to fruition. His alliance with the Bad Moon Warlord Nazdreg has allowed Ghazghkull to augment the might of his armies with the know-how of Nazdreg's spanner Mekboyz. Foremost amongst these is Orghamek, technical genius and pioneer of Ork tellyporta technology. Ghazghkull, the self-proclaimed Prophet of Gork, has joined forces with a Mek possessed of the cunning of Mork himself. Their combined hordes are becoming all but unstoppable. With Orghamek's Kan Factory churning out ever larger and shootier Ork war machines, Ghazghkull's Waaagh! is set to gather an unstoppable momentum that will smash through the system in a raging tide of violence.

The Greenskins' plans are far from unopposed, however. The Farseer Eldrad Ulthran has foreseen that to allow the Orks to marshall their strength is to doom the nearby Craftworlds of Saim-Hann and Ybraesil to a violent death. All is not lost, for Eldrad has found a way to turn the green tide aside and weaken the upstart Imperium of Man into the bargain. Eldrad has predicted that by destroying the flow of heavy munitions to Ghazghkull's armies, the Ork Waaagh! can be blunted enough that it will fight to a standstill upon the Imperial world of Armageddon. Eldrad's plan is to force Ghazghkull's invasion to grind to a halt, costing the Imperium an immeasurable number of lives but allowing the Eldar Craftworlds to drift away unmolested as their foes begin a war without end. The key is the destruction of the industrial complex known as the kan factory, and especially the death of its Mek creator, Orghamek.

The Craftworlds of Saim-Hann and Ulthwé have combined their forces, intending to strike hard and fast at Orghamek's base upon Gogrok Island. They are not alone, for the Corsair Prince Yriel has also answered the call to war. The Eldar armies are further bolstered by the appearance of a troupe of Harlequins. Even the Phoenix Lords, said only to appear on the eve of truly momentous events, have lent their might. With such legendary warriors present, the heart of Ork horde may well be ripped out before it can muster a successful counterattack.

"Looks like we're gonna get a chance to test out da new Stompaz ahead of schedule. hur hur hur."
– Orghamek



THE ORK HORDE

The Orks upon the planet of Azghrax are an unruly lot, but there is nothing that unites Ork society like the opportunity to break some heads. If those heads have pointy ears, so much the better!

The Orks must defend their archipelago by any means necessary. Luckily, Warlord Ghazghkull Mag Uruk Thraka is there in person to lead from the front. The Prophet of Gork and arguably the hardest Ork ever, Ghazghkull is more than capable of repelling the Eldar invasion, especially when backed up by a few hundred of his minions.

Big Mek Orghamek, a technical genius but not much cop in a fight, has to avoid getting killed. He can operate the tellyportas from his control tower in the citadel (see the Tellyportas rule, opposite). Alternatively he can concentrate his efforts upon coordinating the kan factory. Needless to say the Orks have a much better chance of victory if they can stop the Eldar from destroying the kan factory and churn out more walkers into the fight. The tellyportas allow the Ork players to make sure their forces are in the right place at the right time, and to stop the Eldar from running rings around them.

THE ORKIPELAGO

Part of the joy of Apocalypse is that it allows you to go a bit crazy. When tasked with making an Ork board, our resident hobby team really outdid themselves. The result was an Ork archipelago complete with an Ork factory, crane, citadel, tellyporta arrays, anti-aircraft guns, squig-sharks, and even a mine-laying anti-grav bulk lifter affectionately known as the Minepig.

The game itself was organised by one of our four players, who wrote some special rules for the weird and wonderful machines created by Orghamek. It's a lot of fun to come up with rules for the spectacular scenery you can use in your Apocalypse games. Don't worry too much about how balanced and fair they are, just think of them as a reward for all the hard work invested in making the scenery in the first place. After all, when each side has sixteen thousand points of models at its disposal, anything can happen!

