IMPERIAL ARMOUR™

VOLUME TWO - SECOND EDITION

WAR MACHINES OF THE ADEPTUS ASTARTES

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Forge World®

WARHAMMER® 40,000

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Introduction

Welcome, battle-brother, to *Imperial Armour Volume Two – Second Edition*.

At the time of writing, the first edition of this mighty tome has been around for almost a decade and in that time has done sterling service to collectors of Space Marine armies, as well as those with an interest in fielding the war machines of the Inquisition and the Sisters of Battle. Nothing stays the same however, and in those ten years or so several editions of *Codex: Space Marines*, as well as the game of Warhammer 40,000 itself, have come along. In addition, Forge World has added many and varied engines of war to the arsenals of the Adeptus Astartes, not least those introduced in the Horus Heresy series. Clearly, it was time to revisit *Imperial Armour Volume Two*, to rewrite that venerable book and to put the war machines of the Space Marines right back where they belong – leading the charge against the numerous enemies of Mankind.

This book has been completely revised in line with the current edition of *Codex: Space Marines* and takes into account the numerous developments introduced in recent editions of the Warhammer 40,000 game. But that's just the beginning. Every single entry has been updated – new background detail has been added, previously unknown facets of lore uncovered and, of course, the rules for each vehicle have been revised. As if that weren't enough, many of the vehicles introduced by Forge World in recent years have been integrated, making this a substantially more detailed tome.

The aim of producing this second edition of *Imperial Armour Volume Two* has been to make it a one-stop resource for fielding the mighty war engines of the Adeptus Astartes on the battlefields of the 41st Millennium. If you've ever looked in awe at some of the incredible vehicles first featured in the Horus Heresy series and imagined how they might perform in your Warhammer 40,000 army, in many cases it is now possible to find out. We haven't provided rules for every single one of those iconic war machines of the Great Crusade and the Horus Heresy, for many of the technological wonders of that distant age are lost to the 41st Millennium. Those that remain might have been numerous at the height of the Great Crusade, but they are impossibly ancient, venerated relics at the close of the Age of the Imperium. Such vehicles are a reminder of former glories (and ignominies) to the Adeptus Astartes, and so we've included a set of optional rules you can use to mark your war machines as veterans of the legendary battles of the Horus Heresy.

As ever, this update has been made possible by the continued feedback provided by dedicated hobbyists the world over. It also draws heavily on previous Space Marines Codexes, whose ongoing development as part of the Warhammer 40,000 setting provides continuous inspiration to all. Furthermore, a staggering amount of work has been undertaken by the numerous writers and editors who have contributed to Black Library's Space Marines and Horus Heresy novels, allowing us to explore countless new elements of the setting we all thought we knew so well.

Ultimately, of course, none of this would be possible without the work of the Forge World designers, who make the amazing models this book describes. To them, and everyone else who has contributed to the ongoing success of the Imperial Armour series, we offer our heartfelt thanks.

The Forge World Team

DOMAINS OF THE ADEPTUS ASTARTES

Segmentum Tempestus Proximal 998.M41

"By this order, at this hour, upon this day, the High Lords of the Senatorum Imperialis, having conferred in Grace, issue this order-in-council: those Chapters of the Adeptus Astartes here indicated are to be honoured to the highest degree. Their names shall be entered into the Annals of Glory, there to remain, the ink never to fade, until such time as Terra's sun grows dim and the Age of Man is passed. Their deeds shall be recalled and recounted so long as Mankind endures. Let this be known from the Macharian Marches to the Eastern Fringe."

"Imperius Dominatus, Astartes Invictus, Gloria Mortum."

LEGEND

- *Raven Guard*
- *White Scars*
- *Star Phantoms*
- *Salamanders*
- *Crimson Fists*
- *Red Scorpions*
- *Executioners*
- *Subjugators*
- *Fire Angels*
- *Skull Bearers*
- *Avenging Sons*
- *Mortifactors*
- *Red Talons*
- *Dark Hunters*
- *Red Legion*
- *Dark Eagles*
- *Iron Champions*
- *Night Swords*
- *Sons of Guilliman*
- *Red Hunters*
- *Marines Errant*
- *Angels Revenant*
- *Sons of Medusa*

CRUSADE OR FLEET MOVEMENT

- *Mantis Warriors*
- *Black Templars*
- *Knights of Gryphonne*
- *Charnel Guard*
- *Minotaurs*
- *Dark Angels*
- *Marines Errant*
- *Angels of Absolution*
- *Carcharodons*
- *Space Wolves (Bran Redmaw's Great Company)*

Harrowing of Kush
Unregistered fleet deployment
Praesidia
Penitent Crusade
Ryza
Badab
Catachan
Mundus Planus
Overfiend of Octavius
Oxitan
Vilimus
Taelus
Vortex of Despair
Traekonnis Major
Moriorum
Nocturne
Last sighting of the Rock.
Jurn
Rynn's World
Phobian
San Leor
Montsegnur
Bakka
Gryphonne IV
Unconfirmed sighting, 227997.M41
CARTA
Ecclesiarchy World
Imperial World
Forge World
Warp Anomaly
Ork Domain
Inquisition Mandate (access denied)

ARMOURIUM ASTARTES

"We attack without warning, mercy or hesitation. Let the enemies of Mankind know that we will purge every last one of them, and let them shake in fear."

Commander Pugilis, Iron Knights Chapter

The Imperium is the largest human empire ever to have bestridden the galaxy and it numbers a million worlds and more. Countless foes oppose Mankind's dominance of the galaxy, from rebels and heretics to ravening alien monstrosities, and the Imperium's borders wax and wane in an eternal cycle of conquest and expansion, sacrifice and loss. For each planet devoured by xenos invaders or torn down by recidivists, another is claimed in the name of the Emperor, who has sat upon his Golden Throne for ten thousand years, his god-like powers all that keeps the damnation of Mankind's soul at bay.

This vast, war torn realm is defended by a myriad of armed forces, from the unnumbered hosts of the Imperial Guard to the city-sized, space-going war ships of the Imperial Navy. The greatest of humanity's warriors, however, are the Space Marines of the Adeptus Astartes. Though they number but a thousand Chapters of a thousand warriors each, the Space Marines are Mankind's ultimate champions.

Each is a peerless warrior, his skill, courage and devotion unmatched. Having been selected at a young age from the strongest and fiercest warriors amongst the most warlike of cultures, would-be Space Marines begin a decade long process of implantation, indoctrination and genetic and physical enhancement, a process which few survive. Those who do are fated to a life of duty and sacrifice, their humanity set aside in the defence of the Imperium of Man.

Though entire Chapters have been lost throughout the ten thousand years the Imperium has stood, few and far between are those that have flinched in their duty. Without the Adeptus Astartes, humanity might have fallen millennia ago, consumed by the darkness that gibbers and seethes within, without and beyond.

The Space Marines of the Adeptus Astartes are blessed and entrusted with custodianship over some of the most potent war machines in the service of the Imperium. Most owe their origins to the Standard Template Construct system (often abbreviated to 'STC') of the all but forgotten Dark Age of Technology. Developed to supply colonists with reliable, easy to manufacture technology as humanity expanded into the cosmos, the basic STC designs later became the backbone of fighting vehicle patterns deployed during the Great Crusade. The standard Rhino hull is a prime example. It is one of the oldest STC designs still in use and provides the basis for many other armoured fighting vehicles, from Whirlwinds to Predators to the Sisters of Battle Immolator.

Just as it can be said that the Great Crusade forged the Space Marines, it was the demands of fighting against a myriad of foes on every type of battlefield imaginable that created many of the Space Marines' most common fighting vehicles. At the time they were also not just restricted to use by the Space Marine Legions and there is evidence that the Imperial Army – the combined forerunner of the Imperial Guard and Imperial Navy – also used the same standard vehicles.

In the thousands of years since those legendary times many vehicle designs have been lost, and knowledge and science have become so debased that the Adeptus Mechanicus is unwilling to court the wrath of the Machine God by attempting to recreate them. STC patterns might be discovered, see considerable use and then fall into disfavour for a myriad of possible reasons. Recently discovered archives describe a battle tank used by the Space Marine Legions during the Great Crusade that is similar to one fielded in large numbers by the followers of the so-called Blind King during the terrible wars of the Occlusiad of mid M37 for example. This medium sized, tracked vehicle was equipped with a remotely operated turret-mounted weapons system thought lost since the time of the Scouring, and outclassed many of the tanks fielded by the Imperium against the rogue Tech-Priests serving the Blind King.

Some vehicles currently in use by the Adeptus Astartes, such as the Land Raider, have been lost and then rediscovered, whilst other patterns have been handed down from generation to generation, for thousands of years, with very few changes. It is generally held that many other patterns aside from those used in the 41st Millennium have existed, and may still exist on distant worlds Mankind reached during its earlier expansion across the galaxy.

The Chapter Forges

Each Space Marine Chapter has its own base; a home world or space-borne fortress-monastery within which are various facilities such as the Chapter's Apothecarion, Chapels and Armoury. Construction of most Space Marine vehicles takes place in the Chapter forges, each Chapter having an officer known as the Master of the Forge who is responsible for ensuring its armouries receive a steady supply of vehicles and munitions. This is a high ranking and honourable position amongst the Chapter Master's headquarters staff that reports directly to the Chapter Master and is supported by an extensive staff comprising Techmarines, Artificers, Servitors, Techno-mats and the forge's slave workers.

Amongst their many duties, the Techmarines oversee the construction of new vehicle chassis, and although each Chapter has its own traditions and rituals of construction, they all follow a broadly similar pattern. The Chapter forges manufacture and assemble the required components, then the complete chassis – be it Rhino, Land Raider, Land Speeder, etc, is blessed and omens are read. Interpreting the omens indicates what specific type of vehicle is to be constructed from the metallic skeleton, so, for example, a Rhino chassis may then be earmarked to become a Predator Annihilator, Razorback or Vindicator, and the vehicle is then returned to the forges to be completed.

Once any additional equipment required has been fitted, the Ceremonies of Naming and Awakening are then performed, the naming ceremony giving each individual vehicle its unique

title. Examples include the Salamanders Rhino *Nocturne's Hammer*, or the Iron Hands Land Raiders *Myrmex* and *Metallus Gravus*. Some Chapters proudly display this name on the vehicle's exterior, while others believe it must be kept secret lest the enemy learn it and gain power over the vehicle's machine spirit.

The Ceremony of Awakening sees the initiation of the vehicle's machine spirit into the Chapter. The machine spirit within is awoken from its slumber and only once this ceremony is complete, and the vehicle has been declared fit for service, is it handed to the armouries for storage until required. With the Chapters constantly fighting wars across the galaxy, attrition is high, and the Master of the Forge will allocate new vehicles to fighting companies in need of replacements, or if a new major offensive is planned, will store them as part of the Chapter's central reserve of heavy armour until they are needed.

Not all Chapters have the facility to make every vehicle they require. For example, the largest vehicles, such as Thunderhawk gunships, require vast manpower and ancient and arcane processes to construct. So some Space Marine Chapters have ties to nearby Forge Worlds and can draw on these in times of need – the Adeptus Mechanicus and the Space Marines long ago swore mutual oaths of service to the Imperium and ancient charters exist requiring Forge Worlds to supply Chapters with arms and armour when required.

In these cases vehicles are constructed to order and can only be supplied to the specific Chapter. Strict monitoring ensures that they do not fall into less trustworthy hands, and once complete, the new vehicle is delivered to the Chapter's base of operations, often with great ceremony, renewing old ties of fealty or repaying ancient debts. The strict security around such arrangements is essential because Space Marine vehicles rank amongst the most potent technology available to the Imperium, and help to give the Space Marines an edge in battle. They cannot be allowed to fall into the hands of traitors, rebels, recidivists or spies, who might turn them against those they were originally intended for.

The Techmarines of the Adeptus Astartes are one of the very few bodies outside of the Adeptus Mechanicus inducted into the arcane rites of the machine, yet the two ancient institutions are so divergent in doctrine and demeanour that relations are often strained. The servants of the Machine God are rarely allowed within a Chapter's forge, except where long-standing ties between individual Forge Worlds and Chapters allow it. Despite this, some formal contact between the Adeptus Astartes and the Adeptus Mechanicus exists, and ancient treatises prevail whereby Techmarines receive training in the arcane arts of science and technology by serving an apprenticeship on a Forge World, some even travelling to Mars to learn from the master Techno Magi of the Red Planet. Each Techmarine is initiated into the ancient lore of machines before returning to their Chapter and a few may even one day rise to the honoured rank of Master of the Forge.

Techmarines and the Chapter Cult

Techmarines often occupy an unusual position within their Chapters, especially in relation to the particular 'Chapter Cult' they and their brethren follow. Each Space Marine Chapter has its own traditions and rituals by which it venerates its Primarch and other key figures from its long and glorious history, some of them highly idiosyncratic. To be initiated into a Chapter cult is a high honour, and grants the initiate knowledge that is only possessed by a small number of warriors across the Imperium. Like their brethren, Techmarines are also initiated into the mysteries of their Chapter's cult, but they are also possessed of the secrets of the Cult of the Machine, into which they are initiated whilst learning their arcane craft alongside the Tech-Priests of Mars or other Forge Worlds.

In most cases, the Techmarine is able to absorb and reconcile the divergent secrets of both his own Chapter cult and of the Cult Mechanicus, but in some instances the doctrines of the two might be at odds in some way. They might both require certain oaths of the initiate, which may clash at some point in the Techmarine's future, for example. The Dark Angels and their Successors are a case in point regards this, for the oaths of the Unforgiven are terrible indeed and demand the initiate's complete adherence. Many Techmarines in the service

The Bequest of Phaeton

In the final year of the 38th Millennium, the lords of the Forge World of Phaeton were stunned when their primary manufactorum produced a variant hull of the Land Raider not described in any archive of known machine canon. Outwardly, the hull differed little from the thousands produced before, yet its internal systems were constructed to such a high tolerance that, once the artificers had completed initial machine supplications, the result was declared superior amongst war machines. Subsequent investigations determined that the forge was operating under a deep-core production protocol that took millennia to cycle through, thus no Tech-Priest had ever witnessed it before. It seemed that at the dawn of the Imperium, some unknown magos had coded a slow-burn quota sequence into the forge's automated production nodes, so that it produced variants of common patterns of vehicle according to his pre-cognative calculations regarding what would be needed in the future in order to prosecute the wars of the Imperium.

To date, the forge has produced seven more variants of common Space Marine war machines, some exceptional examples of existing patterns, others entirely novel and never seen before or since. An entire sub-cult has emerged in recent years based around this, a body of Tech-Priests devoted to predicting the bounty of Phaeton's primary forge and working to ensure that its creations are given all due reverence. There are some within this cult who would enshrine such lordly war machines that all might adore them, while others hold that such engines are clearly destined to do great deeds and should be released into the service of the Adeptus Astartes that they might realise their glorious potential. The matter has yet to be settled, and it is likely that the next Bequest of Phaeton, when it comes, will precipitate a schism within the Tech-Priests of that mighty Forge World.

Executioners Chapter – Khymara Pursuit Force

This strike force organisation represents the deployment by the Executioners Chapter of a pursuit force committed to Khymara during the Badab War. It contained elements of the 2nd, 7th, 8th and 10th Companies, under the command of Captain Belloch of the 2nd Company. Each company provided its own Rhino transports and Razorbacks, whilst the 7th Company provided all the Land Speeder variants and many of the crew for the vehicles drawn from the Armoury.

Compiler's Note: The Executioners Chapter were at the time of this deployment engaged in the Secessionist uprising that overwhelmed the Maelstrom Zone in the early years of this century. The Chapter's assault on the blessed Howling Griffons Chapter at Khymara very nearly cost the Executioners the Grace of the Emperor, a sin for which they have yet to complete their penance.

Captain Belloch
Master of Blades, the Unconquered.

2nd Company
Chaplain Xuthol
Apothecary Kharola
Honoured Standard Bearer
1 Assault squad
4 Tactical squads in 3 Rhinos and 2 Razorbacks
1 Devastator squad in Rhino
1 Sternguard squad in Rhino

7th Company
4 Land Speeders, 3 Land Speeder Tornados,
1 Land Speeder Typhoon
4 Tactical squads (operating as vehicle crew)
1 Land Speeder Tempest

8th Company
3 Assault squads in Rhinos
1 Centurion Assault squad
3 Dreadnoughts

10th Company
2 Scout squads in Land Speeder Storms
2 Stormtalon Gunships

Fleet
2 Caestus Assault Rams
2 Storm Eagle Assault Gunships
1 Fire Raptor Gunship

Apothecarion
2 Apothecaries,
6 Servo-meds in Rhino

Armoury
4 Techmarines,
14 Servitors

Librarius
1 Codicier

1 Land Raider Prometheus
2 Land Raiders
1 Land Raider Achilles
2 Predator Destructors

1 Predator Annihilator
4 Whirlwinds
1 Whirlwind Hyperios
1 Damocles

Cited by Chapter Cult 'Rite of Blessed Steel': Brother-Sergeant Amalros, Brother-Sergeant Zoarello (Fell in Glory), Battle-Brother Trokaro, Battle-Brother Xanak and Codicier Tranikar. Due to Chapter status as Secessionist at the time of these honours being listed, none are recognised by Segmentum or Terran authorities nor entered into the Greater Roll of Honours of the Adeptus Astartes.

of the Unforgiven Chapters are often a class apart from their brethren, party to many secrets of both cults but never fully inducted into the deeper truths known only to the grim-faced masters of the Inner Circle.

Rites of Battle

Adeptus Astartes combat doctrine is very different to that of Imperial Guard forces and is largely dictated by the size of a Chapter and the nature of the mission, who are only required to take on the most vital and arduous of operations. Combat doctrine can generally be described in terms of rapid response and rapid strike, although all Space Marines are masters of all forms of warfare. Most Chapters lack the numerical strength and indeed the inclination to hold on to or dominate large areas of ground, instead providing forces for short deployments with specific and strategically vital objectives.

Chapters operate a very flexible command structure and although each is divided into ten companies, these generally provide a pool of warriors which can be combined to create strike forces of varying size. A company may fight together as a single unit or be split up into smaller combined arms forces, with strike forces being generally organised around a core of Tactical squads, supported by specialist Assault or Devastator troops as well as armoured units of all kinds.

Each company will have its own complement of transport vehicles, but the heavier armour is invariably drawn from the central Chapter Armoury – the exception to this is the Chapter's 1st Company, which often maintains its own Land Raiders and Stormravens as transports for its Terminator squads. Companies do not generally maintain Predators, Vindicators, Hunters or Whirlwinds as part of their permanent strength as such valuable and revered assets are more likely to be allocated on a mission-by-mission basis. When a strike force is dispatched, its commander will request assets from the Armoury. The Master of the Forge, in consultation with the Chapter Master's headquarters and the strike force commander, will then allocate vehicles suitable for the task.

The crews for a Chapter's armoured vehicles comprise solely Space Marines, many assigned as required from the Tactical squads of the Chapter's 6th and 7th Companies. All Space Marines are trained in the operation of armoured vehicles and armoured formation tactics as part of their core indoctrination – some going on to specialise in armoured operations, being trained upon larger vehicles and even being entrusted with basic maintenance tasks. All Space Marine vehicles are fitted with spinal interfaces that link with the custodian's body by plugging into his power armour and black carapace. This allows them to become part of the vehicle, granting intuitive communion with its controls and systems.

Deployment of Armoured Units

Infantry are the core fighting force of all Adeptus Astartes Chapters. Heavily armed and armoured, and operating in Assault, Tactical and Devastator squads, they form the backbone of most Space Marine strike forces. Other arms are primarily deployed in support of these elite infantry warriors, although some do occasionally operate independently when the situation requires them to do so.

The role of a Space Marine armoured unit is to deliver the decisive blow to an enemy at the critical point in the battle. It is deployed to break an enemy defensive system and, in close coordination with other arms, to destroy the most dangerous hostile units. The paramount principle of a Chapter's tank deployment and tactics is cooperation with its infantry squads, the infantry-tank assault force concentrating a Chapter's fire and shock power into a narrow sector for breakthrough and deep penetration operations. This is the preferred offensive method used by most Chapters for ground operations in the open field.

The deployment of heavy armour by Chapters is always for a specific mission or role. Tanks are rarely used for general advances, holding ground or for prolonged siege warfare, although none of these capabilities is beyond the Adeptus Astartes, and some may excel at them where necessity dictates.

A Chapter of around only a thousand warriors cannot sustain long deployments and such are the foes assailing Mankind, that there are ever more emergencies to avert elsewhere. The Space Marines' modus operandi focuses therefore on short term operations and rapid strikes, attacking fast with overwhelming force before redeploying to another war zone.

During rare extended campaigns, after each deployment troops will usually be recalled to their battle barge to re-arm and refit, before being redeployed to the surface for subsequent assaults.

Some war zones preclude the use of heavy armour. Examples include ship-to-ship boarding actions, infiltration missions for sabotage or intelligence gathering (often carried out by lightly equipped Scout units), tunnel fighting and planet strikes. Orbital drops require a landing zone to be secured before heavier equipment can be landed safely, unless a Thunderhawk Transporter is available to deliver Rhinos or even Land Raiders directly into battle.

As well as armour and infantry units, strike forces also include artillery assets. To a Space Marine commander, traditional artillery is of little value. The nature of Space Marine operations means that there is often little time to establish artillery positions or for the lengthy work of reducing an enemy's fighting strength by attritional bombardment. Artillery is invariably of the mobile, close support variety, able to move with the rest of the force and deliver short, sharp salvoes of fire to saturate a target immediately before or even during an ongoing assault. Few Space Marine Chapters possess heavy artillery capable of reducing enemy bunkers, pillboxes or walls to rubble at long ranges, and where they do, such war machines are often the relics of the earliest days of the Legiones Astartes and rarely used by the Chapters of the Age of the Imperium.

The heaviest firepower available to a force commander is provided by the Chapter's fleet. Orbital bombardment by the macro weapons of a battle barge or strike cruiser is a very blunt tool for a surgical strike force. Inaccurate, although devastating, an orbital strike is used to prepare the ground for a major assault, for destructive fire against large targets, for harassing fire or as a weapon of last resort. It might be able to hit a city or a map grid, but it cannot be relied upon to hit a specific target such as an individual bunker within that city or a moving target such as an enemy tank column. It lacks the speed to react to new targets or the accuracy for counter-artillery battery fire. Other factors also restrict its use. Spaceships must be pre-positioned in low orbit, which is not always possible or desirable during rapid assaults or where the world in question possesses effective orbital defences.

The Rites of Modification

The Tech-Priests of the Adeptus Mechanicus claim stewardship over all forms of machine utilised across the million and more worlds of the Imperium, and it is certainly true that without their constant ministrations the vast majority of those machines would fall silent, and with them many of the cultures they sustain. The servants of the Omnissiah abhor almost all forms of progress, distrustful of advancements that might cause machine to turn upon man, as indeed it is held by some once happened. New war machines therefore are not invented but discovered, beneath the dust of ancient battlefields or in crumbling tomes in continent-sized libraria. The Space Marines exist apart from the bulk of humanity however, and the technology they utilise is of a distinctive class visibly different from that available to most within the Imperium. This difference extends further than mere aesthetics, for the Techmarines of the Adeptus Astartes know that their war machines are more favourably disposed to modification and augmentation than those utilised by the Imperial Guard or other divisions within the Imperium's sprawling military. Thus, it is not unusual to uncover accounts of Space Marine commanders confronted with novel tactical situations ordering their Techmarines to modify their vehicles or weapons in some manner, and for a solution to be forthcoming. Such accounts enrage the servants of the Machine God, who regard it as blasphemy and an affront to all they hold sacred, and it is far from uncommon for delegations of Tech-Priests to demand access to a Chapter's forge having heard of such modifications being undertaken, but few Masters of the Forge are likely to suffer such an insult. Nevertheless, even the mighty Space Marines must rely upon the Adeptus Mechanicus at times, and so wise Chapter Masters act to ensure that the Tech-Priests are appraised of the Forge's developments and, where necessary, new patterns are ceded to them for further study.

The Machina Animus

Mankind is instilled with a deep-seated distrust of machines, despite that life on many worlds, and certainly travel between them, would be impossible otherwise. Though few but the highest-ranked Tech-Priests have any suspicions as to the source of this distrust, its roots likely lie in the dim and distant era known as the Dark Age of Technology. At some point in that lost age, Mankind's technology turned upon him, artificially wrought thinking machines plunging countless worlds into an age of night. The horrors of that time are in the main forgotten, rendered down to a kernel of terror and superstition that lingers in the soul of humanity thousands of years later. Since then machines that think like men have been declared anathema, the worst kind of machine heresy and an affront to the Omnissiah and all of Mankind.

Yet, the Imperium relies still on logic engines for numerous tasks. Such machines are the subject of countless superstitions, and their workings and the secrets of their creation are known only to a scant few Tech-Priests. Some may verge on the thinking machines of old, while others no doubt utilise harvested or artificially cultured biological matter at their core. Regardless of the specifics, many are held to contain a 'machine spirit', a machine anima that transcends its physical form like the soul of a living being. It is to this ill-understood core that a Tech-Priest makes obeisance before performing maintenance, and to it that an operator must pray before striking the Rune of Awakening. Some machine spirits, especially those of the mightiest of war machines, are even said to develop certain characteristics for which they become known. Some are particularly bellicose, others fiercely loyal to their custodians. Some are capricious and might refuse an operator's commands, while others respond flawlessly.

Whatever the case, the machine spirit is held to be far more than a machine process, for were it not, it would transgress the most fundamental tenets of Machine Lore.

SELECTED GLORIES
OF THE
ANGELS OF DEATH

Extracted from the archives of the Household of the Lord Armourial to the Chancellor of the Estate Imperium as per Senatorum Imperialis Order-in-Council KXV/980736404034/Q8930. Pursuant to the 7th Grand Census Armourial of the Adeptus Astartes, to incorporate auditorian data from the Lord of Engines of the Adeptus Mechanicus.

860.M33 – The Pentarchy of Blood

During the War of the False Primarch, a dark and bloody episode of the Imperium's history, now largely lost to myth and purged from the record, which plunged the Segmentum Pacificus into anarchy, the Pentarchy of Blood was convened by the High Lords of Terra to enact their judgement. Five Chapters; the Red Talons, the Death Eagles, the Carcharodons, the Flesh Eaters and the Charnel Guard are used to systematically destroy eleven Chapters of the Adeptus Astartes judged *Traitoris Perdita* and lay waste to their home worlds, finally drawing the eight decade conflict to a close.

953.M33 – The Siege of Lakadamon

The Sons of Guilliman Chapter, alongside several Tekarn armoured regiments are besieged in the defence of the hive world of Lakadamon by the hordes of the Ork Warboss Vorhgad Bloodfang. Despite vastly overwhelming odds, the Chapter successfully holds the planet's defence for three years until the siege is broken by the combined forces of the Night Reapers and War Bearers Chapters, fighting alongside a major taskforce from Battlefleet Tempestus to break the orbital blockade that encircles the beleaguered world.

118.M33 – The Sorrowful Pursuit

Chapter Master Khardin Gol of the Black Wings Chapter and numerous Lords of the Imperium are brutally murdered during the infamous Hour of Shadow, which plunged the world of Lorin Alpha into riot and madness. In the aftermath, the Black Wings Chapter pursue the Chaos renegades known as the Tenebrae into the Veiled Region beyond the edge of Imperial space seeking revenge. Three centuries later, a single damaged strike cruiser returns from the outer void bearing a handful of survivors. They will speak of what they have endured to none save the Ordo Malleus of the Inquisition. The Chapter is slowly rebuilt to full strength from its reserve stocks of gene-seed over the next several decades and swears an eternal oath of vendetta against the Tenebrae and its nightmarish works.

490.M34 – The Dabenlar III Campaign

The 6th Company of the Rampagers Chapter advances 3,000 kilometres in a bold, armour-borne operation, crossing the Burning Plains of Dabenlar III's equatorial deserts and toppling the outflanked and ill-prepared rebel theocracy in a single night of retribution and bloodshed. The Rampagers instigate a brutal purge of the population, after which the people of Dabenlar III are declared free of heresy. Before taking their leave of the war zone, the Chapter asserts recruitment rights over the population, from which it draws aspirants to this day.

173.M35 – Achernar Invasion

The 3rd Company of the Blood Angels Chapter is withdrawn from operations against secessionists in the Howling Deeps to counter a sudden rise in Ork attacks perilously close to honoured Terra. The Orks prey upon Imperial shipping for several months before the bold sons of Sanguinius descend upon them with righteous vengeance, wiping them out so effectively that no more greenskins are seen within a dozen light years of Achernar for millennia to come.

700.M35 – Cleaving of the Black Wings

Five entire companies of the Black Wings Chapter renounce their vows of service, turning upon their brethren at the height of the Chapter's centennial Ritual of Remembrance. The battle that follows sees hundreds slain and several strike cruisers destroyed, and lays waste to much of the Chapter's fortress-monastery before the renegades are finally driven off. The cause of this base treachery is never fully ascertained, although some come to suspect a deep seated warp taint that took root in the Chapter's soul centuries before, slowly twisting the Chapter's rituals and doctrines. The Black Wings Chapter changes its livery, painting half of its crimson armour black until such time as the renegade brethren are hunted down and made to pay for their heinous crime.

831.M35 – Barbarus Incursion

543.M36 – Second Lastrati Punitive Campaign

Following the Scouring of Lastrati during the Athalor Crusade by forces of the Black Templars Chapter commanded by Marshal Gervhart, nihilistic penitence cults rise from the ashes and threaten to drag the entire sub-sector into anarchy. The Storm Giants Chapter launches a series of punitive operations against key demagogue covens and their followers, restoring order with an iron fist.

679.M36 – Expedition to Beta-Garmon IV

When the Rogue Trader Lord-Admiral Khorlu is tasked by the High Lords themselves with penetrating the benighted Veil of Kanth in search of the fabled Beta-Garmon System, he invokes ancient familial bonds and secures a demi-company of the Silver Skulls Chapter to aid him in this perilous quest. With the Chapter ever at the spearhead of the expedition, the system is rediscovered. However, the battle to take the glittering jewel that is Beta-Garmon IV proves bloody and at its successful conclusion, Lord-Admiral Khorlu cedes the world to the Silver Skulls in honour for their services.

701.M36 – Origo Blockade

A mixed force of Space Marine Chapters, built around the 5th Company of the Raptors Chapter, imposes a ring of steel about the world of Origo at the direct request of Segmentum High Command. For almost a decade nothing gets in or out despite total war engulfing the seven other settled bodies in the Origo System. When at last the war is won and the blockade lifted, the surface of Origo is found to have been scoured clean, not so much as a sun-bleached skeleton remaining of the once teeming population. What apocalyptic forces were unleashed upon the surface of Origo while the blockade was being maintained remains a mystery, and several dozen highly ranked lords of the Inquisition, in particular those of the Ordo Xenos, have vanished attempting to determine the truth.

913.M36 – The Bellis Rebellion

The gem mines of the moon of Bellis prove so lucrative that their masters come to believe themselves beyond the rule of Terra. Having built up formidable defences and equipped their private armies with the finest arms and armour they can obtain, the lords of Bellis declare their secession from the Imperium. The Imperium's response is a year in coming, but when it is eventually delivered takes the form of a battle company of the Dark Angels Chapter descending to the surface in force. The rebels are crushed and the masters of Bellis subjected to the less than tender mercies of the Interrogator-Chaplains as just reward for their hubris.

811.M37 – Slaughter at Mackan

The 7th Black Crusade – called by some the Ghost War – descends upon the bastion worlds about the Eye of Terror. The Blood Angels Chapter bears the brunt of the onslaught, suffering horrendous losses upon the cursed ground of Mackan despite the efforts of the Rampagers Chapter to reinforce their brother Adeptus Astartes.

999.M37 – Azoth Drop

The Revilers Chapter launches a bold planetstrike operation against the daemonic hordes infesting the Plains of Azoth. Despite shocking losses the Chapter emerges victorious, although many survivors must undergo mnemonic purgation protocols lest any taint of corruption result from the Warp-spawned insanity each witnessed.

089.M38 – Zarona Intervention

Inquisitor Galleus takes to the battlefield in person and leads a force of Dark Hunters Space Marines and Cadian Imperial Guard against the traitors of Zarona. The Inquisitor sacrifices all to close a rift from which the traitors are drawing sorcerous power, though some mystics claim he lives yet, trapped beyond the ability of any to rescue him.

555.M38 – First Savaven Crusade

Having fallen prey to a cult uprising amongst its bloated population of crypt-dwelling tomb-helots, the cardinal world of Savaven is retaken by the Battle Sisters of the Order of the Valorous Heart in a decade-long crusade of fire and zeal.

755.M38 – Siege of Balle Alpha

When the Orks of Waaagh! Gogard besiege the walled capital of Balle Alpha, they find themselves drastically outmatched. Bolstered by a detachment of Imperial Fists, the defenders inflict grievous losses upon the advancing greenskin horde and when a Blood Angels relief force arrives, the barbarous aliens' destruction is assured.

857.M38 – The Siege of Helios

The Red Scorpions Chapter delivers the manufactory world of Helios from a massive Ork invasion. For returning the planet and its resources to the Adeptus Mechanicus, the Helios pattern missile launcher is prioritised for the Chapter. The world would be assaulted by the barbarous greenskins on numerous subsequent occasions, and each time the Red Scorpions would answer the call for aid.

948.M38 – First Scouring of Coriolanthe

Night Lords Chaos Space Marines supported by an unidentified Traitor Titan Legion lay waste to the once gleaming marble cities of Coriolanthe. The Grey Knights and the forces of Inquisitor Lord Naburus Baum and the Red Talons Space Marines attempt to halt the servants of the Ruinous Powers, but the Inquisitor and most of the Grey Knights are overwhelmed when counter-attacked by Traitor Titans.

364.M39 – Assault on Fort Moros

When the lynchpin bastion of Fort Moros falls to Chaos-inspired rebellion, the 23rd Elysian Drop Troops Regiment is tasked with recapturing it. Deploying by grav-chute directly into the sprawling fortification, the Elysians discover the fort is the domain of madmen and fiends, and an immediate astro-telepathic call for aid is transmitted. The 5th Company of the Death Strike Chapter answers the call, diverting from its current mission to relieve the beleaguered Drop Troops and crush the heart of the uprising.

670.M39 – The Vaust Perfidy

When the insidious Dark Eldar use psycho-active poisons to sow anarchy and madness in the population of the hive world of Vaust, a strike force from the Blood Drinkers Chapter vows to restore order. Though 50,000 citizens are slain in the city fighting that follows, a number of Dark Eldar warband leaders are cornered in the heights of the central spire and made to pay for their crimes with their lives.

814.M39 – Relief of Rael's World

The Penal facility on Rael's World is the target of a concentrated assault by a coalition of Alpha Legion warbands, many amongst Segmentum High Command unwilling to expend overstretched resources in its relief. Then, with no warning or explanation, a Dark Angels strike force intervenes. The enemy are routed and their leader captured by the Dark Angels, the deliverance of Rael's World seemingly a by-product of the Chapter's ongoing Hunt for the Fallen.

932.M39 – Jotun Repression

The Praetors of Orpheus Chapter form Task Force Naasirka and lead the assault against the army of turncoat Imperial Guard general Lord Kazanlak. Only at the last is the true cause of Kazanlak's rebellion uncovered, an endoparasitical xenos life form spawned within his skull which is controlling his actions and slowly consuming his soul. When the truth is revealed, Kazanlak's army turns upon their traitorous master and are later granted a pardon by the Space Marines strike force commander.

978.M39 – Thule Intervention

A conclave of Eldar Farseers from the Iyanden Craftworld appears without warning in the throne chamber of the High King of Thule. The inscrutable xenos issue the planetary ruler with a simple demand – the entire human population must depart Thule within the month or be ejected by force. Before the High King can answer, the Farseers vanish, but he soon decides to flee Thule and abandon his people to their fate rather than face the wrath of the Eldar. A month later, a large Eldar army arrives at Thule, only to find a deployment of Space Marines from the Crimson Fists Chapter arrayed in force against them. Finding themselves trapped the Eldar attempt to withdraw, the Crimson Fists inflicting heavy losses before the last of the xenos escape.

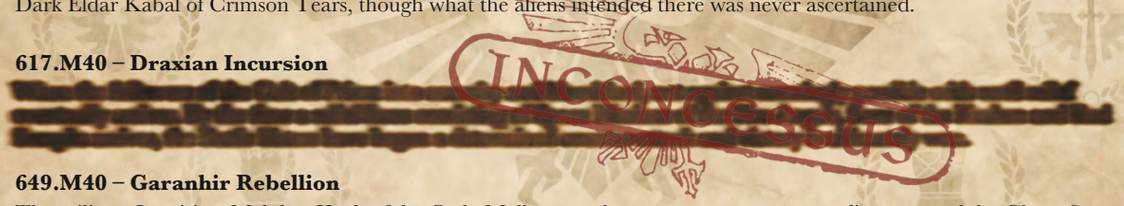
300.M40 – Aschen War

The Exorcists Chapter engages in the most costly and glorious battle of its existence when it confronts the baleful Daemon Prince known as the Horned God. Though it costs the Chapter fully a third of its brethren, the beast is slain, bringing about the doom of its followers across the entire region and drawing a close to the bloody Aschen War.

409.M40 – Relief of Jakal II

A strike force from the Warmongers Chapter, based around the 2nd Company and reinforced by squads of the 1st, 8th and 10th Companies, deploys by Thunderhawk to the defiled Shrine World of Jakal II. The month-long operation effectively destroys the Dark Eldar Kabal of Crimson Tears, though what the aliens intended there was never ascertained.

617.M40 – Draxian Incursion



649.M40 – Garanhir Rebellion

The militant Inquisitor Malphas Kroh of the Ordo Malleus employs a precog-coven to predict an assault by Chaos Space Marines of a World Eaters warband at Garanhir. His punitive intervention sparks a general uprising which he puts down a mere day before the berserkers attack. The World Eaters find the Inquisitor and a large force of Grey Knights, as well as Dark Swords and Black Wings Space Marines, waiting for them and are slain wholesale, though not without significant cost to the Imperium's forces.

688.M40 – Second Abonian Genocide

Inquisitor Halan Jentz of the Ordo Hereticus declares the entire population of the Abonian sub-sector '*diabolos inculcatus*' and gathers together a Crusade army that includes elements of the War Bearers, Red Hunters and Subjugators Chapters, as well as the Orders of the Blue Robe and the Black Sepulchre of the Adepta Sororitas. The Crusade rages for a decade before the Inquisitor declares the sub-sector's crimes accounted for.

071.M41 – Relief of Hive Ferax

When Hive Ferax on Thracian Primaris falls prey to a cannibal cult uprising from the lawless undersump, a number of nearby Chapters muster in response. Under Commander Zha'Khan of the Marauders Chapter, the Thracian Response Force deploys to the wastes about the hive. Maddened by hunger having scoured the interior of prey, the cannibals surge outwards in a vast horde and are subsequently destroyed by the massed guns of the Space Marines.

109.M41 – Dennar IV Suppression

The Howling Griffons Chapter responds to a desperate plea for aid by the people of the agri-world of Dennar IV. Under siege by legions of possessed madmen and frothing heretics, the few still standing cities are packed with refugees and their defences are on the brink of collapse. Though massively outnumbered, the Howling Griffons utilise their advantages in firepower, armour and speed by launching a series of devastating lightning attacks against the hordes before relieving the cities. Side by side, the Space Marines and the surviving planetary forces scour Dennar IV of the enemy, forging debts of blood and honour that remain to this day.

143.M41 – Jorun Retaliation

The full strength of the Howling Griffons Chapter, reinforced still further with elements of the Ultramarines and Sons of Orar Chapters, is committed to the destruction of the treacher Imperial Guard General Jorun and the deluded 15th Heraklon Regiment that follows him. Thousands of the traitors are slain as they are caught deploying from orbit to the feral world of Asturia. When the Howling Griffons 4th Company engages the general and his inner circle, it is discovered that he has made vile pacts with the Dark Eldar, a crime he is made to pay for with his life at the hands of Chaplain Titus, hero of the Jorun Retaliation.

143-151.M41 – Magdellan Prime Civil War

When the followers of the Cult of Balthalamus plunge Magdellan Prime into anarchy and bloodshed, the Battle Sisters of the Order of the Ebon Chalice bear the brunt of the fighting. The order's Preceptory Reclusium is repeatedly targeted by the maddened hordes, but holds out against seemingly possible odds until relief eventually arrives. By the time a relief force consisting of Space Marines of the Fire Angels, Sons of the Kraken and Red Seraphs arrives, the Battle Sisters have begun a determined counter-attack and victory is ultimately won.

143-151.M41 – Fall of Belatis IV

Faced with planetary death at the hands of Abaddon the Despoiler's dread Planet Killer warship, the Imperium is forced to abandon the world of Belatis IV. Even as key units and assets are withdrawn, cultists hiding amongst the population rise up against the servants of the Emperor, sparking a widespread and desperate struggle for liberation. The Battle Sisters of the Order of the Ebon Chalice comport themselves with skill, courage and honour, successfully evacuating numerous key Ecclesiarchy officials and recovering several irreplaceable relics before departing upon the last transport to leave Belatis IV.

339.M41 – Sancta Angelis Campaign

Whilst operating against the Orks of Waaagh! Irongol in the Sancta Angelis Cluster, a force from the Raptors Chapter is cut off by Warp storms. Vowing to complete the mission regardless, the Raptors engage in a protracted guerrilla war deep inside Ork territory. The Space Marines are so effective in sowing chaos and confusion amongst the already fractious greenskins that the entire xenos empire collapses in an orgy of internecine bloodshed, the Raptors withdrawing to await the lifting of the Warp storms and return to their Chapter.

371.M41 – Acata Uprising

The Flesh Tearers ruthlessly crush what is later determined to be a xenos-inspired uprising amongst the void-clans of the Acata Ring. The Flesh Tearers utilise specialised void combat battle rites to fight across the airless surface of the asteroids and to cross from one to the next, destroying the foe in a series of focused and coordinated, yet brutal and bloody assaults that systematically destroy the foe.

447.M41 – Godjera Incursion

When the Godjera Cluster falls prey to a Chaos incursion from beyond the Jephthati Rift, the Grey Knights mobilise two entire Brotherhoods to halt a tide of daemonic filth. The followers of the Dark Gods account for twelve systems and uncounted billions of dead before the rift is sealed.

508.M41 – Imbach Genocide

650.41 – Goru Heresy

When a Chaos-inspired nihilo-cult usurps power in the Goru system, the Aurora Chapter executes a lightning campaign that decapitates the heretics' inner circle and restores order to the region within ten days of their deployment. There is scant cause for celebration however, as the Chapter's master, Lord Herak Nhuson, is killed when the heretic leader unleashes a warp fuelled psi-vortex as a dying act of spite.

712.M41 – Magdelon Confrontation

Ragnar Blackmane of the Space Wolves leads his brethren against a splinter warband of the renegade Bleak Brotherhood, the two forces clashing in the shattered ruins of Magdelon's Crystal City. Having been ejected from Magdelon, the Bleak Brotherhood flee to Lycanthos Secundus, where they occupy the mighty bastion known as the Widowmaker. This stronghold withstands repeated assaults by numerous Imperial forces for three decades before at last falling to the Astral Claws in 780.M41.

721.M41 – Task Force Iscon

Captain Iscon of the Angels Sanguine Chapter leads a mixed strike force drawn from his own and several other Chapters against Eldar Corsairs plaguing the mining world of Volyn. At the height of the campaign, Iscon corners and slays the Corsair Prince Nhilus the Ardent in an epic duel that has since become a legend of the Chapter.

762.M41 – Purging of Gladrinus VI

Witch Hunter Tyrus of the Ordo Hereticus orders the purging of Gladrinus VI as punishment for generations of mass adoration of false gods. Tyrus orders that every war machine in the force executing his order be adorned with passages from the *Second Book of Ordeals*, that the heretics might know their crime even as they die.

801.M41 – Judgement of Hellenus

Inquisitor Hector Rex assumes direct control over the entire 297th Assault Armada of the Imperial Navy and orders the mutant population of Hellenus purged for crimes against genetic purity. At the height of this purge, a combined strike force consisting of Space Marines from the Sons of Guilliman, Skull Bearers and Iron Lords Chapters is gathered together to confront the mutant abominations holding the enemy capital. During this confrontation, the Iron Lords contingent becomes tainted by the mutants' hideous gene-taint, forcing their fellow Space Marines to purge them too.

812.M41 – Luxor Uprising

An Alpha Legion inspired and supported uprising amongst the indentured workers of Luxor threatens the supply of war matèriel across the entire northern Ultima Segmentum. With time of the essence, the Ultramarines launch a daring counter-invasion and, having decimated the untested rebels, finally corner the Chaos Space Marines at the capital's starport. The traitors are slain and the few surviving loyal workers rallied, the Space Marines and loyalists joining forces to hunt down and destroy the last vestiges of rebellion over the coming months.

813-830.M41 – Siege of Vraks

The rogue Cardinal Xaphan triggers a worldwide uprising on the munitorum arsenal world of Vraks. A gruelling war of attrition develops between countless Krieg siege troops and Xaphan's traitorous defenders, which soon escalates as Chaos Space Marines join the war, drawing in Imperial Space Marines, including the Dark Angels Chapter. Unprecedented levels of bloodshed draw the denizens of the Warp, and only the direct intervention of Inquisitor Lord Hector Rex and a substantial number of Grey Knights averts a full scale daemonic incursion. The war ends after eighteen years, a pyrrhic victory for the Imperium. Cardinal Xaphan's reward is transformation into a Chaos Spawn, the fate that awaits the vast majority of those who would ally with the Ruinous Powers.

844.M41 – Chinchare Hrud Infestation

The Dark Hands Space Marines Chapter and the 39th Cadian Shock Trooper Regiment rid several worlds in the Chinchare system of the xenos Hrud, halting what is later determined by Ordo Xenos investigators to have been the beginning of a potentially devastating entropic infestation.

850.M41 – The Anphelion Incident

Unnamed agents belonging to the Ordo Xenos establish a secretive and isolated research facility on the moon Beta Anphelion IV in order to study captured Tyranid specimens, with a view to combating the species' inexorable advance. When contact is lost with the facility in 850.M41, Inquisitor Solomon Lok leads an expedition of Red Scorpions Space Marines, Cadian Shock Troopers and an Adeptus Mechanicus field cohort. Lok discovers that the Anphelion Base's containment protocols have utterly failed and the moon's jungles are overrun by countless Tyranid bio-forms. In the battles that ensue, a force of Red Scorpions warriors is cut off and Lok orders the warriors abandoned to their fate, an order their battle-brothers ignore. Amidst bitter recrimination, the Red Scorpions abandon Anphelion, as well as Inquisitor Lok, to the Tyranids. All contact has since been lost with the world.

861.M41 – Battle of Arconar

Marneus Calgar, celebrated Master of the Ultramarines Chapter, leads his brethren against an Eldar incursion on the feral world of Arconar. The ensuing battle sees the Eldar presence entirely eradicated and many battle honours won by the sons of Roboute Guilliman.

894.M41 – Betalis Campaign

Seeking the armour of a long lost Phoenix Lord, a coalition of Eldar Craftworld and Corsair forces assault the isolated Imperial mining world of Betalis III. Bolstered by the Space Wolves Chapter and the Titans of Legio Gryphonicus, the Imperium mounts a stoic defence that ultimately repulses the Eldar attack, albeit at a high cost to both sides.

897.M41 – Battle of Centius Prime

The Ork warlord known as Big Boss Gigagob leads the invasion of the feudal world of Centius Prime, searching for loot with which to arm his forces for a planned Waaagh! Finding the world has little technology more advanced than the crossbow, he indulges in a campaign of vengeful wrath, only to be halted by a combined force of Space Wolves and Mantis Warriors Space Marines answering the planet's astropathic distress call.

901-912.M41 – The Badab War

Lugft Huron, Chapter Master of the Astral Claws instigates a civil war that consumes the regions about the Maelstrom and sees the involvement of numerous Space Marine Chapters. Three other Chapters – the Executioners, the Lamenters and the Mantis Warriors – join Huron in his rebellion, the initial cause of which is never fully established. By the end of the war the Astral Claws are defeated, though many survive having fled into the Maelstrom, while the other three rebel Chapters are eventually granted forgiveness subject to strict censure and a century-long penitent crusade.

913.M41 – Molov Massacre

915.M41 – The Red Hunt Begins

By order of the Inquisitorial Representative and as ratified in council by the Senatorum Imperialis, three task forces drawn from the Red Hunters Chapter, along with elements of the Officio Assassinorum, the Inquisition and other Adeptus Astartes units, are withdrawn from current deployments and ordered to shadow the penitent crusades of the three rebel Chapters that sided with the Astral Claws during the Badab War.

919.M41 – Ambush at Balur Secundus

A strike force from the Eagle Warriors Chapter is ambushed during operations against Feral Orks in the central lowlands of Balur's primary continent. The only survivor is Veteran Sergeant Nzahan, who is later entombed within the armoured sarcophagus of a rare Contemptor class Dreadnought.

930.M41 – Verdan Wars

The Death Strike Chapter's 3rd Company is badly mauled fighting overwhelming numbers of recidivists during the Verdan II Counter-strike. The 3rd are saved from total destruction when three more full strength companies are deployed to relieve its beleaguered squads during the subsequent Verdan II Extraction. Having completed the extraction, the Chapter's Master of the Fleet orders Verdan devastated from orbit, unleashing a mass yield orbital bombardment which leaves nothing living on the world below.

944.M41 – Devastation of Boros

Chief Librarian Tigurius of the honoured Ultramarines Chapter leads the charge of the 4th Company to victory at Boros, unleashing a staggering display of psychic hellfire that incinerates uncounted greenskins and breaks the Ork horde. As a result of this great victory, the potentially disastrous expansion of the Ork empire of Charadon is halted, for a time at least.

951.M41 – Return to Truan

A taskforce from the Doom Warriors Chapter detects sorcery in the ruins of a long dead city on Truan IX and diverts to investigate. The battle-brothers discover a psi-cult attempting to commune with slumbering minds of incalculable power they believe to be entombed far beneath the surface. The Doom Warriors launch a devastating assault that halts the blasphemous ritual before it is completed and averts unimaginable woe.

956.M41 – Hunter's Moon

The task force assigned to track the Mantis Warriors after the Badab War vanishes traversing the lost moons of Lomea. It is thought that an entire company of the Red Hunters Chapter formed part of this task force, as well as several high-ranking Inquisitors and their own retinues. Whatever fate befell the task force is not shared by the Mantis Warriors and the results of all subsequent investigations are sealed by the highest possible authority.

959.M41 – Purging of Ganymede

964.M41 – Tyrama Secundus Campaign

A previously unknown xenos species rises from the dark oceans of Tyrama Secundus and sets about enslaving the human population, dragging millions to a watery demise. Inquisitor Gruberman of the Ordo Xenos alongside Subjugators and Deathwatch Space Marines leads a xenocidal campaign against the aliens and casts down their cyclopean oceanic fane-cities.

972.M41 – Cleansing of Opridia

Inquisitor Lord Coteaz of the Ordo Malleus leads the planet-wide exorcism of Opridia, casting out a million Daemonhosts and slaying the Daemon Prince Karpathi the Occludor. Crucial to the Inquisitor's victory is the deployment of the 2nd Company of the Exorcists Chapter, whose Librarians enacted Rites of Detestation unknown outside of their Chapter Cult.

977.M41 – Defence of Orask

The bastion world of Orask has long defended the Iquathan Deeps against the fell horrors of the Ghoul Stars. The system's defenders are sorely pressed when a splinter of the eastern hive fleets of the Tyranid menace appears, disoriented and twisted by its passage through the Ghoul Stars, and falls on the Orask System like a starving beast of prey. The great battle that ensues is brief but bloody, and as the Tyranid creatures hurl themselves down onto the surface they are resisted by the guns and massed armour of its defenders, backed by a full company of the Red Talons Space Marines Chapter and a Titan maniple from the Legio Magna. Claw and acid venom fight against battle cannon, shell and bolt, and despite casualties that mount in mere days into the tens of thousands, the Tyranid horrors are first pushed back, contained and then purged from Orask's blasted surface. Evidence persists however that some harbinger organisms escaped to the outer systems, and Orask may not have heard the last of the Great Devourer.

989.M41 – Defence of Rynn's World

The fortress-monastery of the Crimson Fists Chapter is destroyed by a catastrophic incident during the Ork invasion of the Chapter fief of Rynn's World. Chapter Master Kantor and a handful of his brethren survive and launch a masterful defence against rampaging Ork hunter-killer-eater mobs until linking up with other units, including the Dark Angels, and eventually repelling the invasion.

992.M41 – Raid on Kastorel-Novem

With Waaagh! Garagak threatening to overwhelm the Forsarr Sector, a combined force of the Raven Guard Chapter of the Adeptus Astartes and the 181st Elysian Drop Troop Regiment of the Imperial Guard launches a daring planetstrike operation against the world of Kastorel-Novem, the centre of the Orks' production of titans and other heavy engines of war. When the Elysians face defeat, Captain Korvydae leads his Raven Guard force to their relief, but his noble deed surrenders the initiative and leads to the Imperial force's ultimate defeat. As a consequence, the entire sector is lost beneath the green tide of Orks.

992.M41 – Defence of Ichar IV

The Second Tyrannic War is foreshadowed by the infestation of the hive world of Ichar IV by a swarm of ravening Genestealers. Chapter Master Marneus Calgar leads the Ultramarines relief effort and the hive world is cleansed of xenos taint.

993.M41 – Defence of Miral Prime

The battle-brothers of the Scythes of the Emperor Chapter make a courageous stand against the uncounted hordes of Hive Fleet Kraken on the death world of Miral, all but a handful martyring themselves for the sake of honour and duty. In the aftermath of this cataclysmic battle, the Chapter can mass barely a single company of warriors. The Scythes of the Emperor seek to rebuild their numbers and to exact revenge upon the Tyranids, but in truth their fate hangs in the balance and it is far from certain the Chapter will ever recover from its terrible losses.

993.M41 – The Hunters Turned

The Lamenters Chapter engages Hive Fleet Kraken and sustains terrible losses, barely three companies worth of battle-brothers surviving. The Red Hunters Chapter suffers losses too, for the task force assigned to track the Lamenters on their century-long penitent crusade also had to make a stand against the hive fleet.

997.M41 – Defence of Valedor

The Tyranid Hive Fleet Leviathan overruns the Ecclesiarchy world of Valedor in a matter of hours, slaughtering the entire population of pilgrims and Ministorum adepts, as well as overwhelming a battle barge of the Iron Lords Chapter. A small force of Battle Sisters from the Order of the Sacred Rose represents the only humans to bear witness to the event, having barely fought their way clear of the carnage.

997.M41 – The Piscina Campaign

The Ork Warlord Ghazghkull Mag Urak Thraka assaults Piscina IV as a prelude to his return to Armageddon. While ultimately defeated by the Dark Angels and, according to uncorroborated reports, the Harbingers Chapter, Thraka is able to field test a number of 'tellyporta' devices with which he intends to bypass Armageddon's formidable defences.

998.M41 – Taros Campaign

Elements of the Raptors Chapter lead the Imperium's effort to reclaim the mining world of Taros, the xenos Tau having annexed it with the collusion of its traitorous Imperial commander. Though many individual glories are earned, the Imperium sustains heavy losses and is forced to abandon the planet and its turncoat population to their new alien overlords.

998.M41 – Darkness falls on the Orpheus Sector

The Orpheus Sector, an ancient domain long beset by the Orks from without and the perfidy of the Ruinous Powers from within, is consumed in bloodshed as the Necron Maynarkh Dynasty rises from cold stasis slumber to reclaim the stars. Segmentum High Command soon realises that the sector cannot be saved and institutes a drastic campaign to contain the threat, devastating countless Imperial worlds that the implacable xenos might be contained and other sectors saved.

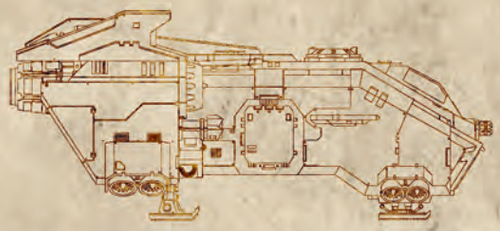
998.M41 – Third War for Armageddon

Ghazghkull Mag Uruk Thraka launches the largest Ork Waaagh! witnessed since the dawning of the Age of the Imperium when he returns to the hive world of Armageddon. Dozens of Space Marine Chapters contribute forces to the defence of Armageddon's hive cities and while Thraka is repulsed, his ultimate fate remains a mystery. Even without Thraka, the war grinds on and shows no sign of relenting as Orks are drawn from light years around to what many greenskins hail as the 'Ragnarork', the final battle between their species and Mankind.

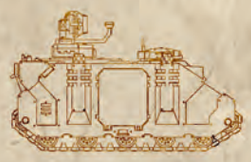
998.M41 – Death Quest

Over eight decades into their century-long penitent crusade and having battled relentlessly across vast swathes of the Imperium and beyond, the Executioners Chapter comes upon the ruins of the Orpheus Sector. Discovering a realm decimated by war, the bones of countless heroes being picked over by verminous xenos, the Executioners vow that their death quest will be completed upon the cratered battlefields of Orpheus.

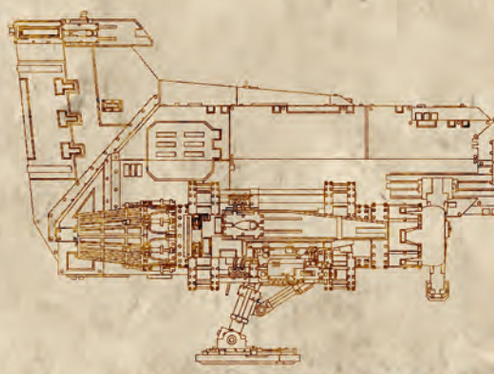
Unheralded, the task force assigned to track the Executioners on their crusade arrives in the region several days later, and a series of high level Astropathic transmissions are directed at Terra and the Inquisitorial representative on the Senatorum Imperialis.



STORM EAGLE ASSAULT GUNSHIP
[UNKNOWN PATTERN]

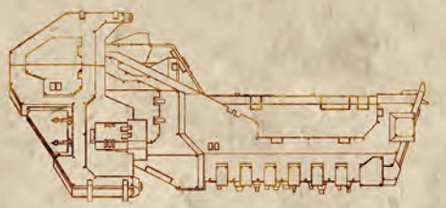


MACRAGGE PATTERN
DAMOCLES COMMAND RHINO

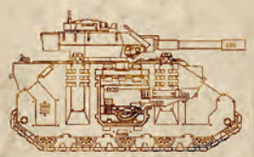


MARS PATTERN THU

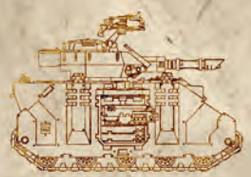
MARS PATTERN VINDICATOR



MARS PATTERN CAESTUS ASSAULT RAM

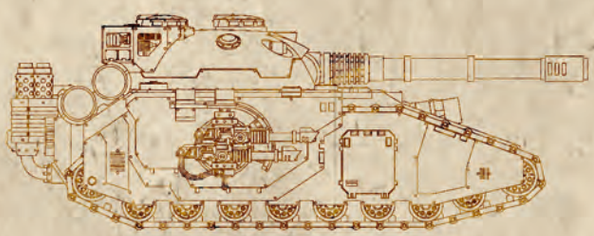


MARS PATTERN
PREDATOR DESTRUCTOR



MARS PATTERN
PREDATOR ANNIHILATOR

BAAL PR



TIGRUS PATTERN
FELLBLADE SUPER-HEAVY TANK

DEIMOS PATTERN
PREDATOR DESTRUCTOR

MARS PATTERN RAZORBACK ARMED
WITH MULTI-MELTA

MARS PATTERN RA
WITH HEA

DEIMOS PATTERN RHINO
ARMOURED TROOP CARRIER

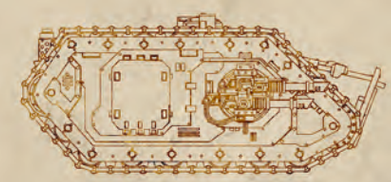
DEIMOS PATTERN PREDATOR INFERNUS
ARMED WITH MAGNA-MELTA

DEIMOS PATTERN PREDATOR INFERNUS
ARMED WITH FLAMESTORM CANNON

SCORPIUS PATTERN WHIRLWIND

MARS PATTERN
TYPHON HEAVY SIEGE TANK

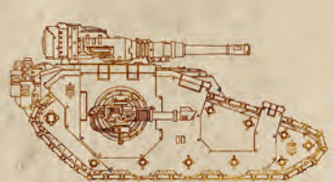
ANVILUS PATTERN
CERBERUS HEAVY TANK DESTROYER



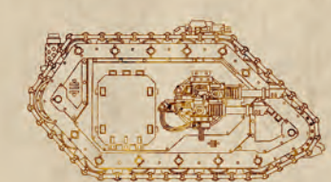
ANVILUS PATTERN
SPARTAN ASSAULT TANK

RAPIER LASER DESTROYER
CONFIGURATION

RAPIER QUAD HEAVY BOLTER
CONFIGURATION



SICARAN BATTLE TANK
[UNKNOWN PATTERN]



ANVILUS PATTERN MKIII
LAND RAIDER PROTEUS

JE
LA

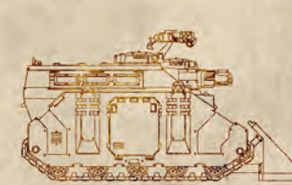
CONTEMPTOR PATTERN
DREADNOUGHT

CONTEMPTOR-MORTIS
PATTERN DREADNOUGHT

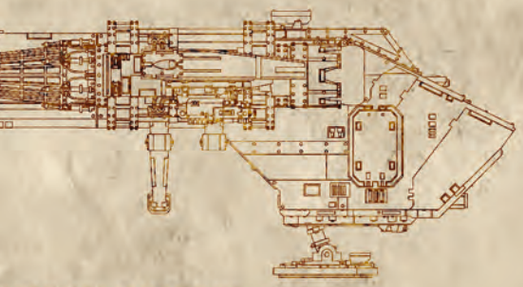
CASTRAFERRUM MKIV
SIEGE DREADNOUGHT

CASTRAFERRUM MKIV
DREADNOUGHT

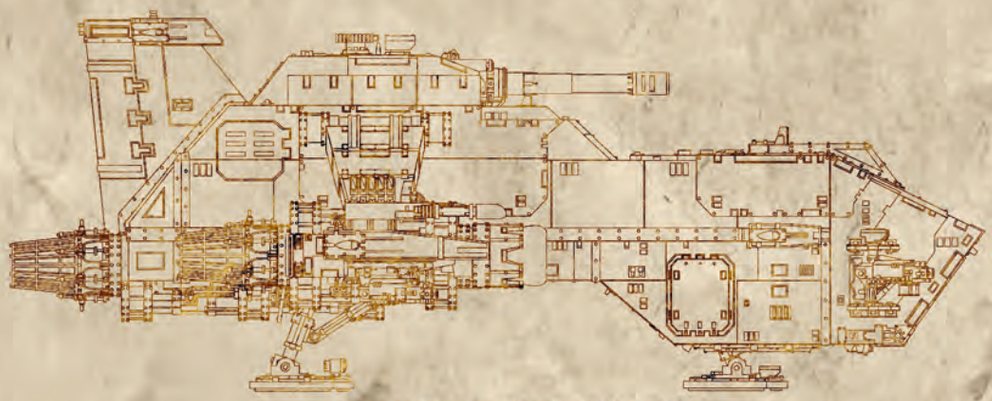
CASTRAFERRUM
MKV DREADNOUGHT



ADEPTA SORORITAS
DOMINICA PATTERN REPRESSOR

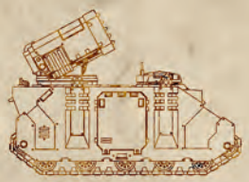


NDERHAWK TRANSPORTER

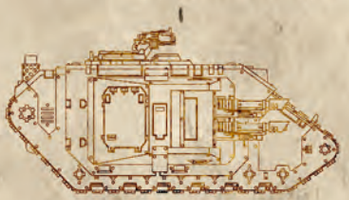


MARS PATTERN THUNDERHAWK GUNSHIP

EDATOR



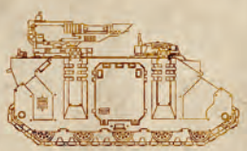
PHAETON PATTERN
WHIRLWIND HYPERIOS



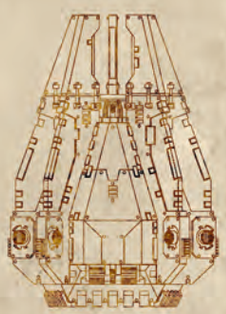
MARS PATTERN
LAND RAIDER PHOBOS MKIIB

MARS PATTERN
RHINO ARMOURED TROOP CARRIER

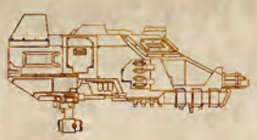
AZORBACK ARMED
VY BOLTERS



MARS PATTERN RAZORBACK ARMED
WITH LASCANNON



LUCIUS PATTERN
DEATHSTORM DROP POD

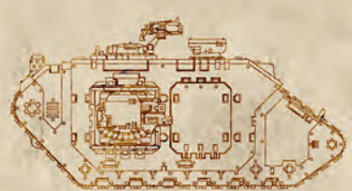


CHOGORIS PATTERN
LAND SPEEDER TEMPEST

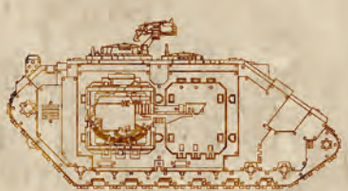
MARS PATTERN
LAND SPEEDER (HEAVY BOLTER)

DEPARTMENTO ANALYTICUS

ADEPTUS ASTARTES CARTA MILITARIS



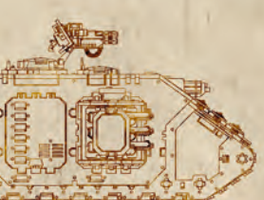
MACRAGGE PATTERN MKVI
LAND RAIDER PROMETHEUS



MARS PATTERN LAND RAIDER PHOBOS MKV
WITH REINFORCED ARMOUR

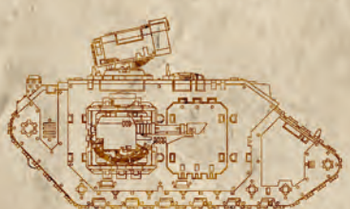
MARS PATTERN
LAND SPEEDER TORNADO

MARS PATTERN
LAND SPEEDER TYPHOON

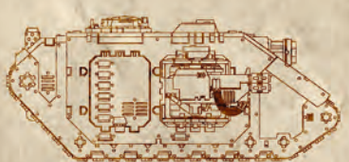


RULAS PATTERN MKVI
ND RAIDER CRUSADER

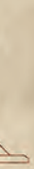
JERULAS PATTERN MKIII
LAND RAIDER REDEEMER



LAND RAIDER MKIV HELIOS



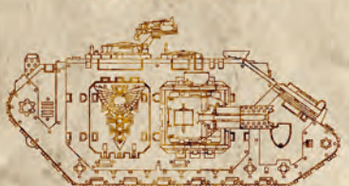
GRYPHONNE PATTERN MKII
LAND RAIDER ACHILLES



ADEPTA SORORITAS
OPHELIA PATTERN IMMOLATOR

ADEPTA SORORITAS
OPHELIA PATTERN EXORCIST

GREY KNIGHTS
VORTIMER PATTERN RAZORBACK



GREY KNIGHTS VORTIMER PATTERN
LAND RAIDER REDEEMER

ADEPTUS ASTARTES
LAND RAIDERS

"We ride upon the wings of the storm. What hope of escape can our foes have?"

Sergeant Spiccaré
Blood Angels 1st Company

The Land Raider is without doubt the most iconic and pre-eminent Space Marine armoured vehicle. The STC imprint on which it is based is believed to pre-date the Imperium by many thousands of years, but after the Age of Strife was lost for many generations until it was rediscovered by legendary Machine-Archaeologist Arkhan Land, at the very dawning of the Age of the Imperium.

Land's Legacy
Legend has it that the Land Raider (called in some fragmentary records '*Land's Raider*') was discovered during Machine-Archaeologist Arkhan Land's great expedition into the Libraries Omnis on Mars. The main aim of Land's expedition into the labyrinth catacombs sited deep beneath the surface of the Red Planet was to find functioning STC databases. In this he failed, but two discoveries were made which revolutionised machine lore for millennia to come. The first was a near complete dataslab imprint of STC information describing a heavily armoured assault tank. The second was the unearthing of data on rare anti-gravitic plates and theories on their use, which eventually led to the construction of the first '*Land's Speeder*'. Arkhan Land would later vanish during a subsequent expedition, some claiming he was the victim of a psychic entity that destroyed his entire party. What secrets of the Dark Age of Technology were lost with him remains a mystery.

As the Emperor's fleets took to the stars in the Great Crusade, it is thought that they carried with them the first battle-ready Land Raiders. At that time all human forces were equipped with Land Raiders, and with this awesome war machine at their command they conquered world after world until the Emperor's Imperium of Man bestrode the galaxy.

