

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY

CHURCH OF STEEL



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THE CULT MECHANICUS

**‘LIFE IS THE MOVEMENT OF MECHANISMS.
SPIRIT DIRECTS LIFE’S MOTION.’**

— First and Second of the Sixteen Universal Laws as recorded in the Gilead System

Despite their dependence on it in the 41st Millennium, technology is poorly understood by most Imperial citizens, who treat it with a superstitious reverence. Technology is the exclusive province of the Cult Mechanicus, and those outside the faith are actively encouraged to maintain their ignorance to avoid heretical thoughts.

Rather than attempting to fully understand the inner workings of a piece of technology, worshippers pay respect to the Machine Spirit residing within. These animistic fragments of the Machine God, or Deus Mechanicus, grant animation and therefore life to every working object, from domestic radiation ovens to void ships. Care is taken to placate these spirits with litanies of maintenance, sacred oils, and rites of cleansing, to better ensure their smooth working.

THE MACHINE GOD

‘Sentience is the response to stimulus.

Consciousness is the reflection upon stimulus.

Sentience is the prerequisite of Consciousness.’

— Third through Fifth of the Sixteen Universal Laws as recorded in the Gilead System

To its worshippers, the Machine God is the supreme and omnipotent divinity of the universe, responsible for all of Humanity’s knowledge as well as for the vital spark that animates every living — and moving — thing. Its worship began on the planet Mars after a bloody period of civil war destroyed the terraformed ecosystem. Struggling to survive on a barren planet infested with savage cultists and hostile autonomous machines, the inhabitants of Mars developed a respect for the technology that kept them safe. Respect turned to reverence, and then to worship.

Once allied with the Imperium, the Tech-Priests of Mars formally recognised the God-Emperor as the long-prophesied Ommissiah — the divine physical manifestation of the Machine God — and partially aligned their faith with the Imperial Cult. In present times, worship of the Machine God is the province of the Adeptus Mechanicus, though it is not unheard of for Imperial citizens, particularly those who work alongside vehicles, ships, or other heavy machinery, to quietly revere the Emperor in His form as the Ommissiah.

THE MOTIVE FORCE

‘Comprehension derives from the exercise of faith.’

— Sixth of the Sixteen Universal Laws as recorded in the Gilead System

To understand the Motive Force, one must first understand the triune nature of the Machine God. In its primary form, it is the unknowable intelligence that both created and is the universe. The Ommissiah is the physical embodiment of the Machine God in the Emperor’s mortal form. The Motive Force is the third member of the divine trinity: the aspect of the Machine God lent to all mechanisms that move of their own volition, granting them a tiny spark of divinity.

The true nature of the Motive Force and its relationship to other, more physical forces is the subject of much debate among the various sects of the Cult Mechanicus. For most citizens of the Imperium, however, it is akin to a soul or spirit, an animistic principle that can be applied to all life and all moving things.

THE TREATY OF MARS

‘The Ommissiah is the seat of Comprehension.’

— Eighth of the Sixteen Universal Laws as recorded in the Gilead System

The Treaty of Mars is the formally codified pact detailing the terms of the alliance between the Imperium of Man and the formerly independent Mechanicum of Mars. The treaty was signed on Olympus Mons shortly after the conclusion of Holy Terra’s Unification Wars, with the Imperium promising political independence and the support of Navigators and Astropaths to the former Martian Empire.

In exchange, the Tech-Priests of Mars pledged to support the Emperor’s Great Crusade with weaponry, ships, and raw materials, sharing the fruits of their wisdom, though not the wisdom itself. Perhaps most important of all, the signing of the Treaty of Mars (or the Treaty of Olympus Mons, as it is known to the Adeptus Mechanicus) unified the two empires of Terra and Mars, averting a costly war of subjugation and ensuring subsequent peace in the Terran Solar System. Following the treaty, the Imperium adopted the now-familiar two-headed Aquila as its symbol in recognition of the alliance.

The Imperium and the Cult Mechanicus are now so closely intertwined that separating them would be impossible. In an Empire at war, the Imperium’s need for weaponry and transportation could hardly be more apparent. Similarly, the Adeptus Mechanicus rely on the Imperium for political legitimacy, unskilled labour, and the resources required to continue their Quest for Knowledge and search for the lost Forge Worlds of ancient antiquity. Wherever technology is found — whether on far-flung battlefields or peaceful Agri-Worlds — the Adeptus Mechanicus are there also, bound by ancient compact to support their Imperial allies.

THE QUEST FOR KNOWLEDGE

‘The knowledge of the ancients is beyond Comprehension.’

— Thirteenth of the Sixteen Universal Laws as recorded in the Gilead System

The central tenet of faith in the Deus Mechanicus is that all knowable information already exists within the universe, and need only be discovered. The cult prizes discovering and learning from ancient information, but innovation, experimentation, and the study of xenos technology are heretical desires. Its ultimate goals are to understand the Ommissiah, to perfect Humanity by ascension to a fully mechanical form, and to recover the lost glories of Humanity’s ancient past.



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VEHICLES



In the early days of Warp travel, Mars sent many exploration vessels out into the cosmos on dangerous and unpredictable voyages. Untold hundreds of ships were lost, but some of those that survived established Forge Worlds across the galaxy. It is unclear how many such worlds still endure, but the merest rumour of one's continued existence is enough to send fleets of Explorators out into the unknown. Legends tell of ancient, fabled Forge Worlds whose manufactorums retain knowledge of the time before — and are willing to share their lore and bring their lost kin triumphantly into the Ommissiah's light.

The recovery of a Standard Temple Construct (STC) system is the ultimate goal of the Cult Mechanicus. This fabled device dates from before the Dark Age of Technology and holds within it all of the technological knowledge known to exist. Fragments remain in the form of hard-copy blueprints and are treated as priceless liturgical texts as well as plans for the construction of technological marvels. Very few first-generation copies of these schematics remain, and those that find their way into the hands of ambitious Rogue Traders can be sold for a fortune. Caution is advised when dealing with the Mechanicus over an object of such religious importance, however — the Tech-Priests of Mars stop at nothing to fulfil their sacred duty.

All of the Imperium's technology is made according to an STC pattern; to do otherwise would be heretical. For that reason, a finite number of designs for technological devices are in use. Many manufactorums are dedicated to the endless production of a single item, following the ancient blueprint laid out in the sacred text. Perfect duplication is an act of perfect worship.

Some truly ancient vessels, vehicles, and weapons remain from Humanity's past, their STC pattern lost; these priceless artefacts are functionally unique, and the mere thought of dismantling one to reverse engineer it is an abomination in the eyes of the Ommissiah.

In many ways, the obsessive dedication of the Cult Mechanicus to the STC patterns exemplifies the nature of tradition within the Imperium. Tremendous marvels are within the ability of the Tech-Priests of Mars, but slavish adherence to tradition and a desire to reclaim long-lost glories define the Machine Cult. Innovation is anathema at best, heresy at worst.

ISOLATION & PRESERVATION

'Comprehension brings us closer to the Ommissiah.'

— Seventh of the Sixteen Universal Laws
as recorded in the Gilead System

Humanity's first step into the stars brought with it an age of technological marvels, one blessed with innumerable achievements that persist only as venerable machines preserved by constant, intricate ritual maintenance. No records remain from this glorious era of expansion.

The discovery of the Warp changed everything. Concurrent developments of the Warp Drive and Gellar Fields, along with the emergence of the Navigator Gene, led to a revolution in intergalactic travel. The colonisation of the Milky Way was rapidly completed, and Humanity's eye turned to the wider reaches of the universe. Though records of this period are all but nonexistent, it is believed that xenos Species including Aeldari and Orks were first encountered during this period, along with others now thought to be extinct. Some xenos dared to challenge the expansion with force, though the undisputed technological might of Humanity rendered such threats trivial.

In the 25th Millennium, Psykers emerged rapidly amongst Humanity. Wars, Warp-storms, and the insidious corruption of the Ruinous Powers quickly followed, leaving planets and systems isolated from one another and from Terra. An unquantifiable amount of knowledge slipped out of reach, never to be recovered despite the Cult Mechanicus's most devout struggles. This period of time came to be known as the Age of Strife.

What remained after the Age of Strife ended were glimpses of history, fragments of a broken whole for which every answer raised a thousand more questions. The knowledge of creating and developing ancient miracles of technology is gone. Some machines are the last of their design; others carry customisations for which no records exist. Letting any machine break down is a sin against Humanity, depriving it of yet another gift from the ancients. Thus, the Adeptus Mechanicus's first priority is maintenance, closely followed by holy study.

All members of the Adeptus Mechanicus treat technological relics with profound reverence, but in the Gilead System, their faith is tinged with fear. Now severed from the rest of the Imperium by the Cicatrix Maledictum, Tech-Priests here are mindful of their tenuous grasp on knowledge. One corrupted cogitator can reduce the sum total of knowledge retained in the system or can introduce idiosyncrasies. Even the Sixteen Universal Laws have been reinterpreted and translated countless times. On one occasion, they were updated by the Tech-Priests of the short-lived Magi Vociferi, who claimed to receive transmissions from the rest of the Imperium. This was quickly proven false, and the sect were declared heretics and purged. Untangling their changes to the Sixteen Laws proved impossible, however, with countless copies in circulation.

The Tech-Priests' fear breeds desperate measures. Archmagos Telamon Fraine was prevented from flying an Explorator Ark into the Great Rift — insisting he'd charted a path to the other side — only by the intervention of a quick-thinking member of his crew.

Magos Aunze Maron innovated in secret for an unknown time, damning her immortal soul in return for advancements she believed would benefit the Cult Mechanicus. Her arrogance was simultaneously revealed and punished when her research into more efficient plasma flasks devastated Hive City Oaxis.

The deepest secret of all is the legend of Eboracus, a Tech-Priest said to have made contact with a being who promised revelations from the dawn of the Imperium. Like all Hereteks, Eboracus was caught and punished, but his downfall left a question circulating amongst those brave enough to voice it: What if he was right? Would the recovery of ancient truths justify the sacrifice of a single soul?

MACHINE SPIRITS

'Machine Spirits are gifts bestowed upon the faithful. Ritual is the practice of faith. Apostasy invites ruin.'

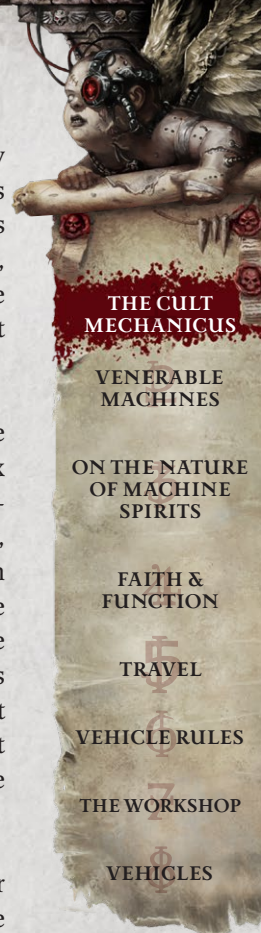
— Fourteenth through Sixteenth of the Sixteen Universal Laws as recorded in the Gilead System

The majority of Imperial citizens, even those on relatively advanced worlds, have no conception of the workings of technological devices. Religious stricture

forbids the examination or study of technology by anyone outside the Cult Mechanicus; most citizens treat even the simplest of appliances with superstitious respect. In place of an understanding of their workings, devices are believed to be possessed of a Machine Spirit — an animistic fragment of the Machine God that imbues the object with movement and function.

A commonly held superstition posits that each Machine Spirit has a personality of its own; the more complex a device, the more distinctive its personality. A fast-moving Chimera might be considered to have an eager, warlike spirit, while an ancient, glitching Lasgun might be seen as lazy and stubborn. Considerable effort is dedicated to placating these spirits to ensure smooth functioning. Lay technicians perform Litanies of Maintenance — complex, rote-learned prayers that accompany mechanical repairs. Tech-Priests treat processes of even routine maintenance with sincere religious solemnity.

Inductees into the Cult of Mars have a deeper knowledge of the mechanical workings of the Imperium's technologies. This lore is jealously guarded and considered to be among the deep mysteries of the faith. Anyone not of the Adeptus Mechanicus in possession of such knowledge is considered heretical. Nevertheless, despite these cult members' comprehension of mechanisms and the forces that drive them, none would dispute the animating hand of the Machine God in their works.



Like their Human counterparts, Machine Spirits are vulnerable to corruption. Scrap code, known also as the *Lingua Diabolis*, is a malicious and highly infectious computer virus. Heretekks who have succumbed to the lure of the Ruinous Powers have been known to use this seemingly nonsensical language to communicate with their dark masters; when introduced to a piece of Imperial technology, scrap code has the ability to subvert and corrupt the Machine Spirit within, turning its loyalties away from the Imperium to the forces of Chaos. Scrap-code generators are deeply unholy devices that, when combined with a Machine Spirit, are capable of propagating their blasphemous message through datacurrents, infecting all connected machines.

Some highly advanced Machine Spirits are capable of a degree of independent thought, such as those of Imperial Titans or some Astartes vehicles. These are thought to have particularly active and powerful spirits, and are seen as artefacts of tremendous religious and practical value. Complex personalities are ascribed to these ancient Machine Spirits, and complex rites of appeasement are required to remain in their favour.



XENOS TECHNOLOGY

'Alien machines are ignoble creations without spirit or mind.'

— Ninth of the Sixteen Universal Laws
as recorded in the Gilead System

No known xenos species observe religious rites in relation to their technology, and Tech-Priests are quick to affirm that they are spiritually null. Some senior members of the Cult Mechanicus are permitted to study xenos technology during the course of its destruction, but outside the hands of Rogue Traders, acquiring or dealing in xenotech, known as the Left-Hand Trade, is a capital crime under Imperial Law.

ABOMINABLE INTELLIGENCE

'The soul is the seat of Sentience. Sentience is the gift of the Omnissiah. The Omnissiah abhors Sentience without soul.'

— Tenth through Twelfth of the Sixteen Universal
Laws as recorded in the Gilead System

An abominable intelligence, or *Silica Animus*, is a heretical synthetic intelligence, made with ancient and forbidden technology, that has gained sentience and autonomy. To create or even to communicate with such a creation is explicitly forbidden under the terms of the Treaty of Mars, classed as Heretek Omega, the most dangerous and blasphemous tech-heresy. Central to the faith of the Cult Mechanicus is the tenet that only the Machine God can grant a soul to its creation; the *Silica Animus* is therefore a Soulless Sentience and thus anathema to life in all its motive forms. The devastation wreaked by such abominations was clearly demonstrated during the Rise of the Men of Iron, when countless worlds were lost and billions slaughtered.

Although rare in the present day, abominable intelligences have been encountered in various far-flung reaches of space, relics of Humanity's ancient history among the stars. These range from synthetic minds occupying robot-like bodies to complex and archaic systems capable of controlling and coordinating the activities of entire planets. Some reveal their true, hostile nature when first encountered and others might appear superficially benevolent, but in the eyes of the Machine Cult, they are universally corrupt, dangerous and an affront to the faith, fit only to be captured, examined, and carefully destroyed. All sanctified technology in the Imperium either is limited by a finite list of preprogrammed instructions or is under the control of a Human operator.



VENERABLE MACHINES

'Honour her well; she is older than you can imagine.'

— Captain Helenos Ixel of the Destroyer *Zealous Fury*

The Imperium's attitude toward technology, and its desperate preservation of lost technical arts, leads to ancient machines being accorded reverence in direct proportion to their age. A so-called 'venerable machine' might be many thousands of years old, and to be assigned one is both honour and obligation. Such a vehicle's custodian should be aware they are entrusted with not only an irreplaceable and valuable piece of equipment, but a living part of the Imperium's history.

The tables in this chapter provide a quick and easy way of adding personality and flavour to ancient vehicles encountered in the Gilead System, as well as adventure hooks and points of conflict with NPCs. The GM may add benefits or disadvantages reflecting any results rolled, although the value of such ancient and indomitable vehicles lies in their history far more than in any unusual abilities.

THE GOOD SHOVEL

Few machines generate a reputation quite so well as a reliable tank. One example is a Leman Russ assigned to the Gilead Gravediggers' 3rd Tank Regiment, nicknamed 'The Good Shovel' by its crew. The Shovel was equipped with a dozer blade for clearing debris. Its crew missed no opportunity to put it to other uses, however, culminating in pinning a Bloodthirster to a bunker wall during the siege of Vraks. The Daemon roared at the indignity and began to tear the Shovel apart. The crew, rather than fleeing the barrage they had called in on their own position, chose to remain with the Shovel to the bitter end. Though none survived, the chassis was recovered and refitted, and it serves with the 3rd to this day.



ADEPTUS MECHANICUS MACHINES

Uniquely skilled in the construction and maintenance of machinery, the Tech-Priests of Avachrus share a bond with their vehicles that serves as a key tenet of their religion. From the lowliest recaf dispenser to the most exalted Titan, each Machine Spirit is honoured with careful and regular litanies of maintenance. To do otherwise would be heretical.

While every machine possesses a Machine Spirit, very few commune with Tech-Priests directly. The onus of custodianship is on the Tech-Priests to understand a machine's needs and carry out the proper rituals of maintenance and repair, not on a blessed fragment of the Ommissiah to communicate its state.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Ancient and Divine: The vehicle was amongst the first batch to roll from the manufactorums of Avachrus.
3	Ruinous Scars: Scorched and blackened, this vehicle still bears the marks of its time in the battle against the forces of Chaos on the shrine world of Enoch.
4	Lost to Time: This vehicle, recently discovered on Gilead Primus, is a relic of the planet's initial colonisation.
5	Stabiliser: This vehicle was part of the purgative action against Heretek innovator Aunze Maron.
6	Creeping Threat: This vehicle was used in the decisive ambush that obliterated a mutant colony from the wastes of Avachrus.
7	Forged in the Fires of the Warp: The voidship on which this vehicle was travelling was assaulted and boarded by Aeldari Corsairs, leading to its use in an unconventional voidside battle.
8	Sacred Remains: This vehicle was partially stripped and looted by Ork forces after a punishing defeat, before it was recaptured by a team of Skitarii.
9	The Great Enemy: This vehicle stood guard over a captured Chaos vehicle while it was exorcised.
10	A Catechism of Cogs: This vehicle is rarely removed from its garage or hangar — it's used to teach novice Tech-Priests the anatomy, function, and rituals of maintenance for this class of vehicle.
11	To the Point: This vehicle was part of the Five Hour War between the Adeptus Mechanicus and House Acasta over the right to take possession of a defunct Imperial Knight.
12	Siege Breaker: This vehicle was part of the reinforcements that lifted the siege of Port Vauntar, when the moon Anval was invaded by the forces of Chaos.



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MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Ancient Code: A unique scriptural fragment, said to be a copy of the Omnissiah's own work, occupies a key part of this vehicle's machine code.
3	Ornate Decoration: The interlocking cogs adorning this vehicle's surface are not merely functional, but also astonishingly beautiful.
4	Mark of the Archmaster: This vehicle's maintenance logs indicate it was once repaired by Tech-Priest Samar Veer before his ascension to Archmagos.
5	The Gratitude of the Astra Militarum: The vehicle carries the regimental banner of a Lord Militant's personal regiment, in grateful thanks for heroic assistance.
6	Memento Mori: The mechanical parts of the vehicle's dead crew lie in state within, though the weak flesh has long since been disposed of.
7	The Cog and Skull: The massive insignia mounted atop this vehicle marks it out from its fellows as a vehicle of great age and reputation.
8	Blood-Red Banners: This vehicle bears the massive standard of the Adeptus Mechanicus, and it is accorded the place of honour in every battle line.
9	What Does Not Destroy Us Makes Us Stronger: Massive rents in the body of this vehicle have been repaired with glittering adamantium veins.
10	Break Not the Ritual: The litanies of the Adeptus Mechanicus are etched into the bodywork of this vehicle, a perpetual reminder of the faithful's obligations.
11	The Foe Subjugated: The preserved remains of former enemies adorn this vehicle in a fearsome display of prowess.
12	The Hand of Unity: Somewhat unusually, this vehicle bears a relic of an Imperial Saint, carried as a gesture of comradeship between the two cults.

QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	Unique STC: This vehicle is built to a nonstandard design, its STC believed to be lost.
3	The March of Days: Time has taken its toll on this ancient vehicle. Despite a constant battle between maintenance and decay, its days are clearly numbered.
4	Burning Heart: An incredibly powerful reactor powers this vehicle, making the temperature inside the vehicle uncomfortably high. If the reactor's shielding were damaged, the radiation leak would be fatal.
5	Sins of the Flesh: A pair of Servitors inhabit this vehicle, following simple instructions from the crew and filling the atmosphere with a faint but pervasive scent of decay.
6	Binary Chatter: Speakers built into the vehicle's hull emit a continual stream of binary in praise of the Omnissiah.
7	Eternal Service: A heavily modified Tech-Priest is built into the driver's compartment of this vehicle, their few remaining fleshy parts sustained by canisters of liquid nutrients and occasional infusions of saline.
8	User Manual: The vehicle contains records of the rituals used to maintain it — though of course, no one but the Adeptus Mechanicus is permitted to carry them out.
9	Ritual Controls: The vehicle must be given commands in a certain, very specific order, or it refuses to respond.
10	Blithe Spirit: The Machine Spirit of this vehicle is swift, adaptable, and remarkably easy to drive.
11	Thoughts of War: The vehicle has additional cogitators to aid in aiming its weapons systems.
12	Forbidden Secrets: Somewhere in this vehicle's heart lurks a useful and deeply heretekal device.



ADEPTUS MINISTORUM MACHINES

Part mobile cathedrals, part engines of war, nothing exemplifies the martial might of the Ecclesiarchy so much as the battle engines of the Adepta Sororitas.

The Sisters of Battle have in their possession a diverse array of tanks appropriate to most battlefield roles. With everything from anti-personnel weapons to those designed to destroy fortifications or other vehicles, the Adepta Sororitas are well-equipped for their holy mission.

High-ranking Ecclesiarchs occasionally requisition vehicles for ceremonial or personal purposes, though the Sororitas take a dim view of any who use their holy vehicles for frivolous ends.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Crusader: This vehicle was used by a midranking member of Saint Julyanna Gilead's command staff during the Gilead Crusade.
3	Diplomatic Service: This vehicle was part of the Battle Sisters' show of force that prevented open warfare between the noble houses of Syrne and Alingwe on Gilead Primus.
4	The Flame of Chivalry: This vehicle accompanied Imperial Knights in the extermination of a heretic colony in the active volcanoes of Nethreus.
5	Holy Shield: This vehicle was previously used by the Order of the Sanctified Shield in their stalwart defence of Enoch. There are no longer enough Battle Sisters in the Order to crew it.
6	Blood of the Martyr: Saint Kizenga died preventing this machine from falling into the hands of her enemies, a heroic act now depicted in stained glass in one of the cathedrals of Gilead Primus.
7	Ever Penitent: This vehicle valiantly supported the defence of the Cathedral of St Gelitta against flagellant heretics.
8	Missionary Work: This vehicle once patrolled the wastelands of Gilead Prime, preaching the tenets of the true faith to the warlike scum who make their homes there.
9	Privilege & Beneficence: This vehicle was once commandeered by the radical Inquisitor Gorebrandt.
10	Unblemished: This vehicle has been in constant use since the Gilead Crusade but has seemingly never had a single part replaced.
11	Death in the Sanctuary: This vehicle was recovered after an appalling slaughter on the Shrine World of Enoch, but the fate of its last crew is unknown.
12	Betrayed: This vehicle was almost destroyed by friendly fire from the Adeptus Astartes in the notoriously confusing Battle of Elath's Rift.



MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Holy Touch: It is said this vehicle once felt the touch of Saint Celestine herself, and still bears her handprint seared in holy fire.
3	A Silver Thorn, A Bloody Rose: Gifted in thanks by the Canoness of the Order of the Bloody Rose, this vehicle is adorned with a thicket of briar and roses, wrought of enamelled adamantium.
4	The Face of Wrath: Ornate bas-relief carvings covering the panels of this vehicle depict the holy martyred saints of the order in battle with daemonic enemies.
5	Laudate Dominum: As soon as this vehicle moves, a vast set of Laud Hailers spring into life, bellowing hymns of adoration to the God-Emperor.
6	The Light That Guides: A stained-glass window with blackened adamantine channels adorns the top of this vehicle, backlit to project vivid pools of colour before it wherever it goes.
7	The Fires of Faith: A splendid array of braziers adorn this vehicle. The fires never require fuel, a symbol of the Emperor's light.
8	Our Martyred Lady: Draped in the vestments of her order, the skeletal remains of a martyred hero lie in state within this vehicle as a perpetual reminder of a Sister's duty.
9	Labyrinthine: None of this vehicle's controls are quite where they should be.
10	The Martyr's Tears: The painted face of Saint Alicia Dominica upon this vehicle perpetually weeps sacred machine Oil.
11	The Ashen Cross: This vehicle is surmounted by an ancient banner bearing the heraldry of the Black Templars, though how it was acquired is lost to history.
12	A Sacred Blade: An exquisite reliquary built into this vehicle's chassis holds a Power Sword of ancient manufacture, bound in place with purity seals and to be used only in times of desperate need.

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QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	In Death, Victory: A huge quantity of promethium explosive has been built into this vehicle; it ignites if the vehicle is ever destroyed.
3	Dual Service: This vehicle has served more than one order of the Adepta Sororitas, and it is claimed by both as their rightful property.
4	Sole Survivor: Decorated in the colours and bearing the insignia of a lost order of Sororitas; not even the name of this vehicle's original order is known.
5	The Guns of Wrath: Weapons have been fitted to every available point on this vehicle, requiring only skilled hands to use them.
6	Portable Prayers: This vehicle contains a small portable shrine, which issues regular and insistent reminders at appointed prayer times.
7	Burn the Heretic! This vehicle has been fitted with a Heavy Flamer adorned in crimson and gold.
8	Incensed to Fury: This vehicle continually produces a fog of sacred incense that trails in its wake and fills its interior.
9	In War, Terror: This vehicle is fitted with a set of viciously curved forward spikes set at precisely the correct height to impale any enemy foolish enough to stand before it.
10	Mortification of the Flesh: The vehicle's controls are connected to a modified neural lash, causing an intense pain to any who takes hold of them — a perpetual reminder of the God-Emperor's eternal sacrifice.
11	Cherubim and Seraphim: A small flying Servitor attends this vehicle, usually managing to be in exactly the wrong place at the wrong time.
12	Never Back Down: This vehicle cannot be reversed; all the better to advance into battle.



ASTRA MILITARUM MACHINES

The vehicles of the Astra Militarum are forged with a single purpose in mind: the art of war. Although their design and construction remains the province of the Adeptus Mechanicus, most vehicles have a designated Enginseer capable of carrying out basic litanies of repair and maintenance.

Astra Militarum vehicles run the gamut from troop transports to heavy tanks, each one emblazoned with regimental colours and company details. They're usually just as richly equipped with myths and legends about miraculous survival and victories snatched from the jaws of defeat. No matter their regiment or homeworld, the troops of the Astra Militarum put a great deal of faith in their vehicles.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Home Guard: This vehicle formed part of the Gilead Gravediggers' fierce defence of their barracks-moon against an Orkish incursion.
3	Fortunate Survivor: This vehicle drove unscathed across a two-kilometre minefield to reinforce the defenders of Port Vauntar.
4	Psyker Slayer: This vehicle was instrumental in quelling an uprising amongst the imprisoned Psykers of Ironforge.
5	Aeldari Slayer: This vehicle was deployed in the short and highly successful campaign to turn back a flotilla of Aeldari attempting to migrate from inhospitable Trollius.
6	Drukhari Slayer: This vehicle fought a desperate action against Drukhari raiders in the Kharnuk Mountains on Ostia.
7	Pax Imperialis: This vehicle stood vigil outside Hive Mallorant, on Nethreus, keeping the peace during the infamous Seven-Year Famine.
8	Prodigal: This vehicle briefly fell into the hands of mutant warbands on Vulkaris but was bravely recaptured. It still bears disturbing modifications made to adapt it to the mutants' forms.
9	Necron Slayer: The Machine Spirit of this steely vehicle has a particular loathing for the Necrons, after a past defeat whose details are encrypted and classified.
10	Thieftaker: This vehicle played a pivotal role in purging a Genestealer Cult from a promethium refinery on Charybdion.
11	Warp Survivor: This vehicle was once briefly exposed to the Warp. Its rear panelling appears unnaturally smooth, with a mirror-like sheen, no matter how often the panel is repainted or replaced.
12	Exterminator: Once deployed as part of a crusade to extinguish a now-forgotten xenos species, this vehicle still bears the unusual battle scars left by a foe that has faded from existence.



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MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Incorruptible: The chassis of this resolute vehicle is charred black, pitted with the marks of ancient, searing flames from a battle against an unimaginable foe.
3	Ancient Purity Seals: Ancient purity seals awarded in conflicts long past are preserved in battle-damaged display cases on the vehicle's exterior.
4	Blessed by the Ecclesiarchy: This vehicle bears exquisite liturgical texts both outside and within, the gift of the Ecclesiarchy.
5	Anointed by the Ommissiah: For unknown reasons, this vehicle has attracted the interest of the Cult Mechanicus. At least once every Terran year, a hooded group of Tech-Priests appear and requisition the vehicle, returning it smelling strongly of incense and greasy with machine oil.
6	Comparative Comfort: This vehicle has been customised to give the crew slightly more room to move around.
7	Names of the Dead: This vehicle is a veteran of hundreds of bloody conflicts. The sacrifice of its many crews is acknowledged on a stone tablet listing their names and the conflicts in which they gave their lives.
8	Shatterer of Will: Sharpened spikes have been fitted to the nose and axles of this vehicle in recognition of its fearsome prowess.
9	Banner of Bravery: A majestic banner flies over this vehicle, proudly displaying its battle honours and regimental colours.
10	The Chalice and the Rose: This vehicle once fought alongside the Sisters of Battle, defending a holy site on a far-flung colony world. It still bears the insignia of a Sororitas order, as well as a gilded fleur-de-lis.
11	Astartes Ally: Centuries ago, this vehicle fought alongside the mighty Adeptus Astartes, honoured for their service with the gift of a laurel wreath.
12	Guided by the Emperor: Legend holds that this vehicle escaped certain death through the God-Emperor's direct intercession. Lengthy orisons and hymns telling the tale of its own personal miracle boom continually through the vehicle's Laud Hailers.

QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	Deadly Trophies: The embalmed heads of this vehicle's foes are proudly displayed on the chassis.
3	Regimental Transfer: This vehicle began its career in a different regiment. Some consider this a bond between the two services; for others, it may induce a profound sense of rivalry.
4	Redacted History: For reasons unknown, the history of this ancient vehicle has been expunged from the public record, though its cogitator records may yet hold secrets to its past.
5	Recovered from Ruin: This vehicle was captured by the enemy and only returned to service after extensive ritual cleansing. Even now, some traces of its misadventures remain.
6	Unruly Soul: This vehicle is possessed of a truculent and uncooperative spirit.
7	Unidentified Upgrade: It would appear the Adeptus Mechanicus have gifted this vehicle with additional functionality, without providing any instructions on how to use it.
8	Notched beyond Numbers: A kill tally has been scratched on the side of this vehicle so many times that the absolute number can no longer be discerned.
9	Liquid Ration Dispenser: Unusual for a vehicle of this pattern, it has been fitted with a liquid ration dispenser capable of sustaining its crew as long as it is fed with raw organic substrate.
10	Eternal Service: The former crew of this vehicle died in glorious service to the Imperium. The martyrs' bones are integrated into the machine itself, a permanent reminder of their brave sacrifice.
11	Mischievous Machine: Although usually co-operative, the Machine Spirit of this vehicle is possessed of a wicked and somewhat obstructive sense of humour.
12	Bloodthirsty Spirit: Murderous and swift, the spirit of this vehicle makes it a point of honour to ensure it is at the vanguard of any assault.



ADEPTUS ASTARTES MACHINES

The unfaltering Adeptus Astartes dominate any battlefield, the more so when accompanied by their massive machines of war. Unlike the other factions, who employ the Adeptus Mechanicus directly, the Techmarines of the Adeptus Astartes take care of their vehicles with well-trained piety, having trained alongside devout and knowledgeable Tech-Priests.

When they're badly damaged or retired, the majority of Adeptus Astartes vehicles in the Gilead System return either to the Absolvers' stronghold of Castle Grigori, on Gilead Primus, or aboard the battle barge *The Vow of Absolution* or *Fury's Blade*.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Memories of Heresy: This venerable vehicle's first battle was against Slaaneshi heretics.
3	Last Stand: This vehicle's last crew lost their lives suppressing a foul Genestealer Cult that took root on Brassyl.
4	The Battle for the Reach: When Ork invaders dropped from the space hulk <i>Persephone's Regret</i> onto Ostia's moon, this vehicle was there to hold them off.
5	Our Brother's Keeper: When an Imperial noble fell to the whispering corruption of Chaos, this vehicle was part of the campaign that purged him and his traitorous company.
6	Wych Hunter: This vehicle engaged Wych and Hellion slavetakers in the Reach.
7	Ground Zero: This vehicle survived days of aerial bombardment by WAAAGH! Nekkstompah.
8	Undaunted: This vehicle bears the scars from an encounter with the Death Guard in the farthest fringes of the Gilead System.
9	Toe to Wing: This vehicle briefly battled alone against the Daemon Vyzzek't Graal, Changer of Ways.
10	Master of the Voidmire: This vehicle fought Khorne-worshipping pirates on an asteroid fortress in the Voidmire.
11	Betrayed: This vehicle was almost destroyed by friendly fire from the Adepta Sororitas in the notoriously confusing Battle of Elath's Rift.
12	House Guard: This vehicle participated in the cleansing of the wastelands around the Absolvers' secret garrison of Castle Grigori.



MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Scroll of Honour: This vehicle bears a personal commendation from the leader of their Chapter.
3	Great Pelt: The fur of a monstrous, savage beast adorns this vehicle.
4	Purity Seals: Adamantium seals and fluttering parchments bear witness to the piety of the crew.
5	Iron Skull: This heraldic device commemorates exceptional leadership by the crew of this vehicle.
6	Iron Halo: The crew of this vehicle have been honoured for their tactical acumen.
7	Aquila Imperialis: The Imperial Aquila on this vehicle tells a tale of participation in a battle officially acknowledged as a Righteous Victory.
8	Imperial Laurel: This vehicle and its crew were personally responsible for a great victory in battle.
9	Victorex Alpha: This honour commemorates an act of outstanding bravery.
10	The Gift of Life An exquisite blood-red gem is set into the bodywork of this vehicle — the gift of a grateful member of the Blood Angels.
11	Ossific Relics: The vehicle contains a number of small scrimshawed bones — the honoured remains of lost battle-brothers.
12	Trophy Rack: This vehicle contains a number of trophies taken from slain enemies across many worlds, in the Gilead System and beyond.

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2d6	QUIRKS AND CUSTOMISATIONS
2	Copper Blight: This vehicle has a small but stubborn patch of corroded metal that spreads with every attempt to excise it but otherwise never grows in size.
3	Scars: New panels have been welded on to cover battle damage. The vehicle's paint job tries, and fails, to cover its scars.
4	Indomitable Machine Spirit: The Machine Spirit of his vehicle is bellicose and aggressive. It seems to handle slightly better, and move slightly faster, when charging directly towards the enemy.
5	Silent Running: This vehicle is quieter than most of its type.
6	Mobile Command Platform: This vehicle is equipped with Vox Casters, cogitator banks, and a number of remotely operated Servo-Skulls.
7	The God-Emperor's Wrath: An external Vox Caster chants battle hymns of the Chapter as the vehicle rolls into battle.
8	War Stories: One of the cogitators on the vehicle contains audio records describing previous engagements, left by the former crew.
9	Field Repairs: The Machine Spirit of this vehicle is prone to breaking down at inopportune moments. The vehicle is therefore kitted out with an extensive set of maintenance gear.
10	Turbo-Powered: This vehicle's engines are larger, and louder, than those of most of its kind, though they are no more powerful.
11	Advanced Auspex: Complex sensors gather a wide array of readings from the surrounding area. Most are unintelligible to all but the most senior Tech-Priests of the Machine Cult.
12	Aspiration Incarnate: Once piloted by Aspirants, this vehicle has simplified controls.



INDEPENDENT IMPERIAL MACHINES

The expense of owning and maintaining a vehicle renders possessing one impossible for many citizens. Extremely wealthy individuals, such as Planetary Governors and Rogue Traders, are the only private individuals likely to own personal transports. Such vehicles are often well maintained, elaborately decorated, and extensively customised by their owners.

Their owners may loan them to valued inferiors when it's appropriate to a given mission or as a reward for loyalty. Needless to say, allowing such a valuable gift to return damaged, even cosmetically, is an enormous slight against these powerful people, many of whom have fragile egos.



FORMER MASTERS

2d6	FORMER MASTERS
2	Inhuman Construction: Though tremendous effort has been made to hide the fact, this vehicle was not originally of Imperial manufacture.
3	Truly Ancient: The exact age of this vehicle is unknown, but it appears to bear a manufacturer's stamp from Holy Terra itself.
4	Inquisitorial Past: At some point in its past, this vehicle served the Emperor's Holy Inquisition. Who knows what secrets it might have witnessed?
5	Rogue Traders: This vehicle is decorated with the dynastic emblem of the Rogue Trader house Yun. How they came to part with it is a mystery.
6	Church Property: At some point in its past, this vehicle was the personal transport of a prominent Ecclesiarch, and it still has numerous religious fittings.
7	Enforced Retirement: This rather bland vehicle once belonged to a local planet's enforcers. It retains a selection of paramilitary hardware and quite a reputation among the local criminals.
8	Mechanical Genius: This vehicle has been extensively modified by the Adeptus Mechanicus for a specific purpose, though it's not clear what that purpose is.
9	Portable Library: The Adeptus Administratum once owned this vehicle, and it retains numerous bookshelves and cupboards for the use of its current owner.
10	Privately Owned: Formerly the property of a planetary dignitary, this splendid vehicle allows its owner to travel in the utmost luxury.
11	Spoils of War: Previously the property of the Astra Militarum, this vehicle has been extensively refurbished for civilian use.
12	Stolen Goods: At some time in the past, this vehicle was acquired by less-than-legitimate means — and someone wants it back.



MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Inquisitorial Accolade: The Machine Spirit of this vehicle has been honoured by the Inquisition.
3	A Friendly Warrant: A Rogue Trader once had cause to thank the owner of this vehicle, and their dynasty has not forgotten.
4	A Soldier's Thanks: A former owner of this vehicle did a small service for an Astra Militarum member, who might be willing to return the favour.
5	Access All Areas: Whether due to its data signature or a resemblance to the vehicle of a local dignitary, this vehicle is allowed access to some unexpected places.
6	Unobtrusive: This vehicle has a tendency to escape notice due to its similarity to others nearby.
7	Civic Duty: This vehicle once assisted local lawmakers in their duties, and it has not been forgotten.
8	Pure of Spirit: At some time in its past, this vehicle was granted a large and impressive purity seal.
9	Criminal Past: This vehicle was used by local gangers, who might want to continue a relationship.
10	Touched by Fate: A Primaris Psyker once travelled in this vehicle, and ever since, it has appeared to be extremely lucky.
11	Ecclesiarchy Debt: A local Ecclesiarch owes a favour to the owner of this vehicle for services previously rendered.
12	Blackmailable Material: Some highly sensitive material is secreted away in a hidden compartment.

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QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	Aged and Infirm: This ancient vehicle needs expert and regular maintenance to keep it functioning.
3	Luxuriously Appointed: Much larger than a usual member of its class, this vehicle contains a luxury sleeping area.
4	Cry for Help: When someone attempts to breach the exterior of this vehicle, multiple alarms scream until the correct passphrase (currently a line of scripture) is uttered to shut them off.
5	Entertainment Centre: An on-board cogitator contains recordings of every performance by the Governor's Operatic Ensemble of Gilead Prime from the last 10 years.
6	Gun Locker: This vehicle has been fitted with a weapons locker for emergencies, though it is currently empty.
7	Flashy Paint Job: This vehicle's decoration is at the cutting edge of fashion.
8	Soundproof: Sound doesn't carry into this vehicle. Even during a bombardment, it's peaceful inside.
9	Hidden Weapons: Secret weapons are mounted somewhere on this vehicle, just in case.
10	Drinks Cabinet: This vehicle contains numerous expensive bottles of amasec and zlatov.
11	Chauffeur Driven: For reasons long since lost in the mists of time, this vehicle comes with its own servitor driver.
12	Self-Sustaining: This vehicle runs on no known fuel. Whatever powers it is esoteric and probably extremely dangerous, heretical, or both.



ASURYANI VEHICLES

Inhuman in form, function, and design, the Aeldari command a truly dizzying array of vehicles. Though their empire is much diminished, the sight of their flyers filling the air like a flock of magnificent predatory birds recalls their former glory.