THE PRODUKTION LINE

The kan factory is an industrial marvel, created by the Big Mek Orghamek to add Killer Kans to Ghazghkull's hordes at a frightening rate. Worse still, when the kan factory is going full pelt, it is also capable of creating Dreadnoughts and occasionally even Stompas! Roll on the following table at the beginning of the Ork turn as long as the factory is still operational:

1 The kan factory clanks and whirrs but produces nothing other than a noxious smell.

2-3 The kan factory produces D6 Killa Kans.

4-5 The kan factory produces D3 Ork Dreadnoughts.

6 The kan factory krew is preparing a fresh Stompa for the Waaagh! Every second time this result is rolled the Factory produces a Stompa.

Dreadnoughts and Stompas produced by the factory enter play from the main factory gates. Kans enter play from the kan hatch. They may act as normal the turn they come into play. If Orghamek is not in combat, the Orks may add 1 to either the dice roll on the produktion line table or the tellyporta table each turn.

THE GRAND WARHORDE

HQ
Ghazghkull Mag Uruk Thraka
Mad Doc Grotsnik
6 Warbosses
10 Nobz in Mega Armour
44 Nobz
2 Big Meks
2 Meks
1 Painboss
1 Battlewagon

ELITES
32 'Ard Boyz
23 Skarboyz
14 Kommandos
26 Stormboyz

TROOPS
14 Stikkbommas
95 Shoota boyz
105 Slugga Boyz
16 Tankbustas
47 Burna Boyz
[illegible] Gretchin with 3 Slavers

FAST ATTACK
5 Deathkoptas
10 Warbikes
15 Wartrakks
4 Scorchas
60 Trukk Boyz
10 Trukks

HEAVY SUPPORT
13 Big Gunz
18 Dreadnoughts
24 Killer Kans

LEGENDARY UNITS
Stompa
Big Mek Stompa
Gargantuan Squiggoth
2 Fighta-Bommas

DIVERTING DESTRUCTION

Ghazghkull's Waaagh! must be blunted before his attacks engulf the Craftworlds themselves, and countless Eldar lives are lost.

The Wild Host of Saim-Hann has been mustered, their sleek anti-grav jetbikes the perfect mounts for an arrow-quick attack over the polluted seas of Azghrax. The resultant confusion will give the forward elements of the Eldar force an opportunity to slip into the heart of the Ork forces and eliminate Orghamek. Ghazghkull is to be avoided if possible, but the number of Ork tellyportas built across the archipelago mean that even the gifted Autarchs of Saim-Hann cannot truly predict the course of battle.

The grand muster of Ulthwé is anchored around the Craftworld's numerous Farseers and Warlocks. In addition, they have two lithe Revenant Titans in support, the perfect tools for crippling the towering Stompas that stand sentinel in front of the kan factory. Should the lightning-fast raid of the Eldar get bogged down into a protracted melee, the Phoenix Lords will lead their Aspect Warriors in a devastating counter-attack.

As the Eldar forces speed toward Gogrok Island, ready to attack from all sides, the stage is set for a bloody and desperate battle.

THE TELLYPORTAS

Orks have an innate understanding of many types of technology, including teleportation – and luckily, their physiques are robust enough to withstand the somewhat erratic results! If an Ork unit wants to use a tellyporta, the entire unit must be on the tellyportation plate. At the end of the Movement phase, roll a D6 and consult the following table.

1 – Fzzcrack!	The Ork unit stays in place. It takes D6 S6 hits and is now pinned.
2 – Whobb!	The unit teleports one tellyporta to the right.
3 – Bzzzzt!	The unit teleports one tellyporta to the left.
4 – Yoing!	The unit teleports two tellyportas to the left.
5 – Ssssip!	The unit teleports to the tellyporta of your choice.
6 – Zoop!	The unit teleports to the tellyporta of your choice and may assault this turn.

The Ork unit immediately reappears on the destination tellyportation plate. It may not assault in that Assault phase unless it has rolled a 'Zoop!' result on the table.