Such was the demand for Land Raiders during the Great Crusade that an entire Forge World was founded just to manufacture them. Anvilus IX supplied thousands upon thousands of the vehicles to Mankind's forces, but the Great Crusade ended in disaster as Warmaster Horus rebelled against the Emperor and bloody civil war engulfed the Imperium. Anvilus IX itself was captured by renegade Tech-Priests aligned with Horus and its forges co-opted to their use. Other Forge Worlds seceded from the Imperium rather than join the fighting and overnight the Imperium's supply of Land Raiders was severely curtailed. It was a terrible blow, for the Land Raider was one of the few commonly available vehicles which could, when deployed with skill and in sufficient numbers, threaten enemy Titans.

With Traitor forces advancing on Terra itself and Loyalist forces facing total defeat, the Emperor decreed that all remaining Land Raiders still in loyal service should be recalled and the Legiones Astartes, his favoured Space Marines who stood at the forefront of Terra's defence, be given exclusive use of these powerful war machines. The Imperium was saved when the Emperor defeated Horus in single combat but, terribly wounded, he was interred in the Golden Throne, never to speak again. After his ascension, none dared to change the Emperor's decree and the Land Raider has therefore remained a vehicle almost exclusive to the Space Marine Chapters for the past 10,000 years. The few exceptions are those allocated to Inquisitors and especially influential Rogue Traders who utilise them in their private armies, both groups vested with unusual freedom in this and many other regards.

Honours Uncounted
Perhaps no other vehicle symbolises the renown, loyalty and long history of the Space Marine Chapters more than the Land Raider. The mighty vehicle grinding forwards, weapons blazing, disgorging Space Marines into the very heart of a conflict is one of the definitive images of the legendary 'Angels of Death'. Thus has it earned its reputation through 10,000 years of battle, and it is well deserved.

Terminus Ultra Pattern Land Raider
The Terminus Ultra is a rare configuration of the standard pattern Land Raider that makes use of the vehicle's inherent modularity. Being compatible with a range of weapon configurations, the vehicle mounts additional sponson lascannon in place of its side assault hatches, and a turret-mounted twin lascannon in place of the usual heavy bolters. These weapons require an inordinate amount of power, the additional reactor systems required displacing the entirety of the Land Raider's troop carrying capacity. All of these weapons combine to make the Terminus Ultra one of the most potent armour-killers in the arsenal of the Space Marines, but the configuration stretches the Land Raider's capabilities to such a degree that the pattern remains rare and is only ever fielded in the direst of circumstances.

The Land Raider has served in every major Space Marine campaign since the defence of the Emperor's Palace. Famous incidents of Land Raiders engaging a foe are a thousand-fold. Several of the more celebrated accounts include the Red Talons' Land Raider, *Eagle's Claw*, which saw action against Traitor forces during the Battle of Amion. In a solo rampage this Land Raider was responsible for the destruction of rebel supply bases and engaged retreating enemy units, causing such destruction to vital stockpiles that the enemy's defences completely collapsed when following Imperial Guard units attacked en masse.

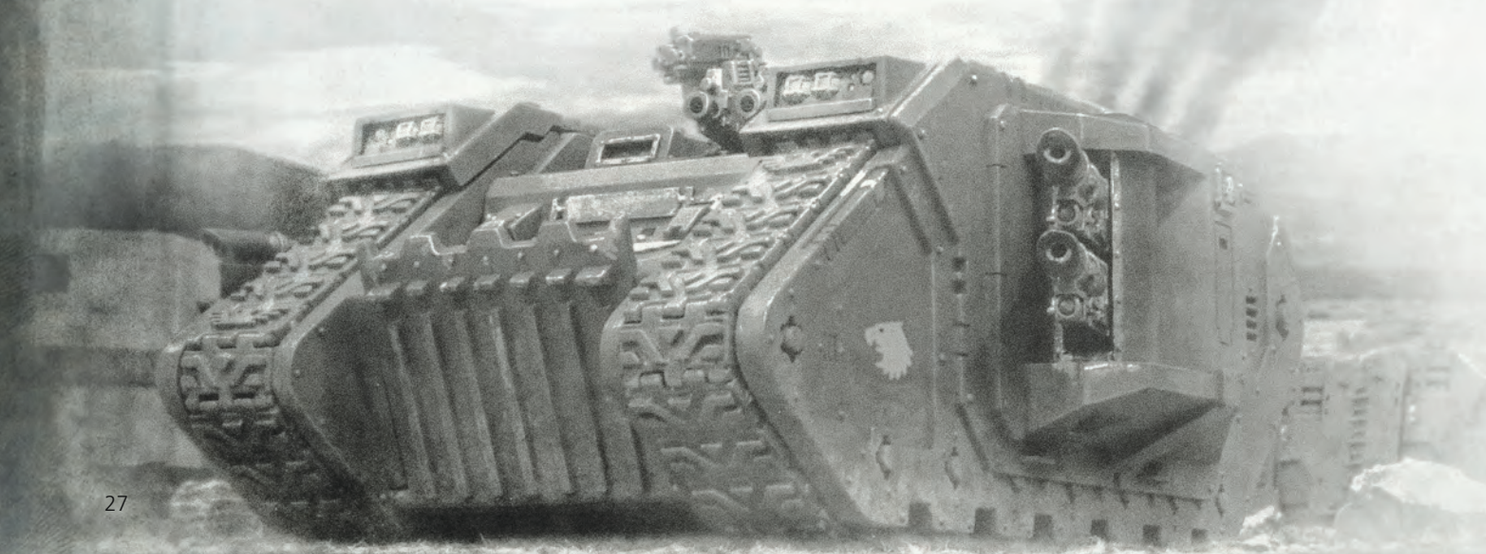
Another famous engagement was the attack on Heat Sink 871 by Land Raiders of the Iron Hands Chapter. Commander Sien led his five Land Raiders against overwhelming rebel forces, his own vehicle enduring a confirmed one hundred and thirty-two enemy weapon strikes during the capturing of the heat sinks.

Beast of Iron
The Land Raider is arguably the most advanced tank still in common service with Space Marine forces, and contains many specialised and complex systems. Hermetically sealed, the Land Raider can operate in just about any environment from complete vacuum to on the ocean floor. Its armour can withstand hard radiation and micro-meteorite impacts, and its systems can hold at bay even the most lethal virus and chemical threats.

Every Land Raider contains a potent battle cogitation core that aids its crew in the operation of its numerous weapons and secondary systems. In the Phobos pattern vehicle this is an M32 'Cyclops' class battle cogitator, one of the rarest and most capable of these arcane processing engines. The machine spirit said to dwell within is known for its devotion to duty and to its crew, and some are even capable of independent operation. Indeed, there are several tales of machine spirits guiding a vehicle and its passengers to safety after its Space Marine crew are incapacitated.

Primary power is provided by a Mars pattern adaptable thermic combustor reaction engine situated at the rear of the vehicle. This engine is one of the most powerful of its class, able to propel the Land Raider across the most arduous of battlefield terrain and to smash aside the most stubborn of obstacles. Secondary features of the pattern include atmospheric sampling equipment, rad-repellor, air filtration and purification unit, multi-spectral optic periscopes around the turret rings, gene-coded controls for security purposes and slaved remote targeting systems to control the sponson weapons.

Each Land Raider also carries a range of command and control equipment. Individual screens allow a commander to monitor his unit's bio-status readouts via sensorium core ex-links in each battle-brother's armour, and these are relayed through the vehicle's communication conduits. There is also a holographic tactical display and direct interfaces to the battle cogitator. These provide the vehicle commander with access to all the battlefield information he needs and makes a Land Raider a mobile command centre as well as a front line fighting vehicle and squad transport.



A celebrated feature common to many patterns of Land Raider is the consecrated 'aquila' track link. The thirteenth track link bears the Imperium's double-headed eagle symbol and represents the Emperor himself, the other twelve links standing for the twelve High Lords of the Imperium. During Space Marine operations, a planet's surface is thereby stamped with the authority of the Emperor as if he himself had set foot upon it.

Armoured Might

The Land Raider's armour plating represents the very pinnacle of the Adeptus Mechanicus' knowledge, such techniques generally only utilised on much larger vehicles such as Titans. The adaptability of the STC design means locally available materials can be used to replace the advanced alloys if such field repairs are necessary, but it takes the consecrated systems and specialised skills of a Space Marine Chapter forge or an Adeptus Mechanicus Forge World to manufacture the materials needed to produce new Land Raiders.

The inner armoured layer and structural supports of the Land Raider are constructed of adamantium, and above this is a titanium/plasteel composite plate. This is used to reinforce the locations on the vehicle that are most exposed to enemy fire such as the assault bay, front glacis, outer hatch doors and hull side. Next is a thermo-plas fibre mesh and the first of two ceramite layers. The first layer absorbs and dissipates energy, an effective protection against high power laser weaponry. The second is an ablative layer, the vehicle's first line of defence against extreme heat and melta weapons. The result is a skin of armour less than a third as thick as, but many times more resilient than almost any other material used by the armies of the Imperium or those of its enemies.

The Land Enigma

Disciples of the venerated Machine-Archaeologist Arkhan Land, discoverer of the Land's Raider and Land's Speeder STC pattern, form their own sub-cult within the Adeptus Mechanicus, called Landites or Landists. They continue their founder's work and research the many potential STC variants of Land's discoveries. This has led to a number of innovations, such as the Prometheus Land Raider variant.

The inner circle of the Landist cult, which includes some very senior Adeptus Mechanicus artisans, is rumoured to have evidence of a new vehicle, but to be keeping their discovery a secret. The cult's esoteric research has revealed that once, during the Great Crusade, there was an armoured vehicle which was heavier than the Predator, but lighter than the heavy assault transport of the Land Raider, and that within the blueprints of this revered war machine exist system compatibilities and redundancies, down to a microscopic level, that could help reconstruct the missing tank. Others within the Adeptus Mechanicus dispute this, and in M39 several members of the Landist cult were tried as hereteks and condemned to arco-flagellation for their crimes, meaning that ever since, the Landists have been highly secretive about their work. Many Tech-Priest disciples of Land have become obsessed with hunting down this pattern, but it seems that ultimate success has continually eluded them and the mythical missing tank remains an enigma to this day.

LAND RAIDER CRUSADER

The Land Raider Crusader is designed to utilise the potent all-round armour of the Land Raider against the heaviest enemy defences and fortifications. It is employed to smash into enemy lines before disgorging Space Marines into the heart of a fortified position as its weapons unleash a torrent of fire in support. It is a brutal tactic, well suited to the Space Marines' role as peerless shock warriors.

The Land Raider Crusader variant was first developed and deployed during the Jerulas Crusade by the Black Templars Chapter and as such is a comparatively recent addition to the canon of Land Raider variants. The Jerulas Crusade involved a gruelling campaign of sieges of hive cities and the Black Templars invariably led the final assaults when the bombardment lifted. To aid their assault troops, the Chapter's Techmarines mounted hurricane pattern bolters in each sponson and twin-linked assault cannon on the hull. It was an immediate success and, as news of the Black Templars' magnificent victories on Jerulas spread, other Chapters requested the re-armament protocols and re-consecration rituals utilised although to this day, the Black Templars still make wider use of the Crusader than any other Chapter.

As word of the Crusader spread, a delegation of senior tech-adepts arrived from Mars demanding an audience with the High Marshal, intent upon investigating the modification, it is likely that the Tech-Priests feared a repetition of earlier instances of details of new patterns being deliberately withheld from their Order. In 763.M39, after long debate and testing, the Crusader pattern was given Chapter Approved status by the Fabricator-General of the Adeptus Mechanicus and was officially recognised in the canon of machine lore. Even before its official sanction though, the Crusader pattern had found extensive use in the armouries of numerous Space Marine Chapters.

The Crusader differs from more common Land Raider patterns in several ways. Both sponsons replace the standard lascannon configuration with hurricane pattern bolters – six boltguns slaved to a single mount. Coupled with this are twin-linked assault cannon in place of the hull-mounted heavy bolters to provide a formidable degree of suppressing firepower as the Crusader closes on its target. The final addition is a conversion of the standard turret ring pintle-mount to allow a multi-melta to be fitted. The multi-melta was not included on the first Crusaders, but hard-won experience taught the Black Templars that the Land Raider often needed heavy firepower to force open breaches in defences and to clear barricades or anti-tank obstacles as it broke into a position.

The other main adaptation regards the Crusader is its increased transport capacity. The removal of the large generators required by the lascannon creates space for an additional six Space Marines. This gives the Crusader the largest transport capacity of any Land Raider variant – sixteen power armoured Space Marines or eight Terminators.

LAND RAIDER REDEEMER

The Land Raider Redeemer came into existence during a long and arduous campaign known as the Purging of Grissen, a civil war fought between numerous factions and which saw the eventual deployment of the Fire Lords Chapter to restore order. The Space Marines found the rebels of Grissen firmly entrenched within their sprawling cities and fortifications, and despite Imperial Navy bombardments on a near apocalyptic scale, the rebels had been able to hold out, even as their cities burned and their bastions fell about them. In fact, Munitorum Strategio-savants eventually realised that the more the Imperial Navy vessels pummelled Grissen from orbit, the more cover the rebels were afforded by the twisted and anarchic ruins, and that only the deployment of the elite Space Marines could root the enemy from their positions.

Having answered the Munitorum's call for aid in ending the war, the Fire Lords Chapter soon determined that conventional battle rites would prove insufficient to defeat the enemy. The Chapter's commanders saw straight away that Grissen represented a city fight on a planetary scale, a type of warfare known for the high casualty ratio it inflicts on both sides. Though each Space Marine was the equal of ten or more rebels, each was a precious resource that could not be expended in such a meatgrinder battle. If strategy dictated that the city must be taken, then an entirely new tactic would have to be developed to do so.

The answer for how to scour enemy forces from the dense ruins of Grissen was realised in the adaptation of the Fire Lords Chapter's Land Raider Crusaders, replacing their hurricane bolters with deadly flamestorm cannon. Fuelled by large promethium reserves, these vast flamers proved peerless weapons in the hellish chaos of a city fight. The Land Raider is a formidable vehicle in its own right, but one able to transport a Space Marine squad directly into the heart of a battle and unleash direct twin blasts of withering alchemical fire at the foe, proved invaluable in such a conflict. Its flame weapon completely negated any benefit the defenders might otherwise have derived from taking cover in the midst of a ruined building or fortification, penetrating even the smallest gap to consume those hiding within.

Armed with this fearsome combination of armour, firepower and troop-carrying capability, the Fire Lords launched their campaign. The victories came thick and fast, and within days the largest rebel faction was suing for peace. Those who refused to surrender to Imperial justice were burned in their own cities, and soon the planet was restored to the Imperium.

Following the success of the Redeemer pattern at Grissen, the Fire Lords made it a standard element of their arsenal. Furthermore, the rituals of modification were disseminated to Chapters with close ties to the Fire Lords, and soon entered the canon of the war machines of the Adeptus Astartes. The vehicle is to be found in service with almost every Space Marine Chapter and is the weapon of choice for strike force commanders faced with a determined enemy deeply entrenched within a dense city or similar battlescape. Countless enemies have preferred to surrender and face the inevitable wrath of the Emperor's servants than the horrific end they would otherwise meet should the Redeemer be deployed against them.

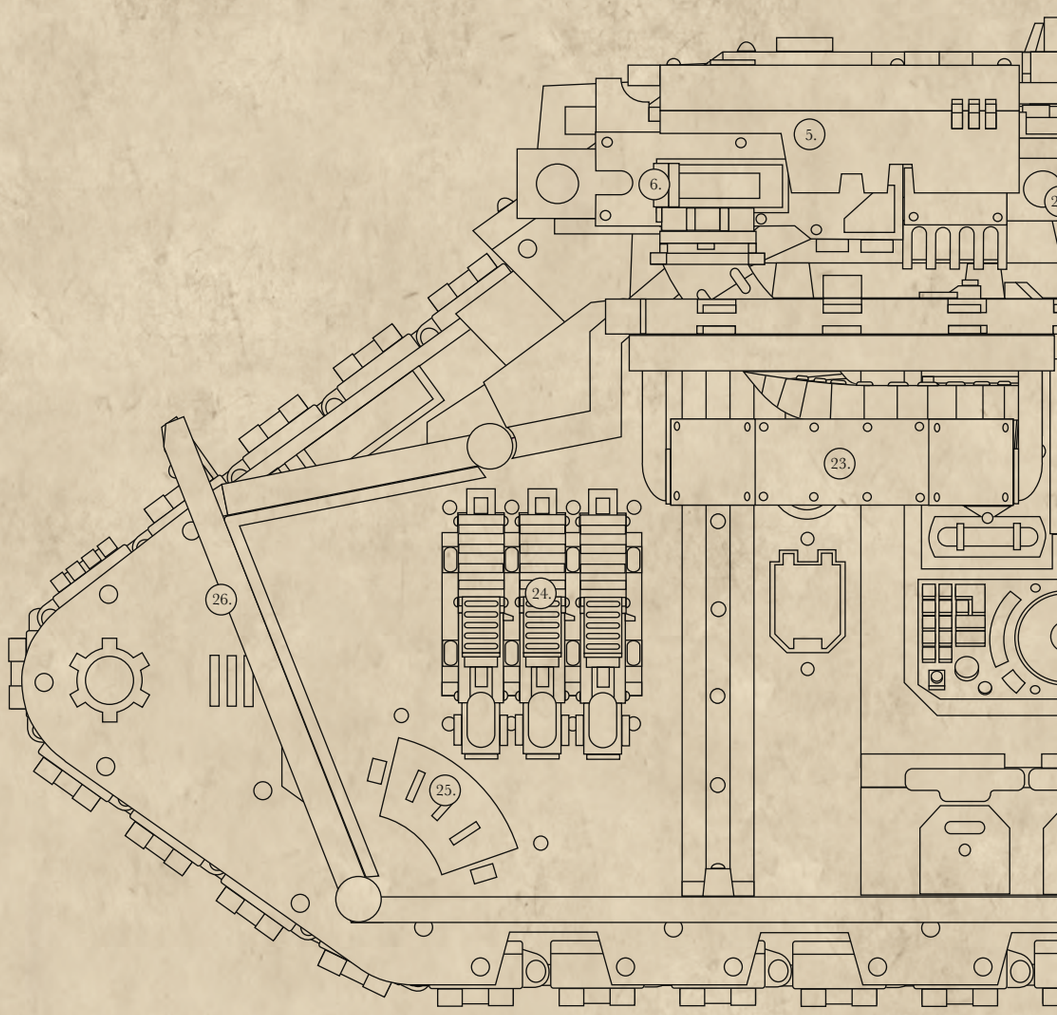
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

MARK V PHOBOS PATTERN LAND RAIDER INTERIOR DETAIL

1. M33 MkIV pintle-mounted storm bolter
2. Auto sealing crewman's hatch
3. Auto sealing commander's hatch
4. Armoured exhaust shroud
5. Ceramite/titanium bonded armour cowl
6. Massada pattern 'Firefury' heavy bolters
7. Omni-directional, gene-coded, control column
8. Morphic commander's seat with spinal implant interface
9. MkVIII 'Avenger' hunter-killer missile
10. Armoured door hatch
11. Crewman's cupola cradle
12. 'Mars' pattern B adaptable thermic combustor reaction engine
13. Nitro-ammunium cooling system
14. Primary drive wheel
15. Exhaust ducting
16. Nitro-ammunium canisters
17. Foot locker stowage bin
18. Access panel
19. System status display
20. Squad status displays
21. Auto-tarot reader
22. Tactical holo-sphere
23. Armoured heavy bolter magazine
24. Magnetic bolter rack
25. Assault ramp mechanism
26. Assault ramp
27. Commander's augur, linked to 'Cyclops' class machine spirit
28. Troop transport seating



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FERRUM POTENTES

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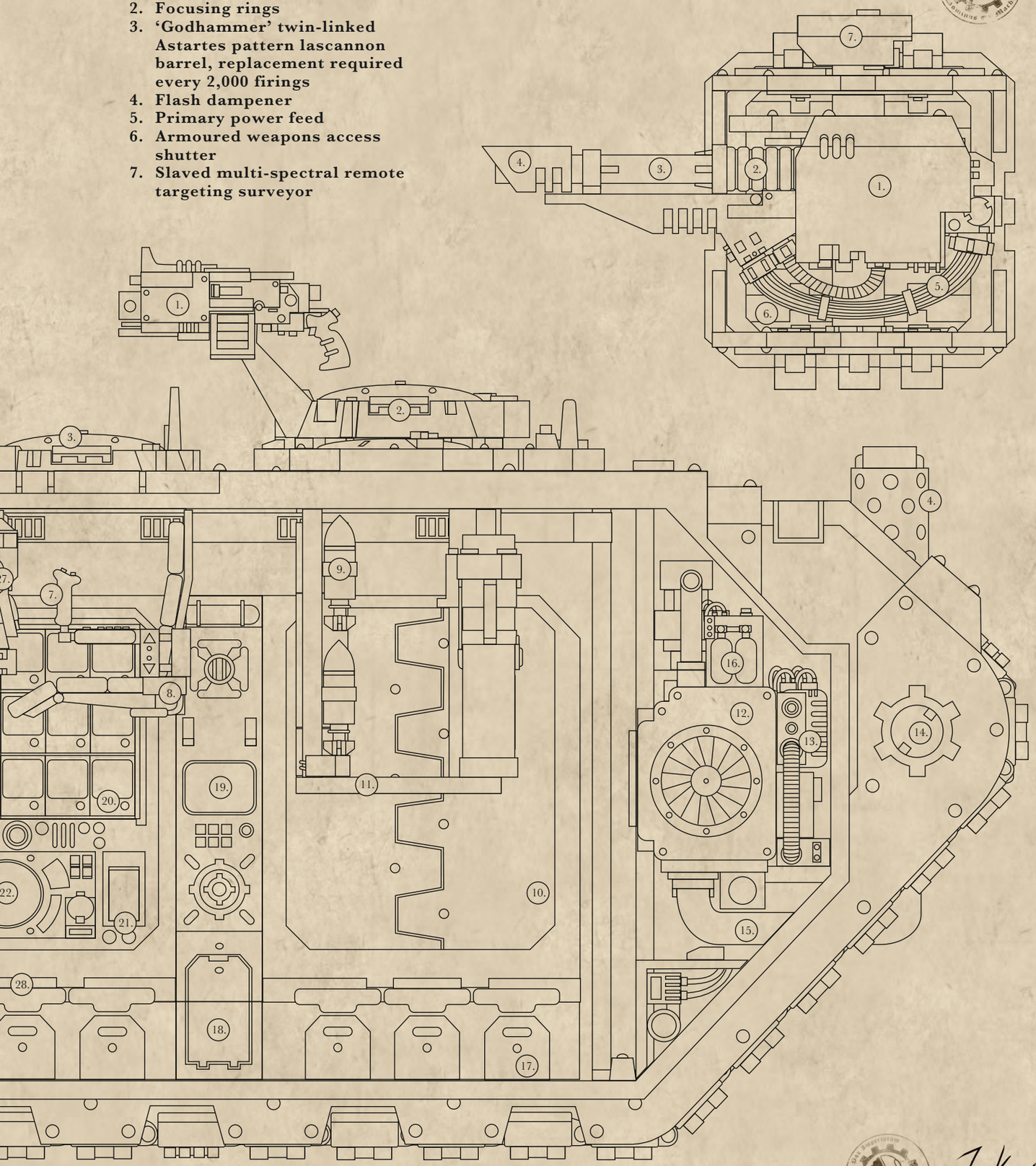
PARC .....

SPONSON WEAPON KEY

1. **Ceramite/titanium bonded armoured cowl**
2. **Focusing rings**
3. **‘Godhammer’ twin-linked Astartes pattern lascannon barrel, replacement required every 2,000 firings**
4. **Flash dampener**
5. **Primary power feed**
6. **Armoured weapons access shutter**
7. **Slaved multi-spectral remote targeting surveyor**



LAND RAIDER HELIOS

The Helios variant of the Land Raider came about when the need arose to provide a fast moving Space Marine heavy assault force with close-in armoured bombardment capable of operating in the close confines of a built-up area. Many missile tanks are comparatively lightly armoured and therefore less able to operate alongside heavier vehicles. The Helios solves this problem by mounting a Whirlwind multiple missile launcher onto the hull of a standard Land Raider, providing Space Marine forces with close range bombardment capability, even in the most hotly contested of war zones.

The Helios was first developed by the Red Scorpions, a Chapter renowned for its especially puritanical beliefs and abiding mistrust of many other Imperial fighting forces, especially those who utilise abhumans or psykers. It is a highly independent Chapter that rarely allies itself with others, except those Adeptus Astartes Chapters it rates as loyal and pure.

In 857.M38 the Red Scorpions Chapter was engaged in the legendary Siege of Helios. The leading edge of Waaagh! Grimgut had overwhelmed the manufactorums of the world of Helios and the Red Scorpions swore to repel them at any cost. The task was beyond the Imperial Guard, for the Orks, showing typically low cunning, had set loose an infestation of Bomb Squigs which boiled forth from the sewers and destroyed any vehicles attempting to press through the city's streets. The answer to the need for swift armoured support for any Space Marine force seeking to engage the Orks came when the Archmagos of Hive Manufactory 33 Delta Thule, an ordnance foundry which had long supplied missile launchers to the Red Scorpions, received what he later claimed was a vision granted to him by the Machine God. By fitting the foundry's weapons systems to the Red Scorpions Land Raiders, the attack force would be able to mount its own artillery support on vehicles all but immune to even the most concentrated effort to overwhelm them and the hive, and all of Helios, would be delivered.

Within twenty-four hours, every one of the dozen Land Raiders deployed to Helios had been converted to what would later become known as the 'Helios' pattern Land Raider. A Whirlwind missile launcher was mounted atop each war machine's hull and a dedicated targeting unit set in its forward weapons point in place of its heavy bolters. A payload of missiles was also mounted within the vehicle's hull, leading to a reduction in its passenger capacity that was considered a worthwhile trade-off, given the vehicle's superior survivability compared to Whirlwind missile tanks and other lighter platforms.

In the resulting battle, the dozen Helios pattern Land Raiders led the Red Scorpions strike force deep into the Ork-held hive. As predicted, tides of Bomb Squigs erupted from the sewers to break against the vehicles. Once the resulting explosions had cleared, the Land Raiders were charred black and splattered in steaming Squig blood but otherwise intact, while the entire wave of Orkoid creatures had obliterated itself to no effect whatsoever. The route into the hive was finally open and the doom of the Orks of Waaagh! Grimgut was at hand.

The lifting of the Siege of Helios saw the pattern named after it become a standard part of the Red Scorpions Chapter armoury. In recognition of the deliverance of the hive, the master of Manufactory 33 Delta Thule ceded the pattern's sanctified specifications to the Red Scorpions, who have themselves disseminated it to the small number of Chapters it has close relations with.

Since that time, the Helios remains an uncommon Land Raider variant, only deployed when a Chapter is in need of extra artillery support that its Whirlwinds cannot provide due to extenuating or unusual battlefield conditions. Quite aside from enemy fire, the vehicle has proved useful in traversing especially dangerous terrain subject to threats a Whirlwind's armour would not be able to withstand. Such war zones include those set within carnivorous jungles, magma seas and fractal crystal forests.

In later years, a further refinement of the pattern would be developed at Helios. Rather than mounting a standard Whirlwind missile launcher, the Hyperios variant mounts an anti-aircraft version. This variant is fielded by those few Chapters with access to it when conditions make the deployment of Stalker, Hunter or Hyperios Whirlwind anti-air units undesirable because such vehicles would be vulnerable to enemy infiltrators.

The main difference between the Helios and more common patterns of Land Raider is the Whirlwind missile launcher mount and the extra ammunition stowage space required for any spare missiles, reducing the vehicle's transport capacity to just six power armoured Space Marines. The positioning of the launcher and its targeting unit also precludes the use of a pintle-mounted weapon and this means, without the standard heavy bolters as well, that the Helios suffers from a lack of anti-infantry or point defence weaponry. Wise strike force commanders remedy this by assigning Land Raider Crusaders or Redeemers to fight alongside the rare and valuable Helios.

***Maximus*, Land Raider of the Household of Chapter Master Marneus Calgar**

It is common for many Chapter Masters of the Adeptus Astartes to retain a specific Land Raider for the exclusive use of themselves and their household. Many of these famous machines are ancient indeed and resplendent with battle honours won in the countless wars of the Age of the Imperium. Some are employed to transport the Chapter Master and his command staff across the battlefield, while others are reserved for ceremonial use.

Perhaps the most famed of all such personal transports is the Land Raider designated '*Maximus*', attached to the household of Chapter Master Marneus Calgar of the Ultramarines. This truly venerable engine of war is the very epitome of the artificier's calling. Its flanks are adorned with passages from the Codex Astartes and scenes from the Chapter's glorious history. Its armour is decorated with marble and gold details, and from its hull flutter banners and purity seals of honoured provenance. Truly, *Maximus* is a worthy vehicle to carry into battle the greatest Chapter Master of the Ultramarines since the days their Primarch fought alongside them so many millennia ago.

LAND RAIDER PROMETHEUS

The Land Raider Prometheus is a variant of the standard Land Raider and is used by Space Marine forces as a battlefield command vehicle. Fitted with additional sensor and communications equipment, the vehicle is a valuable asset to any strike force leader.

The origins of the Land Raider Prometheus remain a mystery. Some tech-adepts believe it was first developed as a variant of the long-lost Tartaros pattern Land Raider, though little evidence to support this assertion has been forthcoming. At least one archival record depicts the vehicle, or else one resembling it very closely, fighting on the side of the Loyalists during the early battles of the Horus Heresy. Others believe that it was first developed on Nocturne in the renowned forges of the Salamanders, and certainly that honoured First Founding Chapter retains more examples of the Prometheus than any other (although even they are thought to hold only four). The Salamanders deny being the source of the variant and it is unknown how many other Chapters still hold Prometheus deep within their armouries.

Outwardly, the most visible difference between common patterns of Land Raider and the Prometheus is its weaponry, with the quad-mounted heavy bolters in each sponson replacing the Land Raider's lascannon to provide a storm of fire to cut swathes through enemy infantry and light vehicles. It is standard practice that all Prometheus Land Raiders are armed with a pintle-mounted storm bolter for close-in anti-infantry defence. This is a substitute for the hull-mounted heavy bolters, which are removed to make space for the extra vox net that facilitates the vehicle's primary role. Despite the lethality of this particular weapons configuration, the vehicle's main task is not to provide fire support, but to serve as a front line command vehicle. This is especially appropriate, for the leaders of the Adeptus Astartes are every bit as much warriors as they are strategists, and their place is not behind the lines, but at the very leading edge of battle.

The Masali Campaign

The most famous action involving the Prometheus in recent Imperial annals was the Masali Campaign, where Force Sicarius of the Ultramarines Chapter was engaged in bitter fighting against raiding Eldar pirates. Captain Sicarius used his Prometheus to turn the tide of battle, exacting a heavy toll on the attacking Eldar jetbikes and infantry while simultaneously coordinating a counter-attack by his own assault units from his vehicle. For his key role in defeating the pirates, Sicarius and his vehicle were awarded the First Class Marksman's Honour.

As a dedicated command transport, the Prometheus utilises an extensive array of communications and sensor equipment. All Land Raiders carry a tactical holosphere and squad status displays, but the Prometheus augments this with a long-range signals amplex, a two-way signal booster, for squad-to-squad, ground-to-air and ground-to-orbit sensorium and vox-communion. The Prometheus has some features in common with the Damocles, a command variant of the Rhino armoured carrier, and can serve as a strike force command and control hub if a Damocles is not deployed or is somehow disabled. It utilises secure multi-band communications for coordination with allied forces and transmission monitoring equipment for intercepting and de-crypting enemy signals, and also incorporates a multi-spectral ground surveillance auspex for locating and tracking enemy forces. The information provided by this can then be shared with other Imperial forces as required.

The advantage the Prometheus has over the Damocles Rhino as a command and control hub is that it is also a front line combat vehicle. In battle it can lead from the front and whilst a Prometheus does not contain all the advanced features of the dedicated command Rhino, it makes a peerless front line command transport worthy of the most courageous and warlike leaders of the Adeptus Astartes.

LAND RAIDER PROTEUS

The ancient and venerable Land Raider has served the Adeptus Astartes since its earliest beginnings and many variants and patterns are recorded in the data-stacks of Mars. Adepts of the hallowed Adeptus Mechanicus collectively refer to the oldest of these as the 'Proteus' patterns, and examples of these mighty armoured vehicles that survive into the dark days of the 41st Millennium are held in the highest regard, war-relics beyond compare to the Chapters that possess them.

Mechanicus tech-savants believe that the Land Raider Proteus is a precursor to the Phobos pattern vehicle now found amongst the armouries of the Adeptus Astartes. Bulkier and faster than the Phobos, ancient and forgotten data-looms describe the Proteus as a forward assault vehicle, commonly fielded in Explorator missions during the dawning days of Mankind's fledgling galactic empire.

Believed by certain war-savants to be an example of sacred machine-evolution, the Land Raider Armoured Proteus displays early features of the MkIIb Land Raider. These include enclosing its twin-linked lascannon in bulky armoured sponsons and adding to this formidable anti-armour firepower with a limited traverse twin-linked heavy bolter recessed into the forward hull armour.

It is likely that the Proteus was the most common mark of Land Raider used by the Imperial Army, the combined main line military of the Imperium that was split into the Imperial Guard and the Imperial Navy in the galaxy-wide reorganisations that took place in the aftermath of the Horus Heresy. Of course, no Land Raiders of any pattern remain in the armouries of the Imperial Guard, the vehicle long since reserved for the near-exclusive use of the Adeptus Astartes.

Amongst the most revered of those few Land Raider Proteus still in existence are some that must surely have been utilised in the very earliest phases of the Great Crusade. Many of these war machines were equipped with an array of scanners and cognis-interpreters that are likely to pre-date the Age of the Imperium by countless millennia. Such devices may only be awakened and operated by the most lore-steeped adepts of the Machine God, for they utilise machine processes and logis protocols otherwise unknown in the 41st Millennium. Referred to in hushed tones amongst Tech-Priests as Explorator Augury Webs, these devices were once used to coordinate the epic battles fought by the Emperor's Space Marine Legions as they re-united the scattered worlds of Humanity.

Land Raider Proteus *Simurgh Rex*

While many Proteus Land Raiders still in use by the Adeptus Astartes in the 41st Millennium hark back to the Great Crusade, a small number have been returned to service having been lost for countless centuries. The Proteus known as the *Simurgh Rex* is another type of machine still, and has only recently entered the service of the Night Swords Chapter. The vehicle is the result of the combined effort of many generations of Night Swords Techmarines, who between them recovered the remains of over a dozen wrecked Proteus Land Raiders from as many battlefields the length and breadth of the Imperium. Though each vehicle was so badly damaged and decayed as to be entirely beyond repair, each contributed components to the construction of the *Simurgh Rex*, a Proteus pattern Land Raider completed in 330.M41 by the Night Swords Master of the Forge Isak Siavash. The very last component to be interred within the war machine was the Augury Web, five of which had been previously located over the millennia, all proving damaged beyond the ability of the Chapter's forge to repair. The work of his predecessors complete, Siavash now seeks a still greater challenge upon the battlefields of the Imperium and beyond, one so grand it too is not likely to be completed for many thousands of years.

LAND RAIDER ACHILLES

The Achilles is considered one of the rarest of all Land Raider variants. It utilises so many of the most arcane machine-artifice rites in its construction that each must be wrought individually and under the scrupulous gaze of the most senior adepts of the Machine God. It is therefore an extremely rare sight on the battlefields of the 41st Millennium and any Chapter blessed with even a single example of this formidable war machine considers itself fortunate indeed.

The intent behind the enormous investment in resources required to construct even one Land Raider Achilles is to create an assault vehicle that is as resistant to energy-based weaponry as is conceivable for a vehicle of its class. To achieve this, every square centimetre of the vehicle's interior structure, as well as the surface of every component, is etched with the most secret runes of the techno-magi, sigils inset with meta-conducting thrice-blessed zirconium that serves to repel even the most powerful of energy weapon attacks. The result is a vehicle that can only be destroyed by energy weapons normally reserved for engaging far larger targets such as Titans, by kinetic or explosive energy or by entirely unconventional weapons such as those utilised by certain of Mankind's rivals for dominance of the stars.

According to surviving accounts committed to the *Liber Armorum*, the Achilles came into existence at the very dawn of the Imperium as the Emperor's Great Crusade swept across the galaxy and several Chapters of the Imperial Fists Legion found themselves engaged against a sizable xenos empire whose warriors utilised fearsomely potent energy weaponry. Legion Techmarines, working in conjunction with the Archmagos Xan-Ebon, conceived the Achilles as a means of delivering elite warriors directly into battle in the face of the aliens' devastating weaponry and constructed the first examples of the new class. The deployment of the Achilles broke the impasse and the xenos empire was cast down so thoroughly that all records of its existence and its name are now dust.

Even at the height of the Great Crusade, when the Space Marine Legions confronted fiendish xenos weaponry at every turn, the Achilles was never a common vehicle. Then, as today, each had to be constructed by the most skilled artificers, the engraving of the microscopic, techno-arcane sigils into its structure a time-consuming process that could little match the constant demand for new vehicles to replace those destroyed in battle. The Imperial Fists Legion commissioned and fielded the greatest number of Achilles Land Raiders as it particularly suited their preferred methods of waging war. Several other

Legions, in particular those who served alongside the Imperial Fists, commissioned their own examples and so the variant probably existed in limited numbers in most if not all of the other Legions. The Achilles continued to serve in the aftermath of the Horus Heresy and when the Imperial Fists Legion finally agreed to be broken up into Chapters, it was inherited by the armouries of the Imperial Fists Successors. Unlike many examples of the most potent weapons systems fielded during the calamitous days of the Horus Heresy, the Achilles has remained in the canon of machine lore and is still fielded by various Chapters of the Adeptus Astartes as well the Ordo Reductor of the Adeptus Mechanicus.

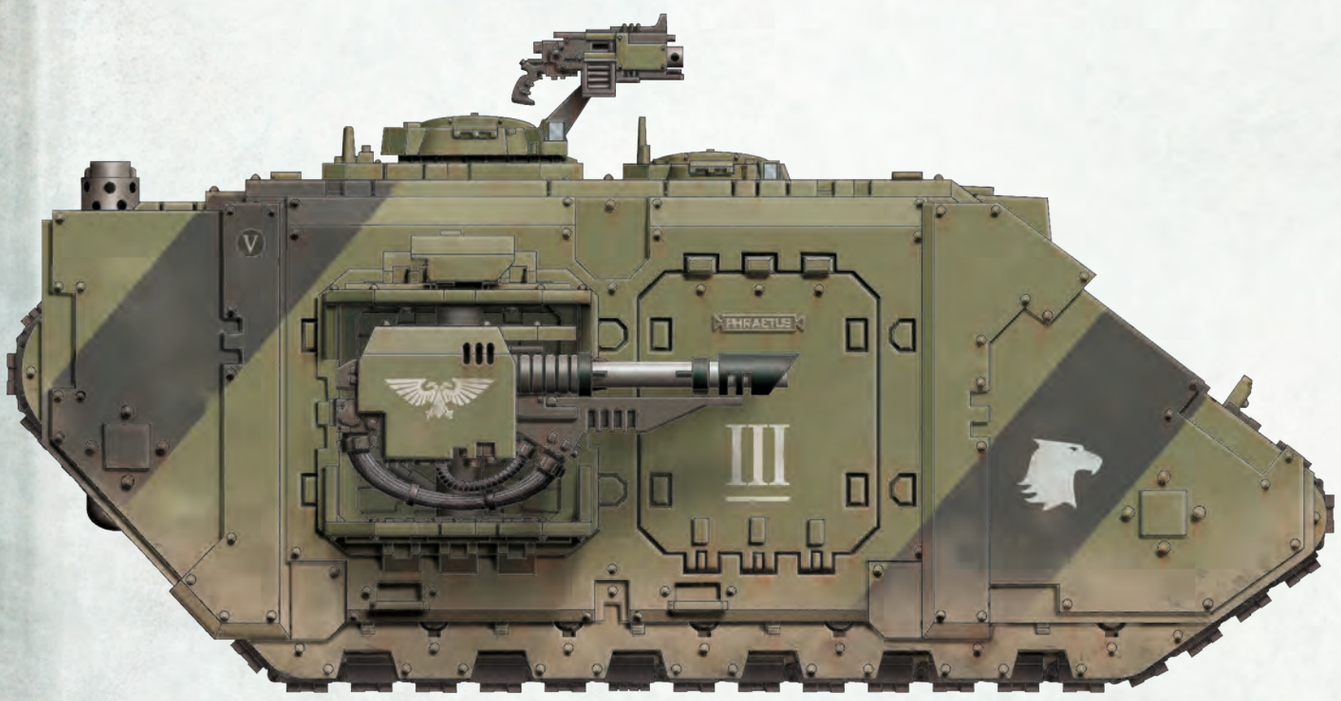
The primary role of the Achilles is that of a siege assault vehicle generally reserved for use against virtually impregnable fortifications defended by high energy weaponry, and mounts a combination of weapons designed to combat these bastions of an enemy force. The vehicle's main weapon is a Thunderfire cannon, a system that must be operated by a Techmarine ordnancer and is capable of unleashing a range of different shell types to slay or suppress enemy defenders. The vehicle mounts a pair of twin multi-meltas in each of its side sponsons, reserved for use against the walls the tank is assaulting and well able to reduce even the most formidable of bastions to bubbling slag.

As destructive as these weapons are, the ultimate intention is to deliver Space Marines into the heart of an enemy's position. The Achilles itself has only a limited transport capacity, much of its internal space taken up by the Thunderfire cannon and its ammunition as well as the Techmarine ordnancer who mans it. For this reason, the Achilles is often fielded in conjunction with other patterns of Land Raider bearing the bulk of the assault units, in particular Land Raider Crusaders, their hurricane bolters and assault cannon scything down any enemy who might have survived the destruction wrought upon their position by the Achilles itself.

Land Raider Achilles *Sire of Methusa*
The most recently known Land Raider Achilles to have entered service with the Adeptus Astartes is designated the *Sire of Methusa*. Fifty-two years into a one-hundred year long penitent crusade imposed upon them for their part in the Badab War, the Executioners Chapter encountered a region near the galactic core no Imperial force is known to have visited for many millennia. In an area of high stellar density, the Executioners encountered a compact empire seemingly entirely isolated from the Imperium and ruled by a caste of leaders descended from a Rogue Trader dynasty thought long dead. The Executioners made war upon what they declared was a secessionist enclave – a heresy punishable by death.

It was during the fighting for the pocket empire's capital world that the Achilles was fielded against the Chapter's warriors, costing the lives of several of the Executioner's 1st Company veterans. When at length the Executioners defeated the secession they claimed the Achilles as a spoil of war, renaming it the *Sire of Methusa* and granting it pride of place in the Chapter's fleet-borne arsenal.

Land Raider with reinforced armour of the Ultramarines Chapter. This is the fifth vehicle of the Chapter Armoury, attached to the 2nd Company during the Battle of Arconar.



MkV Land Raider with spaced armour of the Raptors Chapter. Note the 5th Company badge on the rear of the hull. This is the third vehicle of the Chapter Armoury, named '*Phraetus*', deployed during the Origo Blockade.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

PHOBOS PATTERN MkV LAND RAIDER

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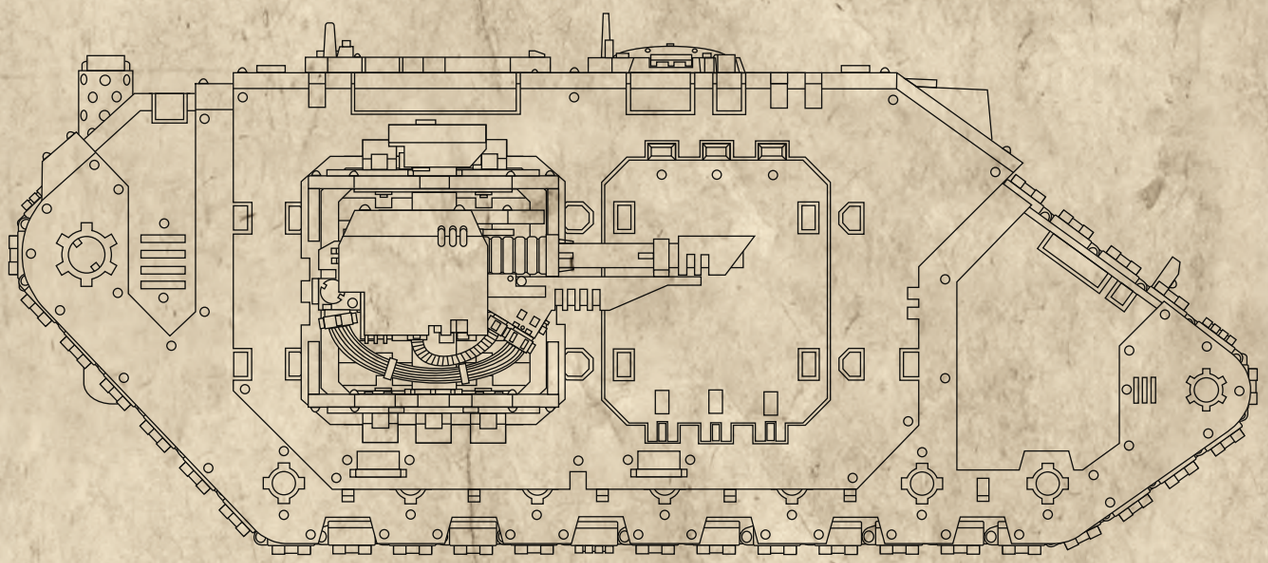
PART 2....



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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 113
VEHICLE NAME:	Land Raider (Phobos)
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	II-XXVII
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion[1]
WEIGHT:	72 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	4.11 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	55 kph
MAX SPEED OFF ROAD:	48 kph

[1]With auxiliary reactor

MAIN ARMAMENT:	2 x twin-linked lascannon
SECONDARY ARMAMENT:	Twin-linked heavy bolters
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	Unlimited cell feed
SECONDARY AMMUNITION:	2,600 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	"Blessed be the Chariot of the God-Emperor"

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MAGOS FABRICATOR

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

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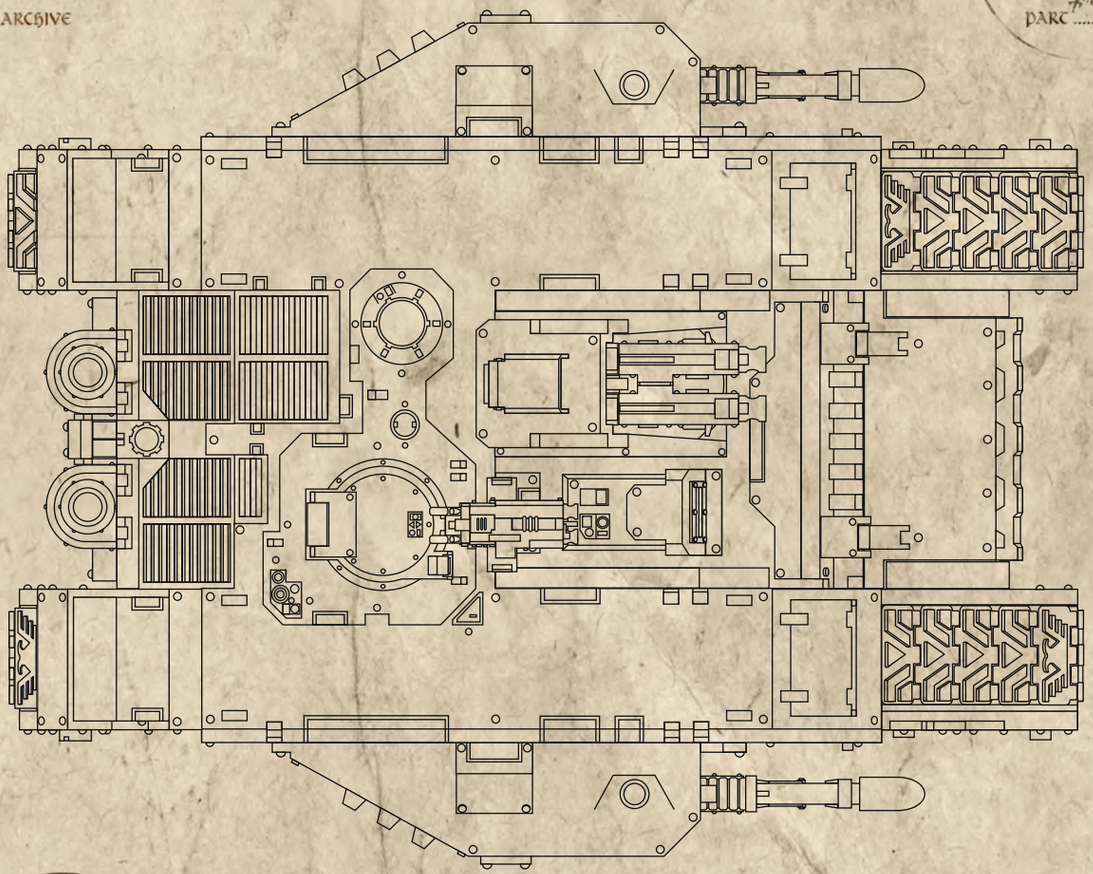

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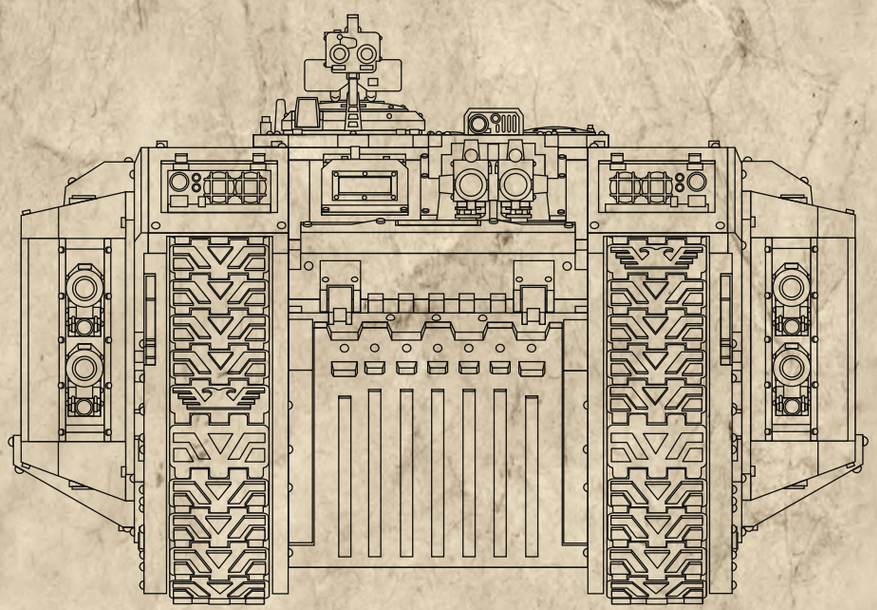
FERRUM POTENTES



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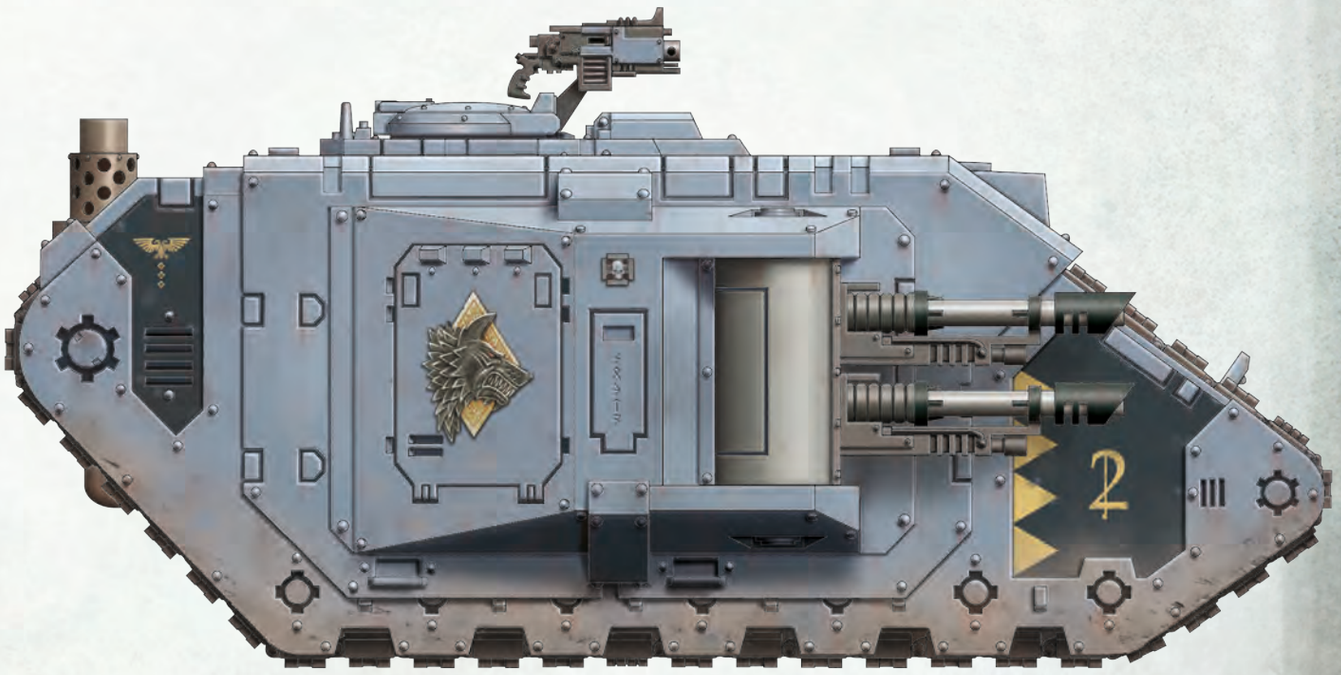
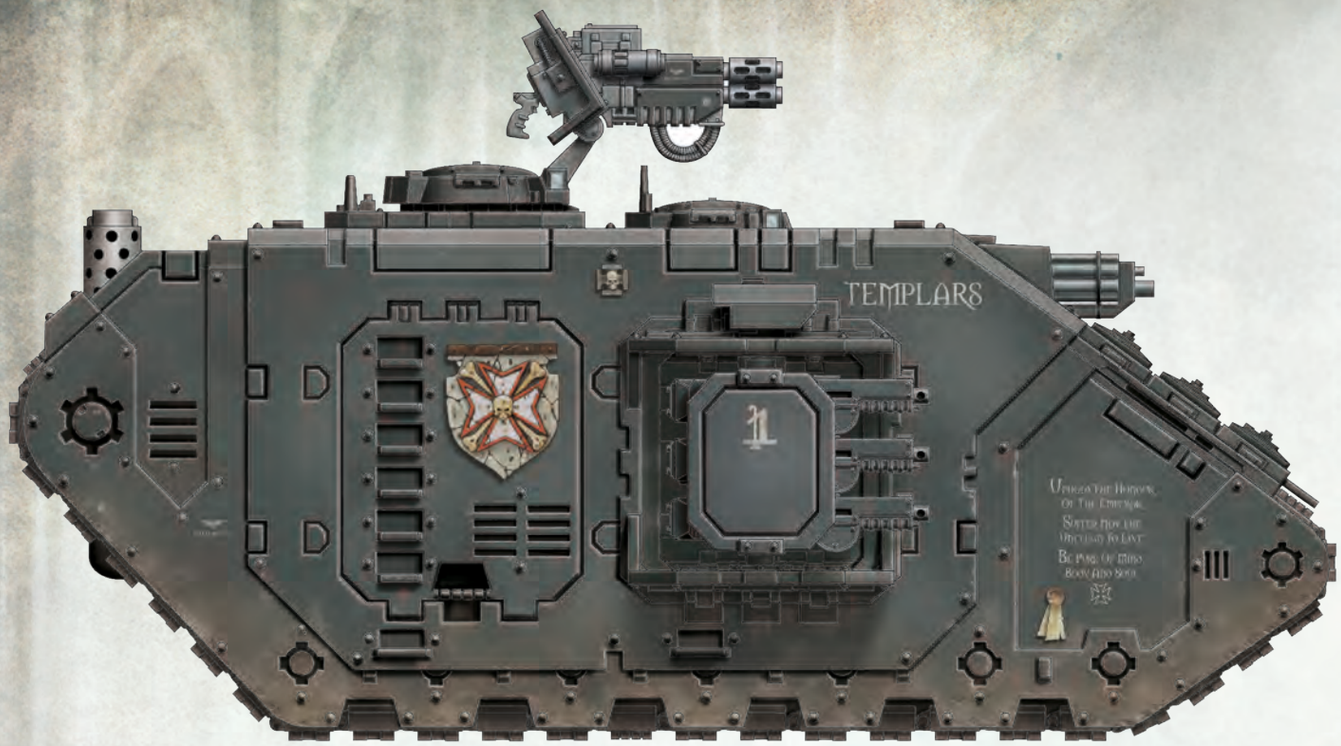
MAGOS FABRICATOR

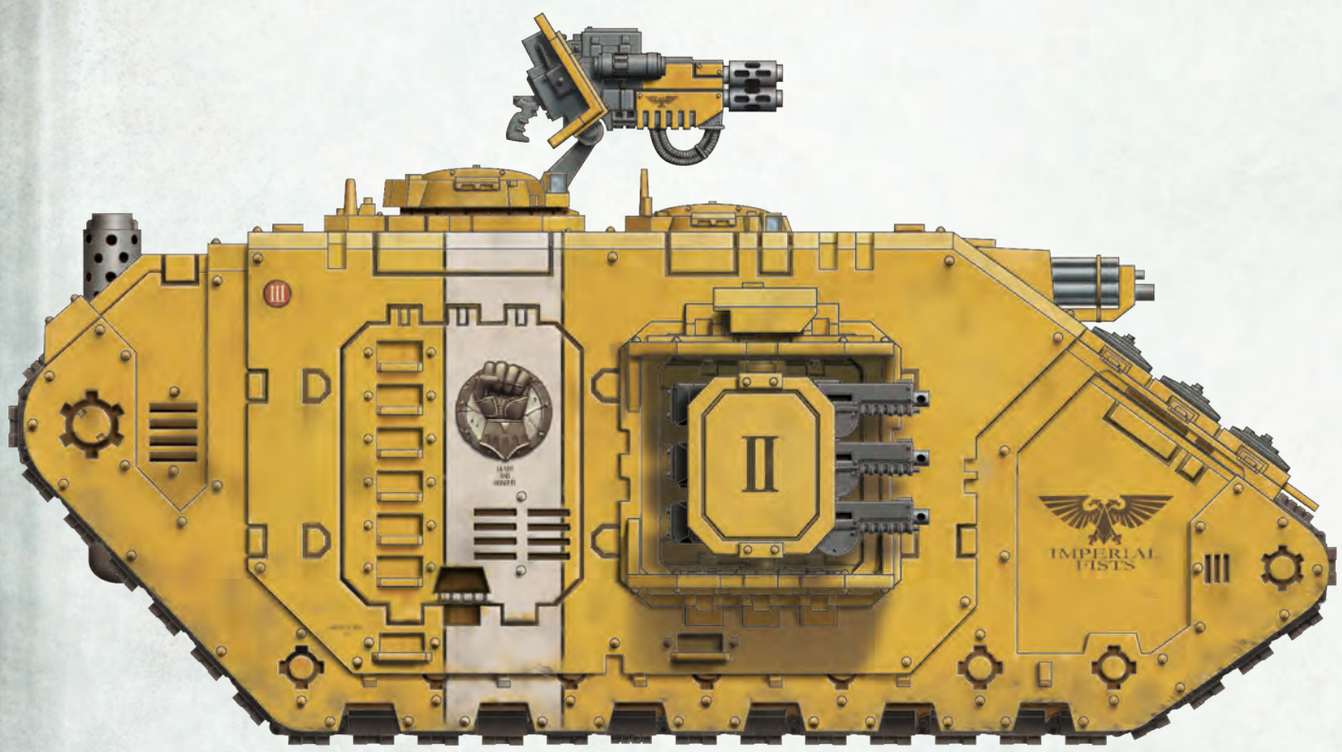
MkIIb Land Raider of the Red Scorpions Chapter, third vehicle of the Chapter's Armoury, Anphelion Incident.
The MkIIb pattern is especially effective in hazardous environments, where its double hatch also serves as an airlock.



MkIIb Land Raider of the Space Wolves Chapter, the second vehicle of Ragnar Blackmane's Great Company.
This vehicle was thought lost during the Magdelon Confrontation, but was later recovered intact.



Land Raider Crusader of the Black Templars Chapter. The first vehicle of Strike Force Helbrecht, operating in the Ash Wastes of Armageddon during the third Ork invasion. Note: Extensive weathering due to environmental conditions.



A Land Raider Crusader of the Imperial Fists Chapter, in this case the Armoury's second vehicle, attached to the 3rd Company. Fragmentary accounts link this vehicle to the Purging of Ganymede, few details of which exist within the archives of that war.

ADEPTUS MECHANICUS

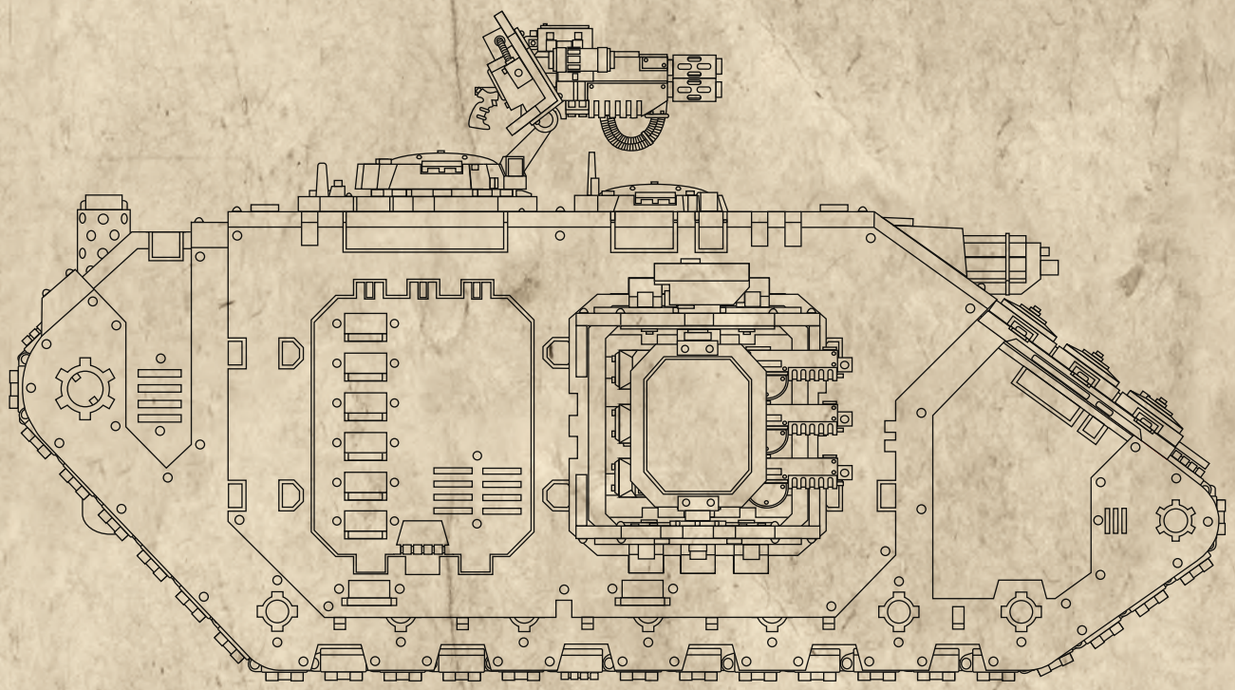
ARCHIVE

TECHNICAL SPECIFICATIONS:

LAND RAIDER CRUSADER

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 2...



PRODUCT OF DEPARTMENTO MANUSACTURUM

DOMINUS

IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL

FERRUM POTENCES

VEHICLE DESIGNATION:	0120-766-0724-PR 122
VEHICLE NAME:	Land Raider Crusader
FORGE WORLD OF ORIGIN:	Jerulas
KNOWN PATTERNS:	II-XI
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion[1]
WEIGHT:	72 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	4.11 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	50 kph
MAX SPEED OFF ROAD:	41 kph

[1]With auxiliary reactor
[2]Twin-linked

MAIN ARMAMENT:	6 x twin-linked bolters
SECONDARY ARMAMENT:	Assault cannon[2] & multi-melta
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	4,000 rounds
SECONDARY AMMUNITION:	2,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Heavy assault/breaching transport configuration

DATE: 1214031.M40

SIGNATURE:

MAGOS FABRICATOR

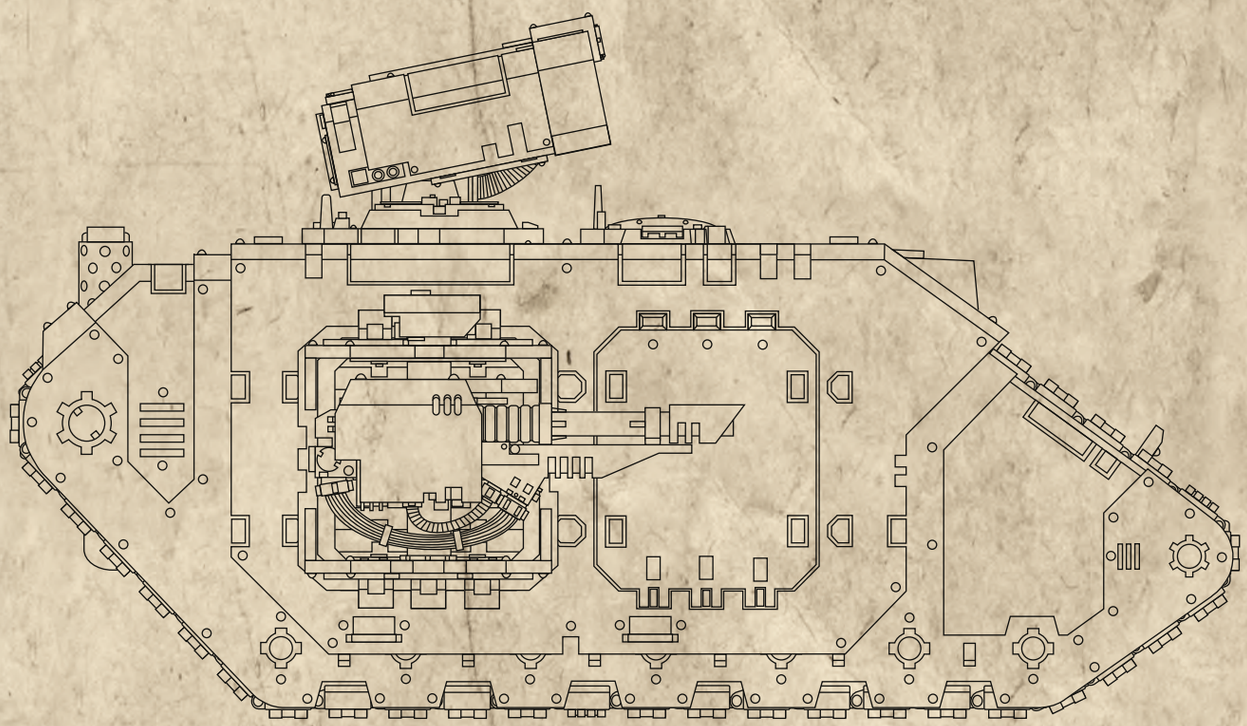
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
LAND RAIDER HELIOS

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....