When Craftworld Ul-Khari collided with the planet Trollius and was partially buried in the ice, the impact destroyed huge areas of the planet-sized ship and wreaked devastating harm on the structures and objects inside it, including many of the Craftworld's vehicles. The precious wraithbone used in their frames is in short supply, so repairs are currently unthinkable. As the Craftworld recovers, the Gilead System will no doubt see more elegant Asuryani craft take to the skies.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Expeditious Emissary: This vehicle once carried the injured Farseer Venorath Eldrann from the battlefield after a devastating defeat by the Absolvers.
3	The Enemy Has Three Faces: This vehicle has faced no fewer than three different Space Marine chapters in its legendary history: the Absolvers, the Raven Guard, and Salamanders.
4	Prince of Frost: This vehicle attended Craftworld Ul-Khari's first contact with the Imperium after its landing on Trollius.
5	Kinslayer: This vehicle fought Drukhari amongst the asteroids and broken worlds of the Voidmire.
6	A Symphony in Wraithbone: This vehicle features by name in more than a dozen epic poems.
7	A Gift Untreasured: This vehicle accompanied the Varonius Flotilla for some time, then returned badly damaged.
8	Indomitable Spirit: This vehicle was constructed from the parts of a dozen storied Aeldari craft, each the only survivor of a skirmish.
9	Bird of Paradise: This vehicle narrowly escaped destruction in a scouting mission on Ostia.
10	Exodite Craft: This vehicle belonged to an Exodite trading party aboard Craftworld Ul-Khari when it collided with Trollius.
11	A Lost Song: Legend has it this vehicle fought, and was defeated by, Necrons, but the coordinates of the battle have been expunged from all records.
12	The Curse of Oblivion: This vehicle bears scars and trophies from a forgotten war against an opponent now vanished from the galaxy.



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MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	Tears of the Goddess: The stylised eye of Isha is prominently displayed on this vehicle.
3	Exodite Trophy: An elaborate display of bones, teeth, and feathers hangs from this vehicle.
4	Mark of the Laughing God: One panel of this vehicle bears the distinctive livery of the Harlequins.
5	Memento Mori: A stylised portrait of one of this vehicle's former commanders is painted on it.
6	Scorched Bodywork: At some point in this vehicle's history, flame scoured its exterior, and the marks have been allowed to remain.
7	The Banner of Asuryan: A magnificent shimmering banner trails behind this vehicle.
8	Bloodied but Unbowed: Gleaming metalwork traces the lines of this vehicle's battle damage.
9	Bullet Holes: Perforations in this vehicle's exterior are plugged with fragments of wraithbone.
10	The Net of the Heavens: Glittering lights mirroring long-lost constellations are set into this vehicle as a badge of honour.
11	Blessing of Khaine: A bloody handprint shows the war god's favour.
12	Wings of the Phoenix Lord: Exquisite wings are painted on this vehicle to honour Asuryan.

QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	Wicked Ways: Once crewed by Drukhari, this vehicle has a cache of restraints and combat drugs.
3	Oversensitive: The vehicle is extremely responsive and requires patient and delicate handling.
4	Crystalline Matrix: The souls of former crew rest in a crystalline matrix somewhere in the vehicle, awaiting return to the Craftworld from whence they came.
5	Dragon Knight: Some interior materials have been replaced with hide and bone from the Megadons of an Exodite world.
6	Togetherness: There is no privacy on this vehicle — no discrete compartments and few partitions.
7	Exquisitely Decorated: Not only a weapon of war, but also a work of art, this vehicle has been adorned by the finest of Aeldari artisans.
8	The Noble Struggle: Some of the vehicle's controls are unusually complex, or physically difficult to operate, for comfort and ease opens the way for She Who Thirsts.
9	Song of the Lost: Delicate fluted pipes built into this vehicle's bodywork sing an eerie, keening song whenever it moves.
10	Simultaneous Translation: Circuits and processors in the vehicle's communication equipment allow translation of incoming or outgoing transmissions between the Aeldari language and the primitive tongue of Humans.
11	Ghostwalk Matrix: A large Spirit Stone fitted to this vehicle contains a spiritual essence that psychically projects its satisfaction — or dissatisfaction — with the current crew's actions.
12	Holo-field: A shimmering holo-field surrounds this vehicle, offering no extra protection but making it both eye-catching and hard to look upon for long.



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ORK VEHICLES

Little more than loosely connected aggregates of scrap metal, Ork vehicles are fast, aggressive, and unpredictable. Few survive long enough to acquire lengthy battle honours, but those that do are often heavily modified, formidable, and astonishingly lucky.

Unlike the Humans of the Gilead System, Orks have no shortage of vehicles. Scrap and salvage are plentiful, and the brutal kunnin' of Ork Meks allows the greenskins to build and adapt their wheeled engines of death to any circumstance and any enemy. The only limitation on their war machines is their lifespan: trukks, jets, and other vehicles crash, explode, or occasionally are abandoned in the Orks' eagerness to get into the heart of the fray, and the Meks can only just build fast enough to keep up with losses.



PAST ENGAGEMENTS

2d6	PAST ENGAGEMENTS
2	Warpsbane: This vehicle fought in a short but vicious scrap against Daemons that boiled through a rift on an Ork-occupied asteroid in the Voidmire.
3	Astartes Mangler: This vehicle faced off against the Absolvers in WAAAGH! Nekkstompah.
4	Better 'n New: Some of the armour plating of this vehicle started life on an Absolvers tank it battered into submission.
5	Poxy Elf's Bane: Adorning this vehicle are mummified heads of slain Drukhari, prized trophies of the war on Bolgrog's World.
6	Uncivil Warrior: This vehicle was involved in an unsuccessful coup against the Orkish Warboss Gazrakk Da Claw.
7	Death to 'Umies!: This vehicle flies the tattered, captured flags of the Gilead Gravediggers.
8	Bug Stompa: The relics of the ongoing war against Genestealers on the space hulk <i>Persephone's Regret</i> decorate this vehicle.
9	Sista Slaya: Sabbat Pattern Helms and Godwin-De'az Pattern Bolters taken during the siege at the Battle of the Penitent are mounted as grisly trophies on this vehicle.
10	Fancy Shiny: This vehicle has clashed with the forces of House Varonius and proudly displays a parody of the house crest on its paintwork.
11	The Enemy of My Enemy: This vehicle has fought in at least two notable campaigns against different enemies — roll twice more on this table ignoring duplicates.
12	We've Krumped 'Em All: This vehicle has faced almost every possible enemy the galaxy has to offer, and it bears trophies from them all.



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MARKS OF HONOUR

2d6	MARKS OF HONOUR
2	A Fortune in Teef: This vehicle is decorated with many strings of fresh teeth, a Warboss's ransom in Orkish currency.
3	Big Giant 'Ead: The driver's cab is made of a monstrous, hollowed-out skull.
4	Chop Shop Bodge Job: This vehicle appears to have been made of two powerful but entirely mismatched vehicles crudely welded together.
5	Blessed by Mork: An effigy of the cunning Mork surmounts this vehicle.
6	Stolen Banner: The tattered banner of an Astartes Chapter flutters behind this vehicle as it charges into battle.
7	Filthy Grots: A dozen small Grots cling to the exterior of the vehicle, hurling curses rather than doing anything useful.
8	Weirdboy Wards: A Weirdboy scratched something on the side of this vehicle and claims it protects vehicle and crew from sorcery.
9	Blessed by Gork: An effigy of the brutal Gork surmounts this vehicle.
10	Beaky Boyz: This vehicle bears the helmet of a suit of Mark VI Corvus Power Armour.
11	Squig Rider: A 'tame' Squig lives in the vehicle.
12	First of the WAAAGH!: This vehicle has the dubious honour of the foremost position in any charge.

QUIRKS AND CUSTOMISATIONS

2d6	QUIRKS AND CUSTOMISATIONS
2	Boarding Plank: A rickety board extends from one side of this vehicle.
3	Fuel Guzzla: This beast of a machine goes through fuel faster than it should.
4	Leaky: This vehicle leaves a slick, flammable trail of oil behind it as it powers forward.
5	Bumpy Ride: There's no suspension in this vehicle. It bounces and jolts, making the journey exciting for some and nauseating for others.
6	Extra Wheelz: This vehicle has numerous additional axles and wheels, though they appear to have a negligible effect on its speed and mobility.
7	Red Ones Go Fasta: Every surface of this vehicle has been crudely daubed in red paint.
8	Covered in Skulls: Numerous skulls have been haphazardly lashed to the surface of this vehicle.
9	Ejecta Seat: A spring-loaded ejector seat is installed in this vehicle. It may or may not work.
10	Turbo Boostas: Massive engines have been welded to the sides of the vehicle. Their only effect is a roaring sound and a cloud of black smoke.
11	Sidecar: A compartment for an extra passenger has been bolted onto the outside of the vehicle.
12	Stolen Goodz: This vehicle began its life in service to the Imperium, though it has been much altered by Ork Mekboyz.





ON THE NATURE OF MACHINE SPIRITS

'Ave, initiate. Prepare yourself with the proper rituals and prayer before you embark upon your study of these, the first mysteries — and the first clarifications — of the Mechanicum. From these precepts proceed all you will ever apprehend of the workings of the Machine Spirits. Learn them well, and apply them conscientiously.'

Machine Spirit Sermon-Primer for Initiates, Grade 1A
— filed by Avachrus Cyberarchivist Arsek-67i0

Lord Inquisitor,

The following transmission was intercepted en route between former Explorator Mull Ohmras and the Rogue Trader Jakel Varonius. Mull Ohmras is an apostate and a radical, but now that we know he's taken refuge with the Varonius Flotilla, retrieving him may be more difficult than it's worth. It is some solace he is no longer preaching his blasphemies within the Adeptus Mechanicus.

— Alene Farr, Inquisitorial Sage



ON THE ORIGIN OF MACHINE SPIRITS

Know this, then: All that is holy within the Universe originates from the Machine God - he whose power is limitless, who has the utter reckoning of all things, and from whom all knowledge flows. To understand is to comprehend. To comprehend is divine. Knowledge is therefore sacred and must be preserved from the heathen.

<<Interjection.M.Ohmras>> <<The layperson cannot hope to comprehend divinity. The very attempt invites disaster and must be staunchly discouraged. Lethal force is an excellent deterrent.>>

The Ommissiah is the patron of Humanity, for we are his chosen people. All of our technological might and scientific knowledge derive from the Machine God, who is represented by the Ommissiah, his physical incarnation within the universe.

The God-Emperor of Mankind and the Ommissiah are one and the same.

<<Interjection.M.Ohmras>> <<Stating that the Emperor and the Ommissiah are the same being is a very orthodox position, though one that many doctrinal wars have been fought over. Still, despite the illuminated public proclamations of my fellows on this subject, the matter is not resolved.>>

We of the Cult Mechanicus understand that the vital spark of the universe from which all life derives, mechanical and biological, is the Motive Force. The Motive Force is the manifested will of the Machine God. It is from the Motive Force that all Machine Spirits originate. Thus, all Machine Spirits are divine.

<<Interjection.M.Ohmras>> <<Insofar as they are derived from technology, yes. A dread few are quite the opposite.>>

ON OUR GREATEST DUTY

The ranks of the Machine God's followers are legion, and our tasks of near infinite variety. Our responsibilities are endless, especially within this trying period that Avachrus and the Gilead System now face. Where, then, lies our greatest obligation? An Explorator will be swift to tell you that seeking out lost knowledge and technology is our most imperative task, whereas a Myrmidon will speak to the vital importance of utilising weapons, even as a Corpuscarii extols the glories of channelling understanding of the Motive Force to unbelievers.

<<Interjection.M.Ohmras>> <<Ref: Corpuscarii: Tech-Priests of the Cult Mechanicus are brimful with the Motive Force, capable of discharging said Force via electrostatic gauntlets. The effects on a Human target are devastating and unforgettable.>>

All these pursuits are worthy, but the universal truth that all faithful of the Machine God agree upon is this: It is our duty to placate Machine Spirits, to perform the appropriate rituals to soothe them, and to allow for the just and proper functioning of the sacred technology they inhabit.

This is our hallowed remit. This is our most sacred burden.

<<Interjection.M.Ohmras>> <<How better to understand and serve the Machine God than by approximating godhood ourselves? The other Orders of the Imperium may not understand our holy mission, but they surely enjoy the benefits.>>

ON THE NATURE OF MACHINE SPIRITS

While every Machine Spirit is unique, the majority do share certain tendencies. Determining the nature of the spirit with which you intend to interface is vital.

It will dictate much of the suitable rites you must perform in order to properly proceed.

<<Interjection.M.Ohmras>> <<Primarily, these rites involve sacred unguents. The catechisms of the Cult Mechanicus devote numerous verses to the precise quantity of such to best honour each vehicle, weapon, and machine.>>

Within the Forge Fanes of Avachrus, we recognise three broad specifications of Machine Spirit: the Focused, the Supportive, and the Martial. Focused spirits dwell within machines that have a specified function, from which they seldom, if ever, deviate. Portal spirits, for example, are always Focused, for they exist only to see to the opening and closing of the gate they inhabit. The proper sacraments see to the mechanisms of the door being well lubricated <<ref: previous communication re: sacred unguents>> before access or egress is formally requested of the portal's spirit, which should be happy to comply, if all rites were properly enacted. A stern portal spirit may require authentication, but a worthy follower of the Machine God is seldom denied.

<<Interjection.M.Ohmras>> <<By which he means we're good at deceiving recalcitrant Machine Spirits and circumventing various security protocols. Often a less nefarious skill than you might suspect — many Imperial doors are very, very old — the 'proper' codes their Machine Spirits expect you to input are thousands of years lost.>>

Focused spirits are devoted to their task and will not deviate from it.

<<Interjection.M.Ohmras>> <<Willingly.>>

Supportive spirits are frequently more sophisticated than Focused ones. They often inhabit devices capable of processing far more information, allowing them to engage in complex tasks, or dwell within machines with multiple functions.

The most ubiquitous of all Supportive spirits are those of cogitators, though we faithful of the Machine Cult must frequently interact with the Supportive spirits of our augmentations, lest they grow wroth with our neglect.

<<Interjection.M.Ohmras>> <<Honour your augmetics with regular maintenance, lest you prove unworthy to retain them.>>

The sacraments honouring Supportive spirits are many and varied, ranging from the simple cleaning of data ports with proper emollients to the intricate stripping and replacement of time-worn components after sacred unguents are applied. Many services require the proper updating of codes and formulae. All of these rites must be done with precision and without deviation. While some can take mere minutes, others last for many cycles — such is necessary to appease the spirit and, ultimately, the Machine God.

<<Interjection.M.Ohmras>> <<Note the specific convergence of 'what benefits the machine benefits the spirit' and vice versa. It has been my experience that a machine treated well is a machine that functions well; whether or not a spirit is actually involved at some point becomes immaterial. Can one forsake the proper rites? Possibly, but machines that measure their age in millennia tend to be irritable. Are you so certain you know what's vital and what isn't? I've studied the mysteries of the Machine God for over three hundred years sidereal, and I'm still not certain.>>

Martial spirits have distinctly aggressive attitudes, though not all are belligerent. Indeed, many are positively eager to be used to further the glory of the Machine God, and we are inclined to indulge them.

<<Interjection.M.Ohmras>> <<By shooting, burning, and irradiating heretics — a term often meaning 'those who obstruct the Adeptus Mechanicus's sacred Quest for Knowledge'.>>

Martial spirits reside within armaments, from the sturdiest Chainsword to the mightiest of armoured combat vehicles. Some of the most sophisticated Machine Spirits that we've interfaced with dwell within the Throne Mechanicums of Imperial Knights.

<<Interjection.M.Ohmras>> <<That is because each is a combination of an advanced Machine Spirit and the engrams of every single pilot ever to have been wired into that Throne.>>

Larger wonders of the Machine God, battleships for instance, house many spirits - Focused, Supportive, and Martial - all of which must be appeased. Our work never ceases.

<<Interjection.M.Ohmras>> <<Ave Ommissiah.>>

ON THAT WHICH IS PROFANE

Be wary of the dangers of the Silica Animus - the thinking machine. Abominable intelligences once brought Humanity to the brink of ruin and can never be allowed to do so again. Such are heartless devices, entirely lacking a spirit.

<<Interjection.M.Ohmras>> <<The *Silica Animus* are not to be spoken of. If any still exist, no good comes from pursuing them.>>

Be wary of the dangers of xenos technology, for only the works of Humanity are pure. All xenos devices are blasphemies in the eyes of the Machine God, and entirely lack a spirit.

<<Interjection.M.Ohmras>> <<Can the Motive Force, which is not Human, care so deeply about the primacy of Humanity? Why is it so? This is conjecture only, and radical conjecture at that, but how can I dismiss it without further study? These considerations must go no further than the two of us, Varonius, but I still want that consignment of Ork vehicle wreckage.>>

Be wary of the ignorant. Only we of the Adeptus Mechanicus truly understand and revere the holy works of the Machine God. We teach the simpler, approved rites for soothing spirits to those outside our ranks but ensure they do not interfere with the work of His holy engines.

<<Interjection.M.Ohmras>> <<For over a century and a half, I served alongside the Astra Militarum. In that time, I met many soldiers. Without fail, every single veteran Imperial Sniper I befriended knew more about the functioning of their Long-Las than did the majority of Tech-Priests. They regularly modified their devices in ways the Adeptus Mechanicus would have condemned as tech-heresy had they known. Increasingly I fear that our rigid methodologies keep us blinkered and hinder our mastery of technology.>>

OMNISSIAH VULT!

<<Interjection.M.Ohmras>> <<So, we come to it at last. What do I, a so-called radical Tech-Priest, believe about Machine Spirits? What are they? Are they truly the spark of divinity we trust they are, or are they the name we give to the gaps in our understanding? Scrap code? The answers are difficult, for the data is contradictory. Machine Spirits clearly exist - but, albeit controversially, I do not think every machine bears one, nor do I think all Machine Spirits are actual spirits. That said, Humanity has made devices so sophisticated that they are capable of housing many different types of spirit. I know this because the forces of the Archenemy have forged machines inhabited by daemonic entities. Not Machine Spirits, but machines possessed by beings from the Warp. Avoid them, if you can. I suggest Melta weaponry and rapid retreat if you cannot. Treat your machines well, and they'll help you come home. Leave worrying about spirits to the Machine Cult.

- Explorator Mull Ohmras>>



FAITH & FUNCTION

'Let your anger inspire your tank and its cannon!'

— Sgt Javier Yix, Gravediggers

There are many belief systems in the 41st Millennium, and each is inextricably linked to the technology that developed alongside it. Belief determines how cultures use, build, and maintain machines, and even how the technology functions. Intentional or not, the force of will that creates machinery also imparts purpose to its function, and through faith in that purpose, even war machines become much more than simply the sum of their parts.

This chapter details how the vehicles of the Gilead System's various Factions embody and manifest the values and beliefs of their creators. See **Chapter 6: Vehicle Rules** for more on how to use vehicles in *Wrath & Glory*, and see **Chapter 8: Vehicles** for specific vehicles.

ADEPTUS MECHANICUS

The Adeptus Mechanicus believe that every proper machine possesses a Machine Spirit: an animating, pseudosentient force granted to Humanity's devices by the Machine God of Mars. Filthy xenos and their heretical technology operate through blasphemous sorcery so far as the Cult Mechanicus is concerned. Its followers also believe in the supremacy of machine over flesh, trusting the cold metal arms of technology to guide the galaxy towards 'a state of order and perfection impossible for organic creatures to attain'.

The Adeptus Mechanicus venerate machines so deeply that they religiously maintain and assuage Machine Spirits in all their forms, honouring them with hymns and chants, entreating the Machine God's physical aspect, the Omnissiah, to intercede on their behalf. Vehicles are machines in their own right, and their Machine Spirits require just as much attention in the eyes of Tech-Priests and Acolytes. This kinship between the Adeptus Mechanicus and the vehicles they build and maintain forms a sacred bond, and through it, the Omnissiah makes his blessings known.

BENEVOLENCE OF THE OMNISSIAH

Members of the Adeptus Mechanicus are so in tune with the Omnissiah and his Machine Spirits that when they cry out for his protection in moments of crisis, a properly anointed vehicle may be spared from harm. While such intervention is indisputably miraculous, it's channelled through Tech-Priests' complex augmetic systems, which are as much a part of the Cult Mechanicus as prayers and rituals.

The first time in a round (or scene if not in combat) that a vehicle with the **ADEPTUS MECHANICUS** Keyword suffers a Wound, one of its Pilot, Crew, or Passengers belonging to the Adeptus Mechanicus can use a Reflexive Action to force an extra roll on the **Vehicle Damage** table (see page 54). That character chooses which result takes effect. If the chosen result is a 12 — the Omnissiah's sacred number — the vehicle suffers no effect from the Vehicle Damage table and restores 1 Wound.

MASTERS OF MACHINES

The Adeptus Mechanicus are unrivalled in their understanding of Machine Spirits and how to interact with them. To their minds, vehicles are beasts of burden and warriors clad in steel and ceramite. With patience, attention, and appeasement, any such beast can be enlisted to serve the Cult Mechanicus.

If a member of the Adeptus Mechanicus spends a full day in communion with the Machine Spirit of a vehicle with the **IMPERIUM** Keyword, that vehicle gains the **ADEPTUS MECHANICUS** Keyword.

ADEPTUS MINISTORUM

The Adeptus Ministorum is tasked with bringing light to the darkness, serving as a beacon of faith to inspire the warriors of the Imperium. There are no atheists in foxholes, and the Adeptus Ministorum ensures that by consecrating its vehicles, each serves as a mobile shrine to the Emperor. Each vehicle, no matter its design, origin, or function, is venerated as the most precious of the Emperor's gifts: an opportunity to remind oneself of one's faith in the ruler. The Ecclesiarchy's militant arms take these vehicles into battle knowing that with the Emperor's blessing made manifest in ceramite, they cannot fail.

MIRACULUM MOBILI

Be it a heat-scarred Immolator adorned with holy simulacra and braziers of sacred incense, a steadfast Rhino ferrying Sisters of Battle to their wars of faith, or a purpose-built Exorcist replete with meteoric armaments befitting the Emperor's wrath, the war machines of the Ecclesiarchy are blessed extensions of their colossal cathedrals.

A vehicle with the **ADEPTUS MINISTORUM** Keyword has a number of Faith points equal to the Tier of the game. This pool of Faith points can be used by anyone touching the vehicle to activate their own Faith Talents. The vehicle's pool of Faith points is refreshed whenever a member of the Ecclesiarchy spends a full day praying to the Emperor on or within the vehicle.



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AELDARI

The Aeldari are the most ancient culture in the Gilead System, and their technology is leaps and bounds ahead of younger Species'. The Asuryani and Drukhari in particular both wield incredible technology with similar functional priorities, though they approach them through drastically different means and philosophies. The machinery of the Craftworlds is made from painstakingly grown crystals and psychically sculpted wraithbone. Each construct requires great skill and patience to grow, but the end result is a work of art as graceful and beautiful as it is arcane and wondrous.

Asuryani machines permeate virtually all parts of their culture, granting them the means to preserve what is left of their declining civilisation by slipping through the Webway, peering into the future, and navigating the razor's edge of fate to avoid extinction. So too are their vehicles rare and precious. Delicate but perilously quick and powerfully armed, they respond to their Pilots' whims at the speed of thought through psychic links, dealing death with nigh-impossible precision and efficiency.



The Drukhari approach technology differently. Any psychic ability they possessed has long-since atrophied, so they cannot rely on the same psycho-reactive materials as the Asuryani. Instead, they have adapted more conventional materials to suit their needs by applying millennia of obsessive engineering and cruel ingenuity to create dark and terrible marvels that rival even their Craftworld counterparts.

The vicious Aeldari of Commorragh are just as reliant on technology as their Craftworld kin. Without it, their home in the Webway could not exist, nor could they unnaturally extend their lives to avoid She Who Thirsts. Their ability to raid realspace would be impossible without their sophisticated vehicles that emphasise speed, lethality, and staggering firepower. Drukhari vehicles are no less prized as works of art than the creations of their Craftworld cousins, but their value is instead measured in cruelty.

BLEEDING-EDGE TECHNOLOGY

The Drukhari are prone to obsession, apt to spend lifetimes iterating and improving upon designs that were already unimaginably sophisticated before Humanity even existed. Years of perfectionism intersect with pathological cruelty to suit the Drukhari's dark predilections with deadly efficiency. When a Drukhari character is inside or on a vehicle with the **DRUKHARI** Keyword while it is moving, Breakneck Speed does not add additional Wrath Dice to their pool for Attack Tests.

WRAITHBONE

Not only are Asuryani vehicles built with ultra-advanced systems and weapons, they rely on psycho-active wraithbone to link Pilots to their vehicles. This connection allows preternatural speed, grace, and precision that is virtually impossible for other Species to duplicate. If an Asuryani character piloting a vehicle with the **ASURYANI** Keyword has a Psychic Mastery (Wil) Rating, they may add half of that Rating as bonus dice to any Pilot (A or I) Test. An Asuryani without Psychic Mastery adds 1 to the Test.

ORKS

As far as Orks are concerned, everything is a weapon. To the Ork mind, the loftiest art is the most destructive weapon they can craft. The ability to do harm, directly or indirectly, is the highest and most critical purpose any Mek should design into the machines they build. Durability is an afterthought at best, and a machine that destroys itself in the process of successfully krumpin' an enemy is considered effective, especially if its demise is spectacular and explosive. Ork technology is purpose-built, and that purpose is solely to help Orks fight.

Ork Mekboyz assemble machines with rivets, bolts, and hasty welds from whatever is at hand. They use whatever's most convenient, from the salvaged wreckage of their own defunct machines to enemy vehicles looted from the battlefield. Ork Meks are capable of something few others in the Gilead System are: innovation. They build to their current need, adapting and developing in the service of the WAAAGH! If they were systematic about recording or iterating on their achievements, there's no telling what they'd be capable of.

The simplicity of Ork construction and the abundance of supply means Orks consider their equipment ultimately expendable. It's a key tenet of their entire society: use what's available, let it be destroyed, and build it again faster and with more dakka.

Ork gear doesn't need to last long, it doesn't need to look good, and it doesn't need to abide by any established principles of engineering. It just needs to work long enough to cause carnage. Members of other Species who survive confrontations with Orks speculate that it's faith that makes their tech function: a collective, unconscious force that manifests 'red wunz go faster' and makes ramshackle Ork creations work just as their creators intended. It's entirely reasonable that they'd think so. Humans familiar with the painstaking rituals and orderly processes of the Adeptus Mechanicus simply can't credit that the Orks are capable of similar levels of devastation without any of those trappings.

Orks treat their vehicles as they would any other war machine — which is to say, any other machine.

Vehicles exist as platforms for heavy weapons, to carry Orks into battle quickly, and to reduce the amount of time between fights. Vehicles are equipped according to their purpose and their builder's preference. Trukks that need to quickly ferry Orks into a fight are fast and lightly armoured; vehicles that need to get up close to the enemy are kitted out with thick armour plates. However they're fitted out, safety or ergonomics aren't a consideration. The vehicles belch massive volumes of black smoke, dakka, and fire constantly. They even serve as battering rams when a Pilot deems squishing a target up close to be sufficiently satisfying, which is always. If a vehicle gets so close it's hard to aim the guns, it's got wrecking balls, spiked rams, and a bloodthirsty crew to ensure things don't get boring.

ORKS BUILD TUFF

The gestalt psychic consciousness of the Orks exerts an uncanny force that ensures their technology functions despite having little valid mechanical basis. Ork vehicles, whether they're armoured or not, are deceptively robust. Simply idling their cacophonous engines should shake them apart, but they remain intact even despite catastrophic damage because brutally cunning Ork engineering, the determination of Meks, and maybe a dash of collective Ork belief literally hold their vehicles together against all odds.

When an Ork pilots a vehicle with the **ORK** Keyword, add the Pilot's Willpower to the vehicle's Max Wounds. Increase this bonus by 1 for every 5 Orks in Crew or Passenger roles. If the vehicle's Max Wounds ever fall below its current Wounds, it is immediately destroyed and collapses into a pile of scrap.

GREEN WUNZ ONLY

Through the power of the WAAAGH!, any Ork can get behind the controls of an Ork vehicle and operate it, even if it is only a ramshackle assembly of scrap cobbled together and dubbed a vehicle by a Mek. Humiez and other lesser beings just don't understand them. If a non-Ork character attempts a Vehicle Action using a vehicle with the **ORK** Keyword, the character must replace 2 additional dice in their pool with Wrath Dice. All Wrath Dice must roll 6s to trigger a Wrath Critical. Any result of 1 on a Wrath Die means the vehicle does not respond, and the Action is wasted.



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TRAVEL

'Steel your faith, for we venture into the soulless void.'

— Battle Sister Elinka Quin

The Imperium is unfathomably expansive, the Aeldari link their ruined empire by arcane Webway portals, Orks infest worlds both large and small, and Agents have to travel these great distances.

Uneventful travel should usually be summarised with a few phrases of description. For memorable voyages, use the Journeys system presented here.

JOURNEYS

Journeys provide a narrative structure to GMs looking to craft travel stories with unique encounters. You can dynamically scale this system to suit travel from one point in a settlement to another, throughout an uncharted continent, or across the entirety of a planet.

STEP 1: ESTABLISH THE JOURNEY

Summarise the Agents' journey in one or two sentences. Having a description as simple as *'The Agents travel from the upper spires of Hive Gulgatha into the docking port of Level 317'* or *'The Agents are seeking xenos ruins in the ice deserts of Trollius'* establishes your journey's intended beginning and end.

STEP 2: DETERMINE TRAVEL METHOD

Next, determine the Agents' means of travel. Depending on the type of scenario, this process can be collaborative or up to you to decide.

EXAMPLES OF ROUTES

TRAVEL LENGTH	TRAVEL STAGES	BATTLEFIELD EXAMPLES	URBAN EXAMPLES	WASTELAND EXAMPLES
Short Travel	1 to 3	From the frontlines to the nearest allied command centre	From the outskirts of a Shrine World to the central worship hall	From the fringes of a Nethrean dominion to a megafauna hunting ground
Medium Travel	3 to 5	From allied headquarters to the frontlines	From the mid-levels of a Hive City to the upper spires	Through the sprawling rainforest of a Death World
Long Travel	5 to 7	From allied headquarters to a base behind enemy lines	From the central foundry of one Forge World city to another	Across an icy desert continent of Trollius

In a more freeform campaign, the Agents could need to spend time prior to the Journey acquiring methods of transportation, which informs how the entire Journey will progress. **Chapter 8: Vehicles** (page 61) provides a plethora of vehicle options.

If the Agents' patron provides transport, ensure it's an appropriate vehicle. For example, Lord-Militant Taleria Fylamon can likely secure vehicles with the **ASTRA MILITARUM** Keyword, while Archdomina Axekra Vakuul (**Forsaken System Player's Guide**) has access to equipment with the **ADEPTUS MECHANICUS** Keyword. Some patrons, such as Rogue Trader Jakel Varonius, have access to a wide variety of contacts, allowing for potentially any mode of transportation to be accessible.

STEP 3: CREATE THE ROUTE

A Journey is divided into a number of Travel Stages, which represent encounters along the route. You decide the number of Travel Stages, with longer Journeys likely having more. Keep in mind the expected length of the campaign and the players' preferences (especially when it comes to random encounters). The Agents' vehicle also affects the number of stages: travelling on a Corvus Blackstar aircraft is simpler than taking a Chimera tank through a dense rainforest.

Travel Stages can be Primary or Secondary. Primary Travel Stages represent key events integral to the adventure. Oftentimes, a Primary Travel Stage includes equipment or information critical to the Agents' ongoing mission or the wider campaign.

Secondary Travel Stages are optional encounters that branch off from Primary events, or occur along the Journey. The Agents could miss a Secondary Travel Stage due to prior choices or in the interest of speeding up a game. If so, assume the missed event never happened: the Agents neither succeed nor fail.

Branching Stages

Complex Journeys can incorporate branching Travel Stages. For example, if the Agents perform particularly well during a Primary Travel Stage, it may open up a Secondary event, leading to greater rewards.

Branching Travel Stages work well when used in conjunction with more exploration-based Journeys, providing the Agents with numerous means of reaching their destination. For example, Agents surveying the frozen wastelands of Trollius might end up discovering an ice-locked structure during a Primary Travel Stage, though they could just as easily fail to detect the hidden structure and move on without exploring the structure (a Secondary Travel Stage).

RANDOM COMBAT ENCOUNTERS

Some groups enjoy randomly generated combat encounters, while others prefer story-focused events. These rules focus on noncombat encounters, allowing you to insert combat when it makes sense as part of the ongoing plot. Secondary Travel Stages work best for those who prefer the thrill of random combats.



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STEP 4: BUILD TRAVEL STAGES

Once you determine the number of Travel Stages for the Journey, the next step is to fill out those Travel Stages. Each Travel Stage can be broken down into a few key components: a summary, Agent Actions, benefits, and consequences.

When summarising a Travel Stage, narrate events that make up the encounter. They could be as simple as *'the Agents pass through a lightning storm'* or as much as a full description of the terrain and situation the Agents face during the storm. Use this as a primer for how to run the encounter, and include any information relevant to the Agents as they navigate the challenge.

Agent Actions outlines game rules you want to highlight as part of the Travel Stage. This is where you should include information on Attributes, Skill Tests, Talents, and other Abilities important to the encounter. Provide a brief summary of Tests the Agents can make, along with target DNs for easy reference. This shouldn't be comprehensive, as players can — and should — surprise you with inventive uses of unexpected Talents or Skills to overcome an encounter.



ENDEAVOURS AND TRAVEL

If your campaign uses the Endeavours system from the **Forsaken System Player's Guide**, you may want to come up with ways to weave downtime into your travel. You could include Secondary Travel Stages that exist simply to allow the Agents to perform Endeavours. This works best for longer Journeys, and you might still require that certain Endeavours be unavailable during the Travel Stage. When considering Events for Endeavours, you can generate them using the **Events** section in **Chapter 5: Endeavours (Forsaken System Player's Guide, page 133)** or come up with unique events based on the Travel Events detailed later in this chapter.

Finally, Travel Stage encounters should include at least one benefit or consequence. These are mechanical or narrative repercussions of the Agents' Actions during the encounter. Benefits might include recovering Wargear, gaining a contact, or increasing Influence or Wealth. Consequences could mean losing Influence or Wealth, gaining an enemy, or suffering Shock, Wounds, or Conditions. Benefits and consequences can also change DNs on future Tests, or cause adjustments to subsequent travel encounters.

STEP 5: GET UNDERWAY

With all of the Journey's Travel Stages complete, the only thing left to do is begin the Journey.

SAMPLE JOURNEY

Travel through an Imperial Hive City.

HIVE CITY DESCENT

In this example, the Agents have received instructions from their patron to meet with a contact in the hive sump, requiring them to travel to the hive's lower levels from their safe house in the mid-hive. However, the Agents don't realise that a group of Cultists is attempting to stop them and are trailing them, waiting for the opportunity to ambush.

The GM for this example encounter has decided the Agents' Journey requires three Travel Stages: two Primary and one Secondary. The two Primary Travel Stages represent the Cultists trying to track the Agents to their destination and then ambushing them in a combat encounter. The Secondary Travel Stage was generated using the **Urban Travel Events** (page 39) to add flavour to the Hive City and include longer-term campaign consequences for the Journey.

HIVE CITY EXCURSION

JOURNEY SUMMARY

The Agents travel from their safe house in the Hive City of Ramoth to the hive sump to meet their contact.

TRAVEL METHOD

The Agents' Ridgerunner

TOTAL TRAVEL STAGES: 3

Three stages because cities are complicated places: lots of zones, traffic, and potential for disruption even over a short distance

TRAVEL STAGE 1: TAILED (PRIMARY)

SUMMARY

A group of Cultists tail the Agents, following them to their destination.

AGENT ACTIONS

A **DN 3 Awareness (Int)** or **Insight (Fel)** Test spots the Cultists. A subsequent **DN 5 Cunning (Fel)** or **Pilot (A)** Test allows the Agents to successfully lose the tail.

CONSEQUENCES

If the Agents fail to detect or lose the tail, the Cultists are more prepared for their ambush in Travel Stage 3. Either there are 16 Cultists, or they are better armed (GM's choice).

TRAVEL STAGE 2: FAITH PARADE (SECONDARY)

SUMMARY

A parade of the Emperor's faithful blocks the intended access route to the sump.

AGENT ACTIONS

A **DN 5 Cunning (Fel)**, **Intimidation (Wil)**, or **Leadership (Wil)** Test gets the Agents through the throng of worshippers without incident.

CONSEQUENCES

If the Agents fail the Test, their actions draw the attention of a ranking member of the Adeptus Ministorum, who creates future roadblocks for their investigation. This increases the DN of future Tests made to influence Imperial officials in the Hive City by +1, and it could prevent the Agents from calling in support from other Imperial Factions.

TRAVEL STAGE 3: AMBUSH! (PRIMARY)

SUMMARY

Once the Agents make it into the lower levels, the cult ambushes them near their destination.

AGENT ACTIONS

This is a combat encounter in which the Agents must contend with a Mob of 12 **Cultists** and a **Cult Leader (Wrath & Glory Rulebook, pages 337–339)**. If the Agents failed to notice or lose the Cultists in Travel Stage 1, the Cultists have managed to pin down the exact location of the Agents' arrival and bring along a **Rogue Psyker (Wrath & Glory Rulebook, page 339)**.

BENEFITS

The Agents gain +1 Influence if they defeat the Cult Leader, who had been a major thorn in the side of the local Enforcers.

CONSEQUENCES

If the Agents fail to overcome the ambush and are forced to retreat, they are late to their meeting. Their contact is nervous and fails to pass on a key piece of information.

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TRAVEL TYPES

In **Wrath & Glory**, there are three primary areas of travel: battlefield, urban, and wasteland. Each of these types of terrain represents a wide array of locations.

BATTLEFIELD TRAVEL

In the grim darkness of the far future, there is only war, and plenty of battlefields to support it. Agents often find themselves sent into the thick of a combat zone to accomplish their assignment. Battlefields exist in almost all biomes — Agents are just as likely to travel through a desert warzone on foot as they are to drive through a freezing blizzard turned into a new theatre for a planetwide engagement.

BATTLEFIELD EVENTS

Roll d66 to determine a random battlefield event. Use 1 Wrath Die and 1 normal die. If the Wrath die rolls a Complication, the Travel Event also involves a potential combat encounter with appropriate enemies. Associated Skill Tests are DN 5, unless you determine otherwise.

11–13: Shelling

Artillery rains down on this part of the battlefield. It could be the shells of Astra Militarum tanks, a blighted plague fusillade from the forces of the Death Guard, or any number of attacks originating from extreme range. Unless the Agents succeed at an **Awareness (Int)**, **Leadership (Wil)**, or **Survival (Wil)** Test to find cover or endure the halo of fire, they take 10–20 damage from the incoming attack. However, a bombardment can reveal enemy positions or unearth equipment lost in the battlefield, giving Agents who survive an unexpected edge.

14–16: Landmine

The Agents run afoul of an undetonated landmine, either from this battle or one years past. Unless the Agents succeed on a **DN 7 Awareness (Int)** Test to spot the mine, it detonates, targeting their vehicle (and the Agents, unless their vehicle has the Sealed Trait). The landmine deals damage as a Frag Grenade (**Wrath & Glory Rulebook**, page 220). See pages 52–55 for more on damaging vehicles.



21–23: Hidden Cache

Through planning or good fortune, the Agents uncover a unique piece of equipment or information. This could be a wrecked command vehicle containing some important set of coordinates or a wounded survivor trapped by debris from prior shelling. **Athletics (S)**, **Awareness (Int)**, **Investigation (Int)**, **Medicae (Int)**, and **Survival (Wil)** could all help the Agents uncover the Wargear or information.

24–26: Survivors

Miraculously, a group of combatants have survived the rigours of the battlefield and have taken shelter in a location the Agents pass through. These could be civilian survivors who got caught up in the conflict or soldiers from either side in the engagement. Getting through this could require a **Cunning (Fel)** or **Deception (Fel)** Test to interact with wary survivors, while an **Intimidation (Wil)**, **Leadership (Wil)**, or **Persuasion (Fel)** Test could coerce a group of allied soldiers to assist. Earning the trust of the survivors could provide the Agents with shelter, information on how to better traverse the battlefield, or a few Reloads for common Wargear.

31–33: Tank Graveyard

From a slew of Leman Russ tanks overwhelmed and torn open, to a scattering of Aeldari Falcons taken down by heavy weapons, to the husks of long-dead Daemon engines, the wrecks of vehicles litter countless battlefields. The Agents have to traverse these ruins, impeding their travel and requiring quick thinking. A **Ballistic Skill (A)** Test could help clean one of the downed vehicle's weapons for use in a single-shot attack, while a **Pilot (A)** or **Tech (Int)** Test might be necessary to safely clear the wreckage. Delays could impede future encounters and leave the Agents open to ambush.

34–36: Crash Site

As the Agents make their way through a battlefield, they come across the wreckage of a downed aircraft. Alternatively, the aeronautica craft could spiral out of control and crash as the Agents travel through an area. An **Initiative** Test could be required to avoid flaming wreckage from a crashing vehicle, while a **Toughness** Test might be required to endure hazardous fumes wafting around the wreck. The craft could be carrying important contents, or it simply could be a hazard the Agents need to overcome.