THE ELDAR ARMY

HQ
The Avatar of Khaine
Eldrad Ulthran
Prince Yriel
6 Phoenix Lords
2 Autarchs
7 Farseers
18 Warlocks

ELITES
27 Howling Banshees
20 Fire Dragons
10 Wraithguard
11 Striking Scorpions
8 Harlequins

TROOPS
65 Guardians
30 Storm Guardians
30 Dire Avengers
63 Jetbikes
3 Rangers
3 Wave Serpents

FAST ATTACK
10 Shining Spears
11 Swooping Hawks
16 Vypers
12 Warp Spiders

HEAVY SUPPORT
5 D-Cannons
8 War Walkers
3 Wraithlords
1 Vibrocannon
18 Dark Reapers
5 Falcons
5 Fire Prisms

LEGENDARY UNITS
1 Nightwing Interceptor
2 Revenant Titans
1 Scorpion

a lucky roll on the Produktion ble, a new Stompa strides out of the kan factory.

SEAS OF BLOOD

At the end of a bloody battle, less than a quarter of the Eldar were left alive, and the Ork force was left leaderless and in tatters. The sheer slaughter of the last turn saw some surprise reversals...

The Eldar plan to divide and conquer was largely a success, with the Ork forces on each island quickly isolated and two of the bridges held by Eldar heroes. Unluckily for the sons of Khaine, the Stompas had thinned the Aspect Warriors' numbers so effectively that the Eldar did not have quite enough punch left to take down the heaving Ork mobs charging towards them.

The Stompas really excelled against the elite Eldar infantry, and though the two armies caused roughly equal casualties in the first two turns, the Aspect Warriors were worth twice as much as the Orks. The Revenants used a different tactic, concentrating on larger targets. Though they did not affect the Ork infantry, they stopped one Stompa's rampage soon enough once they were in range, causing a cataclysmic explosion in the process that helped the Eldar take the citadel objective.

Though the Dire Avengers and Dark Reapers poured fire into the Orks charging across the bridge to claim the remains of the Eldar Titan, there was no stopping the oncoming mobs. Even Karandras the Phoenix Lord and his Striking Scorpions were slain by the relentless Greenskins and their indomitable leader. Only when the entire Eldar force concentrated their fire upon Ghazghkull himself was the rampaging Warlord felled. The bridge itself gave way under the storm of fire, dropping the raging Ork into the polluted sumpwater!

The Revenants really began to take their toll towards the end of the game, and their pulsars destroyed the Stompa on the bridge at the end of turn four. However, the Ork players had been rolling very well on the Produktion Line table. At the beginning of the very next Ork turn, a brand new Stompa thundered out of the kan factory! The new Stompa's opening salvo stripped away two of the nearest Revenant's three Structure Points and crippled the lithe war machine's drives. The game ended before we could find out who would win this titanic duel, but the players have resolved that the same titans will face off against each other again in the near future...

THE RESULT

The Orks finished the battle in control of the kan factory as well as the promethium tank objective. The Eldar had captured the central citadel (and annihilated Orghamek) and controlled the Minepig objective after a Farseer was accidentally teleported underneath it. The Eldar players of course claimed that the Farseer had forseen this event and stood on the teleporter pad deliberately! The crane objective was left abandoned as all troops in the area were wiped out. It all came down to the Eldar Titan head. Both sides had thrown dozens of troops at the objective, so we had to work out the victory points of each side's remaining models very carefully. In the end, the scores were so close that the players sportingly decided to call it a draw!

Though the kan factory itself remained intact, Orghamek was all but vapourised by the Scorpion grav-tank. The Eldar, their numbers thinned beyond countenance, were forced to withdraw from the seemingly endless mobs of Greenskins. Still, the Eldar had achieved their primary objective, killing the technical genius at the heart of the Ork army and altering the course of the Waaagh! The battle had taken a tremendous toll on both armies, and as the polluted seas around the island turned red, the only real winners were the sharks.

Produktion strides out an factory.