PRODUCT OF DEPARTMENTO MANUSACTURUM

DOMINUS EX MACHINA

IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL

FERRUM POTENTES

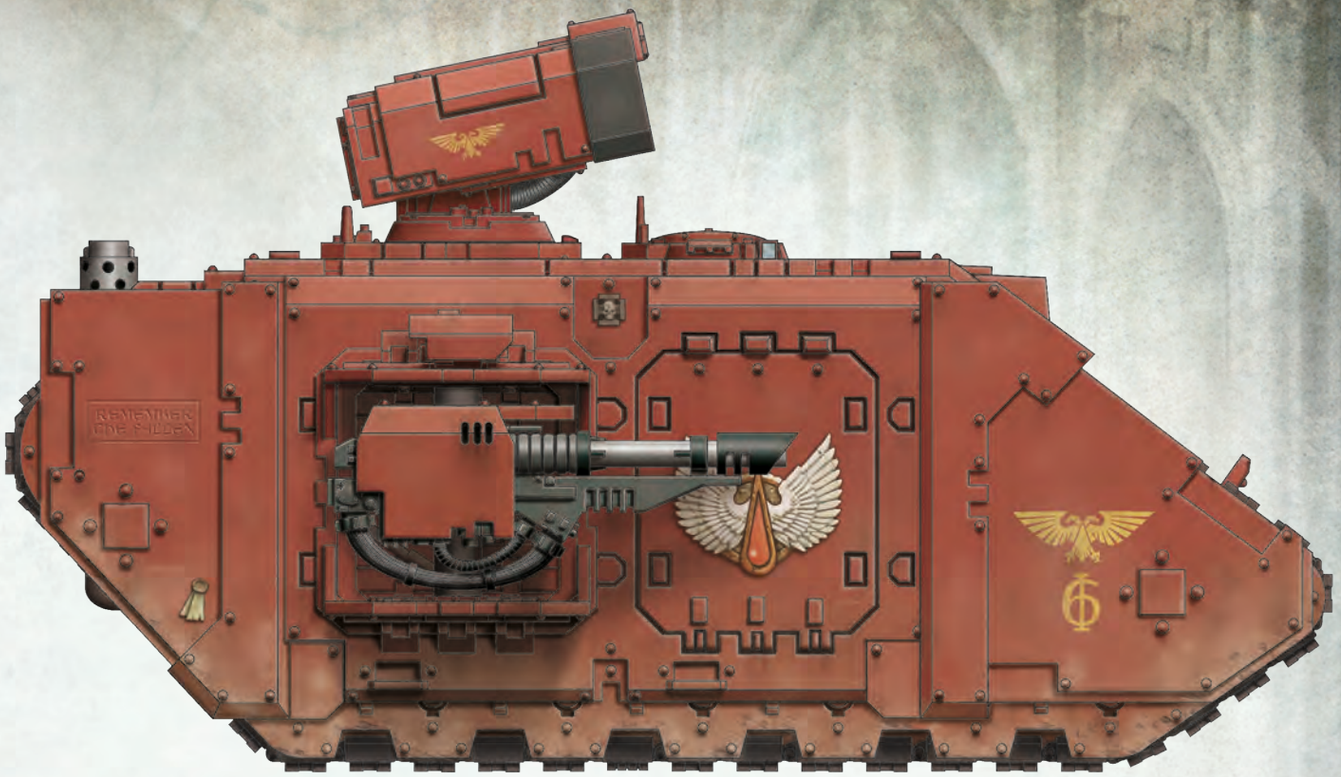
VEHICLE DESIGNATION:	0120-766-0724-PR 137
VEHICLE NAME:	Land Raider Helios
FORGE WORLD OF ORIGIN:	Helios
KNOWN PATTERNS:	III-IX
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion[1]
WEIGHT:	73 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	6.7 m
GROUND CLEARANCE:	0.45m
MAX SPEED ON ROAD:	55 kph
MAX SPEED OFF ROAD:	48 kph

[1]With auxiliary reactor

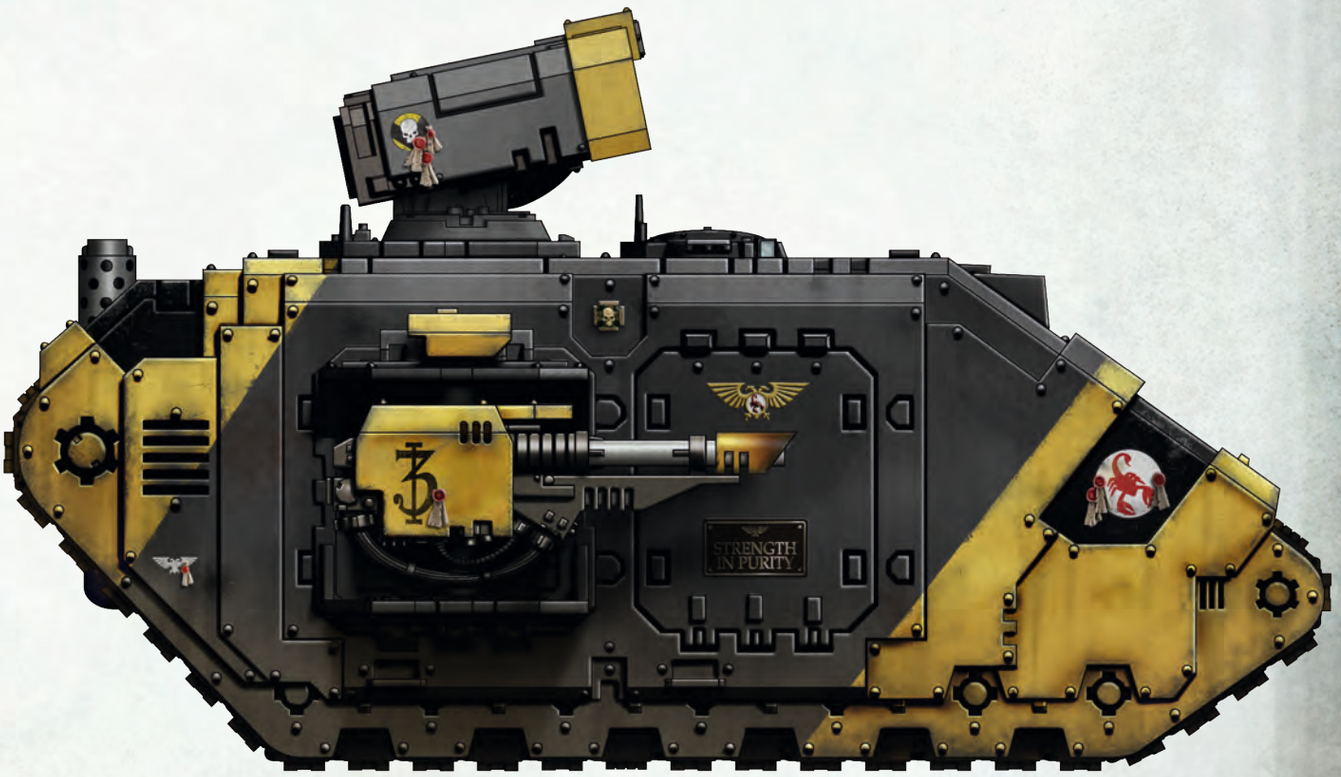
MAIN ARMAMENT:	2 x twin-linked lascannon
SECONDARY ARMAMENT:	Whirlwind missile launcher
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	Unlimited cell feed
SECONDARY AMMUNITION:	24 missiles
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Configured to provide artillery/anti-air support to rapid striking heavy assault columns (Vol V, Chap XX, Ver LV, *Apocrypha of Skaros*)

DATE: 1214034.M40 SIGNATURE: .....

OMNIS FABRICATOR

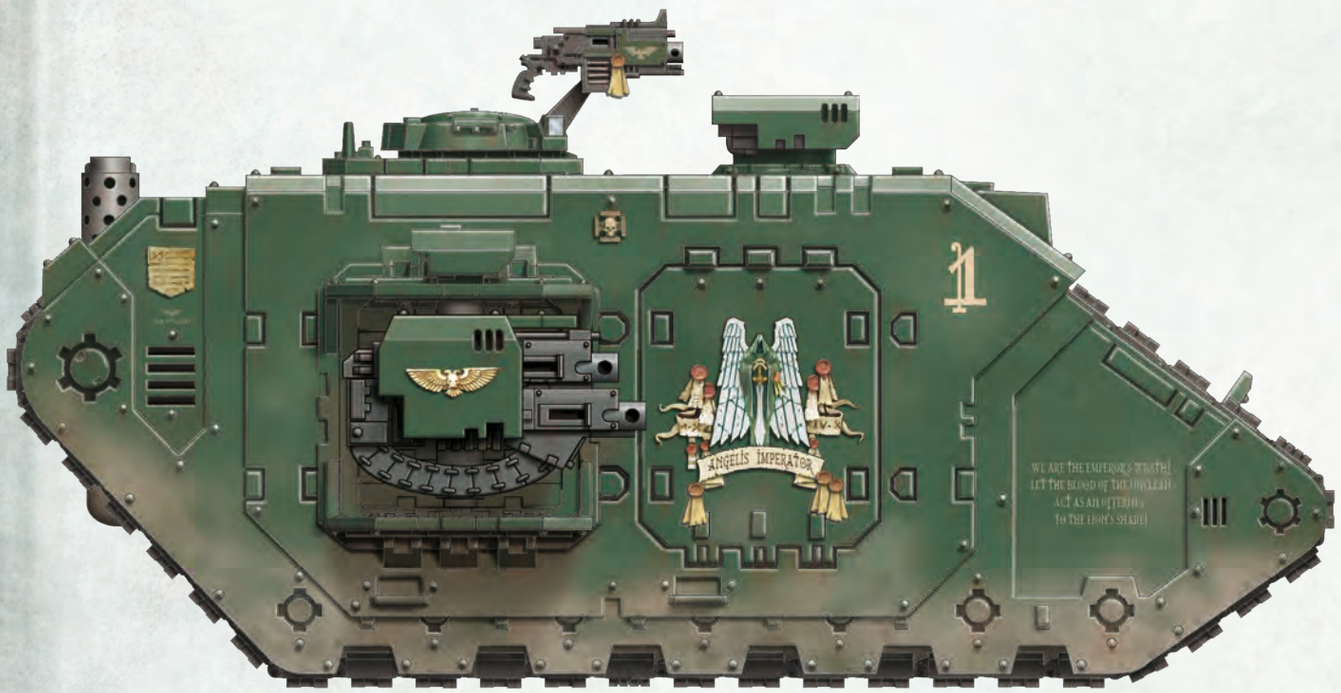


MkV Land Raider Helios of the Blood Angels Chapter. Sixth vehicle of the Armoury, deployed during the Achernar Invasion. Note that this Land Raider is equipped with additional spaced armour plates.



Red Scorpions Land Raider Helios, the third vehicle of the Armoury. This vehicle was crippled climbing the Pilgrim's Way towards the St Leonis Gate, during the Siege of Vraks.

Land Raider Prometheus. This vehicle served as the command and control hub for Raven Guard forces counter-attacking Ork forces on Kastorel-Novem. It was destroyed during the fighting, its machine spirit commended to the Emperor in the battle's post-mortem.



Land Raider Prometheus '*Angelis Imperator*'. This was the personal transport and command vehicle of Supreme Grand Master Azrael during the Vraks campaign. It was seriously damaged during the battle, but was later recovered and repaired.

ADEPTUS MECHANICUS

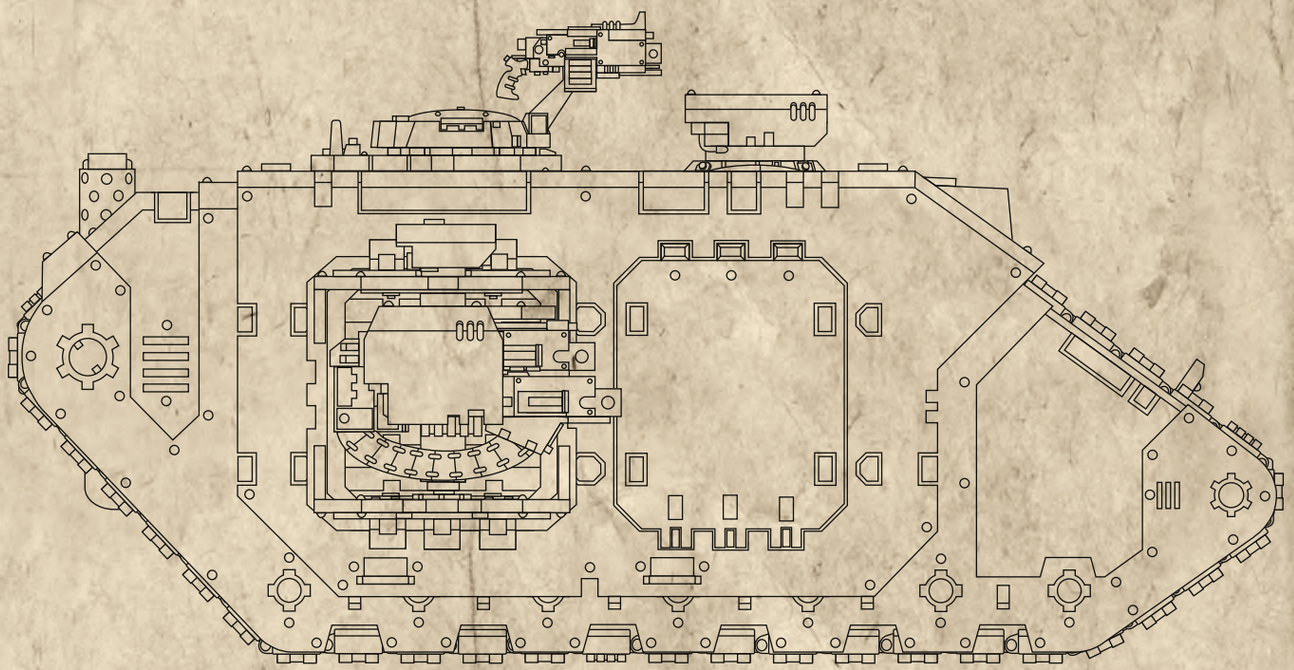
ARCHIVE

TECHNICAL SPECIFICATIONS:

LAND RAIDER PROMETHEUS

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART .....



PRODUCT OF

DEPARTMENTO MANUSACTURUM

OMNIUS EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 140
VEHICLE NAME:	Land Raider Prometheus
FORGE WORLD OF ORIGIN:	Macragge
KNOWN PATTERNS:	I-VI
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion[1]
WEIGHT:	72 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	4.31 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	55 kph
MAX SPEED OFF ROAD:	48 kph

[1]With auxiliary reactor

MAIN ARMAMENT:	4 x twin-linked heavy bolters
SECONDARY ARMAMENT:	Pintle-mounted storm bolter
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	4,800 rounds
SECONDARY AMMUNITION:	1,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Rites of Modification disseminated as per Adeptus Astartes Chapter protocols

DATE: 1214035.M40 SIGNATURE:

MAGOS FABRICATOR

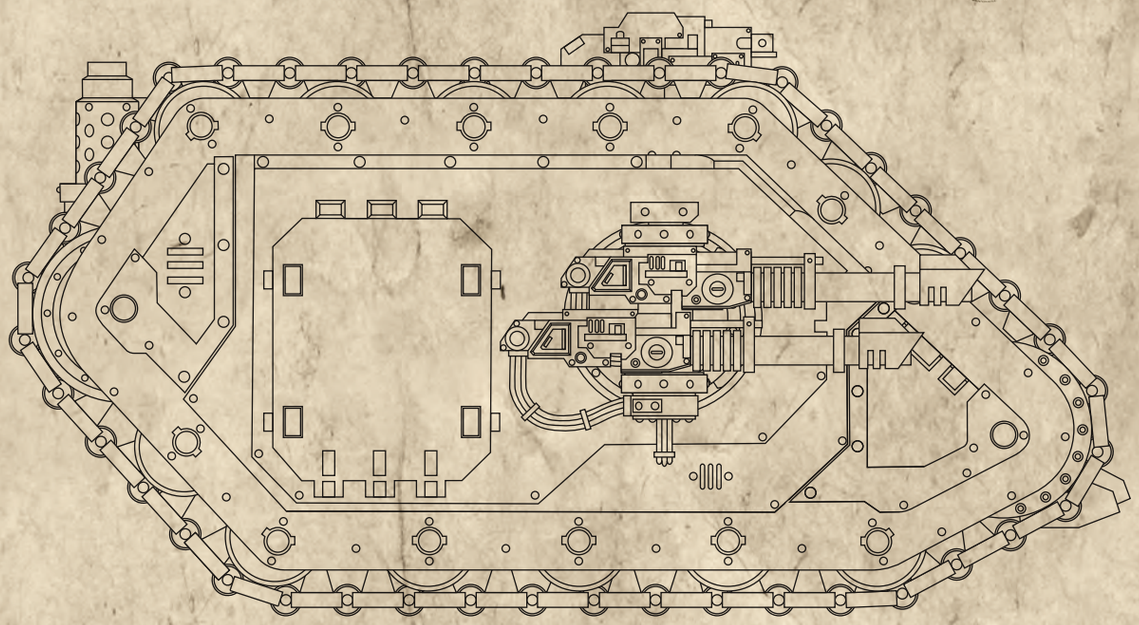
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
LAND RAIDER PROTEUS

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....



PRODUCT OF

DEPARTMENTO MANUSACTURUM MINUS EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 142
VEHICLE NAME:	Land Raider Proteus
FORGE WORLD OF ORIGIN:	Anvilus IX
KNOWN PATTERNS:	I-X
CREW:	Driver & Commander
POWERPLANT:	Open-core plasma ioniser[1]
WEIGHT:	71 tonnes
LENGTH:	8.5 m
WIDTH:	5.2 m
HEIGHT:	4.8 m
GROUND CLEARANCE:	0.85 m
MAX SPEED ON ROAD:	52 kph
MAX SPEED OFF ROAD:	44 kph

[1]With auxiliary reactor

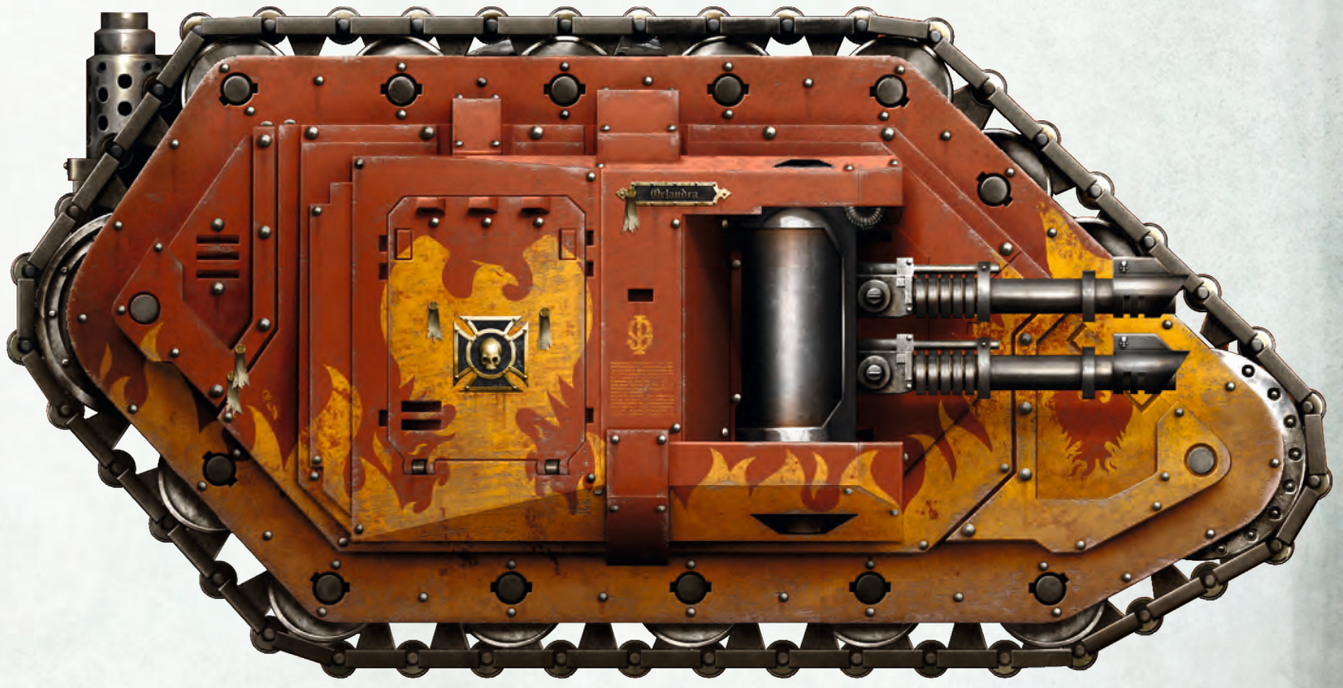
MAIN ARMAMENT:	2 x twin-linked lascannon
SECONDARY ARMAMENT:	Pintle-mounted heavy bolter
TRAVERSE & ELEVATION:	180° / -32° + 55°
MAIN AMMUNITION:	Unlimited cell power feed
SECONDARY AMMUNITION:	800 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Status of Anvilus IX: unknown. Pattern manufactured in limited numbers elsewhere, under specific warrant of Fabricator-General

DATE: 1214042.M40

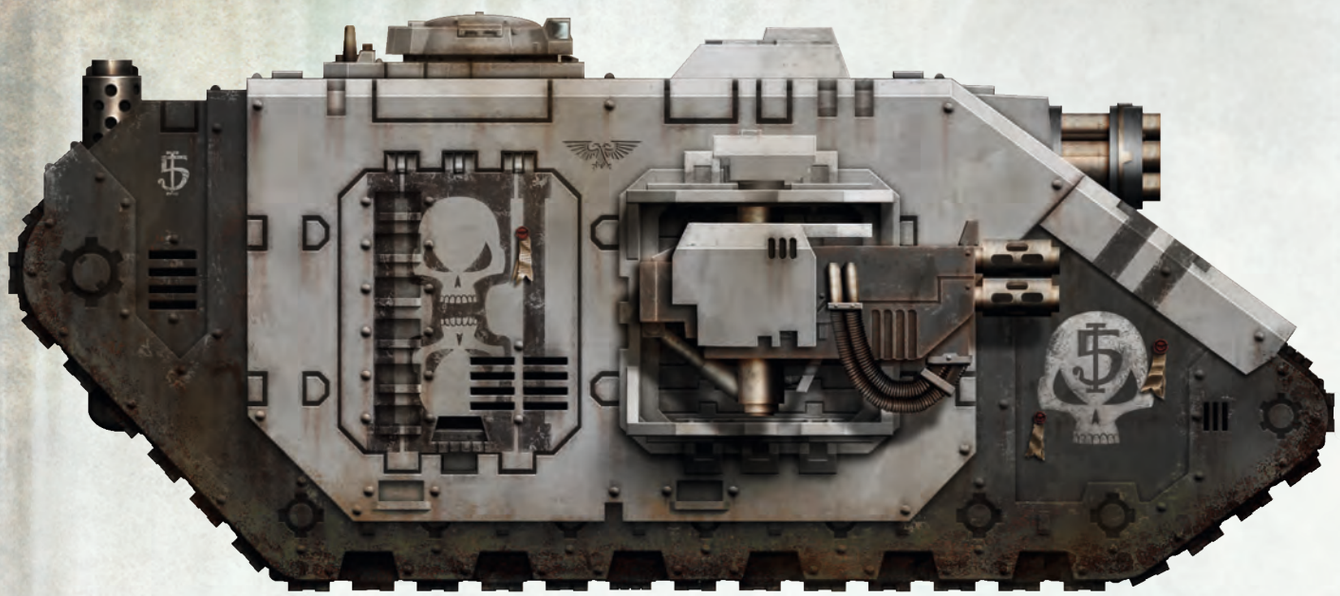
SIGNATURE: .....

IMAGO SANCTICATOR

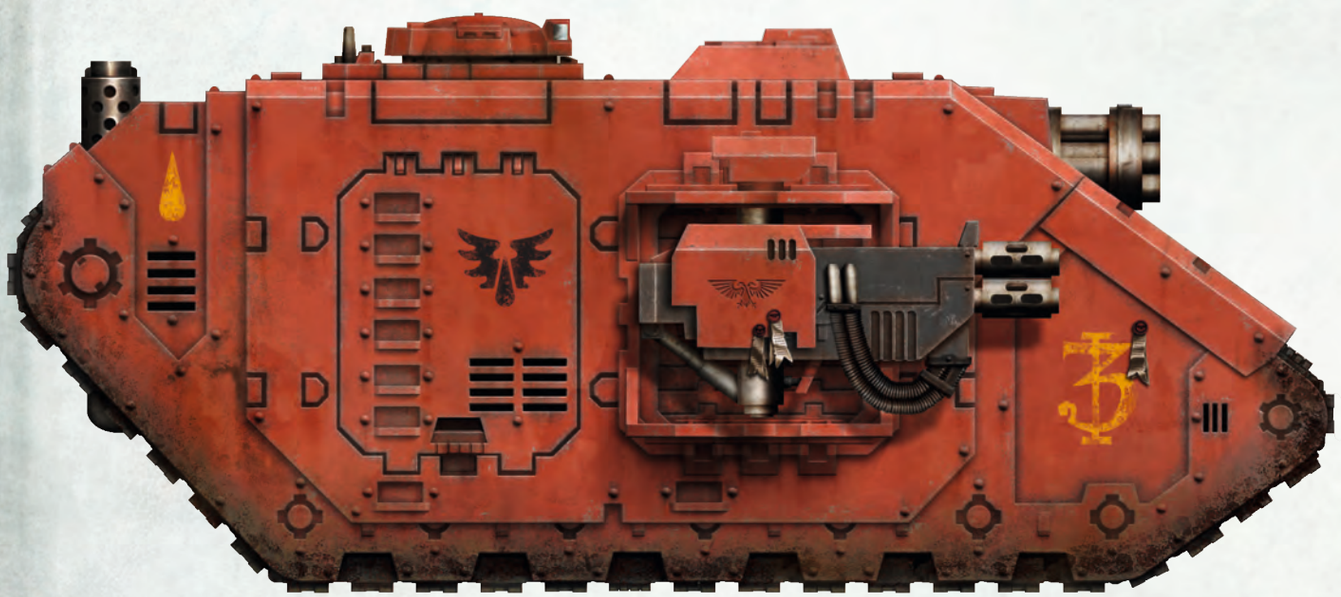
The honoured Land Raider Proteus '*Onogura*' of the White Scars Chapter depicted during the 13th Black Crusade. The vehicle's title is derived from Chogoran, the tongue of the Chapter's home world, and translates approximately as '*ten heroes*' or '*ten archers*'.



Land Raider Armoured Proteus '*Orlandra*' of the Fire Hawks Chapter, during the Badab War, the ninth vehicle of the Armoury. It is named after Brother-Captain Narth Orlandra, one of the Chapter's greatest founding figures and is one of its most venerated war machines.



Land Raider Achilles of the Star Phantoms Chapter, the fifth such vehicle of the Chapter's Armoury. This vehicle took part in the attack on the Palace of Thorns at the height of the Siege of Badab, having the honour of spearheading one of the many costly assaults against the Tyrant's stronghold.



This Land Raider Achilles belongs to the Blood Angels Chapter, the single yellow blood drop symbol indicating its attachment to the Chapter's 2nd Company. Records indicate this vehicle participated in the Siege of Balle Alpha and was instrumental in the breaching of the Orks' lines during the counter-siege phase of the campaign.

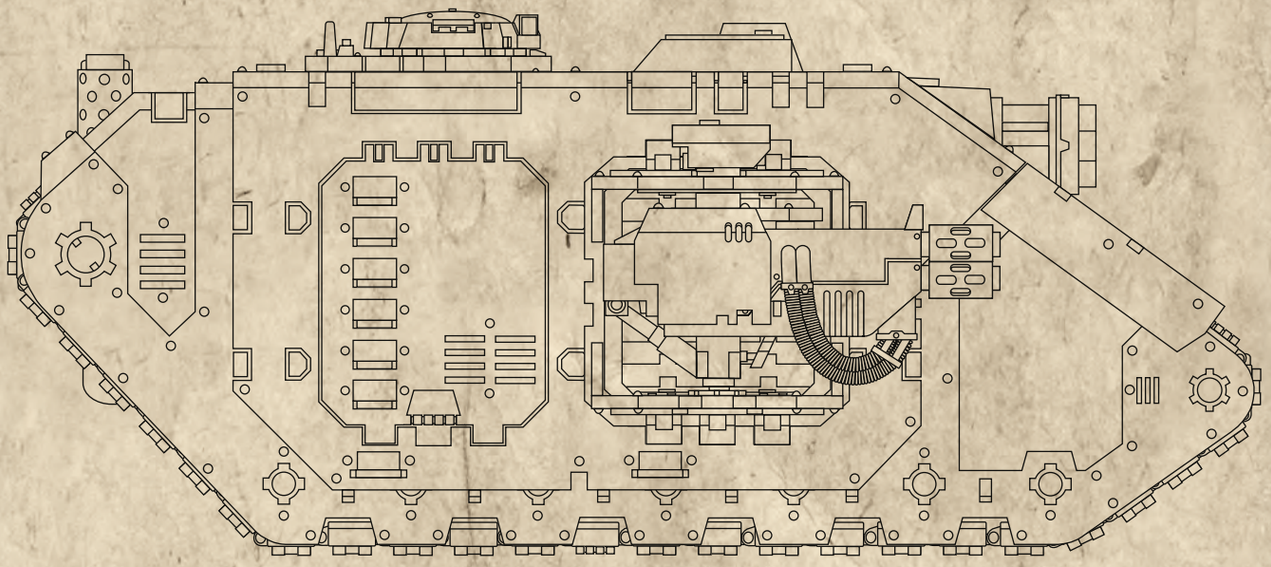
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
LAND RAIDER ACHILLES

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....



PRODUCT OF

DEPARTMENTO

MANUFACTURUM

DOMINUS

OMNIS IMPERIALIS MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION: 0120-766-0724-PR 148

VEHICLE NAME: Land Raider Achilles

FORGE WORLD OF ORIGIN: Mars/Gryphonne IV

KNOWN PATTERNS: II-IV

CREW: Driver, Commander & Ordnancer

POWERPLANT: Adaptable thermic combustion/magon-infusion reactor

WEIGHT: 76 tonnes

LENGTH: 10.4 m

WIDTH: 6.2 m

HEIGHT: 4.11 m

GROUND CLEARANCE: 0.50 m

MAX SPEED ON ROAD: 50 kph

MAX SPEED OFF ROAD: 40 kph

MAIN ARMAMENT: 2 x twin-linked multi-meltas

SECONDARY ARMAMENT: 1 x thunderfire cannon

TRAVERSE & ELEVATION: 180° / -32° + 48°

MAIN AMMUNITION: 30 x 1 second blasts

SECONDARY AMMUNITION: 48 rounds (variable payload)

ARMOUR

TURRET: N/A

SUPERSTRUCTURE: 100 mm

HULL: 95-115 mm

GUN MANTLET: N/A

ADDENDUM: Achilles pattern construct has never been mass produced and many idiosyncrasies between individual war machines have been noted.

DATE: 1214042.M40

SIGNATURE: .....

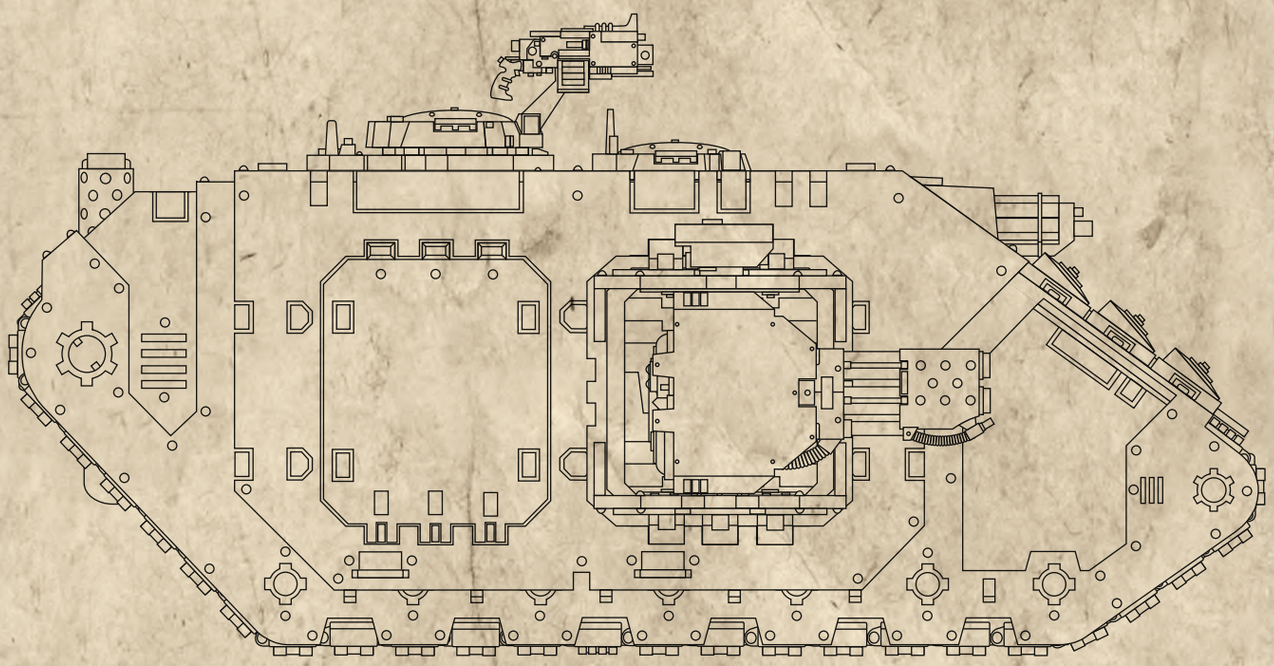
OMNOS FABRICATOR

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

LAND RAIDER REDEEMER



PRODUCT OF

DEPARTMENTO MANUFACTURUM

DOMINUS EX MACHINA

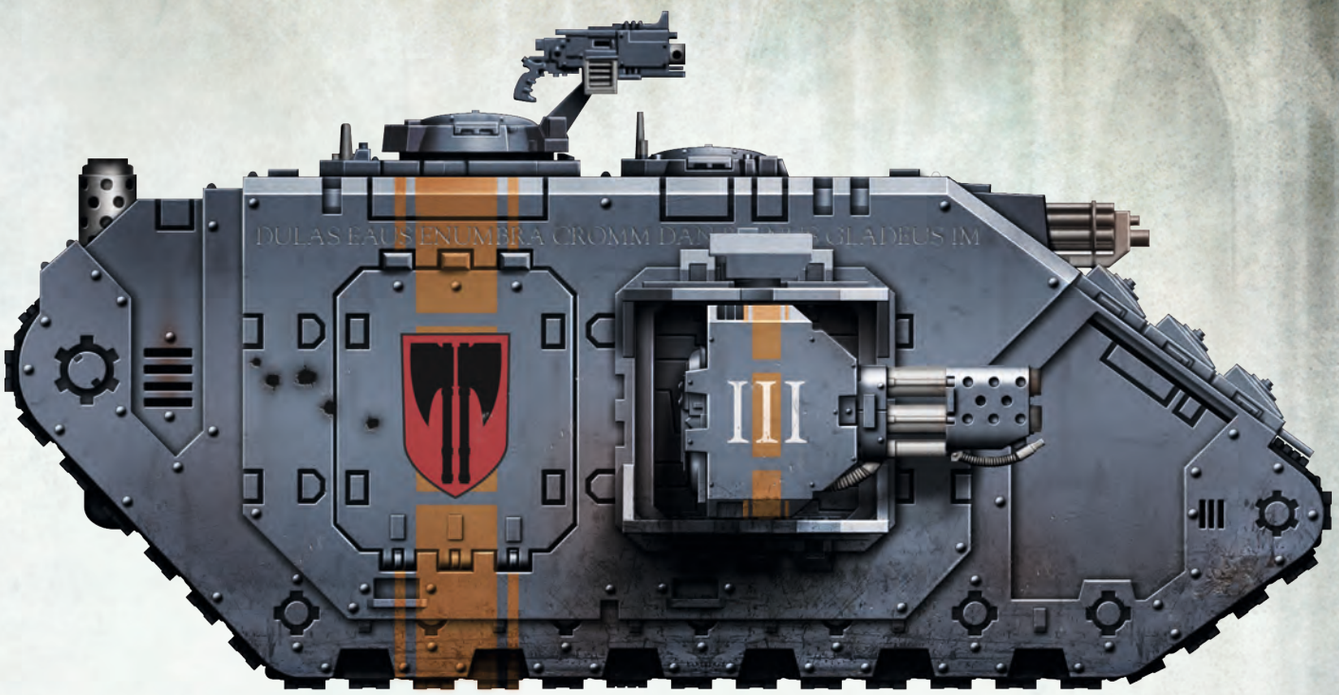
IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL

FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 132
VEHICLE NAME:	Land Raider Redeemer
FORGE WORLD OF ORIGIN:	Mars/Jerulas
KNOWN PATTERNS:	I-III
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion[1]
WEIGHT:	74 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	4.11 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	50 kph
MAX SPEED OFF ROAD:	41 kph

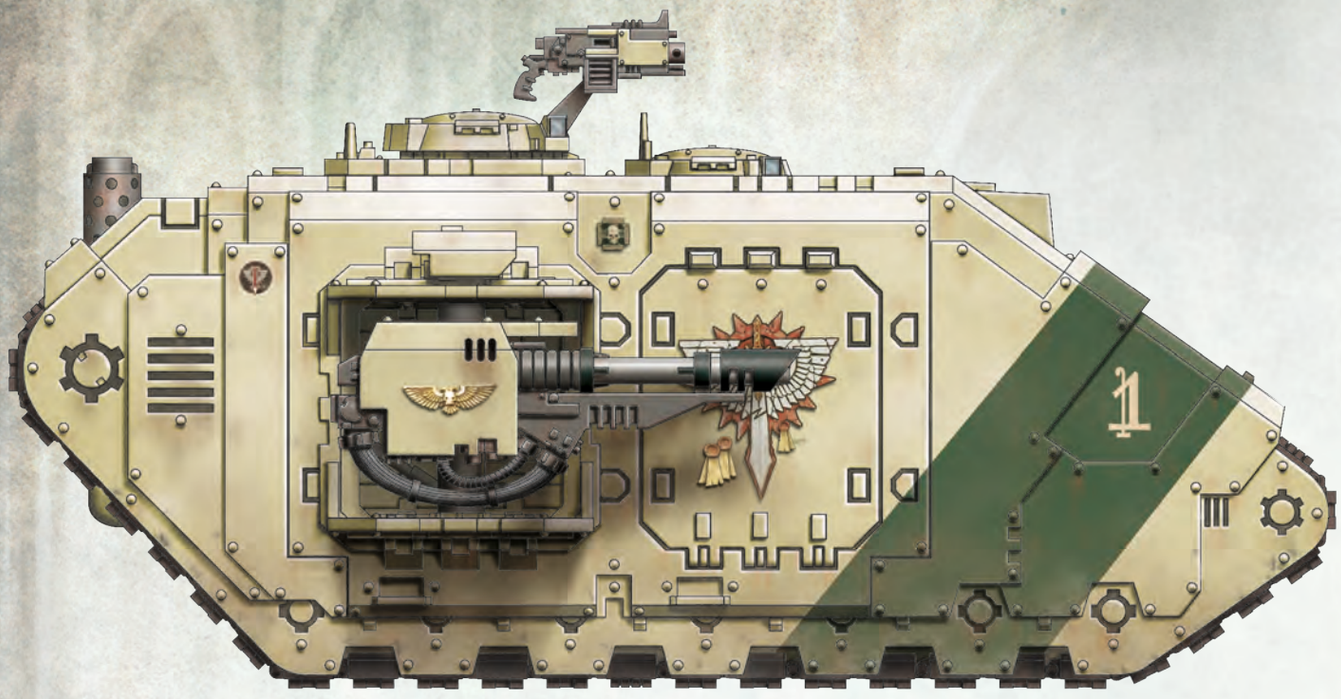
[1]With auxiliary reactor

MAIN ARMAMENT:	2 x twin-linked flamestorm cannon
SECONDARY ARMAMENT:	Twin-linked assault cannon
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	20 x 3 second bursts per weapon (variable)
SECONDARY AMMUNITION:	2,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Original field modified example remains in use in the 1st Company of the Fire Lords Chapter
DATE:	1214048.M40
SIGNATURE:	CAGOS FABRICATOR

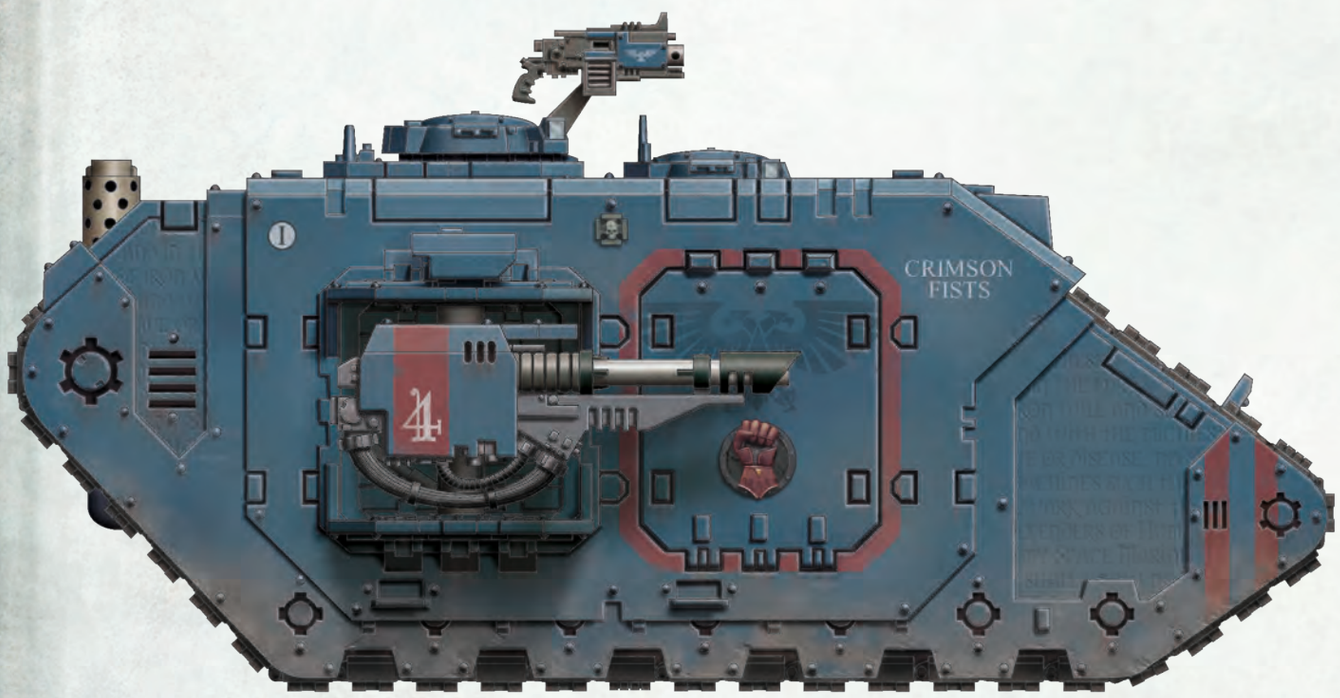


The '*Heart of Blood*', a Land Raider Redeemer belonging to the Executioners Chapter and attached to the 3rd Company. The vehicle spearheaded the Secessionist assault on Outpost Lambda in the Khymaran Drift during the Badab War.

Land Raider Redeemer '*Eurayalis' Bane*' of the Atropos Clan Battle Company of the Sons of Medusa Chapter. Whilst fighting in the Galen Subjugation during the Badab War, the vehicle exhausted its ammunition but continued to fight using its heavy mass to ram its foes.



Land Raider of the Dark Angels 1st Company, the Deathwing.
This vehicle bore a Terminator squad during the Siege of Vraks.



Land Raider of the Crimson Fists Chapter. Fourth vehicle of the Chapter's 1st Company.
This vehicle was destroyed during the Ork invasion of Rynn's World.

ADEPTUS ASTARTES
BATTLE TANKS

"Those of the xenos that our Predators do not crush beneath their armoured tread, we shall strike down ourselves with avenging bolt and righteous blade. Onward Crimson Fists, ever onward!"

Brother-Captain Telamon at the Thule Intervention

The Space Marines Chapters make extensive use of armoured vehicles of all classes, and their arsenals contain all manner of venerable war machines, some even dating back to the tumultuous age of the Horus Heresy. As the ebb and flow of war dictates, these are replaced or repaired in the Chapter's forges and those tanks which the Techmarines and their cohorts of servitors and lexmechanics cannot produce are procured from Forge Worlds with which the Chapter maintains treaties.

In war, the degree to which a Chapter makes use of its battle tanks depends very much upon the tactics and battle rites it favours. Some utilise tanks, such as the Predator and the Vindicator, as close-in fire support units, operating in concert with Space Marines fighting on foot. Others mass them together to spearhead fast moving assaults, Rhino and Razorback-mounted squads following close behind. Still others hold back such war machines for use as a tactical reserve, or for screening or long range patrolling.

Regardless of the degree to which a specific Chapter makes use of its tanks, it is always in support of the Space Marine squads themselves. The Space Marines are the ultimate rapid strike shock troops and even the mightiest of a Chapter's tanks ultimately operates in support of that core role.

PREDATOR BATTLE TANKS

The Rhino is an extremely adaptable class of armoured vehicle, featuring built-in compatibility with many standard weapon and drive systems and, as such, it is used as the basis of a variety of Space Marine vehicles. It is easily converted into many standard and specialised variants, of which the Predator is amongst the most common, most Chapters maintaining between twenty and thirty of all types. Predators are constructed in a Chapter's forges alongside the Rhino and its variants, the Techmarines identify a number of Rhino chassis to become Predators, Whirlwinds and other variants.

As with the Rhino, there are older marks and patterns of the Predator, and many of these are still battle-worthy vehicles, drawn at need by Chapters from their resting places in armoury reserves. Some vehicles, having seen battle for hundreds of years, have been retired and are now kept as honoured relics, reminders of a Chapter's history and the past glories which the Chapter must continually seek to emulate.

The provenance of the Predator battle tank is thought to lie in the forgotten depths of the Dark Age of Technology, when some hold that it was the standard battle tank of Mankind's fighting forces. Records suggest that the first Predators were constructed with a small troop carrying capacity, but during the campaigns of the Great Crusade this characteristic was sacrificed in favour of more ammunition stowage space, especially if the Predator was mounted with sponsons, which became standard during the wars of that era.

The Predator is a variant that emphasises superior armour protection and firepower over troop transportation capacity, and provides heavy fire support to Space Marine squads in battle.

It is thought that once, the majority of Predators were of the 'Destructor' variant, though tantalising references to other long lost patterns exist.

The vehicle's armour is constructed of three main layers. The inner layer provides the main protection and takes the form of a bonded ceramite/adamantium alloy which affords protection equal to over five times the same thickness of conventional steel and is significantly lighter. The second layer is a reinforcing thermoplas with a sub-dermal energy dissipation fibre mesh, providing protection against extremes of heat and radioactivity. The outer layer is a non-magnetic acrylic identification sheath.

A range of weapons may be mounted in the vehicle's turret, by far the most common of which are the autocannon of the Destructor pattern and the lascannon of the Annihilator pattern. Less common variants mount more unusual weapons and some Tech-Priests hold that one particular variant was once equipped with a mighty graviton cannon, though no examples of this configuration are known to exist in the 41st Millennium and the ability to re-create it has almost certainly perished. In addition to its turret-mounted main weapon, the Predator is capable of being armed with a pair of side-mounted sponsons. The weapons within these are remotely operated from the turret, controlled by a multi-spectral remote targeting surveyor and protected by heavy armoured cowling. Standardised weapon couplings allow for a variety of weapons to be fitted, with heavy bolters commonly chosen for close defence and lascannon for additional anti-armour firepower. When speed is of more importance than firepower, the sponsons may be omitted entirely in order to lighten the vehicle's overall weight and tease more power from its power plant.

PREDATOR DESTRUCTOR

The Predator Destructor is believed to be the most numerous Predator variant and many marks exist in the armouries of every Adeptus Astartes Chapter. Some even claim it is the original pattern of the Predator tank and it has certainly served in the armies of the Imperium since at least the Great Crusade.

The Destructor is likely to have first been introduced as a response to a newly encountered threat from a violent and warlike alien species such as the Orks, a barbarous xeno-form that exists only for war. If this theory is true, the tank's thick armour and its balance between strength and rate of fire would make it ideal when confronted with hordes of this tough, numerous enemy. With Orks a ubiquitous foe the length and breadth of the galaxy, there is scant likelihood that there will ever be cause to retire it from service.

The variant is equipped with a turret-mounted autocannon, a weapon regarded as an effective all-round solution to a myriad of common battlefield challenges. Its rate of fire is not as high as that of the Baal Predator's assault cannon, but its raw ballistic power is greater. Equally, the autocannon does not have the same penetrative potential as the Annihilator's lascannon, but its rate of fire is superior – these factors combine to make the Destructor a balanced pay-off between both extremes. Some Tech-Priests hold that the Destructor's main auto-loading ammunition feeds were once far more efficient and able to cycle rounds at a faster rate than is possible in the 41st Millennium. If true, the older pattern of autoloader is long lost, though the hunt for extant examples continues.

Sergeant Chronus of the Ultramarines Armoury

A nigh unique figure amongst the ranks of the Ultramarines Chapter, Sergeant Chronus rose to prominence during the Battle for Damnos and was elevated from his position in the line companies to serve exclusively in the Chapter's Arsenal, going on to command a range of vehicles in countless conflicts. He is a master of all forms of armoured warfare and is recognised as the Chapter's most skilled driver, gunner and commander since the time of the Horus Heresy. Indeed, he has the honour of bearing the title 'Spear of Macragge', one not conferred on any of his Chapter since the Great Crusade.

PREDATOR ANNIHILATOR

The *Liber Armorum* records that the Predator Annihilator entered service with Space Marine forces following the Skarath Crusade, on the fringe of the Eye of Terror, in M36. During the campaign a Space Wolves Great Company found itself surrounded by heretic forces, including the combined might of several Traitor Legions. With little more than infantry-portable lascannon to confront the besieging enemy with, the Great Company faced defeat and annihilation. It is said in the Chapter's legends that, at the request of the Great Company's Iron Priests, the Rune Priests cast the runes in search of an answer, and were blessed with a vision of a new form of Predator.

With the signs favourable, the Iron Priests set about modifying their existing Predators. Using the Long Fangs' lascannon they created the first Annihilators, which led the Space Wolves' break-out, cutting a swathe through the enemy's tanks and Dreadnoughts. It is believed that this is the first instance of twin lascannon being mounted in a Predator's turret in many millennia, and suggests that the Iron Priests were able to overcome some formerly insurmountable problem with power transmission or coolant feed that had been lost to the adepts of the Machine God for some time. If so, such an example proves the ancient assertion that necessity is the mother of invention.

The approved pattern now mounts a vehicle-killing twin lascannon codified as the '*Stormbringer*' configuration. This fearsome anti-tank weapon can be made more effective still by supplementing it with sponson-mounted lascannon, though doing so puts a considerable strain on its power feeds that necessitates higher levels of field maintenance. Should the situation make it preferable, anti-personnel heavy bolters can be mounted instead, making it a balanced weapons platform that can engage enemy armour and infantry alike.

"Make the Predator's virtues your own. Let your resolve become as impervious as the Predator's armoured hull, and let your rage strike with the righteous fury of its guns. As it crushes the foe beneath its remorseless advance, so shall you smite the traitor and the alien without hesitation or regret.

Know that to take to the field alongside a Predator is to fight at the side of one of Mankind's most honoured guardians. To strive with less than your all beneath its iron gaze is to dishonour yourself and your battle-brothers before one of Mankind's greatest heroes."

From the teachings of Roboute Guilliman as laid down in the Apocrypha of Skaros

BAAL PREDATOR

Baal Predators have been in service with the Blood Angels Chapter since the earliest days of the Great Crusade, and with its Successors since the time of the Second Founding. The STC imprint was recovered from the ruins of the fortress of an arch-heretek on Atium III, after the Blood Angels stormed the breach and captured its inner sanctum. The STC pattern found within was never returned to the Adeptus Mechanicus, however. Instead the Blood Angels retained the original, returning it to Baal, where it remains stored in a stasis-cell to this day, a relic of the Chapter and the source of the pattern on which all future production was based.

The Adeptus Mechanicus has claimed that the variant has never been officially sanctioned and that its adherence to accepted STC templates has never been verified. The Blood Angels ignore this claim and have never allowed Adeptus Mechanicus officials to investigate the Chapter's archives or armouries. Exact details of the construction of Baal Predators remain unknown, and any special construction methods used by the Blood Angels and their Successor Chapters are closely guarded secrets, though it is assumed that Baal pattern Predators are built broadly to the same specifications as other Predators.

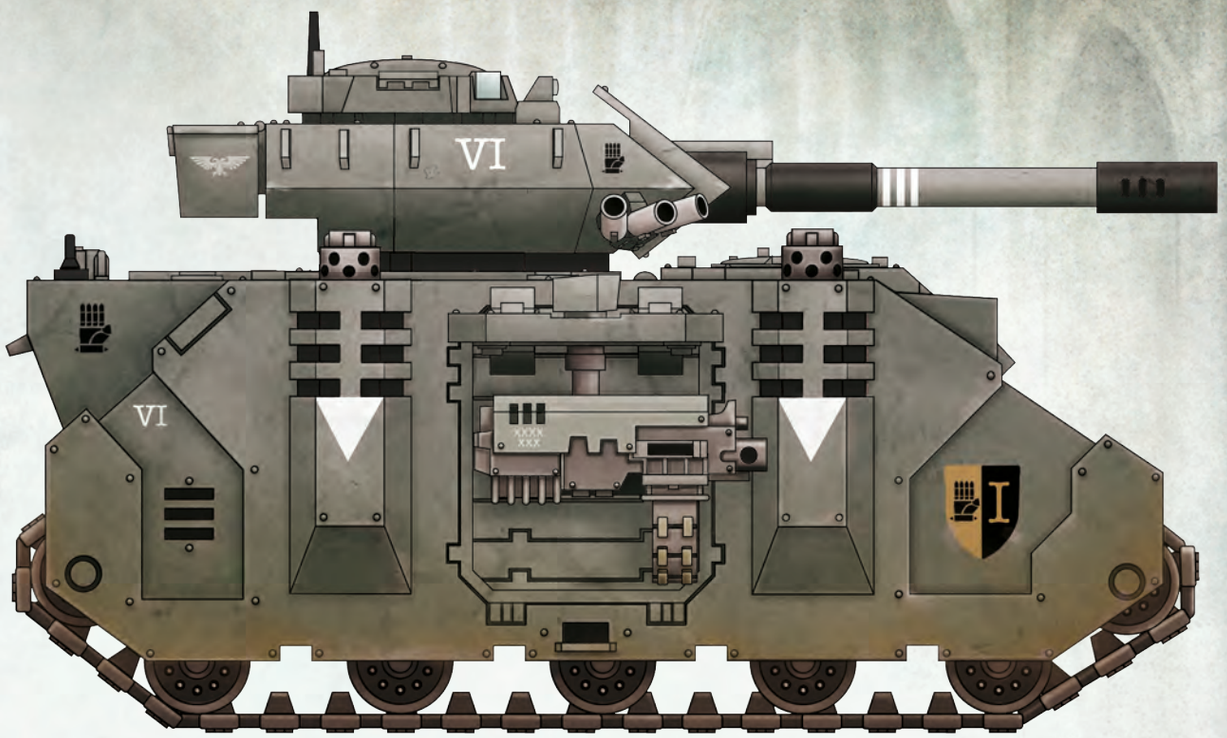
The Baal Predator's main weapons are its twin-linked assault cannon, their weight of fire augmented still further by sponsons designed to mount heavy flamers and promethium fuel tanks. This makes the Baal pattern highly effective in close support of infantry assaults, but reduces its effectiveness as an anti-tank weapon. Given the Blood Angels combat doctrine as specialised elite close combat troops, this makes the Baal a more useful variant to them than the Annihilator or Destructor. It is ideally suited for fighting large numbers of lightly armoured enemy infantry such as Ork mobs, Tyranid swarms or Chaos cultists, as well as for close support in street fighting.

At some point the Techmarines of either the Blood Angels Chapter or one of its Successors learned that the turret-mounted assault cannon could be replaced with a large flame throwing weapon codified as the flamestorm. Exactly when this variant of the Baal Predator entered service is unknown and its secrets are closely guarded, but some covetous observers amongst the Adeptus Mechanicus have linked it to Predator variants of old. The flamestorm is able to unleash a searing burst of flame that can engulf entire buildings and is ideal for dislodging enemy from such positions. In many cases, the mere sight of a Baal Predator grinding across the battlefield, bursts of flame spouting from its turret weapon is sufficient to cause lesser foes to flee and veterans to commend their souls to whatever fell gods they worship.

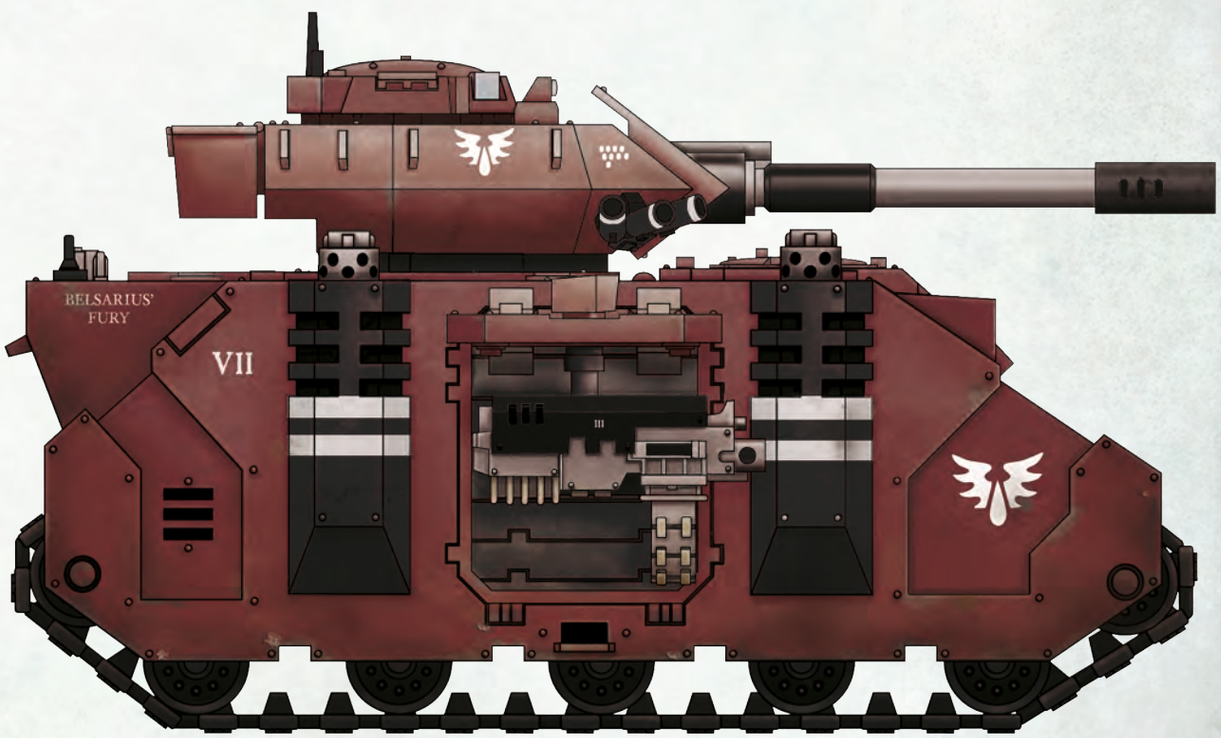
The Lucifer Pattern Thermic Combustor Engine

Many of the armoured vehicles in the arsenal of the Blood Angels Chapter and its Successors make use of a pattern of engine all but unknown outside of the sons of Sanguinius. It is likely this engine was first discovered along with the Baal pattern Predator and that the Blood Angels Techmarines found a way of utilising the technology on many other vehicles and certainly, its capabilities fit their battle doctrines well. The Lucifer pattern thermic combustor is a significantly more efficient machine and its output is such that vehicles into which it is fitted are capable of higher speeds than others of the same class.

The engine has its disadvantages however, in particular that it sacrifices the Predator's ability to utilise a wide range of commonly available fuel sources. The additional stresses placed upon the hull though necessitate more intensive maintenance as well as regular supplications to aggrieved machine spirits. The Blood Angels consider these costs worth paying if by utilising the Lucifer pattern engine their battle-brothers are able to enter combat that much faster than they otherwise might.



A Predator Destructor of the Dark Hands Chapter. This vehicle carries heraldry indicating it is attached to the 1st Company. It is the sixth such vehicle deployed to combat the Chinchare Hrud Infestation.



A Predator Destructor of the Blood Angels Chapter. This vehicle, '*Belsarius' Fury*', was deployed during the Third War for Armageddon as part of the Blood Angels commitment to the campaign against Waaagh! Thraka. It was destroyed during the defence of Hades Hive.

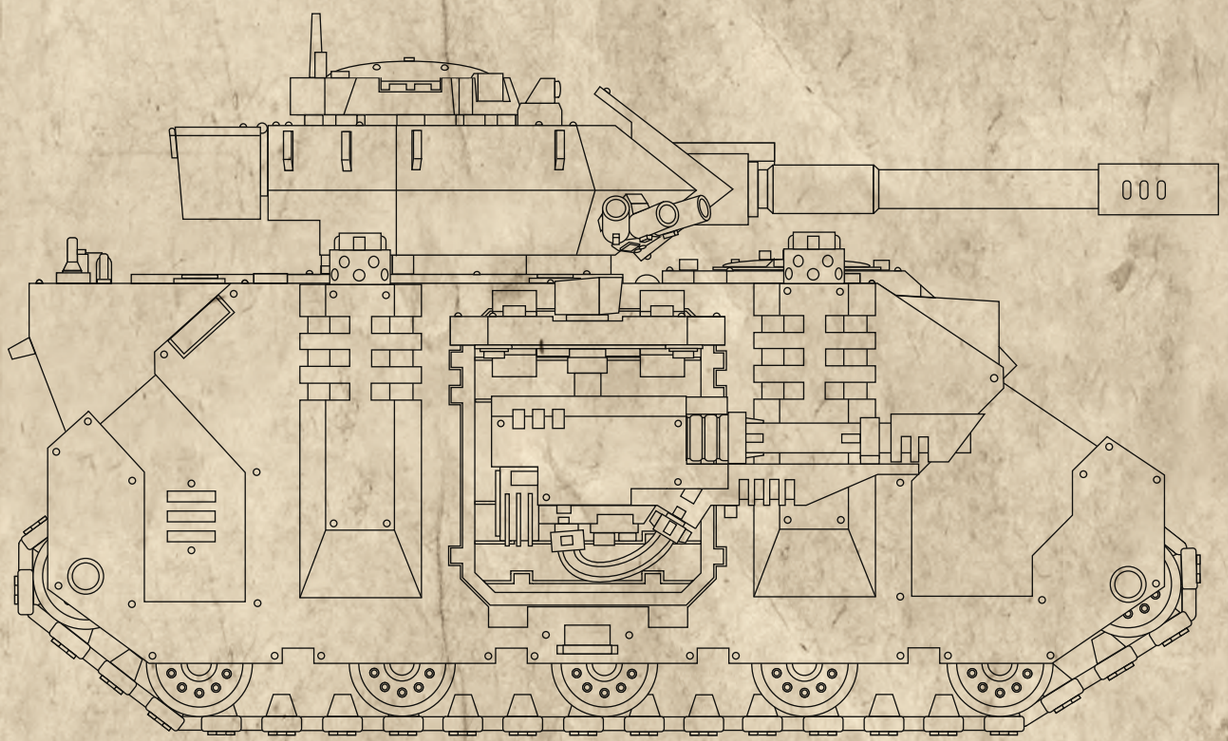
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
PREDATOR DESTRUCTOR

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART 2....



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DOMINUS EX MACHINA

Pax Imperialis

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FERRUM PONDERES

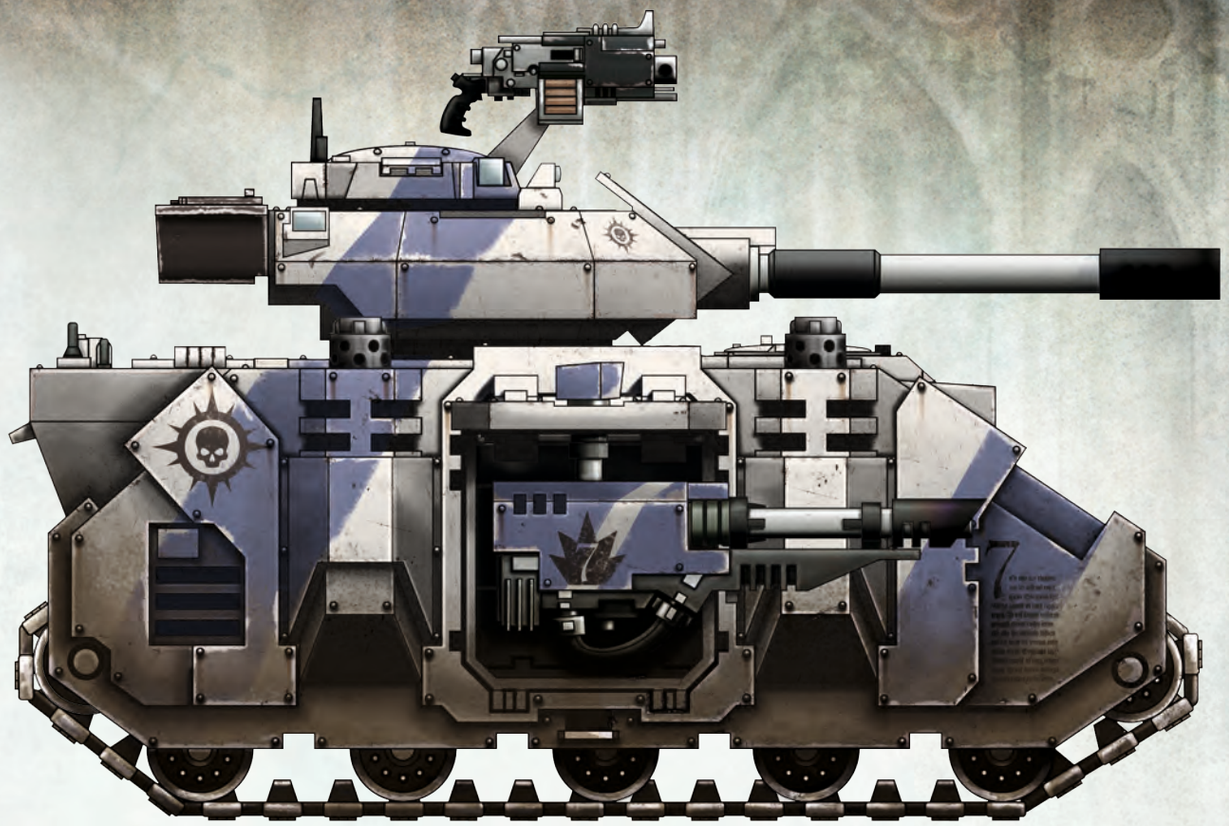
VEHICLE DESIGNATION:	0120-766-0723-RH 812/819
VEHICLE NAME:	Predator Destructor
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XII
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	44 tonnes
LENGTH:	6.6 m
WIDTH:	6 m with sponsons
HEIGHT:	4.4 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	68 kph
MAX SPEED OFF ROAD:	50 kph

MAIN ARMAMENT:	Autocannon
SECONDARY ARMAMENT:	Sponson-mounted lascannon
TRAVERSE & ELEVATION:	360° / -15° +28°
MAIN AMMUNITION:	120 rounds
SECONDARY AMMUNITION:	Unlimited cell lascannon
ARMOUR	
TURRET:	65 mm
SUPERSTRUCTURE:	65 mm
HULL:	55 mm
GUN MANTLET:	65 mm
ADDENDUM:	Optimised weapons configuration, tactical imprint Delta V / Theta X

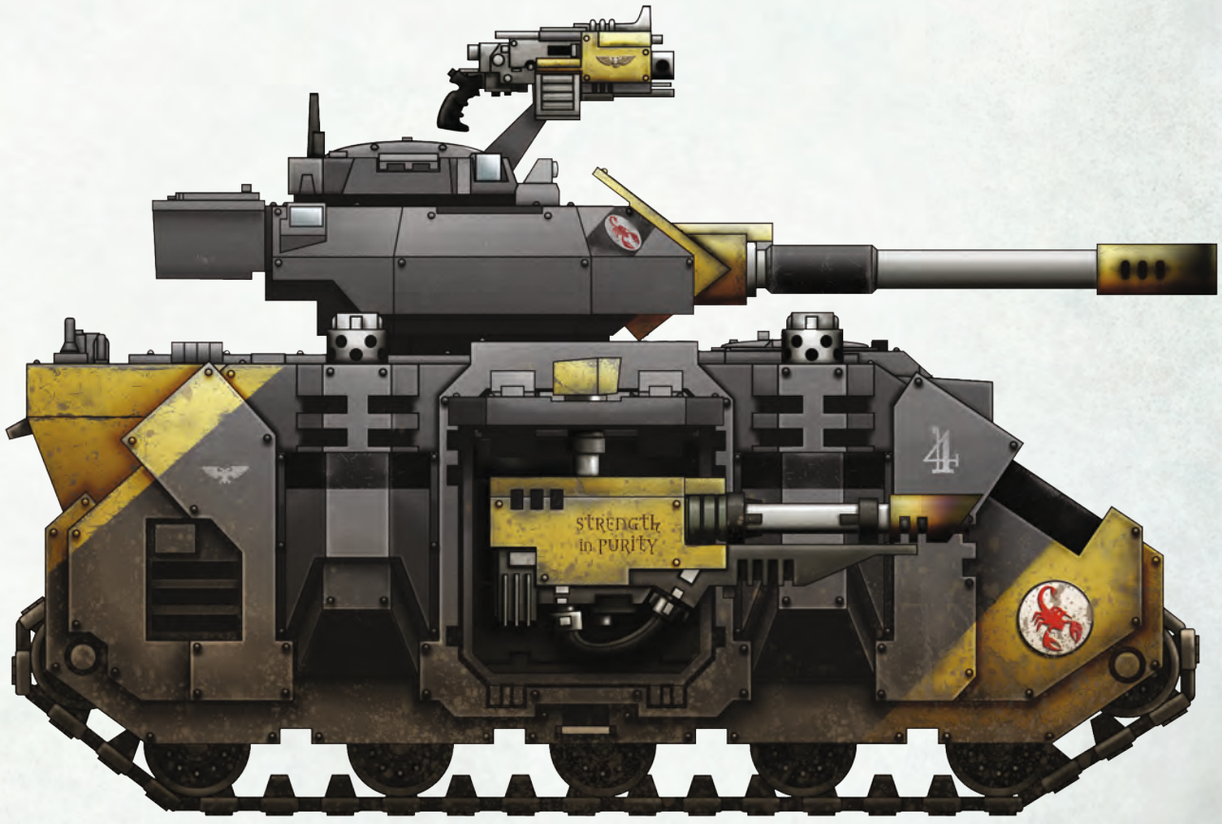
DATE: 1224013.M40

SIGNATURE:

MAGOS FABRICATOR



Novamarines Predator Destructor, Chapter Reserve 7th
Heavy Support Detachment, Second Battle of Sagan.