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TYPES OF TRAVEL

D66 ROLL	BATTLEFIELD TRAVEL	URBAN TRAVEL	WASTELAND TRAVEL
11–13	Shelling	Psychic Disturbance	Ravaged Landscape
14–16	Landmine	Enforcement Sweep	Vicious Fauna
21–23	Hidden Cache	Cult Conscription	Strange Weather
24–26	Survivors	Shift Change	Twisting Paths
31–33	Tank Graveyard	Workplace Accident	Difficult Terrain
34–36	Crash Site	A Lost Soul	Stranded Travellers
41–43	Trench Line	New Proclamation	Subterranean Paths
44–46	Vox Transmission	Ongoing Rivalry	Peaceful Fauna
51–53	Forward Operating Base	Noble Rot	Abandoned Outpost
54–56	Radiation Zone	Faith Parade	Xenos Activity
61–63	Dangerous Weather	Preacher	Rampant Flora
64–66	Light in the Darkness	Xenos Influence	Forgotten Church

41–43: Trench Line

A series of trenches fill the immediate area of the battlefield. These could be allied or enemy-held fortifications or simply remnants from some prior conflict. The site provides the Agents with potential respite, allowing them a Regroup. Conversely, the trenches could be trapped and require a **Tech (Int)** or **Weapon Skill (I)** Test to disable.

44–46: Vox Transmission

Whether from their own equipment, the wrecked hull of a vehicle, or an abandoned vox unit, the Agents hear an incoming signal. A **Scholar (Int)** or **Tech (Int)** Test can either decipher the code used or help clarify the broadcast. Exactly what the message is depends on the Agents' mission. The signal could be an enemy transmission providing details on an expected rendezvous point, or it could be an update from the Agents' patron with new orders.

51–53: Forward Operating Base

Forward operating bases act as mobile command centres in semifortified positions. The exact Tests employed here vary based on the outpost's allegiance.

The rewards could include a plethora of information useful to the Agents' Journey, new Wargear, recovered treasures that result in increased Wealth, or bonus Influence from impressing allied leaders or defeating important foes.

54–56: Radiation Zone

Countless sources of radiation can litter a battlefield: the aftermath of a horrific attack, the remnants of a wounded vehicle, or the wreck of an Orkish invention gone wrong. Without equipment, a **DN 9 Survival (Wil)** Test is required to detect the presence of radiation. Otherwise, the Agents walk through the area and must succeed on a **Toughness Test** or take 1d3 Mortal Wounds, 1d6 Shock, and be *Staggered* for 1 Round.

61–63: Dangerous Weather

Oftentimes the weather is as deadly a foe as the opposing force in battle. Agents caught in hazardous weather could be at the mercy of lighting, extreme heat or cold, or fire from a raging inferno (see **Wrath & Glory Rulebook**, pages 201–202). These events should be challenging, and they work best when presented as an obstacle the Agents need to overcome quickly.



64–66: Light in the Darkness

Hope springs eternal. The Agents come across a momentary lull in the fighting, perhaps cleansed by some unknown force. Either way, the Agents manage to find a place to compose themselves and regain their strength. The Agents each gain 1 Glory for the remainder of the session.

URBAN TRAVEL

From lonely outposts at the fringes of the Forsaken System to the sprawling Hive Cities of Gilead Primus, populated regions dot the Imperium of Mankind and beyond. Bastions against Chaos and the horrors of the 41st Millennium, most urban spaces offer a measure of safety and security. Of course, those walls do little to protect from the enemy within.

URBAN TRAVEL EVENTS

Roll d66 to determine a random urban travel event. Associated Skill Tests are DN 5, unless you determine otherwise based on the conditions. Customise travel events to the Agents' mode of transport; for example, by having cult recruiters block a road if the Agents are on foot, or surround a vehicle if they are on Jetbikes.

11–13: Psychic Disturbance

Someone (or something) has reached out using the powers of the Immaterium. Generate a result on the **Perils of the Warp** table (**Wrath & Glory**, page 263). If the Agents are in a particularly psychically active area or pursued by a powerful enemy Psyker, add +10 to +30 to the roll. The peril occurs when the Agents travel through the area. In addition, the Agents can attempt a **Psychic Mastery (Wil) Test** to learn an important clue about the origin of this disturbance.

14–16: Enforcement Sweep

A group of Enforcers move through the area. They're either cracking down on suspects or have targeted the Agents in a random sweep. A successful **Deception (Fel)** or **Persuasion (Fel) Test** convinces the Enforcers to leave the Agents in peace. Otherwise, the Agents may suffer a consequence from local law enforcement that could further complicate their travel plans.

21–23: Cult Conscription

Whether it's a group devoted to the Dark Gods or a group believing it is acting for the good of the Imperium, the Agents come across members of an active cult. The Cultists seek to recruit the Agents for their own agenda. Unless the Agents succeed at a **Cunning (Fel)**, **Deception (Fel)**, or **Intimidation (Wil) Test**, they find themselves caught up with the cult. A consequence here could involve authorities misidentifying the Agents as affiliates of the cult. A benefit could be establishing a contact within the cult.

24–26: Shift Change

Most settlements have a host of labourers, whether manufactorum drudges or agricultural workers. The Agents find themselves delayed by a large shift change. Navigating the sudden press of people or upsurge in vehicles requires an **Athletics (S)**, **Leadership (Wil)**, **Pilot (A)**, or **Stealth (A) Test** depending on the situation. Failure could mean the Agents miss an opportunity for a Secondary Travel Stage or their enemies have time to set up an ambush ahead.

31–33: Workplace Accident

A generatorium explodes, a hab block collapses, or a scriptorium is set ablaze. The Agents are involved in such a mishap, either due to being in the area or as witnesses to the event. Depending on their mission, the Agents may choose to make a **Medicae (Int)** or **Tech (Int) Test** to assist those nearby. Less scrupulous Agents could make a **Stealth (A) Test** to leave the scene unnoticed. Benefits from this event could include making allies among the labourers, while consequences could have the Agents identified by enemies.

34–36: A Lost Soul

Countless millions disappear in the Imperium every day, and while most of them are nothing more than statistics, rare and important individuals will be missed. Nobles, manufactorum overseers, and other skilled or influential people have contacts who notice their absence. One such concerned citizen approaches the Agents in their travels, wondering if the Agents have leads on their missing family or friend. The Agents might be able to assist with a **Cunning (Fel)** or **Investigation (Int) Test**.

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Conversely, Agents attempting an **Insight (Fel) Test** may learn they're being swindled by someone seeking to make some sympathy Throne Gelt. The Emperor may shine His light on those who help the downtrodden or may punish those who leech on the sympathies of others, granting the Agents a point of Glory.

41–43: New Proclamation

A new edict has come down that has the local populace in an uproar. Whether it is an adjustment to ongoing taxation or some vanity law passed thanks to the corrupting influence of a noble, the everyday citizen suffers. The Agents find that their travels are impeded by difficulty in the region. They can attempt to find a loophole in the laws with a **Cunning (Fel)** or **Scholar (Int) Test**. Consequences of not getting involved could include the Value of all equipment purchases in the region increasing by 2, and the DN of all Fellowship-based Tests increasing by 2. Benefits for getting involved could be the reverse, with locals willing to provide goods at a reduced rate or becoming more easily influenced.

44–46: Ongoing Rivalry

The Agents pass through an area where a notable rivalry is reaching a boiling point. This could include Gangers fighting in the streets or embittered noble house guards locked in a standstill. One side of the rivalry incorrectly identifies the Agents as affiliated with the other side. The Agents might find themselves accosted or tailed by one side. To escape, the Agents likely rely on **Awareness (Int)**, **Insight (Fel)**, or **Intimidation (Wil) Tests**. Benefits could involve settling the dispute and earning two unique allies, while consequences could force the Agents into choosing a side and earning a powerful enemy.



51–53: Noble Rot

A prominent noble is travelling through the same area. This noble could be someone opposed to the Agents' agenda or patron, or an incidental character unrelated to the Agents' activities. The noble takes an interest in the Agents and approaches them, possibly with an entourage, and engages in idle chatter. The Agents can get their way through the conversation with a **Deception (Fel)**, **Insight (Fel)**, or **Persuasion (Fel) Test**. Consequences for offending the noble could be far-reaching depending on the noble's influence, while benefits could be equally as rewarding.

54–56: Faith Parade

A congregation of the faithful travel through the settlement, blocking the Agents' movement. This could be a parade dedicated to the Emperor, or something venerating one of the dark pantheon in cities fallen to Chaos. A **Cunning (Fel)**, **Intimidation (Wil)**, or **Leadership (Wil) Test** lets the Agents pass through the rapturous masses. Succeeding could put the Agents in contact with a notable member of the Ecclesiarchy, while failing might have the Agents offend a similar NPC, resulting in either a bonus or lost Influence.

61–63: Preacher

A wandering preacher approaches the Agents during their travels. This cleric professes to speak the word of the Emperor (or a similarly divine power) but requires a show of faith to bestow their blessings upon the Agents. The Agents can attempt a **Deception (Fel)**, **Insight (Fel)**, **Intimidation (Wil)**, or **Persuasion (Fel) Test** to convince the preacher to pass on their divinely inspired thoughts. Along with whatever information the preacher imparts, any Agents with 1 or more Faith points gain an additional Faith point. This additional Faith point increases the Agent's maximum Faith points until the end of the session.

64–66: Xenos Influence

The taint of some xenos Species has made its way into the city. This could be an arcane device left over from the ancient Necrons or some illicit drug provided by Drukhari to corrupt the citizens of a major city. Either way, the Agents stumble across it and have a chance to disrupt the influence. This could be almost any sort of Test, as the ways of the xenos are varied. However, the rewards for the Agents could include unique technology or the notice of the Emperor in the form of 1 additional Glory.

WASTELAND TRAVEL

Vast wastelands stretch between the crowded cities of the 41st Millennium. These are the spaces too inhospitable to add to the settled territory of the Imperium. From rainforests to polar ice caps and from vast oceans to blistering deserts, these regions represent the uncharted lands of most worlds. Agents travelling through such terrain do so at their own peril, and they likely require sturdy transportation to ease their progress.

WASTELAND EVENTS

Roll d66 to determine a random wasteland event. Associated Skill Tests are DN 5, unless you determine otherwise determined based on the conditions.

11–13: Ravaged Landscape

Whether by an attack or from some millennia-past event, the landscape has been completely ruined. The unsettling quietude of the area should haunt the Agents as they travel the landscape, requiring a **DN 3 Fear Test**. If at least one Agent fails the Test, the GM gains 1 Ruin. Though the effects of failure persist only during this event, the Agents may also come across a secondary discovery, such as combat or another randomly generated event.

14–16: Vicious Fauna

A single massive predator or a full herd of local wildlife interferes with the Agents' travel plans. Agents seeking to avoid such beasts likely have to succeed at an **Athletics (S)**, **Pilot (A)**, **Stealth (A)**, or **Survival (Wil) Test**. Failing a Test might result in the fauna taking an interest in the Agents, trailing them or damaging their vehicles.

21–23: Strange Weather

Every world has its own unique weather patterns, from the relative normalcy of storms to utterly alien events like tornadoes of flame or flesh-melting rain. As the Agents progress on their journey, they find themselves in the path of an abnormal weather event. An **Awareness (Int)** or **Tech (Int) Test** can help detect the anomaly, while a **Survival (Wil) Test** can help Agents find or construct quick shelter to weather the storm. Canny Agents can use weather to their advantage, intentionally entering hazardous areas to lose pursuers or to approach foes from unexpected angles.

24–26: Twisting Paths

As the Agents progress onwards, the terrain breaks up into a series of intersecting passages. For ground vehicles, this could be a tightly packed crystalline forest, while aeronautica assets might need to perform a low-fly through tight canyons. A **Pilot (A) Test** gets the Agents through. Simply getting through the pathways is important, but the hidden nooks and side passages can contain caches of goods or stealthy groups who could offer the Agents shelter or supplies.

31–33: Difficult Terrain

The next leg of the Agents' Journey takes them through a particularly rough patch of terrain. This could be an area littered with ancient debris, a bubbling swamp that threatens to consume vehicles, or a region of floating landmasses that require precise timing to move between. **Athletics (S)**, **Pilot (A)**, and **Survival (Wil) Tests** could all be appropriate for a variety of terrain types, as could **Strength**, **Toughness**, **Initiative**, and **Willpower Tests** to endure and overcome harsh environments. These regions rarely provide the Agents with benefits and instead exist simply to slow down travel.



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34–36: Stranded Travellers

A group of stranded travellers or an Astra Militarum scouting party flags down the Agents for assistance. Their vehicle is damaged and in need of repair, is out of fuel, or has fallen prey to an attack by raiders or local beasts. The passengers offer to trade ammo or supplies for repairs — requiring a **Tech (Int) Test** — or fuel. Alternatively, this might be a trap, which the Agents can determine with an **Insight (Fel) Test**. The travellers might also be able to lend information about an upcoming Travel Stage.

41–43: Subterranean Paths

The Agents discover a series of underground passageways they can use to more efficiently reach their destination. These caverns are treacherous, often requiring a **Survival (Wil) Test** to properly navigate, as well as routine uses of **Athletics (S)** and **Awareness (Int) Tests** to avoid or overcome natural dangers. Lost Agents could become *Exhausted*, while those who quickly make it through could reach their destination in an expert fashion, earning an additional Glory at the start of the next encounter.

44–46: Peaceful Fauna

For every hundred aggressive Species that exist throughout the Imperium, there's one that is far more docile. As the Agents pass through an area filled with grazing beasts, they have the chance to catch their breath and possibly trade with local animal tenders.



A **Deception (Fel)**, **Insight (Fel)**, or **Persuasion (Fel) Test** puts the Agents in contact with local farmers or shepherds who can provide information, as well as animal mounts if the Agents have lost their primary mode of transportation.

51–53: Abandoned Outpost

Far from battlefields and cities, explorers can still discover the reach of the Imperium in the form of long-abandoned outposts. Such sites could vary from an old Astra Militarum Bastion to a Fortress Monastery lost to the annals of time. **Investigation (Int)**, **Scholar (Int)**, or **Tech (Int) Tests** could be necessary to identify the structure and learn its history. **Ballistic Skill (A)** and **Weapon Skill (I) Tests** could disable any remaining traps. Inside, the Agents might uncover a trove of artefacts or preserved treasures that grant bonus Wealth.

54–56: Xenos Activity

Despite the Imperium's best efforts, xenos menaces are nearly everywhere. Forced to travel through such areas, the Agents can attempt **Investigation (Int) Tests** to identify xenos activity, while Skills like **Cunning (Fel)** or **Stealth (A)** could be useful in avoiding any Threats. The rewards for interacting — or destroying — xenos enemies can vary, though they often take the form of recovered alien Wargear, important information, or occasionally an increase in Influence.

61–63: Rampant Flora

Plant life comes in countless forms throughout the galaxy, and in the wastelands, it often grows without end. From curling vines the width of Titans to fungal infestations that consume entire rainforests in their hunger, there are countless Threats Agents can face. Along with creating hazards that might require **Tech (Int)** or **Survival (Wil)** to overcome, the flora can also be used to add 1–3 extra dice to **Medicae (Int) Tests**, granting one-time bonuses in the form of collected medicinals.

64–66: Forgotten Church

A lost holy site to the Emperor lies hidden in the wastelands in the shadow of His light. Such sites provide respite to the Agents, but they may also grant the momentary light of the Emperor Himself. Agents in faithful service to the Imperium who rest in this area gain Glory equal to the number of Agents.



VEHICLE RULES

‘THE OMNISSIAH ENTRUSTS THIS MACHINE INTO YOUR CARE. PROTECT IT, AND IT WILL SERVE YOU. MISTREAT IT, AND YOU DESERVE ITS CONTEMPT.’

This chapter provides rules and guidelines to help you and your players represent vehicles in a consistent, balanced, and easy-to-use way. When telling a story in **Wrath & Glory**, it is important to temper expectations of realism with simplicity — the goal is always to tell a fun, engaging, and action-packed story in the grim darkness of the 41st Millennium.

You and your players should work together to decide the specific details of how a scenario plays out. The rules are there to provide structure and fairness to the narrative, but they aren't intended to perfectly

simulate an infinite number of possibilities. The rules provide you with a summary of what happened during the action so you can see how the story plays out.

Example: *If a vehicle moves one Round, but the Pilot does not move it the next Round, it's safe to assume the Pilot started to slow down to a stop during the first Round. Likewise, if you choose to ram a vehicle, you have to move your vehicle into contact with the target. Most of the time, the target is not immobile waiting for you to run it down, even though it may seem that way due to the turn-based nature of the rules.*



INTERACTING WITH VEHICLES

The Agents and Threats do not always begin a scene in a vehicle or might not want to take vehicle-specific Actions.

EMBARKING & DISEMBARKING

Characters can normally embark or disembark from a vehicle as part of their Movement. If a vehicle requires a Test to enter, such as convincing its cantankerous Machine Spirit to release a lock with a **Tech (Int) Test**, that Test requires an Action.

ACTIONS INSIDE A VEHICLE

While inside a vehicle, characters may take Actions as normal unless being inside the vehicle would prohibit such an Action. Characters can also take specific vehicle-related Actions depending on their **Vehicle Role**.

Example: Alexi is in the fully sealed passenger compartment of a Rhino transport. It is not feasible for Alexi to fire their Lasgun at a target outside the Rhino because they have no line of sight to the target, but Alexi could use their Action to treat Wounds, reload their weapon, or use a Vox Caster to request reinforcements. If the rear hatch of the passenger compartment were open, Alexi would be able to fire their Lasgun.

WILD RIDER

Vehicles can add unpredictable variables to any encounter, and the desperate and daring characters of the 41st Millennium are liable to use anything and everything available to ensure their survival. During your games of **Wrath & Glory**, there may be situations that the narrative-focused rules presented in this book do not cover. Together with the player involved, decide what an appropriate Test would be for the narrative, and make sure the rules never get in the way of the storytelling.


Any unusual action taken whilst driving a vehicle is likely covered by the Pilot (A) Skill, as detailed in **Vehicle Actions**, on page 46. **Vehicle Combat** is also detailed in its own section, on page 50.

Jumping on to or between vehicles is usually covered by the Athletics (S) Skill. Breaking into vehicles and forcing them to start can be covered by the Cunning (Fel) or Tech (Int) Skills, depending on their complexity.

When considering DNs for Tests, keep in mind that any occupants of vehicles going at Breakneck Speed must replace 3 dice in their pool with Wrath Dice instead of the normal 1 Wrath Die (see page 46).

VEHICLE COMPLICATIONS

As always, it's up to you how a Complication manifests in your game, even when vehicles are involved. If you aren't sure what the results of a Complication might be on a roll or you don't want to interrupt the flow of a scene to decide how it affects a vehicle, you can roll on the **Interacting with Vehicles** table, on page 45.



MOVEMENT ON A VEHICLE'S EXTERIOR

As the GM, you may determine that a vehicle is large enough for a character to stand on or to move across its exterior. If a character attempts to move on a vehicle while it is in motion, all Tests they attempt while doing so replace 1 die in their dice pool with an extra Wrath Die. Any 1 on a Wrath Die triggers a Complication, but all Wrath Dice must roll 6s to trigger a Wrath Critical. If the vehicle's exterior is particularly ill-suited for movement, you may also consider it Difficult Terrain.

INTERACTING WITH VEHICLES

ACTION	TEST
Jumping into the passenger seat of a moving Avachrus Ridgerunner	DN 3 Athletics (S) Test
Leaping from the back of a moving Chimera on to the bed of a moving Ork Trukk	DN 5 Athletics (S) Test
Leaping from the seat of a flying Land Speeder on to the deck of a flying Drukhari Raider	DN 7 Athletics (S) Test
Pushing the driver of a moving Wolfquad out of their seat and replacing them	DN 4 Athletics (S) Test, followed by a successful Opposed Strength Test
Maintaining your balance on the hull of a flying Falcon whilst duelling with an enemy Aeldari	DN 5 Agility Test
Jump starting an Imperial vehicle of a familiar pattern without the ignition key	DN 4 Tech (Int) or Cunning (Fel) Test
Jump starting an unfamiliar Aeldari vehicle	DN 8 Tech (Int) Test
Installing an Augmetic Eye in the passenger compartment of a moving Taurox	DN 9 Tech (Int) Test

VEHICLE ROLES

Vehicles in the 41st Millennium often have Pilots or drivers, Crew to operate the vehicle's weapons and other systems, and compartments for Passengers. When a character enters a vehicle, they pick which position they would like to occupy. This determines their Vehicle Role, which in turn determines what they can do while in the vehicle.

A vehicle cannot accommodate more characters in any single role than what is listed in its Crew Complement entry. Similarly, a character cannot occupy more than one role at a time, but they can move into an empty role with a Movement Action. If they intend to move into a role that is already occupied and the character occupying that role agrees, they can swap roles. In this case, they use their Movement Action to change roles as normal, and the character they swap with isn't able to take a Movement Action on their next Turn.

Example: *Ludovica, Reiner, Malgrim, and Iolaus are inside a Rhino transport. Ludovica is the Pilot, Reiner is the Crew, and Malgrim and Iolaus are Passengers.*

As they valiantly charge the enemy lines through Ludovica's deft piloting, Reiner decides to swap roles with Malgrim, as Malgrim is a better shot with the Rhino's Storm Bolter, and Reiner is better served trying to patch up Iolaus's grievous wounds. On his Turn, Reiner uses his Movement Action to swap roles with Malgrim. When Malgrim's next Turn comes up, he will not be able to take a Movement Action.

As with all aspects of **Wrath & Glory**, the primary function of the rules is to support the story. The GM and players are encouraged to narrate the action to describe the scene as it plays out. You and your players might describe how Reiner shakes his head in disgust at his own terrible aim before dropping down through the gunnery hatch. Grabbing Malgrim's shoulder and pushing him up toward the guns, Reiner might slide past him to kneel over Iolaus's broken body, muttering prayers to the Emperor as he reaches for the Medkit. Malgrim settles in behind the Storm Bolter and greets it like an old friend. Let the rules help you tell the story.

As long as a character occupies a role in a vehicle, they temporarily gain the Keyword relevant to that role, as detailed on page 46. Those Keywords give them access to additional Actions they can take while occupying the vehicle.

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ROLE	VEHICLE ACTIONS
Pilot	Brace for Impact, Breakneck Speed, Drive, Emergency Repair, Evasive Manoeuvres, Line Up the Shot, Open Fire, Ram, Reload
Crew	Brace for Impact, Emergency Repair, Open Fire, Reload
Passenger	Brace for Impact

PILOT

You occupy a piloting or driving position in the vehicle cockpit or command centre. You gain the **PILOT** Keyword until you are no longer in the Pilot role.

CREW

You occupy a crew position somewhere within the crew compartment of the vehicle. You gain the **CREW** Keyword until you are no longer in the Crew role.

PASSENGER

You occupy a passenger position somewhere within the passenger compartment of the vehicle. You gain the **PASSENGER** Keyword until you are no longer in the Passenger role.

VEHICLE ACTIONS

DRIVE

Use your Movement Action to move the vehicle up to its Speed value. No Test is required to move, change direction, or slow down unless the GM decides that the situation warrants it, in which case they should call for a Pilot (A) Test where the DN is determined by the situation. Difficult Terrain (see the **Wrath & Glory Rulebook**, page 181) affects vehicles as if they were characters. The GM may determine that vehicles are subject to additional hazards, such as becoming stuck in certain terrains. Most hazards can be avoided or resolved with a DN 4 Pilot (A) Test.

Example: *An Ork Nob may be frustrated by his Trukk's reduced movement through some mud, but the vehicle merely slows down, at first. If it spends too long in the muck, it becomes mired and immobile. The driver can free the vehicle with a successful DN 4 Pilot (A) Test, or perhaps the Orks use it as a brutally cunning trap.*

BRACE FOR IMPACT

You can use your Reflexive Action when the vehicle you are in suffers Wounds from a physical impact. Make a **Strength Test** with a DN equal to the number of Wounds the vehicle just suffered. If successful, you ignore the Resolve Test normally required when a vehicle takes damage (see **Attacking a Vehicle's Occupants**, on page 51). Additionally, if you use the **Optional Rule: Crash and Burn** (see page 55), you may ignore 1 Mortal Wound if you succeeded on the **Brace for Impact Test**. Ignore 1 additional Mortal Wound for each Shift.

BREAKNECK SPEED

Use your Movement Action to move the vehicle up to double its Speed value, but any Tests made by characters inside or on the vehicle until the end of the Round replace a total of 3 dice in their pool with Wrath Dice. Any result of 1 on a Wrath Die triggers a Complication, but all Wrath Dice must roll 6s to trigger a Wrath Critical.

As with the Drive Action, no Test is required to move, change direction, or brake unless the GM decides that the situation warrants it, in which case they should call for a Pilot (A) Test with a DN determined by the situation. The DN should not increase over what would normally be assigned to the Test; the added risk is instead represented by the increased number of Wrath Dice.

Example: *Livia is driving her warband's Chimera as they give chase to a suspected Genestealer Cultist in a customised Achilles Ridgerunner. To make sure she catches up with the suspected Cultist, she uses her Movement Action to travel at Breakneck Speed, allowing the Chimera to move up to 52 metres instead of the normal 26 metres.*

EXAMPLE PILOT TESTS

DN	TEST
3	Performing a wheelie on a Dirtcycle. Making a sharp turn in a Hemlock Wraithfighter.
5	Making a handbrake turn amidst a muddy battlefield in a Taurox. Driving an Invader ATV up the sharp incline of a shrine roof to ramp over to the next building.
7	Driving a Taurox APC on two wheels (skiing) to navigate through a narrow hive alley at high speed. Flying an Avenger Strike Fighter sideways between two closely packed hive spires.
9	Piloting a Leman Russ Battle Tank over a ramp to jump a chemical river. Performing a defensive spiral in a Thunderbolt Heavy Fighter during a dogfight.

A ridged purple skull pops out from the firing hatch of the Achilles Ridgerunner and opens fire on the approaching Chimera with a Heavy Mining Laser! Livia immediately attempts Evasive Manoeuvres with her Pilot (A) dice pool of 5. As the Chimera is travelling at Breakneck Speed, 3 of the dice in her pool are Wrath Dice, and she rolls the following: 1, 3, 4, 4, 5.

Livia successfully fishtails the Chimera, weaving around the shots from the Genestealer Cultist. Unfortunately, she rolls a 4 on the Vehicle Complications table, causing a Scrape — the Chimera takes 1 Mortal Wound as Livia's evasive driving scrapes its hull on the rockcrete wall of a hab block.

Livia's companion Thaddeus grumbles about her driving aptitude as he moves into the firing seat of the Chimera's Multi-Laser. He fires at the Achilles Ridgerunner in the same turn the Chimera travelled at Breakneck Speed, so he must replace 3 of the dice in his Ballistic Skill (A) pool of 7 with Wrath Dice, and rolls the following: 1, 2, 4, 4, 6, 6, 6. A Critical Hit!



XENOS TECH

Each Species in the Gilead System has its own unique technology that operates on equally unique principles. The Imperium relies on appeasing Machine Spirits to ensure the proper function of their technology. The Aeldari control their vehicles through inhuman dexterity and psychic connection. Ork technology is said to function simply because they believe it will, regardless of the mechanics involved.

If you do not share any Keywords with a vehicle you are attempting to pilot, the DN for all Tests you make involving that vehicle is increased by +3. The GM may reduce this penalty over time as you gain familiarity with the vehicle, but you are unlikely to ever completely overcome the barriers of alien technology. Likewise, the GM may rule that some functions of a vehicle simply do not work for you if you do not share the requisite Keyword — and indeed, what right-thinking Imperial citizen would even wish to lay hands on a heretical alien device?

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VEHICLE COMPLICATIONS

D6	COMPLICATION
1	Spin Out: The vehicle goes Out of Control (page 53).
2	Hard Knock: Roll once on the Vehicle Damage table (page 54).
3	Engine Stall: The vehicle's Speed becomes 0 at the beginning of the next Round, then returns to normal at the end of that Round.
4	Scrape: The vehicle suffers 1 Mortal Wound.
5	Hung Up: The vehicle's Manoeuvrability is reduced by half until the end of the next Round.
6	Tumble: All occupants suffer 1 Shock.

EMERGENCY REPAIR

Use a Full-Round Action to attempt a quick, temporary field repair on your vehicle. If you have the relevant tools and materials available, make a **Tech (Int) Test** to remove 1 Wound from the vehicle or to repair one of its damaged components. The GM assigns the DN depending on the complexity of the repair, which by default is equal to the vehicle's Rarity +2. The GM may allow you +1 bonus dice to the Test for each Keyword you share.

A component repaired in this way breaks again after 1 hour or if it is damaged again. Repaired Wounds are not temporary, but the GM is free to limit the total number of Wounds that can be removed before materials run out or the vehicle's structure is simply too compromised to support further repairs. See page 55 for additional information on repairing vehicles.

EVASIVE MANOEUVRES

Use both your Combat and Simple Actions to make a **DN 3 Pilot (A) Test** to gain +1 Defence until the end of the Round. Each Shifted Exalted Icon adds +1 additional Defence. You can also use Evasive Manoeuvres as a Reflexive Action if the vehicle has the Flyer, Hover, or Bike Trait. In either case, the vehicle must have moved during the round before you can use Evasive Manoeuvres.

LINE UP THE SHOT

Use both your Combat and Simple Actions to make a **DN 3 Pilot (A) Test**. You gain +1 bonus die to Attack Tests made by anyone in or on the vehicle until the end of the Round. Each Shifted Exalted Icon adds +1 additional bonus die to each Attack Test. The vehicle must have moved during this round before you can use the Line Up the Shot Action.



OPTIONAL RULE: THE BIGGER THEY ARE...

In most circumstances, the specific design of a vehicle isn't important for the narrative. However, a Space Marine in Terminator Armour takes up much more room than your average Human, and the stark discrepancy in size between a Ratling and an Ogryn may mean that there are some inconsistencies in vehicle rules for your games of **Wrath & Glory**.

As a general rule, the values of a vehicle's Crew Complement are based on their intended occupants and cannot accommodate anyone larger than that.

For example, a Land Raider's 10 Passengers can be Adeptus Astartes or anything smaller (Human, Ratling, even Aeldari), but anything larger takes up two spaces. A Chimera could carry 12 Human Passengers, but only 6 Astartes. A Land Raider could carry 10 Astartes or 10 Ratlings, but only 5 Ogryns — if they could be coerced into ignoring the hereditary claustrophobia of their Species, that is.



OPEN FIRE

Use your Combat Action to fire any one vehicle-mounted weapon. You cannot fire a weapon that has already been fired by another character this Round.

RAM

The vehicle must have moved during this Round before you can use the Ram Action. If the vehicle physically intercepts a target while moving, you can use your Combat Action to make a **Pilot (A) Test** to attempt to Ram the target. The DN for the Test is equal to the target's Defence. If the Test is successful, the target takes damage as if hit by a melee weapon with a Damage Value equal to the vehicle's Max Wounds. You can Shift Exalted Icons to add +1 ED per Shifted Icon. If you Ram while using Breakneck Speed, add +5 ED to the damage.

The Ramming vehicle also takes damage as if hit by a melee weapon with a Damage Value equal to the target's Max Wounds, adding +5 ED if the Ramming vehicle was using Breakneck Speed. Shifted Exalted Icons do not add to the damage inflicted on the Ramming vehicle.

Regardless of whether the Test succeeds or fails, the vehicle ends its Movement for the Round if the target is not destroyed. If the target is destroyed, the vehicle can continue to move through the target up to its remaining Speed for the Round, though the GM may rule that the vehicle's remaining Speed that Round is reduced, if appropriate.

If either vehicle suffers 3 or more Wounds as a result of the Ram attack, rather than rolling on the **Vehicle Damage** table, it is automatically Jolted.

Example: *Livia and her warband are still in hot pursuit of the Genestealer Cult, but nearly all their weapons are out of Ammo and their Multi-Laser has been disabled. She decides to Ram the Achilles Ridgerunner with the Chimera to ensure the vile xenos do not escape.*

The Achilles Ridgerunner has a Manoeuvrability of 4, and the driver's Initiative is 5, so the DN of Livia's Pilot (A) Test is 4. She rolls the following: 2, 3, 4, 5, 5. A success! The Achilles Ridgerunner takes 15 Wounds (the maximum Wounds of the Chimera) and is destroyed. The Chimera takes 12 Wounds (the maximum Wounds of the Achilles Ridgerunner) and is badly battered, but not destroyed.

VEHICLE AMMO

Vehicles have their own Ammo points. A vehicle has storage for 10 points of Ammo for each of its weapons, and these stores can be replenished in the same ways in which Agents can replenish their personal Ammo stores. Normally Vehicle Ammo cannot be used to reload personal weapons, though the GM should use their discretion.

As the Ram attack dealt 3 or more Wounds, the Chimera is Jolted, meaning Livia must make an impossible DN 12 Pilot (A) Test! The GM rules that the vehicle continues to careen forward at ramming speed, and the warband are still in peril!

Ramming a stationary object is treated as above, and its Defence is 1. The GM determines the object's Resilience and Wounds using the Resilience bonuses given on page 189 of the **Wrath & Glory Rulebook** as guidance.

RELOAD

A Simple Action is needed to reload a vehicle-mounted weapon.

VEHICLE COMBAT

'Fire at will! I will kill any soldier that stops firing before their ammunition is expended or the enemy is destroyed!'

— Commissar Jacoby Michaelis of Armageddon

HIGH-SPEED TACTICS

Quick-moving vehicles of any Faction are wise to use their Speed to outmanoeuvre and outrun their enemies. Their Speed allows them to move swiftly into weapons range, strike the enemy, then move away to cover or beyond before the enemy can even respond. Indeed, Aeldari Pilots in particular pride themselves on their expedient hit-and-run tactics, exploiting their superior Speed and Manoeuvrability to completely blindside their enemies, then zoom away as quickly as they arrived.

This can be frustrating, especially when playing on a tactical grid, as some of the faster-moving vehicles can easily cover enough distance in a Turn to take them off the map, possibly well beyond a weapon's range. In these cases, when the disparity in vehicle Speeds is so drastically different, the Crew of the slower vehicle can hold their Actions to reflexively open fire on the enemy vehicle once it moves within range.

This is perhaps not the most proactive approach to combat, but when the enemy commands the battlefield, the cunning warrior must adapt. If characters cannot outrun their enemies, then they'd best hope they can outgun them when the opportunity arrives. The same holds true for infantry engaged with fast-moving vehicles. A squad of Space Marines is likely to seek cover and wait for Aeldari Jetbikes to make another pass, then unleash a storm of holy Bolter fire. As the GM, if you are presenting a scenario with vastly different Speeds due to vehicles, it is recommended you take a moment and point this out to your players so that the engagement doesn't seem impossible.

ATTACKING FROM A VEHICLE

When attacking from a vehicle in motion, add +2 to the DN of the Attack Test, or +1 for vehicle-mounted weapons. A vehicle is in motion if it moved during the previous or current Turn without specifically coming to a stop at the end of its Movement.

When a character fires vehicle-mounted weapons, ranged attack options (see the **Wrath & Glory Rulebook**, page 189) can be applied as normal unless otherwise noted. Vehicle-mounted weapons do not suffer the penalty from the Heavy Weapon Trait.

ATTACKING A VEHICLE'S OCCUPANTS

The GM determines if targets within a vehicle are visible from the outside based on its structure and your relative position to the target. If you are visible to external threats, you can be targeted by attacks and other effects as normal, though the GM may require a Called Shot. The **Called Shots against Vehicle Occupants** table, page 53, provides guidance on how different situations might affect the DN of the a Called Shot. You cannot see targets within a vehicle with the Sealed Trait if its hatches and ports are closed. Characters in a vehicle with the Open Topped Trait are always at least partially visible.

If a vehicle is hit by a weapon with the Blast or Flamer Trait, its occupants are also targets of the attack (even if they are out of sight) unless the vehicle has the Sealed Trait and its hatches and ports are closed. Resolve this attack using your Defence, Resilience, and other statistics as normal.



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VEHICLE DEFENCE

While in motion, the vehicle's Defence score is equal to the Pilot's Initiative or the vehicle's Manoeuvrability, whichever is lower. A skilled Pilot can make even the clunkiest machine more agile up to a limit, but a slim, fast-moving Jetbike is almost always a harder target to hit than a super heavy tank.

A vehicle's Defence can be further modified by other factors, such as environmental conditions and Wargear. A vehicle's Manoeuvrability while stationary is 1. When attacked, a vehicle's Pilot can use their Reflexive Action to make Evasive Manoeuvres, potentially increasing their Defence (see page 48).

Example: *Cassandra's Aeldari Corsair, Kylesa, has amazing reflexes, as represented by her Initiative score of 6. Her Jetbike has a Manoeuvrability score of 8, indicating that the vehicle has massive potential for avoiding harm, even beyond what Kylesa can hope to achieve while piloting it. Kylesa's reflexes aren't prodigious enough to utilise the Jetbike's full potential, however, so the vehicle's Defence is 6, as her Initiative is the lower of the two values. When not moving, the vehicle's Defence defaults to 1.*

Alternatively, if Cliff's Human Missionary with an Initiative of 4 pilots a Rhino transport with a Manoeuvrability of 3, the vehicle's Defence is 3 while moving, as the vehicle's Manoeuvrability is the lower of the two values. While stationary, the Rhino's Defence defaults to 1.



DAMAGED VEHICLES

How you tackle that Ork Battlewagon bearing down on you is largely decided by whether you're on foot or behind the blessed steel of a Leman Russ. If you're unlucky enough to face off against a vehicle while on foot, the goal is typically to disable the vehicle and force its Crew out, where you surely have the advantage, or to eliminate the Crew. When two war machines go head-to-head, however, nothing is left other than the blasted hull of the loser. In **Wrath & Glory**, this is achieved through infantry typically targeting the Crew (see page 51) or taking difficult Called Shots (see page 53) against vehicles, while vehicle-on-vehicle combat tends to opt for an explosive finale by inflicting Wounds.

Vehicles incur damage the same way characters do, except vehicles do not suffer Shock Damage and cannot use Determination. Arc and Melta weapons inflict additional damage to vehicles, though other weapon types may also have special effects when damaging vehicles. See **Chapter 10: Wargear** in the **Wrath & Glory Rulebook** for more information.

If you score a Wrath Critical when attacking a vehicle, add +1 ED rather than any other Critical Effect. For each Glory you spend on the Critical, add +2 additional ED.

Whenever you inflict at least 1 Wound to a vehicle, roll once on the **Vehicle Damage** table (page 54) to determine if any other effects occur. After rolling, you can spend any number of Glory. Roll again once for each Glory spent, then choose one of the rolled results.

Once a vehicle suffers more Wounds than its Max Wounds, it is destroyed. For each Wound it suffers in excess of its Max Wounds, roll 1d6. If any die rolls a 6, the vehicle explodes as though it were the epicentre of a Blast weapon's attack. See the **Vehicle Explosions** table (page 55) to determine the blast size and Damage.

Riding in a vehicle while it is under fire can be a traumatic experience, especially when it begins to violently come apart or you are thrown around inside from impacts. When a vehicle suffers any number of Wounds, all of its occupants must make a Resolve Test with a DN equal to that number of Wounds. If you fail the Test, you are *Hindered* (1d3) and suffer 1d3 Shock.



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CALLED SHOTS AGAINST VEHICLE OCCUPANTS

DN	TARGET
+1	Occupant less than half-concealed; riding in an Open Topped vehicle or in the passenger compartment of a transport with the boarding ramp down.
+2	Occupant half-concealed; standing up out of an open hatch or crewing a fortified, externally mounted weapon.
+3	Occupant mostly concealed; sitting in the interior, but visible through an open hatch.
+4	Occupant nearly completely concealed; only visible through a narrow porthole or gun port.
+5	Occupant virtually invisible; only visible through a hole in the vehicle's armour left by a lucky Autogun round.

VEHICLES & CONDITIONS

Vehicles are immune to all but the following Conditions:

Hindered

Vehicles can become *Hindered* by Interaction Attacks using the Tech (Int) Skill, certain Wargear, the environment, or some of the rules in this chapter. When a vehicle is *Hindered*, all Tests made involving it have a DN penalty of +1 per *Hindered* Condition.

On Fire

Sealed vehicles with their hatches and ports closed fill with smoke at the beginning of the next Round. Characters not protected from smoke are *Hindered* until the smoke is vented (such as by opening hatches).

Restrained

Vehicles can become *Restrained* by certain Wargear and the environment. When a vehicle is *Restrained*, it cannot move and its Defence is reduced by 2. This decrease can affect the vehicle's Manoeuvrability.

Vulnerable

Vehicles can be made *Vulnerable* by Interaction Attacks using the Tech (Int) Skill, certain Wargear, the environment, or some of the rules in this chapter. While a vehicle is *Vulnerable*, it has -1 Defence. This does not decrease the vehicle's Manoeuvrability.

OUT OF CONTROL

When a vehicle goes Out of Control, the Pilot cannot control the vehicle's Movement for the remainder of the Round. Roll 1d6 and consult the Scatter diagram (see the *Wrath & Glory Rulebook*, page 186) to determine which direction the vehicle moves.

The vehicle moves half its Speed in that direction (regardless of how far it may have moved this Round). If the vehicle intercepts a Large-sized object or smaller, it Rams the object. If the Scatter die rolls a 1, the vehicle's Speed instead becomes 0 for the remainder of the Round.

CALLED SHOTS AGAINST VEHICLES

You can make a Called Shot to attack a specific component (including weapons) you can see on a vehicle. The DN of the Attack Test is determined by the target vehicle's Defence, but the GM should increase the DN by an amount appropriate for how difficult it is to hit the specific component (see the **Vehicle Called Shot Difficulty** table, page 54, for examples).