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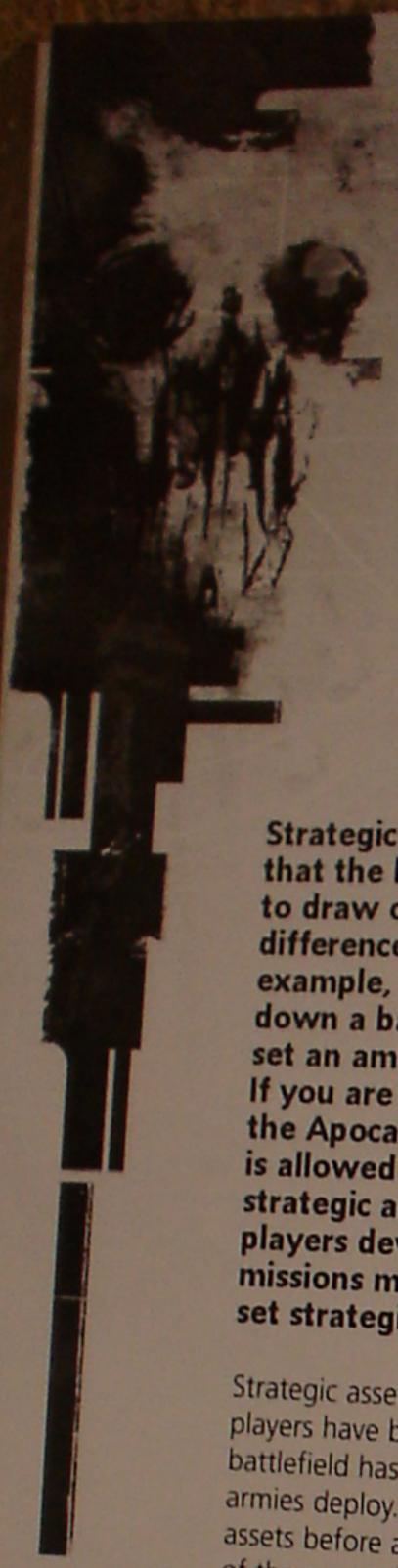
STRATEGIC ASSETS

As the commander of an apocalyptic army, you have access to strategic assets – a range of tactics including bombardments, flank attacks and commando raids. Picked at the start of a battle, they could make the difference between victory and defeat – so choose carefully.



USING STRATEGIC ASSETS

Picked to gain a vital advantage or to add to the excitement, strategic assets will add an extra dimension to your battles.

Strategic assets represent things that the high command are able to draw on that may make a vital difference during the battle; for example, you might want to call down a barrage on the enemy, or set an ambush, or lay a minefield. If you are fighting a battle using the Apocalypse mission, each side is allowed to pick one or more strategic assets. Alternatively, players devising their own themed missions may want to include pre-set strategic assets.

Strategic assets are chosen after the players have been split into teams and the battlefield has been set up, but before the armies deploy. It's important to pick the assets before anyone has set up, as some of the assets that can be chosen affect the way units are set up on the battlefield.

The number of assets a player can use and how or when they are selected will be determined by the mission being played. If you are playing the Apocalypse mission, for example, then each side may pick one strategic asset per player in the larger team, and may receive extra assets if their side has less points than their opponents (see page 22).

The assets that are available are listed below and detailed over the following pages. Each asset says when it can be used and what effect it has on play. Each asset may only be taken once per side; one side could not take more than one Orbital Barrage, for example.

Some assets only apply to the forces 'under a player's command' (or simply 'his forces'). This means the asset will affect only the units commanded by the player who picked the asset, and not the entire team's armies.

You will also find that some datasheets give you access to extra strategic assets in addition to those you have chosen normally. These can be used even if the same asset has already been picked. Pay careful attention to whether the effects of the asset apply to your whole army or just the models in the formation – the individual datasheets make it clear which is the case.

> Do not strike until you are ready to crush the enemy utterly, and then attack without mercy, destroy every last vestige of resistance, leave none to work against you.
>
> – Tactica Imperium.