Predator Destructor of the Red Scorpions Chapter, 4th Company. This vehicle was destroyed in Operation Execution Place during the Siege of Vraks, where it took part in the advance into Sector 57-44.

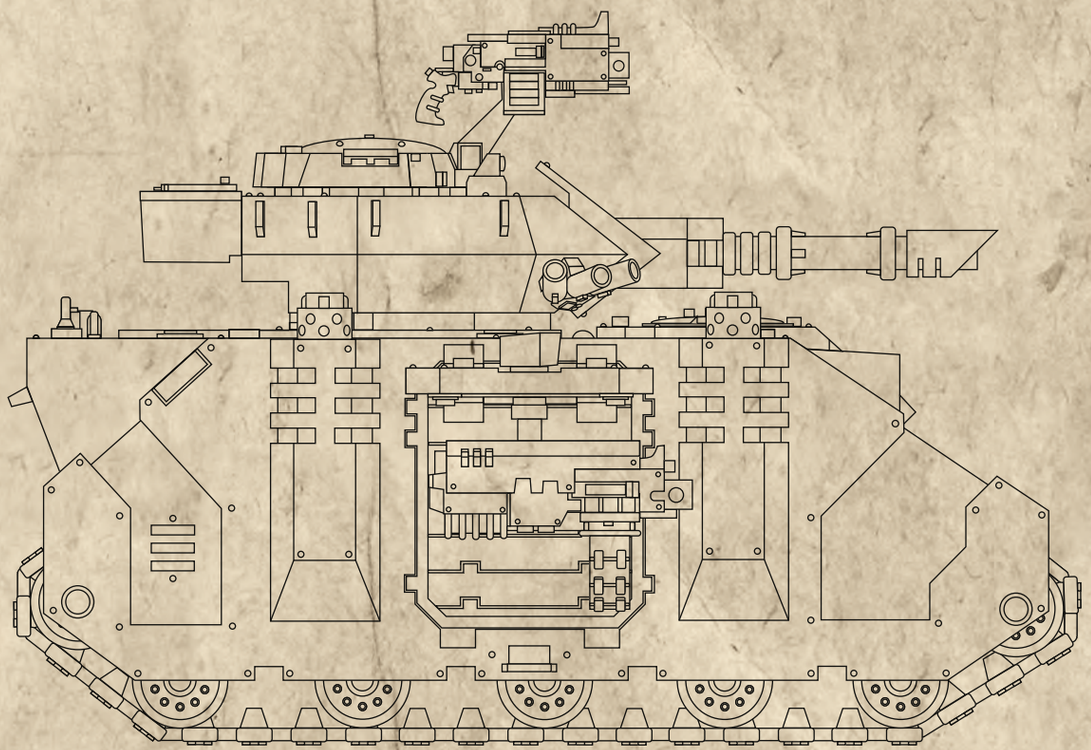
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
PREDATOR ANNIHILATOR

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....



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DOMINUS EX MACHINA

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SERVUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 116
VEHICLE NAME:	Predator Annihilator
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	II-XIV
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	44 tonnes
LENGTH:	6.6 m
WIDTH:	6 m with sponsons
HEIGHT:	4.4 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	68 kph
MAX SPEED OFF ROAD:	50 kph

MAIN ARMAMENT:	Twin-linked lascannon
SECONDARY ARMAMENT:	Sponson-mounted heavy bolters
TRAVERSE & ELEVATION:	360° / -15° + 28°
MAIN AMMUNITION:	Unlimited cell feed
SECONDARY AMMUNITION:	1,100 rounds
ARMOUR	
TURRET:	65 mm
SUPERSTRUCTURE:	65 mm
HULL:	55 mm
GUN MANTLET:	65 mm
ADDENDUM:	Anti-armour configuration, secondary point defence configuration Alpha X

DATE: 1224014.M40 SIGNATURE:

MAGOS FABRICATOR

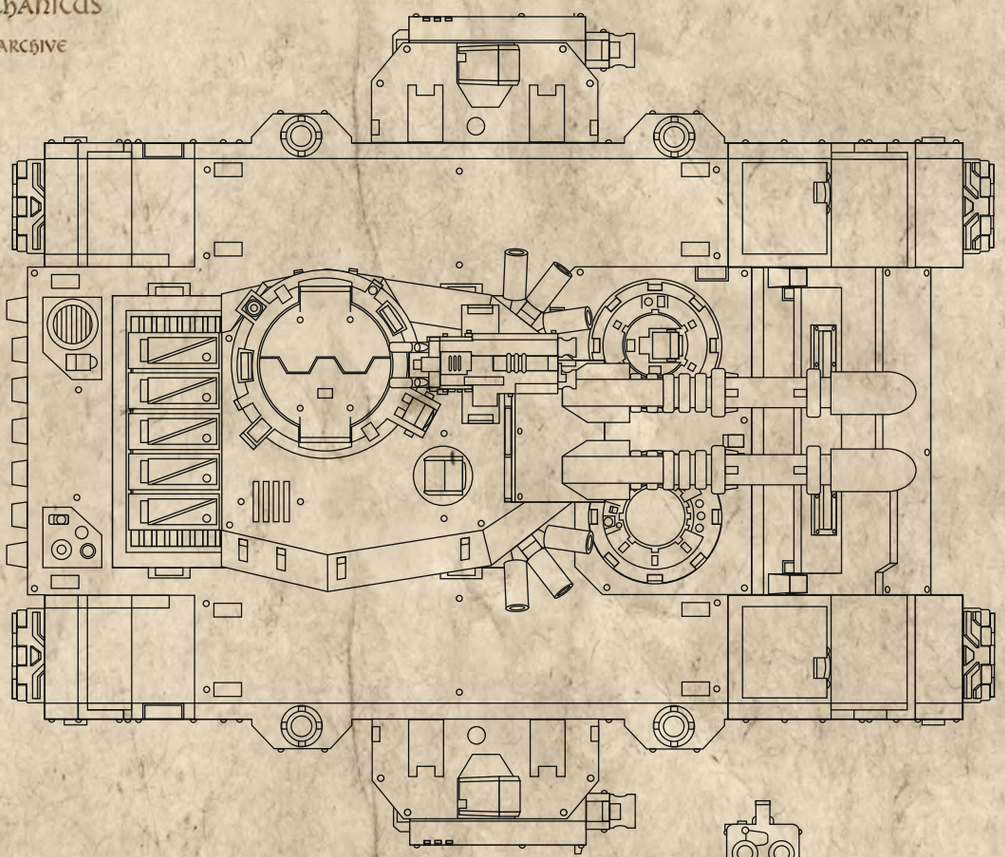
ADEPTUS MECHANICUS

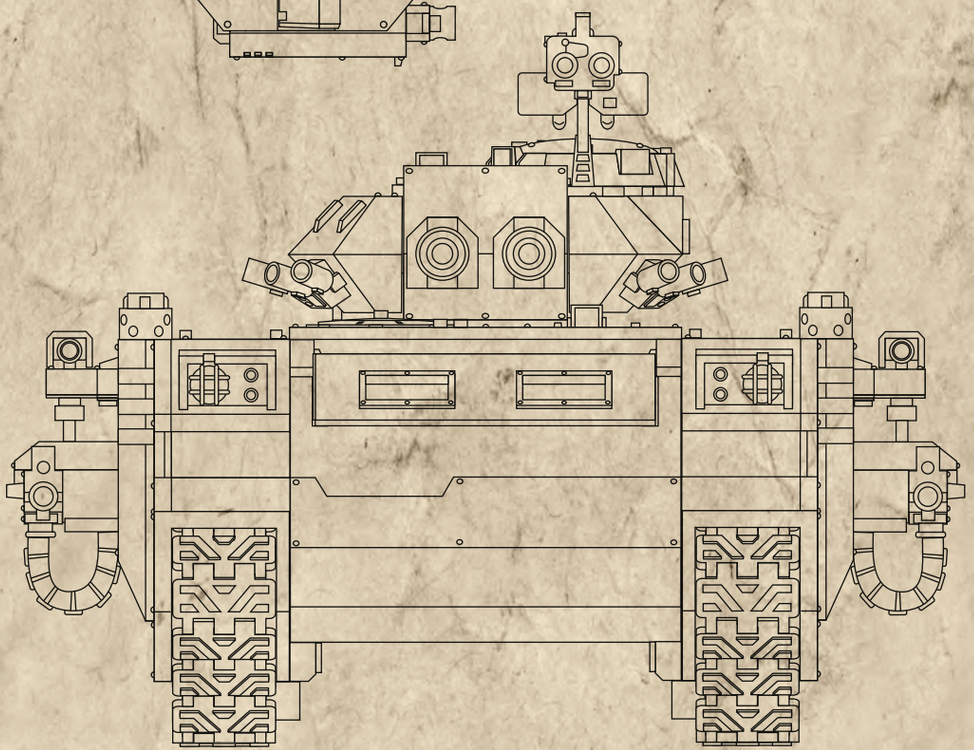
ARCHIVE

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....





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EX MACHINA

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FERRUM POTENTES

DATE: 1224014.M40

SIGNATURE: .....

MAGOS FABRICATOR

ADEPTUS MECHANICUS

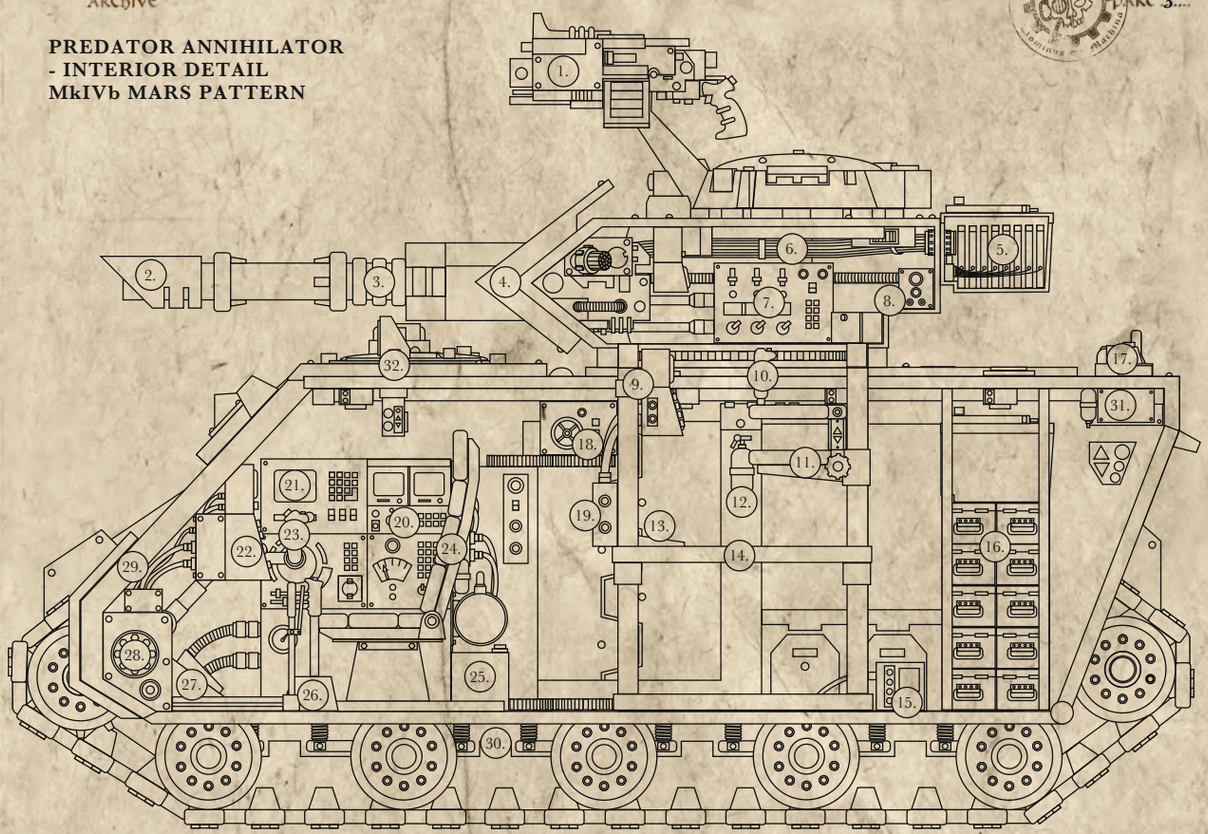
ARCHIVE

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 3....

PREDATOR ANNIHILATOR
- INTERIOR DETAIL
MkIVb MARS PATTERN



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DOMINUS
EX MACHINA

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OR ALLOW TO BE VIEWED
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AUTHORISED PERSONNEL

1. Auxiliary storm bolter
2. Flash suppressor
3. Focussing rings
4. Gun mantlet
5. Weapon power packs with diaquartzoid crystal stacks
6. Lascannon power feeds
7. Weapon command terminal
8. Vox unit
9. Targeting array
10. Fine motor control stick
11. Commander's/gunner's seat
12. Fire suppression system
13. Turret rotation pedals
14. Turret cradle
15. Turret cradle hydraulic power unit
16. Heavy bolter ammunition (stowed)
17. Narrow band long range vox array
18. Turret drive system and manual override
19. Auto-senses network core
20. Engine core status display
21. Tactical display
22. Driver's systems control panel
23. Drive column
24. Driver's seat
25. Generator
26. Gear and brake levers
27. Drive control pedals
28. Electric drive motor, with auxiliary drive shaft and lockable differentials
29. Front glacis armour plating
30. Suspension unit
31. Atmospheric filtration unit
32. Driver's periscope

DATE: 1224014.M40

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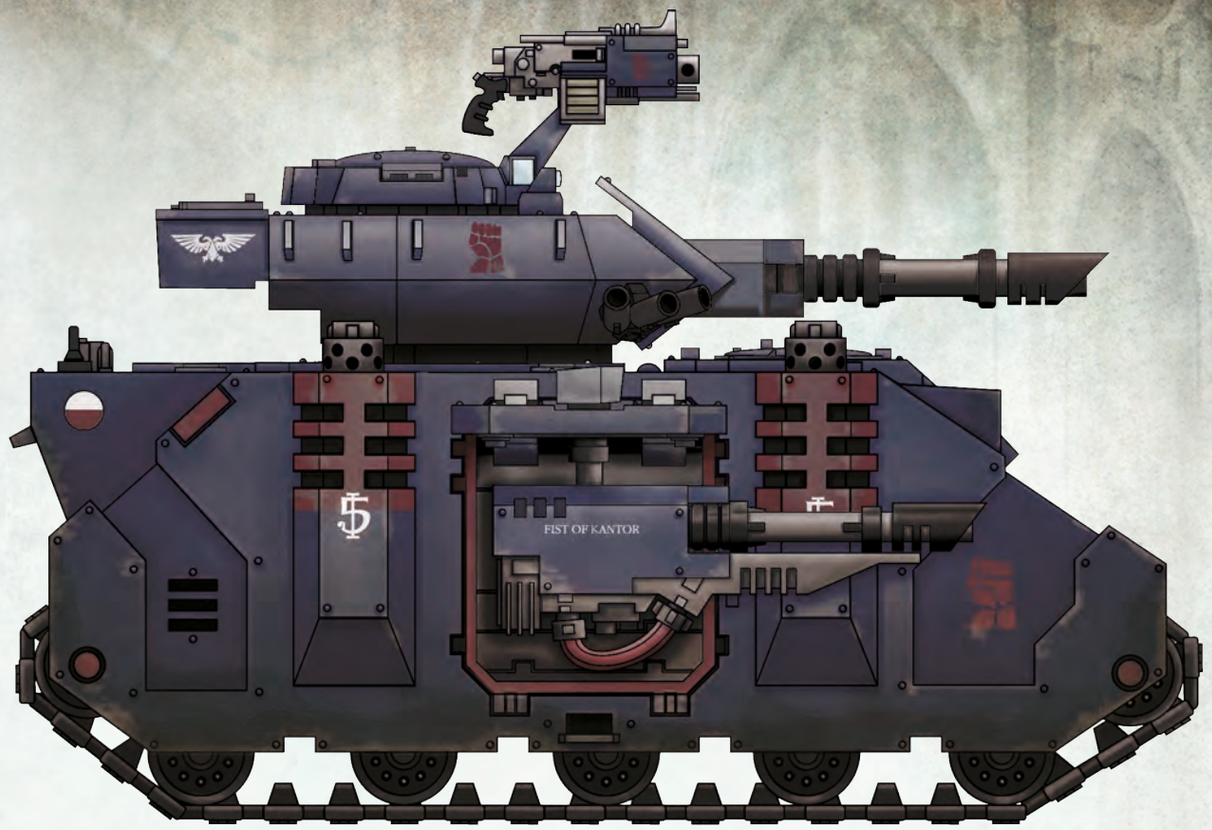
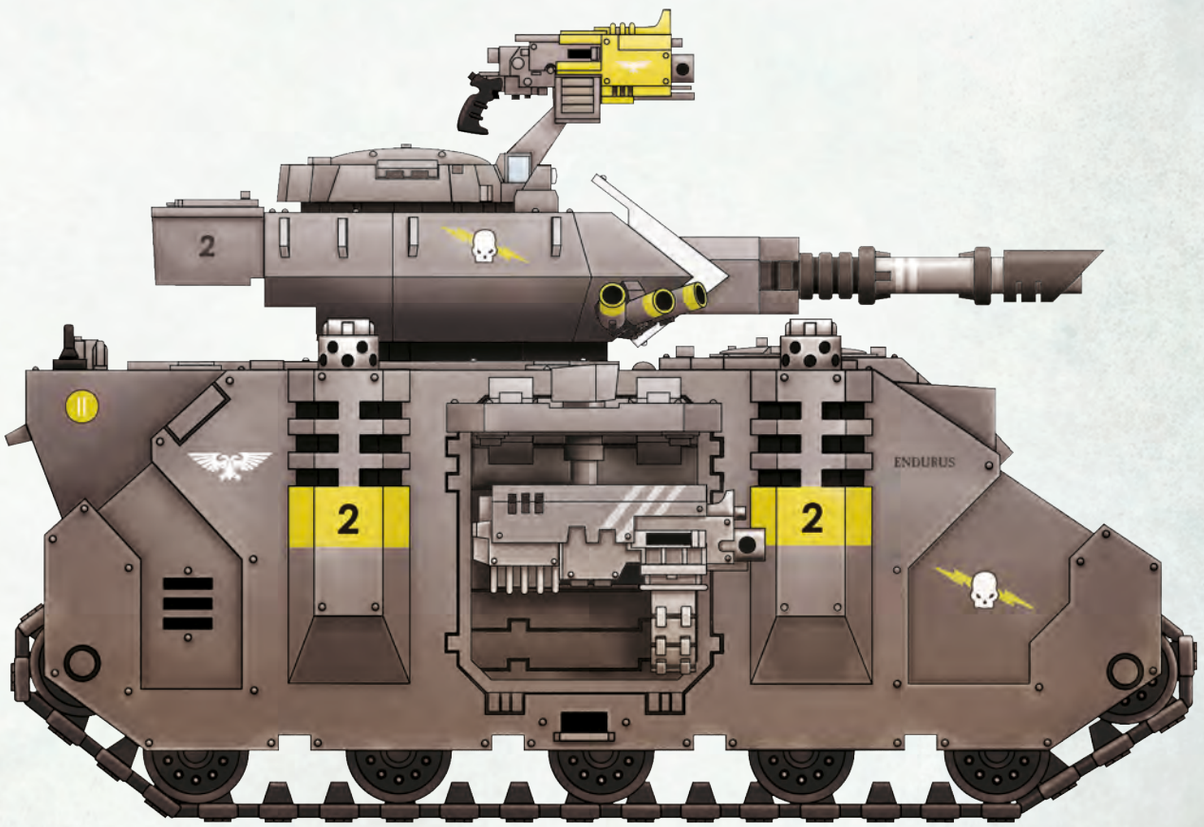
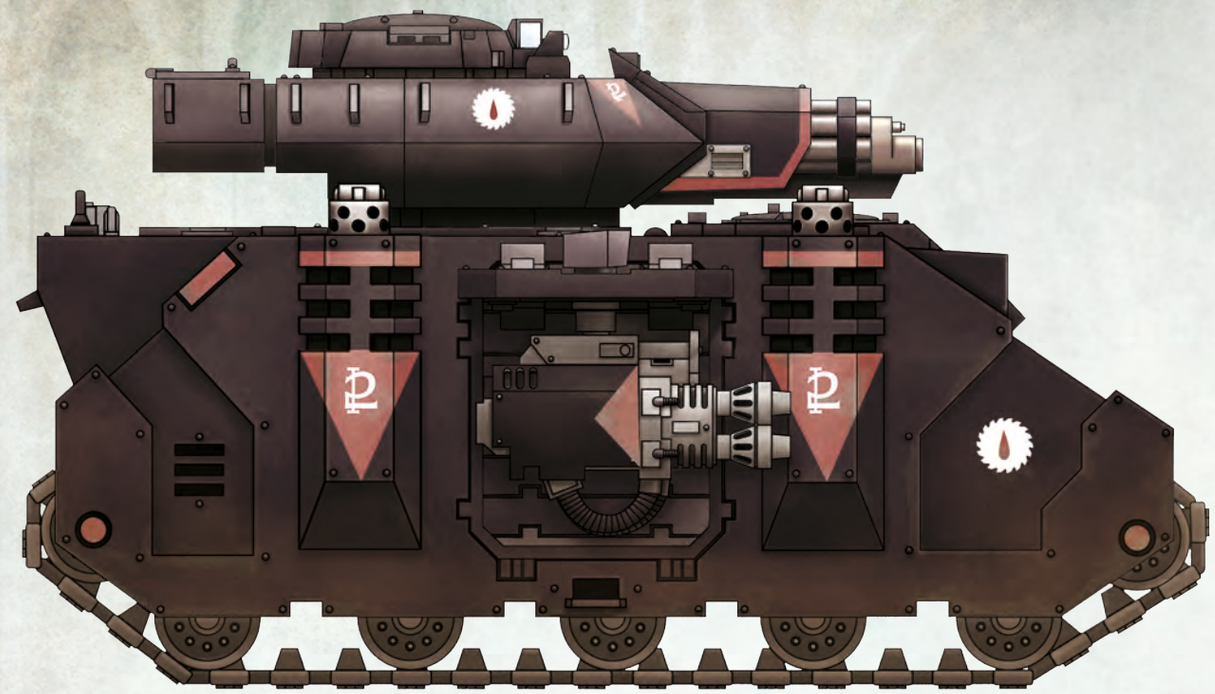
MAGOS FABRICATOR



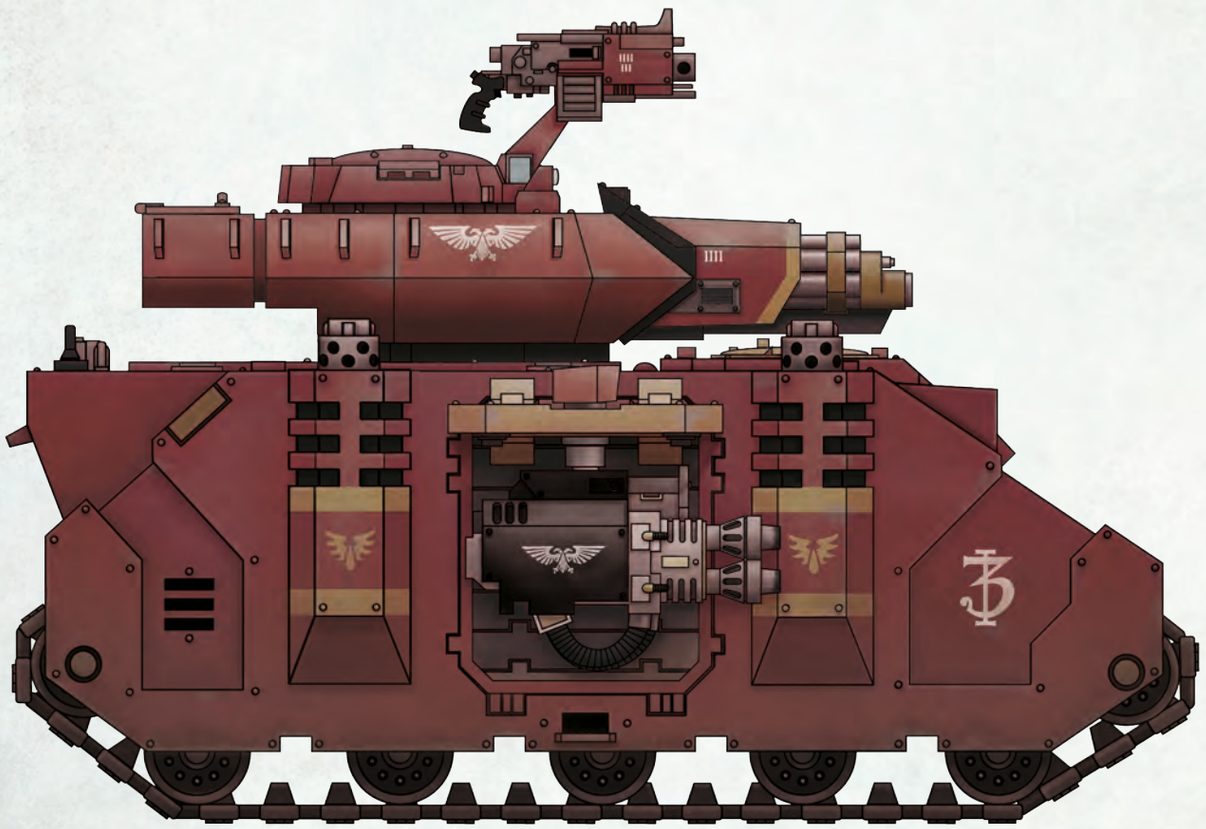
Predator Annihilator of the Crimson Fists Chapter, bearing the symbol of the 4th Company on the rear of the hull. The Chapter's fifth such vehicle, named after Chapter Master Kantor, was destroyed during the infamous Ork invasion of Rynn's World.



Predator Annihilator of the Revilers Chapter, during the Molov Massacre. '*Endurus*' bears the yellow bars of the 2nd Company, the numeral '2' marking it as the second vehicle of that formation. Note kill markings on the main and secondary weapons, indicating particularly auspicious kills according to Chapter tradition.



A Baal pattern Predator of the Flesh Tearers Chapter. This vehicle was painted black during the Acata Uprising for ritualistic reasons, on the orders of the Chapter's High Chaplain.



A Baal pattern Predator of the Blood Angels Chapter. Shown here in Chapter colours during the Achernar Invasion. This is the third vehicle of the task force which liberated the planet from rampaging Ork pirates.

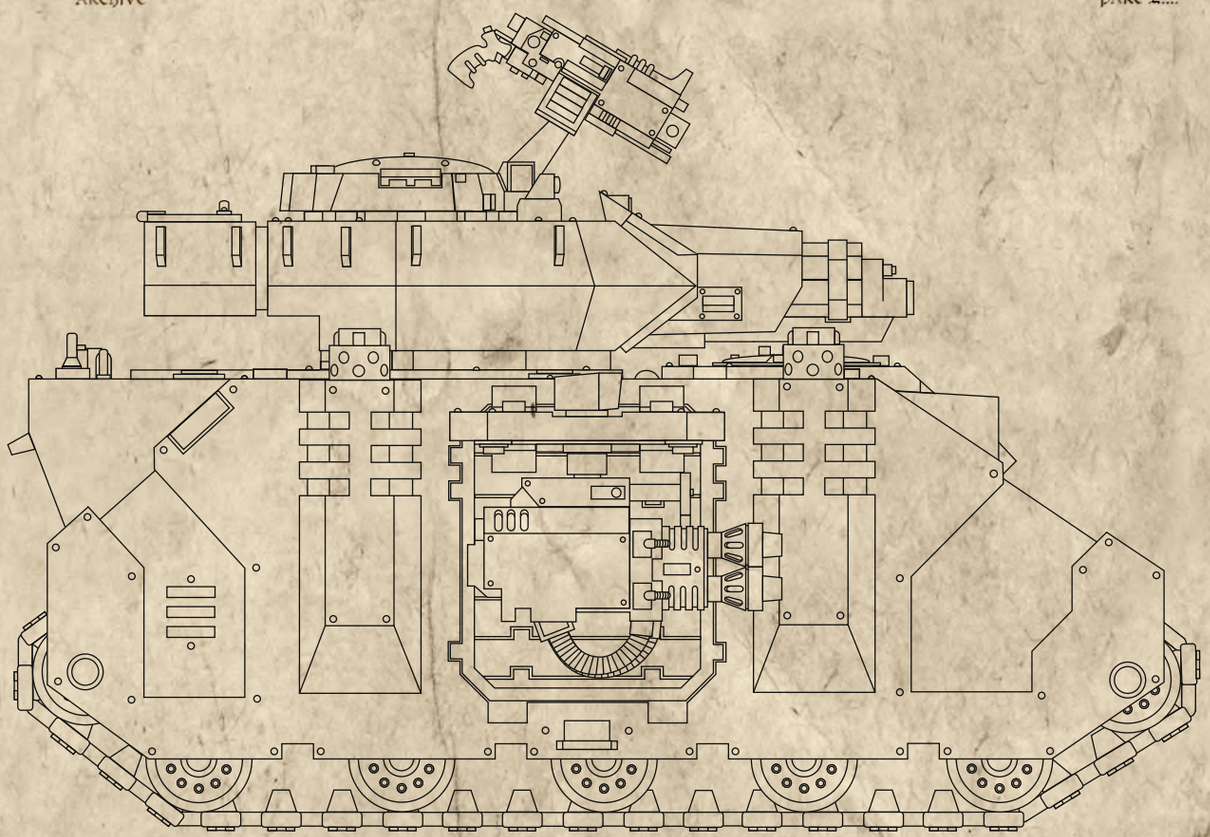
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
BAAL PREDATOR

DVŁA-16Z:8Ł5
7A3:04À
35Z:9B4

PART 2....



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FERRUM POTENTES

VEHICLE DESIGNATION: 0120-766-0724-PR 120

VEHICLE NAME: Baal Predator

FORGE WORLD OF ORIGIN: Baal

KNOWN PATTERNS: I-V

CREW: Driver & Gunner

POWERPLANT: Quad Lucifer pattern adaptable thermic combustor reactor

WEIGHT: 44 tonnes

LENGTH: 6.6 m

WIDTH: 6 m with sponsons

HEIGHT: 4.4 m

GROUND CLEARANCE: 0.44 m

MAX SPEED ON ROAD: 68 kph

MAX SPEED OFF ROAD: 50 kph

MAIN ARMAMENT: Twin-linked assault cannon

SECONDARY ARMAMENT: Sponson-mounted heavy flamers

TRAVERSE & ELEVATION: 360° / -15° + 28°

MAIN AMMUNITION: 1,200 rounds

SECONDARY AMMUNITION: 20 shots

ARMOUR

TURRET: 65 mm

SUPERSTRUCTURE: 65 mm

HULL: 55 mm

GUN MANTLET: 65 mm

ADDENDUM: Optimal anti-personnel configuration. Cf//Urban suppression operations

DATE: 1224016.M40

SIGNATURE:

MAGOS FABRICATOR

DEIMOS PREDATOR

In addition to the Destructor, Annihilator and Baal patterns, less common Predator variants are to be found deep within the stasis-bound forge-chambers of the most fortunate of Chapters. In most cases, it is the First Founding Chapters who retain possession of such 'relic' vehicles as they are sometimes known, for these august bodies have fought for 10,000 years and even tanks wounded unto death are often recovered and afforded a place of honour in the vaults. Some Second Founding Chapters maintain almost as many of these rarer variants, having inherited them from their parent Legion when they came into being. Those Chapters born of later Foundings are counted fortunate to own but a single such vehicle, perhaps gifted to them by an ally or recovered from some ancient battlefield to serve as a reminder of the glories of the past – nonetheless, such vehicles, often conforming to the Deimos pattern, might be found in the arsenals of any Chapter in existence. Some of these vehicles are true relics unknown to any but the most fortunate of Chapters, while others have simply fallen from use over the millennia and their time may yet come again.

One of the most prized, and almost lost, Predator tank patterns is the Deimos pattern Predator Executioner, which mounts a rare Executioner class plasma destroyer. This ancient and powerful weapon fires a series of sun-hot plasma blasts, capable of incinerating flesh and blasting apart even power armour with contemptuous ease. Only the Forge World of Ryza is still able to manufacture the advanced photo-plasmic cells needed for the Executioner weapon, so many Chapters whose Techmarines have sufficient skill and knowledge replace the plasma cannon with a heavy conversion beamer. This turns the Predator Executioner into an extremely powerful siege unit and long-range tank destroyer, but this firepower is gained at the cost of manoeuvrability and increased vulnerability to short-ranged attacks. That such a modification carries a long-standing seal of remittance from the Adeptus Mechanicus speaks of cataclysmic battles in a forgotten age, in which such devastating firepower was more common and more necessary.

The Deimos pattern Predator Infernus is an ancient pattern of Predator believed to date back to the hallowed days of the Great Crusade, but has now largely been replaced by the Land Raider Redeemer in many Chapters. The Crimson Fists, Fire Lords and Subjugators, among others, still value its close-range firepower when combating such xenos hordes as the Orks, and in particular it is seeing resurgence amongst those Chapters confronting the Tyranid menace. Other ancient data sources speculate that the Predator Infernus was an attempt to replicate the Baal Predator STC, stubbornly held by the honoured Blood Angels and their successors, and the same conjectural sources imply the superiority of this latter design in terms of speed, armour and armament. The Machine Cult of Mars' gall at the Blood Angels' refusal to release this precious relic is widely known, and so the Infernus boasts a fearsome armament in the form of a turret-mounted flamestorm cannon, often replaced with the anti-armour potency of a magna-melta, a devastating weapon originally intended for void-war boarding actions. Regardless of turret weapon, the Infernus is usually additionally equipped with sponson-mounted heavy bolters or heavy flamers.

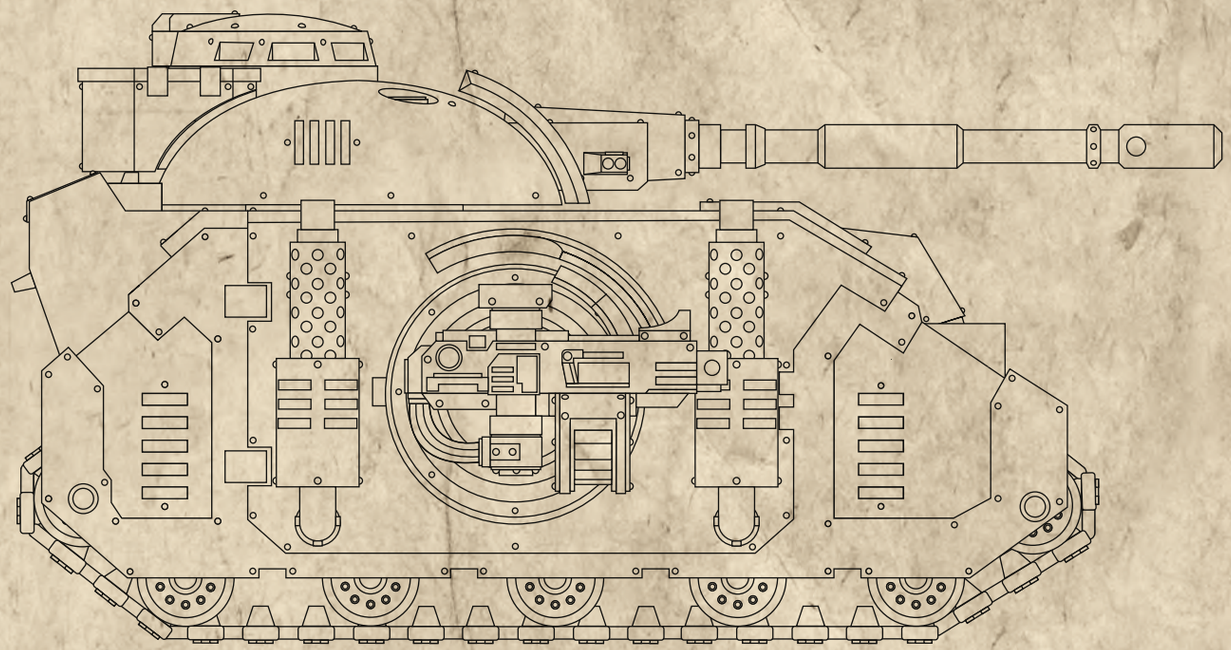
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
DEIMOS PATTERN PREDATOR DESTRUCTOR

DVŁA–16Z:8Ł5
7A3:04À
35Z:9B4

PARC 2....



Reliquary Sanctus

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FERRUM POTENTES

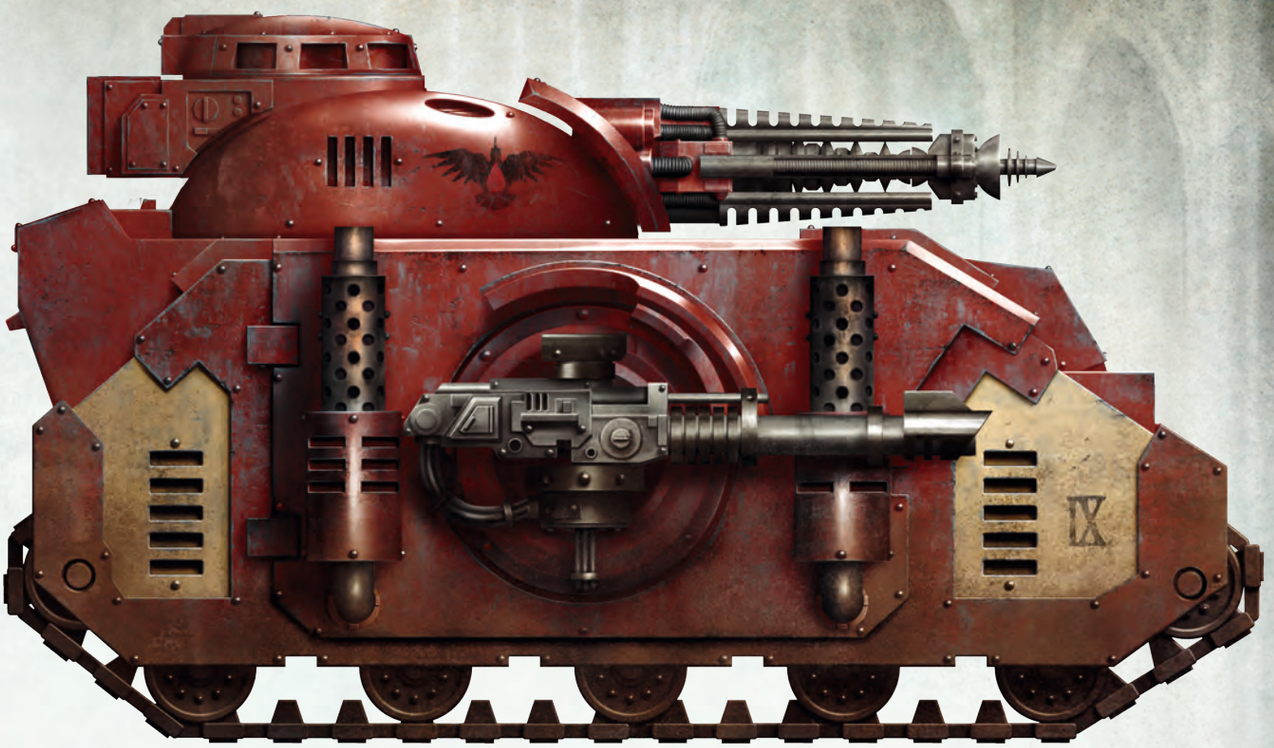
VEHICLE DESIGNATION:	Uncodified
VEHICLE NAME:	Predator Destructor
FORGE WORLD OF ORIGIN:	Unknown
KNOWN PATTERNS:	Deimos
CREW:	Driver & Gunner
POWERPLANT:	Quad MkIV adaptable thermic combustor reactor
WEIGHT:	42 tonnes
LENGTH:	6.6 m
WIDTH:	6 m with sponsons
HEIGHT:	4.4 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	52 kph

MAIN ARMAMENT:	Autocannon
SECONDARY ARMAMENT:	Sponson-mounted heavy bolters
TRAVERSE & ELEVATION:	360° / -15° + 28°
MAIN AMMUNITION:	120 rounds
SECONDARY AMMUNITION:	1,100 rounds
ARMOUR	
TURRET:	65 mm
SUPERSTRUCTURE:	65 mm
HULL:	55 mm
GUN MANTLET:	65 mm
ADDENDUM:	Deimos pattern no longer manufactured on Deimos Forge World; imprint held elsewhere

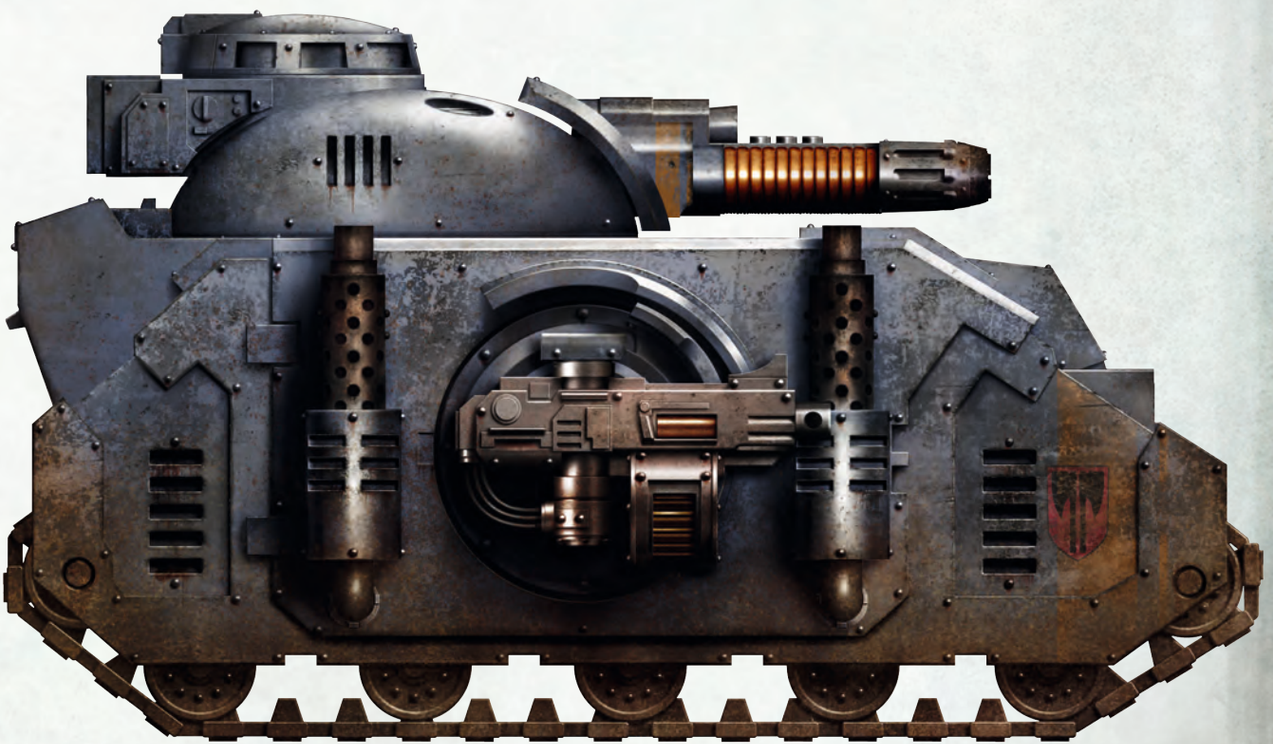
DATE: 1299077.M40

SIGNATURE:

MAGOS FABRICATOR



Relic Predator of the Blood Ravens Chapter. The archives state that this vehicle was attached to the Chapter's 9th Company, as is borne out by the numeral mounted upon its flank, and that it took part in the Battle of Lorn V, a deployment which cannot be fully reconciled with available sources.



Relic Predator of the Executioner's Chapter, equipped with Executioner plasma destroyer primary armament. The lack of numerals or other symbols makes it impossible to identify more specifically, and it is suspected that the tank was captured by the Chapter during their penitent crusade from an as-yet unknown foe.

RELIC SICARAN BATTLE TANK

The Sicaran is one of the rarest relic tanks in the possession of the Adeptus Astartes, and while there are larger vehicles secreted deep within their armouries, most require extensive and time consuming rites of reactivation to bring back to life. The Sicaran in contrast, so some Techmarines state, slumbers lightly, even fitfully, ever ready to heed the call of the Master of Relics and continue the wars of a bygone age.

Many adepts of the machine deny that the Sicaran is anything but a myth, an imagined or at best half-remembered phantom of an age long ago shrouded in blood and shadow. Others, especially more senior Techmarines, know that the Sicaran is real and once served the Legiones Astartes as they prosecuted the wars of the Great Crusade. They know that it survives into the 41st Millennium and may still occasionally be seen upon the battlefield, its potent Herakles pattern accelerator autocannon spitting a torrent of deadly accurate, rapid fire death at the foes of the Emperor.

The Sicaran is possessed of some of the most advanced and therefore ill-understood machine systems, and it is the subject of deep-rooted awe and superstition, even amongst the most venerable Masters of the Forge.

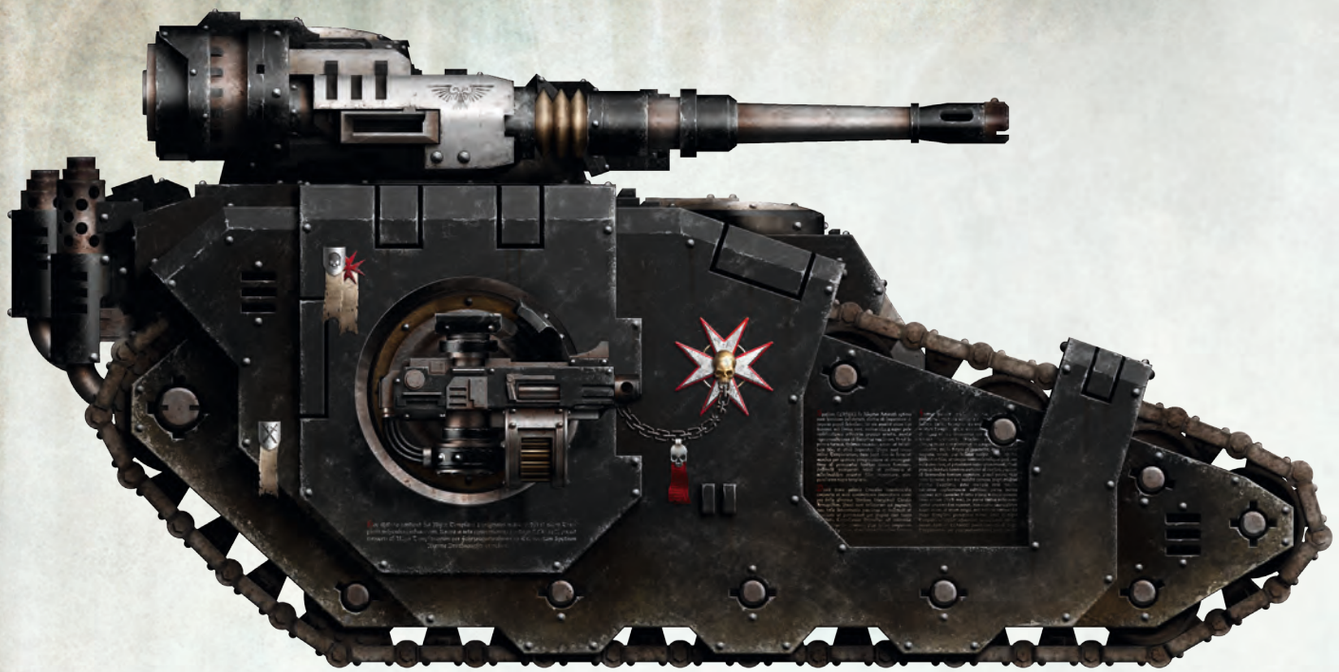
Even when held in stasis, the Sicaran must be ministered to constantly by its overseers, never less than a score of servo-lectors combining their efforts to ensure the machine's continued rest, as should the Sicaran awake before being called, its machine spirit is prone to behave in an unpredictable manner.

Some witnesses of such a premature awakening have reported a baleful, all-too aware glow emanating from the vehicle's cyclopic primary auspex block. Others have heard garbled battle-cant from an age long passed sputtering from its vox systems, clipped orders and vengeful oaths flying back and forth across a non-existent vox net using terms unknown to the warriors of the 41st Millennium.

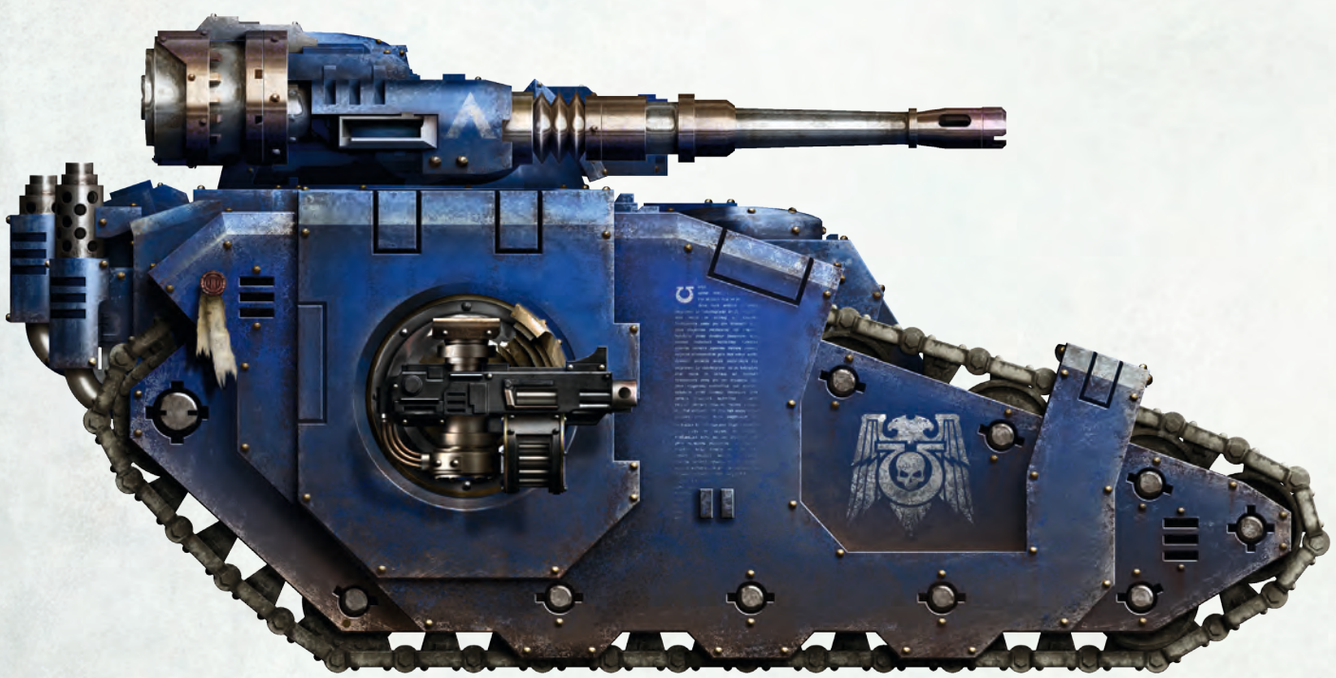
Stasis chambers housing slumbering Sicaran battle tanks are therefore commonly sealed with the most potent of wards, their blast doors smothered in blessed wax and fluttering purity seals, and the air all about is heavy with the most sacred of incense and the continuous chants of the servo-lectors echo down passageways where few dare to tread without the express leave of the Master of the Forge.

The Sicaran represents a rarity amongst the battle tanks of the Adeptus Astartes, for it is not a variant of the Rhino or the Land Raider. Its hull is a unique pattern, thought by the most knowledgeable of adepts to have been commissioned by a Primarch of the Legiones Astartes in the long lost, golden age of the Great Crusade. The tank combines numerous highly advanced and all but forgotten technologies, their capabilities far exceeding the sum of their parts. Its engine is capable of far greater output than its mass would suggest, meaning the tank can carry heavier armour than others of its size while travelling at a greater speed. It mounts a number of autonomous systems, including auto-drive and auto-aim mechanisms that require little in the way of attention from the Space Marine crew, but the most potent system the Sicaran carries however are its twin, turret-mounted accelerator autocannon, which are capable of a rate of fire and degree of accuracy far in excess of most other weapons of their class. It is likely that variant sub-types of the Sicaran must once have existed, perhaps mounting such legendary weapons as the graviton cannon or the volkite carronade, but if this is the case, no such examples are known to exist even within the stasis chambers of the most ancient of Chapters.

As with so many other relic war machines, the Sicaran is only rarely committed to the war zones of the 41st Millennium. No functioning STC imprints are known to exist, making it all but impossible to produce new vehicles to replace battlefield losses. For many Techmarines, the recovery of this long lost machine canon represents a lifetime's ambition whilst others continue to stubbornly deny that such a war machine ever existed at all, whilst others secretly believe that this is the sacred STC imprint so long sought after by the disciples of Arkhan Land.



Black Templars Sicaran Battle Tank '*Hero of Kryrenia*'. Chapter legend holds that this venerated battle tank took part in the defence of the Imperial Palace, serving under Sigismund himself. It was later ceded to the newly formed Black Templars Chapter and is regarded as a relic of the utmost power and significance.



Ultramarines Sicaran Battle Tank '*Heritor of Gage*'. This honoured vehicle is known to have taken part in the Battle of Calth, but Ultramarines Chapter legend holds that it must only ever be withdrawn from its stasis chamber in the direst of circumstances lest its machine spirit be aggrieved by the disturbance.

ADEPTUS MECHANICUS

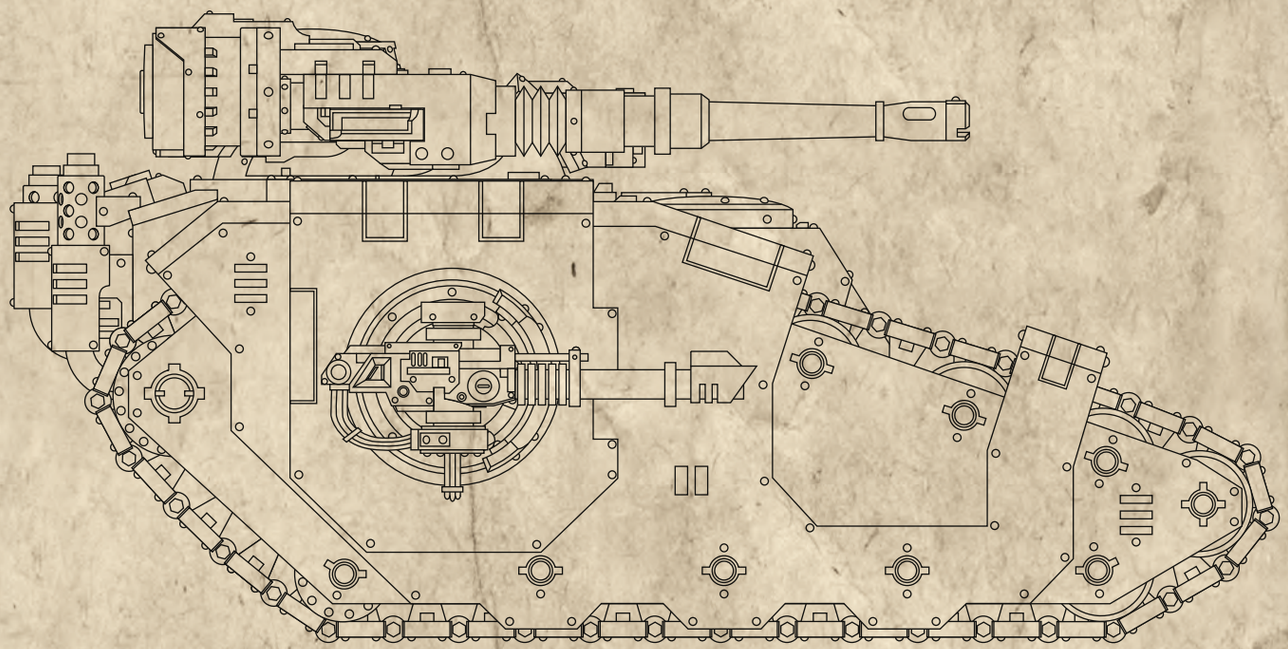
ARCHIVE

TECHNICAL SPECIFICATIONS:
SICARAN BATTLE TANK

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 2....

Reliquary Sanctus



Pax Imperialis

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DOMINUS EX MACHINA

IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON AUTHORISED PERSONNEL

FERRUM POTENTES

VEHICLE DESIGNATION:	Uncodified
VEHICLE NAME:	Sicaran Battle Tank
FORGE WORLD OF ORIGIN:	Unknown
KNOWN PATTERNS:	Unknown
CREW:	Driver & Gunner
POWERPLANT:	Uncodified open core plasma ioniser
WEIGHT:	65 tonnes
LENGTH:	8.2 m
WIDTH:	7 m with sponson
HEIGHT:	4.85 m
GROUND CLEARANCE:	0.32 m
MAX SPEED ON ROAD:	74 kph
MAX SPEED OFF ROAD:	58 kph

[1]Turret-mounted
[2]Hull-mounted

MAIN ARMAMENT:	Twin accelerator autocannon[1]
SECONDARY ARMAMENT:	Heavy bolter[2] Sponson lascannon
TRAVERSE & ELEVATION:	360° / -8° + 8°
MAIN AMMUNITION:	140 rounds
SECONDARY AMMUNITION:	1,400 rounds heavy bolter. Unlimited cell lascannon
ARMOUR	
TURRET:	80 mm
SUPERSTRUCTURE:	80 mm
HULL:	70 mm
GUN MANTLET:	80 mm
ADDENDUM:	Further specifications withheld / pending archive probe

DATE: 1213054.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS ASTARTES
BATTLEFIELD SUPPORT

"At Lastrati, we gathered every Whirlwind in the Crusade and massed them at the gates of Sogoth. At my order, the entire formation opened fire and the night sky blazed as bright as day. Moments later, the city itself was aflame, its defences shattered and its defenders broken. Only then did I order the Assault squads to attack, and then the battle was truly joined."

Ancient Tahncred

The Space Marines utilise a wide number of vehicles in the role of close-in battlefield fire support. Some are used to provide heavy fire in support of advancing squads, while others complement the capabilities of armoured spearheads. When accompanying other vehicles, these war engines are in the main equipped with similar or slightly superior armour compared to the assault vehicle they are to accompany, but are rarely as heavily armoured as the Land Raider or other such tanks. Their role is to provide fire support to the Space Marine squads as they go into battle, engaging enemy units and fortifications as the battle-brothers close in on their target.

Battlefield support vehicles must be as fast and as tough as those used by the squads themselves and, for this reason, tend to be based upon the ubiquitous Rhino chassis. As such, their operation is familiar to all of a Chapter's battle-brothers, who with a small amount of additional specialised training and indoctrination can soon become adept at operating the support weapons systems themselves. Battlefield support vehicles tend not to have a permanently assigned crew, instead being operated by individuals tasked with crewing a number of the Chapter forge's charges. These crews are well trained in operating the full range of vehicles under the forge, and well versed in all battle rites contained in the Codex Astartes. Because of the unique manner in which a Space Marine progresses through the ranks of the companies, starting his service as a Scout of the 10th Company and, should he survive long enough, eventually becoming a veteran of the 1st Company, he learns every aspect of war in the 41st Millennium. When serving as a vehicle commander in support of his brethren in the Tactical, Devastator or Assault squads, he is entirely familiar with their tactics and objectives and therefore able to anticipate what battlefield support they will require without them even having to request it.

Space Marine strike force commanders are adept at ensuring their forces are comprised of a balanced mix of assault vehicles and support units. An armoured column transporting squads across the battlefield might, for example, be assigned one or more Whirlwind missile tanks to lay down a suppressive bombardment against likely ambush positions. Depending on the terrain the column is passing through, the lead vehicle role might be fulfilled by a Vindicator whose mighty siege plough is able to smash aside obstacles as well as protect the war machine from the inevitable fire it will attract. Should the enemy offer a threat from the air, the column might furthermore be reinforced with anti-air defence assets such as Hunter, Stalker or Hyperios air defence tanks. A few Space Marine Chapters have access to such rare and much venerated battlefield support tanks as the Whirlwind Scorpius, a variant rarely used in the Age of the Imperium, for it is held to have its origin in an age when Space Marine fought against his brother Space Marine in the most bitterly fought civil war ever to engulf Mankind. As with all Space Marine operations, of course, it remains the battle-brothers of the Adeptus Astartes themselves on whose shoulders victory rests, even the mightiest of support tanks ultimately subordinate to that role. For all the numerous and devastating weapon systems the Chapter forge can produce, the Space Marines themselves remain the focus of Chapter battle doctrine.

WHIRLWIND MISSILE TANK

The Whirlwind is an ancient design and many different patterns have been employed down the millennia, a variety of which remain in service with Chapters across the galaxy. The designation 'Whirlwind' is used to cover a range of different patterns of multiple missile launchers set on a Rhino chassis with which a myriad of missile types can be fired as part of its armament. The war machine provides a Space Marine strike force with highly mobile, close support, indirect firing artillery and in fact, the term is known to have been used as far back as the Horus Heresy before, so far as can be ascertained, many of the patterns of vehicle used in the 41st Millennium had entered service.

Unlike the Imperial Guard, Space Marine Chapters do not rely heavily on artillery fire to achieve victory on the battlefield. As rapid strike or shock troops, they have no requirement to fire sustained artillery barrages to reduce enemy positions before an attack and are rarely deployed long enough for such a long ranged barrage to be effective. As a strike force they need fast, highly mobile artillery capable of delivering a brief but intense heavy barrage against specific tactical targets, and the Whirlwind provides this, quickly unleashing a high volume of firepower, albeit at relatively short range, against critical targets as assaulting warriors identify them. Being able to react very quickly to the evolving tactical situation is one of the Whirlwind's chief advantages over slower, heavier artillery deployed by Imperial Guard regiments. Being able to fire indirectly means the Whirlwind can make best use of cover and does not need to expose itself to direct enemy fire. Its mobility means that after launching a salvo, the vehicle can rapidly change position to avoid counter-battery fire. Using the Rhino chassis means it can easily keep up with the rest of a fast moving Space Marine strike force and in the case of the Whirlwind, the transport capacity of the chassis is turned over to ammunition stowage containing racks of extra missiles. These must usually be loaded into the launcher manually, a time-consuming process, meaning once a Whirlwind has fired all its loaded missiles, it usually withdraws into cover to rearm its launcher units from its internal stowage bay.

There are several different missile types used in the Whirlwind multiple missile launcher, the most common of which is the Vengeance pattern high explosive warhead. While not as heavy as some missiles carried by the artillery of the Imperial Guard, the Vengeance balances weight, size, payload and range in such a way as to provide the Space Marines with the most effective form of artillery support

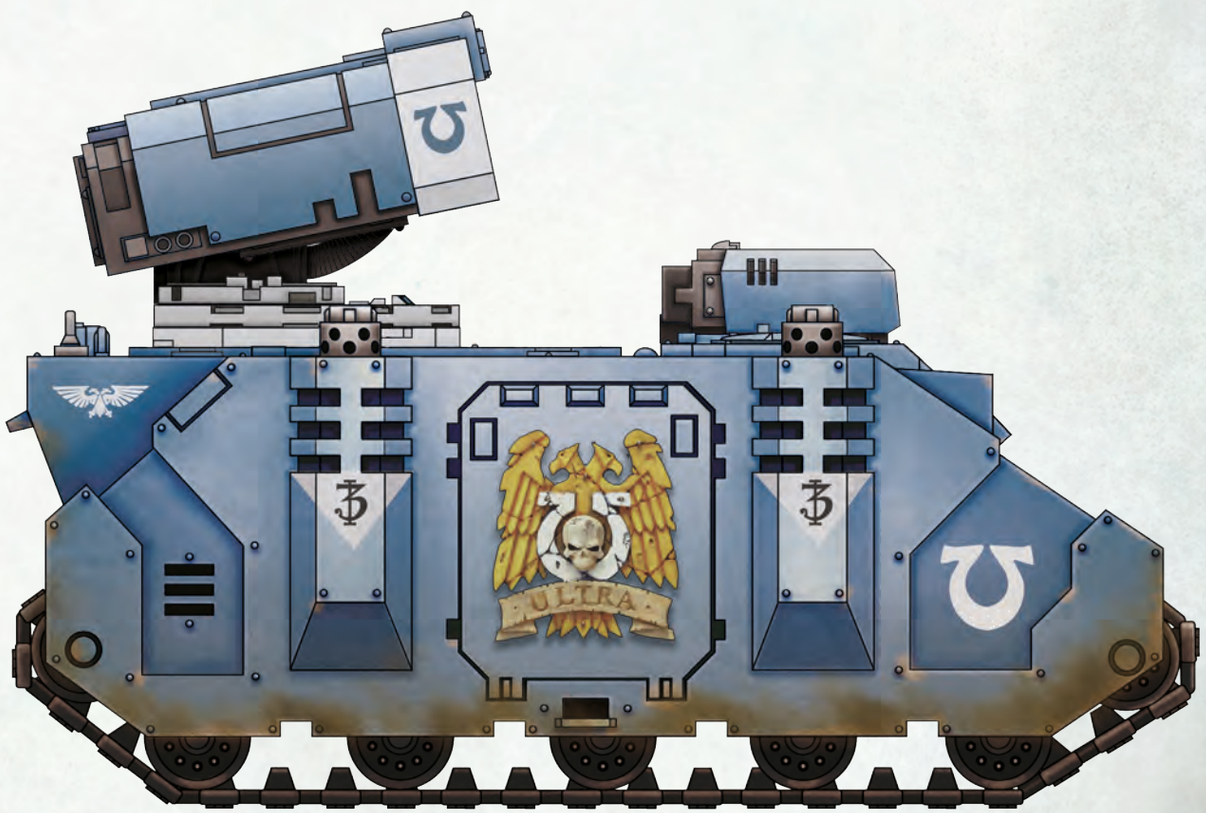
tailored to their preferred manner of waging war. Many Whirlwinds carry a payload of Castellan incendiary warheads in addition to the Vengeance, a weapon that sacrifices explosive power for the ability to saturate the target with a rain of searing flame.

For a brief period, many Space Marine Chapters equipped their Whirlwinds with warheads that scattered sub-munitions across the target zone, the result of a newly discovered STC imprint entering the canon of machine lore. Though widely disseminated, this variant saw only limited use, possibly because the manner of warfare practised by the Space Marines precludes their targets from occupying defensive positions long enough to be threatened by mines. It is considered likely that other missile types exist or have existed in the past and subsequently passed out of common employment.

Missile types mentioned in the archives but not commonly used in the 41st Millennium include the plasma and super krak warheads, missiles that deploy various types of gas, anti-plant, haywire and tanglefoot, and even those armed with the extremely rare vortex warhead. In all likelihood, such arcane weapons reside still within the quantum-sealed stasis batteries of the Deathwatch and other secretive bodies within the upper echelons of the Imperium's monolithic war machine.

The number of missiles carried by a Whirlwind varies by pattern. For example, a fully loaded Helios pattern carries just six missiles, although they are larger than the ancient 'Thalia' pattern, with its distinctive box shaped launcher which holds twelve smaller missiles, or the 'MkII Mars' pattern Whirlwind which holds ten missiles in twin clusters of five.

Whirlwind Suppression Forces
When faced with the need to deploy massed artillery and when no warships are on hand to provide orbital support, many Chapters utilise a formation known as a Suppression Force. By pooling all of his Whirlwinds and placing them under the coordination of a field officer mounted in a sensor-equipped Land Speeder, the force commander is able to quickly assemble a large concentration of long range, suppressive firepower. Most often utilised in open desert type environments, the Land Speeder ranges ahead of the Whirlwinds, identifying concentrations of enemy troops and calling down the fury of every Whirlwind missile tank in the formation upon the heads of the enemy. Should any foe survive to return counter-battery fire, the Suppression Force redeploys and opens fire again, repeating the tactic until the enemy is utterly defeated.



Helios pattern Whirlwind of the Ultramarines Chapter. Third Whirlwind of Strike Force Ardias, Joran VI Retaliation Force.