Called Shots against vehicles do not provide +ED unless the GM decides that the component is exceptionally vulnerable or fragile. The target uses the vehicle's normal Resilience. If you would normally inflict at least 1 Wound, you instead inflict no Wounds to the vehicle, but the component is damaged and rendered inoperable until it is repaired or replaced. If the component was already damaged, it is instead destroyed and must be replaced.

Because a vehicle itself does not suffer Wounds from a Called Shot, Agents should choose wisely when deciding between disabling a specific part of an enemy vehicle or dealing raw, indiscriminate damage.



VEHICLE CALLED SHOT DIFFICULTY

DN	TARGET (EXAMPLES FROM LEMAN RUSS BATTLE TANK)
+1	Battle Cannon, tracks on one side
+3	Top hatch, Vox Caster array, Searchlight, Smoke Launcher
+5	Coolant vent, engine exhaust pipe, Pilot's viewport

VEHICLE DAMAGE

d66 ROLL	EFFECT
11–16	The vehicle suffers no additional effects.
21–22	Shaken: The vehicle rocks dangerously. The Pilot must succeed on a Pilot (A) Test with a DN equal to the number of Wounds inflicted by the effect that caused this result. If the Test fails, the vehicle is Out of Control (see page 53).
23–24	Crippled: One of the vehicle's legs, wheels, tracks, thrusters, or other means of locomotion is damaged until it is repaired or replaced. This reduces the vehicle's Speed and Manoeuvrability by half and increases the DN of all Pilot (A) Tests by +2. If this result occurs a second time, the vehicle is immobilized, though it is at the GM's discretion whether one component is destroyed outright or if all of the locomotive components have merely been damaged.
25–26	Steering Malfunction: The vehicle's steering system is damaged and must be repaired, increasing the DN of all Pilot (A) Tests by +1 and reducing its Manoeuvrability by 1. If this result occurs a second time, the penalty increases to 3. If it occurs a third time, the vehicle cannot be steered and can only move in a straight line.
31–33	Ammo Destroyed: The Ammo for one of the vehicle's weapons is destroyed or otherwise lost.
34–41	Fuel Leak: The vehicle runs out of fuel in 1 hour. If this result occurs a second time, the vehicle runs out of fuel immediately and is immobilized. The leak persists until it is repaired. If the vehicle is <i>On Fire</i> or exposed to any source of flame, a Minor Explosion occurs (see below).
42–45	Armour Breach: The vehicle's armour is partially compromised until it is repaired. Reduce its Resilience by 1 each time this result occurs.
44–51	Fire: The vehicle becomes <i>On Fire</i> . Sealed vehicles with their hatches and ports closed also fill with smoke at the beginning of the next Round. Characters not protected from smoke are <i>Hindered</i> until the smoke is vented (such as by opening hatches). If the vehicle is also leaking fuel (see above), a Minor Explosion occurs (see below), and 1d3 of the vehicle's occupants (determined randomly or by the GM) must succeed on a DN 3 Initiative Test or become <i>On Fire</i> .
52–56	Power Failure: Roll 1d6 at the beginning of each Round until the Power Failure is repaired. If the result is a 1, the vehicle loses power for the remainder of the Round. All Wargear, weapons, and components depending on the vehicle's power source are inoperable until power is restored.
61–63	Weapon Damaged: One of the vehicle's weapons (determined randomly or by the GM) is rendered inoperable until it is repaired or replaced. If this result occurs a second time for a weapon that is already damaged, the weapon is destroyed.
64–65	Minor Explosion: A small explosion occurs. The vehicle suffers 1 Mortal Wound.
66	Major Explosion: A large explosion occurs. The vehicle suffers 2d3 Mortal Wounds.

REPAIRING VEHICLES

While the Emergency Repair Action is an option to keep a vehicle functioning in combat, it is not an effective long-term solution. Given the proper tools and materials and at least 1 hour with a stationary vehicle, you can make a **Tech (Int) Test** to perform a permanent repair on a damaged vehicle component. The GM assigns the DN depending on the complexity of the repair and the system involved. Alternatively, you can instead make a **DN 3 Tech (Int) Test** to remove 1 Wound from the vehicle, removing 1 additional Wound for each Shift.

If a component is destroyed outright, it cannot be repaired and must instead be replaced. Replacing a component requires access to a garage, motor pool, or similar repair facility. At the GM's discretion, particularly well-stocked facilities can add 1 or 2 bonus dice to repair Tests. More information on repairs can be found in **Chapter 7: The Workshop**.

OPTIONAL RULE: BUILT TO LAST

Vehicles in **Wrath & Glory** are undoubtedly useful and often powerful, but this utility is balanced by the fact that they are machines, and machines can break, especially when they are actively being torn apart by threats.

If you prefer vehicles in your game to be more reliable and less dangerous for their occupants, you can use this optional rule to ignore the **Vehicle Damage** table (page 54) and simply track Wounds. You may also choose to disallow Called Shots against specific vehicle components. In either case, a vehicle functions normally until it exceeds its Max Wounds, at which point it is disabled or destroyed. You may also elect to remove the chance for a destroyed vehicle to explode.

OPTIONAL RULE: CRASH AND BURN

If a vehicle collides with an object or the ground while Out of Control, you can have the occupants each take at least 1 Mortal Wound (see the **Wrath & Glory Rulebook**, page 193), depending on the severity of the crash. Likewise, if a Ram attack successfully inflicts Wounds on a vehicle, you may have that vehicle's occupants suffer at least 1 Mortal Wound, depending on the severity of the crash.

VEHICLE EXPLOSIONS

VEHICLE SIZE	BLAST SIZE	DAMAGE
Medium	Small	8
Large	Medium	10
Huge	Large	10 +2 ED
Gargantuan	Very Large	10 +4 ED



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‘NOT BAD, NOT BAD. WEDGE A DEFFROLLA ON THE FRONT AN’ A BIG SHOOTA UP TOP, AN’ YOU GOT YOURSELF SOME GOOD DAKKA.’

Vehicles are more than a means of conveyance. They’re tools in the never-ending wars that wrack the galaxy. On the battlefield, vehicles are platforms capable of bringing larger and more cataclysmic weapons to bear on the enemy whilst benefitting from heavy armour, making them an impenetrable obstacle and the terrifying forefront of an assault. This chapter details ways to obtain and customise these engines of war.

REQUISITIONS

Vehicles can be requisitioned in the same way as Wargear (*Wrath & Glory Rulebook*, Chapter 10). Agents may choose to combine their dice pools to make an Influence Test to requisition a vehicle for the group.

The warring Factions of the Gilead System, as well as the wider galaxy, all produce or own vehicles on a massive scale to fuel their endless wars or ensure the defence of their territories. Only a small selection of vehicles are generally accessible, but they’re also closely guarded and sorely needed — Agents often have to come up with essential or urgent reasons to requisition a vehicle for their own use.

A successful Influence Test does not guarantee the Agents receive a vehicle they want, or even any vehicle at all, though their Faction will surely try to provide them with whatever is available. The assistance of a powerful patron can help, but even that is no guarantee the Agents will get the exact vehicle they want.

LOSING A VEHICLE

Vehicles are precious relics to all Species, exemplars of some of their greatest technologies and more deadly on the battlefield than all but colossal Titans or their greatest heroes. The souls of dead Aeldari live on in the Spirit Stones encased in their vehicles, and the Adeptus Mechanicus view every war machine as a holy relic. Improper management of a vehicle resulting in its loss or destruction is therefore considered a shameful loss of face, as well as a sin.

Losing a vehicle reduces the Influence of all Agents in the party by an amount equal to the vehicle's Rarity. There are exceptions to this rule, such as a particularly heroic sacrifice of a vehicle that supports the ethos of a Faction or results in a victory or gain equivalent to the loss. Examples include the destruction of the Astral Knights' battle barge *Tempestus* in order to defeat a Necron World Engine, or any sacrifice of an Ork vehicle that causes enough carnage or an exciting enough explosion.

CUSTOMISATION

In most of the Imperium, customising vehicles is all but forbidden. It's the domain of the Adeptus Mechanicus, whose faith and understanding are sufficient to apply rediscovered knowledge to the improvement of a machine. However, the Gilead System's in desperate straits: it's sometimes possible for a small change to go unnoticed, or very rarely to be endorsed by a radical Tech-Priest.

Weapons and equipment for vehicles can be handled in the same way as Wargear, as detailed in **Chapter 10** of the **Wrath & Glory Rulebook**. Requisitioning a weapon or piece of equipment does not automatically install it on a vehicle.

For all Factions except the Imperium, there are two options for customising your vehicle: **Do It Yourself** or **Requisitioning Assistance** (page 58).

Agents of the Imperium should consult **Imperium Vehicle Customisation** (page 58). You may customise a vehicle by increasing its:

- ☠ Speed
- ☠ Manoeuvrability
- ☠ Resilience
- ☠ Max Wounds

Requisitioning a weapon or piece of equipment does not install it on your vehicle, and you may only attempt to install weapons normally found on the vehicle.

INCREASING ATTRIBUTES

You can make up to two changes to a vehicle's Attributes, choosing between Speed, Manoeuvrability, Resilience, and Max Wounds.

- ☠ Speed: Increase Speed by 10 percent (rounded up).
- ☠ Other Attributes: Increase by 1.

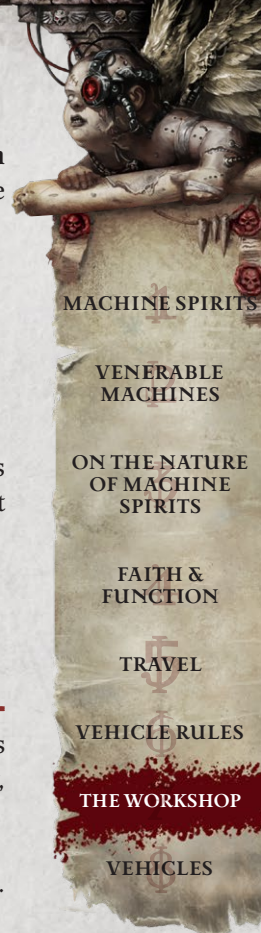
The DN is twice the Rarity of the vehicle you're customising. To increase the same Attribute a second time, add a further 2 to the DN.

INSTALLING WARGEAR

To install new Wargear, add the Rarity of your vehicle to the Rarity of the wargear you are installing onto the vehicle. This determines the DN for the **Tech (Int) Test** required to install the Wargear on to the vehicle.

FIELD REPAIRS

If you do not have access to a workshop, garage, or equivalent location that has the tools and space necessary to perform vehicle customisations, double the DN of the Tech (Int) Test.



DURATION

Regardless of the result of the Tech (Int) Test, you do not fail, and every Icon you roll reduces the DN of the Tech (Int) Test by 1. When the DN reaches 0, the installation is complete. Each Tech (Int) Test represents a Terran week working on the vehicle.

If you have the **IMPERIUM** Keyword and do not have the **ADEPTUS MECHANICUS** Keyword, you are forbidden from customising vehicles yourself. See Imperium Vehicle Customisation for more information.

REMOVING WARGEAR

Removing a piece of Wargear from a vehicle requires a **Tech (Int) Test** with a DN equal to the Wargear's Rarity. Regardless of the result of the Tech (Int) Test, you do not fail, and every Icon you roll reduces the DN of the Tech (Int) Test by 1. When the DN reaches 0, the process is complete. Each Tech (Int) Test represents a full Terran day spent removing the Wargear.

MEANS TO THE END

Agents (outside the Imperium) have two options for customising vehicles.

DO IT YOURSELF

This requires a successful **Tech (Int) Test**.

REQUISITIONING ASSISTANCE

If you lack the time, ability, or right to customise machinery yourself, you may attempt to requisition aid from experts when you are in a civilised location, such as a Hive City or a Craftworld. These experts usually have their own resources and a workshop, meaning the process will be much quicker, at a price.

Any assistance with a vehicle customisation usually requires Wealth equal to the Rarity of the Wargear you want to install. Some parties may accept an **Influence** or **Cunning (Fel) Test** with a DN equal to the combined Value and Rarity of the Wargear you want to install, though this is at the GM's discretion — these parties are often already employed to carry out vital work for their Faction and rarely succumb to the whims of smaller groups.

Aeldari

Asuryani Bonesingers work tirelessly to shape the psychoactive material that makes their weapons, vehicles, and voidcraft, walking the Path of Shaping to pursue aesthetic perfection as much as utility. An Aeldari seeking vehicle customisations on even a relatively safe Craftworld will have little difficulty finding a Bonesinger willing to indulge their creativity, though they may have to wait for them to complete their current projects.

Drukhari

Universally self-serving, hypercompetitive, and ruthless, the Drukhari do not willingly help one another unless they can see a sizable gain for themselves or it is absolutely necessary for survival. In most circumstances, the Drukhari crafters who skulk in the shadowy chop shops of Commorragh are unwilling to negotiate whilst in the safety of that terrible and labyrinthine city. Drukhari abroad are more willing to barter, particularly if the Thirst threatens to end their devious lives.

Orks

Most Orks are so obsessed with violence that they give little thought to creating or modifying the weapons and war machines they revere, preferring simply to kill whichever Ork has a louder Shoota or spikier Choppa and take it for themselves. Mekks are a strange exception, relishing in the opportunity to create in the short term so that they can destroy more in the long term. Mekks usually require a large cache of teef or a big haul of gubbinz to perform a service rather than follow their own wild designs, but they could potentially be convinced (or intimidated) to follow another Ork's plan for a particular deadly kustomizashun.

Necrons

The Necrons awaken from their aeons-old tombs already armed with inscrutable technologies made from the same living metal housing their immortal minds. Necrodermis can repair itself, and no xenobiologists have reported Necrons creating or modifying their weapons. However, it is known that Psychomancers and Crypteks are capable of impossible technological feats on the battlefield.

IMPERIAL VEHICLE CUSTOMISATION

If you are an Agent of the Imperium seeking to customise a vehicle, you must do so through the proper channels or face the consequences.

Administratum Compliance

The titanic expanse of the Imperium is managed through the tireless bureaucratic efforts of the Administratum, fastidiously documenting everything that happens within the Emperor's realm. This is especially true in the isolated Gilead System.

In order to ensure all resources are correctly allocated, the Administratum demands records and reasons for every customisation to an Imperial resource. Many war machines of the Imperium even have inbuilt Auto-Quill Servitors, assigned to spend the rest of their existence recording every bullet fired and every tank-tread movement to ensure the Administratum receive the endless reams of data they believe is their due.

To customise a vehicle with the **IMPERIUM** Keyword, you must acquire the correct documentation from the Administratum. This requires one of the following Tests:

- ☠ A **DN 7 Influence Test** to requisition the correct forms through the weight of your reputation.
- ☠ A **DN 4 Cunning (Fel) Test** to secure the necessary documentation through thievery or fabrication.
- ☠ A **DN 5 Persuasion (Fel) Test** to cajole an Adept of the Administratum into providing the documentation for you.
- ☠ A **DN 5 Scholar (Int) Test** to surmise which forms are needed, circumvent inefficient parts of Administratum protocol, and complete the required documents yourself.

Navigating the labyrinthine bureaucracy of the Administratum in this way takes a minimum of one Terran month. You can reduce this time by Shifting or through certain Abilities, as adjudicated by the GM.

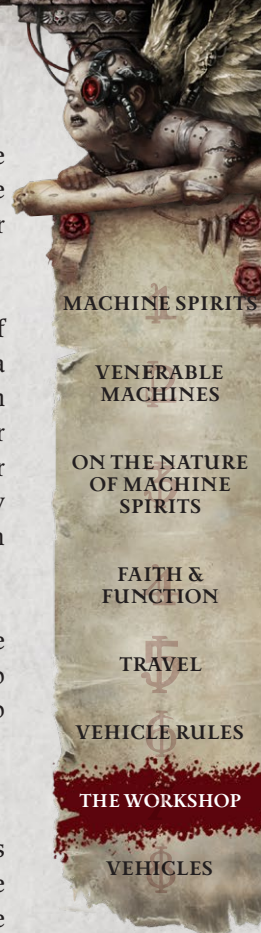
The Administratum requires the complete records of your vehicle whenever you enter its jurisdiction (a limitation that is unclear even to the Administratum itself). Without these records, any vehicle or Wargear item may be confiscated, and you may also face other harsh consequences, typically -5 Influence to every Agent and a +2 DN penalty to any future dealings with the Administratum.

Once you have acquired the correct forms, you are permitted to contact the Adeptus Mechanicus to legally complete the installation of the Wargear on to your vehicle.

Involving the Adeptus Mechanicus

The Treaty of Mars entitles the Adeptus Mechanicus sole right to knowledge of technology — none outside of the Tech-Priesthoods of the Forge Worlds are permitted to learn the jealously guarded arcane secrets of Machine Spirits.

If you have a vehicle and a piece of Wargear you would like to install on the vehicle, you may make an **Influence Test** with a DN equal to the combined Rarity of the vehicle and the Wargear.



If you have a vehicle, a piece of Wargear, and the corresponding Administratum decree that the Wargear can be installed, you can approach the Adeptus Mechanicus to requisition a vehicle upgrade. This depends on the Adeptus Mechanicus having the appropriate time and resources for your cause, and it also requires an **Influence Test** with a DN equal to the combined Rarity of the vehicle and Wargear. As the Adeptus Mechanicus are experts on technology and monopolise access to all forges and workshops, once they have accepted a commission, they will have it returned within a Martian day.

Once the Wargear is installed, the Adeptus Mechanicus return it to you and countersign the Administratum documentation. Documentation not countersigned is as bad as no documentation at all.

Illicit Upgrades

Though the Administratum and the Adeptus Mechanicus are loath to accept it, their reach is not infinite, and there are many across the vast Imperium who have a working (though proscribed) knowledge of Machine Spirits and technology.

You may attempt to **Do It Yourself** (page 58) as an Agent of the Imperium, though you will not have the correct records for your vehicle. If the Adeptus Mechanicus or the Administratum ever examine your vehicle or ask for its records, it may be confiscated, and you may face other harsh consequences, typically -5 Influence to every Agent and a +2 DN penalty to any communications with either Faction.

VEHICLE WEAPONS

Vehicle Weapons use the same rules as the weapons in **Chapter 10: Wargear** in the **Wrath & Glory Rulebook**, with the exceptions detailed here.

VEHICLE AMMO

Vehicles have their own Ammo points. For each weapon, a vehicle can carry 10 points of Ammo, replenishable in the same ways Agents replenish their personal Ammo stores (**Wrath & Glory Rulebook**, page 229).

Normally Vehicle Ammo cannot be used to reload personal weapons, though the GM should use their discretion. For example, a Leman Russ tank has Heavy Bolters, so ammo from this weapon might be useful to a Space Marine armed with a Heavy Bolter.

TWIN WEAPONS

Twin weapons consist of a pair of identical weapons linked to each other by a common targeting and firing system, and they are usually physically attached to each other. The result is twice the firepower without reducing accuracy.

When firing a twin weapon with a Salvo rating of 0-1, you make a Simultaneous Strike (**Wrath & Glory Rulebook**, page 139) with the weapons even if they are not pistols, and even if you do not possess the Simultaneous Strike Talent.

When firing a twin weapon in which one of the weapons has a Salvo rating greater than 1, fire it as though you were firing the singular version of the weapon, but double its Salvo rating.

Example: *If Malcolm is firing his Land Raider's Twin Lascannon, he is able to Simultaneous Strike with the weapon, but the Salvo rating remains 1 (because a Lascannon has a Salvo rating less than 2). When James is firing a Twin Supa-Shoota on his Dakkajet, however, it is treated as a single Supa-Shoota with Salvo 8 (because a single Supa-Shoota has a Salvo rating greater than 1).*

In either case, when assembling your dice pool for the **Ballistic Skill (A) Test** to hit, replace 1 additional die with a Wrath Die. A Wrath Critical is scored if at least 1 of the Wrath Dice results in a 6, and a Complication occurs if at least 1 of the Wrath Dice results in a 1. You cannot generate more than one Wrath Critical or Complication during your turn in this way. Reloading a twin-linked weapon array requires only a single Reload Action but consumes 2 Ammo.

- ☠ **Salvo Rating 2+:** Double the weapon's Salvo rating.
- ☠ **Salvo Rating 0 or 1:** If you succeed on your attack, double the weapon's Extra Damage (ED) Dice.

The statistics for twin weapons in later chapters take these changes into account.



VEHICLES



'You! Don't just sit there, fire that heavy stubber!'

— Tank Commander Jiin Pollol

This chapter contains profiles for most vehicles Agents might encounter in the Gilead System. These include everything from transports to mobile weapon platforms and, just as importantly, Threats. From outrunning Ork Dakkajet strafing fire to standing fast against the advance of an Aeldari War Walker, facing vehicles on a battlefield amps up the adrenaline to new levels.

As described in **Chapter 6: Vehicle Rules**, Agents can Pilot a vehicle, Crew the weapons, or ride as Passengers. Remember the latter when you're running action scenes, and make sure they're not trapped in a sealed compartment, missing the action. Have enemies board vehicles or cause damage so that everyone needs to aid in repairs. Have other Passengers or Crew become injured, requiring medical attention. If worst comes to worst, let Passengers load ammo! Just keep them busy: nothing sucks the fun out of a high-octane chase or combat more than just watching other players engage with it.



VEHICLES IN THE GILEAD SYSTEM

Vehicles are useful tools and powerful weapons that are difficult to build (if they can still be built at all). As the Gilead System is resource starved and strained by the ever-present threat of war, vehicles are highly prized. The Rarity and Value of vehicles are high as a result.

In some Frameworks, a vehicle might be the centrepiece or objective of an entire campaign. A fully functioning Land Raider might change the outcome of a battle — or a war.

While you can make vehicles more accessible and commonplace in your game, it is important to understand the power such machines command, and what they represent.



VEHICLE CHARACTERISTICS

Vehicles in **Wrath & Glory** have the following Attributes:

Crew Complement: The number of available roles in the vehicle.

Keywords: Descriptors of the vehicle's classification and function, and the Factions associated with it. A character must share at least one Keyword in common with a vehicle to make an **Influence Test** to requisition it. For every extra matching Keyword, the character gains +1 bonus die to their **Influence Test**.

Manoeuvrability (Man): A measure of how manoeuvrable the vehicle is. This is used when determining the vehicle's Defence.

Max Wounds (W): A measure of the vehicle's overall structural integrity. A vehicle is destroyed when it accumulates more Wounds than its Max Wounds. This functions like a character's Wounds.

Rarity: How common a vehicle is. Rarity acts as a DN modifier on **Influence Tests** to acquire vehicles and on **Tech (Int) Tests** to install custom parts.

INFLUENCE MODIFIER	
RARITY	DESCRIPTION
1	Common
2	Uncommon
3	Rare
4	Very Rare
5	Unique

Resilience (Res): Like characters, vehicles have Resilience, which represents their ability to withstand damage. For most vehicles, this is a representation of their armoured exteriors.

Size: The vehicle's Size category. Size mostly provides a sense of scale, but it is also a factor in determining the DN to hit the vehicle with an attack and the damage it causes during an explosion. Size categories are Medium (Med) for some bikes; Large, for Sentinels, War Walkers, and trucks; Huge for most tanks; and Gargantuan (Gtn) for the largest tanks.

Speed (Spd): The standard speed of the vehicle in combat. This measures how far the vehicle can move in a Round without using Breakneck Speed, Turbo Boost, or similar options.

Traits: Like weapons and armour, vehicles have Traits that grant situational abilities, benefits, and penalties.

Value: How much the vehicle costs to acquire, or how much leverage is needed to requisition it. Value determines the base DN of an **Influence Test** to acquire a vehicle. See page 205 of the **Wrath & Glory Rulebook** for more on requisitioning Wargear, including vehicles.

Weapons: Any weapons mounted to the vehicle that can be operated by the occupants.

VEHICLE TRAITS

ALL-TERRAIN

If you are piloting an All-Terrain vehicle and you fail a **Pilot (A) Test** to avoid hindrances caused by Difficult Terrain, you can ignore the failure and reroll the Test. You must use the results of the reroll.

AMPHIBIOUS

An Amphibious vehicle can move across deep water without sinking, though its Speed is halved while doing so.

BIKE

While riding a vehicle with the Bike Trait, if the vehicle moves close enough for you to Engage a target, you can use a Reflexive Action to make a melee attack against the target.

FLYER

A vehicle with the Flyer Trait can move equally well in any direction in three-dimensional space. While airborne, it must move at least half its Speed each Round or begin to fall from the sky. If it resumes moving, it immediately stops falling. Flying vehicles that also have the Hover Trait do not require movement to avoid falling, and they can take off and land vertically.

GUN PORTS

A vehicle with Gun Ports has mounted weapons that can be operated by occupants with the **PASSENGER** Keyword. The vehicle's description specifies which weapons occupy the ports. Otherwise, treat these as normal vehicle-mounted weapons. Gun Ports are self-contained and do not expose or unseal the interior of a Sealed vehicle.

GYRO-STABILISED

A Gyro-Stabilised vehicle does not count as in motion when characters on or in it make attacks.

HOVER

A vehicle with the Hover Trait floats above surfaces via gravitic technology or similar methods. Hover vehicles ignore ground-based Difficult Terrain such as mud or rocks and can move vertically as part of their Movement, though the GM may impose limits on the maximum altitude.

OPEN TOPPED

Occupants of an Open Topped vehicle are visible to external observers, but this allows all occupants of the vehicle to attack targets outside the vehicle using their personal weapons. Occupants of Open Topped vehicles can be caught in the radius of Blast weapons and are typically not very well protected against Called Shots (see **Attacking a Vehicle's Occupants**, on page 51).

RELIABLE

The Reliable Trait applies to vehicles as it does to weapons. You can ignore the first Complication related to this vehicle each scene. Tests made to repair or maintain Reliable vehicles are made with +1 bonus die.

SEALED

A Sealed vehicle has airtight doors and hatches. Occupants of a Sealed vehicle are immune to toxic gas and airborne diseases, and they cannot be caught in the radius of a Blast weapon while the vehicle's hatches and ports are closed. Occupants of Sealed vehicles are typically well protected against Called Shots if they are targetable at all (see **Attacking a Vehicle's Occupants**, page 51).

Any vehicle seals, such as hatches, ports, or doors, can usually be opened with a Simple Action.

TURBO BOOST (X)

A vehicle with the Turbo Boost Trait can move extraordinarily quickly when travelling. When using Breakneck Speed, multiply the vehicle's Speed by its Turbo Boost rating instead of doubling it.

WALKER

Walkers use articulated legs to traverse the ground. While piloting a walker, you are able to attack by stomping with its legs. To do so, make a Ram attack (see page 50) against a target, ignoring the Movement requirement if you are already adjacent to the target. If the attack succeeds, your vehicle only takes half the usual damage.



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IMPERIAL

'Nothing to worry about, just the oncoming shift.'

— Last vox transmission of Manufacturm Kappa



ACHILLES RIDGERUNNER

The four-wheeled Achilles Ridgerunner is a versatile, dependable vehicle that is simple and inexpensive to build. Though it is lightly armed and armoured, its reliability, ruggedness, and expendability make it an ideal choice for exploration, reconnaissance, and transportation across inhospitable terrain. The standard model is often used in frontier settings where defensive weaponry provides necessary protection, but unarmed variants are also produced for civilian use.

Value: 6 **Rarity:** Common

The **Ridgerunner's** Heavy Mining Laser can be replaced with either a Missile Launcher or a Heavy Mortar.

ACHILLES RIDGERUNNER				
Spd	Man	Res	W	Size
29	4	13	12	Large
KEYWORDS				
IMPERIUM, RAIDER				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
All-Terrain, Reliable				
WEAPONS		WARGEAR		
2 Heavy Stubbers Heavy Mining Laser		Flare Launcher		

AVACHRUS RIDGERUNNER

Not all vehicles in the Gilead System are weapons of war. To facilitate civilian ground transportation, Avachrus's manufactorums produce a four-wheeled utility vehicle known as the Avachrus Ridgerunner, an alternate pattern of the Achilles Ridgerunner solely intended to carry passengers from place to place.

Value: 5 **Rarity:** Common

AVACHRUS RIDGERUNNER				
Spd	Man	Res	W	Size
30	4	12	12	Large
KEYWORDS				
IMPERIUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 4 Passengers				
TRAITS				
Open Topped				
WEAPONS		WARGEAR		
—		Flare Launcher		

DIRTCYCLE

One of the most common vehicles in the Imperium, the two-wheeled Dirtcycle is lightweight, nimble, and inexpensive. Built to outlast its riders, this sturdy cycle is dependable and easy to maintain. Ill-suited for combat due to a dearth of weapons and armour, it is typically deployed in civilian and other noncombat applications.

Value: 4 **Rarity:** Common

GOLIATH TRUCK

A larger, more rugged cousin of the Ridgerunner, the Goliath Truck is a heavy, four-wheeled vehicle used to transport cargo, work crews, and equipment. With added firepower, it serves as the workhorse for many local militia forces as well as vile insurrectionists. Its ubiquitous use in a variety of settings means few would view an approaching wave of these vehicles as a threat until it was far too late.

Value: 7 **Rarity:** Common

GOLIATH ROCKGRINDER

The Rockgrinder is a popular variant of the basic Goliath Truck. It features a sealed hull, additional armour and weapons, and a forward-mounted Drilldozer Blade designed to smash through obstacles while traversing mines. Typically reserved for mining duties, the Rockgrinder is sometimes pressed into combat due to its intimidating stature and robust construction.

Value: 7 **Rarity:** Common

The Goliath Rockgrinder may replace its Heavy Mining Laser with either a Clearance Incinerator or a Heavy Seismic Cannon.

DIRTCYCLE				
Spd	Man	Res	W	Size
38	6	10	8	Med
KEYWORDS				
IMPERIUM, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
All-Terrain, Bike, Open Topped, Reliable				
WEAPONS		WARGEAR		
-		-		

GOLIATH TRUCK				
Spd	Man	Res	W	Size
28	4	12	15	Huge
KEYWORDS				
IMPERIUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 10 Passengers				
TRAITS				
Open Topped, Reliable				
WEAPONS		WARGEAR		
Heavy Stubber Twin Autocannon		Cache of demo charges		

GOLIATH ROCKGRINDER				
Spd	Man	Res	W	Size
26	4	14	15	Huge
KEYWORDS				
IMPERIUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 6 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Heavy Stubber Heavy Mining Laser		Drilldozer Blade		



TAUROS

The Tauros is a lightweight utility vehicle known for its rugged durability, speed, and agility. The standard model, a four-wheeled buggy intended for all-terrain scouting and reconnaissance, is equipped with light armour and a Heavy Flamer to clear its path.

Value: 7 **Rarity:** Uncommon

The Heavy Flamer on a **Tauros** can be substituted for a Tauros Grenade Launcher, and it can also be equipped with a Hunter-Killer Missile.

TAUROS VENATOR

The heavier six-wheeled Venator variant of the Tauros is more purpose-built for combat, mounting heavier armour and a Twin Multi-Laser or Lascannon instead of the Heavy Flamer. The Venator is less common, however, as it is more expensive and tends to face greater hazards on the frontlines, so the standard model is more usually seen across Imperial worlds.

Value: 9 **Rarity:** Rare

A **Venator** may replace its Twin Multi-Laser with a Twin Lascannon and may carry a Hunter-Killer Missile.

WOLFQUAD

The Wolfquad is a heavier, four-wheeled cousin to the Dirtcycle used in a variety of Imperial civilian applications. Though more cumbersome than the Dirtcycle, the Wolfquad trades speed for size and durability. This gives it sufficient space and stability for a Mining Laser and associated heavy equipment. These additions make the Wolfquad well suited for mining operations and rapid exploration across Difficult Terrain.

Value: 5 **Rarity:** Common

A **Wolfquad's** Heavy Stubber can be replaced with either a Mining Laser or an Atalan Incinerator.

TAUROS				
Spd	Man	Res	W	Size
30	5	12	12	Large
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
All-Terrain, Open Topped, Reliable				
WEAPONS		WARGEAR		
Heavy Flamer		N/A		

TAUROS VENATOR				
Spd	Man	Res	W	Size
30	6	14	12	Large
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
All-Terrain, Open Topped, Reliable				
WEAPONS		WARGEAR		
Twin Multi-Laser		–		

WOLFQUAD				
Spd	Man	Res	W	Size
31	5	11	10	Large
KEYWORDS				
IMPERIUM, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
All-Terrain, Bike, Open Topped, Reliable				
WEAPONS		WARGEAR		
Heavy Stubber		–		

ADEPTA SORORITAS

'Reload and fire again! Let none escape the flames!'

— Battle Sister Superior Gennan Fastolle

CASTIGATOR

Like the Adepta Sororitas's other tanks, the Exorcist and Immolator, the Castigator is built on a Rhino chassis. However, laden with Gothic decoration and the iconography of the Ecclesiarchy, it bears little resemblance to its relatives. The Castigator is a holy relic and a focus of faith as much as it is a battle tank — and it's a devastatingly effective battle tank. With a wide array of weaponry, including the commonly mounted pair of Castigator Autocannons, it provides superb artillery support for Sororitas ground troops.

Value: 14

Rarity: Rare

The Castigator Autocannons can be replaced with a Castigator Battle Cannon. The **Castigator** battle tank can also be equipped with a Hunter-Killer Missile and a Storm Bolter.

EXORCIST

The Exorcist mounts a specialised missile launcher and a Heavy Bolter atop the workhorse Rhino chassis. The multibarrelled Exorcist Missile Launcher is capable of delivering a devastating fusillade of righteous fire upon foes at Long Range. If needed, it can be replaced with a rocket launcher, which provides a wider blast effect at the cost of lessened damage.

An Exorcist's arrival on a Gilead System battlefield often heralds the snatching of victory from the jaws of defeat. The opportunity to smite the Imperium's foes with a chorus of immolation is considered a great honour among the Adepta Sororitas.

Value: 14

Rarity: Rare



CASTIGATOR

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ADEPTA SORORITAS, TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

2 Castigator Autocannons
3 Heavy Bolters

WARGEAR

Smoke Launchers

EXORCIST

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ADEPTA SORORITAS, TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

Exorcist Missile Launcher
Heavy Bolter

WARGEAR

Smoke Launchers

The Exorcist Missile Launcher can be exchanged for an Exorcist Conflagration Rocket Launcher using the rules in **Chapter 7: The Workshop**. The Exorcist may carry a Hunter-Killer Missile.

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IMMOLATOR

The Immolator is both a troop transport and a platform for devastating weapons. Whether armed with anti-infantry Immolation Flamers or antitank Multi-Meltas, it's highly effective in clearing a path through the Imperium's foes and then depositing a squad of righteous Sisters of Battle in their midst.

Value: 14

Rarity: Rare

An **Immolator** may carry a Hunter-Killer Missile, and it may replace the Immolation Flamers with a Twin Multi-Melta or a Twin Heavy Bolter.

REPRESSOR

The Repressor, like the Adepta Sororitas's other vehicles, is based on a Rhino chassis. In this case, it's been adapted for use both as a suppression and crowd-control resource and as a battlefield infantry transport.

Value: 16

Rarity: Rare

The **Repressor** has firing points along its left and right sides, allowing up to 3 Passengers on each side to fire personal weapons that do not have the Heavy Trait. It may carry a Hunter-Killer Missile.

ADEPTA SORORITAS RHINO

The venerable Rhino acts as the primary transport vehicle for the Sisters of Battle when they launch fiery retribution against the Emperor's foes. Fast, robust, and dependable, they ensure no heretic goes unpunished.

Value: 14

Rarity: Rare

An **Adepta Sororitas Rhino** may be equipped with a Hunter-Killer Missile.

IMMOLATOR				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ADEPTA SORORITAS, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 6 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
2 Immolation Flamers		Smoke Launchers		
Heavy Bolter				

REPRESSOR				
Spd	Man	Res	W	Size
26	3	16	16	Huge
KEYWORDS				
IMPERIUM, ADEPTA SORORITAS, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Repressor Heavy Flamer		Smoke Launchers		
Storm Bolter		Dozer Ram		

ADEPTA SORORITAS RHINO				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ADEPTA SORORITAS, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Storm Bolter		Smoke Launchers		

ADEPTUS ASTARTES

'Our tanks are the Emperor's wrath. Our ships are His fury. Their hulls are not merely ceramite and adamantium; they are His will made manifest! Sheltered within, bound by our duty, we are invincible. Onward! None can stand against us.'

— Brother Claudius, Ultramarine Chaplain

ASSAULT BIKE

Space Marine fast-attack squads ride powerful, armoured motorcycles into battle. Though lightly armed and armoured compared to larger Adeptus Astartes vehicles, Assault Bikes possess powerful engines that propel their transhuman riders at great speed to carry out sudden, vicious assaults. These bikes are much heavier and more durable than many of their counterparts, granting them superior durability as they hurtle towards the enemy.

Value: 9

Rarity: Rare

Astartes Attack Bikes and Scout Bikes use the same basic chassis, with modifications.

ATTACK BIKE				
Spd	Man	Res	W	Size
60	5	13	11	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Bike, Open Topped				
WEAPONS		WARGEAR		
Twin Boltgun		-		
Heavy Bolter				



ASSAULT BIKE				
Spd	Man	Res	W	Size
60	5	13	11	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Bike, Open Topped				
WEAPONS		WARGEAR		
Twin Boltgun		—		

SCOUT BIKE				
Spd	Man	Res	W	Size
60	5	11	11	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Bike, Open Topped				
WEAPONS		WARGEAR		
Twin Boltgun		—		

An **Attack Bike** may substitute a Multi-Melta for its Heavy Bolter. A **Scout Bike** may replace its Twin Boltgun with a Grenade Launcher.



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LAND RAIDER

As much a mobile fortress of ceramite and adamantium as a tracked vehicle, the Adeptus Astartes Land Raider dauntlessly carries Space Marines and incredible firepower into the thickest fighting. Its sophisticated Machine Spirit is advanced enough to operate this massive war machine independently, even in the absence of Crew. Techmarines who service and pilot these vehicles believe each powerful Land Raider Machine Spirit to be a fragment of the Omnissiah's divinity.

Because their construction is impossible on all but a precious few Forge Worlds, Land Raiders are exceptionally rare throughout the galaxy, and especially so in Gilead. Despite this scarcity, variant configurations do exist — the Crusader is the most common of the nonstandard vehicles. While the basic Land Raider is equipped to handle virtually any situation, the Crusader variant sacrifices armaments for troop space, and the Redeemer wields increased firepower but has limited utility as a troop transport.

Value: 18

Rarity: Unique

All **Land Raider** tanks may also carry a Hunter-Killer Missile, Storm Bolter, and Multi-Melta.

LAND RAIDER				
Spd	Man	Res	W	Size
21	3	19	25	Gtn
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
Sealed				
WEAPONS		WARGEAR		
2 Twin Lascannons Twin Heavy Bolter		Awakened Machine Spirit Smoke Launchers		

CRUSADER				
Spd	Man	Res	W	Size
21	3	19	25	Gtn
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 16 Passengers				
TRAITS				
Sealed				
WEAPONS		WARGEAR		
2 Hurricane Bolters Twin Assault Cannon		Awakened Machine Spirit Smoke Launchers		

REDEEMER				
Spd	Man	Res	W	Size
21	3	19	25	Gtn
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 12 Passengers				
TRAITS				
Sealed				
WEAPONS		WARGEAR		
2 Flamestorm Cannons Twin Assault Cannon		Awakened Machine Spirit Smoke Launchers		



LAND SPEEDER

One of very few vehicles in the Imperium to use arcane antigravitic propulsion technology, the Land Speeder is a light fast-response vehicle the Adeptus Astartes use to provide reconnaissance and fire support at a moment's notice. Based on a Standard Template Construct uncovered in the 31st Millennium, the Land Speeder's advanced propulsion system is a technological marvel that has only been surpassed by older species like the Aeldari and Necrons.

Controversially, the Adeptus Mechanicus's Arch Magos Belisarius Cawl introduced new, hulking designs using similar technology to convey the newly created Primaris Astartes, but the small, agile Land Speeder remains the only vehicle of its kind within the Space Marine arsenal. Only the most resource-rich planets can afford to maintain and fuel Land Speeders, making them vanishingly rare in the Gilead System.

Value: 11 Rarity: Very Rare

The **Land Speeder Tornado** and **Typhoon** both add increased firepower (increasing their Value to 12).

LAND SPEEDER TORNADO				
Spd	Man	Res	W	Size
75	6	14	16	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
WEAPONS		WARGEAR		
Assault Cannon		-		
Heavy Bolter				

A **Land Speeder Tornado** may substitute its Heavy Bolter for a Multi-Melta and its Assault Cannon for a Heavy Flamer.

LAND SPEEDER				
Spd	Man	Res	W	Size
75	6	14	16	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
WEAPONS		WARGEAR		
Heavy Bolter		-		

A **Land Speeder** may substitute its Heavy Bolter for a Multi-Melta.



LAND SPEEDER TYPHOON				
Spd	Man	Res	W	Size
75	6	14	16	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
WEAPONS		WARGEAR		
Heavy Bolter		-		
Typhoon Missile Launcher				

A **Land Speeder Typhoon** may substitute its Heavy Bolter for a Multi-Melta.

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LAND SPEEDER STORM

Space Marine Scouts use the Storm-model Land Speeder. Unlike the other models of this iconic Astartes vehicle, the Land Speeder Storm is engineered to serve as a troop transport, delivering strike teams of Space Marine Scouts into the heat of battle. Such is its speed and relatively quiet engines that Scouts can arrive before their foes are prepared, leaping from the Land Speeder Storm and directly into combat.