STRATEGIC ASSETS

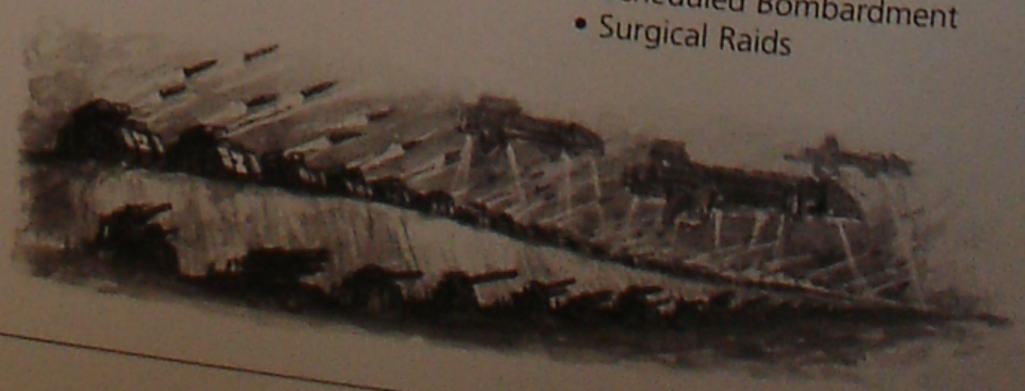
Strategic assets fall into four categories, which dictate how they are played:

TACTICAL ASSETS
- Ambush
- Careful Planning
- Camouflage
- Flank March
- Hold at all Costs
- Recon
- Strategic Redeployment
- Vital Objective
- Vortex grenade!

FRONT LINE ASSETS
- Disruptor Beacon
- Null Field Generator
- Supreme Headquarters
- Shield Generator

SUPPORT ASSETS
- Anti-Plant Barrage
- Blind Barrage
- Jammers
- Long Range Ack-Ack
- Orbital Bombardment
- Precision Strike
- Scheduled Bombardment
- Surgical Raids

BATTLEFIELD ASSETS
- Bunkers
- Minefields
- Obstacles
- Tunnels



TACTICAL ASSETS

Tactical Assets represent cleverly executed plans and risky tactical gambles that can be costly to individual troopers, but pay off handsomely for their commanders.

AMBUSH

Your scouts catch the enemy's reinforcements in a lethal crossfire.

When Revealed: At the end of an enemy Movement phase.

Effect: Choose one enemy unit that has come onto the table from strategic reserve that turn. Each model in the affected unit is hit by the following sniper weapon (vehicles are hit on the Rear armour).

S	AP	Type
n/a	3	Sniper, Pinning

As well as the chosen unit, all of the enemy units that have used the Flank March asset in that turn's movement phase are also hit by the Ambush.

CAREFUL PLANNING

The high commanders of your army are famed for the meticulous preparation of their battle plans.

When Revealed: When used.

Effect: The player that chose this asset may bring on up to half of his units in strategic reserve in the first turn. In the second turn he must then bring on the rest of the units he has left in strategic reserve.

CAMOUFLAGE

Low cunning and a handful of mud can sometimes be the difference between life and death.

When Revealed: When deploying.

Effect: All units under the command of the player that picked this asset receive a 5+ Cover Save during the enemy's first Shooting phase (vehicles count as obscured).

FLANK MARCH

Circumventing the enemy's forces, your reserve forces attack from an unexpected direction.

When Revealed: When first used.

Effect: The strategic reserves under the command of the player that chose this asset may enter play from any and all table edges.

HOLD AT ALL COSTS

Your troops count their victories in land gained rather than casualties sustained.

When Revealed: Before beginning the first turn.

Effect: Non-vehicle units under the command of the player that chose this asset count as scoring units even if they are below 50% strength (in which case they are worth victory points equal to half the unit's points value towards capturing the objective).

RECON

Your forces know every foxhole and obstacle in this crucible of battle, and manoeuvre across the terrain with ease.

When Revealed: The first time it is used.

Effect: All models on the side that chose this Asset may re-roll the dice when taking difficult and dangerous terrain tests for the entire game.