ADEPTUS MECHANICUS

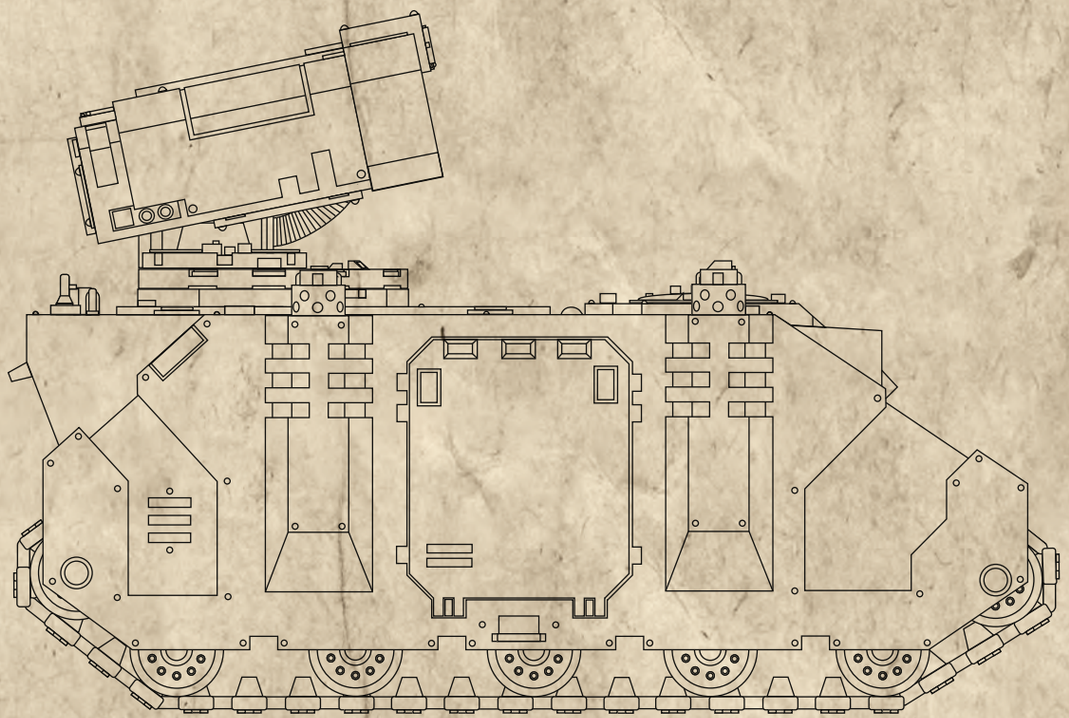
ARCHIVE

TECHNICAL SPECIFICATIONS:

WHIRLWIND HELIOS

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART .....



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FERRUM POTENTES

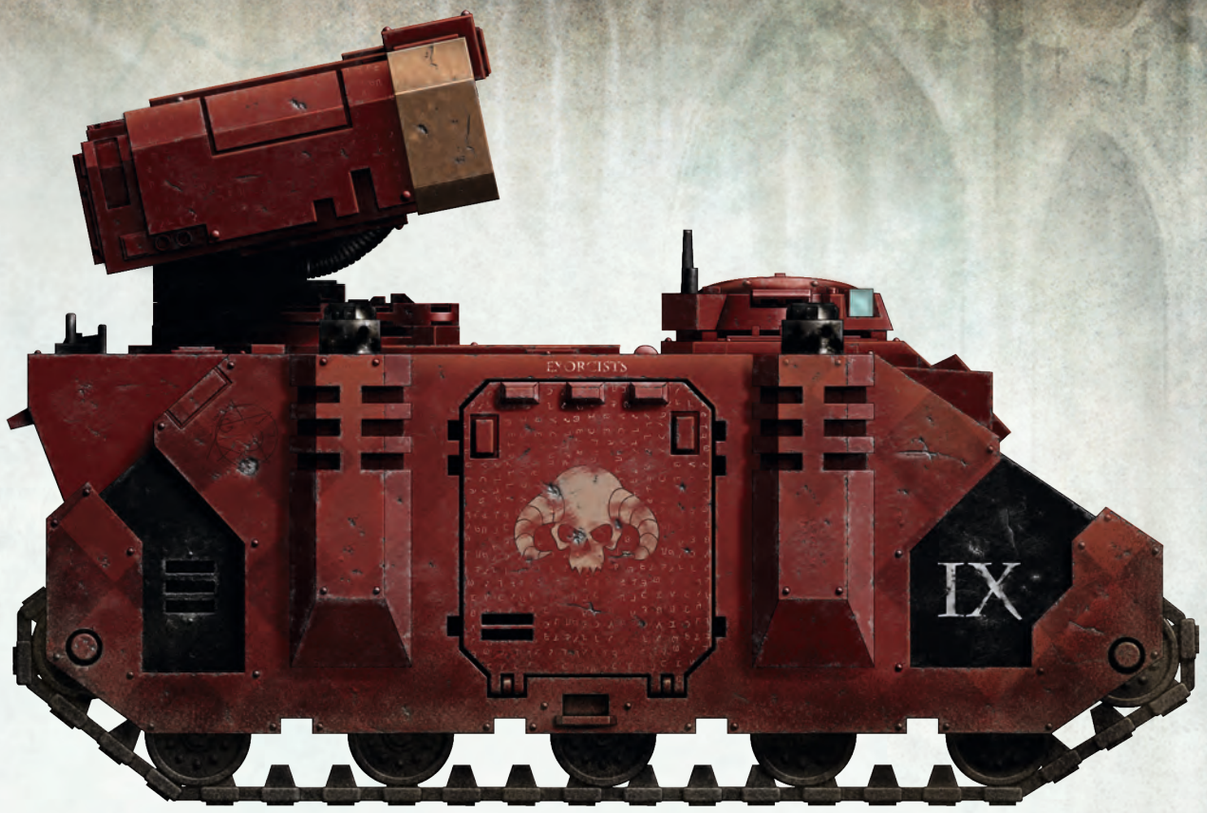
VEHICLE DESIGNATION:	0120-766-0724-PR 145
VEHICLE NAME:	Whirlwind
FORGE WORLD OF ORIGIN:	Mars/Helios
KNOWN PATTERNS:	IIB-XXI
CREW:	Driver & Commander
POWERPLANT:	Quad MkII adaptable thermic combustion reactor
WEIGHT:	33 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	5.2 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	68 kph
MAX SPEED OFF ROAD:	50 kph

MAIN ARMAMENT:	Whirlwind missile launcher
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° / -0° +65°
MAIN AMMUNITION:	24 missiles
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	30 mm
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	Example shown mounts Whirlwind launcher manufactured on Helios and subsequently utilised on Helios pattern Land Raider.

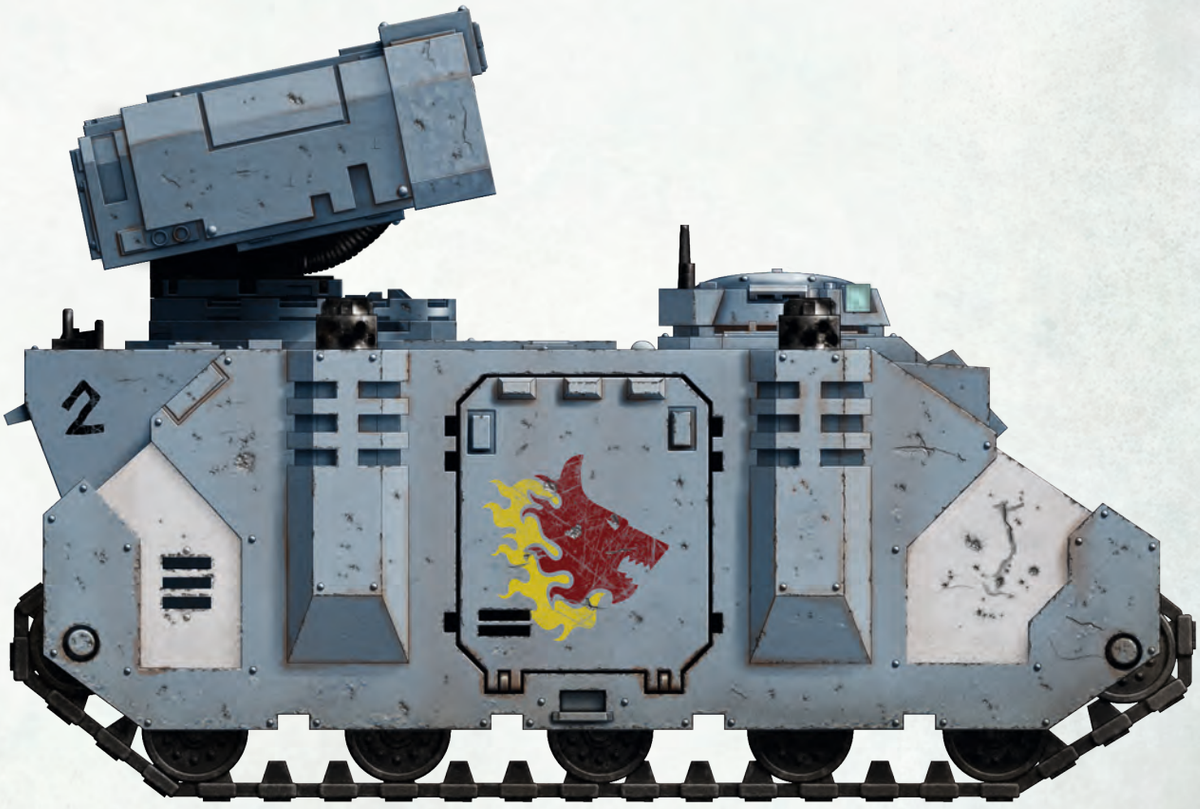
DATE: 1224220.M40

SIGNATURE:

MAGOS SANCTICATOR



Exorcists Chapter Whirlwind, attached to the 9th Company. Destroyed in action in the Battle of Shavra, Badab War.



Whirlwind of the Space Wolves Chapter, the second of its type attached to the Great Company of Kjarl Grimblood. Lost, presumed destroyed in battle against the xenos Draxian Hegemony, Battle of Medes 841.

WHIRLWIND HYPERIOS

For all the different patterns deployed down the years, the various Whirlwinds remain broadly comparable vehicles with similar capabilities. One pattern that does vary from the Codex standard is the Hyperios, a specialised anti-aircraft vehicle used by many Space Marine Chapters. In most Chapters, this role is fulfilled by Hunter and Stalker tanks, both of which are entirely dedicated to it, but such advanced weapons systems are far harder to produce. The Hyperios is less specialised but, being a variant on the Whirlwind and closer to the underlying Rhino STC imprint, simpler to construct and so it retains its place in the armouries of the Adeptus Astartes.

The Hyperios is equipped with sophisticated tracking and targeting systems, but it is within the guided anti-aircraft missiles themselves that the true heart of the weapon resides. Each missile contains a compact logis-engine similar to that used by the hunter-killer missile. The war spirit within each weapon is known for its single-mindedness and aggression, traits that guide the missile unerringly to its target regardless of the efforts an enemy might make to evade it. Although anti-aircraft defence is its main role, the targeting system is versatile enough to engage ground targets, effectively becoming a large rack of hunter-killer missiles. The weapon is generally only used in the ground role as a last resort, but Space Marine commanders anticipating such situations might deploy a Whirlwind Hyperios over a Hunter or a Stalker.

As well as its logis-system and explosive warhead, most of the actual missile is made up of a chamber containing the fuel it needs to fly relatively short distances at very high speed in order to intercept fast moving incoming aircraft. These missiles are not large enough to reach high altitude like those of the Hunter's skyspear, but are highly effective against low flying enemy attempting strafing runs against Space Marine forces.

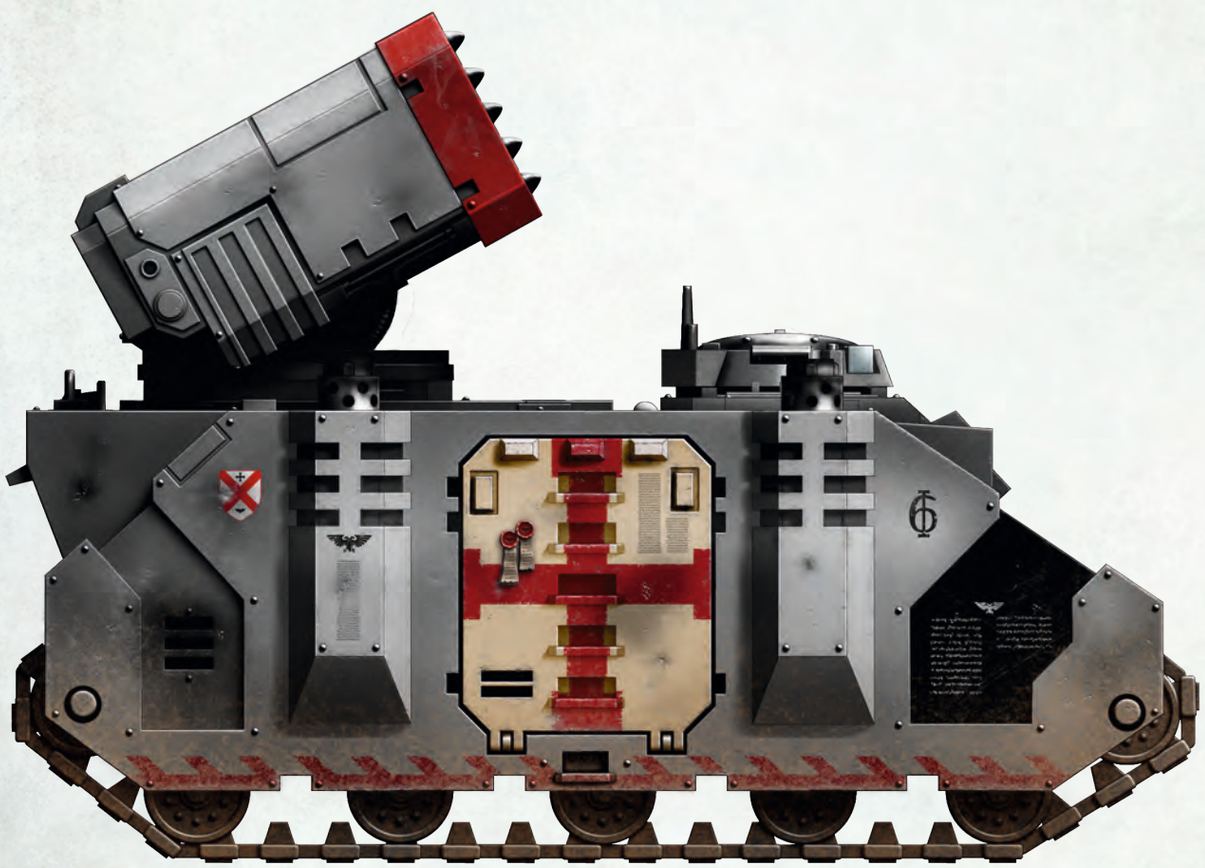
The Hyperios STC imprint is known to the vast majority of Adeptus Mechanicus Forge Worlds and Adeptus Astartes forges, yet is used by relatively few Chapters. The reason for this lies in a distant and ill-remembered passage of the Imperium's turbulent history known as the Moirae Schism. At that time, the majority of Hyperios Whirlwinds in service had been constructed according to the STC data held at the Forge World of Moirae. The rogue Tech-priests of Moirae utilised a hidden machine cipher insinuated into the machines during their construction to cause them to power down upon receiving the relevant code. Though the schismatics were ultimately defeated, many Space Marine Chapters distrust the Hyperios to this day and are reticent to deploy it in battle.

The Hunter and the Stalker
When confronted with overwhelming enemy air attacks, the Space Marines often utilise the Hunter and the Stalker air defence tanks. Both vehicles are substantial modifications of the Rhino chassis and make use of a wide range of highly specialised and very difficult to replicate technologies. The Hunter is equipped with the fearsome skyspear missile launcher, which fires a warhead capable of attaining extremely high speeds over a long range, which can also pursue its foe to a very high altitude.

The Stalker engages an enemy very differently, its potent targeting array allowing it to track and engage multiple incoming targets at once with a pair of independently tracking icarus stormcannon and to stitch the airspace it is protecting with such a devastating barrage that only the most insane foe would even attempt an attack run.

A notable and distinctive feature of both the Hunter and the Stalker are their hydraulically deployed stabiliser claws. These are fired into the ground the instant the vehicle is on-station and dramatically increase its weapon's accuracy by negating the worst effects of recoil. Though these stabilisers make the weapons far more accurate, they can make the vehicles vulnerable to return fire as they take precious moments to retract before the tank can move off. As such, a strike force commander faced with an enemy with a powerful air presence must balance his force composition wisely.

Whirlwind Hyperios of the Black Templars Chapter, Jerulus Crusade. This is the honoured first Whirlwind of the Armoury, the Chapter's oldest Hyperios.



Whirlwind Hyperios of the Fire Angels Chapter. This vehicle is attached to the Chapter's 6th Company and is depicted at the time of its deployment to Lament, where it took part in the destruction of the psyker cult of the Seven Daughters of Oblivion.

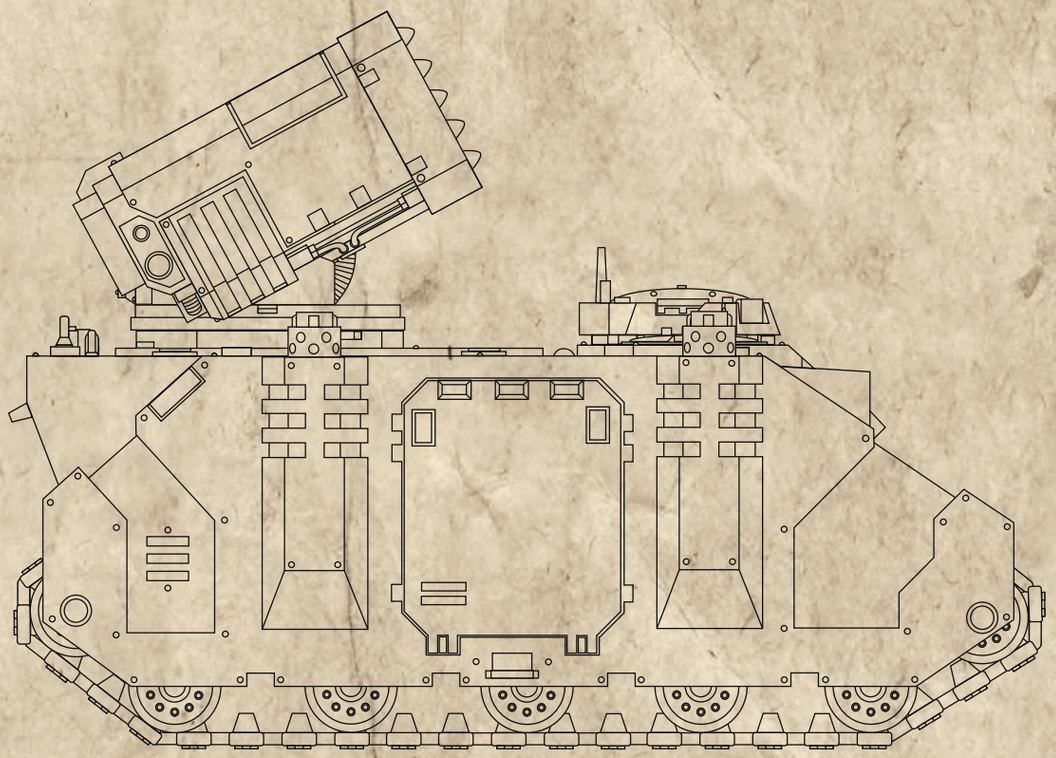
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
WHIRLWIND HYPERIOS

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART .....



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DOMINUS EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0812-WW 161
VEHICLE NAME:	Whirlwind Hyperios
FORGE WORLD OF ORIGIN:	Phaeton
KNOWN PATTERNS:	I-IV
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustion reactor
WEIGHT:	33 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	5.2 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	68 kph
MAX SPEED OFF ROAD:	50 kph

MAIN ARMAMENT:	Hyperios missile launcher
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° / -0° +65°
MAIN AMMUNITION:	40 missiles
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	30 mm
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	Dedicated anti-air variant. Hyperios launcher unit also utilised on air defence variant of Helios Land Raider

DATE: 1224220.M40

SIGNATURE:

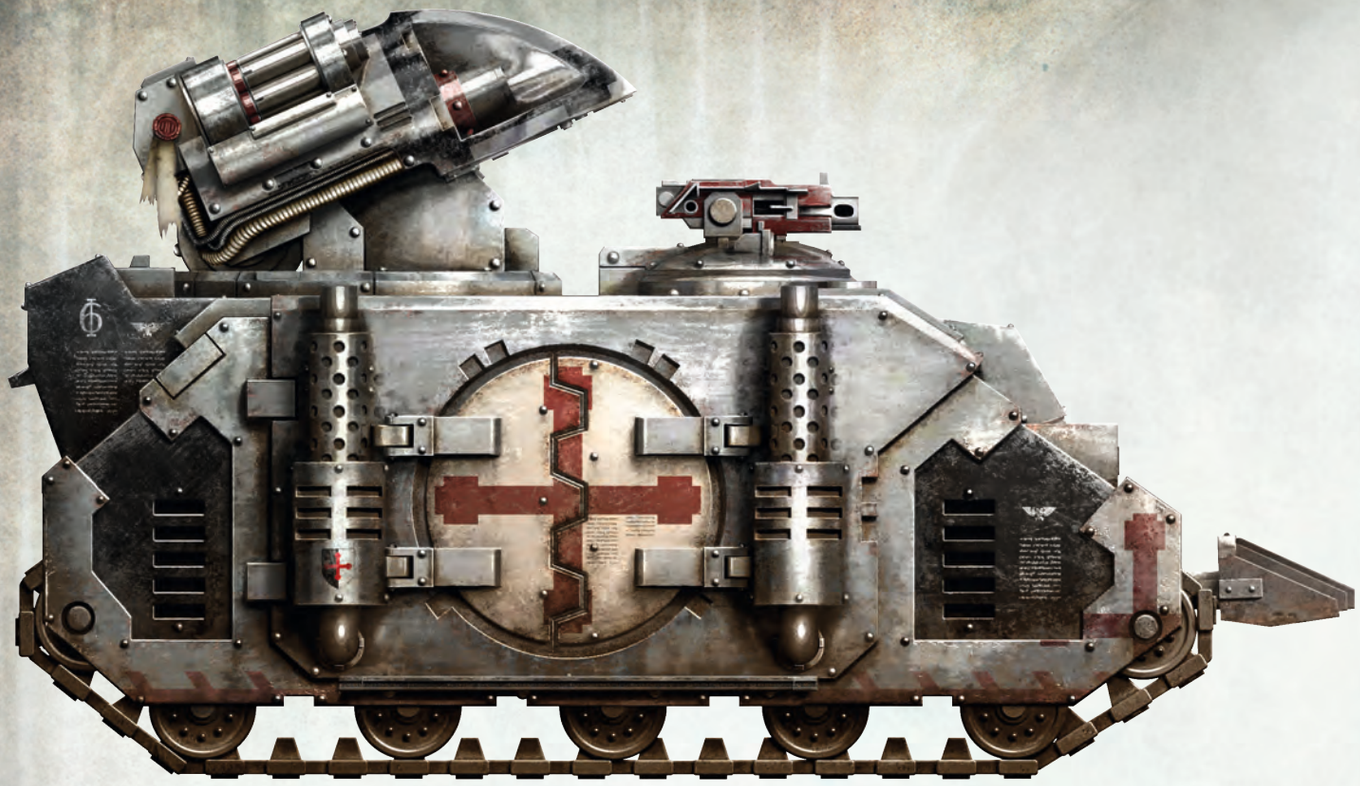
MAGOS FABRICATOR

RELIC WHIRLWIND SCORPIUS

The Scorpius pattern Whirlwind is an example of a much honoured vehicle type that no longer exists within the known canon of STC machine lore. Like many other so-called relic war machines, those few that still exist are ancient, irreplaceable vehicles held as holy artefacts by the Adeptus Astartes. The Scorpius is a variant of the Whirlwind missile tank, its launch system, targeting mechanisms and ammunition feed unlike any other model in common use in the 41st Millennium. These systems utilise strands of machine canon that are barely understood by the adepts of the Adeptus Mechanicus and as such they are held in a mixture of awe and reverence by Tech-Priests and Techmarines alike. For the latter however, the Scorpius represents a legacy of an age of dread, a memory all but forbidden to conjure forth. That age is the Horus Heresy, when the Legiones Astartes turned upon one another and brother slew brother in the most calamitous civil war in Mankind's long and bloody history.

The very existence of the Whirlwind Scorpius serves as a direct reminder of the dire events of the Horus Heresy, for it was conceived to engage heavy armoured infantry. History does not recall if the vehicle entered service before the outset of the Heresy or if it was conceived only after the civil war had begun. The weapon certainly saw widespread use amongst the Legiones Astartes, whether loyal to the Emperor or to the Warmaster, for it was ideal for cracking open the ceramite battle plate worn then as now by Space Marines. The Scorpius is therefore regarded by many as a direct and bitter reminder of the mass fratricide that consumed the Emperor's Legions and brought the nascent Imperium to the very brink of destruction. To field it is to summon forth the ghosts of the distant past and to witness anew the crimes of warriors once hailed as Mankind's greatest champions.

Because of the deep-seated significance of the Whirlwind Scorpius, it is rarely called forth from the stasis chambers of the fortress-monasteries, even when Space Marines are to confront a heavily armoured foe against which the weapon would be highly effective. When the Scorpius is awakened from the reliquaries, it is to engage in battle against the hated traitors that still serve those dark powers to which they sold their souls in a former age almost as if the ten thousand years since the Horus Heresy had never passed at all. The hatred of that bygone age is summoned forth to fuel both sides, the Whirlwind Scorpius serving in the capacity in which it once excelled – cutting down the Traitors to humanity with brutal, fratricidal efficiency.



Scorpius Whirlwind of the Fire Angels Chapter, c.500.M37, unknown war zone. As the Fire Angels were not founded until M40, this vehicle must have belonged to an unrecorded predecessor Chapter which bore the same livery.

Red Scorpions Chapter Scorpius Whirlwind. This vehicle, bearing the honourific '*Encarmine*', is deployed as part of the Chapter's ongoing commitment to the Third War for Armageddon and has reaped a fearsome toll amongst the heavily armoured Ork Nobs.

ADEPTUS MECHANICUS

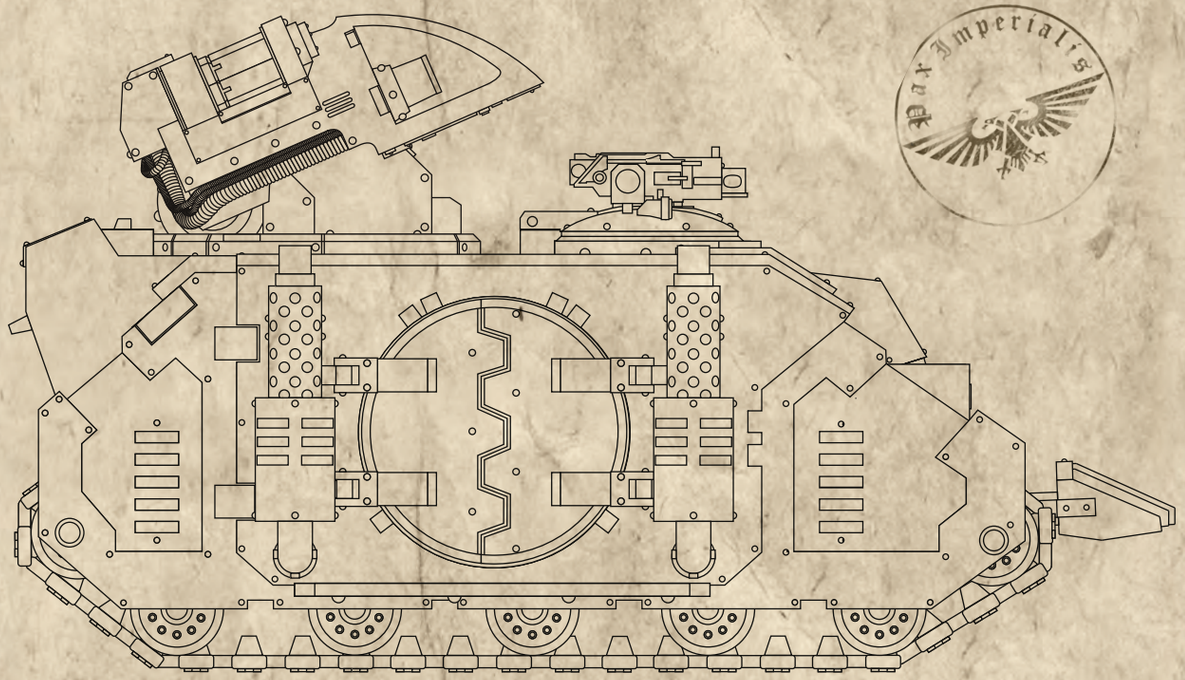
ARCHIVE

TECHNICAL SPECIFICATIONS:

SCORPIOS PATTERN WHIRLWIND

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART .....



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FERRUM POTENTES

VEHICLE DESIGNATION:	Uncodified
VEHICLE NAME:	Scorpius pattern Whirlwind
FORGE WORLD OF ORIGIN:	Unknown
KNOWN PATTERNS:	Deimos
CREW:	Driver & Gunner
POWERPLANT:	Quad Mk1C adaptable thermic combustor reactor
WEIGHT:	32 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	4.9 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	52 kph

MAIN ARMAMENT:	Scorpius pattern Whirlwind missile launcher
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° / -0° + 65°
MAIN AMMUNITION:	60 missiles
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	40 mm
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	Remaining examples blessed relics of the Adeptus Astartes – no known production protocols in place.

DATE: 1299078.M40

SIGNATURE:

MAGOS FABRICATOR

VINDICATOR SIEGE TANK

The Vindicator is another very old and highly prized variant on the basic Rhino chassis. Mounting a powerful demolisher cannon, the Vindicator's main role is breaching enemy walls and fortifications and attacking enemy strong points, pillboxes and bunkers, where it can flatten defences with a single shot. It is often deployed in support of squads engaged in city fighting or operations in similarly dense terrain such as jungles, ravines and the like, where the demolisher cannon's lack of range is no detriment to the vehicle's overall effectiveness.

Surviving, albeit highly fragmentary, records indicate that the Vindicator was first deployed during the Horus Heresy. Confronted by a war zone dominated by extensive and cunningly wrought Traitor fortifications on the planet of Rostern, Imperial forces had urgent need of a heavily armed and armoured siege weapons platform capable of supporting advancing troops as they engaged concealed, well-protected targets, with high angle fire. The answer was to mount a thunderer cannon into an up-armoured Rhino, a field-modification that proved extremely successful against the Warmaster's armies and provided the basis of the Vindicator siege tank.

The records mention very little of the Vindicator throughout the rest of the Horus Heresy, and it is assumed that the tank fell out of favour. It may be that production of the vehicle was halted during the galactic civil war or that its primary manufacturing site was destroyed at some point. The pattern appears to have seen a resurgence during the great battles of the Scouring, where it served front line duty against Traitor forces pursued doggedly from one bastion world to the next as they were pushed inexorably back to the Eye of Terror, where not even the Space Marines could follow. It was not until Roboute Guilliman laid down his great work, the Codex Astartes, that the Vindicator is mentioned again, when it was specifically designated as a Space Marine vehicle and included in a Chapter's 'Codex' order of battle. It has remained there ever since.

Later models mounted a more compact demolisher cannon in place of the thunderer and additional pressure stabilisation mechanisms were incorporated in order to cope with the enormous shock and recoil effects inflicted on the vehicle and its crew when it fired. Since the Battle of Rostern I, the Vindicator has become an established part of the Space Marine armoury and several known sub-patterns exist within the machine canon.

Whilst sometimes deployed in other environments, the Vindicator specialises in one form of battle – city fighting. This form of combat is a rigorous, costly type of warfare where offensive operations are fraught with difficulty and death can come at any moment from any quarter. Firepower is restricted as infantry units battle at close quarters, and observation and fields of fire for heavy weapons becoming heavily limited by the closed-in terrain, whilst buildings, streets, basements and sewers provide the defender with well protected fighting positions and concealed routes from which to mount devastating counter-attacks.

Inside buildings infantry units must bear the brunt of the fighting, but vital assistance is still required from other combat arms, and no force is as well indoctrinated or as well equipped for city fighting as the Adeptus Astartes. The Vindicator provides Space Marine squads with direct firepower to blast enemy positions at point blank range with the vehicle's demolisher cannon being used to blow passageways through the walls of buildings and its assault dozer used to smash through obstacles and smaller structures. This is vitally important as the Codex Astartes counsels that the worst place to be while city fighting is exposed in fire-swept streets. Instead, it advises that a Space Marine squad should advance from building to building by blasting holes in the walls, their supporting Vindicator, outside in the street, pummelling the target building with devastating close range fire. Once the target building has been hit by a siege shell, the squad, using krak grenades, missiles or melta weapons, makes a hole large enough for a power armoured Space Marine to smash through any outer walls that remain standing. Defenders, expecting an assault from the streets or stunned by the Vindicator's shelling, are taken by surprise by the sudden explosion, followed by the daunting figure of a Space Marine bursting through the wall, rapidly followed by an assault squad armed with flamers, frag and krak grenades, bolt pistols and chainswords to clear and secure the interior. Moving room by room makes for slow and steady progress, but reduces the exposure of valuable Space Marine troops to heavy weapons fire in the streets.

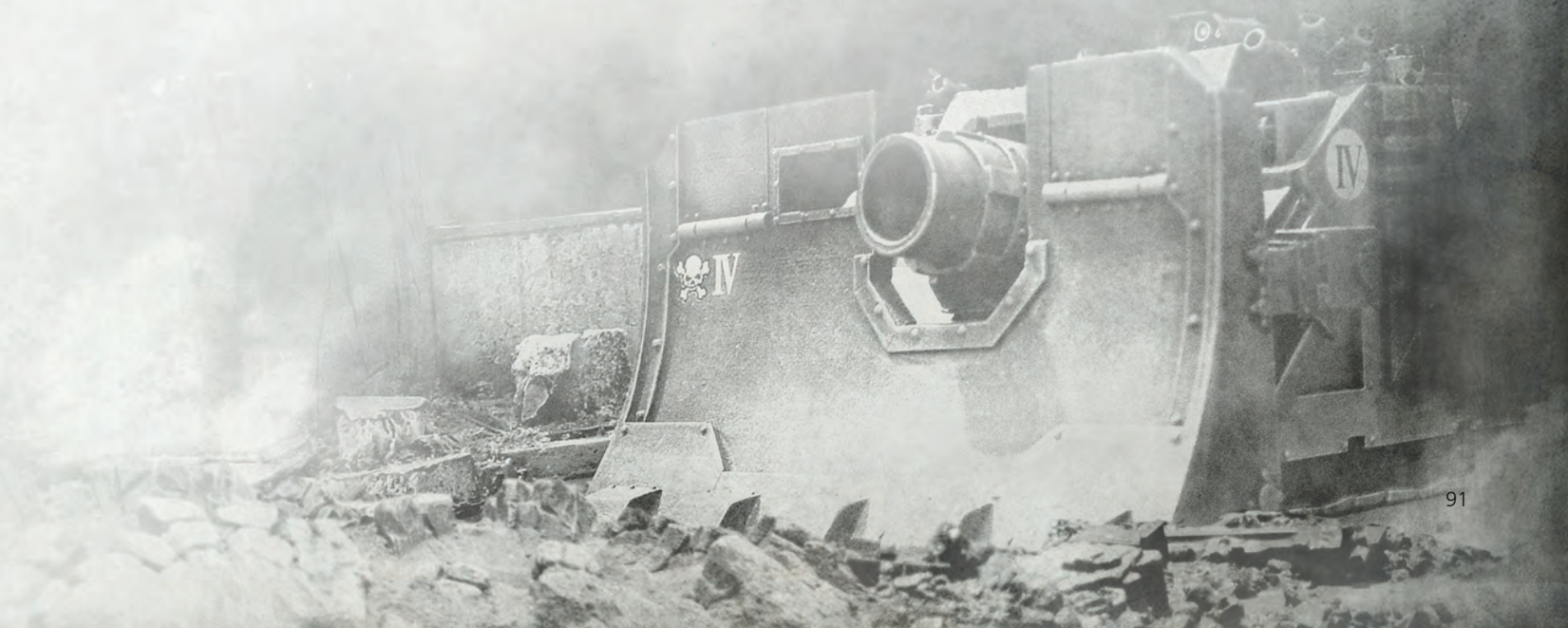
As well as providing assaulting squads with close support, Vindicators are also used to attack buildings sheltering enemy heavy weapons or snipers or to destroy enemy strongpoints. For particularly large or well-defended positions or buildings, squadrons of three or more Vindicators are often formed to reduce the position to rubble with over-whelming firepower. Slamming round after round into the target in a thunderous onslaught, before assault squads are unleashed in a rapid strike using Rhinos or jump packs to close quickly on the shaken defenders. Such uncompromising tactics have helped earn the Space Marines their fearful reputation as the 'Angels of Death'.

The Vindicator's demolisher cannon fires enormous rocket-assisted siege shells with each round containing a solid-propellant fuelled rocket engine which powers the warhead. A major drawback of the shell's propulsion system is that the gases produced by the blast build-up to dangerous levels in the barrel as it fires. With no way of evacuating the over-pressure created by the gas build-up, the shell or barrel can deform during firing, or at worst it can burst. Rapid venting of the gases during firing solves this problem, and when ignited the rocket gases are immediately extracted and directed, via ducting, to exhaust vents on top of the hull. Even with this mechanism in place, the interior is exposed to such drastic pressure changes that only a Space Marine crew can operate the vehicle without risk of serious injury every time it fires.

Inside the Vindicator, most of the hull space is taken up by ammunition racks which, depending on pattern, hold up to sixteen rounds. With another shell stored on the loading ramp and a second already in the breach, the Vindicator normally goes into battle armed with a total of eighteen rounds. On some variants, the rear of the vehicle is also equipped with a crane-winch which facilitates fast re-loading.

To fulfil its assault and close support role, the Vindicator is much more heavily armoured than the standard Rhino chassis, with the front and top armour thickened in order to protect against plunging fire from enemies occupying tall buildings. Extra interior bracing is required for this armour, all of which adds weight to the chassis, reducing the vehicle's top speed. Given the Vindicator's battlefield role, this is not seen as a major drawback.

Many Vindicators are routinely equipped with an assault dozer blade. A large dozer fitted to the front of the vehicle is particularly useful in city fight environments when a path must be cleared through rubble-choked streets or as a ram for smashing through barricades or building walls when leading an assault.



ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:
VINDICATOR

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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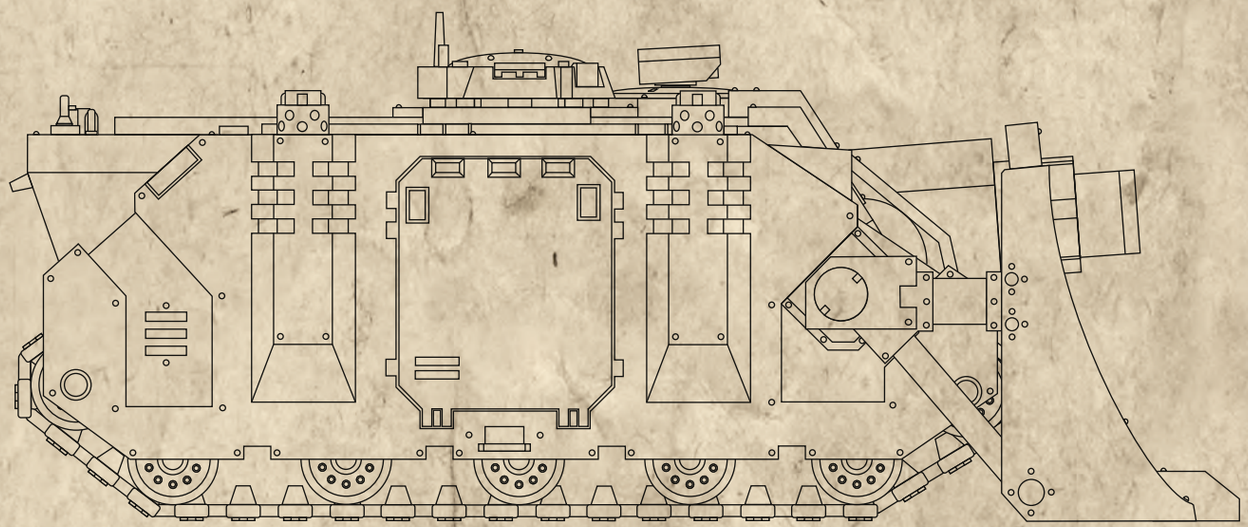

Pax Imperialis

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FERRUM POTENTES

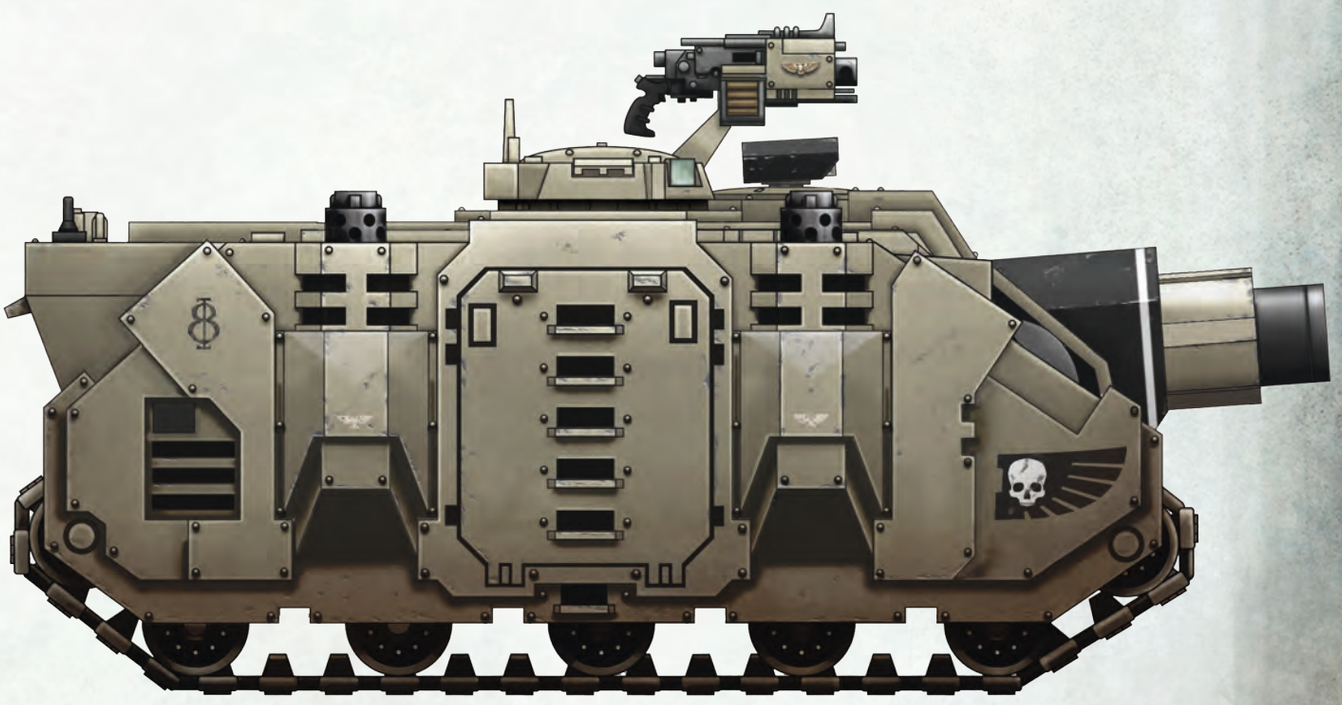
VEHICLE DESIGNATION:	0120-766-0833-VI 054
VEHICLE NAME:	Vindicator
FORGE WORLD OF ORIGIN:	Lucius
KNOWN PATTERNS:	II-XXVI
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	42 tonnes
LENGTH:	7.5 m
WIDTH:	4.5 m
HEIGHT:	3.6 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	64 kph
MAX SPEED OFF ROAD:	48 kph

MAIN ARMAMENT:	Demolisher cannon
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	2° / -0° + 45°
MAIN AMMUNITION:	18 rounds
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	65 mm
SUPERSTRUCTURE:	65 mm
HULL:	55 mm
GUN MANTLET:	N/A
ADDENDUM:	Optimal siege/vanguard/ breakthrough config.

DATE: 1224026.M40

SIGNATURE:

Vindicator of the Space Wolves Chapter. This vehicle belongs to the Great Company of Egil Iron Wolf, which took part in the Defence of Centius Prime alongside the Mantis Warriors Chapter.



Angels of Absolution Vindicator with reinforced armour, deployed to close quarter support during the assault on the Citadel of Vraks.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

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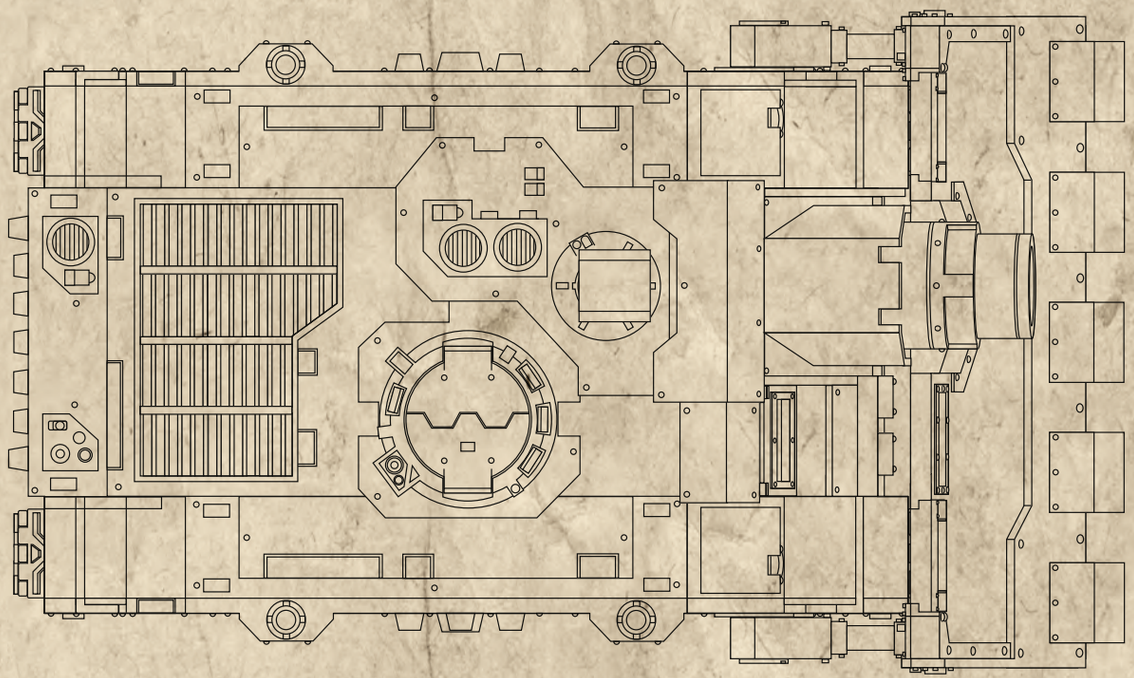

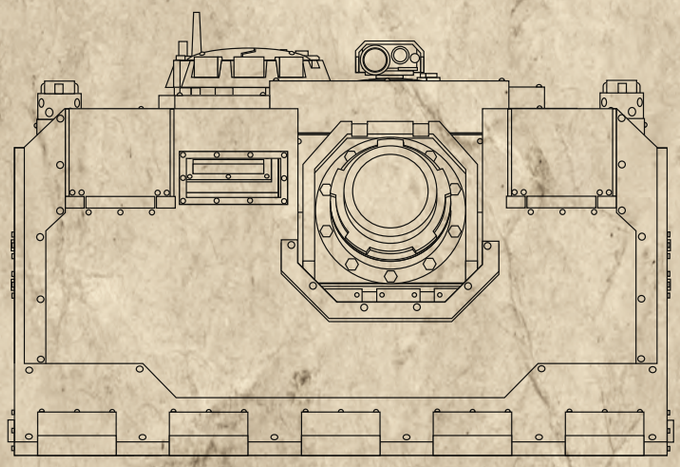

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FERRUM POTENTES

Litany of Demolition
For the ruination of the Emperor's foes,
I commit your body and soul to battle.
Strike down upon those who defy his Divine Will,
Go forth and lay the blood of our enemies,
At the Emperor's feet.

Pre-battle ritual blessing of Vindicator ammunition,
to be performed by Chapter Techmarine or Chaplain

DATE: 833090.M41

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

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35Z:9B4

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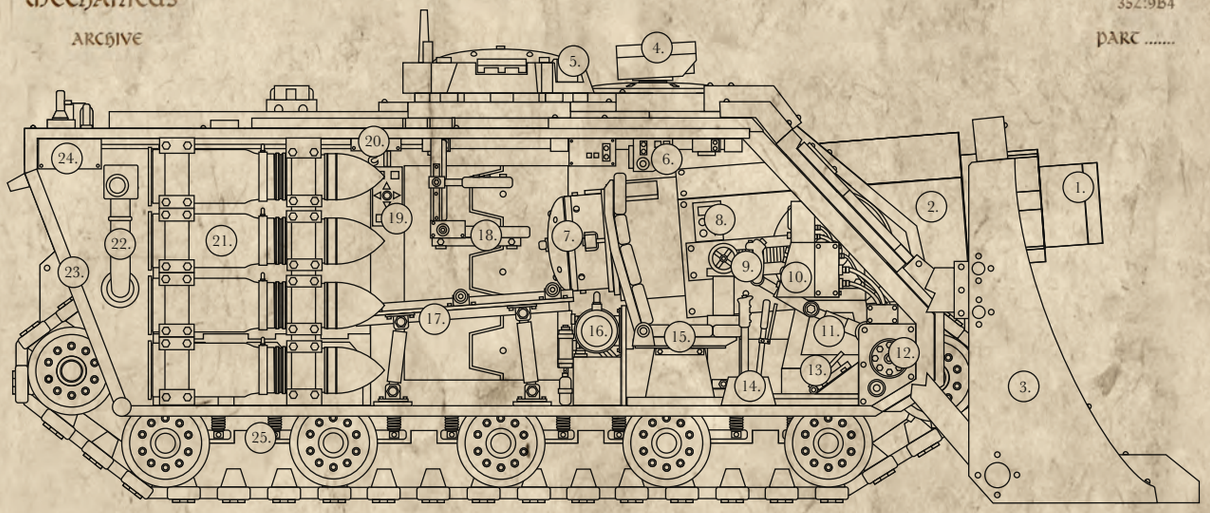

VINDICATOR SIEGE TANK INTERIOR CONFIGURATION KEY

1. Demolisher cannon
2. Gun cowl
3. Assault dozer blade (optional)
4. Multi-spectral targeting surveyor
5. Vision block
6. Gunner's targeting console
7. Gun breech
8. Cannon control panel and manual override
9. Driver column
10. Driver's control console
11. Steering column
12. Electric drive motor
13. Driver's foot pedals
14. Brake levers
15. Driver's seat
16. Electrical generator
17. Ammunition loading ramp
18. Gunner's seat
19. Crane control panel
20. Ammunition loading crane
21. Demolisher siege shell (rack of 16)
22. Rear ramp hydraulics
23. Rear ramp (used to load ammunition)
24. Comm-link unit
25. Suspension system

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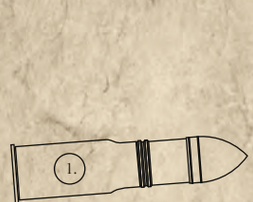

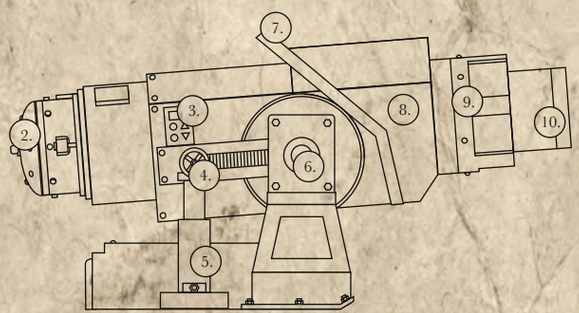

DEMOLISHER SIEGE CANNON

1. Demolisher siege shell (loaded via crane and ramp)
2. Breech hatch (closed)
3. Automated elevation and limited traverse control unit
4. Manual elevation override
5. Hydraulic elevation piston
6. Elevation-servo
7. Gun mantlet
8. Bonded ceramite/adamantium armoured cowl
9. Barrel bracing
10. Reinforced titanium barrel

DATE: 833090.M41

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MAGOS FABRICATOR

ADEPTUS ASTARTES
HEAVY TANKS

"Look upon these behemoths of iron, my kin, and give thanks they stand by our side this day. Their presence links us to our past, for once these lordly engines bestrode the same battlefields as our Primarch himself, cast fire upon the same foes as he, and shaped history itself as a smith bends otherwise unyielding steel to his will."

Chaplain Varr Shen,
Battle of Shaprais, Badab War

Though primarily elite shock infantry, there are times when the Space Marines have recourse to field the heaviest of armoured war machines. Once, such mighty engines of war were commonplace in the arsenals of the Adeptus Astartes, but since the Legions of old were divided into Chapters during the Second Founding, few new heavy tanks have been brought into service. At the height of the Great Crusade and throughout the subsequent Age of Darkness, the Legions fielded large formations of heavy tanks such as the Fellblade and its long lost variant, the Glaive. Some Legions even used super-heavy tanks now only seen in the armouries of the Imperial Guard, such as the Baneblade and its numerous variants. Such tactics suited those days well, for the Legions consisted of tens, even hundreds of thousands of Space Marines called upon to operate in a wide range of theatres of war.

The Second Founding deliberately curtailed the power of individual Space Marine formations so that any future rebellion would be limited in scale and incapable of bringing the Imperium to its knees ever again. The need and scope for the use of heavy tanks like the Fellblade and its kin receded, but some Chapters, in particular those of the First and Second Founding retain examples still. Such venerable engines of war see occasional use when the Chapter makes war against the most potent of enemy forces, in particular their erstwhile brethren in the Traitor Legions as well as the fallen Titan Legions.

FELLBLADE SUPER-HEAVY TANK

In the distant past of the Imperium, when the Legiones Astartes went to war in formations of many thousands, they did so accompanied by some of the mightiest engines ever wrought. One of the greatest of those legendary machines was the Fellblade, a super-heavy tank the equal of any foe up to and including the Titans of the Adeptus Mechanicus. It shares certain similarities with the Baneblades of the Imperial Guard, but its armour, systems and weapons are substantially more advanced. It is possible that the two machines share a common STC ancestor but if so, the Fellblade has been lavished with the rarest of systems in the machine canon, reserved exclusively for the legendary Adeptus Astartes.

The Fellblade is believed to have entered service within the Legiones Astartes in the closing decades of the Great Crusade, and as such it saw action with both sides in the calamitous galactic civil war that drew a close to that portentous age. Surviving archival fragments describe the mighty battles of that war, providing tantalising glimpses of an age of glory long since passed into history. It was an age when the Adeptus Astartes fought in numbers the likes of which have not been seen in many centuries, and were supported in battle by massed formations of super-heavy tanks. When a chapter was but a fraction of a Legion, thousands of battle-brothers deployed as one and as such had need of engines of war as mighty as the Fellblade. The tank was able to spearhead such mighty assaults and advances, its fearsome weapons able to engage even the most potent of foes. What xenos-wrought machineries of death the Fellblade must have laid low with its deadly accelerator cannon must remain a lost memory, as must the battles it surely fought against the Traitor Legions and their vile allies during the dark days of the Horus Heresy.

Ten thousand years after the Great Crusade, the Fellblade is all but unknown in the arsenals of the Adeptus Astartes. It is thought that many were lost in the inter-Legionary wars of the Horus Heresy and the subsequent Scouring, having borne the brunt of the fury of those terrible confrontations. Possessed of such rare and potent technologies, it was perhaps inevitable that the Fellblade should fall from use as the knowledge and spirit that contributed so much to the Great Crusade receded, to be replaced with ignorance and superstition. Maintaining the Fellblade's advanced systems became ever harder as time went on and repairing battle damage all but impossible. In addition, with the mighty Legions of old divided into Chapters the need for such a heavy vehicle faded, the Space Marines refocusing on shock assault and rapid strike tactics. Later on, key Forge Worlds responsible for the production of specific systems used by the Fellblade were lost, knowledge and expertise becoming ever more fragmented, a reflection of the fate of the Imperium itself.

As the 41st Millennium draws to a close, none can say how many Fellblades remain in existence. It is likely that most are sealed within the stasis-locked arsenals of the most venerable of Chapters. Some may not even have seen action since the Scouring, having been locked away against some future need no other war machine in the Chapter's reserves can meet.

Others may have been placed in stasis having been damaged beyond repair, the Techmarines hoping that some future generation might be able to tend the wounded machine where they cannot. Still more may be retired from service and placed within a Chapter's reliquary, a much venerated reminder of a long lost age of glory.

Nevertheless, the Fellblade does still see service on the battlefields of the 41st Millennium. Weapons locked away generations ago are increasingly being unleashed upon the numerous foes of Mankind. Fellblades that have not seen action since the Primarchs led their Legions in person now fight once more. Even a single Fellblade can turn the tide of the largest of battles and few foes can stand against such a noble engine of war. The appearance of such war machines is a sure sign of the desperate times facing the Imperium, for few indeed are the Techmarines still able to repair damage to their venerated systems.

The Fellblade is armed and equipped with a panoply of weapons all but unknown to the 41st Millennium. The tank's primary weapon is a twin accelerator cannon, a vacuum-based system that uses a complex overpressure mechanism to propel heavy shells with greater force than would be possible in a conventional cannon. So efficient is this system that very little recoil is produced, making the weapon extremely accurate and stable. Furthermore, the accelerator cannon is served by an advanced loading mechanism that allows the tank's commander to switch ammunition types at a moment's notice. The accelerator cannon fires two types of munition. The first is an anti-armour shell with a super-dense core that is capable of penetrating any known class of physical armour. The second is a heavy, high explosive munition with a fragmentation core capable of scything down dozens of foes with a single shot. Both shell types are targeted using a complex logis engine system slaved to the vehicle commander's strategium terminal, enabling him to track and switch between dozens of targets.

The accelerator cannon is far from the Fellblade's only weapon, for it mounts several more, any one of which would be counted a main weapon on a lesser tank. In particular, the vehicle carries a pair of side sponson-mounted quad lascannon, a system held by many veteran commanders to offer the ultimate balance between rate of fire, accuracy and armour penetration.

As advanced as its weapons undoubtedly are, the Fellblade's armour and other systems are equally as formidable. The tank's armour is constructed of a reinforced metaplas alloy matched only by the armour utilised on the god-machines of the Collegia Titanicus, while its engine and systems are powered by an atomantic arc-reactor, a system the Adeptus Mechanicus has been all but unable to replicate for many generations.

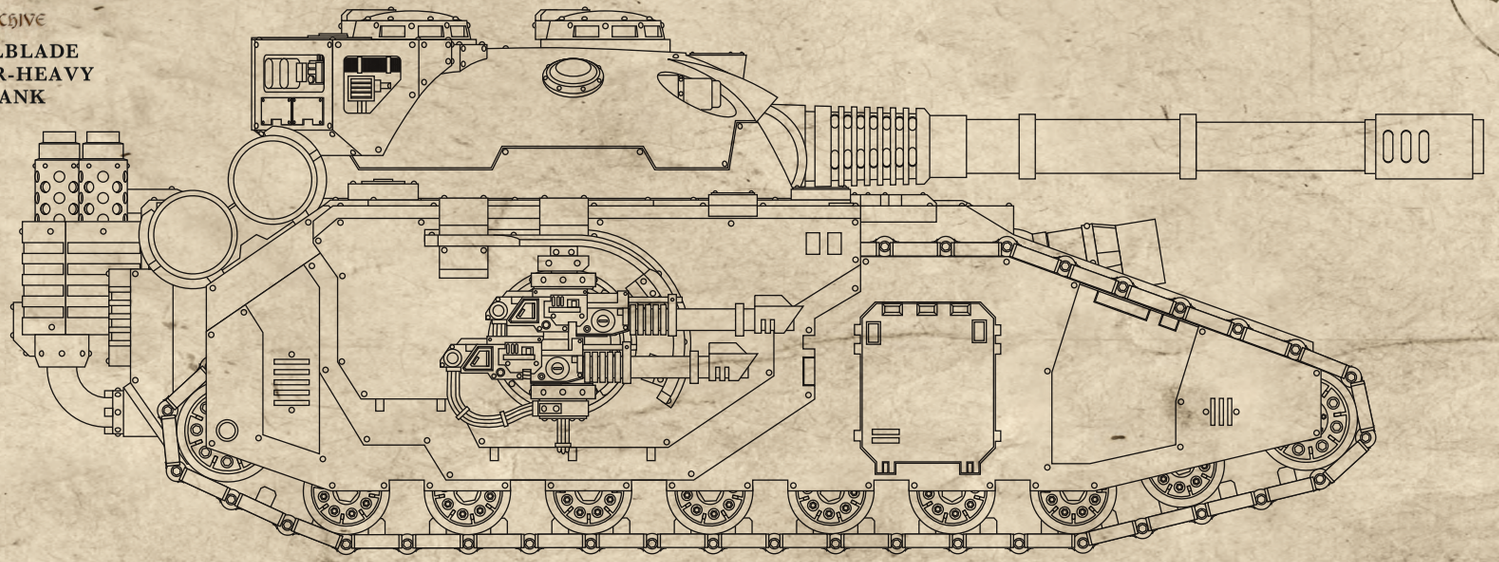
The Fellblade was at one time often crewed by Legion serfs, many of them individuals who were rejected during the Space Marine implantation and indoctrination process, but who were nonetheless superior to the rank and file of the Emperor's fighting forces. In the 41st Millennium, however, such venerated war engines are only ever crewed by Space Marines, invariably the most experienced and honoured brethren serving directly under the Master of the Forge. It is only ever at the direct behest and concordance of the Chapter Master and the Master of the Forge that a Fellblade is deployed, and only in the direst of circumstances, and in almost all cases, heavy damage is all but irreparable and the loss of a Fellblade a tragedy for the entire Chapter.

ADEPTUS MECHANICUS

ARCHIVE

FELLBLADE SUPER-HEAVY TANK

TECHNICAL SPECIFICATIONS:



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FERRUM POTENTES

VEHICLE DESIGNATION:	Undesignated
VEHICLE NAME:	Fellblade
FORGE WORLD OF ORIGIN:	Mars/Tigrus
KNOWN PATTERNS:	I-VI
CREW:	Commander, Driver & 2 Gunners
POWERPLANT:	Uncodified atomantic-plasma hybrid
WEIGHT:	302 tonnes
LENGTH:	12.5 m
WIDTH:	8.2 m with sponsons
HEIGHT:	5.8 m
GROUND CLEARANCE:	1.5 m
MAX SPEED ON ROAD:	32 kph
MAX SPEED OFF ROAD:	20 kph
MAIN ARMAMENT:	Dual munition Accelerator cannon
SECONDARY ARMAMENT:	Demolisher cannon, Quad lascannon sponsons
TRAVERSE & ELEVATION:	360° -5° / +30°
MAIN AMMUNITION:	42 rounds
SECONDARY AMMUNITION:	28 rounds / Unlimited cell feed

ARMOUR

TURRET:	120 mm
SUPERSTRUCTURE:	130 mm
HULL:	120 mm
GUN MANTLET:	120 mm
ADDENDUM:	Less than 100 examples known to have been constructed in last 500 years

DATE: 1433010.M40

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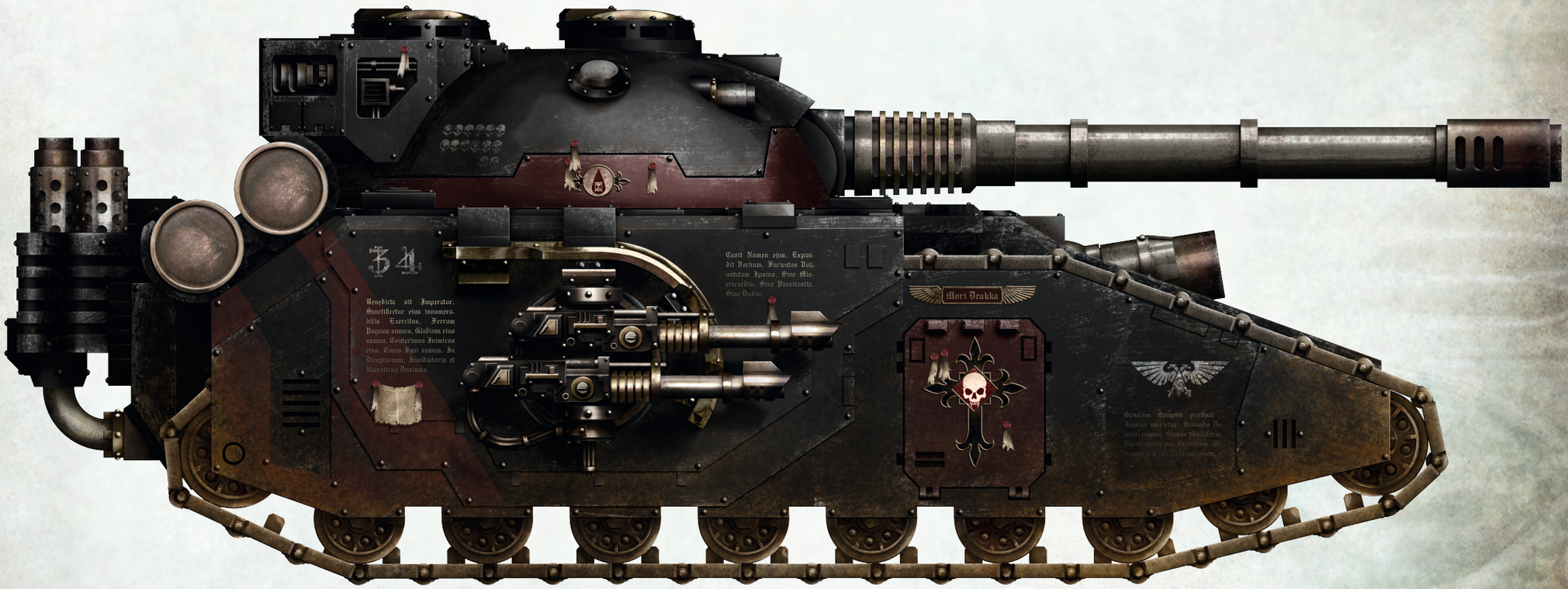
MAGOS FABRICATOR



Fellblade of the Charnel Guard Chapter, '*Mori Drakka*', Messallas Purgation Campaign, M38. This little known fleet-based Chapter, whose chronicle threads through many dark passages of the Imperium's history, is believed by some sources to date from the Third Founding. Evidence for this can be seen in the number of ancient war relics it is known to possess, such as this dread engine and at least two other super-heavy tanks of similar provenance.

TYPHON HEAVY SIEGE TANK

This mighty war machine is named after the 'Great Beast' of ancient Terran myth, a title entirely appropriate for this most bellicose of engines of war. The vehicle was developed during the Great Crusade and shares a common STC heritage with the Spartan Assault Tank. Some fragmentary accounts claim that the Typhon was created at the express order of Perturabo, the Primarch of the Iron Warriors Legion. Given that Perturabo led his Legion into treachery during the Horus Heresy, it is little wonder that the Typhon's origins remain obscure. Some even hold that the machine's origins taint it still, some echo of that calamitous age resounding down the millennia.

The Typhon was created to provide the Legiones Astartes with the ultimate in mobile firepower and mounts the largest cannon it is possible to carry on the Typhon/Spartan hull. Prior to the creation of the Typhon, the dreadhammer siege cannon had only been utilised on static super-heavy siege ordnance of the type used to pound enemy-held cities to dust. By mounting the dreadhammer in the Typhon, the Space Marines gained access to a vehicle as mobile and as heavily armoured as any in their arsenal, but able to engage even the heaviest of fortifications. Spearheaded by a Typhon, there were few if any enemy bastions a Legion assault force could not engage and no walls thick enough to shield those who would deny the Imperial Truth.

As with many other classes of heavy tank, the Typhon fell out of use in the aftermath of the Horus Heresy. With the decimated Legions divided into far smaller Chapters, the need for massed heavy assaults against entrenched enemies for which the Typhon was created became a thing of the past or was left to other forces more able to absorb the inevitable losses. Nonetheless, many Chapters retain a small number of Typhon Heavy Siege Tanks in their arsenals, reserved for use when they must assault the heaviest of enemy fortifications and no other form of artillery support is available. Invariably, such attacks see the Typhon join heavy armoured spearheads alongside Land Raiders and even Spartans. There they unleash devastating fire upon enemy heavy fortifications, creating a breach through which the squads transported by the Land Raiders can launch their assaults. In the unlikely event that any defenders may have survived the attack of the Typhon's dreadhammer siege cannon, Terminators and other assault units attacking from their Land Raiders will cut them down without mercy, forcing the breach and delivering victory in short order.