Value: 11

Rarity: Very Rare

LAND SPEEDER STORM				
Spd	Man	Res	W	Size
75	6	14	16	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 5 Passengers				
TRAITS				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
WEAPONS		WARGEAR		
Cerberus Launcher				
Heavy Bolter		-		

RHINO

Rhino treads have carried the Imperium's troops across battlefields throughout the galaxy for ten thousand years. Equipped with redundant systems, respectable armour, and ample troop capacity, the Rhino has accompanied the Adeptus Astartes into many battles. Such are its steadfast capabilities that even Inquisitorial forces have been known to utilise Rhinos when overt violence (or intimidation) is required.

Numerous STCs have been rediscovered based on the Rhino chassis and added to the Astartes Order of Battle. The Rhino's workhorse reputation and simple design has allowed these other vehicles to easily mount specialised weapons at the expense of internal space. Many such variants exist, each aimed at filling a dedicated role with a well-proven war machine.

Value: 11

Rarity: Rare

Rhinos and other Adeptus Astartes tanks that share its chassis (such as **Razorbacks**, **Predators**, **Vindicators**, and **Whirlwinds**) may additionally carry a Hunter-Killer Missile and a Storm Bolter (allowing the basic **Rhino** to have two Storm Bolters).

RHINO				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Storm Bolter		Smoke Launchers		

RAZORBACK


Perhaps the most basic variation of the standard Rhino chassis is the Razorback. This robust tank is mounted with a twin heavy weapon platform that can support several different options. These are usually ones that Astartes also use as personal weaponry, making for easier maintenance and repair. Carrying this weapon platform means the vehicle's transport capacity is reduced, but not enough to diminish the tank's effectiveness in moving troops across battlefields.

The Razorback is often used as a rapid strike vehicle, providing long-range support for its Passengers as it quickly advances towards the frontlines. Once its marines disembark, it can then offer additional firepower against enemy infantry or vehicles, depending on its mounted weaponry.

Value: 11 Rarity: Rare

The Razorback's Twin Heavy Bolter may be replaced with a Twin Lascannon or a Twin Assault Cannon.

RAZORBACK				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 6 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Twin Heavy Bolter		Smoke Launchers		



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PREDATOR ANNIHILATOR

The Predator eliminates all Passenger space in favour of sponson weaponry and a main cannon designed as a tank buster. The Annihilator is mounted with a Twin Lascannon, which, when combined with the terrifying accuracy of its Astartes Crew, is one of the deadliest guns in most combats. Annihilators typically advance at the tip of formations, picking out enemy vehicles and strongholds and punching holes through them or whatever else is in their way. Many swap out the standard Heavy Bolters on their sponsons for additional Lascannons, making them even deadlier in antitank duties.

Value: 11

Rarity: Rare

PREDATOR DESTRUCTOR

The vehicle that most consider the primary battle tank of the Adeptus Astartes, the Predator Destructor mounts an upgunned Autocannon that is effective in a number of combat roles. With this weapon, the Destructor is ideal for eliminating light and medium armoured vehicles and huge xenos monstrosities. It can also tear apart enemy formations, especially when used in combination with the Heavy Bolters often mounted in its sponsons. If these are substituted with Lascannons, the Destructor can instead offer attacking marines serious antitank capabilities as well.

Value: 11

Rarity: Rare

A **Predator Annihilator** or **Destructor** may exchange its 2 Heavy Bolters for 2 Lascannons.

PREDATOR ANNIHILATOR

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

Twin Lascannon
2 Heavy Bolters

WARGEAR

Smoke Launchers

PREDATOR DESTRUCTOR

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

Predator Autocannon
2 Heavy Bolters

WARGEAR

Smoke Launchers

VINDICATOR

The Vindicator is designed to support siege offensives, especially in urban settings, and is mounted with the huge Demolisher Cannon. The cannon's armaments are so massive that only a limited number can be stored within the tank, but usually only a few shells are needed for victory.

The Demolisher Cannon is devastating against fortifications, but it is relatively short-range. This means the Vindicator must move close to its target, something that would make other Rhino-based tanks vulnerable. The Vindicator, though, has defensive improvements such as greater armour to better protect itself. Most importantly, across its prow it has a massive Siege Shield, which can shrug off most enemy fire as well as allowing the tank to plough through its opponents' defensive positions.

Value: 11

Rarity: Rare

WHIRLWIND

Featuring a large, externally mounted missile rack, the Whirlwind can fire masses of long-range projectiles to saturate enemy positions and suppress their actions. Such is the speed and aggression of advancing Astartes forces that often by the time the ground has stopped shaking, they have already arrived to finish off their broken foes.

Unlike many Astartes tanks, the Whirlwind operates best far behind the main forces. It can fire its deadly Vengeance or Castellan rockets in high, arcing trajectories that can hit targets that cannot be spotted directly. Like all Astartes tanks, though, the Whirlwind is fast and can quickly relocate to best support changes in the ongoing battle.

Value: 11

Rarity: Rare

The Whirlwind Vengeance Launcher may be replaced with a Whirlwind Castellan Launcher.

VINDICATOR				
Spd	Man	Res	W	Size
23	3	16	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Demolisher Cannon		Siege Shield Smoke Launchers		

WHIRLWIND				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, TANK				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Whirlwind Vengeance Launcher		Smoke Launchers		



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GLADIATOR

Used by Primaris battle-brothers, Gladiator vehicles are in desperately short supply in the Gilead System. When they're available, they offer outstanding fire support. The addition of a single Gladiator to any battlefield can turn the tide of even the most dire confrontation in favour of the Imperium.

Value: 16

Rarity: Very Rare

The Gladiator Reaper is outfitted with rapid-fire artillery to destroy enemy infantry troops, while Valiant serves as an escort vehicle, easily crossing battlefields and laying down supporting fire to cover infantry troops' advance.

GLADIATOR REAPER				
Spd	Man	Res	W	Size
20	4	19	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Hover, Sealed				
WEAPONS		WARGEAR		
2 Tempest Bolters		-		
Twin Heavy Onslaught				
Gatling Cannon				



GLADIATOR				
Spd	Man	Res	W	Size
20	4	19	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Hover, Sealed				
WEAPONS			WARGEAR	
Lancer Laser Destroyer			-	
2 Storm Bolters				

GLADIATOR VALIANT				
Spd	Man	Res	W	Size
20	4	19	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Hover, Sealed				
WEAPONS			WARGEAR	
2 Multi-Meltas			—	
Twin Las-Talon				

A **Gladiator** can also carry an Ironhail Heavy Stubber, Icarus Rocket Pod, and Auto Launcher. Its Storm Bolters can be replaced with 2 Fragstorm Grenade Launchers. A **Reaper** or **Valiant** can add an Ironhail Heavy Stubber, Icarus Rocket Pod, and Auto Launcher.

IMPULSOR

The Impulsor is a lightly armoured anti-grav transport employed by Primaris Space Marines to hasten infantry to the front lines and beyond. Part of a group of questionable innovations instituted by Belisarius Cawl, the Impulsor's ventral anti-grav plate generates a Repulsor Field, allowing its vectored engines to move the vehicle across the ground at rapid speeds while its Storm Bolters clear swathes of enemies. The transport's armour and Shield Dome protect Passengers long enough to reach their destination; then, the Impulsor provides mobile cover and fire support as they deploy.

Value: 14

Rarity: Very Rare

The **Impulsor** can also carry an Ironhail Heavy Stubber and can replace its 2 Storm Bolters with 2 Fragstorm Grenade Launchers.

INVADER ATV

The Invader ATV is a relatively light, four-wheeled vehicle designed specifically for the Primaris Space Marines. This buggy is equipped with sparing but strategically placed armour and is sturdily made, allowing it to absorb an impressive amount of punishment for its size and role. The Invader is suitable for fast-attack missions where return fire is expected, allowing the Pilot and gunner to work in tandem to skirmish with enemies while remaining on the move. This ATV is best suited for light combat and heavy-duty reconnaissance. It is an effective all-around ATV that neither excels nor falls short in any of its intended functions, but can reliably serve the Primaris at all times.

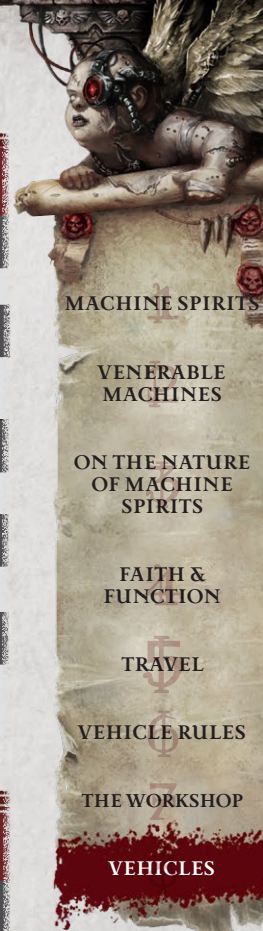
Value: 9

Rarity: Very Rare

The **Invader** ATV may replace its Onslaught Gatling Cannon with a Multi-Melta.

IMPULSOR				
Spd	Man	Res	W	Size
60	5	15	15	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 6 Passengers				
TRAITS				
Hover				
WEAPONS		WARGEAR		
2 Storm Bolters		Repulsor Field Shield Dome		

INVADER ATV				
Spd	Man	Res	W	Size
40	4	13	13	Large
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
All-Terrain, Bike, Open Topped				
WEAPONS		WARGEAR		
Onslaught Gatling Cannon Twin Auto Bolt Rifle		-		



REPULSOR

The Repulsor is the main battle tank for Primaris Space Marines. Similar in many ways to the Land Raider, the Repulsor, with its mammoth hull and near-sentient Machine Spirit, is clad in high-impenetrable armour and outfitted with a fearsome array of heavy weapons. Rather than treads, this tank grinds along on a heavy Repulsor Field, literally crushing the ground beneath it as it floats into battle upon crashing waves of energy.

The Repulsor is large enough to carry a squad of Primaris Marines within its fortresslike hull, so it serves a secondary purpose as an armoured personnel carrier. The expansive construction facilities required to build this armoured monstrosity render the Repulsor an extremely uncommon sight throughout the galaxy, especially in Gilead. When it does appear on the battlefield, it is impossible to ignore.

Value: 18

Rarity: Unique

The **Repulsor Executioner** adds plasma weaponry for even more destructive power.

REPULSOR EXECUTIONER				
Spd	Man	Res	W	Size
23	3	19	25	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 6 Passengers				
TRAITS				
Hover, Sealed				
WEAPONS		WARGEAR		
2 Fragstorm Grenade Launchers				
Heavy Onslaught Gatling Cannon				
Macro Plasma Incinerator		Auto Launcher		
2 Storm Bolters		Repulsor Field		
Twin Heavy Bolter		Smoke Launchers		
Twin Icarus Ironhail Heavy Stubber				

REPULSOR				
Spd	Man	Res	W	Size
23	3	19	25	Huge
KEYWORDS				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 10 Passengers				
TRAITS				
Hover, Sealed				
WEAPONS		WARGEAR		
Heavy Onslaught Gatling Cannon				
Icarus Ironhail Heavy Stubber				
Ironhail Heavy Stubber		Auto Launcher		
2 Krakstorm Grenade Launchers		Repulsor Field		
2 Storm Bolters		Smoke Launchers		
Twin Heavy Bolter				
Hunter-Slayer Missile				

Both the Repulsor and Repulsor Executioner can be customised with an array of lethal weapons.

The **Repulsor** can add an additional Ironhail Heavy Stubber; replace the Twin Heavy Bolter with a Twin Lascannon; replace the Heavy Onslaught Gatling Cannon with a Las-Talon; replace 1 Ironhail Heavy Stubber with an Onslaught Gatling Cannon; replace 2 Storm Bolters, its Auto Launcher, or both with 2 Fragstorm Grenade Launchers; and replace the Icarus Ironhail Heavy Stubber with a Fragstorm Grenade Launcher, Icarus Rocket Pod, or Storm Bolter.

The **Repulsor Executioner** can exchange its Macro Plasma Incinerator for a Heavy Laser Destroyer; it may also add an Ironhail Heavy Stubber, Icarus Rocket Pod, or both.



ADEPTUS MECHANICUS

'I have completed the Rite of Armament. This noble machine will shelter you from harm as it crushes the Omnissiah's foes beneath the purity of cold metal. Unleash His searing wrath upon abhorrent xeno flesh. This Machine Spirit is ready and willing to make war.'

— Tech-Priest Calagos Steynen,
of Forge World Avachrus

ARCHAEOPTER

One of the more unconventional vehicles found within the Imperium, the Archaeopter is a fixed-wing aircraft used by the Adeptus Mechanicus for a variety of functions. It incorporates transformatively adaptable vanes into its wings, providing extreme manoeuvrability. The wings give the Archaeopter a bat-like or insectoid appearance. Such a profile is unusual within the Imperium; the design originated from approved depositories of sacred and lost engineering reclaimed by intrepid Tech-Priests.

ARCHAEOPTER STRATORAPTOR				
Spd	Man	Res	W	Size
105	7	13	15	Huge
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, FLYER				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Flyer, Hover, Sealed, Turbo Boost (14)				
WEAPONS		WARGEAR		
2 Heavy Phosphor Blasters				
2 Cognis Heavy Stubbers		Chaff Launcher		
Twin Cognis Lascannon				

The Archaeopter has multiple variants, the most common being the Stratoraptor, armed with Heavy Phosphor Blasters to provide high-speed fire support. A bomber variant, the Fusilave, is armed with explosives that rip the battlefield apart. The Transvector removes all weapons save the Cognis Heavy Stubbers in exchange for transport capacity and comms equipment.

Value: 14

Rarity: Very Rare

ARCHAEOPTER FUSILAVE				
Spd	Man	Res	W	Size
105	7	13	15	Huge
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, FLYER				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Flyer, Hover, Sealed, Turbo Boost (14)				
WEAPONS		WARGEAR		
4 Cognis Heavy Stubbers		Bomb Rack		
		Chaff Launcher		

ARCHAEOPTER TRANSVECTOR				
Spd	Man	Res	W	Size
105	7	13	15	Huge
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, FLYER				
CREW COMPLEMENT				
1 Pilot, 3 Crew				
TRAITS				
Flyer, Hover, Sealed, Turbo Boost (14)				
WEAPONS		WARGEAR		
2 Cognis Heavy Stubbers		Chaff Launcher		
Twin Cognis Lascannon				

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ONAGER DUNECRAWLER

The Onager Dunecrawler is an insectoid walker developed to serve as the anchor of Skitarii formations. It is slow but sure-footed, crawling across battlefields at an implacable pace. The Dunecrawler mounts ingenious weaponry and bolsters its thick armour with Emanatus Force Fields, allowing it to spit arcane death at targets while it inches ever forward towards the battle lines.

Value: 14

Rarity: Very Rare

The Onager Dunecrawler may replace its Eradication Beamer with a Daedalus Missile Launcher, a Gatling Rocket Launcher, a Twin Icarus Autocannon, a Neutron Laser, a Cognis Heavy Stubber, or a Twin Onager Heavy Phosphor Blaster.

SKORPIUS DISINTEGRATOR

Skorpius Disintegrators fill the role of heavy tanks, but their sophisticated anti-grav propulsion system allows the boxy hull to pass over broken battlefields quietly, directing firepower to support the Skitarii. A hard-wired Gunnery Servitor helps operate the tank's powerful weapons as it skims from fight to fight.

Value: 16

Rarity: Very Rare

The **Skorpius Disintegrator's** Belleros Energy Cannon can be replaced with a Ferrumite Cannon.

ONAGER DUNECRAWLER

Spd	Man	Res	W	Size
17	3	15	17	Huge

KEYWORDS

IMPERIUM, ADEPTUS MECHANICUS, TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

All-Terrain, Sealed, Walker

WEAPONS

Eradication Beamer
Cognis Heavy Stubber

WARGEAR

Broad Spectrum
Data Tether
Emanatus
Force Field
Smoke Launchers

SKORPIUS DISINTEGRATOR

Spd	Man	Res	W	Size
26	4	16	17	Huge

KEYWORDS

IMPERIUM, ADEPTUS MECHANICUS, TANK

CREW COMPLEMENT

1 Pilot, 3 Crew

TRAITS

Hover, Sealed

WEAPONS

Belleros Energy Cannon
3 Cognis Heavy Stubbers
Disruptor Missile Launcher

WARGEAR

Broad Spectrum
Data Tether
Gun Servitor

SKORPIUS DUNERIDER

The Skorpius Dunerider serves as a troop transport for squads of Skitarii, trading some of the Disintegrator's toughness for carrying capacity.

Value: 16 Rarity: Very Rare

IRONSTRIDER BALLISTARIUS

The distinctly shaped Ironstrider Ballistarius conveys one Pilot with the singular purpose of performing surgical strikes against priority targets. The walker's agility and speed allow it to range far behind enemy lines, seeking out prey while avoiding pursuit. To expedite this function, the Ironstrider's locomotion and stabilisation are regulated by an integrated Servitor implanted into the metal superstructure, which provides a stable firing platform for the mounted Autocannon.

The Ironstrider features a near-perpetual-motion engine within its chassis, constantly charging its own systems so long as it remains in motion. Repairs and refits are almost exclusively conducted while the vehicle is moving — the Ironstrider defaults to a forward stride unless the Pilot explicitly prevents it from doing so.

Value: 9 Rarity: Rare

The Ironstrider Ballistarius's Twin Cognis Autocannon may be replaced with a Twin Cognis Lascannon.

SYDONIAN DRAGOON

The Sydonian Dragoon stands somewhere between cavalry and artillery: a platform mounted atop a tireless bipedal walker, allowing its rider to carry a variety of lethal weapons. It moves with terrifying rapidity, striking fear into the hearts of foes on battlefields across the Gilead System.

Value: 9 Rarity: Very Rare

SKORPIUS DUNERIDER				
Spd	Man	Res	W	Size
26	4	16	16	Huge
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, TANK				
CREW COMPLEMENT				
1 Pilot, 3 Crew, 12 Passengers				
TRAITS				
Hover, Open Topped				
WEAPONS		WARGEAR		
2 Cognis Heavy Stubbers		Broad Spectrum		
Twin Cognis Heavy Stubber		Data Tether		

IRONSTRIDER BALLISTARIUS				
Spd	Man	Res	W	Size
23	5	14	13	Large
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
All-Terrain, Gyro-Stabilised, Open Topped, Walker				
WEAPONS		WARGEAR		
Twin Cognis Autocannon		Broad Spectrum		
		Data Tether		

SYDONIAN DRAGOON				
Spd	Man	Res	W	Size
23	5	14	13	Large
KEYWORDS				
IMPERIUM, ADEPTUS MECHANICUS, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
All-Terrain, Gyro-Stabilised, Open Topped, Walker				
WEAPONS		WARGEAR		
—		Broad Spectrum		
		Data Tether		



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AERONAUTICA IMPERIALIS

'We bring thunder and lightning. We shatter the heavens and scorch the earth. We are the Imperial Navy, and we own the sky.'

— Captain Carson Jacobi, Imperial Pilot

AQUILA LANDER

The Aquila Lander is the vessel of choice for Gilead dignitaries when they travel between ships or make planetary landings. It is lightly armed and relies on speed to ensure the safety of its valuable passengers.

Value: 14

Rarity: Rare

The **Aquila** can replace its Heavy Bolter with either an Autocannon or a Multi-Laser.

ARVUS LIGHTER

A small cargo shuttle, the Arvus is robust enough to double as an assault boat for infantry landings and boarding parties. Few would praise its appearance, but the vessel has become a frequent sight in warzones.

Value: 10

Rarity: Uncommon

VULTURE GUNSHIP

The Vulture Gunship provides heavy air support for Astra Militarum ground forces. It is relatively nimble and well-armed but is easily outrun by air-superiority fighters. Even so, its ruggedness and reliable design qualify the Vulture as one of the most heavily used combat craft in the Imperial arsenal.

Value: 14

Rarity: Rare

The **Vulture** can replace its Vulture Hellstrike Racks and 2 Multiple Rocket Pods with 2 Vulture Gatling Cannons.

AQUILA LANDER

Spd	Man	Res	W	Size
120	7	12	14	Gtn

KEYWORDS

IMPERIUM, AERONAUTICA IMPERIALIS, FLYER

CREW COMPLEMENT

1 Pilot, 7 Passengers

TRAITS

Flyer, Hover, Reliable, Sealed, Turbo Boost (6)

WEAPONS

Heavy Bolter

WARGEAR

Armoured Cockpit

ARVUS LIGHTER

Spd	Man	Res	W	Size
115	4	13	15	Huge

KEYWORDS

IMPERIUM, AERONAUTICA IMPERIALIS, FLYER

CREW COMPLEMENT

1 Pilot, 12 Passengers

TRAITS

Flyer, Hover, Reliable, Sealed

WEAPONS

—

WARGEAR

—

VULTURE GUNSHIP

Spd	Man	Res	W	Size
115	6	15	15	Gtn

KEYWORDS

IMPERIUM, AERONAUTICA IMPERIALIS, ASTRA MILITARUM, FLYER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Flyer, Hover, Reliable, Sealed, Turbo Boost (8)

WEAPONS

Heavy Bolter
Vulture Hellstrike Racks
2 Multiple Rocket Pods

WARGEAR

Armoured Cockpit



VALKYRIE

The Valkyrie serves the Imperium as a versatile and reliable aerial weapons platform. It can also deploy and extricate ground troops with ease due to its VTOL capabilities and high speed. Combining these aspects with respectable armour and easily customisable weaponry, the Valkyrie is an invaluable asset to the Imperium's military forces.

Though technically under the purview of the Imperial Navy, Valkyries are usually despatched to support Imperial Guard deployments of all types, from small sorties to full-scale battles. For beleaguered ground troops, the scream of their engines is always a welcome sound.

Value: 13

Rarity: Rare

VALKYRIE				
Spd	Man	Res	W	Size
115	6	15	15	Gtn
KEYWORDS				
IMPERIUM, AERONAUTICA IMPERIALIS, ASTRA MILITARUM, FLYER				
CREW COMPLEMENT				
1 Pilot, 3 Crew, 12 Passengers				
TRAITS				
Flyer, Hover, Reliable, Sealed, Turbo Boost (8)				
WEAPONS		WARGEAR		
2 Heavy Bolters				
Hellstrike Missiles		—		
Multi-Laser				

A **Valkyrie** may replace its Hellstrike Missiles with 2 Multiple Rocket Pods, and its Multi-Laser with a Lascannon.

ASTRA MILITARUM

'Look there! See the price of cowardice. Do you think this weapon only holds one round? I will not let any more of you shame your comrades. Board the transport and die for the Emperor, or I will end the rest of you myself. Now move!'

— Commissar Galen Trent, attached to Ostian planetary defences

CHIMERA

The Chimera is an armoured transport with thousands of years of service vouching for its reliable, rugged design. The Astra Militarum regularly moves ground troops from fight to fight within its armoured shell, and many other vehicles are based on the venerable Chimera chassis.

Value: 10

Rarity: Rare

All **Chimera**-based tanks can carry a Hunter-Killer Missile and a Dozer Blade, plus either a Storm Bolter or a Heavy Stubber. Each may exchange its Heavy Bolter for a Heavy Flamer. The baseline **Chimera**'s Multi-Laser can be exchanged for a Heavy Flamer, Heavy Bolter, Autocannon, or Twin Heavy Bolter.

CHIMERA				
Spd	Man	Res	W	Size
26	3	16	15	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 2 Crew, 12 Passengers				
TRAITS				
Amphibious, Gun Ports, Reliable, Sealed				
WEAPONS		WARGEAR		
Heavy Bolter				
Lasgun Array (6 Lasguns)		Smoke Launchers		
Multi-Laser				

WORKHORSE OF GILEAD

A huge number of Astra Militarum vehicles are based on the Chimera chassis. Wherever the Astra Militarum are present, Chimeras and the many tanks developed from them are right alongside, painted in the drab brown of the Gilead Gravediggers. It's an impressively adaptable chassis, leading some Imperial Guard troopers to joke that they don't need any other vehicles — which is just as well, because Chimeras are often the only thing available.

HELLHOUND

The promethium-spewing Hellhound trades troop capacity for literal firepower. Though its primary weapon, the terrifying Inferno Cannon, has a somewhat short range, the tank is ideal for clearing entrenched infantry so that Militarum forces can confidently advance across the freshly scorched terrain.

Value: 10

Rarity: Rare

DEVIL DOG

Devil Dogs employ powerful Melta weaponry and act as lethal tank killers that can also destroy bunkers and fortifications. They are especially well paired with anti-infantry Hellhounds, and few enemy forces can survive their combined attacks.

Value: 10

Rarity: Rare

Hellhounds and **Devil Dogs** may also exchange their Heavy Bolter for a Multi-Melta instead of a Heavy Flamer.

BANE WOLF

Bane Wolves don't use mere promethium or superheated gasses to kill. Instead, they call on specially formulated chemical fumes that can kill any known life form. Horrifying to behold, even for veteran troopers, nothing but organic sludge remains after each shot of a Chem Cannon.

Value: 10

Rarity: Rare

HELLHOUND

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS

Heavy Bolter
Inferno Cannon

WARGEAR

Smoke Launchers

DEVIL DOG

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS

Heavy Bolter
Melta Cannon

WARGEAR

Smoke Launchers

BANE WOLF

Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS

Heavy Bolter
Chem Cannon

WARGEAR

Smoke Launchers



The Chimera provides the basis for many of the Imperial Guard's dreaded ordnance batteries and other long-range weaponry, raining death far afield and even into the sky. As these use the Chimera chassis, they can keep up with infantry advances as well, to ensure nothing escapes the Emperor's Wrath.

BASILISK

Basilisks are perhaps the most well-known of the Militarum's mobile ordnance. Tougher than standard Chimeras, they pack immense long-range firepower in the form of an Earthshaker Cannon. Batteries of these tanks are part of many Militarum forces, firing from far distances and often from behind cover to destroy enemy forces wherever they are on the battlefield.

Value: 10

Rarity: Rare

DEATHSTRIKE

Perhaps the most devastating of Astra Militarum ordnance, Deathstrike Missiles normally need special dispensation before they can be added to an Order of Battle. This is doubly true in Gilead, where they are carefully conserved for situations where no other weapon will suffice. The missile each of these tanks carries is almost as massive as the tank itself, and it can wipe out multiple squads in a single strike.

Value: 10

Rarity: Rare

HYDRA

The Hydra incorporates a mounted Hydra Quad Autocannon platform to eliminate airborne targets. Each of these huge guns hurls masses of flak into the air, helping to ensure ground troops remain protected from enemy bombers and other threats from the sky. No matter what menace they face, from metal aircraft to winged organic monstrosities, Hydra crews know they have a sacred duty in this role, especially when there is no Imperial air support present.

Value: 10

Rarity: Rare

BASILISK				
Spd	Man	Res	W	Size
26	3	15	17	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS	WARGEAR
---------	---------

Earthshaker Cannon

Heavy Bolter

Smoke Launchers

DEATHSTRIKE				
Spd	Man	Res	W	Size
26	3	16	16	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS	WARGEAR
---------	---------

1 Deathstrike Missile

Heavy Bolter

Smoke Launchers

HYDRA				
Spd	Man	Res	W	Size
26	3	15	16	Huge

KEYWORDS

IMPERIUM, ASTRA MILITARUM, TANK

CREW COMPLEMENT

1 Pilot, 2 Crew

TRAITS

Amphibious, Reliable, Sealed

WEAPONS	WARGEAR
---------	---------

Heavy Bolter

Hydra Quad Autocannon

Smoke Launchers

MANTICORE

The Manticore uses huge rockets as its primary weapon, each filled with multiple bomblets that tear apart both metal and flesh in concussive detonations.

Value: 10

Rarity: Rare

MANTICORE				
Spd	Man	Res	W	Size
26	3	15	16	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
Amphibious, Reliable, Sealed				
WEAPONS		WARGEAR		
Heavy Bolter		Smoke Launchers		
4 Storm Eagle Rockets				

WYVERN

The Wyvern boasts a powerful quad mortar that can launch furious barrages of shells onto enemy infantry.

Value: 10

Rarity: Rare

WYVERN				
Spd	Man	Res	W	Size
26	3	15	17	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
Amphibious, Reliable, Sealed				
WEAPONS		WARGEAR		
Heavy Bolter		Smoke Launchers		
Wyvern Quad Stormshard Mortar				

LEMAN RUSS

Named for the fierce Primarch of the Space Wolves, the stalwart Leman Russ Battle Tank boasts thick armour, versatile armament, and dependable performance. It is one of the mainstays of the Astra Militarum's mechanised arsenal, often considered the backbone of its armies. The standard Leman Russ can weather fire with relative ease, and it mounts multiple weapons to destroy enemy armour and infantry at range. A plethora of standard variants exist, customizing the tank's arsenal to fit countless combat roles.

Value: 16

Rarity: Uncommon

All **Leman Russ** tanks have a rarity of Uncommon, save for the **Vanquisher**, which is Rare in the Gilead system.

LEMAN RUSS				
Spd	Man	Res	W	Size
12	3	17	18	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 5 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Battle Cannon		Smoke Launchers		
3 Heavy Bolters				

All Leman Russ tank variants can replace their hull-mounted Heavy Bolter with either a Heavy Flamer or a Lascannon. The other 2 Heavy Bolters, mounted on sponsons, can be replaced with 2 Heavy Flamers, 2 Multi-Meltas, or 2 Plasma Cannons.

Unlike vehicles with other versatile chassis, most vehicles based on the Leman Russ retain the core crew complement, armour, and other traits. The variations on this classic tank focus on providing appropriate weapons for most battlefields.



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LEMAN RUSS TANKS

Leman Russ tanks are symbolic of the Astra Militarum. But like every other resource, they're precious and scarce in the Gilead System. Overconfidence in their thick armour and resilience led to many losses of Leman Russ tanks shortly after the opening of the Great Rift.

Gilead Gravediggers command quickly realised there would be no replacements, and that these mighty vehicles could no longer be risked as casually as they once were.

Demolishers and Eradicators are built for line-breaking and close-range destruction, while Punishers remove infantry like flies.

DEMOLISHER				
Spd	Man	Res	W	Size
12	3	17	18	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 5 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Demolisher Cannon		Smoke Launchers		
3 Heavy Bolters				

ERADICATOR				
Spd	Man	Res	W	Size
12	3	17	18	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 5 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Eradiator Nova Cannon		Smoke Launchers		
3 Heavy Bolters				

PUNISHER				
Spd	Man	Res	W	Size
12	3	17	18	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 5 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Punisher Gatling Cannon		Smoke Launchers		
3 Heavy Bolters				

The Leman Russ Vanquisher is a rare sight in the Gilead System: the skills, technology, and patterns used to make it are long lost. The Gilead Gravediggers risk losing one of their few Vanquishers only when a battle can't be won without its long-range firepower.

VANQUISHER				
Spd	Man	Res	W	Size
12	3	17	18	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TANK				
CREW COMPLEMENT				
1 Pilot, 5 Crew				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Vanquisher Battle Cannon		Smoke Launchers		
3 Heavy Bolters				

SCOUT SENTINEL

Sentinels are light, agile walkers that stride across all manner of terrain on articulated legs. Scout Sentinels carry only cursory armour and weapons and are relatively simple and inexpensive to produce, so they are deemed somewhat expendable. In civilian applications, they are often used for exploration and border defence in frontier zones where local fauna might pose a threat. Similarly, when deployed into combat zones by the Astra Militarum, they are used as skirmishers and scouts. They excel at locating strategic points and gathering intelligence quickly, but they are a liability in heavy combat due to their light armour and limited weaponry.

Value: 8 Rarity: Uncommon

ARMoured SENTINEL

Armoured Sentinels are environmentally sealed, mount a Multi-Laser, and carry heavier armour than the lighter Scout variant. They use their speed and manoeuvrability to outflank enemy positions and penetrate their lines to capture and hold strategic objectives until more substantial ground forces can fortify the area.

Value: 9 Rarity: Uncommon

A **Sentinel** may replace its Multi-Laser with a Heavy Flamer, Autocannon, Missile Launcher, or Lascannon. An **Armoured Sentinel** may also replace that weapon with a Plasma Cannon. Either may also carry a Sentinel Chainsaw and a Hunter-Killer Missile.

SCOUT SENTINEL				
Spd	Man	Res	W	Size
20	5	14	11	Large
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
All-Terrain, Open Topped, Walker				
WEAPONS		WARGEAR		
Multi-Laser		Smoke Launchers		

ARMoured SENTINEL				
Spd	Man	Res	W	Size
18	4	15	12	Large
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Sealed, Walker				
WEAPONS		WARGEAR		
Multi-Laser		Smoke Launchers		



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TAUROX

A staple of the Astra Militarum's combat roster, the Taurox is a rugged armoured transport used to carry infantry into battle. It mounts light armour and weapons, moves quickly, and has enough room to transport a squad of soldiers. Inexpensive and simple to manufacture, the Taurox is deployed en masse when necessary, its quad-treads tearing across battlefields while its Autocannons blast away with violent staccato reports to tear apart enemy defenses.

The expected longevity of a Taurox is measured in single-digit minutes, but as with all weapons of the Imperium, the foregone conclusion of its destruction is an acceptable loss, so long as victory is the end result.

Value: 9 Rarity: Common

TAUROX PRIME

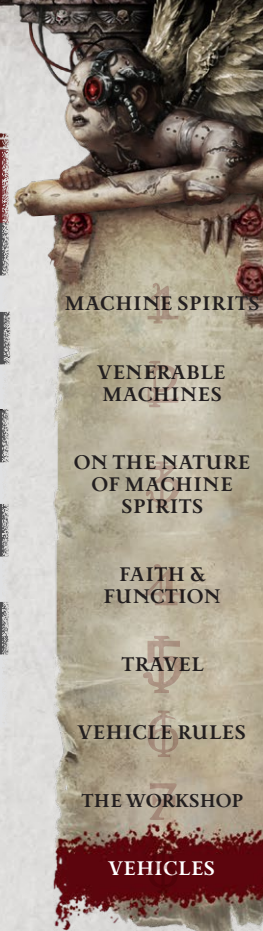
A heavily armed variant of the Taurox, the Taurox Prime is better able to provide suppressing fire and deposit its passengers into the heat of battle. Its improved firepower makes it commensurately more rare and valuable.

Value: 10 Rarity: Uncommon

Any **Taurox** or **Taurox Prime** may be equipped with a Heavy Stubber or Storm Bolter. Any **Taurox Prime** may replace its Taurox Battle Cannon with a Taurox Gatling Cannon or a Taurox Missile Launcher. A **Taurox Prime**'s Hot-Shot Volley Guns may be exchanged for 2 Autocannons.

TAUROX				
Spd	Man	Res	W	Size
28	4	14	15	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
All-Terrain				
WEAPONS		WARGEAR		
2 Autocannons		—		

TAUROX PRIME				
Spd	Man	Res	W	Size
28	4	14	15	Huge
KEYWORDS				
IMPERIUM, ASTRA MILITARUM, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
All-Terrain				
WEAPONS		WARGEAR		
Taurox Battle Cannon		—		
2 Hot-Shot Volley Guns				



AELDARI

'As ever, it falls to us to instruct the ignorant rabble. Very well. But teach them the name of death with Falcon's swiftness, my kin. We must be on our way; we race against Fate.'

— Warlock Sabria Vayalin of Craftworld Ul-Khari

AELDARI JETBIKE

Aeldari Jetbikes are regarded with respect, fear, and bewilderment by most who witness them in action. Capable of moving at dizzying speeds in seemingly impossible ways due to the Aeldari's mastery of gravitic technology, these sleek hover bikes are deadly without an Aeldari's reflexes and psychic connection to the vehicle. Like most Aeldari vehicles, Jetbikes are relatively fragile, lightly armoured, and limited in number — they are precious resources and deployed sparingly.

In battle, the Jetbike's blazing speed enables its Aeldari Pilot to avoid enemy fire and race ahead of their allies to execute death-defying hit-and-run manoeuvres at impossible angles while unleashing a storm of monomolecular-edged shurikens to shred their foes.

Value: 10

Rarity: Rare

Aeldari Jetbikes may exchange their Twin Shuriken Catapult for a Scatter Laser or Shuriken Cannon.



AELDARI JETBIKE				
Spd	Man	Res	W	Size
80	8	11	8	Large
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Bike, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (6)				
WEAPONS		WARGEAR		

Twin Shuriken Catapult

—



FALCON

The Falcon is the main battle tank of the Craftworld Aeldari, and like most conventional tanks, it mounts an impressive array of powerful weapons. However, the similarities end there. Like other Aeldari vehicles, the Falcon grav-tank prioritises speed and grace over armour and durability. Compared to other Aeldari vehicles, the Falcon's hull is quite formidable, but it is far more fragile than tanks of most other Species. It instead relies on speed, Aeldari reflexes, and advanced technology like the dazzling Holo-Field to protect itself. Falcons are capable of full flight and can whisk a cadre of soldiers swiftly to the frontlines in its small Passenger compartment.

Tanks based on the Falcon display a wide array of specialised weaponry, from the Fire Prism's powerful cannon to the Firestorm's anti-aircraft weapons.

Value: 14 Rarity: Very Rare

FALCON				
Spd	Man	Res	W	Size
105	7	15	14	Huge
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 6 Passengers				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (6)				
WEAPONS		WARGEAR		
Pulse Laser		Holo-Field		
Shuriken Cannon				
Twin Shuriken Catapult				

FIRE PRISM				
Spd	Man	Res	W	Size
105	7	15	14	Huge
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (6)				
WEAPONS		WARGEAR		
Twin Shuriken Catapult		Holo-Field		
Prism Cannon				

FIRESTORM				
Spd	Man	Res	W	Size
105	7	15	14	Huge
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 6 Passengers				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (6)				
WEAPONS		WARGEAR		
2 Scatter Lasers		Holo-Field		
Twin Shuriken Catapult				

NIGHT SPINNER				
Spd	Man	Res	W	Size
105	7	15	14	Huge
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (6)				
WEAPONS		WARGEAR		
Doomweaver		Holo-Field		
Twin Shuriken Catapult				



WAVE SERPENT				
Spd	Man	Res	W	Size
105	7	15	14	Huge
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 6 Passengers				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (6)				
WEAPONS		WARGEAR		
Twin Shuriken Cannon		Holo-Field		
Twin Shuriken Catapult				

A **Falcon** or any variant may exchange its Twin Shuriken Catapult for a Shuriken Cannon. The Falcon's Shuriken Cannon may be replaced with an Aeldari Missile Launcher, Bright Lance, Scatter Laser, or Starcannon. The **Wave Serpent** is highly customisable: its Twin Shuriken Cannon may be replaced with a Twin Bright Lance, Twin Scatter Laser, Twin Starcannon, or Aeldari Missile Launcher.



HEMLOCK WRAITHFIGHTER

This exceedingly rare vehicle is equipped with a Vehicular Spirit Stone containing the souls of dead Aeldari, representing centuries of experience.

Whereas most vehicles attack armour, superstructures, and infantry, the Hemlock targets minds and souls. Its Mindshock Pod taps into the cold dread resonating within the Spirit Stone, blasting forth a psychic scream. The very nature of this craft and its soul-rending weaponry is anathema to all the Aeldari stand for, but it is undeniably effective at its purpose.

Value: 17 **Rarity:** Unique

HEMLOCK WRAITHFIGHTER				
Spd	Man	Res	W	Size
130	9	13	14	Huge
KEYWORDS				
AELDARI, ASURYANI, FLYER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (20)				
WEAPONS		WARGEAR		
2 Heavy D-Scythes		Holo-Field		
		Mindshock Pod		
		Vehicular Spirit Stone		

NIGHTSHADE INTERCEPTOR

The Nightshade Interceptor is the fastest, most agile ship in the Craftworld arsenal. As lightly armoured as any Aeldari vehicle, the Aspect Warrior who flies this prized craft strikes the killing blow before the enemy can respond, then escapes in an imperceptible blur. The Nightshade can fire its full weapons array without decelerating, making it an almost peerless air-superiority fighter, though it is also capable of singling out and despatching a ground-based armoured target at full speed.

A **Nightshade's** 2 Bright Lances can be exchanged for 2 Starcannons.

Value: 16 Rarity: Very Rare

VYPER

A larger variety of Jetbike, the hovering Vyper carries an Aeldari duo into battle to perform hit-and-run strikes with devastating weaponry and blinding speed. As with standard Jetbikes, the Vyper is somewhat fragile, but its masterful use of Aeldari technology allows it to strike at range with a Bright Lance, Scatter Laser, or Missile Launcher without slowing down. This combination of speed and firepower allows the Vyper to move wherever it is needed in a moment's notice, annihilate targets, then zip away to the next strike point before the enemy can respond.

The **Vyper's** armaments are designed to be swapped out. The Shuriken Cannon can be exchanged for an Aeldari Missile Launcher, Bright Lance, Scatter Laser, or Starcannon.

Value: 11 Rarity: Rare

NIGHTSHADE INTERCEPTOR				
Spd	Man	Res	W	Size
130	9	13	14	Huge
KEYWORDS				
AELDARI, ASURYANI, FLYER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo Boost (20)				
WEAPONS		WARGEAR		
2 Bright Lances Pulse Laser		Holo-Field		

VYPER				
Spd	Man	Res	W	Size
80	7	11	11	Large
KEYWORDS				
AELDARI, ASURYANI, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (6)				
WEAPONS		WARGEAR		
Shuriken Cannon Twin Shuriken Catapult		Holo-Field		



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WAR WALKER

War Walkers are the Aeldari's iconic scout vehicles. While they lack the armour to stand front and centre in an assault, they're light and fast-moving, ideal for battlefield reconnaissance. Despite their light armour, War Walkers have significant firepower, making them an intimidating threat against Agents on foot.