STRATEGIC REDEPLOYMENT

Whether by teleportation, airlift or superhuman effort, your forces can redeploy at lightning pace.

When Revealed: At the beginning of one of your Movement phases.

Effect: Once during the game, all units belonging to the player that chose this asset may strategically redeploy. This allows any of the player's units that are currently able to move, to move an unlimited distance in the Movement phase, as long as no part of the move takes place within 12" of an enemy model.

Units that strategically redeploy may not shoot or assault in the same turn.

VITAL OBJECTIVE

If you can claim a section of the battlefield critical to your plans then victory is as good as won.

When Revealed: Before beginning the first turn.

Effect: When the Asset is revealed, the player chooses one of the objectives as "Vital" and writes down which one it is, so that the opposing side does not know which one has been selected.

This choice is then revealed at the end of the game, and if your side controls your vital objective this counts as controlling two objectives.

VORTEX GRENADE!

Your force has the courage to employ the most potent man-portable weapon in the galaxy – the dreaded Vortex grenade.

When Revealed: Before deployment is commenced.

Effect: When revealed, the player secretly notes down which of the Independent Characters in his army is given the grenade. This model can throw the Vortex Grenade in one of its Shooting phases instead of firing a weapon. The Vortex Grenade is thrown in the same way as firing an Ordnance weapon, with a range of 6" that uses the 3" blast marker. Once the final position of the marker has been determined, any models and removable terrain features touched by the template are removed from the game (flyers are not affected). Don't even think about taking any form of save; and the Vortex is not interested in your Adamantine Mantles, Synapse and other special rules either. Just remove it!

Gargantuan Creatures are not removed, but automatically lose D6 Wounds instead (no saves of any kind allowed!).

Super-heavy Vehicles are not removed, but automatically lose D3 Structure Points instead.

At the beginning of every following player turn (of both sides!), the Vortex tears through the fabric of reality, disappearing and reappearing 2D6" away in a direction shown by the roll of a scatter dice (use the little arrow if you roll a hit).

If a double is rolled for the distance moved, the Vortex is removed instead.

> "They appear to me as insects, nothing more than a great carpet of insects. And as well they might, for that is their importance to me, and that is the manner in which I shall crush them."
>
> – Princeps Lucretio of the Warlord class Titan Heaven's Fist.

BATTLEFIELD ASSETS

Some commanders take steps to prepare defences upon the battlefield, shaping it to their own advantage and the detriment of the foe.

TUNNELS

Your troops know the secrets of the sewers, underground bunkers or caverns that lie beneath the battlefield.

When Revealed: After deployment, but before the first turn takes place.

Effect: The player that chose this asset may place D6+3 tunnel markers anywhere on the table at ground level. Infantry units that are in strategic reserve and that don't have a dedicated transport vehicle, and which belong to the player that chose this asset may choose to either enter player normally, or can move onto the table via any tunnel marker. Units that enter via the tunnels move onto the table as if the tunnel marker was a table edge, but may not assault in the turn they arrive. Tunnel markers within 1" of an enemy may not be used, and only one unit may exit from each marker per turn.

If both sides choose this asset, then each side places D3+3 markers, and each side can use any of the markers placed to enter play!

BUNKERS

Your forces have raised heavy duty fortifications that protect them against enemy assault.

When Revealed: When the side that chose this asset is deploying.

Effect: The player may set-up up to six Bunkers in his side's deployment area. However, each bunker must be manned by a unit belonging to the player that chose this option. See the Warhammer 40,000 rulebook for a description of how to make and use Bunkers.

MINEFIELDS

Every square foot of ground the enemy takes must be paid for in blood.

When Revealed: After both sides have deployed, but before the first turn.

Effect: You may mark out one minefield in No-Mans Land or your own deployment zone. The minefield is 6" wide and 36" long. Show the minefield by placing markers at the four corners. If you wish you may split it into two 18" long minefields, or three 12" long minefields. The minefield counts as difficult, dangerous terrain, and any units that suffer any casualties from it must test for pinning.