Despite the staggeringly heavy weight of fire the Typhon is able to bring to bear upon the battlefield in direct support of assaulting units, its legacy as a product of the mind of the Primarch Perturabo remains a powerful disincentive to many Chapters utilising it. The Primarch of the Iron Warriors

was at once a master of siege warfare, and a bitter, even megalomaniacal character deeply jealous of the glories his brother Primarchs had won. He and many of his Legion were apparently possessed of a bitter resentment that some claim resides yet within the heart of the Typhon, its machine spirit having inherited something of that twisted demeanour. Even those few Typhons constructed long after the Horus Heresy are said to harbour something of the darkness of those times, a legacy that follows the works of Perturabo millennia after his fall.

So deeply rooted is the taint that resides within the machine heart of the Typhon that some Masters of the Forge are reluctant to sanction its use in all but the direst of circumstances. They remain certain that to field the Typhon in combat is to invite ill fortune or to court the stain of treachery. Certainly, it is generally held that the Typhon's machine spirit is amongst the most bellicose and obstinate, driven by its own unknowable drives that might have little, if anything in common with those of its Chapter.

ADEPTUS MECHANICUS

ARCHIVE

TYPHON HEAVY SIEGE TANK

TECHNICAL SPECIFICATIONS:

DVLA-I6Z:8L5
7A3:04A
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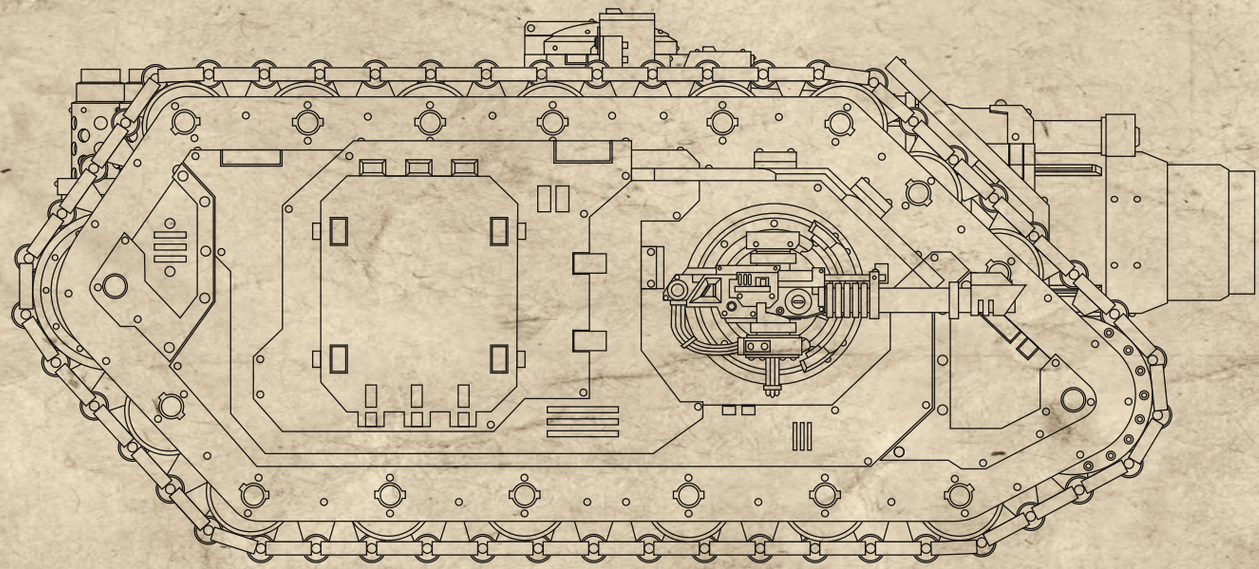

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FERRUM POTENTES

VEHICLE DESIGNATION:	Undesignated
VEHICLE NAME:	Typhon
FORGE WORLD OF ORIGIN:	Mars/Anvilus IX
KNOWN PATTERNS:	I-III
CREW:	Commander, Driver & Gunner
POWERPLANT:	Uncodified meta-thermic hybrid, with auxiliary reactor
WEIGHT:	170 tonnes
LENGTH:	10 m
WIDTH:	6.1 m with sponsons
HEIGHT:	5 m
GROUND CLEARANCE:	0.5 m
MAX SPEED ON ROAD:	35 kph
MAX SPEED OFF ROAD:	30 kph
MAIN ARMAMENT:	Dreadhammer siege cannon
SECONDARY ARMAMENT:	Lascannon sponsons
TRAVERSE & ELEVATION:	10° -5° / +20°
MAIN AMMUNITION:	12 rounds
SECONDARY AMMUNITION:	Unlimited cell feed

ARMOUR

TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Spiritual containment rites as per *Book of Zeal* (M36 redaction) recommended

DATE: 1433018.M40

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MAGOS FABRICATOR

Typhon Heavy Siege Tank, '*Voice of Fury*' of the Imperial Fists Chapter, Balle Alpha. This vehicle is known to have borne the numeral 'VIII' since its first recorded deployments in the mid 37th Millennium. The significance of this designation is long lost, but it remains upon the vehicle's flank as a matter of tradition and is painstakingly re-applied after each battle or campaign.

CERBERUS HEAVY TANK DESTROYER

The Cerberus is a product of technologies predating the Age of the Imperium by uncounted millennia, its neutron laser battery tracing its origins far into the darkness of Old Night before even the Great Crusade united the scattered worlds of Humanity. The vehicle utilises the same basic hull as the Typhon, but mounts within it a very different type of weapon indeed. The neutron laser battery is powered by an atomantic arc-reactor and fires a pulsed beam of intense radiation that scythes straight through even the thickest of armour and wreaks havoc on delicate systems within, whether biological or electronic. The weapon has a particular drawback however, in that should the target's armour withstand the attack, its energies are prone to deflection back along the beam, potentially inflicting heavy damage on its own systems if its neutron bleed-shunts fail.

Knowledge of the systems utilised in the neutron laser battery is all but lost in the 41st Millennium and it is likely it was only barely understood even during the Great Crusade. Archives suggest that the technologies at the heart of the weapon were recovered from a forbidden and long forgotten battlefield, and developed and applied in ways that caused great consternation among certain factions within the Mechanicum. Even once the vehicle had entered production, there were apparently those who objected to its widespread use. Certainly, the arc-reactor that powers the Neutron laser battery is prone to wild fluctuations that make it highly dangerous to operate for any crew other than a Space Marine or a much augmented Tech-Priest. A non-augmented human crew would in all likelihood be slowly cooked alive by the reactor's unstable energy field, while a Space Marine crew's superior constitution would allow them to avoid the worst effects for a much longer time before succumbing to them.

Like other examples of the heavier types of war machine utilised at the height of the Great Crusade, the Cerberus is rarely deployed by the Adeptus Astartes in the 41st Millennium. As with other vehicles designed to support the massive Legiones Astartes during the Great Crusade, the smaller Chapters have less use for it. In the case of the Cerberus however, the numerous systems that power the neutron battery, as well as those that contain the worst of its fluctuations, are all but impossible to maintain and the construction of new vehicles is almost unheard of.
With each deployment, the vehicle's reactor is prone to grow ever more unpredictable and its shielding less effective. Ever more plaintive supplications are required to quiet the surly machine spirit, which some Techmarines suspect is being

slowly corrupted by the very systems it governs. Some battle-brothers who have crewed a Cerberus have reported its machine spirit as having acted in an unpredictable or even capricious manner, furthering the war engine's steadily increasing reputation as a dark relic of a forgotten age that has no place in the arsenals of the Imperium.

Nonetheless, there are times when the Adeptus Astartes must face enemies all but immune to conventional weapons and which only the esoteric systems of the Cerberus have any hope of defeating. As the 41st Millennium grinds ever onwards and the enemies of Mankind draw in, so such deployments increase, regardless of the risk.

Long Lost Secrets of the Great Crusade
The Cerberus is an example of one of the many classes of war machine that rose to prominence during the Great Crusade, only to fall from common use amongst the Adeptus Astartes as the Age of the Imperium ground on. One of the reasons for this fall was the drastic change in the way Space Marines were utilised following the Horus Heresy and the subsequent Scouring, but there were other contributing factors too. Not least among these is that the Imperium simply could not maintain the arcane systems many of these potent engines of destruction utilised. Countless Tech-Priests have made it their life's work to recover even a fraction of these long-lost treasures, such as the legendary and ill-understood flare shields once utilised by certain classes of armoured vehicles. Others hold that such technologies are the echoes of earlier, darker times and fear that to resurrect them is to call forth the horrors of the distant past and to invite the return of forces that should be left well alone.

ADEPTUS MECHANICUS

ARCHIVE

CERBERUS HEAVY TANK DESTROYER

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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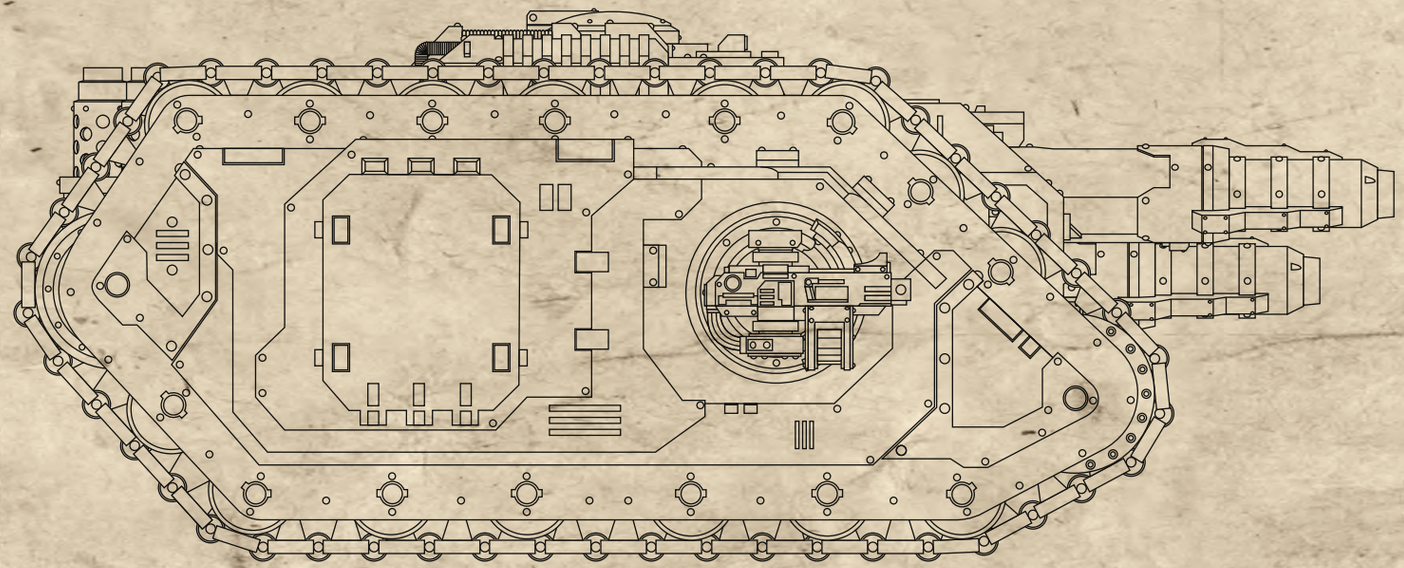

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FERRUM POTENTES

VEHICLE DESIGNATION:	Undesignated
VEHICLE NAME:	Cerberus
FORGE WORLD OF ORIGIN:	Mars/Anvilus IX
KNOWN PATTERNS:	I-IV
CREW:	Commander, Driver & Gunner
POWERPLANT:	Reactor system unknown
WEIGHT:	174 tonnes
LENGTH:	10 m
WIDTH:	6.1 m with sponsons
HEIGHT:	5 m

GROUND CLEARANCE:	0.5 m
MAX SPEED ON ROAD:	35 kph
MAX SPEED OFF ROAD:	30 kph
MAIN ARMAMENT:	Neutron laser projector
SECONDARY ARMAMENT:	Heavy bolter sponsons
TRAVERSE & ELEVATION:	10° -5° / +20°
MAIN AMMUNITION:	Estimated 20 five second blasts
SECONDARY AMMUNITION:	2,600 rounds

ARMOUR

TURRET:	N/A
SUPERSTRUCTURE:	95 mm
HULL:	95 mm
GUN MANTLET:	N/A
ADDENDUM:	Recommended containment/stasis protocols disseminated 367.M38

DATE: 1433022.M40

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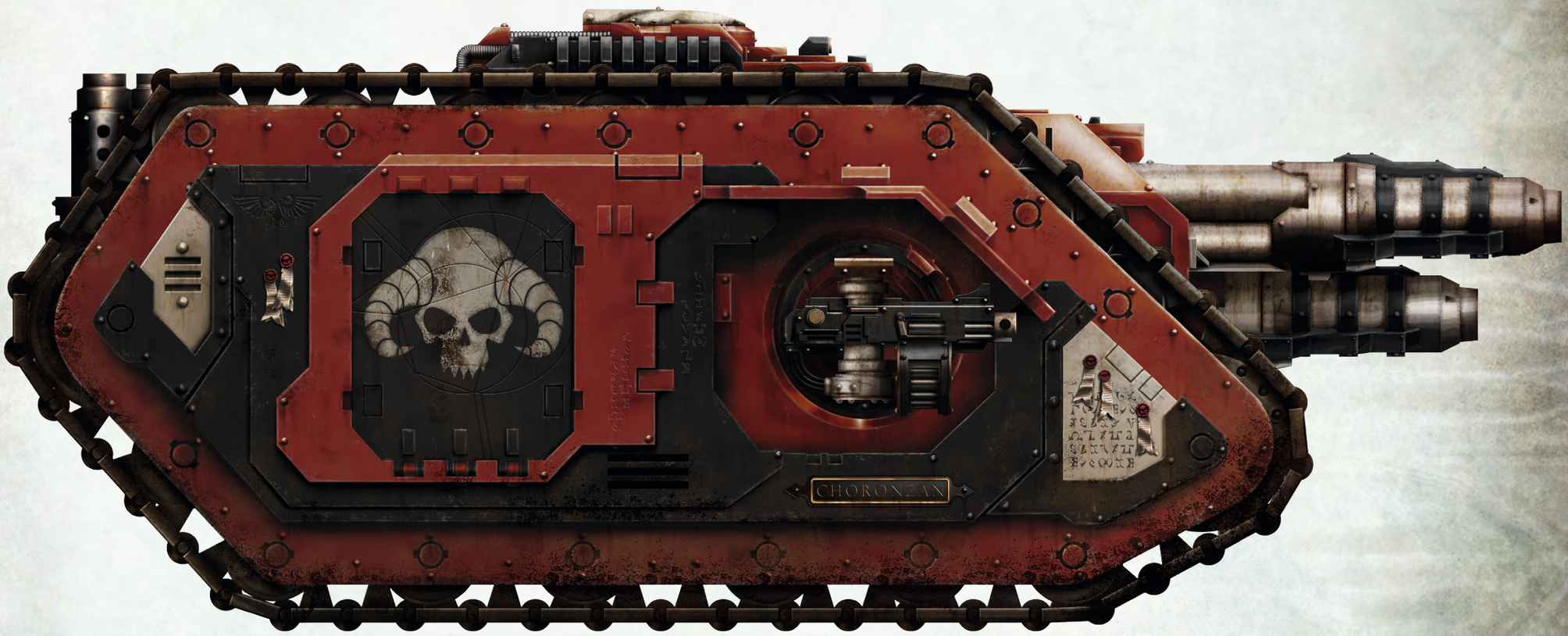
MAGOS FABRICATOR



Cerberus Heavy Tank Destroyer, '*Choronzan*' of the Exorcists Chapter. This vehicle is believed to have remained in stasis for over a millennium before being awakened, accompanied by way of dark ritual to take part in the Aschen War against the Daemon Prince known as the Horned God. Though it survived that fell campaign, the vehicle was immediately re-interred and has not been deployed since, for reasons that remain undisclosed.

SPARTAN ASSAULT TANK

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank all but unknown outside of the revered Space Marine Chapters and certain secretive sects within the Adeptus Mechanicus. It is a huge armoured conveyer created to carry a large body of troops into the very heart of an enemy's battle lines and is capable of surviving weapons fire that would bring about the destruction of any lesser vehicle. Its design bears clear connections with that of the Land Raider, and the genius of those who made it was such that the majority of its interior space is given over to a transport capacity greater than almost any other Imperial vehicle of its size. It is also considerably faster on the battlefield than its size would suggest, thanks to potent reactor-driven motive drives.

Many Space Marine Chapters maintain these huge war machines as part of their arsenal and deploy them into the most hellish and perilous war zones where even the mighty Land Raider would be torn asunder. Their greater transport capacity particularly finds favour amongst those Chapters who possess many suits of Terminator armour, such as the Minotaurs Chapter.

The Ring of Death

The earliest extant account of Spartans being used in battle dates to the earliest days of the Age of Imperium, or possibly earlier for the histories of that time are fragmentary at best. One tale describes how a Space Marine strike force was required by dire circumstances indeed to cross a region ablaze with raging plasma fires, a region referred to in several apocrypha as the Ring of Death. The Space Marines amassed their Terminator squads, for only warriors wearing such formidable armour had any chance of surviving the lethal energies, but they required a transport equally as impenetrable. The Spartan was the answer, a vehicle created with the express intent of delivering massed Terminator squads through the Ring of Death to their target beyond.

Several of the accounts state that even protected within the massively armoured holds of the Spartan, only a fraction of the Terminator squads survived the advance into that hellish landscape. Nevertheless, the sacrifice was not in vain and the battle was ultimately won.

ADEPTUS MECHANICUS

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SPARTAN ASSAULT TANK

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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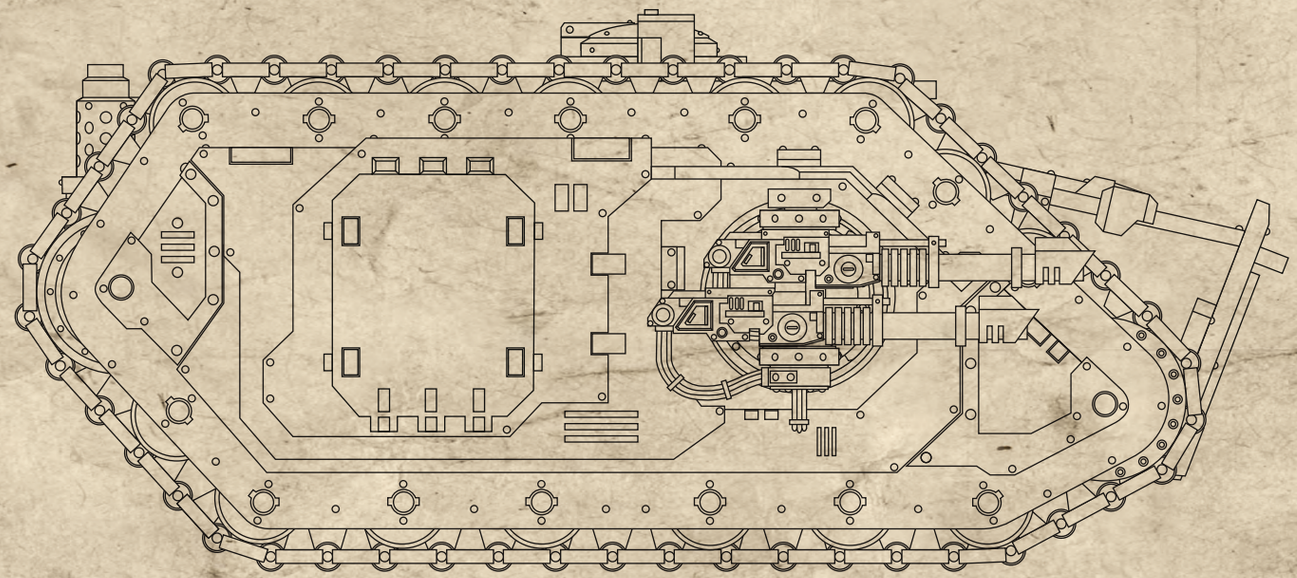

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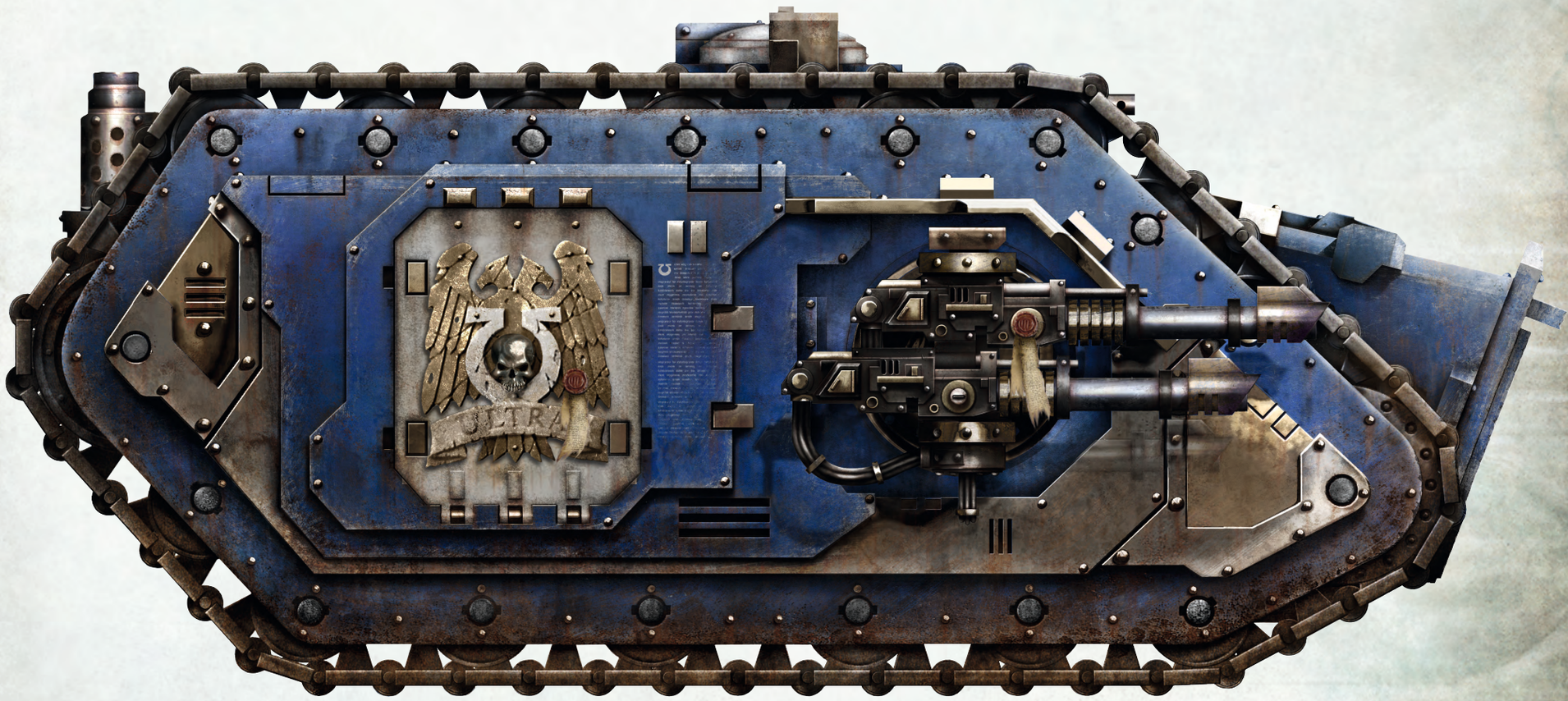
SERVUM POTENTES

VEHICLE DESIGNATION:	Undesignated	GROUND CLEARANCE:	0.5 m	ARMOUR	
VEHICLE NAME:	Spartan	MAX SPEED ON ROAD:	45 kph	TURRET:	N/A
FORGE WORLD OF ORIGIN:	Anvilus XI	MAX SPEED OFF ROAD:	38 kph	SUPERSTRUCTURE:	95 mm
KNOWN PATTERNS:	I-VI	MAIN ARMAMENT:	Sponson-mounted quad lascannon	HULL:	95 mm
CREW:	Driver & Gunner	SECONDARY ARMAMENT:	Twin-linked heavy bolter	GUN MANTLET:	N/A
POWERPLANT:	Atomantic core with auxiliary reactor	TRAVERSE & ELEVATION:	180° / -32° + 55°	ADDENDUM:	Heavy assault transport, specialised Terminator vanguard strike patterns K2-X34
WEIGHT:	165 tonnes	MAIN AMMUNITION:	Unlimited cell power feed		
LENGTH:	10 m	SECONDARY AMMUNITION:	800 rounds		
WIDTH:	6.1 m with sponsons				
HEIGHT:	5 m				

DATE: 1433026.M40

SIGNATURE:

MAGOS FABRICATOR



Spartan '*Sire of Calth*' of the Ultramarines Chapter. This vehicle was used as the personal transport of Marneus Calgar and his Terminator Squad honour guard throughout much of the campaign to repel the Eldar invaders from the feral world of Arconar.

ADEPTUS ASTARTES
ATTACK CRAFT

"As I bear the colours of my Chapter boldly, so too do these glorious machines. Their flanks carry our livery with pride, and the scream of their jets proclaims their coming for all our foes to hear."

Carab Culln of the Red Scorpions

The Space Marines are sometimes referred to as the 'Angels of Death', the bringers of the Emperor's judgement who descend from the skies upon fiery contrails to wreak doom upon the traitor, the alien and the fiend. They strike without warning from any quarter, bringing their enemy to war at a time and place of their own choosing. To prosecute war in this manner, the Adeptus Astartes have access to a wide range of craft capable of delivering squads and other units directly into the heart of a battle, of bringing highly mobile fire support to bear and of locating and pursuing the enemy wherever he might try to hide. The Space Marines maintain large stocks of attack craft, from the mightiest of drop ships capable of ferrying entire squadrons of armour to a planet's surface to the lightest of attack skimmers, able to range far ahead of an advancing strike force.

As is the case with a Chapter's tanks and mobile artillery, its attack craft are always deployed in support of the Tactical, Assault and Devastator squads in whom ultimate victory resides. Some ferry such squads from orbit to their objective and provide additional firepower in support of their mission. Others are used to engage enemy forces that would interfere with the squad's deployment, such as when a Stormtalon Gunship is tasked with intercepting enemy flyers that would harry ground forces. Whilst some attack craft are utilised as fast, long range reconnaissance units, serving as the eyes and ears of the strike force commander and locating targets for the squads to engage.

Amongst a Chapter's attack craft are to be found some of the most venerated and least understood examples of technology known to the Adeptus Mechanicus. In particular, the anti-grav systems found in many different Space Marine flyers are known in very few applications outside of the Adeptus Astartes. Once, vehicles powered by anti-grav repellors were relatively commonplace in the armies of Mankind, but many are now entirely lost. Only a few Forge Worlds are now capable of replicating such systems and, as such, they are reserved for those who have the greatest need; namely, the Space Marines of the Adeptus Astartes.

THUNDERHAWK GUNSHIP

Alongside the Land Raider and the Drop Pod, the Thunderhawk Gunship provides the Adeptus Astartes with the ability to assault directly into the very teeth of an enemy's defences. Combining armour, firepower and transport capacity into a vessel synonymous with all that the Space Marines stand for, the Thunderhawk is one of the most revered war machines in a Chapter's formidable arsenal.

It fulfils a number of different strategic and tactical roles, and its primary mission is that of a drop ship, a function the vessel excels at thanks to its ability to carry several Space Marine squads at once, as well as substantial stocks of ammunition and other equipment required to keep them fighting longer and more effectively. Often deployed from orbit having been transported to a war zone in the armoured holds of a Space Marine strike cruiser or battle barge, a flight of Thunderhawks is sufficient to deliver an entire strike force into battle before the enemy has even realised the extent of his peril. Shielded by multiple layers of armour constructed using the same artifice-rites as the Land Raider's, the Thunderhawk is able to weather the fires of atmospheric re-entry and withstand even the heaviest of ground-to-air defensive fire. Its mighty RX-92-00 Mars pattern thruster engines provide the power to keep this armoured behemoth aloft as it screams down upon its foe, and jump pack-equipped Assault squads often deploy from the frontal assault bay while the Thunderhawk is still in flight, chainsword-wielding warriors descending upon their enemy upon columns of fire to deliver death in the name of the Emperor. Other squads are then deployed as soon as the gunship touches down, charging from its lowered assault ramp within seconds of the undercarriage hitting the ground.

The Thunderhawk's utility does not end with the deployment of its lethal cargo of Space Marines, for it is a formidable heavy weapons platform in its own right. Equipped with a dorsal-mounted turbo laser or oversized battle cannon, the Thunderhawk is able to engage targets as large as a Scout Titan or super-heavy tank as well as enemy fortifications. In addition to its main weaponry, the Thunderhawk mounts numerous heavy bolters with which it can scour a landing zone clear of enemy troops in a storm of mass reactive shells. An additional payload of wing-mounted bombs and missiles allows the gunship to operate in direct support of the squads it delivers into battle, its commander coordinating with squad leaders to obliterate targets as the battle unfolds.

The Thunderhawk also provides a Space Marine strike force with an unprecedented degree of strategic flexibility. It can serve as a highly armed and mobile command base for a battle leader, especially when several different Space Marine forces, often drawn from different Chapters, are operating in concert. Its holds can carry large stocks of ammunition and it can be used for the evacuation of Space Marines too seriously wounded in battle to be able to continue the fight. In pursuance of the Space Marines' role as rapid strike shock warriors, Thunderhawks are often used to redeploy a force to another area of a war zone or to deliver them back to a battle barge or strike cruiser waiting in orbit to be transported to another planet or star system entirely. The ability to pull Space Marines out of the line the instant the battle is over and to commit them to fresh action without delay keeps the enemy guessing as to where and when the next attack will fall, degrading enemy morale and command effectiveness before another shot has even been fired.

The Thunderhawk is unusual in that it can operate effectively in the depths of space as well as in the atmosphere of a terrestrial body. In space, each RX-92-00 thruster serves as a rocket booster. Fuelled by the aircraft's onboard fusion reactor, the forward turbo-fan part of the engine can be isolated from the exhausts and combustion chambers. Fuel generated in the reactor is pumped into the combustion chamber, where it burns to create a high pressure, high-velocity stream of gases, which then flow through the engine's shaped exhaust nozzle, accelerating them further. Additional retro exhaust nozzles are positioned around the Thunderhawk's hull and these vent off some of the gases to control the Thunderhawk's direction in zero-gravity conditions, allowing it to manoeuvre effectively. The combined engines are highly complex and require many maintenance rites to keep them working in the proper manner.

Rites of Construction
A Thunderhawk gunship is amongst the most advanced and technologically sophisticated vehicles deployed by any Imperial force. Each gunship is packed with advanced targeting, sensory, communication, avionics and navigational equipment, protected inside a heavily armoured hull.

Its armour is constructed using the same techniques as those used in the Land Raider, and is a layered composite of ablative ceramite over an absorption and energy dissipation layer, a thermoplas fibre mesh, titanium rolled plates and an adamantium inner hull. This combination provides superb protection from incoming fire and the thermoplas fibre mesh provides extra heat shielding during entry into a planet's atmosphere. During the course of a battle, the Thunderhawk must be able to withstand repeated atmospheric entries as well as weathering the attacks of the enemy. As result, the hull of a Thunderhawk is also resistant to many heat based attacks such as melta weapons or Eldar fusion guns. The Thunderhawk therefore has a reputation as a very robust aircraft that can sustain an immense amount of damage and keep flying, bludgeoning its way through enemy interceptors and flak fire to land its cargo safely into the heart of any battlefield. Despite their complex systems, these masters of the sky have a well-deserved reputation for being rugged and reliable.

As well as its armour construction, a Thunderhawk has other systems in common with the Land Raider. Multi-spectral remote targeting surveyors control the primary dorsal weapon and forward heavy bolters, relaying information to the aircraft's gunner on the flight deck.

The Stormbird
The Thunderhawk Gunship entered service with the Legiones Astartes towards the end of the Great Crusade, slowly supplanting an older class of vehicle known as the Stormbird. This much larger class served the same role and had been in service since the days before even the Emperor united the disparate tribes of Ancient Earth, serving at the front line in the Wars of Unification. Surviving records are unclear as to why these vessels fell out of favour with the Legions, but it is possible the smaller gunship was simply easier to replicate across the numerous Forge Worlds supplying the Legions as the Great Crusade pushed ever further into the void.

It is unknown if any of these vessels remain in the arsenals of the Space Marines in the 41st Millennium. A small number of uncorroborated accounts suggest a few are in service with Chaos Space Marine warbands. If true, it is likely that many amongst both the Adeptus Astartes and the Adeptus Mechanicus would go to great lengths to recover such vessels, and cleanse them of the touch of the Ruinous Powers.

The vehicle's primary narrow-band, long-range communications transmitter is situated on top of the fuselage and serves as a relay between forces on the ground and those in orbit, whilst a sensor array and electronic counter measures allow for the detection and jamming of enemy signals, sensors and tracking equipment. The Thunderhawk also has its own navigational equipment which relays information to Space Marine command units. Should a Thunderhawk be shot down, then the vehicle's salvation beacon will broadcast its position so that a rescue party can rapidly locate the crash site. The Thunderhawk is a highly valued asset to a Space Marine Chapter and even a catastrophically damaged wreck will be recovered.

An unusual feature of the Thunderhawk is the addition of two 'attack' wings mounted above the main wings and engines. These are used to give additional directional stability for accurate gun attacks with the dorsal weapon or the lascannon. Their movement is synchronised and during normal flight they are locked into position against the upper main wing. The braces are released when the Thunderhawk is approaching a target and make the aircraft a far more stable gun platform for accurate engagement of ground targets.

ADEPTUS MECHANICUS

ARCHIVE

THUNDERHAWK GUNSHIP

TECHNICAL SPECIFICATIONS:

DVLA 167:815
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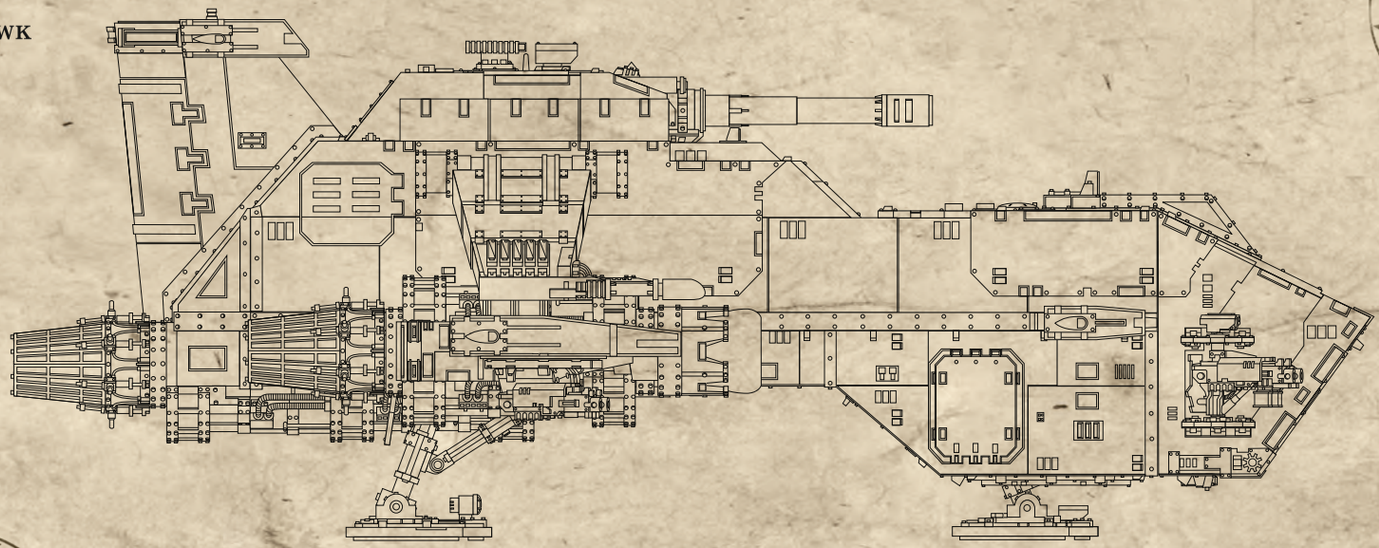

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FERRUM POTENTES

VEHICLE DESIGNATION:	5463-028-7108-TH 007 Orbital dropship
VEHICLE NAME:	Thunderhawk Gunship
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XXI
CREW:	Pilot, Co-pilot, Gunner & Navigator
POWERPLANT:	3 x RX-92-00 combination rocket / afterburning turbofans
WEIGHT:	121 tonnes
LENGTH:	26.6 m
WINGSPAN:	26.65 m
HEIGHT:	9.8 m

OPERATIONAL CEILING:	N/A
RANGE:	28,000 km in atmosphere
MAX SPEED:	2,000 kph approx
MAIN ARMAMENT:	Dorsal-mounted battle cannon, twin-linked lascannon
SECONDARY ARMAMENT:	4 x twin-linked heavy bolters
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	28 rounds
SECONDARY AMMUNITION:	2,400 rounds

ARMOUR

TURRET:	55 mm
SUPERSTRUCTURE:	65 mm
HULL:	N/A
GUN MANTLET:	N/A
ADDENDUM:	"Blessed be the Angels of Death."

DATE: 1213054.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS MECHANICUS

Imperial Archive

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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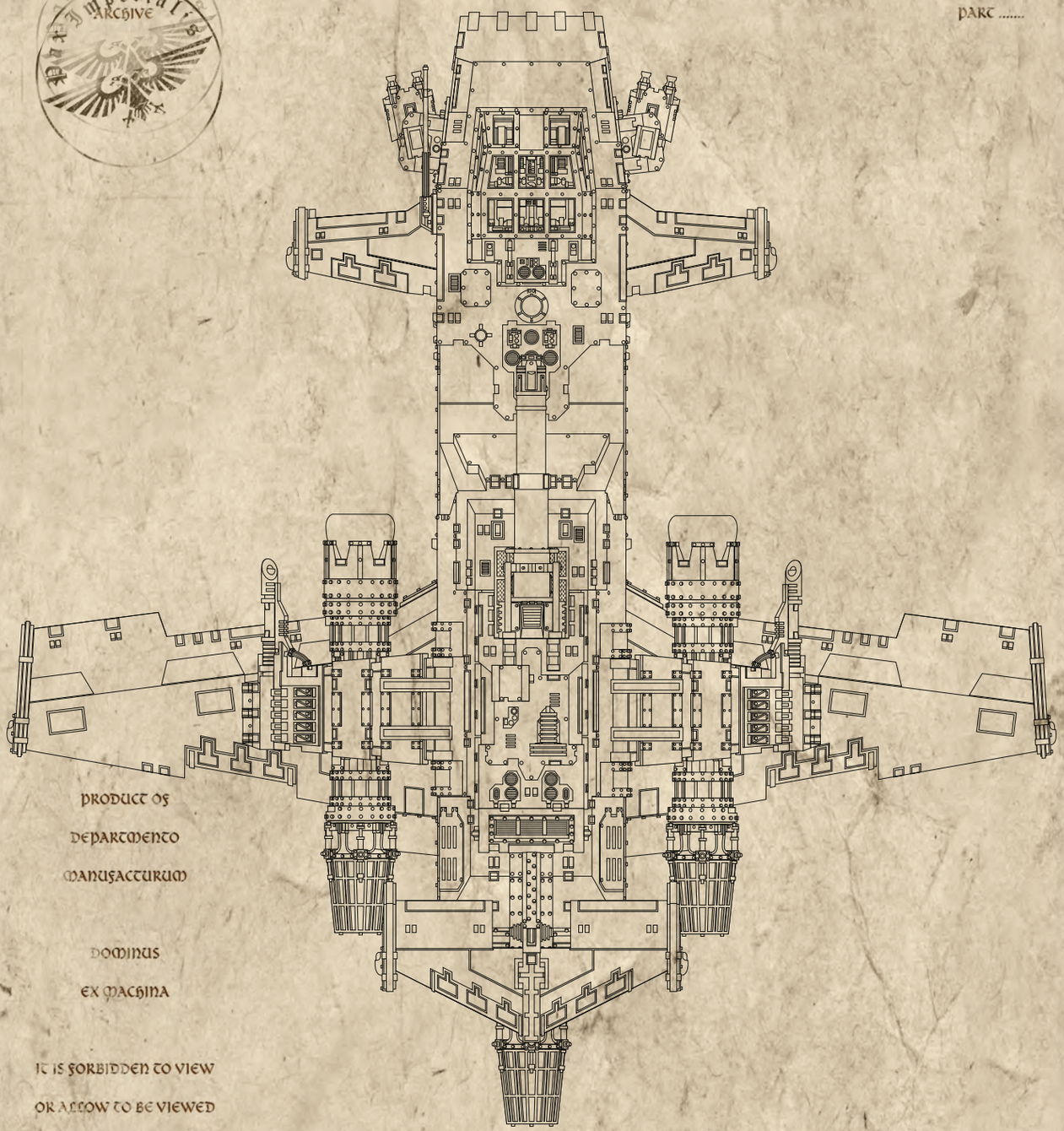

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FERRUM POTENTES

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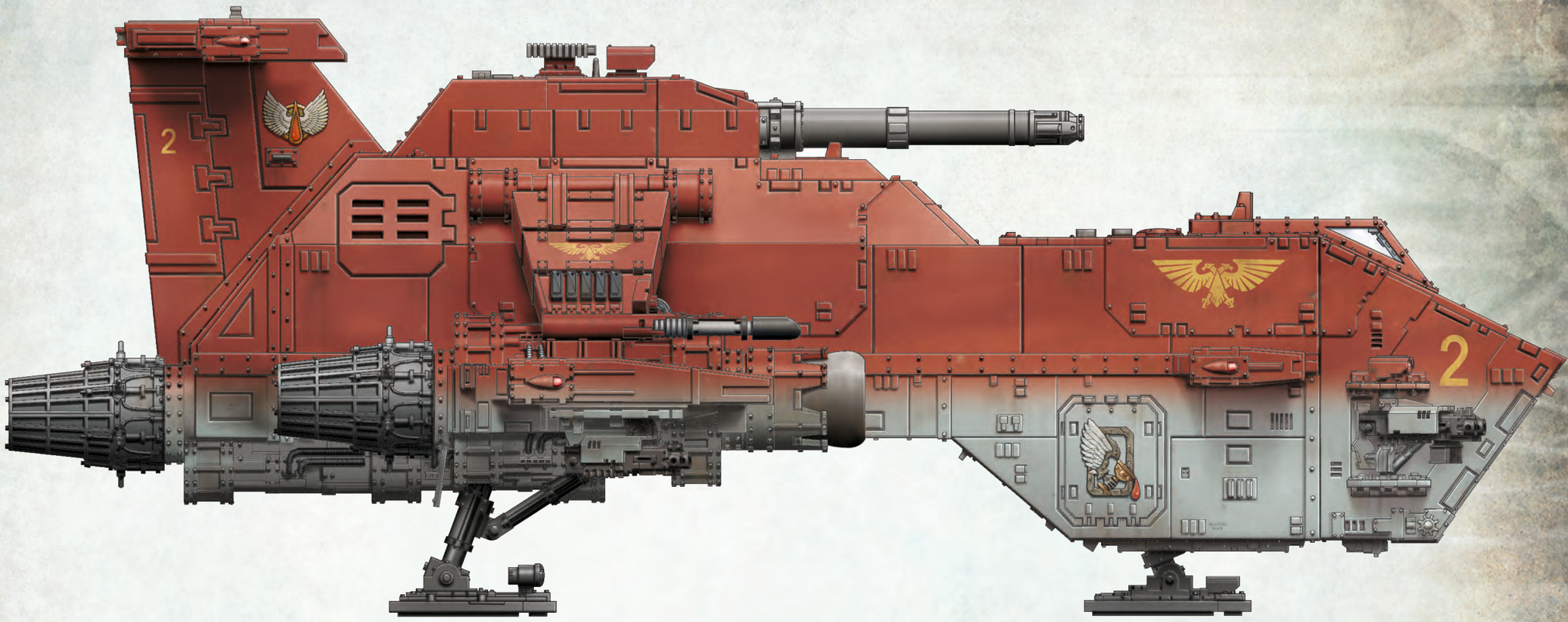
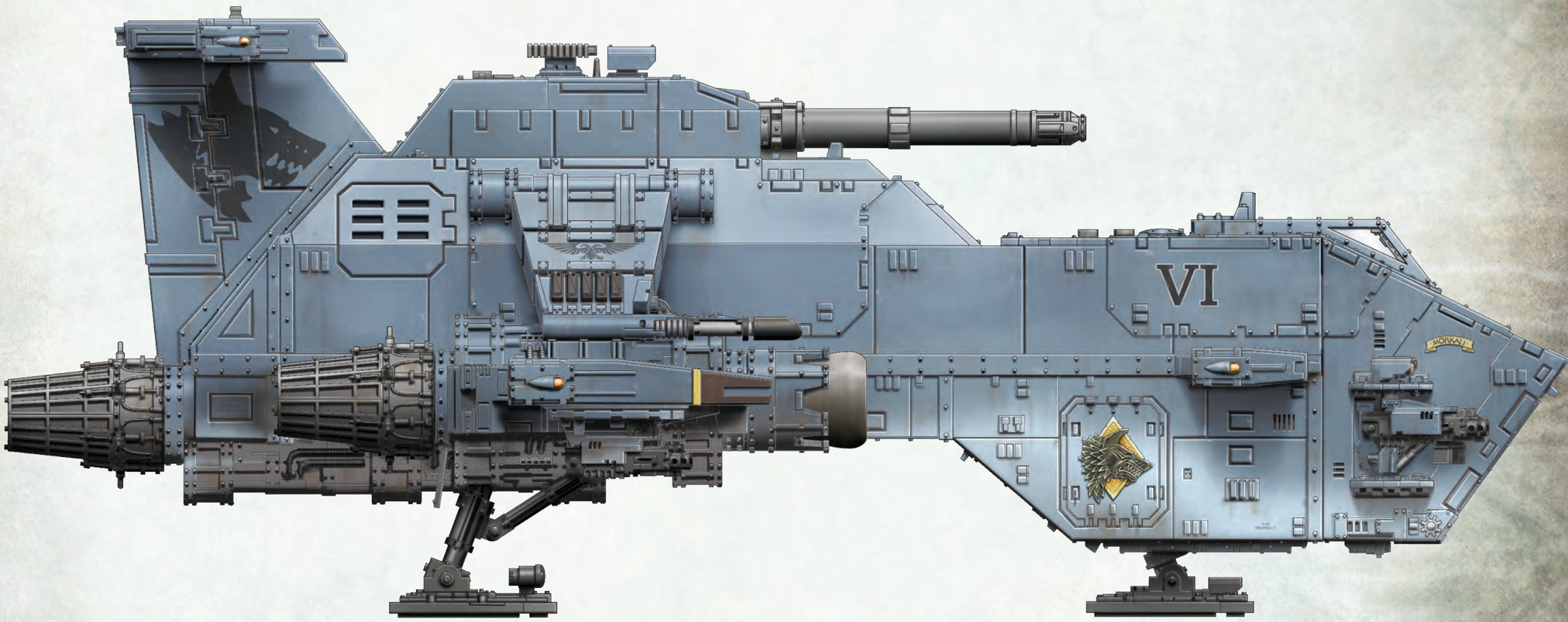


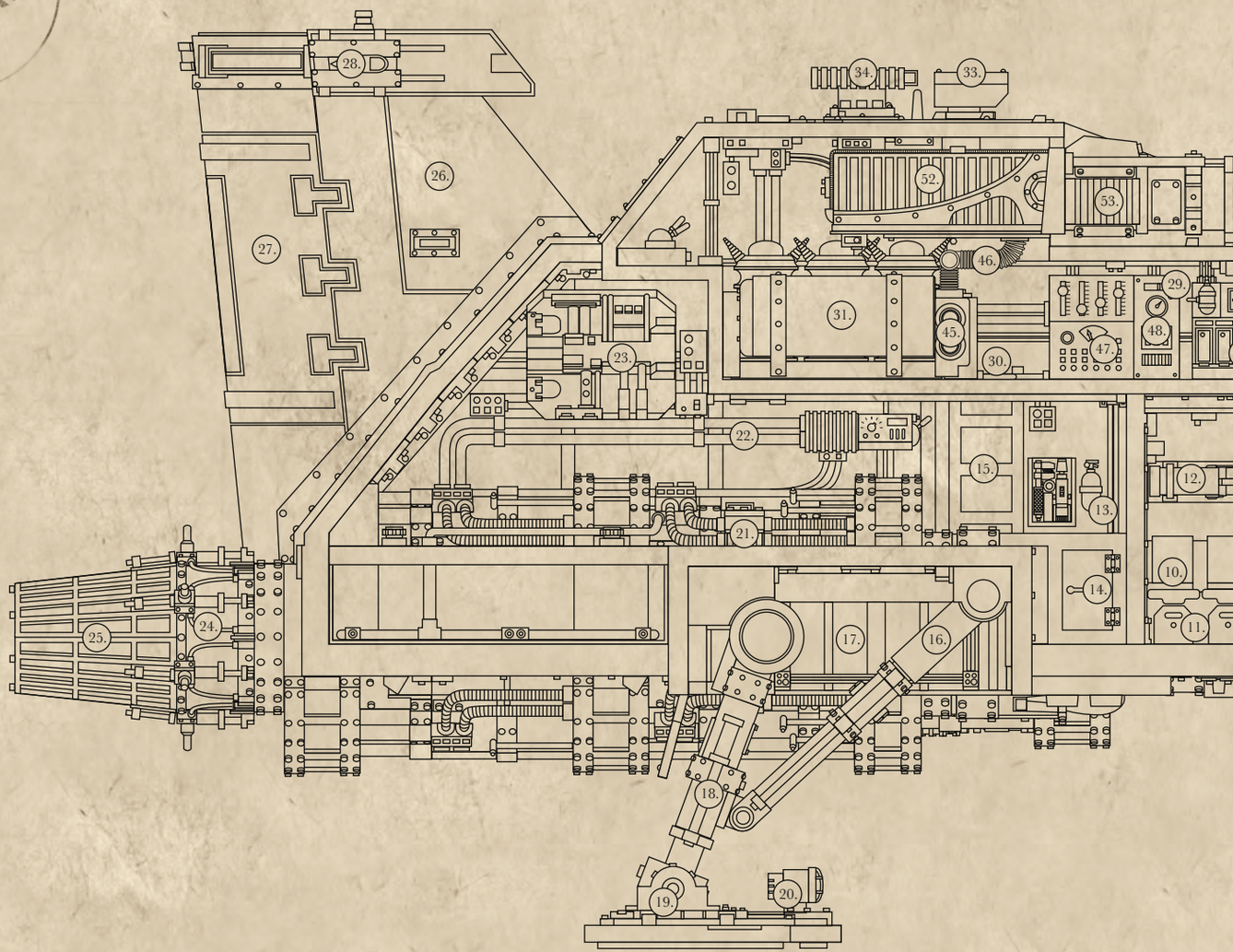
Thunderhawk Gunship, '*Reign of Vengeance*', of the Blood Angels Chapter, Balle Alpha. This is the Chapter's second vessel, thought to have been in service since at least the eighth century of the 36th Millennium. Note the light grey lower hull, which aids concealment when the vessel is landed by reducing contrast in the shadowed lower portions.



Thunderhawk Gunship of the Space Wolves Chapter. The Chapter's sixth vessel, named '*Morkai*'. Deployed on Medes 841 against the forces of the Draxian Incursion.

ADEPTUS MECHANICUS ARCHIVE

TECHNICAL SPECIFICATIONS:



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FERRUM POTENTES

INTERIOR DETAIL KEY

1. Flight deck
2. Front glacis armour plate
3. Forward transport hold
4. Underbelly armour, reinforced ceramite and heat dissipation layers
5. Access stairs to upper hold
6. Access ladder to upper hold
7. Forward landing foot
8. Auto-surveyor (only used when landed)
9. Upper transport hold
10. Troop transport station
11. Stowage locker
12. Missile launcher, stowed
13. Fire suppression system
14. Ammunition storage locker
15. Maintenance access ladder
16. Landing leg support piston
17. Landing gear stowage area
18. Landing leg
19. Rear landing foot
20. Landing spotlight
21. Primary engine feed lines
22. Fuel lines
23. Fusion reactor
24. Afterburner fuel injectors
25. Engine exhaust
26. Tail fin
27. Tail rudder
28. Tail landing light
29. Main equipment compartment
30. Access hatch
31. Laser capacitor
32. Turbo-laser
33. Turbo-laser multi-spectral targeter
34. Secure comms array
35. Pilot's system control panel

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7A3:04A
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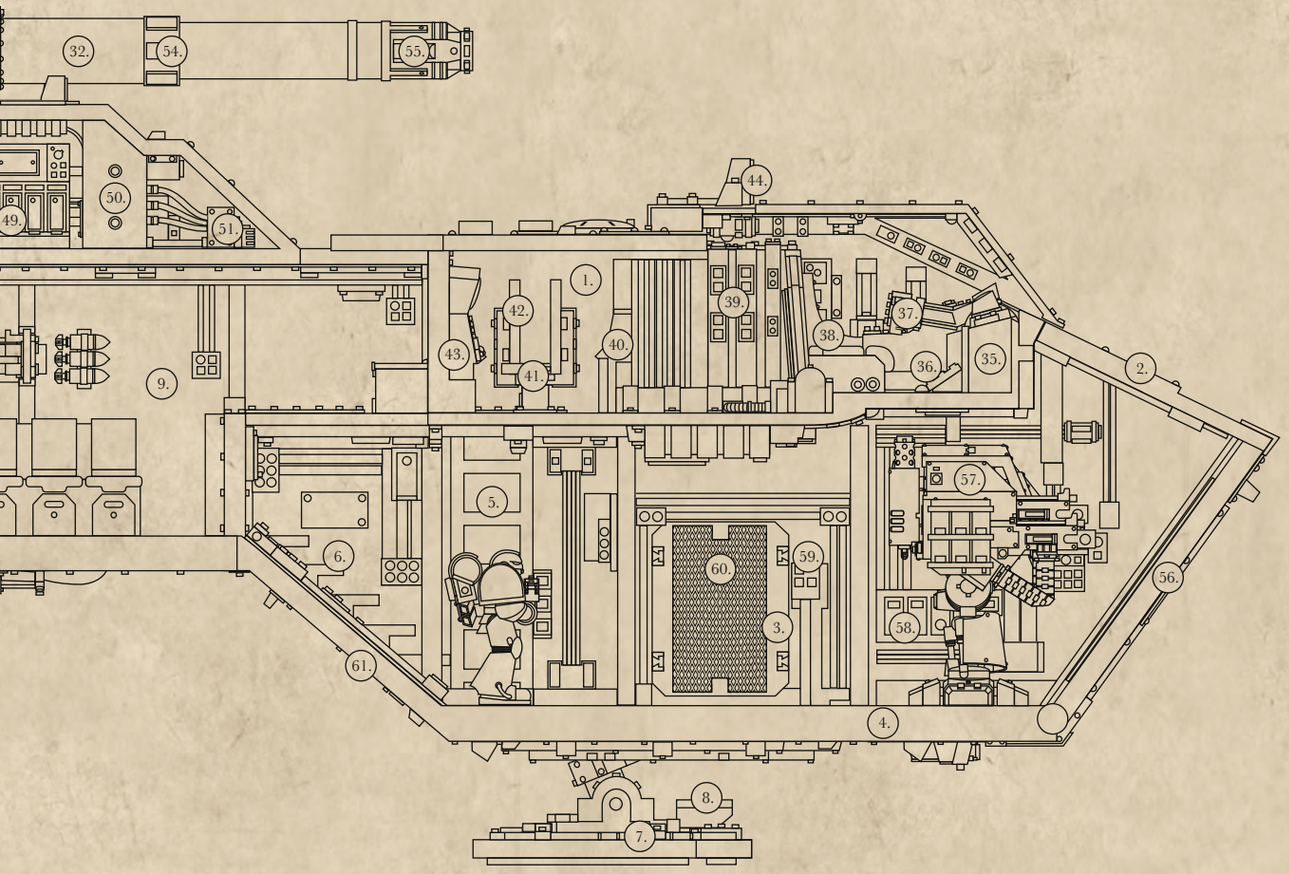
THUNDERHAWK GUNSHIP
INTERIOR DETAIL



36. Rudder pedals
37. Flight control sticks
38. Pilot's seat
39. M33 'Cygnus' class machine spirit
40. Weapons control station
41. Navigator's seat
42. Gunner's seat
43. Navigator's station
44. Atmospheric sensor
45. Feeds from secondary capacitors
46. Main power feed
47. Sensor controls
48. Electronic counter measures
49. Navigational controls
50. Primary avionics
51. Emergency locating beacon
52. Energy convertor
53. Refraction chamber
54. Barrel bracing
55. Sleeve vents
56. Armoured front ramp
57. Dreadnought in transport position
58. Ammunition stowage boxes
59. Door control panel
60. Side door
61. Rear ramp

THUNDERHAWK TRANSPORTER

A logistical support variant of the standard gunship, the Thunderhawk Transporter is used to quickly move a Chapter's vehicles from strike cruisers in orbit to a planet's surface, it is also capable of carrying a small complement of passengers, though not as many as the Thunderhawk Gunship. When entering a war zone, it is armed with heavy bolters for self defence, but it is not expected to engage the enemy.

Twin-winged and powered by four engines, the transporter can carry two Rhinos or a single Land Raider, using its powerful magnetic clamping arms to lock its cargo in place. The four clamping arms are mounted upon runners so they can be moved into position on the vehicle's side and, being jointed, the arms clamp onto the side of a vehicle and then lift it off the ground into the carrying position. Upon landing the arms will be lowered to place the under slung vehicles on the ground, allowing the transporter to swoop in, drop off its cargo and quickly take off again. During planetary assaults, transporters fly non-stop missions ferrying vehicles and supplies to the Space Marines on the ground.

As well as carrying vehicles, a Thunderhawk Transporter can also be equipped with an under-slung supply pod for moving ammunition, fuel or other important supplies to a planet's surface. The Thunderhawk Transporter finds most use during rapid strike operations and high intensity campaigns where it provides an invaluable degree of strategic flexibility to strike force commanders to call upon.

ADEPTUS MECHANICUS

ARCHIVE

THUNDERHAWK TRANSPORTER

TECHNICAL SPECIFICATIONS:

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35Z:9B4

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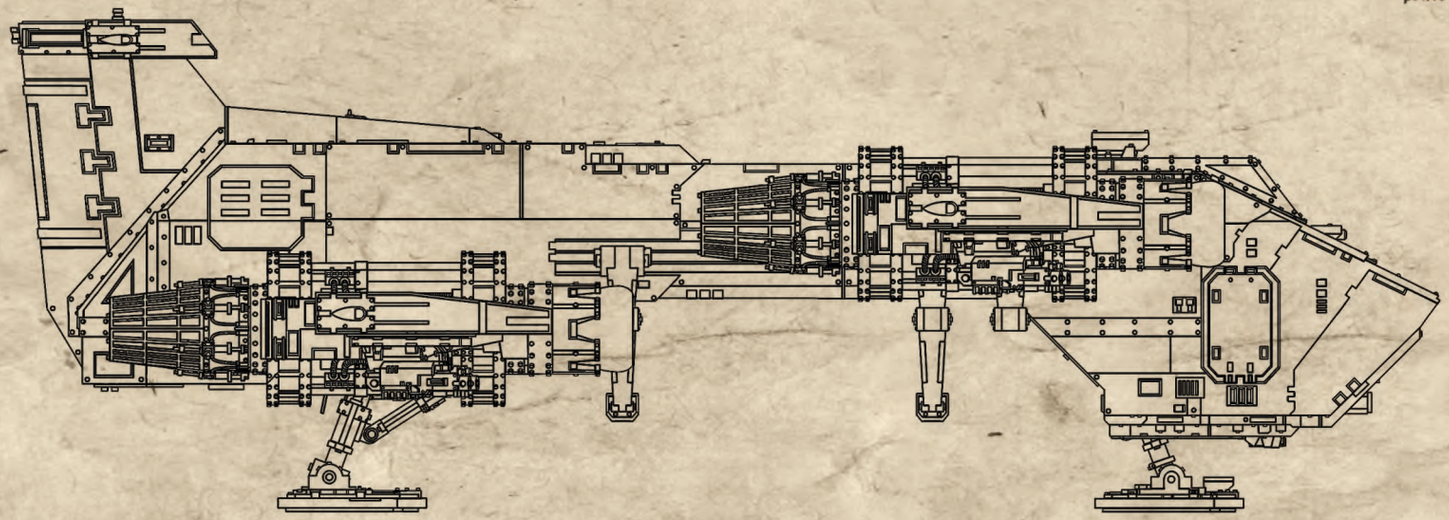

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SERVUS POTENTES

VEHICLE DESIGNATION:	5463-028-7108-TH 011 Orbital transporter
VEHICLE NAME:	Thunderhawk Transporter
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XI
CREW:	Pilot & Co-pilot
POWERPLANT:	4 X RX-92-00 combination rocket / afterburning turbofans
WEIGHT:	105 tonnes
LENGTH:	28.8 m
WINGSPAN:	26.65 m
HEIGHT:	8.6 m
OPERATIONAL CEILING:	N/A
RANGE:	28,000 km in atmosphere
MAX SPEED:	2,000 kph approx
MAIN ARMAMENT:	4 x twin-linked heavy bolters
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	2,200 rounds
SECONDARY AMMUNITION:	N/A

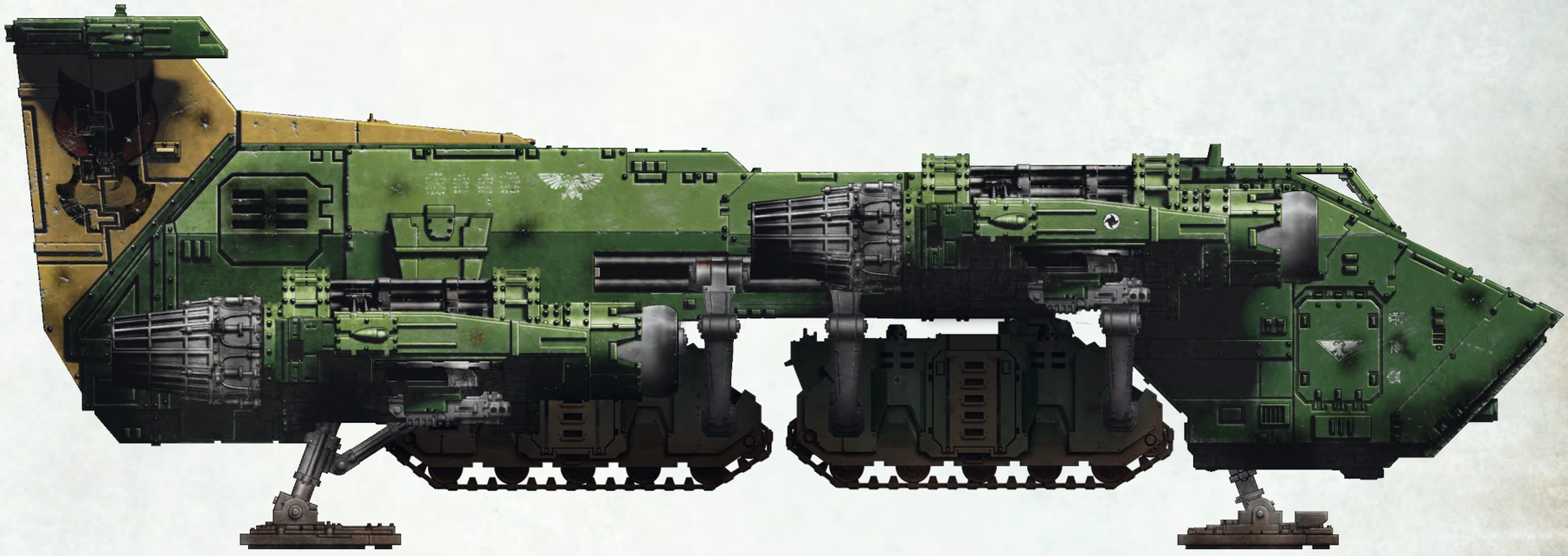
ARMOUR

TURRET:	N/A
SUPERSTRUCTURE:	45 mm
HULL:	45 mm
GUN MANTLET:	N/A
ADDENDUM:	

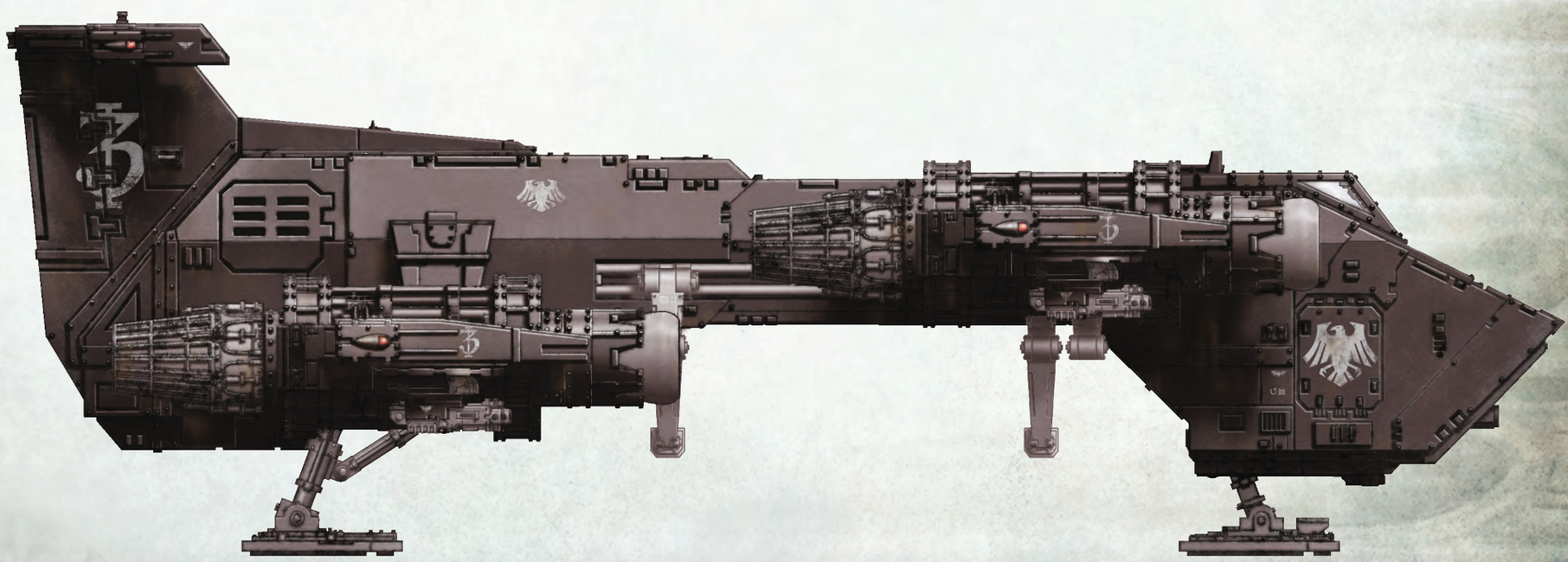
DATE: 1224074.M40

SIGNATURE:

MAGOS FABRICATOR



Mantis Warriors Chapter Thunderhawk Transporter '*Maledictor Audax*'. This vessel is noted as having taken part in operations at Bellerophon's Fall, Galen VI, Isin and Endymion Prime during the Badab War.



Thunderhawk Transporter, '*Umbra Scion*', of the Raven Guard Chapter. This vessel is listed as the last Raven Guard unit to depart Kastorel-Novem before the entire Forsarr Sector fell to Waaagh! Garaghak.

STORM EAGLE ASSAULT GUNSHIP

An assault gunship heavily armed for a craft of its size, the Storm Eagle is able to ferry up to twenty Space Marines directly into the maelstrom of battle. The vehicle is believed by techno-savants to share STC provenance with the Thunderhawk which was, as well as the Stormbird, used in such large numbers throughout the Great Crusade. Its closest relative in terms of machine lore is undoubtedly the Storm Raven, a slightly lighter assault ship historically used by the honoured Blood Angels and the mysterious Grey Knights, and gradually finding favour throughout the Adeptus Astartes. It is thought that the Storm Eagle was once used by all of the Space Marine Legions of old and that it was produced in large numbers on the Forge Worlds of Tigrus and Anvilus IX, but production was curtailed when both Mechanicus domains were overrun by Traitor forces. Few other Forge Worlds are thought to have maintained production, for the Storm Eagle is a complex war machine that takes some time to produce. Production levels have waxed and waned throughout the Age of the Imperium with some Chapters, in particular the Salamanders and the Iron Hands, retaining sizable numbers while others have lost their complement entirely through a combination of battlefield attrition and the technological decline that has beset the Imperium since its inception.

A recent resurgence in the deployment of the Storm Eagle has led some to speculate that the venerable examples that have survived since the Horus Heresy have been joined by newly-minted gunships produced at an as yet undisclosed location. Either an unknown Forge World has recovered a particularly auspicious STC archive and is supplying those Chapters with which it maintains ties, or else those Chapters have themselves found a way of producing the craft in their own forges. In either case, the Storm Eagle is gradually entering service amongst Space Marine Chapters the length and breadth of the galaxy, much to the detriment of those who would make war upon Emperor's worlds.