One or both Shuriken Cannons may be exchanged for an Aeldari Missile Launcher, Bright Lance, Scatter Laser, or Starcannon.

Value: 12

Rarity: Very Rare

WAR WALKER				
Spd	Man	Res	W	Size
11	8	13	6	Large
KEYWORDS				
AELDARI, ASURYANI, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Open Topped, Walker				
WEAPONS		WARGEAR		
2 Shuriken Cannons		Power Field		



CHAOS SPACE MARINES

'Today, the city falls! Today we see it torn open by missiles and crushed under tank treads. Today, they learn to fear the might of our machines!'

— Sergeant Voregal of the Iron Warriors

The forces of Chaos storm into battle in vehicles taken from the Imperium, now twisted, defiled, and rendered gruesome by the addition of spikes, chains, and gory trophies. Each power of Chaos places their own monstrous mark on Chaos vehicles: Khorne's tanks bristle with weapons; Tzeentch's sport strange features and improbable dimensions; Nurgle's are rotten and corroded, tenacious far beyond what their appearance would imply; Slaanesh's tanks scream and shimmer, nigh impossible to look away from — and to be crushed beneath their treads is the most exquisite pain.

CHAOS RHINO

Like its Imperial counterparts, the Chaos Rhino serves as an armoured personnel carrier. Its dozer-bladed front mows down infantry, and wise foes stay back from its wicked blades. Instead of Adeptus Astartes battle-brothers, the troop compartments hold servants of the Ruinous Powers.

Value: 11

Rarity: Very Rare



CHAOS RHINO				
Spd	Man	Res	W	Size
26	3	16	15	Huge
KEYWORDS				
ADEPTUS ASTARTES, CHAOS, [LEGION], [MARK OF CHAOS], TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 10 Passengers				
TRAITS				
Reliable, Sealed				
WEAPONS		WARGEAR		
Combi-Bolter		Smoke Launchers		



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CHAOS PREDATOR

Predators date back to before the Horus Heresy, and they now exist only as a grim reminder of the Imperium's defeats in that long-ago era. Armed with numerous heavy Las weapons, Chaos Predators come adorned with grinning daemonic decorations and warped icons on every surface.

A **Chaos Predator** may replace its Predator Autocannon with a Twin Lascannon; it may also be equipped with 2 Heavy Bolters or 2 Lascannons.

Value: 11

Rarity: Rare

CHAOS VINDICATOR

Like the Chaos Predator, the Chaos Vindicator sacrifices troop transportation for placement of a large gun, in this case a Demolisher Cannon. This makes the Vindicator an ideal siege weapon, and its reinforced chassis allows the tank to withstand enemy fire as it approaches its doomed target.

Value: 11

Rarity: Rare

Chaos Rhinos, Predators, and Vindicators may also be equipped with a Havoc Launcher, a Combi-Weapon with the **CHAOS** Keyword, or both.

CHAOS LAND RAIDER

In the hands of the forces of Chaos, the Land Raider becomes a symbol of all that is corrupt, a mighty Space Marine vehicle turned to dark deeds. Launching canisters of choking smoke on to the battlefield to cloak its advance, it mows down foes with an array of vicious weapons.

Value: 18

Rarity: Unique

A **Chaos Land Raider** may also be equipped with a Havoc Launcher, a Combi-Weapon with the **CHAOS** Keyword, or both.

CHAOS PREDATOR

Spd	Man	Res	W	Size
26	3	16	15	Huge

KEYWORDS

ADEPTUS ASTARTES, CHAOS, [LEGION],
[MARK OF CHAOS], TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

Predator Autocannon

WARGEAR

Smoke Launchers

CHAOS VINDICATOR

Spd	Man	Res	W	Size
26	3	16	16	Huge

KEYWORDS

ADEPTUS ASTARTES, CHAOS, [LEGION],
[MARK OF CHAOS], TANK

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Reliable, Sealed

WEAPONS

Demolisher Cannon

WARGEAR

Siege Shield
Smoke Launchers

CHAOS LAND RAIDER

Spd	Man	Res	W	Size
21	3	19	25	Gtn

KEYWORDS

ADEPTUS ASTARTES, CHAOS, [LEGION],
[MARK OF CHAOS], TANK, TRANSPORT

CREW COMPLEMENT

1 Pilot, 1 Crew, 10 Passengers

TRAITS

Sealed

WEAPONS

2 Twin Lascannons
Twin Heavy Bolter

WARGEAR

Daemonic
Machine Spirit
Smoke Launchers

DRUKHARI

'Can you not smell their fear on the wind? Can you not taste it? Faster! Make them suffer!'

— Heliarch Sabrisel Vashek of the Razorwind Hellions

RAIDER

The Drukhari rely on speed, brutality, and terror to make war, and the Raider transport embodies this philosophy. This jagged yet graceful skimmer mounts limited armour but is extremely quick and manoeuvrable, allowing it to glide ahead of enemy fire while it transports a cadre of bloodthirsty Drukhari. The Raider mounts a forward Dark Lance to cripple enemy vehicles, disgorging its hunters upon the wreckage. Once there, the Drukhari drag prisoners back to the Raider, ensnaring them with chains, hooks, and barbs so the Crew can enjoy the lamentations of their victims on the journey back to Commorragh. Drukhari often personalise their Raiders by adorning them with trophies cut from the victims of past raids.

Value: 12

Rarity: Very Rare

RAVAGER

The Ravager is a variant of the Raider, retrofitting the same chassis to mount armour and additional weapon hardpoints. The result is a hovering skimmer slightly slower but more durable than the Raider. It mounts a trio of Dark Lances at the expense of Passenger space. It plays the role of a fast-moving, damage-dealing tank similar to the Asuryani Falcon. It is often deployed alongside them, serving as their escort to ensure enemy forces are dealt with before they can mount a defence.

Value: 13

Rarity: Very Rare

Each of a **Raider** or **Ravager**'s Dark Lances may be replaced with a Disintegrator Cannon. Either of these vehicles may be equipped with a Chain Snare, Grisly Trophies, a Phantasm Grenade Launcher, a Shock Prow, Splinter Racks, or a combination of these items.



RAIDER

Spd	Man	Res	W	Size
115	8	13	14	Huge

KEYWORDS

AELDARI, DRUKHARI, RAIDER, TRANSPORT

CREW COMPLEMENT

1 Pilot, 11 Passengers

TRAITS

Gyro-Stabilised, Hover, Open Topped, Turbo Boost (5)

WEAPONS

Dark Lance

WARGEAR

Bladevanes
Night Shield

RAVAGER

Spd	Man	Res	W	Size
110	8	14	14	Huge

KEYWORDS

AELDARI, DRUKHARI, RAIDER, TANK

CREW COMPLEMENT

1 Pilot, 3 Crew

TRAITS

Gyro-Stabilised, Hover, Open Topped, Turbo Boost (5)

WEAPONS

3 Dark Lances

WARGEAR

Bladevanes
Night Shield



MACHINE SPIRITS

VENERABLE
MACHINES

ON THE NATURE
OF MACHINE
SPIRITS

FAITH &
FUNCTION

TRAVEL

VEHICLE RULES

THE WORKSHOP

VEHICLES



REAYER JETBIKE

The Aeldari are prone to obsession; the Reavers are both addicted to and experts in high-speed bloodshed. As they slice through the bruised skies of Commorragh on Reaver Jetbikes in brutal death races, these vainglorious racers crave nothing more than sadism and speed. Their Jetbikes reach unbelievable velocities, relying on bleeding-edge antigravitic technology and riders' inhuman Aeldari dexterity to stay ahead of the competition. Drukhari raiding parties make frequent use of Reaver Jetbikes, using them to sow terror and overwhelm opposing forces with blinding speed.

The Reaver Jetbike is devilishly quick and nimble, seemingly nothing more than a blur on the battlefield. Blink, and the Reaver Jetbike is within range with its Splinter Rifle or the Pilot's blade — that's all it takes for the Reaver to score a swift kill.

Value: 10

Rarity: Rare

VENOM

These light vehicles combine the raw speed and manoeuvrability of the fearsome Reaver Jetbike with transport capability, making them ideal for bringing deadly Drukhari fighters to their prey. They are equipped with enough firepower between their Splinter Cannon and Twin Splinter Rifle to suppress any enemy attempts to flee or prepare their defences.

Venoms excel in a number of roles, especially in encircling actions to prevent any escape from Drukhari raiders. Their speed, along with the agility of their transported warriors, allows them to bring bloodshed to any corner of the battlefield. No area is safe from their predations as Drukhari nimbly leap from their Venoms to inflict cruel death on any beings they find.

Value: 11

Rarity: Very Rare

REAYER JETBIKE

Spd	Man	Res	W	Size
125	9	10	7	Large

KEYWORDS

AELDARI, DRUKHARI, RAIDER

CREW COMPLEMENT

1 Pilot

TRAITS

Bike, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (5)

WEAPONS

WARGEAR

Splinter Rifle

Bladevanes

The **Reaver's** Splinter Rifle can be exchanged for a Blaster or Heat Lance. It may also be equipped with a Grav-Talon, Cluster Caltrops, or both.

VENOM

Spd	Man	Res	W	Size
120	9	11	10	Large

KEYWORDS

AELDARI, DRUKHARI, RAIDER, TRANSPORT

CREW COMPLEMENT

1 Pilot, 6 Passengers

TRAITS

Flyer, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (5)

WEAPONS

WARGEAR

Splinter Cannon

Twin Splinter Rifle

Bladevanes

The **Venom** may replace its Twin Splinter Rifle with a Splinter Cannon, and it may be equipped with a Chain Snare and Grisly Trophies.

NECRON

'Awaken. Advance.'

— Sekhet the Cold, Necron Nemesor

CATACOMB COMMAND BARGE

The Catacomb Command Barge is a hover vehicle with a singular purpose: to carry Necron nobility into battle so they can command their forces from above. Command Barges allow high-ranking Necrons to close the distance and strike in close combat, should they deign to do so. Each barge boasts moderate speed and armour, but its mounted Gauss Cannon and Quantum Shielding allow the crew to dutifully protect their commanders. The limited utility of this vehicle and its reservation for only a select few commanders render this one of the rarest vehicles in the Necron arsenal.

Value: 11 Rarity: Unique

The Catacomb Command Barge's Gauss Cannon may be exchanged for a Tesla Cannon.

DOOM SCYTHE

The Doom Scythe is the Necrons' primary aerial attack craft, serving as fighter and gunship. Its unliving Pilot needs neither air nor protection from acceleration, so its cockpit is a conspicuously open space in the crescent-shaped hull. With high speed and respectable armour, it easily challenges other aircraft, and its on-board weaponry can destroy most targets.

Necron Overlords dispatch Doom Scythes to harass enemy targets, establish air superiority, or provide ground support when tactical needs require it.

Value: 15 Rarity: Very Rare



CATACOMB COMMAND BARGE				
Spd	Man	Res	W	Size
37	5	16	15	Huge
KEYWORDS				
NECRON, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 1 Passenger				
TRAITS				
Gyro-Stabilised, Hover, Open Topped				
WEAPONS		WARGEAR		
Gauss Cannon		Living Metal Quantum Shielding		

DOOM SCYTHE				
Spd	Man	Res	W	Size
115	6	15	15	Huge
KEYWORDS				
NECRON, RAIDER				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 1 Passenger				
TRAITS				
Flyer, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (16)				
WEAPONS		WARGEAR		
Heavy Death Ray Twin Tesla Destructor		Living Metal		



MACHINE SPIRITS

VENERABLE
MACHINES

ON THE NATURE
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TRAVEL

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VEHICLES



101

DOOMSDAY ARK

The massive Domsday Ark hovers above Necron legions as they march implacably to war. It floats gracefully at modest speed, but its Pilot can turn, pitch, and pivot the vehicle with absolute stability. While the lumbering ark is an easy target for fast-attack fighters, it is vitally important when activating its broadside Gauss Flayer Arrays or bringing the staggering power of its Domsday Cannon to bear.

Its armour and shielding provide most of its defensive capability. The Domsday Ark is a vehicle built to transport and position massively powerful weapons: it serves no other purpose. Its arcane, resource-intensive weapons and the specialised role the vehicle fills make the Domsday Ark an especially rare sight throughout the galaxy.

Value: 16

Rarity: Unique

GHOST ARK

The Ghost Ark is built on the same chassis as the Domsday Ark, but its monolithic hull is used to transport Necron infantry rather than the massive Domsday Cannon. This change makes the Ghost Ark slightly faster, which the Necron legions utilise to control the battlefield with troop movements. Once the Ghost Ark has released its payload, it hovers overhead to release punishing fusillades of Gauss lightning against the Necrons' foes.

Value: 15

Rarity: Very Rare

DOOMSDAY ARK				
Spd	Man	Res	W	Size
30	5	15	21	Gtn
KEYWORDS				
NECRON, TANK				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Hover, Open Topped				
WEAPONS		WARGEAR		
Domsday Cannon		Living Metal		
2 Gauss Flayer Arrays		Quantum Shielding		

GHOST ARK				
Spd	Man	Res	W	Size
32	5	15	21	Gtn
KEYWORDS				
NECRON, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 10 Passengers				
TRAITS				
Hover, Open Topped				
WEAPONS		WARGEAR		
2 Gauss Flayer Arrays		Living Metal		
		Quantum Shielding		



TOMB BLADE

A small, fast Necron anti-grav vehicle, the Tomb Blade interfaces with a Necron Warrior to serve as a fast-moving scout and light interceptor. A single Tomb Blade is quick and nimble with moderate weaponry and little armour. The Dynasties employ them in groups as fast-attack and reconnaissance units.

The Tomb Blade serves mostly to augment slower Necron forces, providing them with tactical flexibility and quick-response capability.

Value: 10 **Rarity:** Very Rare

The **Tomb Blade's** Twin Gauss Blaster may be replaced with a Particle Beamer or a Twin Tesla Carbine.

TRIARCH STALKER

The six-legged Triarch Stalker scuttles into battle with scything forelimbs and its dangerous Heat Ray, easily outrunning infantry with its long strides and numerous legs. The Triarch Stalker excels as on-demand close-combat support to Necron infantry. Well armoured and heavily shielded, it looms over combat like a deadly, statuesque spider.

Value: 12 **Rarity:** Rare

The **Triarch Stalker's** Heat Ray may be replaced with a Particle Shredder or a Twin Heavy Gauss Cannon.

TOMB BLADE				
Spd	Man	Res	W	Size
70	6	10	9	Large
KEYWORDS				

NECRON, RAIDER

CREW COMPLEMENT

1 Pilot

TRAITS

Bike, Flyer, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)

WEAPONS	WARGEAR
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Twin Gauss Blaster

Living Metal

TRIARCH STALKER				
Spd	Man	Res	W	Size
27	5	15	16	Huge
KEYWORDS				

NECRON, TANK

CREW COMPLEMENT

1 Pilot

TRAITS

All-Terrain, Open Topped, Walker

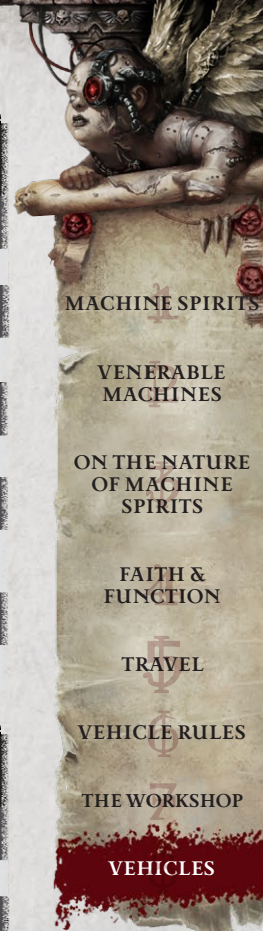
WEAPONS	WARGEAR
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Heat Ray

Living Metal

Stalker's Forelimbs

Quantum Shielding



ORK

'Ear me out, boss. Wot say we get all da boyz t'gether in one o' dem busted-up tanks, make it good an' Orky, load it up with all da good dakka we gots, an' drive 'round lookin' for scraps? We could get ten times da fightin' in!'

— Razklank, Ork Speed Freek

WARBIKE

These light, two-wheeled motorcycles are built for the sole purpose of giving Orks a way to get more fighting in faster. They grind across the ground at dangerous speeds, bearing their hulking green riders into violent encounters with their Dakkaguns leading the way. Warbikes are occasionally used by scouts and outriders as well, but such tactics quickly devolve into streams of dakka and Ork war cries anyway, which reverts the Warbike to its primary purpose.

Ork Warbikes are simple to build and beloved by many Orks for their ability to expedite violence. They are commonly found anywhere one finds Orks — virtually anywhere.

Value: 9 Rarity: Common

BOOMDAKKA SNAZZWAGON

The Boomdakka Snazzwagon is a ramshackle dune buggy with four all-terrain tires, barely any armour, a roaring engine, and dakka-spewing weaponry. This fast-moving vehicle gulps air and fuel to send its Greenskin occupants across the battlefield at dangerous speeds while unloading a ridiculous amount of firepower. These vehicles do not take much for the Orks to construct and are largely expendable. They are a common sight on Ork battlefields.

Value: 9 Rarity: Uncommon



WARBIKE				
Spd	Man	Res	W	Size
65	5	12	10	Large
KEYWORDS				
ORK, RAIDER				
CREW COMPLEMENT				
1 Pilot				
TRAITS				
Bike, Open Topped				
WEAPONS		WARGEAR		
2 Dakkaguns		Grot Riggers		

BOOMDAKKA SNAZZWAGON				
Spd	Man	Res	W	Size
50	5	14	11	Large
KEYWORDS				
ORK, RAIDER				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
All-Terrain, Open Topped				
WEAPONS		WARGEAR		
Big Shoota Mek Speshul		Grot Riggers		

DEFFKILLA WARTRIKE

As with most Ork vehicles, the Deffkilla Wartrike emphasises speed over armour. The Ork Crew perched atop the back of the rattling contraption supply their own weaponry. This three-wheeled vehicle is simple to build and mounts a Killa Jet engine to rocket its riders towards enemies, where they can get stuck in, then blast through the wreckage and on to the next fight.

Value: 9 Rarity: Uncommon

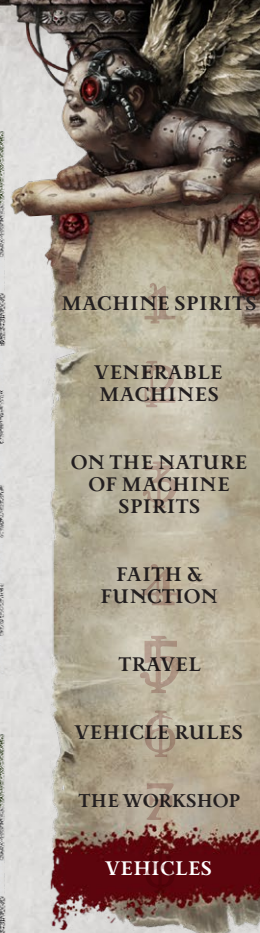
KUSTOM BOOSTA BLASTA

The Kustom Boosta Blasta is one of the rarer Ork vehicles, often serving as a personal vehicle for Mekboyz. The buggy is hard to miss on the battlefield given the metre-long jets of flaming exhaust shooting from either side. This roaring, four-wheeled vehicle boasts precious little armour and mounts a powerful, long-range Rivet Kannon to engage targets at range. More often, the Mek driver prefers to use the vehicle's great speed to close quickly with enemies, then incinerate them with burning exhaust.

Value: 11 Rarity: Rare

DEFFKILLA WARTRIKE				
Spd	Man	Res	W	Size
75	5	12	9	Large
KEYWORDS				
ORK, RAIDER				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
All-Terrain, Bike, Open Topped, Turbo Boost (3)				
WEAPONS		WARGEAR		
Killa Jet		Fuel-Mixa Grot		

KUSTOM BOOSTA BLASTA				
Spd	Man	Res	W	Size
60	4	14	11	Large
KEYWORDS				
ORK, RAIDER				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
Open Topped				
WEAPONS		WARGEAR		
4 Burna Exhausts		Grot Gunner		
Rivet Kannon				



MEGATRAKK SCRAPJET

The Megatrakk Scrapjet is a wheeled or tracked vehicle built from the fuselage of a wrecked aircraft and given new life as a rocket-powered land vehicle. Scrapjets blast straight ahead with wild abandon while unloading their formidable weaponry at close range. This monstrous vehicle is, in actuality, not much faster than most Imperium tanks, but it is built to run down infantry, using its forward-facing drill to demolish them in a shower of sparks and gore.

Far from an efficient war machine, the Megatrakk Scrapjet is cheap and easy to build — most Orks have enough teef to afford one. This piecemeal vehicle epitomises second chances for the Orks, and they are always eager to get back into the fight.

Value: 8 Rarity: Uncommon

SHOKKJUMP DRAGSTA

The four-wheeled Shokkjump Dragsta is a rare sight on the battlefield because of the strange technology (strange even by Ork standards) used in its construction. Following traditional Ork design philosophy, the Dragsta carries minimal armour, but it makes up for it with bone-jarring speed, powerful ranged weaponry, and mysterious technology that generates Warp tunnels simply by moving fast enough.

When driving forwards, the Shokkjump Dragsta can bore a tunnel into the Warp and come out elsewhere on the battlefield. This ability allows the vehicle to appear behind enemy lines and launch devastating attacks from unprotected angles as it roars by, only to jump away when the enemy reacts.

Value: 13 Rarity: Very Rare

MEGATRAKK SCRAPJET

Spd	Man	Res	W	Size
29	4	14	12	Large

KEYWORDS

ORK, RAIDER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Bike, Open Topped

WEAPONS

WARGEAR

2 Twin Big Shootas
Rokkit Kannon
Wing Missile

Nose Drill

SHOKKJUMP DRAGSTA

Spd	Man	Res	W	Size
75	4	14	11	Large

KEYWORDS

ORK, RAIDER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Open Topped, Turbo Boost (4)

WEAPONS

WARGEAR

Rokkit Launcha
Saw Blades

Grot Gunner
Squig Mine

SHOKK TUNNEL

The Shokkjump Dragsta's Shokk Tunnel is a short-range teleporter that jumps the vehicle closet to its foes. The driver can use their Action to activate the Shokk Tunnel, jumping the vehicle its full Speed directly forwards. When it jumps, the Dragsta ignores Difficult Terrain and any obstacles or hazards in its path.

TRUKK

Roaring into battle at reckless speed and belching exhaust fumes, an Ork Trukk is a garish, cacophonous, ramshackle collection of wheels, looted machinery, impossible engineering, and brutality. Moderately armed and armoured, the Trukk's primary function is to deliver a throng of battle-ready Orks so they can get stuck in with as little delay as possible.

Should the Trukk avoid destruction along the way, it has weapons enough for Crew and Passengers to join in the fighting ahead of their arrival. If the Passengers survive to their destination, the Trukk's driver may slow down enough to let them safely disembark. More often, Orks find themselves leaping from a burning Trukk just before it explodes.

Value: 11 **Rarity:** Uncommon

A **Trukk** may also be equipped with a Grabbin' Klaw or Wreckin' Ball.

RUKKATRUKK SQUIGBUGGY

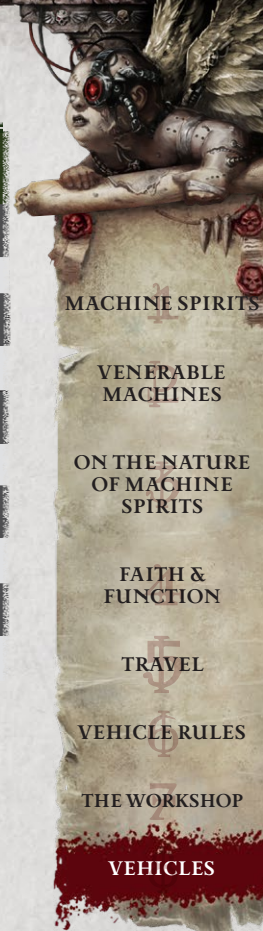
Similar in construction to the iconic Ork Trukk, the Rukkatrukk Squigbuggy was originally conceived as a mobile meal trolley, blowing its horn at other Ork vehicles, catching up to them, then flinging eatin' Squigs over in exchange for teef. Though it is sometimes still used in that capacity, the Rukkatrukk Squigbuggy was quickly adapted to war, like all good Ork creations.

This huge, four-wheeled monstrosity of screeching metal and filthy cages rumbles behind faster Ork vehicles and flings many dangerous varieties of weaponised attack Squigs towards the enemy. The sight of Squigs flying through the air to land atop tanks and amid infantry could be comical if not for the gory heaps they leave behind.

Value: 9 **Rarity:** Uncommon

TRUKK				
Spd	Man	Res	W	Size
30	3	14	16	Huge
KEYWORDS				
ORK, TRANSPORT				
CREW COMPLEMENT				
1 Pilot, 1 Crew, 12 Passengers				
TRAITS				
Open Topped				
WEAPONS		WARGEAR		
Big Shoota		Grot Riggers		

RUKKATRUKK SQUIGBUGGY				
Spd	Man	Res	W	Size
28	4	14	12	Huge
KEYWORDS				
ORK, RAIDER				
CREW COMPLEMENT				
1 Pilot, 2 Crew				
TRAITS				
All-Terrain, Open Topped				
WEAPONS		WARGEAR		
Heavy Squig Launcha Saw Blades		Grot Gunner Squig Mine		



WAZBOM BLASTAJET

Just as a Kustom Boosta Blasta is the personalised land vehicle of a Mekboy, the Wazbom Blastajet is its aerial counterpart. Eschewing all but basic armour, this aircraft uses brute force and arcane Ork engineering to fly at seemingly impossible speeds for such a ragged collection of parts.

As the Wazbom Blastajet roars forward, it trails burning fuel behind it in a blazing path while opening fire on whatever presents itself. Equipped with an abundance of unexpectedly advanced support equipment and terrifyingly peculiar weaponry, it is a dangerous fighter and gunship with a place in any WAAAGH!

Value: 17 **Rarity:** Very Rare

The 2 Wazbom Mega-Kannons can be replaced with 2 Tellyport Mega-Blastas, and the Stikkbomb Flinga can be replaced with a Blastajet Force Field. A **Wazbom Blastajet** can also be equipped with 2 Supa-Shootas.

BATTLEWAGON

Equipped with armour uncharacteristically heavy by Ork standards, the Battlewagon is equal parts heavy tank, troop transport, and dangerous behemoth. It rumbles through enemies and obstacles without slowing, blasting away with its crude, high-volume weaponry, ultimately disgorging its cargo of battle-ready Orks into the heart of the enemy's forces.

Like all Ork vehicles, Battlewagons are kustom-made at individual Mekboyz' whims using whatever materials and looted vehicles are at hand. There is no standard pattern for Ork Battlewagons — each one looks different, reflecting its builder. These variations provide the Orks ample opportunity to customise both appearance and equipment to suit the battle at hand.

Value: 15 **Rarity:** Rare

WAZBOM BLASTAJET

Spd	Man	Res	W	Size
125	5	14	15	Huge

KEYWORDS

ORK, FLYER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Flyer, Gyro-Stabilised, Turbo Boost (20)

WEAPONS

WARGEAR

Smasha Gun

Stikkbomb Flinga

Grot Gunner

2 Wazbom Mega-Kannons

BATTLEWAGON

Spd	Man	Res	W	Size
22	2	16	23	Gtn

KEYWORDS

ORK, TRANSPORT

CREW COMPLEMENT

1 Pilot, 1 Crew, 20 Passengers

TRAITS

Open Topped

WEAPONS

WARGEAR

2 Big Shootas

Killkannon

Grot Riggers

'Ard Case

BONEBREAKA

The Bonebreaka's aptly named. With a mighty Deff Rolla in front and an arsenal of dakka mounted across its thickly plated chassis, it rolls right over any troops brave or foolish enough to stand in its path. Even worse, it's got a passenger hold full of Orks ready for the fray.

Value: 16 **Rarity:** Rare

Battlewagons and **Bonebreakas** can also have a Kannon, a Killkannon, or a Zzap! Gun, plus up to 4 Big Shootas, a Lobba, and either a Grabbin' Klaw, a Wreckin' Ball, or a Deff Rolla (**Battlewagon** only). A Killcannon reduces a Battlewagon's passenger capacity to 12.

GUNWAGON

The Gunwagon's the Battlewagon's more killy sibling. It bristles with places to weld on more shootas. Replace the Kannon with a Killkannon or Zzap! Gun and add up to 4 Big Shootas, a Lobba, and either a Deff Rolla, a Grabbin' Klaw, or a Wreckin' Ball.

Value: 16 **Rarity:** Rare

Gunwagons can mount a Kannon, a Killkannon or a Zzap! Gun, plus up to 4 Big Shootas, a Lobba, and either a Grabbin' Klaw, a Wreckin' Ball, or a Deff Rolla.

KILL RIG

Packed with savage Orks and towed across the field by a colossal trampasquig, the Kill Rig's a rickety, ramshackle nightmare. Along with its Crew and Passengers, ready to carve a bloody swathe through any Threat, and a plethora of vehicle-mounted weapons, the Kill Rig sports a psychic amplifier that allows a Wurrboy to unleash psychic devastation across the battlefield.

Value: 13 **Rarity:** Rare

Orks with the **PSYKER** Keyword double the range of psychic powers wielded while using the **Wurrtower**. One Ork at a time can use the Wurrtower.

BONEBREAKA

Spd	Man	Res	W	Size
20	2	17	24	Huge

KEYWORDS

ORK, RAIDER, TRANSPORT

CREW COMPLEMENT

1 Pilot, 7 Crew, 12 Passengers

TRAITS

All-Terrain

WEAPONS

WARGEAR

–

Deff Rolla

GUNWAGON

Spd	Man	Res	W	Size
22	2	15	24	Gtn

KEYWORDS

ORK, TANK, TRANSPORT

CREW COMPLEMENT

1 Pilot, 7 Crew, 12 Passengers

TRAITS

All-Terrain

WEAPONS

WARGEAR

Kannon

–

KILL RIG

Spd	Man	Res	W	Size
24	3	14	22	Gtn

KEYWORDS

ORK, RAIDER, TRANSPORT

CREW COMPLEMENT

1 Pilot, 7 Crew, 10 Passengers

TRAITS

All-Terrain, Open Topped

WEAPONS

WARGEAR

'Eavy Lobba

Stikka Kannon

Savage Horns and Hooves

Saw Blades

Wurrtower

Grot Riggers





DEFFKOPTA

Deffkoptas are twisted shells of salvaged metal held aloft by rotating blades, propelled by volatile jet engines that hiss, spit, and sputter as violent backfires punctuate their flight. Their Ork Pilots revel in the thrill of raw speed, heedless to the many dangers their own aircraft presents as it hurtles along with little separating the Pilot from enemy fire — and the ground.

Deffkoptas are sometimes used for scouting missions but are most often employed as fast-attack air cavalry, augmenting and expanding the attack angles of charging Ork mobs. These aircraft are simple to make due to their especially ramshackle nature, and most Ork units have at least a few Flyboyz ready to take to the air.

Value: 8 Rarity: Uncommon

The Deffkopta's Kopta Rokkits may be replaced with a Kustom Mega-Blasta and 1 Big Bomb.

DEFFKOPTA				
Spd	Man	Res	W	Size
60	5	13	11	Large
KEYWORDS				
ORK, FLYER				
CREW COMPLEMENT				
1 Pilot, 1 Crew				
TRAITS				
Bike, Flyer, Hover, Open Topped, Turbo Boost (6)				
WEAPONS		WARGEAR		

Kopta Rokkits Spinnin' Blades	Stikkbombs
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DAKKAJET

The Dakkajet is extremely fast, driven by powerful engines and the Ork obsession with speed, but that straightforward speed does not translate well into manoeuvrability. This makes the aircraft vulnerable, doubly so because of the constant trail of acrid smoke its crude engines dump into the sky: a dark trail leading straight to the Dakkajet.

This Ork fighter comes equipped with Supa-Shootas, allowing it to provide powerful air-to-air and air-to-ground support in the skies above a WAAAGH! Following the tried-and-true Ork philosophy of 'More Dakka!', the Dakkajet's Pilot scores kills more through volume of fire than precision.

Value: 14 Rarity: Rare

BLITZA-BOMMER

The Blitz-Bommer is prized among Orks as an excellent marriage of speed and firepower. Though its speed allows it to outrun many other aircraft, few Orks would ever run from a fight. Casualties are generally high among Blitz-Bommer Pilots — they tend to fly low to the ground to better strafe slow-moving land targets, bringing their Shootas to bear against the enemy. Talented Blitz-Bommer Pilots use strafing runs to round up targets for devastating payloads of Boom Bombs.

Instead of explosive Boom Bombs, the **Burna-Bommer** variation mounts scorching Burna Bombs to immolate foes. In any configuration, these fighter-bombers are invaluable assets. Even when these aircraft are shot down, Mekboyz are quick to build more from the wreckage so their Flyboyz can get right back into the action.

Value: 14 Rarity: Rare

Burna-Bombers can also carry Skorcha Missile Racks.

DAKKAJET				
Spd	Man	Res	W	Size

125 5 14 15 Huge

KEYWORDS

ORK, FLYER

CREW COMPLEMENT

1 Pilot

TRAITS

Flyer, Turbo Boost (20)

WEAPONS	WARGEAR
---------	---------

2 Twin Supa-Shootas —

BLITZA-BOMMER				
Spd	Man	Res	W	Size

100 4 14 15 Gtn

KEYWORDS

ORK, FLYER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Flyer, Turbo Boost (18)

WEAPONS	WARGEAR
---------	---------

Big Shoota Boom Bombs
2 Supa-Shootas Grot Gunner

BURNA-BOMMER				
Spd	Man	Res	W	Size

100 4 14 15 Gtn

KEYWORDS

ORK, FLYER

CREW COMPLEMENT

1 Pilot, 1 Crew

TRAITS

Flyer, Turbo Boost (18)

WEAPONS	WARGEAR
---------	---------

Twin Big Shoota Burna Bombs
2 Supa-Shootas Grot Gunner



MACHINE SPIRITS

VENERABLE
MACHINES

ON THE NATURE
OF MACHINE
SPIRITS

FAITH &
FUNCTION

TRAVEL

VEHICLE RULES

THE WORKSHOP

VEHICLES



III



APPENDIX



From the cacophonous roar of a Hyrda's Quad Autocannon to the deafening thud of a Basilisk's Earthshaker Cannon, many vehicles are defined as much by their armament as they are by factors such as the thickness of their armour or the power of their engines. In this chapter, you will find statistics for the many weapons that Factions across the Gilead System mount on their war machines, along with the rules required to use them in your games.

In the confined and resource-restricted conditions found in system at present, many of these weapons systems are exceedingly rare and difficult to rearm. Agents might find themselves in possession of the only example of a particular mounted armament in the Gilead System. As such, whole games can revolve around finding the parts, ammunition, and fuel to keep a vehicle up and running. GMs are encouraged to lean into this aspect of play, as it will only make things all the more satisfying when Agents finally get the opportunity to deploy their carefully hoarded ordnance against a hated and deserving foe.

VEHICLE WEAPON TRAITS

Many vehicle weapons are fundamentally similar to personal weapons. They have the same Traits as small arms (for example, Plasma or Flamer). Many heavy weapons can be mounted on a vehicle and function exactly as they do in the arms of an individual fighter. Others, however, have vastly superior power or strange, esoteric abilities.

COGNIS

The Machine Spirits encased in these weapons have been permanently awakened by the will of the Omnissiah through the arcane rituals of the Adeptus Mechanicus. Through a miracle of the Motive Force, these weapons possess a measure of intelligence, and act as though alive even when uncontrolled.



At the end of any Round in which a Cognis weapon was not fired, any Agent can declare that the Machine Spirit of the weapon activated and attempted to fire on a random enemy, as determined by the GM. The uncontrolled Cognis weapon has a Ballistic Skill (A) dice pool of 3d6, plus the number of Glory in the group pool. Agents cannot spend Wrath or Glory on this attack.

LANCE

Lance weapons blast targets with beams of concentrated energy. The vaporised mass fuelling the blast bores through the thickest armour.

Weapons with the Lance Trait ignore the Invulnerable Armour trait. Lance weapons cause Mortal Wounds, and they always inflict 1 Mortal Wound even if it does not damage its target.

MOUNTED (X)

Mounted weapons only function when attached to a weapons platform such as a vehicle. These weapons depend on the sophisticated machinery, excessive power, or other logistical requirement provided by a larger machine and cannot typically be handled by an individual warrior.

The (X) in the Trait determines the minimum Size of vehicle the weapon must be mounted on to function.

IMPERIUM WEAPONS

Untold thousands of war machines and weapons have been produced to carry out the Emperor's endless campaigns. Humanity's foes, particularly the insidious worshippers of Chaos and those infected by the vile Genestealer Curse, often steal and use these powerful technologies against the God-Emperor's faithful.

INDUSTRIAL WEAPONS

A plethora of industrial and mining machinery is used to fuel the endless needs of the Imperium. In desperate times, such tools are often turned into expedient and occasionally devastating weaponry.

Atalan Incinerator

This flame device is used to burn away foliage and other mining obstructions. In the hands of insurrectionists, though, it is a deadly weapon.

Clearance Incinerator

This massive, multibarrelled device is designed for melting rock as part of mining operations. As a military weapon, it can burn armour and flesh with equal ease.

INDUSTRIAL WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Atalan Incinerator	12	2	-1	6	12	18	1	Flamer, Mounted (Medium)	8	Common	FIRE, IMPERIUM
Clearance Incinerator	12	4	-1	6	12	18	2	Flamer, Mounted (Huge)	10	Common	FIRE, IMPERIUM
Heavy Mining Laser	18	2	-3	18	36	54	1	Blast (6), Mounted (Large)	8	Uncommon	LAS, IMPERIUM
Heavy Seismic Cannon (Short-wave)	16	3	-2	6	12	18	1	Mounted (Huge), Rending (4)	12	Rare	SONIC, IMPERIUM
Heavy Seismic Cannon (Long-wave)	10	2	-1	12	24	36	1	Mounted (Huge), Rending (2)	12	Rare	SONIC, IMPERIUM
Mining Laser	16	4	-3	12	24	36	1	Heavy (8), Unwieldy (4)	6	Uncommon	LAS, IMPERIUM



Mining Laser

The mining laser uses practically applied laser technology to create and expand mining tunnels. However, the limiters that keep these tools safe for use by labourers are easily broken. The result is a powerful Las weapon that can penetrate armour with ease, while the Heavy version is on par with Militarum Battle Cannons.

Seismic Cannon

While the smaller version of this weapon can be carried by miners (and insurrectionists), it is the Heavy version that is the most devastating. Both versions can have a Short- or Long-wave setting, giving them great flexibility for removing stubborn rock and enemy forces alike.

CANNONS

Exemplifying the greatest of ground and air-based firepower the Imperium can deliver, cannons fire huge slugs and explosives to devastating effect across tens of thousands of battles.

Battle Cannon

The Battle Cannon is a huge, smoothbore cannon that fires 120mm shells up to great distances. The shells are a hybrid high-explosive and armour-piercing munition that can obliterate even hardened targets within a large radius.

Belleros Energy Cannon

This cannon fires arcing bolts formed from the hyperreactive gas used to power the Skorpius tank, now superheated so each explodes violently on impact.

Castigator Battle Cannon

This cannon gives the Castigator a superior and flexible long-range capability, so that the unrighteous can feel the Emperor's Wrath even before Battle Sisters arrive to finish them off. It can fire either sanctified shells or pyre rounds to ensure heretics meet a fiery end.

Castigator Autocannon

Designed to provide the Castigator battle tank with strong, long-range firepower, this Autocannon variant is commonly mounted in pairs. It can easily tear apart the lightly armoured vehicles that most heretics field in combat and can even prove deadly to heavier tanks and huge daemons.

Chem Cannon

In a galaxy of war, this weapon stands out as particularly horrifying. A Chem Cannon fires a short-range jet of corrosive gas, specifically designed by Tech-Priests of the Magos Biologis to reduce Human and even the toughest of xenos flesh to bubbling masses of organic slurry.

Demolisher Cannon

An aptly named siege weapon, the Demolisher Cannon fires wide, large-bore explosive shells over short range to devastating effect. Designed to bombard bunkers, reinforced walls, and other defences, the Demolisher Cannon has proven its effectiveness in smashing through enemy fortifications over tens of thousands of Imperial engagements.

Earthshaker Cannon

Huge artillery cannons designed to rain heavy explosive shells in a bombardment of the Emperor's purest rage, Earthshakers are fittingly named, as the recoil from their colossal rounds rocks the ground they stand on — to say nothing of the devastation they unleash, usually leaving little but craters in their wake.

Eradication Beamer

Though its technologies remain a mystery to all beyond the reticent Adeptus Mechanicus, the Eradication Beamer has a blast with well-known results — the target is simply removed from existence. Sickly amber rays burst from this weapon, widening as they travel and leaving nothing but the pulverised particles of the target behind.