OBSTACLES

The battlefield is dotted with obstacles designed to hinder and maim any who approach your position.

When Revealed: Before deployment takes place.

Effect: The player that chose this asset is allowed to place up to twelve of the following obstacles anywhere in their deployment area or in no-mans land. All obstacles should be about 6" long. You may choose to place a variety of different obstacles if you wish, as long as the total number does not exceed twelve.

Barricades: Barricades provide a 4+ cover save. The are difficult ground for infantry and non-skimmer vehicles. They are removed if passed through by a non-skimmer vehicle.

Razor-wire: Razor-wire is difficult, dangerous terrain for all non-vehicle models. Vehicles can drive over razor-wire with no effect.

Tank Traps: Tank traps are impassable to all vehicles except skimmers and flyers. They do not affect non-vehicle movement, but provide a 5+ Cover Save for non-vehicle models sheltering behind them.

IMPORTANT: In order to use this asset you will need at least one (and preferably more) Obstacle terrain pieces.

FRONT LINE ASSETS

You value the lives of your soldiers highly, and have had a facility or protective device installed to bolster their chances of victory.

Front line assets must be represented by a marker in the owning player's deployment area. The marker can be up to 4" across so it can be modelled on a suitable dioramic base. The asset itself can be destroyed by shooting and in close combat. The device representing it is treated like an immobilised vehicle with an armour value of 13 on all sides, and is destroyed by any glancing or penetrating hit inflicted upon it.

DISRUPTOR BEACON

Comms gear and auspex arrays are confounded by this scrambler device.

When Revealed: During deployment.

Effect: Whenever enemy Reserves arrive within 48" of the marker, roll a D6. On a roll of 4+, the player owning the beacon may choose a new entry point. The new point may not be in Impassable terrain.

NULL FIELD GENERATOR

This arcane device surpresses the energies of the Warp in a wide radius.

When Revealed: During deployment.

Effect: Roll a dice every time a Psychic test is taken by a model within 36" of the device, that power is nullified on a roll of a 2+ (perils of the warp apply as normal). Daemons may not enter play within 12" of the device.

SUPREME HEADQUARTERS

Your high command leads from the front, providing inspirational leadership to your troops on the ground.

When Revealed: During deployment.

Effect: All units from the player that chose this asset within 12" of the marker benefit from the following special rules: Counter-Attack, Fearless, Night Vision/Acute Senses, Tank Hunters.

SHIELD GENERATOR

A technological marvel guards the core of your force with a potent force field.

When Revealed: During deployment.

Effect: Non-vehicle models within 12" of the marker receive a 4+ Invulnerable save against any attack originating from more than 12" away from the generator (vehicles count as Obscured instead).

SUPPORT ASSETS

These assets represent forces at your command who are either behind the battlelines or even in low orbit, awaiting your command to punish the foe for their resistance.

ANTI-PLANT BARRAGE

Vegetation upon the battlefield is reduced to an acidic sludge, opening fire lanes and denying cover.

When Revealed: In the Shooting phase of one of your player turns.

Effect: Roll a D6 for every removable terrain feature representing a wood, jungle or any other type of plant on the table. On a roll of 2+ the piece is removed. If you have suitable terrain, replace the woods with a feature representing the mushy residue left behind, counting this as Difficult terrain only (no Cover save).

BLIND BARRAGE

A thick barricade of smoke is [illegible] across the battlefield, protecting your troops' advance.

When Revealed: At start of any Game Turn, including the first.

Effect: Pick a point anywhere on the table and place a marker of some kind upon it (a small coin will do just fine!). Then roll for scatter as you would do if firing a barrage weapon with no line of sight to the target, and move the marker to the position indicated by the scatter roll. Then place a second marker anywhere you like not more than 36" from the first marker, and roll for scatter for this marker also. Draw an imaginary line between the two markers. For the remainder of the Game Turn the line of sight of any unit is blocked if it crosses this line.