Despite this increase in production, the Storm Eagle has yet to be deployed as widely as the Storm Raven. Some have suggested that it was intended that the Storm Raven undergo extensive trials with the Blood Angels and the Grey Knights before being issued to the bulk of Adeptus Astartes Chapters, but that the sheer number of enemy forces assailing the Imperium as the 41st Millennium draws to a close has necessitated its early deployment. It is possible that the new run of Storm Eagles is another phase in this phenomenon, albeit one not as far advanced in its trials. With some Storm

Eagles being relics of the Great Crusade, it is impossible for those not fully steeped in the mysteries of the Omnissiah to draw a clear conclusion on such matters.

The Storm Eagle has found use in those Chapters fortunate enough to possess it in a similar role to Thunderhawks and Storm Ravens. It is in many ways an ideal compromise between the larger and the smaller vessel, being more heavily armed than a Storm Raven and having a greater transport capacity, while being more agile than the Thunderhawk. It is often used to ferry Terminator squads to their objective when a teleport assault is impossible or undesirable, its passenger compartment able to accommodate larger units of these elite warriors than the smaller Storm Raven's. Having deployed its passengers by way of its frontal assault ramp, the Storm Eagle is sufficiently armed and armoured to remain on station in the face of considerable return fire and to provide close support to ground troops using its fearsome array of heavy weaponry. Particularly effective in this role is the Storm Eagle's Vengeance launcher, a twin missile launch system not unlike that carried by a Whirlwind missile tank and equally capable of saturating the target zone with potent anti-personnel warheads before and during an assault.

ROC PATTERN STORM EAGLE ASSAULT GUNSHIP
The Storm Eagle assault gunship is a sufficiently large and flexible vehicle to allow its re-configuration into a number of different patterns. Used primarily by the Minotaurs and the Red Templars Chapters, the Roc serves as a formidable tank hunter, sacrificing some of its troop carrying capacity for additional fuel reserves and specialised munitions auto-cyclers. It utilises hunter/prey combat rites to track its foe across the battlefield, using dead ground and other terrain as cover before descending upon them from a high angle in order to bring its Roc armour-piercing warheads to bear on the hapless victim's weaker top or rear armour.

FIRE RAPTOR GUNSHIP
The Fire Raptor is a specialised variant of the Storm Eagle known to have its origins in the Imperium's dim and distant past. The vehicle is configured to maximise ammunition stowage in order to feed the voracious appetite of its numerous weapons and this is achieved by sacrificing the Storm Eagle's transport capacity.

The Fire Raptor carries a formidable range of heavy weaponry, most destructive of which is its nose-mounted Avenger pattern bolt cannon. This system is capable of unleashing a staggering weight of fire upon its target and is especially effective against massed infantry; so relentless is this torrent of fire that it can chew through even heavy armour. In addition to its primary weapon system, the Fire Raptor is equipped with two waist-mounted ball turrets, each manually operated by a Space Marine gunner and equipped with quad heavy bolters. In most Space Marine vehicles, secondary weapons systems are operated remotely by a pilot or commander and slaved to attack the same target. The advantage of these turrets being individually crewed is that they can engage targets independently without the need for the vehicle's commander to direct their fire.

Stormraven
Though only recently introduced to the arsenals of the Adeptus Astartes, the Stormraven gunship has won many battle honours in the wars of the 41st Millennium and most Chapters are believed to possess at least a handful. Smaller than a Thunderhawk but similar in role, the Stormraven carries a single squad of Space Marines and a Dreadnought into battle, and is heavily enough armed to provide devastating fire support once they are deployed.

It has been observed by some techno-magi and strategio-savants that the Stormraven represents a further step in an evolutionary trend established before even the Great Crusade was complete. These learned individuals hold that the Stormraven is an example of the continued development of Space Marine orbital gunships, from the mighty Stormbird to the far smaller Thunderhawk and ultimately to the Stormraven. Once, during the Wars of Unification, the Legiones Astartes concentrated their forces, hundreds of thousands of Space Marines going to war aboard entire flights of Stormbirds. As the Great Crusade spread outwards across the galaxy, the Legions were sometimes called to split into smaller, independent units, for which they used the Thunderhawk. Ten thousand years later, the Space Marine Chapters fight across so many fronts that often only demi-companies are available to prosecute the war of survival that confronts Mankind, and so a still smaller, but heavily-armed and armoured craft combining the roles of orbital dropship and gunship is required. If true, it is a testament to the genius of the Emperor and the architects of the Space Marines that such a process is possible, allowing the champions of Mankind to adapt their tactics and equipment even in the face of overwhelming odds.

Like the Storm Eagle gunship on which it is based, the Fire Raptor is being fielded in increasing numbers across the countless war zones of the 41st Millennium, suggesting that an as-yet unidentified Adeptus Mechanicus Forge World or Adeptus Astartes Chapter Forge has come into possession of a complete STC imprint. A small number of far older Fire Raptors are known to exist within the armouries of various Chapters and to date back to the Great Crusade. In particular, the Charnel Guard Chapter is in possession of a sizable fleet of Fire Raptors. This reclusive, fleet-based Chapter, believed by some sources to be an unacknowledged offshoot of the Blood Angels, is known to seal themselves away in vast stasis crypts when not on campaign, and the Chapter's armoury holds countless examples of weapons rarely seen in the 41st Millennium. When the Charnel Guard took part in the orbital assault on the strato-keeps around Keziah's Moon in the Bittershard System, each of their Storm Eagle attack waves was accompanied by a Fire Raptor gunship to provide additional fire support, the largest deployment observed in at least the last three millennia. Several different variations of this formation have been observed, both by the Charnel Guard Chapter and by those others amongst the Adeptus Astartes fortunate enough to be in possession of the Fire Raptor. A particularly effective

deployment consists of one Fire Raptor to three Storm Eagles when used to support orbital drop ship assaults, while several Chapters, including the Minotaurs and the Star Phantoms, have reportedly massed three to four of the gunships into dedicated formations, devastating an approach route through even the heaviest of enemy resistance for following forces to exploit.

In battle, the Fire Raptor serves as a dedicated weapons platform, remaining in flight as it brings an enormous weight of fire to bear on its target. Commonly, this tactic is enacted in direct support of other attack craft, in particular Storm Eagles and Storm Ravens as they land to disembark Space Marine squads. The Fire Raptor's airframe is smaller than that of the Storm Eagle and its vector jets configured to maximise its manoeuvrability, allowing its pilot to continually alter the angle of attack so that the target has nowhere to hide. This agility, combined with the relentless stream of heavy, high velocity, mass reactive shells trained on the target makes the Fire Raptor especially effective against Orks, Tyranids and other enemies that attack in large concentrations of massed infantry.

Another tactical use to which the Fire Raptor has been set is void combat. When Adeptus Astartes war ships engage the foe in deadly void battle, they utilise Thunderhawks as heavy fighters. The Fire Raptor has proven especially potent as an escort for Thunderhawks fighting in this role, its lack of manoeuvrability compared to a true, dedicated void fighter craft more than compensated for by the weight and accuracy of its fire. The Fire Raptor has actually proven more effective than the larger Thunderhawk in providing fighter screens to the Space Marines' battle barges and strike cruisers, gunning down enemy fighters and torpedoes before they can attack the warship itself.

Stormtalon

Space Marines frequently engage in battle against the enemies of the Emperor with little or no support from other military units. When fighting deep within enemy territory or far beyond the Imperium's borders, the Adeptus Astartes must utilise every asset at its disposal, for none can say when outside aid might be available. The Stormtalon is an example of the self-sufficiency at which the Space Marines excel. This small, one-crew flyer combines the roles of interceptor, escort and gunship. Armed with a variety of weapons and heavily armoured for a craft of its size, the Stormtalon is extremely manoeuvrable, has a high operational ceiling and is capable of deployment from orbit. Though its straight-line speed is less than that of a Land Speeder, the Stormtalon's main strength is its ability to turn, change facing and rapidly climb or descend, making it adept at such disparate roles as intercepting enemy attack craft to providing direct fire support to ground units.

In most Adeptus Astartes Chapters, the Stormtalon is fielded in support of other units. They often escort Thunderhawk Gunships, remaining on station to provide close-in fire support to transported squads while the gunship itself departs, often to embark more squads. Some Chapters however utilise their Stormtalons as attack units, fielding entire squadrons of the fast, manoeuvrable craft to lay waste to positions deep behind enemy lines. This is particularly true of the Raven Guard, Hawk Lords and White Scars Chapters, all of whom use the Stormtalon in a direct attack role, their pilots' kill-tallies the equal of many an Imperial Navy ace.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

STORM EAGLE GUNSHIP

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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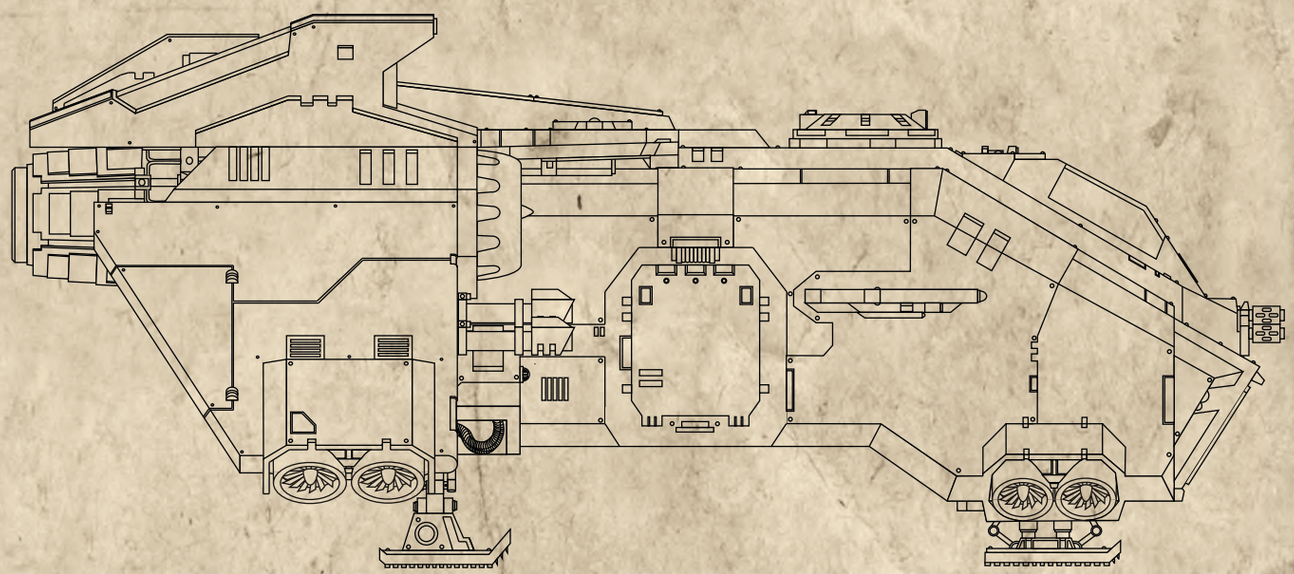

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Ferrum Potentes

VEHICLE DESIGNATION:	Undesignated Orbital drop ship
VEHICLE NAME:	Storm Eagle
FORGE WORLD OF ORIGIN:	Unknown
KNOWN PATTERNS:	Unknown
CREW:	Pilot
POWERPLANT:	2 x undesignated combination rocket / afterburning turbofans
WEIGHT:	68 tonnes
LENGTH:	18 m
WINGSPAN:	11.8 m
HEIGHT:	7.2 m
OPERATIONAL CEILING:	N/A
RANGE:	30,000 km in atmosphere
MAX SPEED:	2,000 kph approx

MAIN ARMAMENT:	Vengeance pattern multiple missile launcher
SECONDARY ARMAMENT:	Twin heavy bolter
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	48 missiles
SECONDARY AMMUNITION:	2,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	45 mm
HULL:	55 mm
GUN MANTLET:	N/A
ADDENDUM:	Unknown provenance; STC imprint undesignated.

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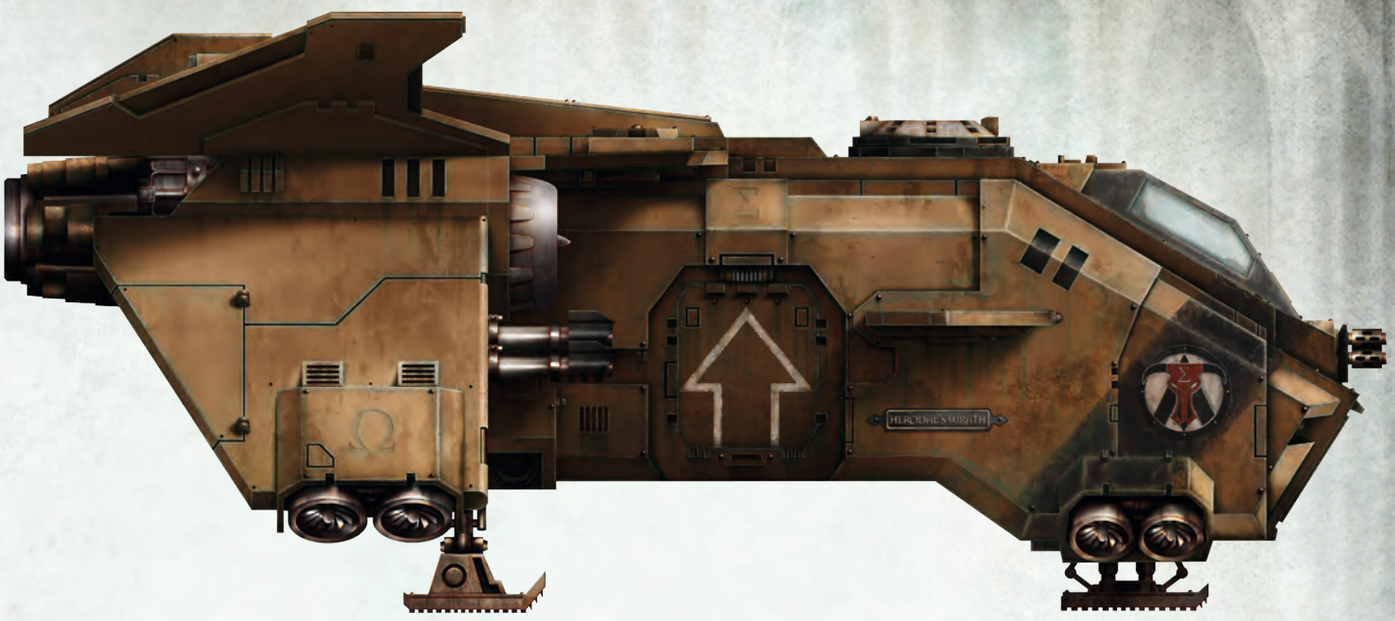
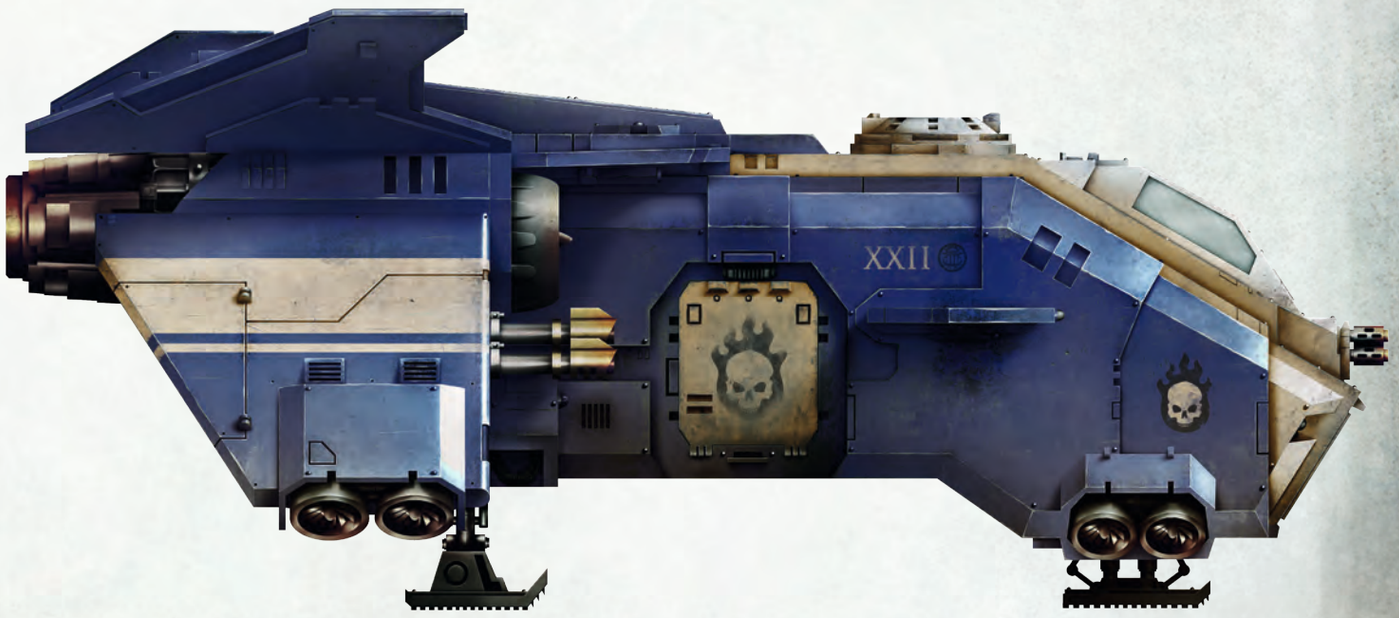


'*Herodal's Wrath*,' a Roc configuration Storm Eagle of the Minotaurs Chapter. This vessel was attached to the 7th Tactical Reserve Company during the Amarah counter-assault during the Orpheus War.



Storm Eagle Gunship of the Angels Revenant Chapter. This craft was discovered drifting through the void on the coreward border of the Orpheus Sector. Its vacuum seals were compromised and its crew missing, the only functioning system being the gunship's salvation beacon. [Ordo Xenos investigation pending].

CAESTUS ASSAULT RAM

This honoured war machine has been in service as a ship-to-ship boarding vessel since the dim and distant Great Crusade, one of many different patterns used by the fleets of the Adeptus Astartes and the Imperial Navy. As a result of the seminal discoveries made by the acclaimed machine-arcanist Arkhan Land in the lost vaults beneath the Martian wastes, the Caestus was fitted with an array of anti-grav projection nodes that allowed it to operate within the gravitational field of a planet or similar sized body. This adaptation turned the Caestus from a craft limited to operations in the cold depths of the void to one also capable of assaulting the most formidable of fortifications on a planet's surface, making it a vital weapon in the arsenal of many Space Marine Chapters.

The most distinctive feature of the Caestus is its twin breaching booms. These carry a payload of Space Marines and can accommodate passengers wearing power armour or Terminator armour. The booms house a sophisticated interlocking restraint mechanism codified as the '*Misericordia*', a system that combines heavy grade bracing with a highly focused inertial dampening charge bled from the vessel's main anti-grav array. This system, combined with the ram's immensely tough construction, allows it and its passengers to survive impact with any target, from the icy rock of a space hulk to the armourplas curtain wall of a mighty bastion.

The Caestus does not achieve penetration by brute force alone. Mounted between its breaching booms is a magna-melta, a thermic type weapon rarely only seen on war machines of this size. As the Caestus closes with its target, the magna-melta unleashes a concentrated blast of blinding nucleonic fury. Few known forms of armour can resist such an attack and those not reduced to superheated vapour are compromised to such a degree that when the Caestus impacts seconds later, it is able to force its way through a once rigid and dense structure softened to the consistency of lava. When the ram's battle-logis determines it has achieved optimal penetration and forward motion has ceased, the misericordia deactivates and the assault ramps at the prow of each breaching boom are lowered. The Space Marines within then disembark, two at a time to press still deeper into the interior of the target. It is extremely unlikely that any enemy in the immediate vicinity of the breach will have survived, and it is standard doctrine for the first Space Marines to disembark to assault adjoining areas without delay in order to forestall any counter-attack the enemy might be able to muster.

When such operations are launched in the void, such as against a space hulk or an enemy war ship, the Space Marines keep their armour sealed against the vacuum for the breaching operation is likely to compromise the target's

internal pressure, an effect that the Adeptus Astartes utilise as another weapon against their foes. On occasion, the breached structure is superheated to such an extent that it sets solid about the breaching booms to form a vacuum-fast seal. This necessitates the engagement of the vehicle's powerful anti-grav generators to push it free when the time comes, the resulting decompression often slaying those few defenders who might have survived the Space Marines' assault.

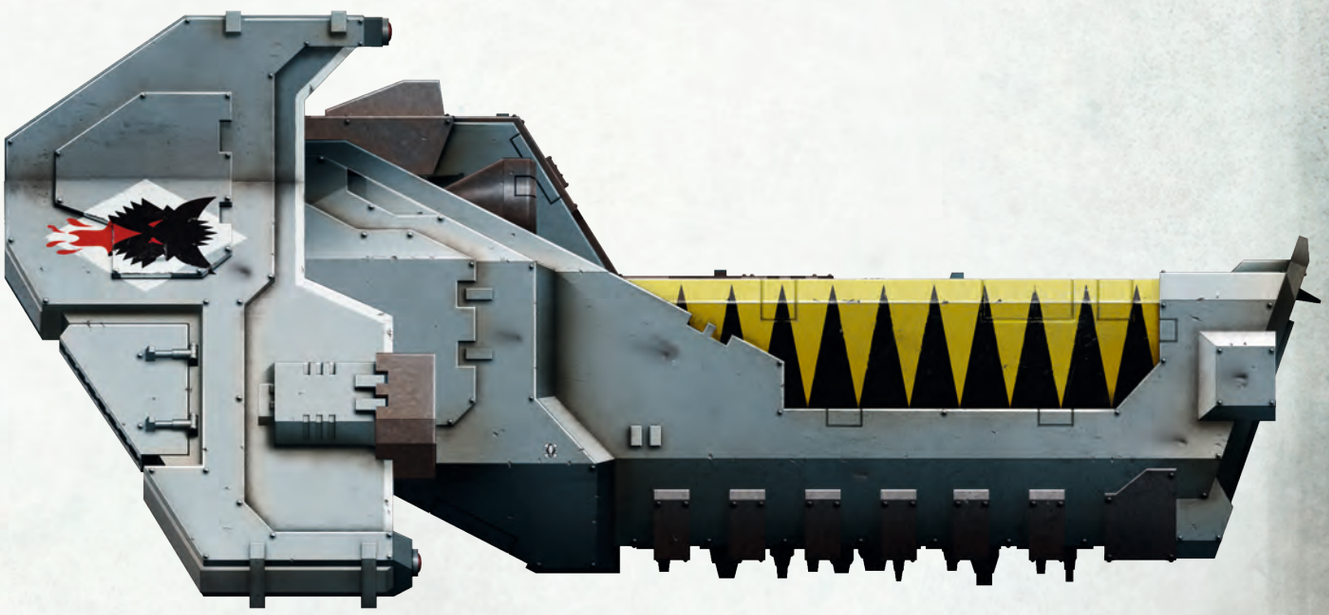
Utilising the Caestus against a target on a planet's surface is a far more dangerous operation and it requires the skills of the most experienced of pilots. The approach to the target is often made in the teeth of the heaviest return fire and the fact that the Caestus was not originally conceived for operation within a gravitational field makes it unwieldy and ponderous to manoeuvre. Often, the pilot must lock his vessel onto its terminal approach vector some distance from it, meaning that the enemy gains ample warning of the approximate impact point and has the opportunity to bring point defence weapons to bear as the Caestus storms down on its target. The vehicle's prow is equipped with further field projectors that both protect it from such fire and further enable it to smash through its target's armour without sustaining damage itself. The effect is as brutal as it is direct, but it is undeniably highly successful.

Despite the punishment the Caestus Assault Ram sustains in the normal run of operations, each is a highly revered war machine and all are extremely costly in terms of resources to replace. Even when the breaching operation leaves a ram lodged deep in the guts of an enemy vessel or fortress, significant effort is made to retrieve it intact, including further assaults in the unlikely event that the fortification remains in enemy hands.

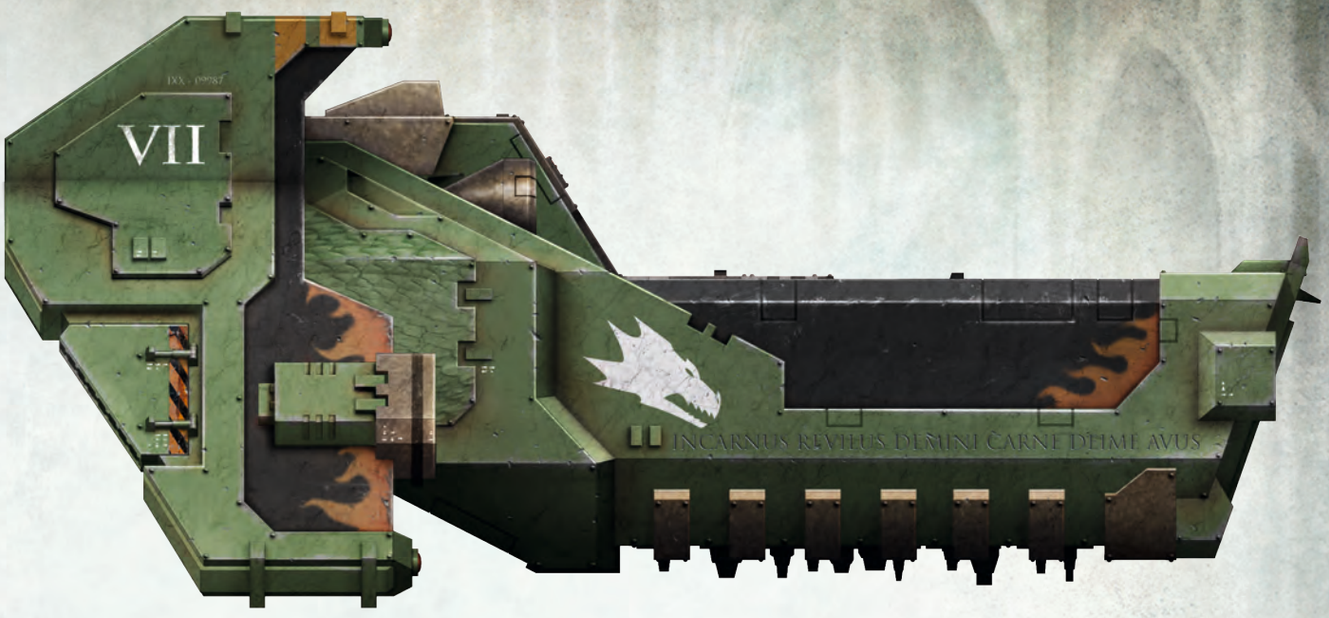
The *Secutor Crimson*

The Caestus Assault Ram designated as the *Secutor Crimson* has been in the service of the Red Hunters Chapter for at least two millennia and possibly for far longer. The reason the matter is unclear lies with a common protocol utilised when Space Marines serve alongside certain units of the Inquisition and while doing so they witness the full horror of a daemonic incursion or similar phenomenon. When those of the Imperial Guard or similar types of warriors witness such things they are often put to death soon after, a mercy considering the corruption and insanity that will inevitably have taken root in their mortal hearts. Space Marines however are too valuable to dispose of in this fashion, and better able to withstand the horrors of the Warp. Instead of being put to death they are often subjected to a mnemonic purgation rite, a protocol that preserves their physical abilities, albeit at the cost of their memories, skills, experience and personality.

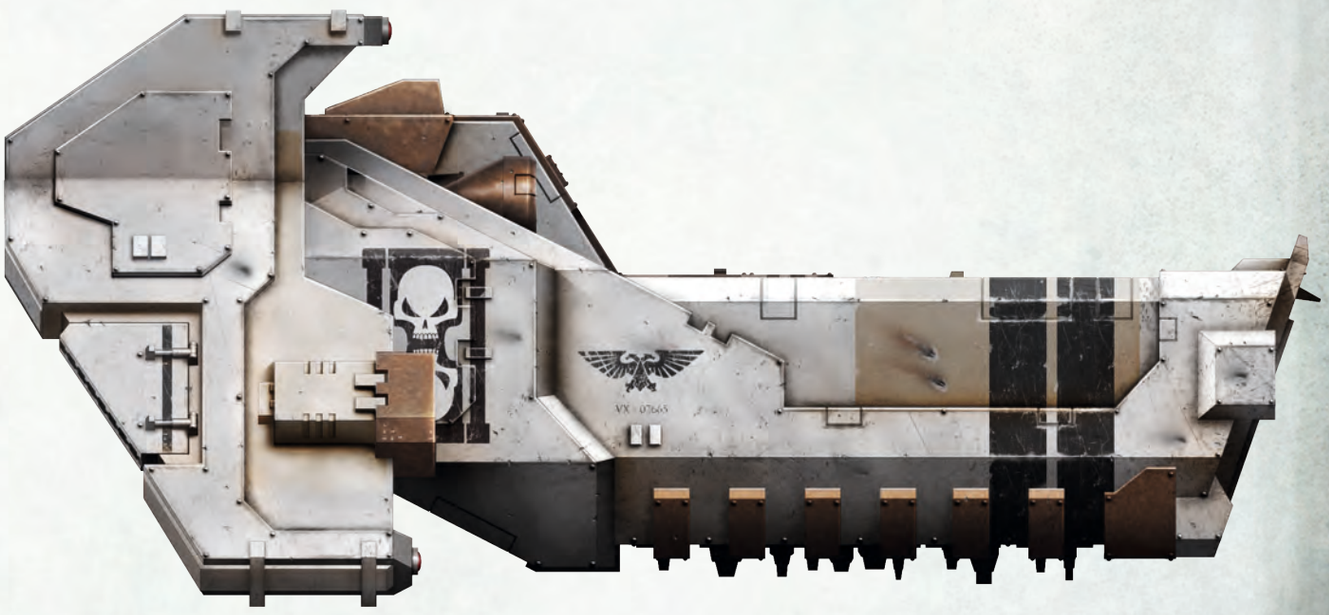
The *Secutor Crimson* appears to have served in many Inquisition-led operations, for its hull is etched with countless battle honours. Yet, key honours have been deliberately removed while others are unknown to the Red Hunters Chapter archives. The Chapter is known for its close ties to many amongst the Inquisition, ties which have been passed on from one generation to the next so that the Red Hunters are often called upon to face the servants of the Ruinous Powers and other fell enemies of Mankind. What glories go unrecorded having been expunged from the minds of the Chapter's brethren, as well as redacted from such rolls of honour as adorn the armoured flanks of the *Secutor Crimson* must remain unknown forever more, for the sake of the Imperium and those who shelter within it.



Caestus Assault Ram '*Gore Dagger*', belonging to Bran Redmaw's Great Company of the Space Wolves Chapter. This void attack craft was lost, presumed destroyed, during the Battle of the Karina Nebula in the aftermath of the defence of Betalis III.



Caestus Assault Ram '*Amaranth Fang*' of the Salamanders Chapter. This craft served as the attack wing's lead vessel at the Battle of Shaprais during the Badab War.



Star Phantoms Chapter Caestus Assault Ram '*Spectre of Death*'. This craft was confirmed destroyed in action at the Battle of the Palace of Thorns during the Fall of Badab.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

CAESTUS ASSAULT RAM

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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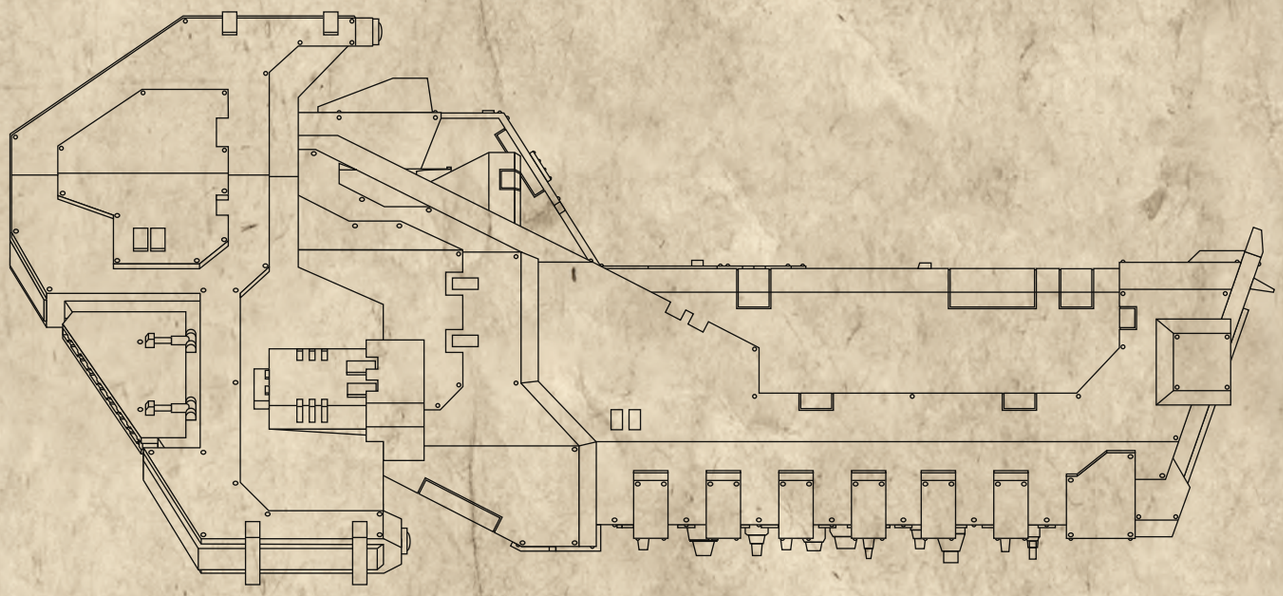

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VEHICLE DESIGNATION: 5463-028-7108-AR 016 Assault Ram
VEHICLE NAME: Caestus
FORGE WORLD OF ORIGIN: Mars
KNOWN PATTERNS: I-XI
CREW: Pilot & Gunner
POWERPLANT: 3 X RX-98-25 combination rocket / afterburning turbofans
WEIGHT: 85 tonnes
LENGTH: 16.8 m
WINGSPAN: 12.5 m
HEIGHT: 6.5 m
OPERATIONAL CEILING: N/A
RANGE: 22,000 km in atmosphere
MAX SPEED: 1,800 kph approx

MAIN ARMAMENT: Dual-mount Haephestus pattern magna-melta thermic cannon
SECONDARY ARMAMENT: 2 x rocket launchers
TRAVERSE & ELEVATION: 10 five second blasts
MAIN AMMUNITION: 24 missiles
SECONDARY AMMUNITION: N/A

ARMOUR

TURRET: N/A
SUPERSTRUCTURE: 60 mm
HULL: 60 mm
GUN MANTLET: N/A
ADDENDUM: Anti-grav repellor requires Doctrinia Primaris level propitiation.

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ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

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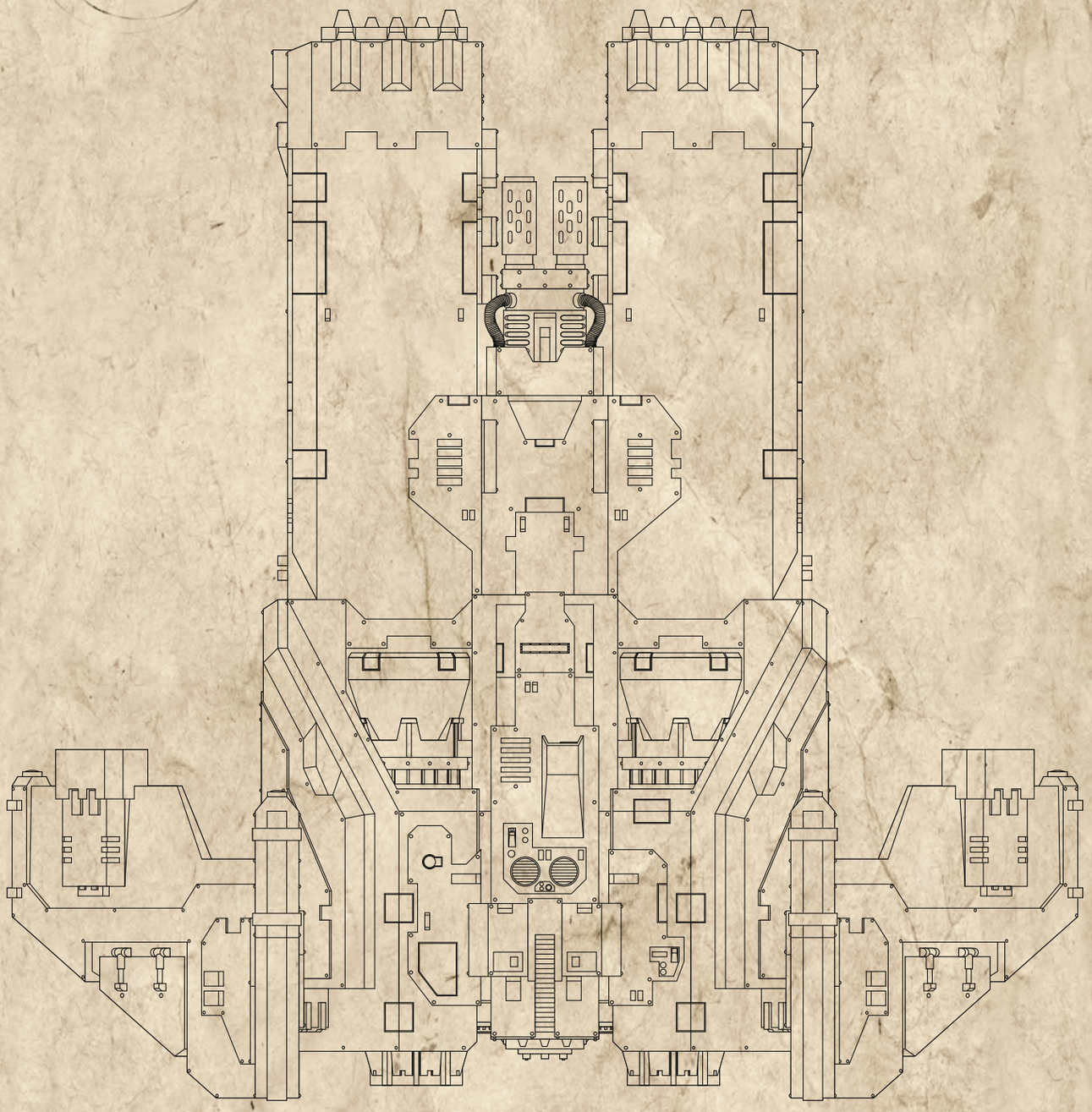

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LAND SPEEDER

The Land Speeder is a high speed reconnaissance and attack craft that utilises anti-grav projector plates to skim above the ground. The output of its gravitic motors determines the craft's altitude and while it is not capable of attaining true atmospheric flight, the Land Speeder can be air-dropped from the forward assault bay of a Thunderhawk. By way of a controlled freefall, the Land Speeder swoops down upon its foe to conduct operations deep behind enemy lines, and it is one of the few vehicles employed by the Imperium's fighting forces that still use this rare and revered technology, making it a figure of awe and dread in equal measure.

It is thought that Mankind once made far wider use of anti-grav technology than it does in the 41st Millennium. Today, it is an almost lost art, its practitioners the keepers of the most arcane machine lore. Whilst other alien races, notably the Eldar and Tau, have developed far superior anti-gravitic drives, the Adeptus Mechanicus regards such expressions as tainted technology and a grievous affront to the Omnissiah. Any Magos found to be experimenting in xenos-originated gravity technology can expect to face the sternest sanctions.

Along with the Land Raider, the Land Speeder is the product of the work of Arkhan Land. The vehicle used in the 41st Millennium is not that which was deployed during the Great Crusade however, but a later mark. Very few of the older, venerated machines exist and they are very different in appearance and design. The Land Speeder most commonly used in the wars of the Age of Imperium was discovered in the aftermath of the Horus Heresy, and must have proved easier to construct than the patterns it replaced in the armouries of the vast majority of Adeptus Astartes Chapters.

As with several other war machines, it is thought that the Land Speeder was at one time utilised by fighting forces other than the Space Marines. If the Imperial Guard, or indeed its forerunner, the Imperial Army, ever used Land Speeders they have not done so for many generations, these potent war machines far too precious and complex to be risked in the hands of Imperial Guardsmen.

Since its first use, there have been many variants and patterns of Land Speeder. The most common is the Tornado, which can be equipped with a range of weapons from the infantry-slaying assault cannon to the tank-busting multi-melta, and the Typhoon, which carries twin multiple rocket launchers. These two are the heaviest armed variants, with multiple heavy weapons to provide a Chapter with a strong, flexible core of rapidly deployable firepower. Land Speeders are often called upon to operate as a strike force's rapid reaction element, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they fight delaying actions, harassing enemy columns whilst the rest of a Space Marine force moves into position.

All Space Marines receive training and indoctrination in Land Speeder combat rites, but pilots are typically drawn from brethren serving in the Chapter's assault squads. Such battle-brothers are particularly suited to the high speed, aggressive operations that the Land Speeder is typically used for, and are sometimes regarded as reckless by more experienced warriors. In truth, an Assault Marine is invariably only recently elevated from the 10th Company and may still be somewhat hot-blooded and yet to gain the calm, cold demeanour of more veteran battle-brothers, a trait that makes them ideal for the role of Land Speeder pilot.

LAND SPEEDER STORM

While the standard Land Speeder Tornado is often deployed to conduct reconnaissance and hit and run missions deep into enemy occupied territory, there exists a pattern specifically built to carry out such missions. The Land Speeder Storm is an extensively modified example of the standard Land Speeder, more lightly armed and armoured, but equipped with a range of specialised stealth, jamming and communications equipment, and able to carry a squad of Space Marine Scouts in a purpose built passenger compartment.

The role of this specialised craft is to deploy undetected into the enemy's unguarded rear zones, and to conduct a range of reconnaissance and sabotage operations in support of the main Space Marine strike force's strategic mission. The vehicle's Cerberus launcher is used to sow confusion amongst enemy troops by firing a range of disruptive munitions while its jamming beacon plays havoc with enemy command and control nodes. The Storm is also used to deploy small squads of Space Marine Scouts and, if needed, to retrieve them once their missions are complete. Many an enemy has found key assets such as communications bunkers and artillery positions inexplicably destroyed and thus unable to react when the main Space Marine strike force descends upon him with irresistible force.

"Forget all your preconceptions of war, of battle lines clashing in the churned ground. Your mission is to attack before the foe even realises that the war has begun, to strike hard at those vital weaknesses that all armies possess, but that no commander will admit to.

Under my tutelage you will learn how to seek out such fragilities and smite them with every weapon at your disposal. Master these duties and I will have nothing more to teach, and you will truly be a Space Marine."

Sergeant Torias Telion, Ultramarines 10th Company

LAND SPEEDER TEMPEST

The Tempest is a fully enclosed, heavily armed and armoured variant of the standard Land Speeder. It forgoes the Land Speeder's usual long range reconnaissance and patrolling role, and is instead configured as a dedicated gunship, carrying heavy firepower with which to engage enemy infantry and armour.

Records show that the first deployment of the Land Speeder Tempest was by the White Scars Chapter during the Evacuation of Barac in M38 – the White Scars Techmarines developing the variant to provide fast moving fire support for the lightning raids of their bike squads. A squadron of three White Scars Tempests, commanded by Veteran Sergeant Jegun, was credited with the destruction of a Flaming Skulls Traitor Titan Legion Reaver during the campaign, a feat of incredible skill and courage rarely matched in the annals of this notoriously bellicose Chapter's glorious history. According to legend, the Traitor god-machine was closing on the Chapter's rearguard command post as the planet was being evacuated. The Sergeant was killed during the action, his Tempest consumed in the plasma reactor explosion that followed the Titan's fall, and in his honour, the White Scars have ever since named one of their Tempest squadrons – '*Jegun's Avengers*'.

Other Chapters have since used the White Scars modification protocols to create their own Tempests. Although they are not as common as Tornados or Typhoons, many Chapters have a few Tempests in their armoury. The Tempest is a lighter and more agile attack craft than the Storm Talon and, as with all marks of Land Speeder, limited by its anti-grav repulsor systems to a flight ceiling of only 100 metres. Nonetheless, the Tempest has its place in the battle doctrines of many Chapters and most retain at least a small number.

The Tempest is slightly larger than the Codex pattern Land Speeder, with additional armour plating to the front and an increased weapons load making it heavier as well. In an effort to reduce overall weight the Tempest was reduced to a single-seat vehicle, with the pilot being aided by slaved targeting systems and the vehicle's own machine spirit to fulfil the fire control duties of a gunner.

Relics of the Dark Angels

The 2nd Company of the Dark Angels Chapter – called the Ravenwing – is configured entirely as a pursuit and fast attack force. Instead of Tactical, Assault and Devastator squads, it consists of squadrons mounted on all manner of bikes, Land Speeders and other such vehicles. Over the millennia, the battle-brothers of the Ravenwing, and indeed the 2nd Companies of many of the Dark Angels Successor Chapters, have come to pilot several unique patterns of skimmers and flyers. The Land Speeder Vengeance, for example, is a heavy anti-grav craft, its formidable reactor able to bear aloft and power the fearsome plasma storm battery. Another vehicle, the Darkshroud, utilises the same hull, but in place of a main weapon carries one of the Stone Guardians, statues imbued with the dark energies that enveloped Caliban at the moment of its destruction. When the Darkshrouds accompany the Ravenwing to war, the skies grow black and terror strikes the hearts of the foe.

In addition to these heavy vehicle types, the Dark Angels make use of the Nephilim and the Dark Talon, both fast and agile jet fighters armed with an array of heavy weaponry and able to wreak terrible devastation amongst the enemy. Such war machines utilise a range of STC patterns unique to the Dark Angels, patterns that the Adeptus Mechanicus covet and would go to almost any lengths to obtain.

RELIC JAVELIN ATTACK SPEEDER

If the fragmented archives and scattered histories of the Great Crusade are to be believed, the armies that the Emperor led in his grand campaign to re-unite the lost worlds of humanity were blessed of all manner of wondrous technologies. His warriors bore many weapons now entirely lost to the armies of the 41st Millennium and rode to war upon beasts of steel whose names are all but forgotten. In some cases, remnants of these technological treasures linger still, so difficult to reproduce that they are entrusted only to the greatest champions of humanity – the Space Marines and a handful of other elite bodies. One of the rarest forms of this class of technology is the anti-grav generator, an example of machine lore that even in its heyday was regarded as esoteric and is now seen as a miracle on the verge of being lost for all time. Once, so some legends claim, the Emperor went to war accompanied by custodians clad in gilded plate and carried within war machines that glided above the ground with stately, yet deadly grace. All manner of grav attack vehicles, battle tanks and flyers were once fielded, including the Sky Hunter jet bikes, the Orgus Flyer and the Javelin attack speeder. Of these, only the Javelin survives into the 41st Millennium, and even then only as a relic held in stasis to be called forth when the need is truly dire.

The Javelin is an example of an STC imprint long lost to the adepts of the Machine God. Its pedigree as an exemplar of an earlier age is plain to see in its curved lines, distinct from the square, utilitarian forms seen on the vehicles of the Adeptus Astartes in the Age of the Imperium. It is larger than the Land Speeder of the 41st Millennium, its grav repulsor systems far more efficient and able to hold the heavier vehicle aloft whilst powering an array of weaponry and support systems. Like contemporary patterns, the Javelin has a crew of two Space Marines, one to serve as pilot while the other commands the vehicle and mans a cockpit-mounted heavy bolter. Only those Space Marines who have proved themselves the very best of a Chapter's speeder crew are ever entrusted with piloting the rare relic Javelin, not because it is difficult to pilot (it is said to handle as if it were an extension of the battle-brother's power armour) but because it is impossible to replace battle losses.

The main tactical application of the Javelin is reconnaissance in force, when a Space Marine strike force must gather intelligence against a heavily armed or emplaced enemy by engaging him in combat to observe what forces he brings to bear. Such a task can, of course, be undertaken by lighter patterns of Land Speeder, but when engagement is a certainty, the heavier weapons and armour of the Javelin make it a superior choice if available. Some Chapters utilise the Javelin in heavy strike missions, using its extended range to attack far behind the enemy and to inflict more grievous losses upon their forces than they might ever expect. Such attacks force the enemy to redeploy valuable front line troops, creating weak points which a Space Marine strike force commander can exploit with ruthless efficiency.

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

ARCHIVE **LAND SPEEDER TORNADO**

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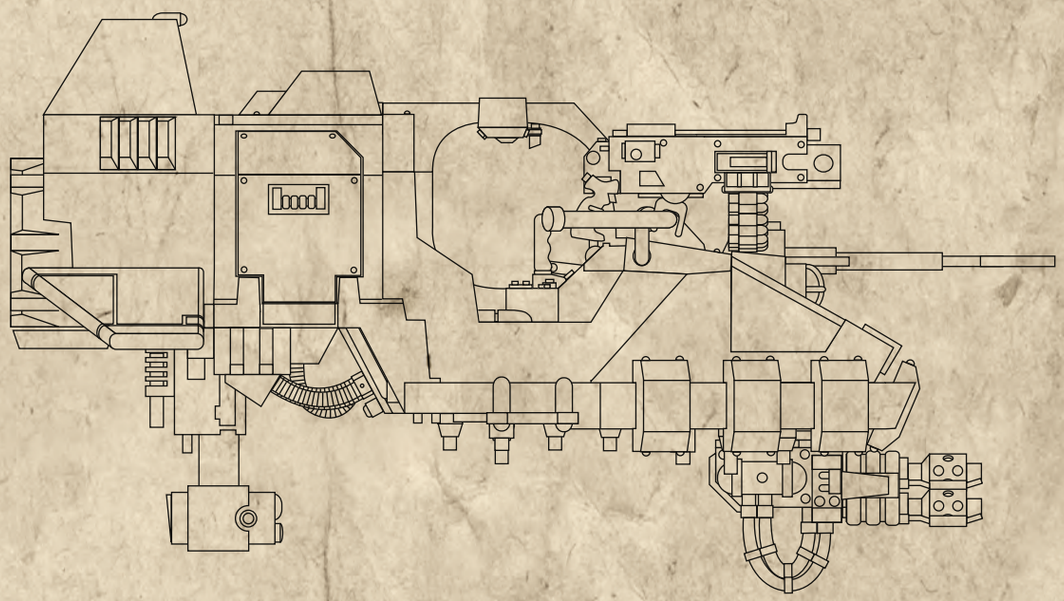
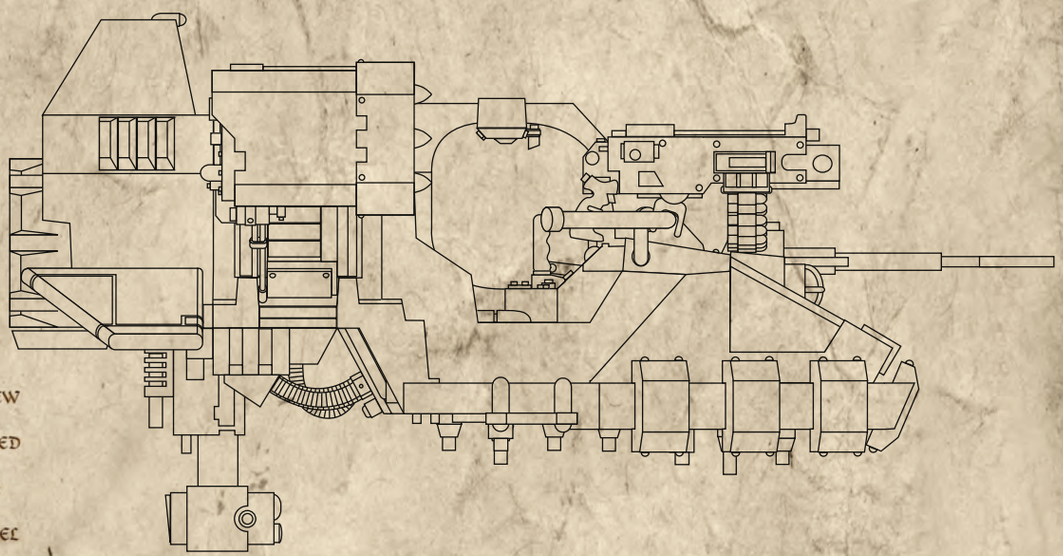


LAND SPEEDER TYPHOON



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FERRUM POTENTES

DATE: 1224034.M40

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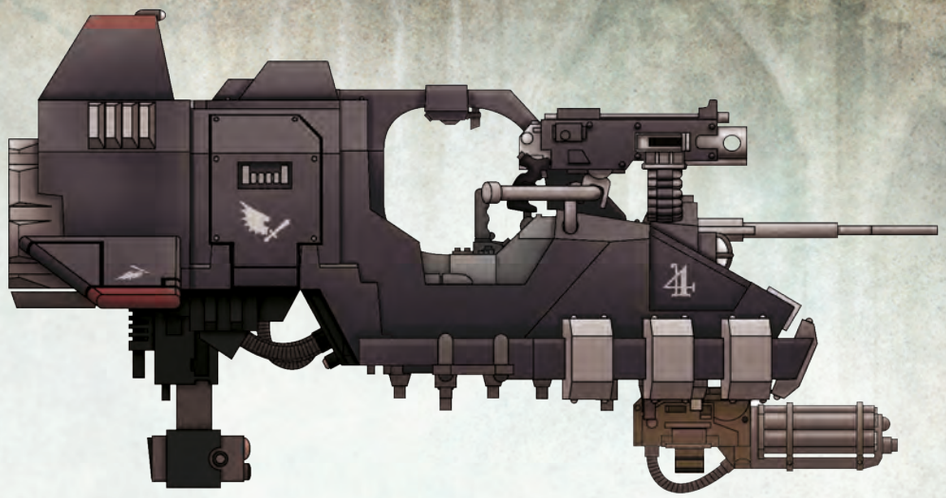
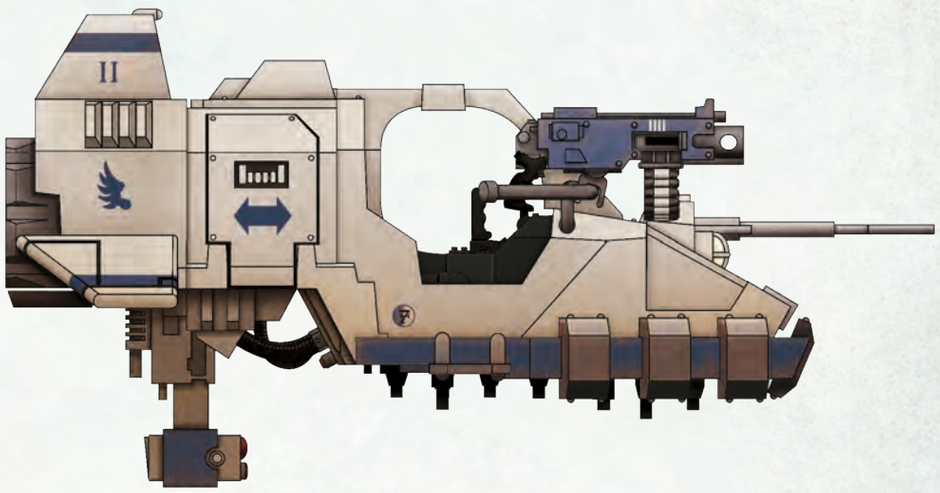
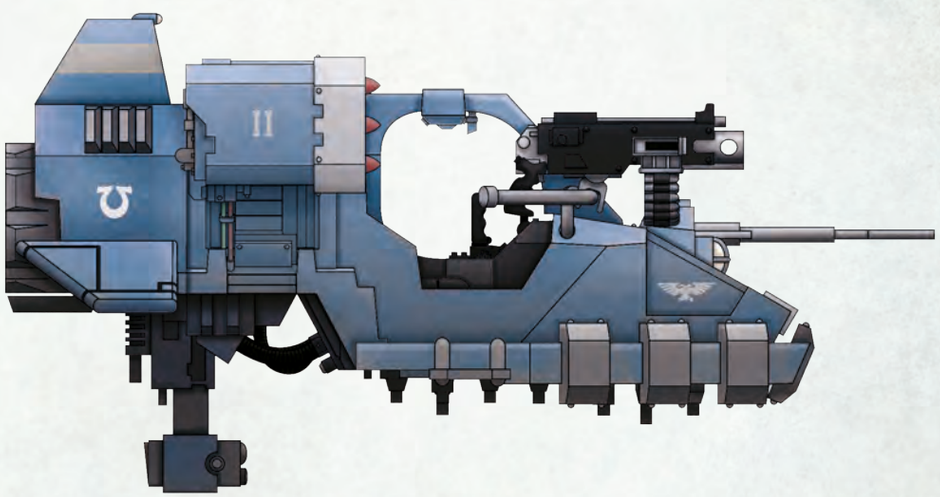


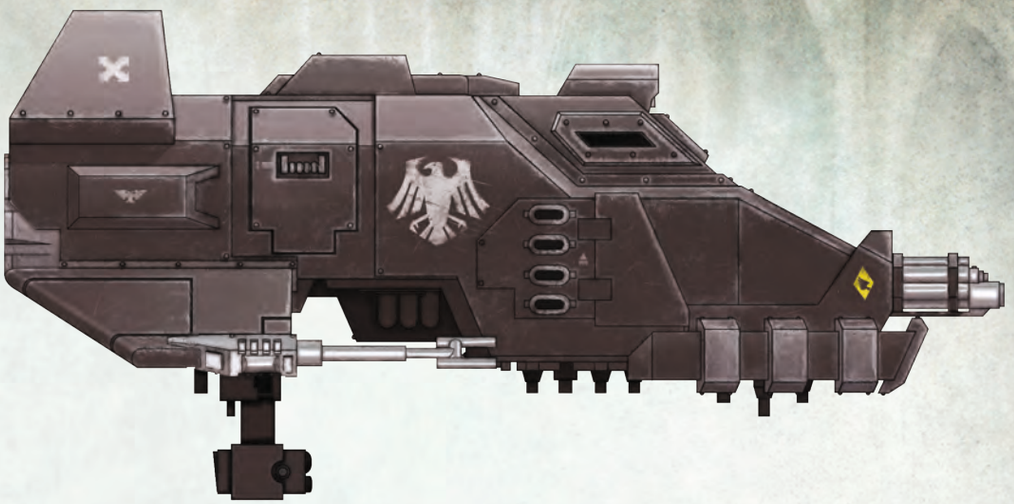
Land Speeder Tornado armed with heavy bolter and assault cannon of the Dark Angels Chapter, Piscina IV. This is a vehicle of the Chapter's 2nd Company, '*Ravenwing*'. It bears the symbol of the Ravenwing rather than the Chapter and is coloured black rather than dark green, a tradition dating back to the Chapter's original colour scheme.



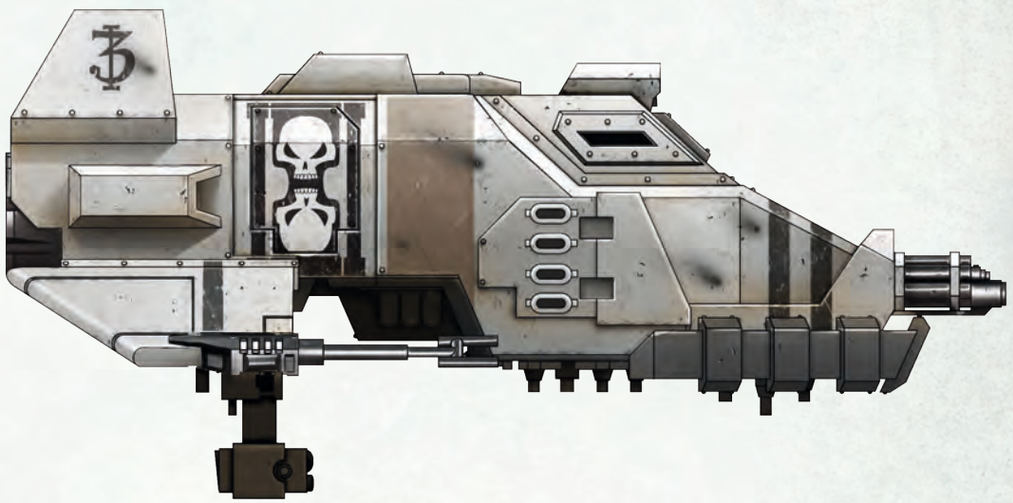
Land Speeder armed with a heavy bolter of the Eagle Warriors Chapter. It is the second vehicle of the 7th Company. Note the kill markings on the heavy bolter. Balur Secundus Strike Force.



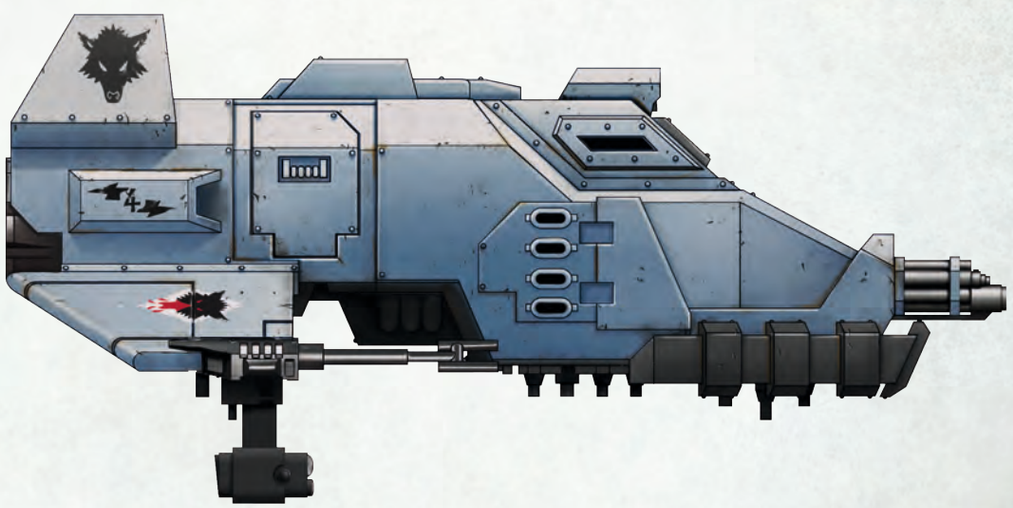
Land Speeder Typhoon of the Ultramarines Chapter. This vehicle is from the Chapter's 8th Company, indicated by the grey band on the tail fin. Attached to Strike Force Idaeus, during Explorator Force Delpha protection duty.



Land Speeder Tempest of the Raven Guard Chapter. The campaign markings on the craft's nose identifies it as serving in the Kastorel-Novem raiding force.



Land Speeder Tempest '*Spectral Nine*' of the Star Phantoms Chapter, attached to the Chapter's 3rd Company during the Battle of the Palace of Thorns at the height of the Badab War.



Space Wolves Chapter Land Speeder Tempest attached to Bran Redmaw's Great Company. This craft engaged in operations against Eldar Corsairs during the Defence of Betalis III.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

LAND SPEEDER TEMPEST

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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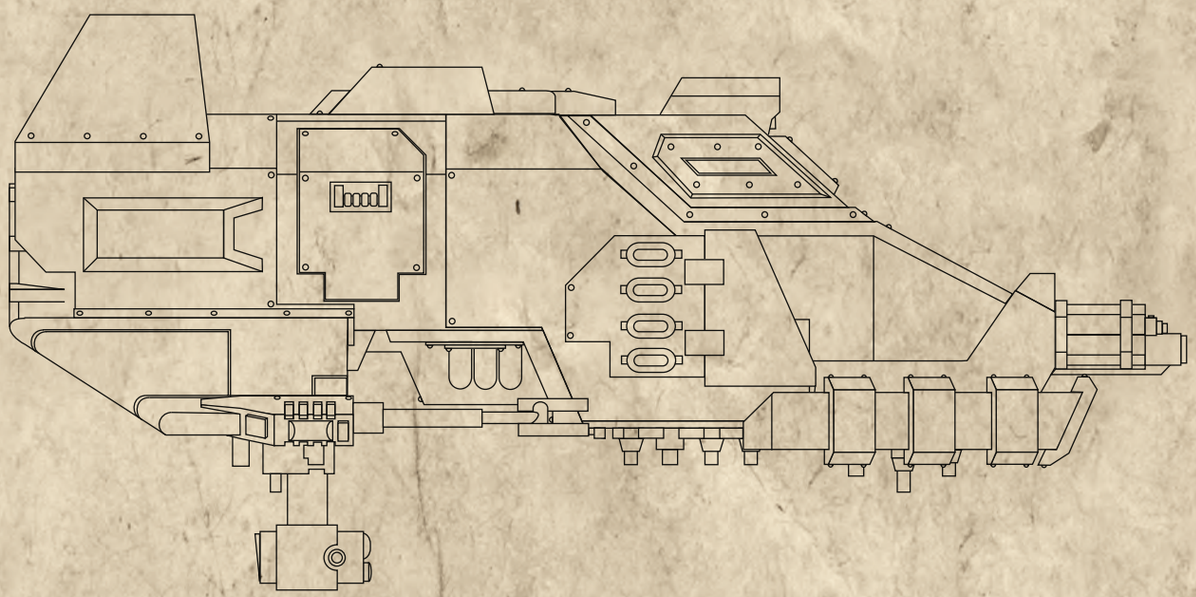

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FERRUM POTENTES

VEHICLE DESIGNATION:	2109-063-9307-LS 010
VEHICLE NAME:	Land Speeder Tempest
FORGE WORLD OF ORIGIN:	Chogoris
KNOWN PATTERNS:	II-VI
CREW:	Pilot
POWERPLANT:	2 x AS 9-60 ramjets
WEIGHT:	4 tonnes
LENGTH:	5.9 m
WINGSPAN:	6.2 m
HEIGHT:	3 m
OPERATIONAL CEILING:	100 m
RANGE:	4,000 km in atmosphere
MAX SPEED:	300 kph

MAIN ARMAMENT:	Missile launcher
SECONDARY ARMAMENT:	Assault cannon
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	8 missiles
SECONDARY AMMUNITION:	1,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	20 mm
HULL:	15 mm
GUN MANTLET:	N/A
ADDENDUM:	Known to be in service with 80+ Chapters.

DATE: 1224034.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS MECHANICUS

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TECHNICAL SPECIFICATIONS:

DVLA–16Z:8L5
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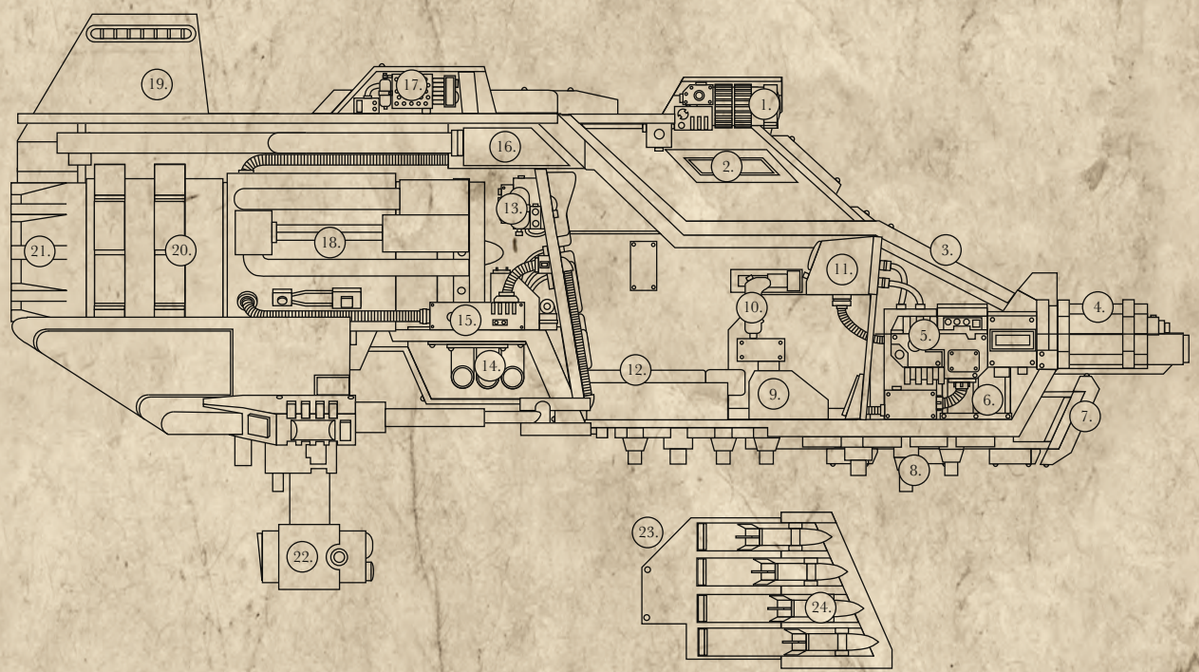

1. Multi-spectral targeting surveyor
2. Pilot's view port
3. Forward armour plate
4. Assault cannon
5. Ammunition boxes
6. Assault cannon power controls
7. Anti-grav plate
8. Gravity repulsor probe
9. Primary avionic's box
10. Flight control stick
11. Weapons console
12. Pilot's seat with spinal implant interface
13. Vox net
14. Fuel feed lines
15. Primary flight control systems
16. Fuel supply
17. Air condenser control unit
18. Air condenser unit
19. Tail fin
20. Combustion chamber
21. Engine exhaust
22. Ground proximity sensor
23. Fuselage mounted missile launcher
24. Missiles: frag and krak warheads

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MAGOS FABRICATOR

DROP PODS

Space Marine Chapters are often called upon to carry out special missions requiring them to make a rapid assault from an orbiting strike cruiser or battle barge, an operation often codified as a 'planetstrike'. The Adeptus Astartes are well trained and equipped to carry this out and indeed, their long-standing title 'Space' Marines makes it clear that this tactic is one that Mankind's elite soldiers have engaged in since time immemorial, a continuation of the practice of amphibious assaults from ship-to-shore. Each Chapter therefore has access to Thunderhawk gunships, boarding torpedoes, teleporters and Drop Pods that allow its warriors to deploy from orbit with no warning whatsoever should they be required to undertake such a mission.