Eradicator Nova Cannon

A variant cannon for the Leman Russ, the Eradicator Nova Cannon fires high-explosive shells known as much for their instability as for their fatal effect on the enemy. Many Eradicator Crews have died due to their payloads exploding prematurely, a sacrifice many Astra Militarum commanders are willing to accept in exchange for the devastation caused by this cannon.

Ferrumite Cannon

The Adeptus Mechanicus often deploy ancient slugthrowers that still terrorise their enemies. This is exemplified by the Ferrumite Cannon, a weapon that blasts solid shells that burst into melting-hot shrapnel on contact.

Flamestorm Cannon

An immense Flamer of ancient provenance, the Flamestorm Cannon spews blazing promethium from a sponson position.

Heavy Laser Destroyer

This devastating laser weapon emits a formidable beam of energy, greater than many battle cannons and enough to blast apart almost any tank or fortification. Its power is easily matched by its range as well, making it one of the deadliest weapons in Astartes forces.

Heavy Onslaught Gatling Cannon

A simple rotary ballistic weapon brought to its logical, colossal conclusion, the Heavy Onslaught Gatling Cannon fills the air with a squall of slugs that obliterate armour through the sheer number of bullets fired.

Inferno Cannon

A massive mounted Flamer weapon, the Inferno Cannon spews immense plumes of burning promethium.

Lancer Laser Destroyer

The main armament of the Gladiator, this heavy-hitting gun can puncture the armour of almost any enemy tank. Perhaps more vitally, it can do so at long distances to both eradicate enemy vehicles and suppress enemy advances.

Melta Cannon

Commonly used as a tank killer, a Melta Cannon acts as a rapid-firing version of the infamous Multi-Melta. This allows it to pour blasts of armour-liquifying heat on to targets before they can react, leaving only pools of cooling metal behind.

Neutron Laser

This weapon, unique to the forces of the Machine Cult, fires a beam of coherent energy from a neutronic coil arc reactor. Almost nothing can stand against it, thus proving the superiority of the Martian Priesthood.

Onslaught Gatling Cannon

Though less powerful than the Heavy Onslaught Gatling Cannon, this gun can still fire a prodigious number of rounds. Against foes who cannot hear its spinning barrel above the cacophony of battle, it can eliminate squads before they know they are in danger.

Predator Autocannon

The main armament of the legendary Predator Destructor of the Adeptus Astartes, this long-range gun combines heavy firepower with lethality.

Punisher Gatling Cannon

A deadly, rapid-firing weapon, this lays down a hailstorm of rounds in moments.

Taurox Battle Cannon

A lighter version of the Imperial Battle Cannon, this weapon is mounted on the Taurox Prime to complement its fast-moving infantry transport and support role.

Taurox Gatling Cannon

This rapid-firing gun is ideal for use against charging attackers or to soften an area for infantry assault.

Vanquisher Battle Cannon

Slower to fire than some other Imperial battle cannons, the Vanquisher gun is known for its outstanding accuracy and one shot, one kill reputation.

Wyvern Quad Stormshard Mortar

Though not as powerful as some tank ordnance, this weapon offers excellent tactical support through a salvo of mortar shells. Its quad configuration means it can fire blast after blast, ensuring enemy infantry have no respite from the Emperor's Might.

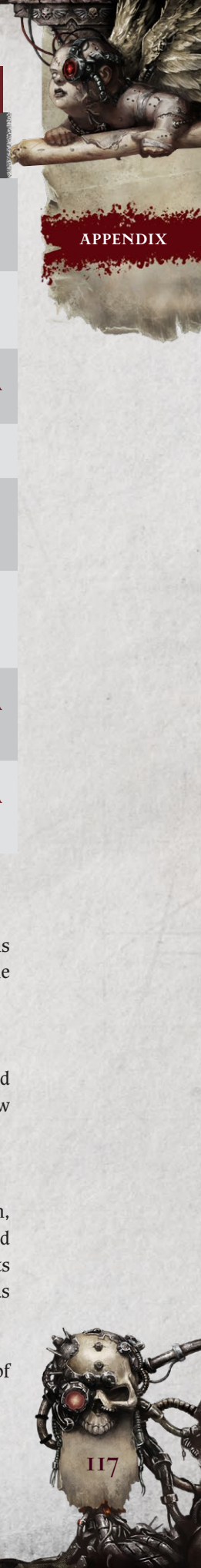


APPENDIX



CANNONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARIETY	KEYWORDS
				S	M	L					
Battle Cannon	16	3	-2	36	72	108	-	Blast (6), Mounted (Huge)	12	Rare	EXPLOSIVE, IMPERIUM, ASTRA MILIATRUM
Belleros Energy Cannon	11	5	-1	18	36	54	1	Arc (4), Blast (4), Mounted (Huge)	12	Very Rare	ADEPTUS MECHANICUS
Castigator Battle Cannon (Pyre)	14	3	-1	36	72	108	1	Blast (12), Mounted (Huge)	12	Very Rare	EXPLOSIVE, ADEPTA SORORITAS
Castigator Battle Cannon (Sanctified)	17	3	-3	36	72	108	1	Blast (8), Mounted (Huge)	12	Very Rare	EXPLOSIVE, ADEPTA SORORITAS
Castigator Autocannon	16	3	-1	24	48	72	4	Mounted (Huge)	9	Rare	PROJECTILE, ADEPTA SORORITAS
Chem Cannon	14	2	-3	4	8	12	2	Flamer, Melta, Mounted (Huge)	8	Very Rare	FIRE, IMPERIUM
Demolisher Cannon	20	2	-3	12	24	36	-	Blast (6), Mounted (Huge)	10	Uncommon	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Earthshaker Cannon	17	6	-3	120	240	360	-	Blast (12), Mounted (Huge)	10	Uncommon	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Eradication Beamer	16	2	-2	18	36	54	1	Blast (4), Rending (4), Mounted (Huge)	10	Very Rare	ADEPTUS MECHANICUS
Eradicator Nova Cannon	14	3	-2	18	36	54	-	Blast (10), Mounted (Huge)	10	Very Rare	PROJECTILE, IMPERIUM, ASTRA MILITARUM
Ferrumite Cannon	15	2	-3	24	48	72	1	Mounted (Huge)	9	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Flamestorm Cannon	14	2	-2	6	12	24	-	Flamer, Mounted (Gargantuan)	10	Rare	FIRE, IMPERIUM, ASTRA MILITARUM
Heavy Laser Destroyer	22	2	-4	36	72	108	1	Mounted (Huge)	12	Very Rare	LAS, IMPERIUM
Heavy Onslaught Gatling Cannon	12	2	-1	12	24	36	4	Rapid Fire (3), Mounted (Large)	7	Rare	PROJECTILE, IMPERIUM, ADEPTUS ASTARTES
Inferno Cannon	14	2	-1	8	16	24	4	Flamer, Mounted (Huge)	8	Rare	FIRE, IMPERIUM
Lancer Laser Destroyer	20	2	-3	36	72	108	1	Mounted (Huge)	11	Very Rare	LAS, IMPERIUM
Melta Cannon	16	3	-4	12	24	36	1	Blast (4), Melta, Mounted (Huge)	10	Uncommon	MELTA, IMPERIUM



CANNONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Neutron Laser	19	3	-4	24	48	72	1	Arc (4), Blast (4), Mounted (Huge)	10	Very Rare	ADEPTUS MECHANICUS
Onslaught Gatling Cannon	11	3	-1	12	24	36	4	Mounted (Large), Rapid Fire (3)	6	Rare	PROJECTILE, IMPERIUM
Punisher Gatling Cannon	11	3	-	12	24	36	4	Mounted (Large), Rapid Fire (4)	8	Uncommon	PROJECTILE, IMPERIUM, ASTRA MILITARUM
Predator Autocannon	15	4	-1	24	48	72	3	Mounted (Huge)	9	Rare	PROJECTILE, IMPERIUM
Taurox Battle Cannon	15	3	-1	24	48	72	-	Blast (3), Brutal, Mounted (Huge)	9	Rare	EXPLOSIVE, IMPERIUM, MILITARUM TEMPESTUS
Taurox Gatling Cannon	10	2	-	12	24	36	4	Mounted (Huge), Rapid Fire (4)	8	Rare	PROJECTILE, IMPERIUM, MILITARUM TEMPESTUS
Vanquisher Battle Cannon	16	2	-3	36	72	108	-	Blast (4), Brutal, Mounted (Huge)	10	Rare	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Wyvern Quad Stormshard Mortar	10	4	-	24	48	72	4	Mounted (Huge), Rapid Fire (4)	8	Rare	PROJECTILE, IMPERIUM, ASTRA MILITARUM

MOUNTED FIREARMS

Many weapons mounted on vehicles are heavy upgraded versions of personal firearms, utilising the vehicle's chassis to support greater firepower.

Auto Bolt Rifle

An aggressive variant of the Boltgun, the Auto Bolt Rifle has a superior rate of fire but a shorter range and lesser armour penetration. This is ideal when facing hordes on whom standard rounds would be wasteful.

Cognis Weapons

These weapons, such as the Cognis Autocannon, Cognis Heavy Stubber, and Cognis Lascannon, all have awakened Machine Spirits. This makes them even more deadly against any who would stand against the Omnissiah and the Binharic Truth, for then can control the weapon when the operator is unavailable.

Heavy Phosphor Blaster

A more powerful version of the basic Phosphor Blaster, this is often used to provide anti-infantry fire support.

Hurricane Bolter

A Hurricane Bolter comprises six interlinked Boltguns mounted on a single vehicle sponson, multiplying the deadly force of the Adeptus Astartes' iconic weapon.

Hydra Quad Autocannon

Designed for anti-aircraft use, the Hydra Quad Autocannon sends barrages of metal into the sky. Few enemy fliers can survive such a torrent of firepower.

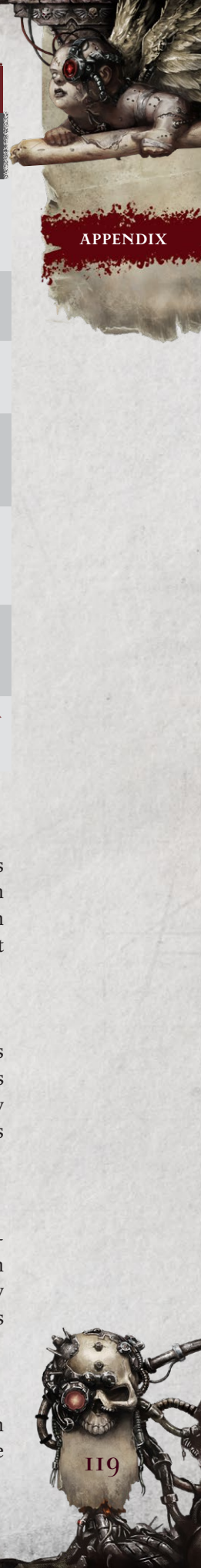
Icarus Autocannon

A variant of the standard Imperial Autocannon, this version is primarily designed for targeting and destroying enemy aircraft. This does not lessen its deadliness against foes on the ground, though, as many enemies of the Omnissiah have learned.

If this weapon hits an aircraft, double the number of ED rolled.

MOUNTED WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Auto Bolt Rifle	12	2	–	12	24	36	2	Brutal, Rapid Fire (3)	7	Very Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Cognis Autocannon	16	1	–1	24	48	72	4	Mounted (Large), Rapid Fire (2)	10	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Cognis Heavy Stubber	10	4	–	18	36	54	3	Brutal, Cognis, Mounted (Large)	8	Very Rare	PROJECTILE, IMPERIUM, ADEPTUS MECHANICUS
Cognis Lascannon	18	3	–3	24	48	72	1	Mounted (Large)	15	Very Rare	LAS, IMPERIUM, ADEPTUS MECHANICUS
Heavy Phosphor Blaster	4	2	–2	18	36	54	1	Flamer, Heavy (8)	8	Very Rare	PHOSPHOR, ADEPTUS MECHANICUS
Hurricane Bolter	10	2	–	12	24	36	6	Brutal, Rapid Fire (6)	8	Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES
Hydra Quad Autocannon	16	2	–1	36	72	108	6	Mounted (Huge), Rapid Fire (4)	8	Rare	PROJECTILE, IMPERIUM, ASTRA MILITARUM
Icarus Autocannon	16	1	–1	24	48	72	3	Mounted (Large), Rapid Fire (2)	10	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Icarus Ironhail Heavy Stubber	10	3	–1	18	36	54	4	Mounted (Huge)	7	Uncommon	PROJECTILE, IMPERIUM
Immolation Flamer	12	3	–1	6	12	18	2	Flamer, Mounted (Huge)	8	Rare	FIRE, IMPERIUM, ADEPTA SORORITAS
Ironhail Heavy Stubber	10	3	–1	18	36	54	4	Mounted (Large)	7	Uncommon	PROJECTILE, IMPERIUM
Krakstorm Grenade Launcher	14	4	–1	9	18	27	1	Blast (4), Mounted (Large)	9	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Las-Talon	18	4	–3	12	24	36	1	Mounted (Huge), Rending (4)	11	Very Rare	LAS, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Lasgun Array	7	2	–	12	24	36	3	Mounted (Large), Rapid Fire (3), Reliable	8	Uncommon	LAS, IMPERIUM, ASTRA MILITARUM
Macro Plasma Incinerator	17	3	–2	18	36	54	2	Mounted (Huge), Supercharge	10	Very Rare	PLASMA, IMPERIUM, ADEPTUS ASTARTES
Multi-Laser	12	4	–	18	36	54	4	Mounted (Large), Rapid Fire (2), Reliable	8	Uncommon	LAS, IMPERIUM, ASTRA MILITARUM



MOUNTED WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Onager Heavy Phosphor Blaster	14	2	–	18	36	48	4	Flamer, Mounted (Huge), Rapid Fire (3)	10	Very Rare	PHOSPHOR, ADEPTUS MECHANICUS
Phosphor Blaster	8	2	–1	12	24	36	2	Rapid Fire (2), Mounted (Huge)	8	Very Rare	PHOSPHOR, ADEPTUS MECHANICUS
Repressor Heavy Flamer	3	3	–1	6	12	24	2	Flamer, Mounted (Huge)	6	Rare	FIRE, IMPERIUM, ADEPTA SORORITAS
Taurox Missile Launcher (Frag)	12	5	–	24	48	72	–	Mounted (Huge)	8	Rare	EXPLOSIVE, IMPERIUM
Taurox Missile Launcher (Krak)	16	6	–2	24	48	72	–	Mounted (Huge)	8	Rare	EXPLOSIVE, IMPERIUM
Tempest Bolter	10	2	–1	15	30	45	6	Brutal, Rapid Fire (4), Mounted (Huge)	7	Rare	BOLT, IMPERIUM, ADEPTUS ASTARTES
Vulture Gatling Cannon	12	–	–	12	24	36	6	Mounted (Gargantuan)	10	Uncommon	PROJECTILE, ASTRA MILITARUM, NAVIS IMPERIALIS

Icarus Ironhail Heavy Stubber

This advanced version of the Ironhail Heavy Stubber adds greater effectiveness against light enemy aircraft while still maintaining its role as an infantry suppression weapon.

If this weapon hits an aircraft, double the number of ED rolled.

Icarus Rocket Pod

This weapon fires anti-aircraft rockets and is often mounted on tanks and dreadnoughts to provide protection from airborne attacks.

If this weapon hits an aircraft, double the number of ED rolled.

Immolation Flamer

A more powerful version of the standard Heavy Flamer, an Immolation Flamer brings the purification of flame to all who would corrupt the Emperor's Light. With it, curtains of burning righteousness spread across streets and battlefields alike to pave advances with charred bones.

Ironhail Heavy Stubber

Designed for use by Astartes forces, the Ironhail is not only more deadly but also a more robust version of the ubiquitous Heavy Stubber. Often found on Primaris Space Marine tanks, it helps ensure that disembarkation locations are free of enemy infantry.

Krakstorm Grenade Launcher

Commonly mounted on vehicles fielded by Primaris Space Marines, the Krakstorm Grenade Launcher fires Krak Grenades in a short-range pattern. This is usually enough to suppress the approach of armoured enemies and to allow Astartes to disembark with impunity.

Las-Talon

A shorter-range version of the Lascannon, the Las-Talon trades distance for a greater rate of fire. It is often mounted on transports, where it can support infantry deployment with greater safety after Las-Talon fire has turned enemy vehicles into smoking wrecks.

Lasgun Array

A system of six interlinked Lasguns mounted as an anti-infantry weapon, a Lasgun Array allows a vehicle to bring its own fire support to a battle.

Macro Plasma Incinerator

This powerful plasma weapon fires blasts of barely controlled energy, hot enough to destroy heavily armoured infantry and vehicles alike.

Multi-Laser

A rapid-firing and more deadly version Imperial Lasgun, the Multi-Laser utilises massive amounts of energy to fire powerful lasers at high speed. It is extremely effective at dispatching massed infantry and light vehicles with searing barrages.

Onager Heavy Phosphor Blaster

A specialised variant of the standard Heavy Phosphor Blaster, this weapon gives the Dunecrawler a potent anti-infantry role.

Phosphor Blaster

Firing searing spheres of incendiary chemicals, the Phosphor Blaster burns and liquifies its foes. A heavier variant is also available, with even greater lethality.

Repressor Heavy Flamer

A stronger version of the standard Heavy Flamer, the Repressor allows the righteous fury of the Emperor to burn down enemies with even greater fervour.

Taurox Missile Launcher

An upgunned version of the standard Militarum Missile Launcher, this weapon can send furious barrages of either frag or krak rounds upon enemy formations.

Tempest Bolter

A quad-mounted configuration of the standard Astartes weapon, the Tempest Bolter can lay down a hail of shells sufficient to decimate enemy infantry.

Vulture Gatling Cannon

This weapon allows the Vulture Gunship to eradicate huge swathes of enemy infantry in each strafing pass.

MISSILES & LAUNCHERS

The Imperium employs many varieties of missile launchers on their vehicles.

Cerberus Launcher

Often mounted on Land Speeder variants, the Cerberus fires short-ranged missiles to soften up enemy infantry as part of an Astartes assault.

Daedalus Missile Launcher

Foes of the Omnissiah cannot claim the air when a Daedalus is on the battlefield. It offers a powerful striking capability that can bring down heavy bombers and transports and can even pick out nimble enemy fighters.

If this weapon hits an aircraft, double the number of ED rolled.

Deathstrike Missile

Each of these huge missiles has the power to destroy entire infantry formations and tank squadrons.

Disruptor Missile Launcher

Firing salvos of Disruptor Missiles, this weapon is devastating against massed enemy troops and lightly armoured vehicles.

Exorcist Conflagration Rocket Launcher

An anti-infantry alternative weapon for the Exorcist tank, each of these blessed rockets ensures none can hide from the Emperor's Gaze.

Exorcist Missile Launcher

This platform gives the Adepta Sororitas long-range support, eliminating armoured threats before Battle Sisters descend on those found lacking in their faith.

Fragstorm Grenade Launcher

Often mounted on tanks used by Primaris Space Marines, the Fragstorm hurls short-range munitions designed to tare apart any would-be attackers.

Gatling Rocket Launcher

The Gatling Rocket Launcher relies on saturation fire against enemy aircraft, and few escape its metallic attention. It also offers solid effectiveness against ground-based foes, especially infantry units.

Hellstrike Missile

Similar to the Hunter-Killer Missile, the Hellstrike allows Imperial aircraft to provide effective ground support.

Hunter-Killer Missile

A venerable weapon found across almost every Faction of Imperial forces, the Hunter-Killer is a single-shot missile that can even target concealed enemies.

Hunter-Slayer Missile

An even more powerful variant of the ubiquitous Hunter-Killer Missile, the Hunter-Slayer is primarily reserved for use on Primaris Adeptus Astartes vehicles.

Mortar

Able to hurl ammunition long distances, a mortar is an excellent infantry-suppression weapon that requires little skill to operate. The larger vehicle-mounted version, the Heavy Mortar, has found its way into many insurrectionist armies.

Multiple Rocket Pod

Firing barrages of small anti-infantry rockets, this weapon is commonly used on aircraft for strafing and close air support. While ineffective against armoured vehicles, it ensures enemy troops are unable to prepare for ground assaults.

Storm Eagle Rocket

Each of these venerable rockets carries a payload of sanctified high explosives that are released just prior to impact to ensure maximum carnage.

Tauros Grenade Launcher

A vehicle-mounted version of the standard Grenade Launcher, this weapon provides the Tauros with a light offensive capability.

Typhoon Missile Launcher

This missile launcher fires devastating barrages of Frag or Krak Missiles and offers long-range capabilities against both infantry and vehicles.

Vulture Hellstrike Rack

A Vulture Hellstrike Rack gives its gunship potent long-range fire support capability against dug-in infantry positions and armoured enemy vehicles.

Whirlwind Castellan Launcher

Castellan strikes often herald the arrival of Space Marines to a position. Mass barrages from this launcher effectively clear almost any area of enemy infantry.

Whirlwind Vengeance Launcher

The heavier of the two Whirlwind missiles, the Vengeance provides effective denial of heavy infantry and lightly armoured forces.

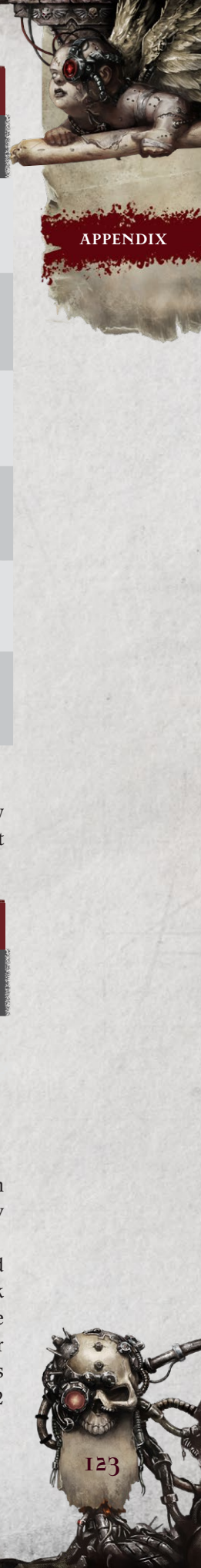


APPENDIX



MISSILES & LAUNCHERS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Cerberus Launcher	12	4	–	12	18	30	–	Blast (6), Mounted (Large)	6	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Daedalus Missile Launcher	15	3	–3	24	48	72	–	Blast (4), Mounted (Large)	10	Very Rare	EXPLOSIVE, ADEPTUS MECHANICUS
Deathstrike Missile	20	10	–4	100	200	300	–	Blast (20), Mounted (Huge)	8	Very Rare	EXPLOSIVE, IMPERIUM
Disruptor Missile Launcher	15	3	–2	18	36	54	–	Blast (4) Mounted (Large)	9	Rare	EXPLOSIVE, ADEPTUS MECHANICUS
Exorcist Conflagration Rocket Launcher	13	2	–2	24	48	72	–	Blast (8), Mounted (Huge)	8	Very Rare	EXPLOSIVE, ADEPTA SORORITAS
Exorcist Missile Launcher	15	3	–3	24	48	72	–	Blast (6), Mounted (Huge)	9	Very Rare	EXPLOSIVE, ADEPTA SORORITAS
Fragstorm Grenade Launcher	10	4	–	9	18	27	–	Blast (8), Mounted (Large)	6	Rare	EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES
Gatling Rocket Launcher	13	4	–2	24	48	72	3	Blast (2), Mounted (Huge)	10	Very Rare	EXPLOSIVE, ADEPTUS MECHANICUS
Heavy Mortar	11	3	–1	24	48	72	–	Blast (8), Heavy (10)	6	Uncommon	EXPLOSIVE, IMPERIUM
Hellstrike Missile	14	3	–2	36	72	108	–	Blast (4), Brutal, Mounted (Huge)	5	Rare	EXPLOSIVE, IMPERIUM, AERONAUTICA IMPERIALIS
Hunter-Killer Missile	19	4	–2	24	48	72	–	Blast (4), Brutal, Mounted (Large)	7	Uncommon	EXPLOSIVE, IMPERIUM
Hunter-Slayer Missile	20	4	–2	24	48	72	–	Blast (4), Brutal, Mounted (Large)	9	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Icarus Rocket Pod	14	4	–1	12	24	36	–	Blast (8), Brutal, Mounted (Large)	5	Uncommon	EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES
Multiple Rocket Pod	12	4	–1	18	36	54	2	Blast (4), Mounted (Huge)	10	Uncommon	EXPLOSIVE, IMPERIUM, AERONAUTICA IMPERIALIS
Storm Eagle Rocket	18	4	–2	60	120	180	–	Blast (14), Mounted (Huge)	8	Rare	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Tauros Grenade Launcher (Frag)	10	4	–	24	36	48	1	Blast (6), Mounted (Huge)	6	Uncommon	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM



MISSILES & LAUNCHERS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Tauros Grenade Launcher (Krak)	14	5	-2	24	36	48	-	Blast (4), Mounted (Huge)	6	Uncommon	EXPLOSIVE, IMPERIUM, ASTRA MILITARUM
Typhoon Missile Launcher (Frag)	12	5	-	24	48	72	-	Mounted (Huge)	7	Rare	EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES
Typhoon Missile Launcher (Krak)	16	6	-2	24	48	72	1	Mounted (Huge)	7	Rare	EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES
Vulture Hellstrike Rack	14	4	-2	36	72	108	1	Blast (4), Brutal, Mounted (Huge)	7	Rare	EXPLOSIVE, IMPERIUM, AERONAUTICA IMPERIALIS
Whirlwind Castellan Launcher	14	2	-	36	72	108	-	Blast (10), Mounted (Huge), Reliable	8	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Whirlwind Vengeance Launcher	15	3	-1	36	72	108	1	Blast (10), Mounted (Huge), Reliable	9	Very Rare	EXPLOSIVE, ADEPTUS ASTARTES

MELEE WEAPONS

Though not as common as ranged weaponry, melee weapons are incorporated by a handful of Imperial vehicles.

Sentinel Chainsaw

It took moments for the first Sentinel Pilot who saw this attachment, originally designed to clear difficult terrain, to realise it could be put to more visceral use.

MELEE WEAPONS									
NAME	DAMAGE	ED	AP	RANGE		TRAITS	VALUE	RARITY	KEYWORDS
Sentinel Chainsaw	8	5	-1	Melee		Brutal, Mounted (Large)	6	Common	CHAIN, IMPERIUM

IMPERIUM WARGEAR

Weapons might make a vehicle powerful, but often it is the Wargear that ensures it survives the battle.

Armoured Cockpit

Extra protection for the Pilot is always welcome, to ensure they not only deliver destruction but also deliver important passengers safely to their destinations.
Effect: This item grants the Crew inside the vehicle's cockpit an AR of 4 against any attack originating from outside the vehicle.
Value: 5 **Rarity:** Common
Keywords: FLYER

Bomb Rack

Designed for the Archaeopter Fusilave, this system drops masses of tectomagnic munitions, which employ seismic shock waves to clear areas for assault.
Effect: After completing its Movement, as a standard Action, a flying vehicle equipped with a Bomb Rack may drop up to 3 bombs at any points beneath the vehicle's flight path. Treat these as Frag Missiles for the purposes of damage, and all attacks are made as though at short range. Bomb Racks are loaded with 12 Bombs, which may not be reloaded during flight.
Value: 7 **Rarity:** Rare
Keywords: FLYER, ADEPTUS MECHANICUS

Broad Spectrum Data-Tether

This arcane device projects a Tech-Priest's commands to Skitarii units as if the Priest were within the unit and not in a vehicle some distance away.

Effect: Functions as a Vox Caster (*Wrath & Glory Rulebook*, page 240). Any character who has the **ADEPTUS MECHANICUS** Keyword and has access to a working Broad Spectrum Data-Tether gains +1 bonus die to Conviction, Resolve, and Determination Tests.

Value: 4

Rarity: Rare

Keywords: **FLYER, TANK, TRANSPORT, RAIDER, ADEPTUS MECHANICUS**

Chaff Launcher

Usually found on aircraft of the Adeptus Mechanicus, a Chaff Launcher is similar to a Smoke Launcher in that it disperses material to protect the vehicle.

Effect: A Pilot can use their Reflexive Action to fire a Chaff Launcher when they are targeted with an attack. The Chaff Launcher increases the vehicle's Defence by 4. Once the Chaff Launcher is fired, it must be Reloaded when out of combat. A Reload must be completed in a workshop and is Value: 3, Rarity: Common.

Value: 6

Rarity: Uncommon

Keywords: **IMPERIUM, FLYER**

Dozer Blade

This large, reinforced plate or ramming prow is mounted to the front of a vehicle and used to demolish objects in the vehicle's path.

Effect: When Ramming, a vehicle with a Dozer Blade adds +2 ED to the damage roll against the target. Additionally, you can add +2 bonus dice to any Pilot (A) Tests to push through obstructing terrain. A Dozer Blade can only be mounted on a Large or larger vehicle.

Value: 5

Rarity: Common

Keywords: **TANK, TRANSPORT, RAIDER**



Dozer Ram

An upgraded variant of the Dozer Blade found on many of the Imperium's tanks, the Dozer Ram is designed for suppressing crowds of heretics or rioters.

Effect: When Ramming, a vehicle with a Dozer Ram adds +4 ED to the damage roll against the target and reduces any damage to itself caused by the ram by 2 ED. Additionally, you can add +4 bonus dice to any Pilot (A) Tests to push through obstructing terrain. A Dozer Ram can only be mounted on a Large or larger vehicle.

Value: 7

Rarity: Uncommon

Keywords: **TRANSPORT, TANK, RAIDER**

Drilldozer Blade

An industrialised variant of the Dozer Blade, a Drilldozer Blade has multiple revolving spiked plows that chew through rock as though it were vellum parchment, and it wreaks much worse havoc on flesh.

Effect: When Ramming, a vehicle with a Drilldozer Blade adds +6 ED to the damage roll against the target. Additionally, you can add +6 bonus dice to any Pilot (A) Tests to push through obstructing terrain. The Manoeuvrability of a vehicle with a Drilldozer Blade is halved. A Drilldozer Blade can only be mounted on a Large or larger vehicle.

Value: 6

Rarity: Common

Keywords: **TANK, TRANSPORT, RAIDER**

Emanatus Force Field

Used on Mechanicum vehicles, this protective device uses layers of energy that operate akin to personal Refractor Fields. Enemy strikes are seamlessly absorbed, their energy transformed into harmless flashes of light.

Effect: The AP of any attack made on a vehicle equipped with an Emanatus Force Field is reduced to 0.

Value: 8

Rarity: Rare

Keywords: **ADEPTUS MECHANICUS, FORCE FIELD, TANK, TRANSPORT, RAIDER, FLYER**

Flare Launcher

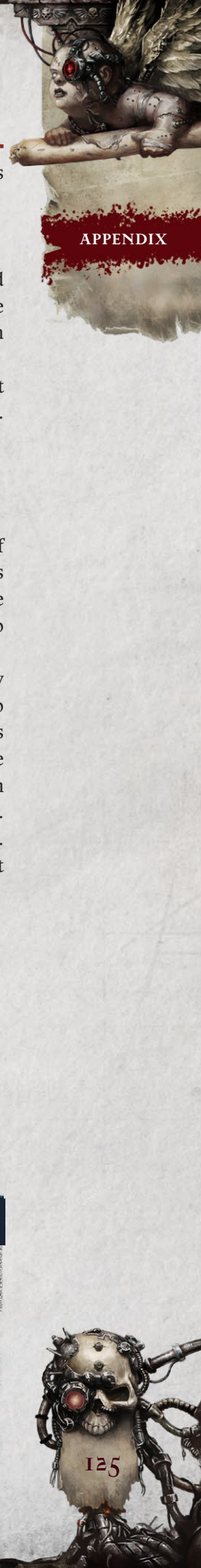
Often used as an inexpensive signalling device, the Flare Launcher has seen activity as a method to hamper enemy targeting by using obscuring smoke.

Effect: Flare Launchers are loaded with 6 Flares and can be fired using a Simple Action. When a vehicle fires a Flare, it gains +2 Defence against shooting attacks until the end of the following Round. Any allies on bikes within 12 metres of that vehicle treat their Speed as 6 higher in the Turn the Flare was fired.

Value: 4

Rarity: Common

Keywords: **IMPERIUM**



Repulsor Field

A relic of ancient technologies, this device provides a gravitic field for a variety of Imperial vehicles, allowing them to hover above the ground.

Effect: The vehicle may ignore any terrain penalties to Movement, including impenetrable terrain such as lakes or rivers of boiling lava. At the start of the Pilot's Turn, the field can make all terrain within 12 metres act as Difficult, even for characters who can ignore such effects; this lasts until the start of the Pilot's next Turn.

Value: 11

Rarity: Rare

Keywords: **IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, TANK, TRANSPORT**

Siege Shield

Slabs of thick ceramite plating ensure the safety of a vehicle during sieges, and also allow it to plow through enemy defences whilst firing its main cannon.

Effect: The Siege Shield functions identically to a Dozer Blade, but it also increases the Resilience of the vehicle it is attached to by +3. A Siege Shield can only be mounted on a Large or larger vehicle.

Value: 7

Rarity: Uncommon

Keywords: **TRANSPORT, TANK, CHAOS, IMPERIUM, ADEPTA SORORITAS, ADEPTUS ASTARTES**

Smoke Launcher

A common attachment, this item fires a dense cloud that obscures a vehicle from enemy view. While it offers little protection against massed firepower, it does hinder enemy tank aces in achieving careful aim.

Effect: Smoke Launchers are loaded with 6 Smoke Grenades and can be fired using a Simple Action. A Smoke Grenade fills an area equivalent to that of a Medium Blast (9-metre Radius) with thick white smoke. Visibility within the smoke is reduced to 2 metres. Targets obscured by smoke gain +3 Defence against shooting attacks and +2 against melee attacks.

Value: 5

Rarity: Common

Keywords: **FLYER, TANK, TRANSPORT, RAIDER**

ASTARTES WARGEAR

Uniquely designed for Space Marine use, these items augment their already formidable vehicles.

Auspex Array

A collection of smaller Auspexes empowered by linked communications and multiplicative prayers to the Machine God, an Auspex Array allows Marines to scan battlefields for any sign of their myriad foes.

Effect: Can be activated as a Combat Action to detect energy, motion, and other life signs within 1 kilometre.

Value: 7

Rarity: Rare

Keywords: **FLYER, TANK, TRANSPORT, RAIDER**

Auto Launcher

Boasting six barrels capable of launching a salvo of grenades, an Auto Launcher can churn huge amounts of firepower or defensive assistance with simple operation, affording huge utility to machines that do not benefit from Machine Spirits.

Effect: An Auto Launcher can 3 fire grenades at any point within 100 metres as a Simple Action. An Auto Launcher is loaded with a magazine of 6 grenades of one type, either Frag, Krak, or Smoke. A Smoke Grenade fills an area equivalent to that of a Medium Blast (9-metre Radius) with thick white smoke. Visibility within the smoke is reduced to 2 metres. Targets obscured by smoke gain +3 Defence against shooting attacks and +2 against melee attacks.

Value: 7

Rarity: Rare

Keywords: **FLYER, TANK, TRANSPORT, RAIDER**

COMBI-WEAPONS

NAME	VALUE	RARITY	KEYWORDS
Combi-Flamer	12	Rare	BOLT, FLAME, IMPERIUM, ADEPTUS ASTARTES, CHAOS
Combi-Grenade Launcher	12	Rare	BOLT, EXPLOSIVE, IMPERIUM, ADEPTUS ASTARTES, CHAOS
Combi-Melta	14	Very Rare	BOLT, MELTA, IMPERIUM, ADEPTUS ASTARTES, CHAOS
Combi-Plasma	14	Very Rare	BOLT, PLASMA, IMPERIUM, ADEPTUS ASTARTES, CHAOS
Combi-Grav	16	Unique	BOLT, GRAV, IMPERIUM, ADEPTUS ASTARTES, CHAOS

Awakened Machine Spirit

Land Raiders and other venerable Astartes vehicles contain these manifestations of the Omnissiah. Some are thousands of years old and can both aid the occupants and, if necessary, operate the vehicle should the occupants have been injured or killed.

Effect: The Machine Spirit is dedicated to the correct functioning of the machine it inhabits. A vehicle with this Trait requires one fewer Crew to operate. If all occupants are killed or otherwise unable to act, the vehicle will continue to operate on its own for 1d6 Turns, attempting to fulfil its orders or avenge or save its occupants, depending on the nature of the spirit. Should a roll be required, treat the Machine Spirit as having a 6 in any Skill appropriate to the operation of the vehicle.

Value: 5

Rarity: Unique

Keywords: IMPERIUM, FLYER, TRANSPORT, TANK, ADEPTUS ASTARTES, ADEPTUS MECHANICUS

Combi-Weapons

A Combi-Weapon may be fired as either or both of its component weapons each round. Firing both component weapons is treated as a Multi-Attack. Various options for Bolter combinations can be found on the **Combi-Weapons** table, on page 123.

Infernum Halo Launcher

Capable of firing a fusillade of Flares as a defensive countermeasure to distract automatically aimed anti-air projectiles, the Infernum Halo Launcher creates a ring of holy light that defends Imperial craft, reminiscent of the protective gaze of the Emperor.

Effect: The Infernum Halo Launcher can be activated as a Reflexive Action whenever the vehicle it is attached to is targeted by an attack. When it is activated, the vehicle's Defence is increased by +4 until the start of the next Round.

Value: 9

Rarity: Rare

Keywords: IMPERIUM, FLYER, ADEPTUS ASTARTES

Orbital Comms Array

The advanced communications technology of the Orbital Comms Array allows warriors on the ground to call down a veritable Armageddon of firepower from the colossal weaponry of Imperial Cruisers in the void.

Effect: A vehicle with an operational Orbital Comms Array is treated as having the *Bombardment* Talent (*Wrath & Glory Rulebook*, page 130), which can be used once per session by anyone aboard the vehicle.

Value: 6

Rarity: Very Rare

Keywords: IMPERIUM, [ANY]

Shield Dome

A large Refractor Field designed to cloak an entire vehicle with advanced protective energies, a Shield Dome is a rare device using the height of Imperial vehicular technology.

Effect: A Shield Dome can only be installed on a Huge or larger vehicle. A vehicle with a Shield Dome gains +3* Resilience.

Value: 7

Rarity: Very Rare

Keywords: ADEPTUS ASTARTES, PRIMARIS, TANK, TRANSPORT, RAIDER

AELDARI WEAPONS

The elegant, advanced weaponry of the Aeldari once dominated the battlefields of the galaxy when their empire still reigned. The deadly sophistication of Aeldari war machines, often crafted from psycho-reactive wraithbone, still shines true in the 41st Millennium, even as their numbers dwindle.

Aeldari Missile Launcher

Lighter and more sophisticated than Imperial missile launchers, these are deadlier and employ plasma technology instead of crude fragmentation devices to decimate foes.

Bright Lance

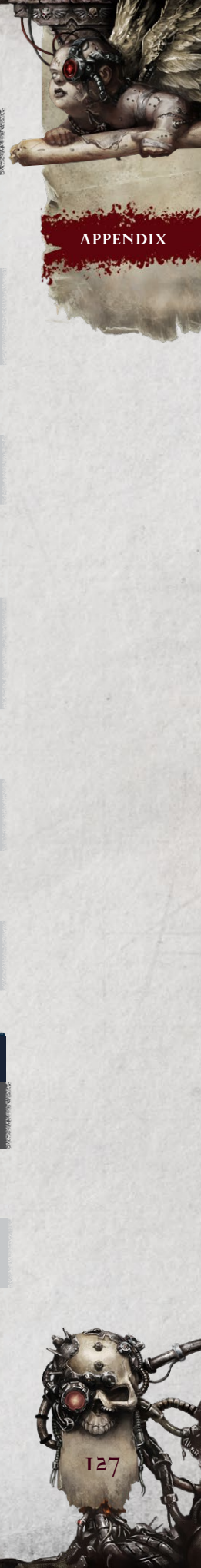
The Aeldari Bright Lance fires a hyperfocussed beam of coherent light through psychically grown crystals. The beam is efficient and intensely powerful, able to penetrate even the thickest armour with pinpoint accuracy.

D-Scythe

Distortion Scythes sever the link between soul and mortal body, banishing an enemy's very essence to the Warp. The Aeldari view the use of such abhorrent weapons as taboo but are frequently forced to deploy them against the horrors that threaten their existence.

Doomweaver

An esoteric weapon designed to decimate ground forces, the Doomweaver fires a strangling web of razor-sharp monofilament thread that shreds through flesh and metal with ease.