JAMMERS

The comms channels of the enemy are blocked with static, forcing them to deploy blind.

When Revealed: After the bid for deployment, just before the opposing team is given the five minutes to talk about their deployment.

Effect: The opposing team lose their five minutes to discuss deployment and must begin deploying straight away. In addition, they may not communicate with each other during deployment, until the dice to go first is rolled (no speaking, writing, body language or telepathy!).

LONG RANGE ACK-ACK

Your anti-aircraft guns have range enough to command the entire battlefield, protecting your ground-based troops and vehicles from aerial attack. Flyers beware!

When Revealed: At the beginning of one enemy Movement phase.

Effect: Pick one enemy flyer. The model must immediately Disengage (or may not enter the table this turn if it is still in strategic reserve).

The affected flyer may choose to force its way through the anti-aircraft fire and ignore the effect described above, but it will suffer three Strength 8, AP3 hits (on Side armour, if applicable) as it flies through the flak.

ORBITAL BOMBARDMENT

The ships of your fleet are poised in low orbit around the planet, awaiting your signal to drop their lethal payload upon the foe.

When Revealed: In the Shooting phase of one (and only one!) of your player turns.

Effect: Roll a D3. If the dice roll is equal to or less than the turn number, then you may use the Bombardment. If the D3 roll is greater than the turn number then the attack is delayed and may not be used – roll again next turn.

When the attack is available, place the Apocalyptic Barrage template anywhere on the table. The bombardment has the following profile: Apocalyptic Barrage (4), S8, AP3, Pinning. The bombardment always hits the side armour of vehicles and counts as ordnance.

PRECISION STRIKE

An orbiting ship picks up the position of an enemy unit and feeds firing data to your troops on the ground.

When Revealed: In the shooting phase of one of your player turns.

Effect: Pick one enemy unit (not a flyer). All friendly models that fire at the chosen enemy unit and are found to be in range hit on a 2+ in that turn's Shooting phase.

SCHEDULED BOMBARDMENT

The clock is ticking for the enemy as your allies in low orbit add their firepower to your own.

When Revealed: Before deployment.

Effect: Before either side starts to deploy their troops, the player that chose this Asset must secretly record three points anywhere on the battlefield that will be hit by an Orbital Bombardment (see the appropriate strategic asset). The player must also record the turn in which each Orbital Bombardment will strike, but is allowed only one per turn.

SURGICAL RAIDS

Prior to the battle, trained assassins and commandos have been dispatched to cripple isolated enemy forces.

When Revealed: After deployment but before the first turn takes place.

Effect: Each enemy unit on the table that consists of a single model suffers a Strength 5, AP2 hit (vehicles are hit on side armour).

> You strive for victory. That is obvious. What may be less obvious is the nature of victory. There are circumstances in which you can destroy the enemy utterly, without loss to your own forces, and yet the victory will be his. In all situations, you must first decide on the nature of victory, and then take steps to secure it. Avoid the instinct to fight first and think later.
>
> – Tactica Imperium.

THE DEFENCE OF CYROS PRIME

1. A Heirophant genus bio-Titan cripples a Warhound with its bio-cannon.
2. Drop pods thunder down to deploy Space Marines into the midst of the foe.
3. A Tyranid heavy assault wave lays waste to an Imperial Guard tank squadron.
4. The heroic officers of the Imperial Guard inspire nearby troops to fight to the death.
5. Thunderhawk gunships take a heavy toll upon the alien invaders as they transport the Adeptus Astartes to the front line.
6. Munitions begin to run dry in the face of an endless tide of gaunts.
7. A pair of Baneblades target and destroy Tyranid synapse creatures.
8. Genestealers and Lictors infiltrate the tunnel networks to better close with the foe.
9. A Warhound Titan kills hundreds of Tyranid invaders with its plasma blastgun.
10. A Hellhound moves to intercept an emergent subterranean swarm.
11. Imperial High Command coordinate their forces from a temporary Headquarters.
12. A Leman Russ Tank Squadron escorts experimental anti-psyker tech to the front.