AELDARI WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Aeldari Missile Launcher (Sunburst)	12	6	-3	24	48	72	-	Heavy (4)	6	Rare	AELDARI, ASURYANI, PLASMA
Aeldari Missile Launcher (Starshot)	16	8	-5	24	48	72	-	Heavy (4)	8	Rare	AELDARI, ASURYANI
Bright Lance	16	2	-4	18	36	54	1	Heavy (12), Lance, Reliable	9	Rare	LAS, AELDARI, ASURYANI
D-Scythe	20	3	-4	4	8	12	1	Heavy (12), Warp Weapon	10	Very Rare	VORTEX, AELDARI, ASURYANI
Doom-weaver	16	3	-	24	48	72	-	Blast (15), Mounted (Huge), Rending (3)	10	Very Rare	AELDARI, ASURYANI
Heavy D-Scythe	24	3	-4	8	16	24	1	Flamer, Mounted (Large), Warp Weapon	14	Very Rare	AELDARI, ASURYANI
Pulse Laser	16	3	-3	24	48	72	3	Mounted (Huge), Rapid Fire (2)	9	Very Rare	LAS, AELDARI, ASURYANI
Scatter Laser	13	2	-	18	36	54	4	Mounted (Huge), Rapid Fire (3)	8	Rare	LAS, AELDARI, ASURYANI
Starcannon	14	3	-3	18	36	54	1	Rapid Fire (2), Mounted (Large)	9	Very Rare	PLASMA, AELDARI, ASURYANI
Shuriken Cannon	14	2	-	12	24	36	1	Mounted (Large), Rending (4)	10	Rare	SHURIKEN, AELDARI

PRISM CANNON

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Dispersed	14	2	-3	30	60	90	1	Blast (10), Mounted (Huge)	12	Very Rare	LAS, AELDARI, ASURYANI
Focussed	18	3	-4	30	60	90	1	Blast (5), Mounted (Huge)	12	Very Rare	AELDARI, ASURYANI
Lance	24	4	-5	30	60	90	1	Mounted (Huge)	12	Very Rare	AELDARI, ASURYANI

Prism Cannon

A marvel of Aeldari military technology, a Prism Cannon fires a powerful laser through a psychoactive crystal. The refractions amplify the power of the laser and, through esoteric rotations, can modify its range and destructive potential. Each time you fire a Prism Cannon, you may choose any of the options in the **Prism Cannon** table, on page 127.

Pulse Laser

Spewing a pulsating fusillade of impactful lasers, the Pulse Laser is a long-range, rapid-fire alternative to the Bright Lance.

Scatter Laser

A common anti-infantry weapon in Craftworld forces, the Scatter Laser fires salvos of laser energy that demonstrate the superiority of Aeldari technology to lesser species.

Shuriken Cannon

A larger version of the Shuriken Catapult, this weapon is found on many Aeldari vehicles, where it is deadly against infantry and light armour.

Starcannon

Perhaps the pinnacle of Aeldari plasma weaponry, a Starcannon combines tremendous damage with safety in usage, something current Imperial plasma devices cannot achieve.

AELDARI WARGEAR

The Wargear fitted onto Aeldari vehicles is as advanced and elegant as their weapons, often dazzling in its understated prowess.

Holo-Field

A Holo-Field does not negate firepower with sheer energy. Instead, it reflects the Aeldari approach of subtlety and misdirection, using distorting patterns to confound enemies so that aiming is almost impossible. **Effect:** Attacks made against this vehicle suffer a penalty of +3 DN. A Holo-Field can only be mounted on a Large or larger vehicle.

Value: 10

Rarity: Very Rare

Keywords: AELDARI, FLYER, TANK, RAIDER, TRANSPORT

Mindshock Pod

Considered a cruel but necessary weapon, the Mindshock Pod allows the Asuryani pilot of a Hemlock Wraithfighter to command the vengeful souls of those within the vehicle's Spirit Stones, assailing the minds of their enemies and painfully breaking their resolve.

Effect: The Pilot of a vehicle equipped with a Mindshock Pod can use the Pod as a Simple Action if the Pilot has the **PSYKER** and **ASURYANI** Keywords. All enemies within 24 metres must make a **DN 3 Resolve Test**. If they fail, they suffer a Mortal Wound.

Value: 12

Rarity: Very Rare

Keywords: ASURYANI, FLYER

Power Field

This device protects a vehicle with a nearly impervious field of energy, an uncommon approach for the Aeldari but still effective enough to turn aside Lascannons and other powerful weaponry.

Effect: This vehicle gains a bonus of +6 Resilience.

Value: 12

Rarity: Unique

Keywords: AELDARI, TANK

Vehicular Spirit Stone

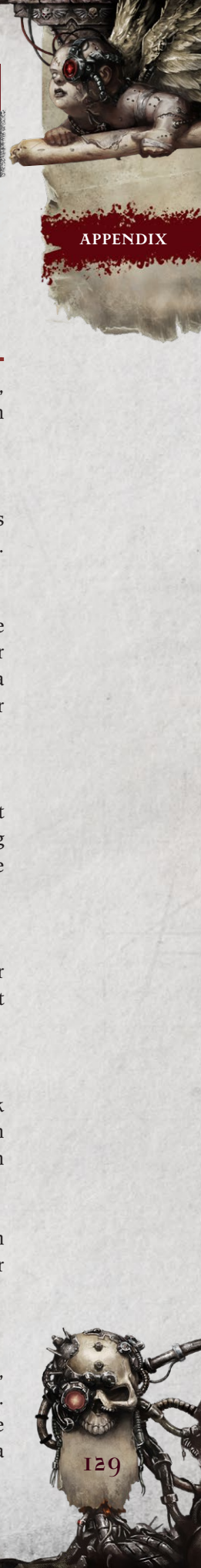
When mounted within a Hemlock Wraithfighter, these arcane stones aid in piloting the vehicle by allowing the essences of the Aeldari within each to act as co-pilots, offering whispered advice and even operating the vehicle's basic controls should the Pilot be stricken.

Effect: Occupants gain +1 bonus die to all Actions involving the vehicle. Additionally, no Actions taken by the occupants suffer a penalty greater than +3 DN. Should the occupants be killed, the vehicle will continue to act for 1d6 Turns. Should a roll be required, treat the spirits of the stone as having a 6 in any Skill appropriate to the operation of the vehicle.

Value: 10

Rarity: Unique

Keywords: AELDARI, FLYER, TANK, RAIDER, TRANSPORT



CHAOS WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Havoc Launcher	12	4	–	24	48	72	3	Blast (4), Mounted (Huge)	8	Very Rare	CHAOS, EXPLOSIVE

APPENDIX

CHAOS WEAPONS

Many of the vehicle weapons that Chaos Space Marines employ in the Long War are ones they used thousands of years ago, before they discovered the truth of the False Emperor. These warriors know they can trust their steadfast weapons to aid them in setting the galaxy ablaze.

Havoc Launcher

This ancient missile launcher weapon can only be found mounted on the equally ancient tanks of Chaos Space Marines. It fires barrages of munitions to prepare the way for assaults against hated foes.

CHAOS WARGEAR

All that is touched by Chaos is utterly befouled, and the Wargear of the Ruinous Powers is no exception.

Daemonic Machine Spirit

Foul echoes of the Omnissian Machine Spirit, these abominations are corrupted remnants of the proud entities of millennia ago. Some are actual daemonic spirits who possess a vehicle and urge it towards greater bloodshed and destruction.

Effect: The Daemon is gleefully helpful in combat but unforgiving of failure. Vehicle occupants gain +1 bonus die to operate the vehicle when engaged in combat. However, an occupant who rolls a Complication when operating the vehicle manages to offend the Daemon in some way — all attempts to operate the vehicle suffer a penalty of +1 DN until the occupant redeems himself.

Value: 8

Rarity: Unique

Keywords: CHAOS, FLYER, TANK, TRANSPORT, RAIDER

DRUKHARI WEAPONS

The Drukhari craft weapons to cause pain and suffering, finding a perverse pleasure and vile sustenance in tormenting their enemies.

Blaster

This short-ranged weapon cruelly dispatches enemies as Drukhari forces charge forward to claim new prizes.

Dark Lance

A twisted reflection of standard laser weapons, the Dark Lance fires a blasphemous stream of dark matter that abhors the Materium. This reacts on impact with a ghastly, unreal conflagration, reconstituting whatever substance it strikes in a violent inferno.

Disintegrator Cannon

Many plasma weapons replicate the fusion of a star, but Disintegrator Cannons go one step further, containing the harvested energies of a dying sun and directing the explosive particles in horrific plasmic beams.

Heat Lance

An unholy communion of reliable, rapid-fire laser weapons and searingly powerful Meltas, the Heat Lance is a nightmarish anti-armour weapon.

Phantasm Grenade Launcher

The Phantasm Grenade Launcher is a lightweight shock weapon that fires discs loaded with a nightmarish nerve agent that infects the mind of its target with insidiously twisted delusions.

Every individual caught in the blast of a Phantasm Grenade must succeed on a DN 3 Resolve Test or suffer a Mortal Wound.

Splinter Weapons

Spewing grotesque shards of crystallised neurotoxin, Splinter Weapons are the hallmark of the Drukhari. The minuscule splinters shred through flesh and leave behind a harrowing poison focused on causing pain, a horror the sadistic Drukhari relish.

DRUKHARI WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Blaster	16	6	-4	9	18	27	2	Heavy (6)	8	Very Rare	DRUKHARI
Dark Lance	16	2	-4	18	36	54	1	Heavy (10), Lance	9	Very Rare	DARKLIGHT, DRUKHARI
Disintegrator Cannon	12	3	-3	12	24	36	2	Mounted (Huge)	9	Very Rare	PLASMA, DRUKHARI
Heat Lance	17	5	-4	9	18	27	2	Lance, Mounted (Huge), Reliable	12	Very Rare	DRUKHARI
Phantasm Grenade Launcher	-	-	-	9	18	27	1	Blast (10), Heavy (6)	10	Very Rare	DRUKHARI, EXPLOSIVE, POISON
Splinter Cannon	8	2	-1	18	36	54	1	Mounted (Large), Inflict (Poisoned 6)	8	Uncommon	DRUKHARI
Splinter Pods	8	2	-	9	18	27	3	Agonising, Assault, Inflict (Poisoned 4), Mounted (Medium)	7	Rare	POISON, DRUKHARI
Splinter Rifle	7	1	-	12	24	36	2	Inflict (Poisoned), Rapid Fire (2)	7	Uncommon	POISON, DRUKHARI

DRUKHARI WARGEAR

Like their weapons, the Wargear of the Drukhari is designed primarily to inflict the maximum amount of pain and suffering on their prey.

Bladevanes

The vicious design of Drukhari vehicles is threatening in both form and function. Bladevanes are fierce edged weapons mounted to the hulls of Drukhari vehicles, capitalising on their murderous speed to slice through enemies as they pass.

Effect: During their Movement, vehicles equipped with Bladevanes automatically inflict damage on anyone within range, using the profile below.

Value: 4

Rarity: Uncommon

Keywords: DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT

Chain Snare

Each of these vicious assortments of hooks, barbed chains, and other implements of cruelty allow a vehicle to inflict bladed pain upon anyone they pass over.

Effect: When Ramming infantry, Chain Snares grant +2 bonus dice. Additionally, anyone hit by this attempt must succeed on a **DN 3 Athletics Test** or become ensnared. The target becomes *Restrained*, and they must succeed on a **DN 5 Athletics Test** to wriggle free. Once freed, the target may jump free or clamber aboard the vehicle, as they wish. While *Restrained* in a moving vehicle, the target is brought along for the ride, suffering a damage 7 hit each Turn — potentially more if the vehicle is crossing particularly dangerous terrain.

Value: 4

Rarity: Common

Keywords: DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT

BLADEVANES											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Bladevanes	8	4	1		2		-	Mounted (Medium)	4	Uncommon	BLADE, DRUKHARI



Cluster Caltrops

Using a variety of techniques, from proximity-sensor detonations to primitive metal spikes, these items are usually scattered along likely lines of enemy retreat to inflict additional damage on terrified prey.

Effect: Crew may deploy Caltrops as a Free Action, covering an area 10 metres in diameter, or they may deploy Caltrops while the vehicle is moving, creating a line 4 metres wide by 20 metres long. Infantry moving through the Caltrops must succeed on a **DN 3 Athletics Test** or suffer 1 Wound for each metre of Caltrops they were attempting to cross.

Value: 4 **Rarity:** Common

Keywords: **DRUKHARI**

Grav-Talon

This wicked device uses gravity pressure waves to smash into any unfortunate enough to be in the path of the vehicle, leaving them exposed for the kill.

Effect: During their Movement, vehicles equipped with a Grav-Talon automatically inflict damage on anyone within range, using the profile below.

Value: 8 **Rarity:** Rare

Keywords: **DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT**

Grisly Trophies

Grisly Trophies adorn most of the raiding vehicles of their species. These trophies are more than a badge of honour, as the Drukhari use them to strike a delectable fear into the hearts of their enemies in an attempt to scatter their ranks.

Effect: Grisly Trophies have an additional Keyword that determines what kind of trophies they are; for example, if a set of Grisly Trophies had the **ORK** Keyword, it could be a collection of mutilated Ork skulls, whilst a set of Grisly Trophies with the **IMPERIUM** Keyword might be a set of skewered human tongues.

Whenever an individual with the same Keyword as your Grisly Trophies is within 100 metres of you, they must make a **DN 4 Willpower Test** or gain the *Fear* Condition. In addition, the DN of any Resolve Tests they make increases by +2.

Value: 3 **Rarity:** Common

Keywords: **DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT**

Night Shield

Weaving an unnatural tapestry of sinister shifting shadows, the Night Shield replicates the horrific darkness of Commorragh, making the equipped vehicle very difficult to target.

Effect: Vehicles equipped with a Night Shield always count as being in total darkness (+4 DN to Ballistic Skill And Awareness Tests, +3 DN to Melee attacks — see **Wrath and Glory Rulebook**, page 191) when attacked.

Value: 8 **Rarity:** Rare

Keywords: **DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT**

Shock Prow

Drukhari vehicles are often used to overrun warriors on foot. Some are equipped with a Shock Prow to electrocute those hit by the vehicle's sharp front edges.

Effect: When Ramming, a vehicle with a Shock Prow adds +4 ED to the damage roll against the target, and that damage is treated as Agonising if the target is a living creature. Additionally, you can add +2 bonus dice to any Pilot (A) Tests to push through obstructing terrain.

Value: 6 **Rarity:** Uncommon

Keywords: **DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT**

Splinter Racks

Viciously well engineered to improve the fire rate of fearsome Drukhari weaponry, Splinter Racks speed the process of emptying a magazine into the enemy and ensure a fresh, fully loaded weapon is always available.

Effect: Splinter Racks can be installed on a vehicle that has mounted ranged weapons with the Rapid Fire Trait. The Splinter Racks change the Rapid Fire Trait as follows:

If you hit with a Rapid Fire weapon at Short or Medium Range, you gain Extra Damage Dice equal to the weapon's Rapid Fire rating.

Value: 4 **Rarity:** Uncommon

Keywords: **DRUKHARI, FLYER, TANK, RAIDER, TRANSPORT**

GRAV-TALON

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Grav-Talon	10	5	1		3		—	Mounted (Medium)	6	Rare	DRUKHARI



NECRON WEAPONS

The Necrons' living metal legions emerge from their millennia-old tombs clad in ancient and inscrutable technology, more advanced and terrifyingly deadly than even the esoteric mechanisms of the Aeldari. Barely understood but undeniably effective, Necron weapons are incomparable to other technology.

Death Ray

This devastating weapon can tear apart even the thickest armour with beams of cracking energy. Little is left other than the cries of horror from witnesses, few of whom are left especially when the even more powerful Heavy Death Ray is used.

Doomsday Cannon

No matter how strong their primitive armour, the younger Species of the galaxy evaporate before the calamitous might of a Doomsday Cannon's fearsome beams of plasma. The cataclysmic power needed to fire a Doomsday Cannon at full strength, though, requires an unholy amount of energy, drawing on even the engines and shields of its vehicle.

If the vehicle this weapon is mounted on moves, it can only fire the Low Power profile below. If the vehicle does not move in any way, it can fire at High Power.

Gauss Weapons

Meeting death through molecular disassembly, those struck by the sickly green beams of Gauss weapons are deconstructed atom by atom until they are erased from existence. Xenotechnologists speculate that the energy fields fired by Gauss weapons pull subatomic particles away from their target, slowly stripping them of their constituent parts, though none claim a true or complete understanding of their ancient mechanisms.

Heat Ray

Utilising submolecular fusion technology similar to that of Melta weapons, the Necron Heat Ray fires superheated plasma with an adjustable beam. When focused, the Heat Ray is a horrifying midrange anti-armour weapon that reduces armour to molten slush with a vicious blast. When dispersed, the Heat Ray unleashes a whirling cloud of blistering plasma that can scorch multiple enemies in close range.

Particle Weapons

A testament to the Necron mastery of science, particle weapons fire a thin stream of antimatter at its target. These violently explode on impact with normal matter, obliterating infantry and other lightly armoured units

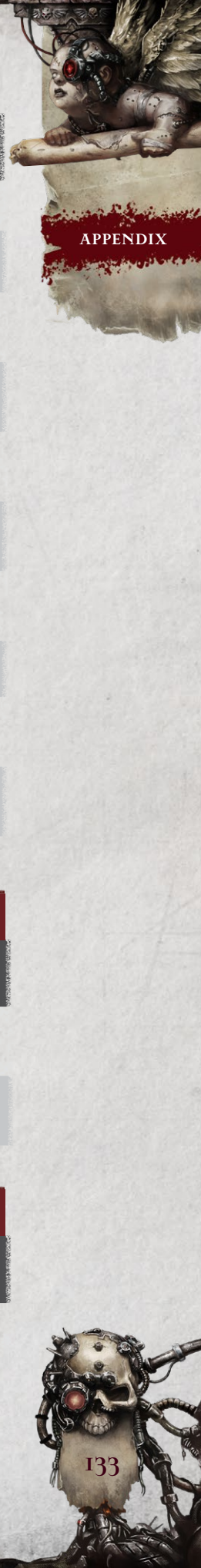
Stalker's Forelimbs

The gargantuan spiderlike legs of an ancient Triarch Stalker are composed of the living metal Necrodermis, sharpened to intense edges that can eviscerate close-range targets with unfeeling efficiency.

Tesla Weapons

Tesla weapons unleash hectic arcs of living lightning that seem to feed and flourish on the destruction they cause. The mechanism through which these weapons produce lightning is unknown and the behaviour of their caustic arcs is unpredictable, but the results are certain — death and destruction of both mortal life and mechanical systems.

DOOMSDAY CANNON											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
High Power	20	2	−5	36	72	108	1	Reliable, Mounted (Gargantuan)	22	Very Rare	NECRON
Low Power	16	2	−2	18	36	54	1	Reliable, Mounted (Gargantuan)	22	Very Rare	NECRON



NECRON WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Gauss Blaster	13	1	-2	15	30	45	2	Rapid Fire (2)	6	Rare	GAUSS, NECRON
Gauss Cannon	14	3	-3	12	24	36	1	Mounted (Large)	8	Very Rare	GAUSS, NECRON
Gauss Flayer Array	10	1	-1	12	24	36	8	Mounted (Huge), Rapid Fire (8)	20	Very Rare	GAUSS, NECRON
Heavy Gauss Cannon	16	4	-3	15	30	45	1	Mounted (Large)	14	Very Rare	GAUSS, NECRON
Heavy Death Ray	22	1	-4	18	36	54	1	Mounted (Huge)	12	Unique	NECRON
Particle Beamer	12	1	-	9	18	27	1	Mounted (Large), Reliable	9	Rare	PARTICLE, NECRON
Particle Shredder	15	1	-1	12	24	36	1	Mounted (Huge), Reliable	11	Very Rare	PARTICLE, NECRON
Tesla Carbine	13	2	-	12	24	36	1	Arc (2), Brutal	7	Rare	TESLA, NECRON
Tesla Cannon	14	2	-	12	24	36	1	Arc (4), Brutal, Mounted (Huge)	8	Very Rare	TESLA, NECRON
Tesla Destructor	16	2	-	12	24	36	1	Arc (4), Brutal, Mounted (Huge)	9	Very Rare	TESLA, NECRON

HEAT RAY

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Dispersed	12	2	-1	6	12	18	1	Flamer, Mounted (Huge)	9	Very Rare	NECRON
Focussed	16	2	-4	12	24	36	1	Melta, Mounted (Huge)	9	Very Rare	NECRON

STALKER'S FORELIMBS

NAME	DAMAGE	ED	AP	RANGE			TRAITS	VALUE	RARITY	KEYWORDS
Stalker's Forelimbs	15	3	-2	2 metres			Mounted (Huge)	11	Very Rare	NECRON

NECRON WARGEAR

The technologies that the Necrons use in their weapons are beyond the reach, yet alone understanding, of lesser Species such as Humanity. The science behind the Wargear used on Necron vehicles, though, is even more advanced and heretical in the bionic eyes of the Magi of the Adeptus Mechanicus. Except, of course, to those who would claim it for themselves and embrace the mantle of *Heretek*.

Living Metal

Necron vehicles are made from the same living metal that comprises all Necron technology, making such constructs extremely difficult to destroy, as sophisticated nanomachines constantly knit damaged hulls back together.

Effect: Unless it is destroyed, a vehicle with the **NECRON** Keyword removes 1 Wound from itself at the beginning of each Round.

Value: 3

Rarity: Uncommon

Keywords: **NECRON, FLYER, TRANSPORT, RAIDER, TANK, AIRCRAFT**



Nebuloscope

An occult alien aiming device, the Nebuloscope allows a Necron Pilot to track their mortal prey through multiple unidentified spectra. The few xenotechnologists who have recovered these rare alien devices have suffered multiple mental injuries in the course of their studies.

Effect: Whenever you fire a Mounted weapon from a vehicle equipped with a Nebuloscope, you may ignore any bonuses to the target's Defence that they receive from cover or environmental conditions such as smoke or darkness. Can only be installed on a Tomb Blade.

Value: 6

Rarity: Rare

Keywords: **NECRON, RAIDER**

Quantum Shielding

Seeming to bend reality to the resolute will of the Necrons, the complex energy fields that Quantum Shielding provides phase into existence only in the millisecond they are needed, reflecting the primitive projectiles of other Species. If a vehicle's Quantum Shielding is somehow penetrated by a crude enemy weapon, it is dispersed and must recharge over a period of inactivity.

Effect: A Necron vehicle with Quantum Shielding gains +3 bonus Defence. If a vehicle with Quantum Shielding takes damage, it loses the +3 bonus Defence for the duration of the combat. The bonus Defence is regained when the equipped vehicle has been out of combat for 1 hour.

Value: 6

Rarity: Rare

Keywords: **NECRON, FLYER, TANK, TRANSPORT, RAIDER**

Shadowloom

Capable of cloaking a vehicle in a field of artificial darkness, the small scarab-sized generator that forms a Shadowloom is the first threatening example of Necron stealth technology.

Effect: Cloaks a Tomb Blade in darkness, raising its Defence by +3. Can only be installed on a Tomb Blade.

Value: 6

Rarity: Very Rare

Keywords: **NECRON, RAIDER**

Shield Vanes

Appearing as broad blades mounted on armour plating, these strange additions to a Tomb Blade reinforce its Necrodermis and project a barely visible energy shield.

Effect: Raises the Resilience of a Tomb Blade by +4. Can only be installed on a Tomb Blade.

Value: 4

Rarity: Very Rare

Keywords: **NECRON, RAIDER**

ORK WEAPONS

None can deny the devastating results of an Ork weapon, as their passion for krumpin' their enemies is widely known — and feared — across the galaxy.

Burna Exhaust

Using a vehicle's own flaming fumes, Orks can incinerate their enemies (or anyone who happens to be nearby) with frightening ease.

Dakkagun

This weapon is short ranged, but given the speed of an Ork Warbike, there is still very little it cannot reach. Many targets can barely react to being struck by Dakkagun shells before they are struck by the bike.

Grabbin' Klaw

This huge, mechanical arm gives an Ork aboard a vehicle the opportunity to reach a nearby opponent (or an opponent's vehicle) and crush them with tremendous force.

Killkannon

As with all Ork technology, the functional mechanics of the Killkannon are bewildering, but its ability to belch forth large swathes of explosive, indiscriminate destruction cannot be denied.

Kopta Rokkits

A Deffkopta's primary weapons, these explosive-tipped rockets are deployed in a barrage that can destroy many other aircraft and ground targets. Their short range ensures the Pilot doesn't miss the carnage.

Kustom Mega-Blasta

While each of these energy weapons is indeed unique, all can vaporise even the most heavily armoured of targets.

Kustom Shokk Rifle

Utilising technologies so strange and violent that they could only be conceived by Ork Meks, the Kustom Shokk Rifle opens a microscopic Warp rift inside its target, consuming them from the inside out.

Lobba

This weapon hurls whatever is available and explosive in the vague direction of enemies. The 'Eavy Lobba is better, of course, as it can send even larger payloads with even bigger explosions.

Mek Speshul

The pride of the Orks who control (barely) their Snazzwagons, a Mek Speshul is a huge Gatling gun that sends lethal bullets just ahead of the racing vehicle. Little is left for the Snazzwagon to run over, as the gun cuts through almost anything in the way.

Rivet Kannon

The Rivet Kannon blasts massive metal spikes. The penetrating power of these superheated rivets makes it effective as a weapon, and its poor accuracy over range is compensated for by an unwieldy rate of fire.

Rokkit Kannon

As this simple Kannon is designed to fire primitive incendiary Rokkits as fast as possible, Rokkit Kannon operators fill the battlefield with explosives rather than worrying about accuracy.

Savage Horns and Hooves

The ferocious tramplasquig used to pull each Kill Rig is a dangerous weapon itself, and few can withstand its natural weaponry.

Saw Blades

A particularly violent weapon, Saw Blades bifurcate enemies with showers of blood and roars of Orkish approval.

Skorcha Missile Rack

A favoured weapon of many Ork Pilots, these missiles allow them to bring the fire of Skorchas directly to everyone below them, whether or not they are in cover.

Smasha Gun

Utilising complex Lifta-droppa technology, the Smasha Gun captures its target in a deadly traktor field, heaving them into the air before smashing them into the ground with crushing force.

Spinnin' Blades

These large slabs of scrap metal are used to help keep a Deffkopta airborne. Like most Ork technology, though, they also double as brutal weapons, which in this case can tear apart anything nearby.

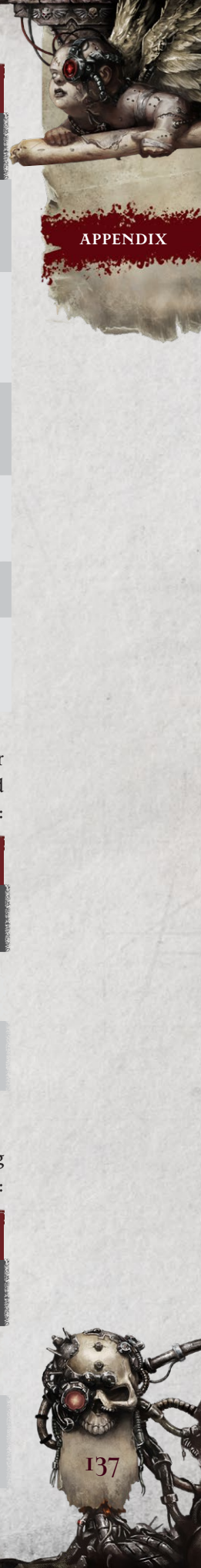
Stikka Kannon

A more powerful version of the basic Stikka designed to harpoon prey, this gun fires a rocket-propelled spear that can bring down monstrous creatures and even other vehicles.

APPENDIX

ORK WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Burna Exhaust	6	4	–	6	12	18	3	Flamer, Mounted (Large)	8	Rare	ORK
Dakkagun	12	2	–	9	18	27	3	Mounted (Large), Rapid Fire (2), WAAAGH!	8	Rare	ORK
'Eavy Lobba	8	8	–1	24	48	72	1	Blast (6), Mounted (Huge)	9	Rare	EXPLOSIVE, ORK
Killkannon	13	5	–2	12	24	36	–	Blast (6), Mounted (Huge)	9	Rare	EXPLOSIVE, ORK
Kopta Rokkits	14	4	–2	12	24	36	–	Blast (8), Mounted (Large)	8	Uncommon	EXPLOSIVE, ORK
Kustom Mega-Blasta	5	1d6	–3	12	24	36	1	Blast (4), Mounted (Large), WAAAGH!	11	Rare	ORK
Kustom Shokk Rifle	13	5	–3	12	24	36	2	Arc (3), Mounted (Large), Supercharge	9	Very Rare	ORK
Lobba	4	2	–	24	48	72	–	Blast (8), Mounted (Huge)	7	Common	EXPLOSIVE, ORK
Mek Speshul	12	4	–2	12	24	36	3	Kustom, Mounted (Large), Rapid Fire (3), WAAAGH!	10	Very Rare	PROJECTILE, ORK
Rivet Kannon	15	1	–2	18	36	54	3	Brutal, Mounted (Huge), Rapid Fire (3), Unwieldy (3)	10	Very Rare	PROJECTILE, ORK
Rokkit Kannon	16	2	–2	12	24	36	–	Blast (8), Mounted (Large)	10	Very Rare	EXPLOSIVE, ORK
Skorcha Missile Rack	1	3	–2	18	36	54	–	Blast (6), Mounted (Huge)	7	Rare	EXPLOSIVE, FIRE, ORK
Smasha Gun	13	1	–4	24	48	72	1	Brutal, Mounted (Huge), WAAAGH!	9	Very Rare	PROJECTILE, ORK
Stikka Kannon	12	2	–2	8	12	16	–	Brutal, Mounted (Huge)	8	Very Rare	PROJECTILE, ORK
Stikkbomb Flinga	9	5	–	6	12	18	1	Blast (6), Mounted (Large)	4	Uncommon	EXPLOSIVE, ORK



ORK WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Supa-Shoota	14	2	-1	18	36	54	4	Mounted (Gargantuan), Rapid Fire (2), WAAAGH!	8	Uncommon	PROJECTILE, ORK
Tellyport Mega-Blasta	16	4	-2	12	24	36	1	Brutal, Mounted (Large), Supercharge, Warp Weapon	9	Very Rare	WARP, ORK
Wazbom Mega-Kannon	16	4	-3	18	36	54	-	Blast (10), Brutal, Mounted (Gargantuan)	8	Rare	EXPLOSIVE, ORK
Wing Missile	14	2	-2	12	24	36	4	Blast (2), Mounted (Gargantuan)	10	Rare	PROJECTILE, ORK
Wurrtower	7	3	-3	12	24	36	1	Mounted (Huge)	8	Unique	WARP, ORK
Zzap! Gun	3d6	2	-3	18	36	54	1	Brutal, Mounted (Large), Unwieldy (4)	8	Very Rare	ORK

Kannon

The primary weapon on many large Ork vehicles, the Kannon represents a simple approach to the Ork desire for causing maximum destruction. Without telleportas or other Mekboy frills, it is also easier for a Warboss to afford adding to their favourite Battlewagon. Whenever you fire a Kannon, you can choose either of the following profiles:

KANNON

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Frag	9	5	-	18	36	54	1	Blast (6), Mounted (Huge)	8	Uncommon	EXPLOSIVE, ORK
Shell	13	5	-2	18	36	54	1	Brutal, Mounted (Huge)	8	Uncommon	EXPLOSIVE, ORK

Killa Jet

The unstable jet engine of a Deffkilla Wartrike belches such intense flames they are used as weapons, something that pleases their Pilots to no end. Whenever you use the Killa Jet, you can choose either of the following profiles:

KILLA JET

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Burna	12	2	-1	4	8	12	-	Flamer, Mounted (Large)	8	Rare	FIRE, ORK
Cutta	16	5	-2	18	36	54	-	Mounted (Large), Rapid Fire (4), Rending (2)	8	Rare	FIRE, ORK

Heavy Squig Launcha

A larger version of the primitive weapon that propels murderous Orkoids known as Squigs wherever an Ork sees fit. Whenever you fire a Heavy Squig Launcha, you can fire a Bile, Bitey, or Boom Squig.

HEAVY SQUIG LAUNCHA											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Heavy Squig Launcha	As Squig			18	36	54	–	Heavy (4)	6	Uncommon	ORK, SQUIG
Bile Squig	10	3	–	Speed 5			–	Blast (8), Inflict (Poisoned 2)	2	Uncommon	ORK, SQUIG
Bitey Squig	12	2	3	Speed 5			–	Brutal	2	Uncommon	ORK, SQUIG
Boom Squig	14	4	1	Speed 5			–	Blast 4	8	Uncommon	ORK, SQUIG

Squig Launcher ammunition is a living, conscious being. Its effect on the battlefield has been simplified to that of a projectile, but if you wish to run a squiggly beast as a combatant, you can use the following profile.

SQUIG						
Keywords: ORK , SQUIG						
S	T	A	I	WIL	INT	FEL
2	2	1	2	1	1	1
Resilience						
3						
Defence		Wounds		Shock		
1		4		2		
SKILLS: Default 2, Athletics 4, Weapon Skill 4						
ABILITIES						
ACTION:						
Depending on the type of Squig launched, you may use one of the three Actions:						
Bitey Squig Bite: 10 +2 ED / AP -3 / Melee Range / Brutal						
Bile Squig Vomit: 10 +3 ED / Range 8 / Flamer, Inflict (<i>Poison 2</i>)						
Boom Squig Explosion: 14 +4 ED / AP -1 / Blast 4 / Using this Action kills the Squig.						
DETERMINATION:						
Spend 1 Ruin to roll 2d6.						
Conviction		Resolve		Speed		Size
1		1		5		Sml

Stikkbomb Flinga

Housing multiple Stikkbombs and a simple mechanism to throw them, the Stikkbomb Flinga is an inaccurate and sporadic way to fill the air with loud explosions.

Supa-Shoota

Orks forever seek to build the largest, loudest, and most damaging Shoota. The massive Supa-Shooter is normally mounted on a large aircraft, much to the delight of Flyboyz.

Tellyport Mega-Blasta

Another example of the innate Ork insight into teleport technology (and the joy of spectacular destruction), this device can grab nearby enemies and spread their atoms across the sky or use opposing beams to tear them apart.

Wazbom Mega-Kannon

Outsized Kannons mounted to Wazbom Blastajets, these colossal slugthrowers rain a calamitous cacophony of explosives.

Wing Missile

There is little 'wing' for each of these missiles to be mounted on, given most Scrapjets are damaged aircraft that now race along the ground instead of in the sky. This doesn't lessen their power, especially against other vehicles.

ORK VEHICLE MELEE WEAPONS

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Grabbin' Klaw	14	5	-3	5 metres	Brutal, Mounted (Large), WAAAGH!	5	Uncommon	ORK
Savage Horns and Hooves	13	3	-2	1 metre	Brutal	12	Very Rare	ORK
Saw Blades	12	2	-2	2 metres	Mounted (Huge), Rending (3)	10	Uncommon	ORK
Spinnin' Blades	10	3	-4	3 metres	Mounted (Large), Rending (3)	12	Very Rare	ORK
Wreckin' Ball	10	5	-1	5 metres	Brutal, Mounted (Large), Unwieldy (4)	5	Uncommon	ORK

APPENDIX

Wreckin' Ball

Few things exemplify the Orky love of random violence as much as a Wreckin' Ball. It might hit an enemy, it might hit the Ork vehicle, it might even hit the operator. So long as it hits something, though, all Orks aboard are thrilled.

Wurrtower

Weirdboyz often ride into battle in this throne-like arrangement high atop a vehicle, where they can detect the best enemies to attack with their frequently uncontrolled psychic powers. This puts them a distance away from the other Orks aboard, for which the other (often worried) Orks are grateful.

If the character firing this weapon makes a successful **DN 5 Psychic Mastery Test**, this weapon gains the Flamer Trait for the purposes of the attack.

Zzap! Gun

A Zzap! Gun fires a potent beam of energy and can be the most powerful weapon in a Warboss's arsenal. It can also be a dud that barely tickles, for every time it is used, there is no way of knowing its effectiveness. For Orks, this is part of the fun, of course.



ORK WARGEAR

To the outside observer, Ork Wargear would appear to be a collection of random scrap that, worryingly, appears to work despite numerous very obvious technical issues. Orks view things differently, in that they do not find this worrying at all.

Fuel-Mixa Grot

Fuel-Mixa Grots watch over the various liquids used to power a vehicle and seem to delight in speed as much as the Ork drivers. They do not occupy Crew or Passenger slots.

Effect: An Ork vehicle with a Fuel-Mixa Grot gains the Turbo Boost (2) Trait. If the vehicle already had the Turbo Boost (X) Trait, the (X) increases by +2.

Value: 4

Rarity: Uncommon

Keywords: **ORK**, **FLYER**, **TRANSPORT**, **RAIDER**

Grot Gunner

Grot Gunners 'help' with larger weapons, sometimes in a surprisingly effective manner. Those who aren't effective, of course, might become ammunition themselves (or lunch).

Effect: When purchased, each Grot Gunner is assigned to one weapon (but does not occupy a Crew or Passenger slot). When firing that weapon, you may reroll any result of 1.

Value: 4

Rarity: Uncommon

Keywords: **ORK**, **FLYER**, **TRANSPORT**, **RAIDER**

Grot Riggers

A mob of Grot Riggers occupies 1 Crew or Passenger slot in a vehicle but cannot act except to take the Emergency Repair Action once per Turn. No self-respecting Ork would allow Gretchin to do anything less menial to their ride. The Riggers collectively have a dice pool of 4 for any Tests related to their repairs.

Effect: Should the Riggers fail an Emergency Repair Action, as long as there is at least one Ork alive on the vehicle, they may be 'encouraged' to try a little harder. This turns the failed Test into a success but reduces the number of Riggers, and their effective dice pool for future Actions, by 1. Once the vehicle has returned to an Ork settlement, the number of Grot Riggers returns to 4. After all, there are always more Grots.

Value: 4

Rarity: Common

Keywords: **ORK**, **FLYER**, **TRANSPORT**, **RAIDER**

'Ard Case

Scavenged scrap metal hammered into shape and bolted haphazardly to a vehicle, an 'Ard Case ensures an Ork can go fast and fire a lot of dakka from their vehicle without getting shot quite as much.

Effect: An 'Ard Case increases the Resilience of a vehicle by +2. If the vehicle has the Open Topped Trait, the Open Topped Trait is replaced by the Sealed Trait.

Value: 4

Rarity: Common

Keywords: **ORK**, **FLYER**, **TRANSPORT**, **RAIDER**

Blastajet Force Field

A Kustom Force Field further Kustomized to cover an aircraft and any similar craft nearby, the Blastajet Force Field is one of the few defensive armaments afforded to a Blastajet beyond its ramshackle scrap construction.

Effect: A Blastajet Force Field can only be installed on a vehicle with the **ORK** and **AIRCRAFT** Keywords.

Vehicles with the **ORK** and **AIRCRAFT** Keywords within 10 metres of a vehicle with a Blastajet Force Field (including the mounting vehicle) gain +3* Resilience.

Value: 7

Rarity: Very Rare

Keywords: **FORCE FIELD**, **ORK**, **FLYER**





Deff Rolla

A crude, spiked cylinder of steel staked to the front of an Ork vehicle, a Deff Rolla can crush infantry and other vehicles in a typically brutal display of Orky violence.

Effect: When Ramming, a vehicle with a Deff Rolla adds +4 ED to the damage roll against the target. Additionally, you can add +4 bonus dice to any **Pilot (A) Tests** to push through obstructing terrain.

Value: 7

Rarity: Uncommon

Keywords: **ORK**, **TRANSPORT**, **TANK**, **[ANY]**

Nose Drill

A Megatrakk Scrapjet is little more than an aircraft engine with a driver's seat, wheels, and some firepower strapped to it and a whirling, serrated metal drill at its front. Powered by the ludicrously massive engine, a Nose Drill whirls with catastrophic speed and can churn through metal with ease.

Effect: When Ramming, a vehicle with a Nose Drill adds +6 ED to the damage roll against the target, and the Ramming damage is treated as having AP -2. Additionally, you can add +6 bonus dice to any **Pilot (A) Tests** to push through obstructing terrain.

Value: 7

Rarity: Rare

Keywords: **ORK**, **FLYER**, **TRANSPORT**, **RAIDER**

Squig Mine

A strange subspecies of Squig seemingly evolved to reach death as quickly and explosively as possible, Squig Mines are placed by particularly cunning Orks to burst in a horrific paroxysm of gas and bile on its unlucky victims.

Effect: A Squig Mine can be set using a Combat Action and instructed to explode when it encounters a simple trigger, such as someone stepping on it, a bright light, or an Astra Militarum Trooper firing a Lasgun nearby.

When triggered, the Squig Mine explodes using the profile below.

SQUIG MINE			
DAMAGE	ED	AP	TRAITS
8	8	-2	Blast (10), Inflict (<i>Poisoned</i>)

The Squig Mine may also explode for another reason, as determined by the GM or as the result of a Complication.

Value: 5

Rarity: Uncommon

Keywords: **SQUIG**, **ORK**, **EXPLOSIVE**

ORK BOMBS

If an aircraft is equipped with a bomb, a member of the Crew can drop it on enemies directly below it as a Combat Action.

Big Bomb

Taking the classic Orky adage of 'bigger is better', the Big Bomb is a massive, unwieldy explosive.

Boom Bombs

Brutal, basic, and (most importantly) very loud, Boom Bombs are deployed to destroy armoured foes or vehicles, or just to create a cacophony of joyous Orky carnage.

Burna Bombs

An anti-infantry variant of the Boom Bomb, the Burna Bomb bursts in a paroxysm of poorly created promethium to effect a blazing explosion.

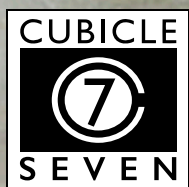
ORK BOMBS

NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Big Bomb	14	10	-			-		Blast (30)	10	Very Rare	EXPLOSIVE , ORK
Boom Bomb	10	1	-1			-		Blast (20)	5	Uncommon	EXPLOSIVE , ORK
Burna Bomb	13	1	-2			-		Blast (20)	5	Uncommon	EXPLOSIVE , ORK





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