Drop Pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's atmosphere, streaking across the sky before firing retro rockets to slow their descent before touching down. Having made what amounts more to a controlled crash than a landing, the Space Marines enclosed within deploy via explosive bolt-released assault ramps, attacking the enemy without delay or else pressing on to designated objectives.

The Drop Pod is not capable of launching under its own power and once committed to a planetstrike cannot be recovered until much later, generally by far larger vessels not intended to operate at the front line. Having been recovered after a successful operation, they are returned to the war ship that deployed them to receive any needed repairs before being used once more, and many have been in service for centuries. Many Chapters inscribe records of each drop onto the interior bulkheads so that battle-brothers enduring the ferocity of an orbital drop can read them and take heart from the vehicle's countless successful operations.

Since the first Space Marine Legions were founded, they have used Drop Pods to move men and equipment to a planet's surface. Fast and efficient, drop pods can be launched from strike cruisers or battle barges in low orbit to land anywhere on a planet's surface. Being small and travelling at high speed, Drop Pods are very difficult to hit with anti-aircraft fire and almost impossible to intercept with aircraft, should they even be close enough to react to a Drop Pod launch. This makes them a reliable method of delivering troops directly into battle. Conversely, a single Drop Pod is extremely difficult to detect and track, making them useful for inserting scout teams.

"We are coming. Look to the skies for your salvation."

Captain Kaydaan Shrike to Commissar Lent prior to the Blindhope planetstrike

There are many different patterns, models and sizes of Drop Pod, from large variants that carry a single Dreadnought to the standard combat squad Drop Pod. Dedicated support weapon variants are also used during planetstrike operations, as are cargo-carrying pods that allow squads fighting their way out of a drop zone to receive a much needed ammunition re-supply, even in the heat of battle.

For all their versatility, Drop Pod assaults are fraught with danger. Drop Pods are not large enough to carry heavy vehicles such as Rhinos or Land Raiders, which means an attack must forgo its heaviest support units. However, the ability to strike anywhere, anytime, makes them a valuable asset and Space Marine strike force commanders are adept at combining Drop Pod assaults with other forms of attack in order to overwhelm the enemy and crush all resistance utterly.

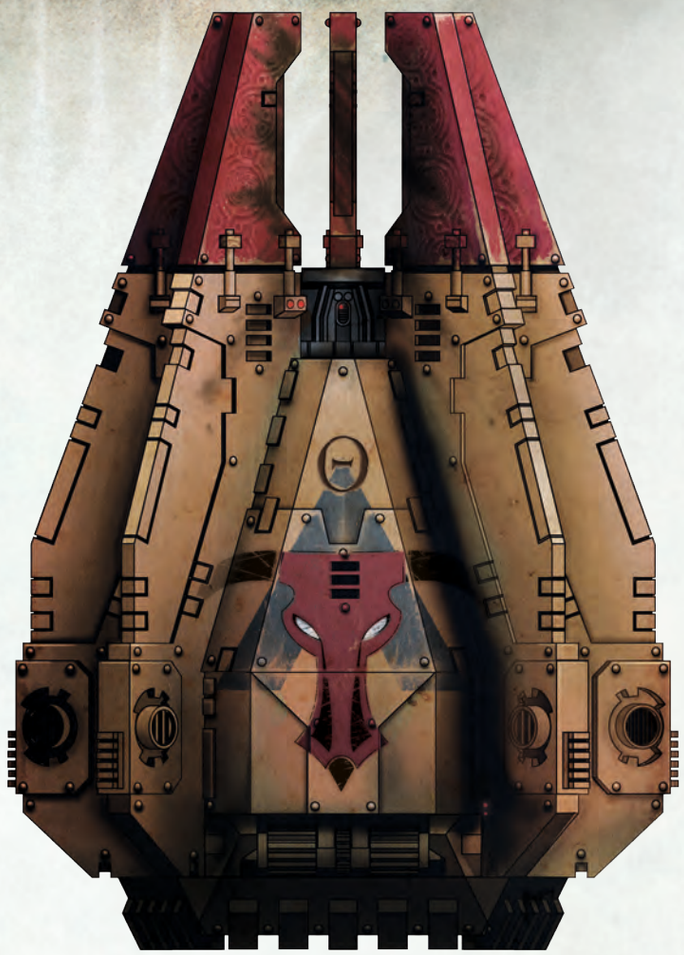
DEATHSTORM DROP POD

The principal disadvantage of a Drop Pod assault has always remained the fact that heavy vehicles such as the Vindicator and the Land Raider are simply too large to be deployed in this way, which can leave assault forces severely under-gunned in a protracted engagement. Aside from the extensive deployment of Dreadnoughts, one other solution is the use of automated weapons systems mounted within a Drop Pod's interior instead of troops. The Deathstorm pattern in particular uses rapid-firing Whirlwind missile launchers or assault cannon to blast clear an area in a massive volley of firepower upon landing, clearing the way for Space Marines to assault in their wake. The machine spirit-targeted weapons of the Deathstorm then continue to sweep the landing zone and provide fire support, albeit at the cost of much reduced firepower, the bulk of their ammunition expended within seconds of their arrival.

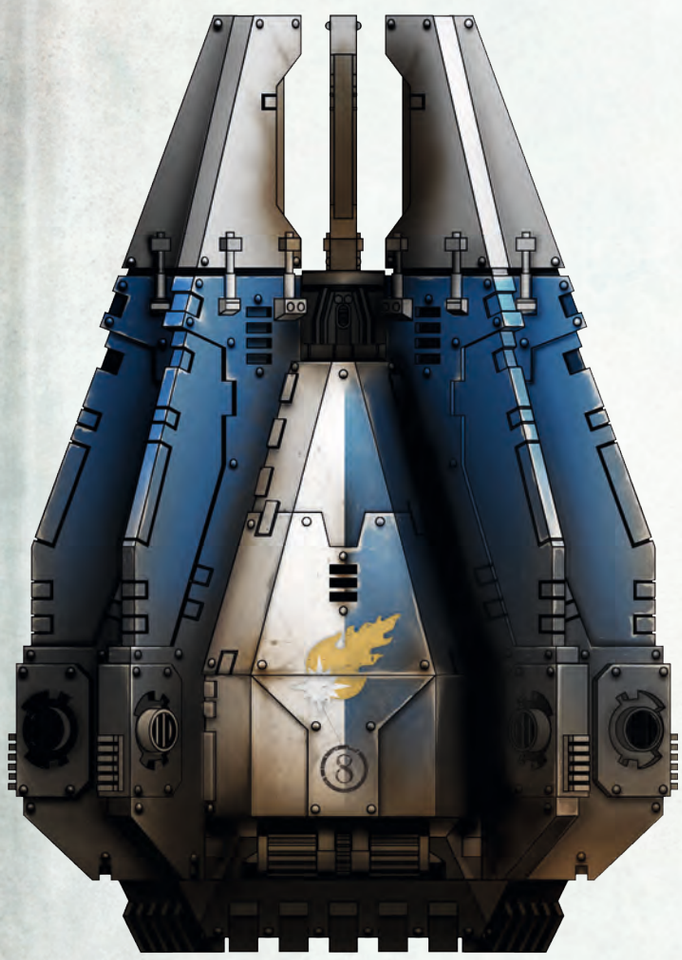
DREADNOUGHT DROP POD

The Lucius pattern heavy Drop Pod is somewhat larger than the standard Drop Pods of the Adeptus Astartes, and has a more powerful engine. It also lacks many of their internal support systems and armament but its design allows a single transported Dreadnought to be deployed into battle with the minimum of delay. The stresses involved, however, are such that only the heavily armoured and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without being wrecked or pulverised.

Manufactured principally by the Forge World of Lucius in the Segmentum Obscuras, these vehicles are tithed directly to various Space Marine Chapters with which the archmagos Forge-masters have protective treaties and ancient ties of debt. Dreadnought Drop Pods are invariably always in high demand due to the attrition rate they commonly suffer in battle.



Assault Drop Pod, Minotaurs Chapter Reserve, Forge Pattern Lucius/Daedelos Krata. Deployed to the Invasion of Vyaniah, Badab War.



Drop Pod of the Marines Errant Chapter. Deployed as part of Strike Force 'Star Jackal', Bellerophon's Fall, Badab War.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

DROP POD

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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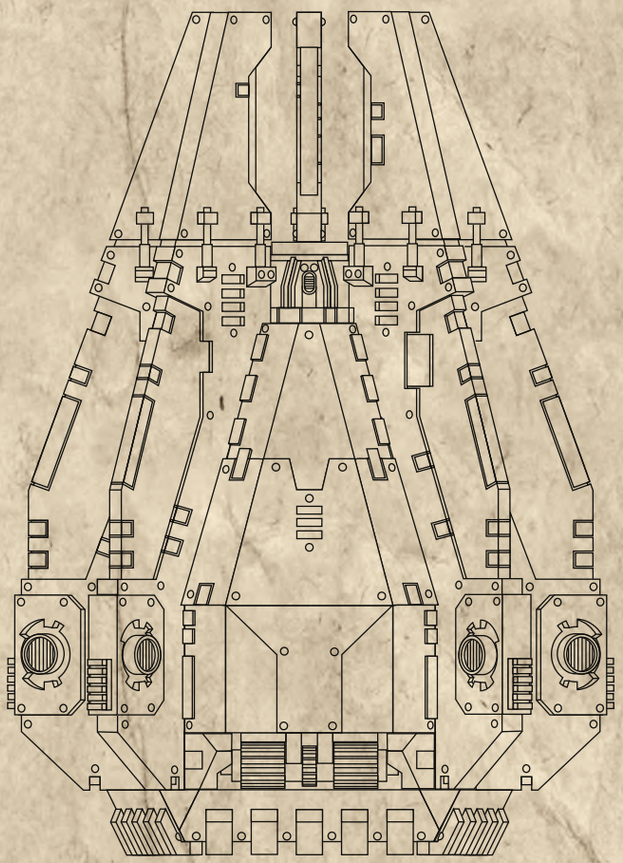

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FERRUM POTENTES

VEHICLE DESIGNATION:	2109-044-8657-DP 010
VEHICLE NAME:	Orbital Drop Pod, personnel
FORGE WORLD OF ORIGIN:	Lucius
KNOWN PATTERNS:	IV-XXXVI
CREW:	None
POWERPLANT:	1 x FV-50-75 retro-rocket
WEIGHT:	14 tonnes
LENGTH:	5.2 m
WINGSPAN:	N/A
HEIGHT:	7.7 m
OPERATIONAL CEILING:	N/A
RANGE:	Unlimited
MAX SPEED:	12,000 kph descent

MAIN ARMAMENT:	None
SECONDARY ARMAMENT:	None
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	N/A
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	60 mm
HULL:	70 mm
GUN MANTLET:	N/A
ADDENDUM:	Orbit-surface interface craft. >250 variants listed [consult attached sub-file KL/222]

DATE: 1224062.M40

SIGNATUS:

MAGOS FABRICATOR

ADEPTUS ASTARTES
DREADNOUGHTS

"Yes, my lord, you could order the Long Fangs to engage the Orks from that ridge. That's what we did at Karnax 17, and it cost the lives of three entire packs. I advise a direct, frontal assault by the Dreadnoughts, followed by a second wave of the Great Company's kin. If that doesn't smash these greenskins back to the stinking pits of Octavius then I'll answer to the Allfather in person."

Ancient Kryll to his Wolf Lord at Battle of Centius Prime

Space Marines are amongst the mightiest of warriors in the Emperor's service, their genetically enhanced, superhuman bodies able to absorb and recover from wounds that would lay any lesser mortal low. Yet, the battlefields of the 41st Millennium are stalked by both gods and devils, and xenos abominations able to unleash the power of the Warp and other unearthly weapons against the righteous warriors of the Imperium. Thus, even a mighty Space Marine can be struck down, his body ruined even as the spark of indomitable life lingers within. When circumstances permit, such broken heroes are interred within the armoured sarcophagus of a fearsome Dreadnought, returning him to the battle in a new role and allowing him to serve his Chapter for many centuries, even millennia more.

Mantle of Heroes

Nothing is known of the origins of the Dreadnought and many secrets of their construction are all but lost. Secret and arcane knowledge is used to keep those Dreadnoughts that still serve functioning, but very few new Dreadnoughts have been constructed in the 41st Millennium and only by the few skilled specialists who have jealously preserved the required knowledge.

Over the course of ten thousand years, there have been many different marks and patterns of Dreadnought. There is no definitive list or study into these marks and inevitably there is much conjecture about which came first. Because Dreadnoughts are hidden away in the depths of Space Marine Chapter fortress-monasteries until answering the call to war, it is impossible to know what other marks and patterns still exist or what ancient machines may still slumber, to one day be re-awoken to fight again.

The MkIV is one such variant, although many believe it cursed by some deeply-rooted flaw that leaves it prone to misfortune. MkIVs saw service during the Horus Heresy but many became horribly corrupted and now fight alongside the Traitor Legions. Those that still serve the Imperium are invariably well protected with purity seals and hexagrammic wards.

The oldest surviving Dreadnoughts are known by the honorific title of '*Venerable*'. These house ancient heroes from a bygone age and Venerable Dreadnoughts are amongst the most famous warriors of any Chapter. Names like Bjorn the Fell-Handed of the Space Wolves, Brother Damos of the Angels Porphyr and Moriar the Chosen of the Blood Angels are rightly revered and rank alongside the greatest heroes the Imperium has ever known. Those who have slumbered the longest often prove difficult to awaken, their stasis sleep so deep it is all but indistinguishable from death itself. Great care must therefore be taken when awakening such heroes lest they be angered or driven to madness by the process.

Dreadnoughts are called upon only when the fighting is likely to be close and bloody or when the 'Old One' within can offer a strike force commander counsel none currently serving can provide. They excel at close quarters warfare, in assaults, zone mortalis battles and in boarding actions, where they can quickly close with the enemy and make best use of their assault weaponry and close combat power.

Dreadnoughts have little to fear on the battlefield. In close combat few foes can match them and only the heaviest enemy weapons represent a threat to their thick frontal armour. Dreadnoughts are incredibly resilient and difficult to destroy. Only a direct hit that penetrates the heavily armoured sarcophagus will 'kill' a Dreadnought, and they continue to function even with arms torn off and armour buckled. Along with the sarcophagus, the legs have the thickest armour, as they are a vulnerable location on any walker. Whilst the loss of a leg will not destroy the Dreadnought it will immobilise it, or worse still, topple it over, making it vulnerable to outflanking enemies seeking to bring fire to bear on its less heavily armoured back.

Space Marines will fight remorselessly to recover a damaged or destroyed Dreadnought from the battlefield. Retrieving a fallen Dreadnought is vital for two reasons. Firstly, so that the hero within can be laid to rest in the Chapter's sepulchres with other honoured battle-brothers, and secondly, so that the hull can be restored to await the next hero to be interred. The loss of a single Dreadnought is therefore a grievous blow and the passing will be mourned throughout the Chapter.

Dreadnoughts are utilised by all Space Marine Chapters, even the elite, daemon-hunting Grey Knights inter their heroes in this manner. Like their living battle-brothers, these Dreadnoughts have access to such specialised and revered items as psycannon bolts, hulls engraved with protective runes and sigils and the blessings of Ordo Malleus Inquisitors.

When not in action, Dreadnoughts are kept sealed inside stasis vaults deep in the crypts of a Chapter's fortress-monastery. The stasis vaults preserve them from the ravages of time, extending their already long lives even further. Each stasis vault is a holy shrine, only opened on sacred occasions for Techmarines to enter and tend the slumbering machines with sacred oils and holy unguents, and to read the Litanies of Preservation over them. Even during these ceremonies, the machines and those interred within are not awoken from their sleep. It is part of the honour of becoming a Dreadnought that the warrior is allowed to rest between battles as it is deemed that these veterans have already given everything in the service of the Emperor, and they are no longer required to follow the strict daily regime of the Chapter's other battle-brothers.

Armour of the Ancients

A Dreadnought's systems are protected by great slab-like plates of cast adamantium armour. Their shoulders, sarcophagus and legs have the thickest plates, to protect their most vital components, with less armour plating on the rear.

One of the chief advantages of Dreadnoughts is the versatility of their weaponry. They can be armed for any battlefield role, including close support with multi-meltas and heavy flamers, suppressing fire with an assault cannon, autocannon and storm bolters, and tank-hunting with lascannon and missile launchers. The Dreadnought's great bulk provides a very stable firing platform even when moving which, combined with targeters, recoil dampeners and high volume ammunition stowage, means a Dreadnought can keep up a higher rate of fire for longer than the heavy weapons used by Devastator squads. Cryogenium cooling systems also mean that their weapons are less prone to overheating and jamming than portable heavy weapons.

In addition to its heavy weapons capability, a Dreadnought is almost unstoppable in close combat, armed with a close combat power weapon incorporating magna-coil servos to increase its arm strength. These weapons can grip, rotate and tear, punching through the strongest materials and armour, rending gaping holes in enemy vehicles and defences or ripping flesh limb from limb with ease. A Dreadnought in close combat is a terrifying sight – not just for its overwhelming strength and power, but also because the Dreadnought retains its pilot's former prowess. A mighty Space Marine hero resides within and he has lost none of his skill, speed or ferocity. Traditionally each Dreadnought bears a scroll on its sarcophagus naming the hero who resides within. As each warrior dies, the Dreadnought will take a new name when the next warrior is interred as its pilot.

A Dreadnought is powered by a compact thermic reactor core. Well protected behind the sarcophagus, this reactor provides power for life support systems, sensors, weapons and motive systems, like the electro-motive fibre bundles which power its heavy limbs and allow the Dreadnought to respond instantaneously to the pilot's thought impulse controls.

In terms of communication, the war machine mounts vox-grilles so that the warrior within can speak with his battle-brothers. A deep, crackling, synthesized voice emanates from within the hull on the rare occasions a Dreadnought speaks, making a conversation with one an eerie experience.

The Secret Rites of Construction

With so many of the techniques used in the construction of Dreadnoughts all but lost, very few new machines can be built; each must be hand-crafted by a skilled magos-artisan and can represent his life's work. This means that those Dreadnoughts that still survive are very precious and each hull is carefully guarded by its Chapter as it is essentially irreplaceable.

A Dreadnought is the ultimate fusion between the mechanical and biological, the pinnacle of Mankind's technical achievement in this area and as such a powerful

manifestation of the will of the Machine God. The machine contains many advanced and complex systems, but without the biological component is little more than a cold, lifeless hulk. The hero within is invariably a wise old veteran with memories stretching back thousands of years, and there are few foes he has not encountered in the wars of the Age of the Imperium.

The interred veteran is suspended in amniotic fluids, having been surgically implanted into the armoured sarcophagus, and is wired to mind-impulse conduits for sensory input, allowing him to hear and see as if he was still flesh and blood, albeit with senses amplified by the artifice of technology. Once the sarcophagus is sealed, the hero must remain inside until slain in battle. Between them, the sarcophagus and stasis vault render the pilot immune from the ravages of time and mortality. As the centuries go by however, the hero's grip on the material world begins to slip as he spends more and more time dormant and his mind becomes ever more distant.

Internment inside a Dreadnought is a great honour, amongst the highest a Space Marine can receive from his Chapter. In granting it, the Chapter recognises that he is amongst their greatest warriors and that his skill and knowledge are too precious for the Chapter to lose. Very few are ever chosen for such an honour and only the Chapter Master, in consultation with the warrior's company Chaplain and the Chief Apothecary, can give final assent.

Chapter Variation
There are some Chapters amongst the Adeptus Astartes that utilise Dreadnoughts according to their own traditions and demeanours. In particular, the Blood Angels Chapter and its many Successors field a number of types rarely seen elsewhere. The honoured Furioso Dreadnought is such a war machine, configured with a pair of mighty close combat weapons referred to by the sons of Sanguinius as Blood Fists. The Chapter even goes so far as to inter Librarians within such engines of destruction, a practise almost entirely unknown elsewhere. This allows these celebrated heroes to continue serving their Chapter even having been wounded unto death, unleashing their fearsome psychic powers upon the enemy as they stride across the battlefield like gods of war.

Beset as they are by the terrible curse that is the Black Rage, even those Blood Angels interred within a Dreadnought are doomed to succumb to the Flaw of Sanguinius. When this occurs, the Dreadnought is adorned in the black livery of the Death Company, the hero feted to seek his doom as would any other battle-brother so afflicted. Should he survive the battle, the Chapter's Techmarines must quickly subdue him using remotely triggered neuro-tranqs, lest his rage cause him to unknowingly strike his own battle-brothers.

The Deathwatch, Chamber Militant of the Ordo Xenos of the Inquisition, consists of brethren seconded from other Chapters to stand a vigil of the Long Watch. Over the millennia the Deathwatch has come to field Dreadnoughts of its own, within which those battle-brothers who have not discharged their oath at the time of being mortally wounded might be interred if the opportunity presents itself. Before interment, these heroes are often afforded the option of returning to their own Chapters, but there is no guarantee they will survive what might amount to a long voyage or that their Chapter will have an unoccupied Dreadnought sarcophagus available upon their return. The alternative is interment in a Deathwatch Dreadnought and stasis-slumber at the heart of the Watch-fortress, the hero being awakened when duty calls. The types of mission most often undertaken by the Deathwatch make such awakenings rare compared to those of other Chapters, but many of the heroes of the Deathwatch interred within the Chapter's Dreadnoughts have knowledge and experience of fighting xenos species unknown to the galaxy at large and their counsel in such matters is highly valued.

Dreadnoughts in the service of the Unforgiven Chapters occupy a unique position amongst their kin. Many have been engaged upon the Hunt for the Fallen since the earliest days of the Imperium and a few may even have called brother those self same warriors that turned against their Primarch and their Legion during the Fall of Caliban. The counsel of such brethren is highly prized by the Interrogator-Chaplains of the Dark Angels and many are initiated into the mysterious ranks of the Inner Circle.

Castraferrum Class Dreadnoughts
The majority of Dreadnoughts in use by the Adeptus Astartes conform to a class known as the Castraferrum, of which the Mark IV and Mark V are the most common. In appearance, the Castraferrum is very different from other types, very few of which exist outside of the stasis-sealed reliquary chambers of the Adeptus Astartes. It is not as tall as such venerated relics as the Contemptor and its armour is said to be configured far more to the fore than the unhallowed Lucifer. Some claim that the older Unification classes of proto-Dreadnoughts could be piloted by non-Adeptus Astartes warriors, but the Castraferrum can only be fully controlled by a Space Marine, thanks to his unique physiology and mental conditioning.

Ancient and incomplete archival fragments suggest that the Castraferrum class was introduced in order to meet a range of tactical challenges. It is configured for direct assaults, the Ironclad being the ultimate expression of this role. It also excels in Zone Mortalis missions such as space ship boarding actions, tunnel fights and combat deep inside densely built hives. Here, its low profile allows the Castraferrum to negotiate low-ceilinged passageways that the taller Contemptor would be unable to pass along. The true reason, however, that the Castraferrum remains in common use while the Contemptor and other classes are rarely seen lies with the technology utilised within its many systems. Instead of the ill-understood atomantic arc reactors and helical targeting arrays, the Castraferrum uses an adaptable thermic reactor and other such systems found within a range of Adeptus Astartes war machines.

CHAPLAIN DREADNOUGHT
For most Space Marine Chapters, a Dreadnought represents both a living link to the martial glory and wisdom of the past, and a powerful war machine in its own right. It is not only valiant battle-brothers and Chapter heroes that are interred within a Dreadnought's mighty sarcophagus, but also figures such as Chaplains whose spiritual leadership is valued long beyond the destruction of their physical bodies when they can be saved. A Chaplain afforded the honour of such a transformation becomes a living shrine to the glory of the Chapter. Encased in their ornate shell of armoured ceramite and adamantine, and armed with the Dreadnought's powerful weapons, their fury against the enemies of Mankind remains undimmed through the centuries.

IRONCLAD DREADNOUGHT
The Ironclad is a variant used by many Space Marine Chapters to spearhead assaults against dense concentrations of enemy troops and fortified positions. Its weapons and equipment are configured to maximise this capability, and because the Ironclad is expected to lead a Space Marine assault from the very front, its frontal armour is substantially reinforced to protect it from the storm of fire certain to be directed at it.

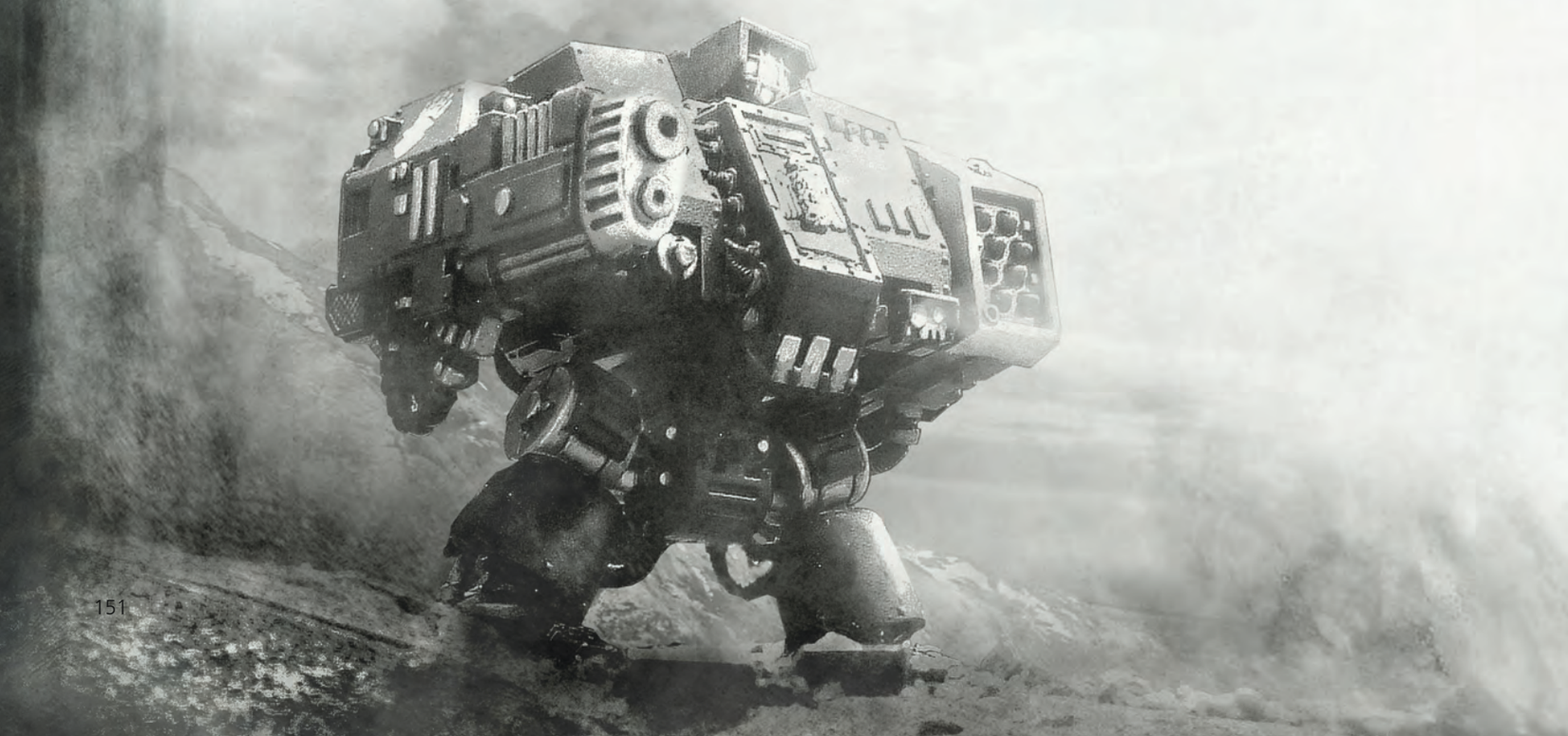
The Ironclad carries assault launchers which it fires as it bears down on its prey, sowing death and confusion. Whilst its seismic hammer allows it to crush vehicle hulls and heavy grade fortifications with equal contempt, making the Ironclad Dreadnought one of the most formidable heavy assault units at a Space Marine commander's disposal.

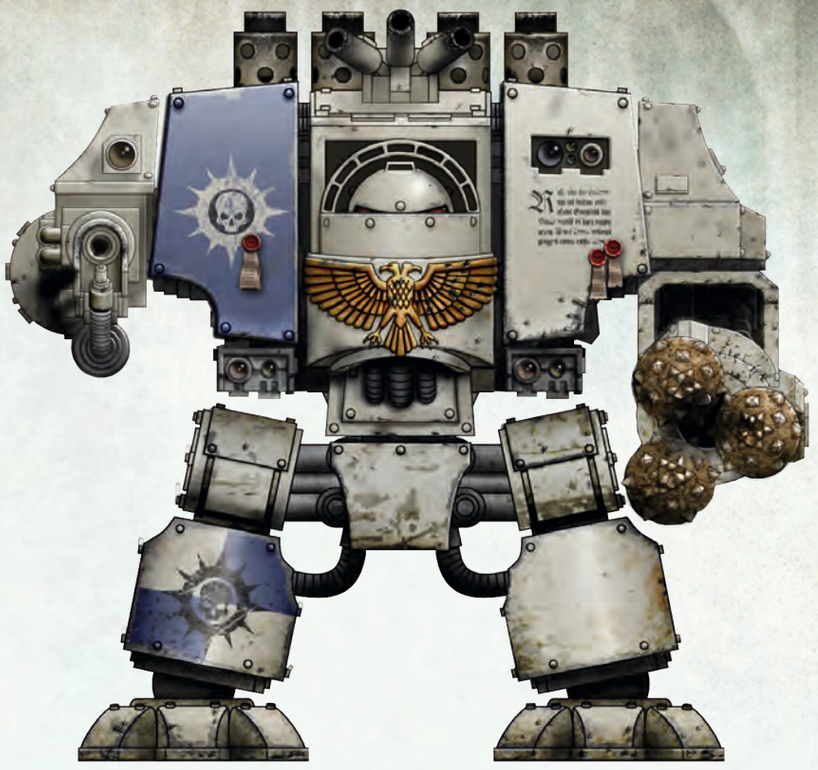
SIEGE DREADNOUGHT
When a Space Marine assault force is faced with heavily fortified enemy positions that must be taken in an assault by a ground force, a Chapter's Armoury is able to equip those Dreadnoughts assigned to the operation with a configuration designed specifically to punch through the most well protected of bunkers and walls. The Dreadnoughts are equipped with an assault drill arm for grinding through ferrocrete in a matter of seconds, into which is fitted a heavy flamer that unleashes a searing blast of alchemical fire through the breach its drill has created. Very few defenders can withstand such a lethal combination and those who do are likely to be torn limb from limb by the Dreadnought as it smashes through what remains of the wall, its battle-brothers following close behind to secure the objective.

MORTIS SUB-PATTERN
The weapon configuration referred to as the Mortis sub-pattern is thought to have been common long ago, but it is far less so at the close of the 41st Millennium. In this sub-pattern the Dreadnought is fitted with identical weapons on both arms, granting it the ability to bring a fearsome weight of firepower to bear on its target. It is also often fitted with a helical targeting array slaved to enhanced target-cursing logis engines. These allow it to track its foe with unprecedented accuracy and make it particularly deadly against enemy flyers. It is said that the heyday of the Mortis was at the height of the Great Crusade, where the Space Marine Legions of old deployed large assault spearheads made entirely of Dreadnoughts and the configuration must have provided much needed dedicated fire support during those terrible conflicts.

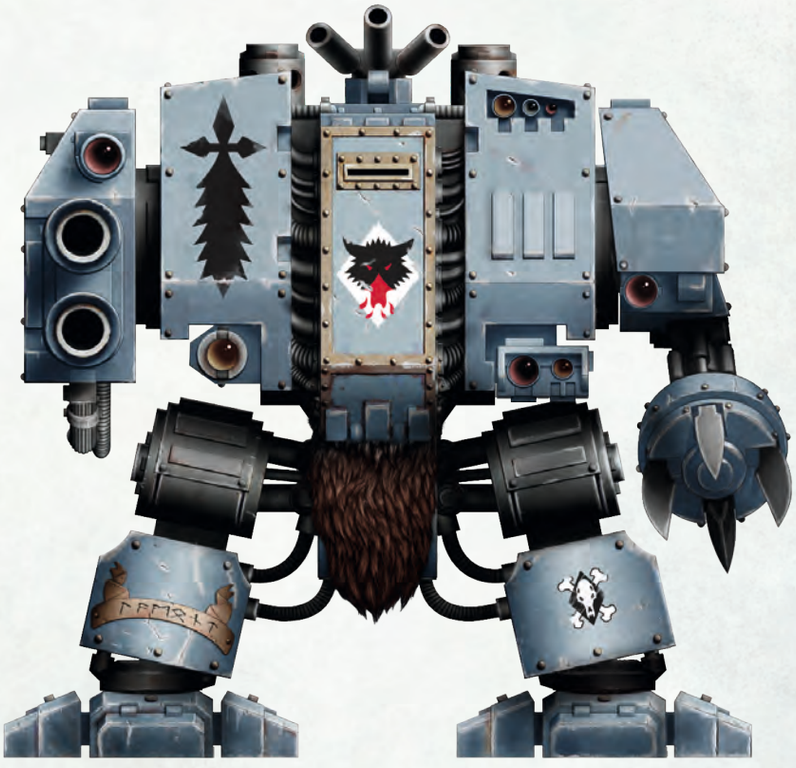
A curious footnote in the history of the Mortis is that the so-called Unforgiven Chapters – the Dark Angels and Successors – appear to make far more use of the sub-pattern than any other Chapter. None can say exactly why this might be, but as the Unforgiven Chapters are frequently engaged in their eternal Hunt for the Fallen, it may be that the Mortis' targeting systems aid them in this role.

It appears that most of the Mortis-configured Dreadnoughts deployed by the Unforgiven are of the Mark V pattern, that used by the majority of Chapters throughout the Imperium. The Contemptor Dreadnought can also be configured in the Mortis sub-pattern, and it has been noted that Chapters other than the Dark Angels and their kin have been witnessed doing so in recent operations.





Ancient Herulian of the Novamarines. MkIV siege configuration Dreadnought depicted as committed to the Vyaniah War Zone assaults during the Badab War.



Ancient Skarrag of the Space Wolves Chapter. Interred in MkV Dreadnought in fealty to Bran Redmaw. Fell in glory on Betalis III.

Brother Kargat, Red Scorpions Dreadnought. This venerated hero of the Chapter fell during the Bale Raid, Badab War.

Brother Chaplain Nalr. A veteran of the Red Scorpions and a survivor of the Chapter's deployment to Vraks. Nalr's Dreadnought was damaged during the Siege of Vraks, but was later recovered and repaired.

ADEPTUS MECHANICUS

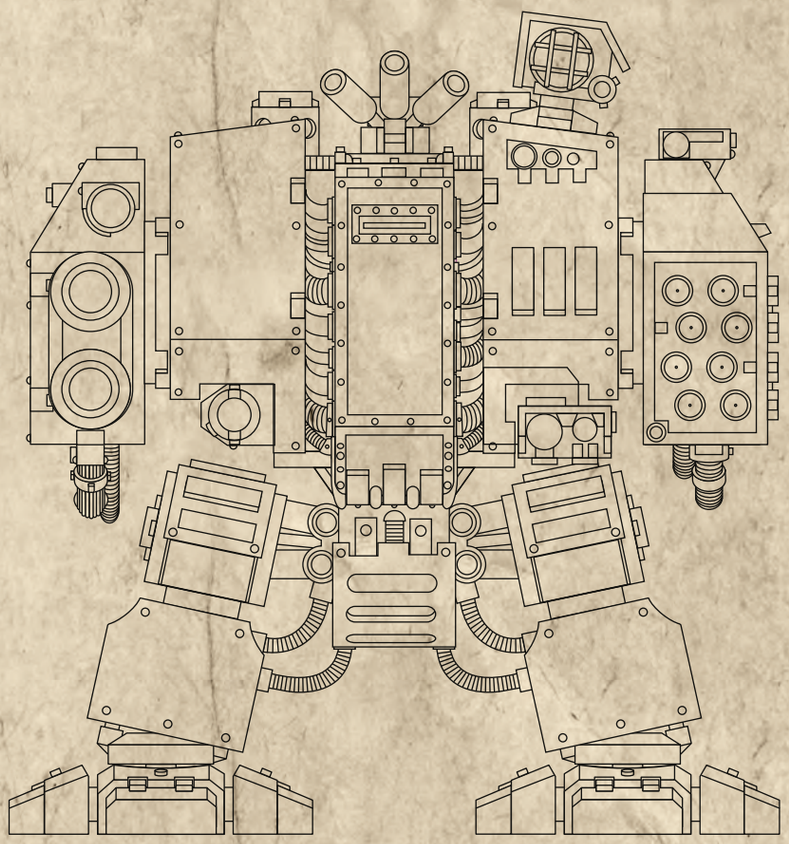
ARCHIVE

TECHNICAL SPECIFICATIONS:

DREADNOUGHT (CASTRAFERRUM)

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART .....



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FERRUM POTENTES

VEHICLE DESIGNATION:	8681-756-0115-035
VEHICLE NAME:	Dreadnought
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XXVI
CREW:	Interred Space Marine
POWERPLANT:	Thermic reactor
WEIGHT:	12 tonnes
LENGTH:	2.2 m
WIDTH:	3.4 m
HEIGHT:	3.7 m
GROUND CLEARANCE:	N/A
MAX SPEED ON ROAD:	10 kph
MAX SPEED OFF ROAD:	5 kph

MAIN ARMAMENT:	Twin-linked lascannon
SECONDARY ARMAMENT:	Missile launcher
TRAVERSE & ELEVATION:	360° -90° / +90°
MAIN AMMUNITION:	100 shots from power cell
SECONDARY AMMUNITION:	8 missiles
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	75 mm
HULL:	75 mm
GUN MANTLET:	N/A
ADDENDUM:	"Heed the Words of the Ancient Ones"

DATE: 1433052.M40

SIGNATURE:

MAGOS FABRICATOR

Pax Imperialis
Adeptus Mechanicus
Archive

TECHNICAL SPECIFICATIONS:

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7A3:04A
35Z:9B4
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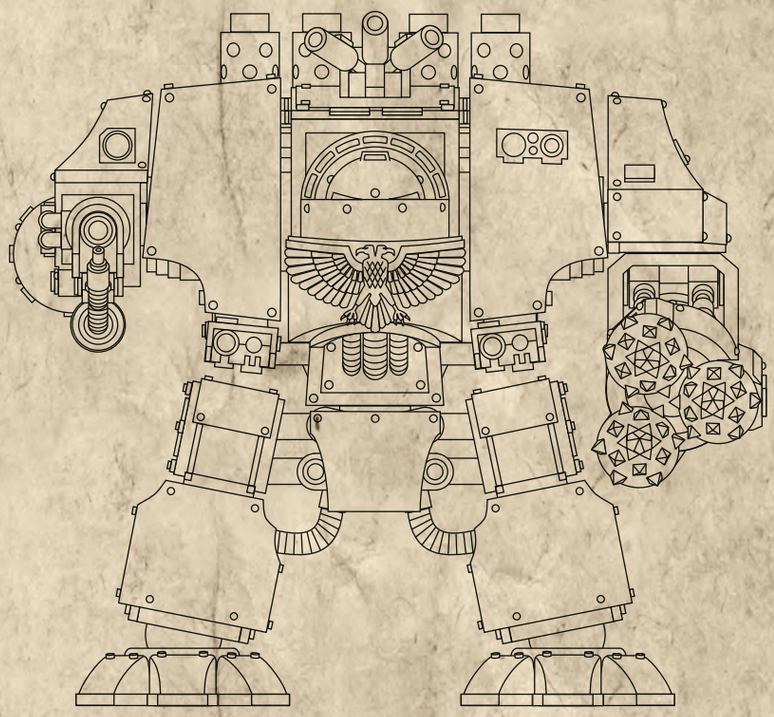
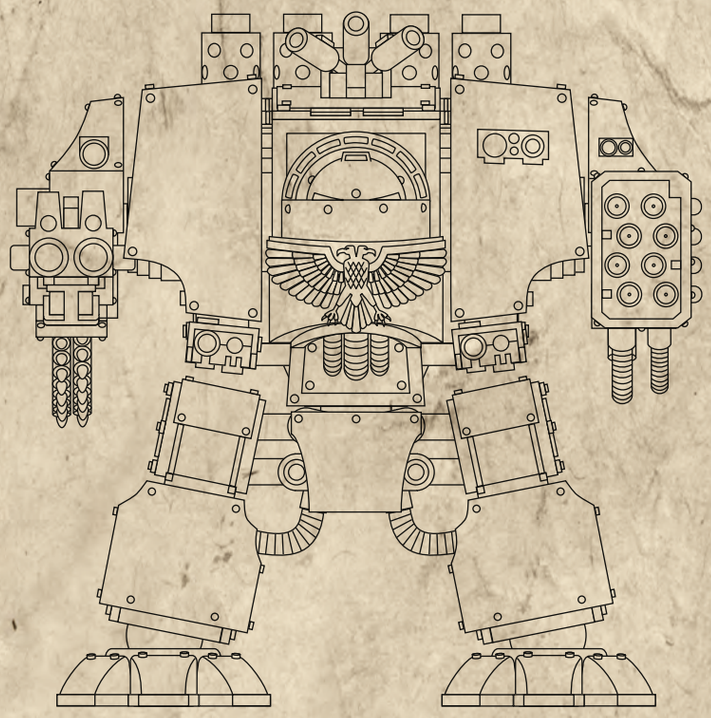


'Castraferrum' MkIV Adeptus Astartes Dreadnought, Siege Configuration.



MkIV, fire support 'Firewind' weapons configuration.

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FERRUM POTENTES

1433052.M40

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MAGOS [illegible]ICATOR

Brother Voral of the Secessionist Astral Claws Chapter MkIV Siege Dreadnought.
Brother Voral fell during the Invasion of Pireaus, Badab War.

Unidentified MkV Dreadnought of the Carcharodons Chapter, Siege of
Endymion Prime, Engagement on Fulcram IV/C and the Fall of Badab.

CONTEMPTOR DREADNOUGHT

When the Legiones Astartes spearheaded the Emperor's conquest of the galaxy during the glorious age that was the Great Crusade, they were led by heroes the likes of which had never been seen before and in all likelihood will never be seen again. At some point before or during the Great Crusade, the Mechanicum learned how to save the life of a mortally wounded Space Marine by excising damaged tissue, in some cases all but his brain and spinal column, and implanting what remained into a life-sustaining machine of arcane design and dark provenance. Of course, for a mighty, vigorous hero to be preserved in such a manner without purpose would be a living purgatory and so the warrior and the mechanisms that preserved his life were sealed within an armoured sarcophagus and this in turn was mounted into the towering form of the earliest types of Dreadnought. The fragmentary histories of the Imperium do not describe the very first instances of the Space Marines of old serving in this manner, but it is known that one of the first must have been the Contemptor, a class regarded as an irreplaceable relic in the 41st Millennium, a relic that even the most machine lore-steeped Techmarine could not replicate. Other types known by little more than name include the Deredeo and the Furibundus, as well as the dreaded Lucifer pattern, thought to have been a variant, or perhaps even the progenitor, of the Contemptor stripped of its advanced systems and fitted with heavy armour, making it a peerless breaching unit long lost to the armies of the Imperium.

Contemptors resemble other types of Dreadnought, although their armoured form is somewhat more refined and less angular than the types in common use in the 41st Millennium. It is not just in appearance that the Contemptor differs however, for its systems are of an order of magnitude more advanced than those that came later. The Contemptor is powered by an atomantic arc-reactor of a type now all but lost to humanity, and this venerated power source is coupled to a field projector of a type similar to that utilised in Space Marine storm shields, providing the Contemptor with a high level of protection against enemy attacks.

The ability to create new Contemptors is almost certainly now beyond the Adeptus Mechanicus, or at least jealously guarded by some secret order of Tech-Priests unwilling to share their lore even with those who could utilise it to crush the enemies of Mankind. Some believe that the Contemptor shares many systems with the dreaded, near mythical battle-automata of the Legio Cybernetica. If this is the case, it might go some way towards explaining why so few Contemptors remain in the arsenals of the Adeptus Astartes, for the war engines of the Cybernetica are regarded by many as technology taken beyond the acceptable limits of machine canon.

Those few Contemptors that remain in the service of the Adeptus Astartes are invariably relics of the Great Crusade or of the Horus Heresy and the Scouring. Few if any are known to have been constructed since, their secrets lost and their legend tainted by association with the dread automata of the Cybernetica. Nevertheless, those Chapters that have inherited or otherwise come into possession of even a single Contemptor venerate them enormously, reserving them for the use of the mightiest of Chapter heroes. Others have been in continuous use since the earliest and darkest days of the Age of the Imperium, so ancient they are now awoken and activated only a handful of times a millennium, the oldest of heroes stirring to continue the wars of old.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

CONTEMPTOR DREADNOUGHT

DVLA–16Z:8L5
7A3:04A
35Z:9B4

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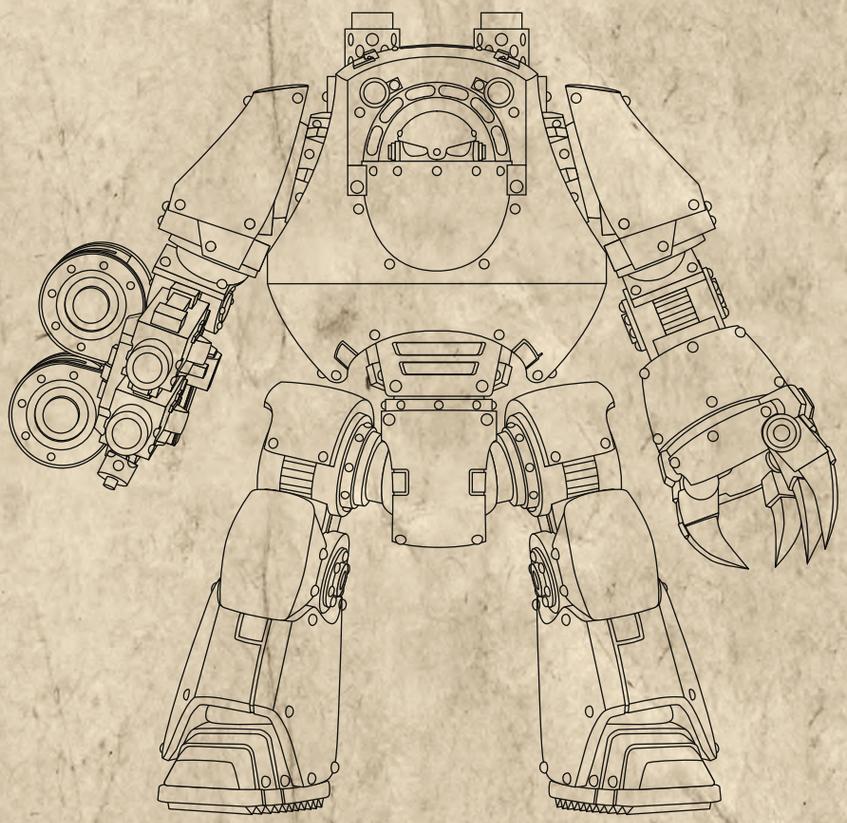

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FERRUM POTENTES

VEHICLE DESIGNATION:	8681-756-0127-DR 081
VEHICLE NAME:	Relic Dreadnought
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XXVI
CREW:	Venerati
POWERPLANT:	Undesignated atomantic arc reactor
WEIGHT:	14.5 tonnes
LENGTH:	2.1 m
WIDTH:	3.1 m
HEIGHT:	4.5 m
GROUND CLEARANCE:	N/A
MAX SPEED ON ROAD:	12 kph
MAX SPEED OFF ROAD:	7 kph

MAIN ARMAMENT:	Twin-linked heavy bolter
SECONDARY ARMAMENT:	Power claw
TRAVERSE & ELEVATION:	360° -90°/+90°
MAIN AMMUNITION:	2,000 rounds
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	75 mm
HULL:	75 mm
GUN MANTLET:	N/A
ADDENDUM:	Atomantic arc reactor powers shield projectors (Field Studies XK11-QW030-4)

DATE: 1224062.M40

SIGNATURE .....

MAGOS SANCTATOR

Ancient Skara Brae, Contemptor Dreadnought of the Red Talons Chapter
Ancient Brae is armed with a heavy conversion beamer and power claw. He was decorated for his deeds during the Orask War, where he slew a confirmed seventeen Tyranid apex organisms.

The Contemptor within which Ancient Brae is interred is thought to date back to the earliest days of the Red Talons. Aside from the Orask Wars, the Contemptor is known to have participated in battles against such reviled xenos foes as the Galthites of the Oenorian Inner Systems, the Draxian Hegemony and the dread Paramours of the Orpheus Rift. It participated in the purging of the Argent Hammers and the Fists of Olchis, proving instrumental in the near complete destruction of both outcast Chapters.

The earliest date to which the Contemptor's history can be traced for certain is mid M31, linking it to the age of woe that followed the Horus Heresy known as the Scouring. Still, one earlier temporal imprint has been extracted from its sensorium core; 566006.M31, a date known all too well to the Iron Hands, the Salamanders, the Raven Guard and their Successor Chapters.

Brother Palaemon, Contemptor Dreadnought of the Minotaurs Chapter
Brother Palaemon is depicted armed with multi-melta and power claw. He was lost, presumed fallen in glory during the boarding action against the Necron Tomb Ship codified '*Dead Hand*', Amarah Void Battle, Orpheus War.

This mighty hero was interred within this Contemptor Dreadnought when he fell in battle during the Macharian Heresy, while pursuing the extermination of the xenos-possessed 4th Company of the Imperial Paladins Chapter on the ocean planet of Nereus. Despite xenos poisons ravaging his body, Palaemon fought on for three whole days before succumbing. This mighty deed served as an example to his battle-brothers and earned him his place amongst the Chapter's revered Dreadnoughts.

The provenance of Brother Palaemon's Contemptor has been questioned by several Inquisitors, especially those of the Ordo Hereticus. The heritage of the Minotaurs Chapter has never been fully disclosed, and no records of its antecedents are known. In the main, only the most ancient and storied of Chapters have access to such mighty war machines as the Contemptor, deepening the mystery of the Minotaurs Chapter's shrouded heritage still further.

ADEPTUS ASTARTES
ASSAULT VEHICLES

"A full account of the battles of the brief, yet intense, Orpheus War has yet to be made, and in all likelihood may not be forthcoming even within my own lifetime. Suffice to say however, at Thamyris myself and my retainers bore witness to a strike force of the Minotaurs Chapter as it conducted an armour-borne advance across the blasted, xenos-haunted wastes to assault a Necrontyr fortification. Truly, the charge of the Minotaurs was a glorious sight to beyond, yet a terrifying one too. Even as xenos weaponry scoured their Rhinos and Razorbacks, the bronze-clad battle-brothers dismounted, completing the last few metres of the charge on foot, a charge against which nothing, not even the undying Necrons, could stand."

Inquisitor Numenoria of the Ordo Xenos

The most common class of vehicle in the arsenal of the Adeptus Astartes are those that carry fully armed and armoured Space Marines directly into battle. Of these, the most often seen is the Rhino Armoured Troop Carrier and its close relative the Razorback. Within the armoured hold of such carriers, the Space Marines ride to war protected from all but the heaviest fire as they close upon their foe. Many more assault vehicles exist, most of them designed to operate in especially hostile or demanding battlefield conditions, but the Rhino is ubiquitous to all Space Marine Chapters and routinely utilised by them, while the Spartan is far less common and only released from a Chapter's Arsenal if no other means of procuring victory can be determined.

RHINO ARMOURED TROOP CARRIER

The mainstay of Space Marine Chapters, the Rhino has provided armoured transport to the elite fighting forces of the Imperium since the time of the Great Crusade, carrying warriors safely to their objectives at the forefront of battle to bring swift retribution to the enemies of Mankind. Robust, versatile and capable of withstanding the most hostile of environments, the Rhino has long been the primary squad transport vehicle of all Space Marine Chapters. Each of a Chapter's companies, with the exception of the 10th, maintains sufficient numbers of Rhinos to carry all ten squads to battle as one, and more are held in the Chapter Armoury reserve, some forming the personal transports of noted Chapter officers, sometimes even bearing their personal livery. The Rhino also sees service with other trusted arms of the Imperium, such as the Adepta Sororitas, Adeptus Arbites and in the retinues of individual Inquisitors.

The oldest recorded Rhino belongs to the Salamanders Chapter. Called *Nocturne's Hammer*, according to Chapter legend it once carried Vulkan, Primarch of the Salamanders, into battle. It served the Chapter for 8,000 years before being placed in the Chapter's reliquary at the heart of its fortress-monastery where it resides still. At the start of each new century, the Rune of Activation is struck upon the engine. Should the engine fail to ignite, it is seen as a bad omen for the Chapter's fortunes in the coming century.

Due to its STC roots, the Rhino can be constructed using a wide range of different materials. Most Rhinos are constructed of a bonded ceramite layer over a cast plasteel hull, although others use composite carbon compounds or conventional hardened steel, depending on their origin. In addition, a Rhino's engine can run on almost any combustible fuel.

All Space Marines are taught to operate the Rhino as part of their routine training, and the vehicle is crewed by a single Space Marine driver. He also controls the remotely operated storm bolter, although a pintle-mounted weapon can also be operated directly by a passenger from the gunner's hatch.

Within its armoured hull, a Rhino can carry up to ten fully armed Space Marines in power armour. Access is via four doors and hatches, and the rear hydraulic ramp and two side hatches provide for rapid disembarkation. The armoured top hatch can also be opened to allow passengers to fire their weapons and also provides an exit they can rapidly extract themselves from in the event of catastrophic damage.

The Rhino is powered by four MkII 'Mars' pattern adaptable thermic combustor reaction engines, each of which functions independently of the others. Should one or even two be damaged in battle the vehicle is able to plough on, faithfully delivering its charges to their objective even after having sustained grievous wounds. The engines are fed by an air intake that provides the oxygen for the combustion chamber and because each has its own oxygen supply, the vehicle can function in a vacuum or environments where the atmosphere is toxic or otherwise detrimental to normal operations.

The Rhino's reputation for stoic and loyal service is enhanced still further by a range of rudimentary self-repair mechanisms wrought into its systems. These allow the vehicle to continue fighting even after having sustained heavy damage. Some vehicles written off as mortally wounded have been observed to restore themselves to basic operation given time for the self repair mechanisms to function, a fact that many Techmarines hold to be a manifestation not of technology but of the direct intercession of the Omnissiah.

The Adeptus Mechanicus has established strict doctrines governing the construction and maintenance of these valuable vehicles. The purity and spiritual welfare of the vehicle's machine spirit is held to be as important as the skill of the artificers who built the vehicle. There are many rituals surrounding the construction, maintenance and use of Rhinos, and they must be cared for using the correct Liturgies of Maintenance, divined from the Runes of Engineering, and the machine spirit must be blessed to protect both the vehicle and its occupants in battle.

Like all Space Marine vehicles, the construction of a Rhino is more akin to a religious ritual. At every stage the correct sacred oils must be applied and incense burned to sanctify the process and ward off ill fortune. As it is cast, each armoured panel is inscribed with protective sigils to stave off damage and help protect its future passengers. Components are checked and blessed before being installed and finally, when the Rhino is complete, the Ceremony of Commissioning is prepared. The Techmarine artificer then calls upon the Machine God to invest the new Rhino with power, and three times are the Runes of Activation hammered onto the engine block, the engine being fired as the third blow is struck. If it roars into life first time then it is a good omen, the vehicle will live a long and useful life.

The final blessing is the Naming Ritual – a new vehicle must have a battle name worthy of the Chapter's great history. This name is recorded in its annals and some Chapters even choose to paint or engrave it onto the vehicle.

Once in service, each Rhino continues to be maintained by a Chapter's Techmarines and the artificers of the Chapter forge. Most battle damage is repaired in the field and in some Chapters, battle scars are worn with pride. The Techmarines attached to a strike force ensure that its vehicles are honoured with the Litanies of Battle whilst old vehicles become revered items, holy relics of the Chapter, and can even be retired from front line service to take up ceremonial duties.

The MkIb Rhino is the oldest surviving mark and pattern of Rhino Armoured Carrier still in service with Imperial forces. Once, the MkIb was produced in vast numbers, so many Space Marine Chapters and Adeptus Arbites precincts have surviving examples of this once-popular vehicle. Today, most Chapters consider it to be an older pattern that is past its best, but it is still honoured and deserving of high respect for its long and successful service.

Few, if any, MkIbs are constructed today; most Masters of the Forges looking to the MkIIc to fulfil their current battlefield needs. Most of the Rhino-based vehicles also have their MkI

equivalents, so Whirlwinds, Vindicators, Razorbacks and Predators have also seen service with this basic chassis, and some Chapters still retain examples of these vehicles as well.

The main difference between the marks is the construction of the vehicle's engine and drive system, which is far more robust in the MkIIc, with a resulting slightly higher top speed and load-bearing capacity. The MkI lacks the built-in system redundancy which makes the Rhino such a reliable vehicle, although the MkI's more straightforward engine design has some benefits, such as in maintenance time should the machine spirit of the vehicle fail or become corrupted.

How many MkIs still exist is unknown but, given the huge numbers that were once produced, it is likely that they will continue to serve Imperial forces, albeit in ever diminishing numbers, for some years yet.

RAZORBACK

The Razorback is a variant of the Rhino that surrenders some of its transport capacity for extra firepower. The vehicle mounts a remotely operated heavy weapons turret that can be configured according to a range of mission requirements, from anti-personnel to anti-tank.

The STC template on which the Razorback is based was recovered in M36 by Chief Artisan Tilvius whilst on an expedition across the Southern Rim. The Razorback find was the main triumph of his quest, although reports exist which suggest that another STC template was found but has never seen production. After recovery the template was rapidly adopted as part of the STC canon and in just under two hundred years, the first Razorbacks were being field tested. Existing records already indicated that a troop carrying variant of the Predator had been a forerunner of the Predator tank, and the Razorback seemed to fit the description closely. When Tilvius returned with evidence of the vehicle, the Lords of Mars quickly recognised it. The omens were deemed good and work commenced.

Since M36 the Razorback, with its increased firepower, has filled the gap left by the Predator as it developed into a full battle tank. Originally, the Predator was also a troop carrier, and it may be that the Razorback design is a hold-over from those ancient days, an evolutionary path only realised with Tilvius' discovery. The Razorback, capable of carrying six battle-brothers and providing heavy weapons support for the squad on the ground, proved a useful addition to the Space Marines' armoury.

Some Chapter Masters believe the Razorback fails as a troop transport, not being able to carry a full squad, and fails as a tank, lacking as it does heavy armour protection and not carrying enough heavy weapons to take on enemy heavy armour in a tank battle. Other commanders find it useful in a number of roles. First, the Razorback provides protection for squads operating in support of armoured attacks by Land Raiders and Predators. Secondly, it is used in a heavy reconnaissance role, supporting bikes or attack bikes as they seek out the enemy and launch lightning strikes ahead of a Space Marine main force.

> "I believe in the three tenets of battle: firepower, firepower and more firepower. Should the Omnissiah have wished otherwise, he would not have provided me with such a mighty tool as the Razorback. I long for the day in which my entire Chapter can ride to war in transports such as these, vehicles whose rage can be given voice through their sanctified armament."
>
> *Kardan Stronos, Chapter Master of the Iron Hands*

The Razorback carries a turret-mounted heavy weapon. Different patterns of turret have been used, most patterns being remote controlled turrets, but at least one exists as an open-topped, single-crewed turret with the crewman protected by a gun shield. In recent years, a new variant of the Razorback has entered service amongst several Chapters, in particular those with home worlds in the Segmentum Tempestus. This pattern mounts a multi-melta in its turret, a configuration which makes excessive demands on the vehicle's power cell conduits and because of this is rarely used. It is believed that Techmarines of the Fire Hawks Chapter formulated a means of overcoming the power feed issue and first used the resulting vehicle during the Badab War, using it to smash through enemy fortifications and deliver squads through the breach. This new and specialised configuration has been codified as the 'Infernum' pattern Razorback.

DAMOCLES COMMAND VEHICLE

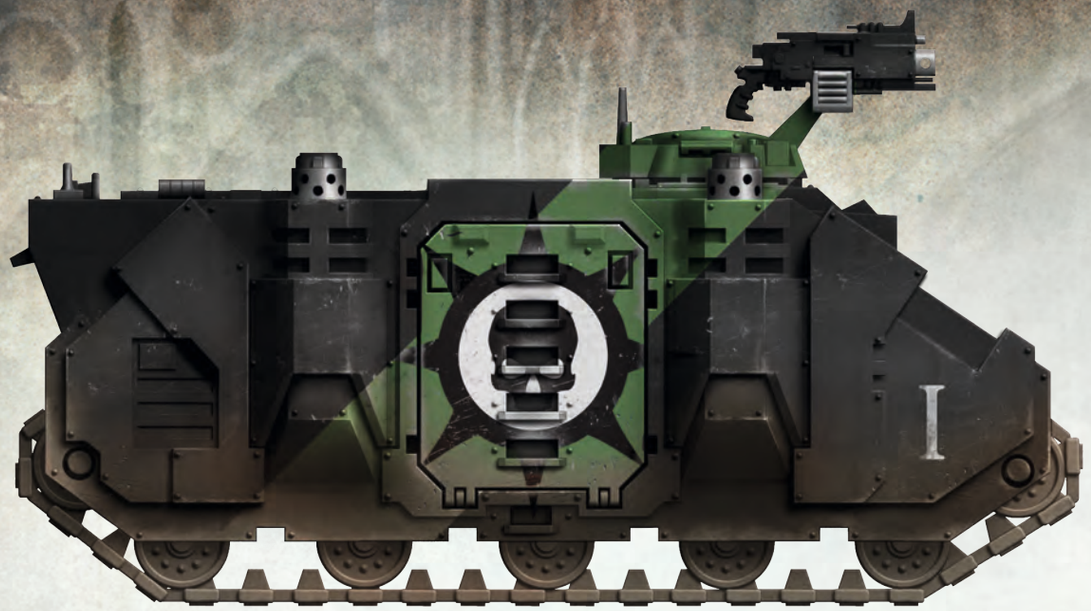
Space Marine Chapters utilise some of the most advanced equipment the Imperium can supply. As well as their weapons, armour and combat vehicles, this includes the infrastructure that supports Adeptus Astartes combat operations. The Damocles Command Rhino is part of this infrastructure. It is a Rhino equipped with sophisticated communication and tracking equipment that helps direct a Space Marine force and acts as the main communications link between orbiting strike cruisers, the fleet of Thunderhawk gunships and a Space Marine commander on a planet's surface.

The Damocles is used to control and direct the movements of large Space Marine formations. A small surgical strike force is unlikely to have need of the Damocles' specialised support, but a full company battle group, deployed in strength, with Rhinos, Land Speeders, Land Raiders, Thunderhawks, Drop Pods, teleporting Terminators, and every weapon in the Space Marines' formidable arsenal, however, benefits greatly from a Damocles Command Rhino monitoring and coordinating operations.

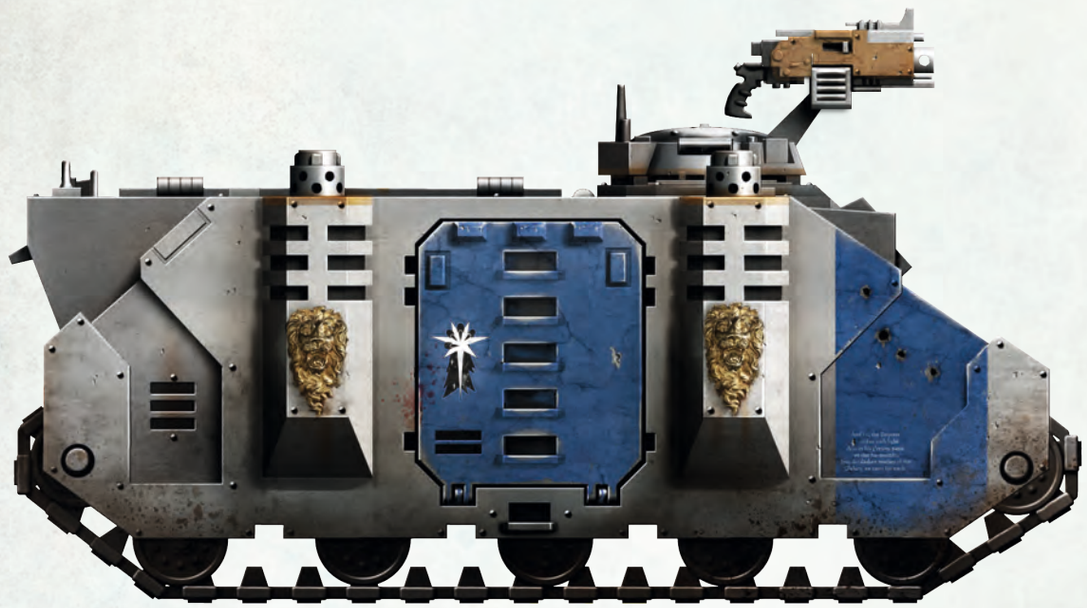
The Damocles is not a combat vehicle and is rarely committed to front line action or exposed to direct enemy fire, and if deployed it is usually kept well hidden from the enemy. Each vehicle is crewed by a driver and a command team of two, provided from the Chapter Master's headquarters staff. One is a communications controller, the other the tactical operations controller who monitors squads and tracks enemy movements. These brothers are both full Space Marines in their own right, but each has undergone additional training by the Chapter Techmarines to operate the sophisticated

equipment. The Damocles also has a seat for a Space Marine force commander, alongside the driver. In combat most Space Marine commanders prefer to lead from the front, but between battles a commander can keep up to date with the developing strategic situation via his Damocles.

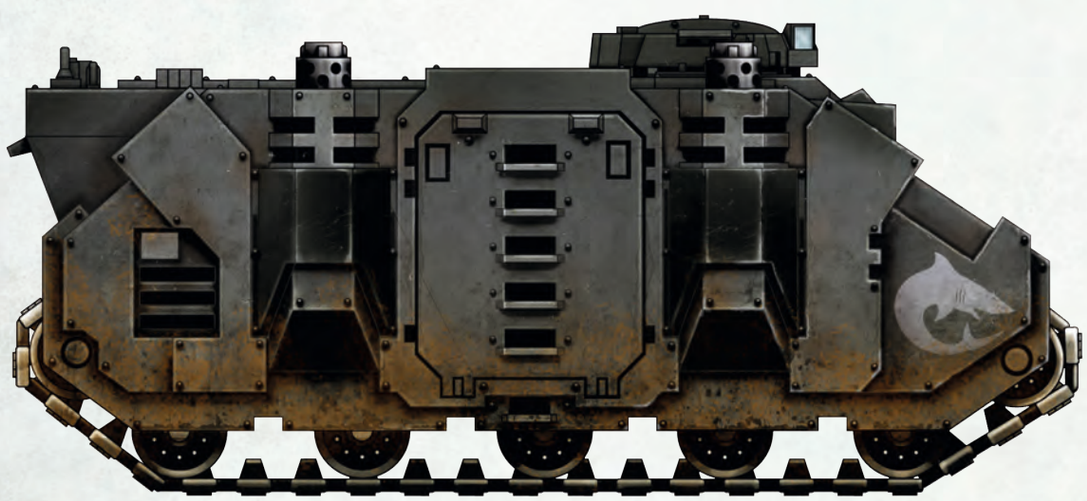
Equipped with numerous special signals, communication and monitoring equipment, it serves as a company or battle group command and control hub, including signal boosters for squad-to-squad, ground-to-air and ground-to-orbit vox-links. It provides secure multi-band communications for co-ordinating with other Imperial forces in the area of operations – this can be anything from orbiting spacecraft and Imperial Navy aircraft to Imperial Guard, Adeptus Arbites or Adepta Sororitas command units. The vehicle mounts a multi-spectral ground surveillance auspex for locating enemy units whilst Chapter-wide squad and vehicle tracking capability is afforded via orbital relay. It has a teleport homer beacon, the Damocles providing a strong signal for any teleporting troops to lock on to, allowing for safer and more accurate deployment and a transmission monitor allows for the interception of enemy signals, with a decryption engine that is capable of breaking the most fiendishly disguised enemy codes built into its systems. Bio-status readouts relayed directly from individual Space Marine's power armour also allow the command crew to monitor the condition of any battle-brother in a strike force.



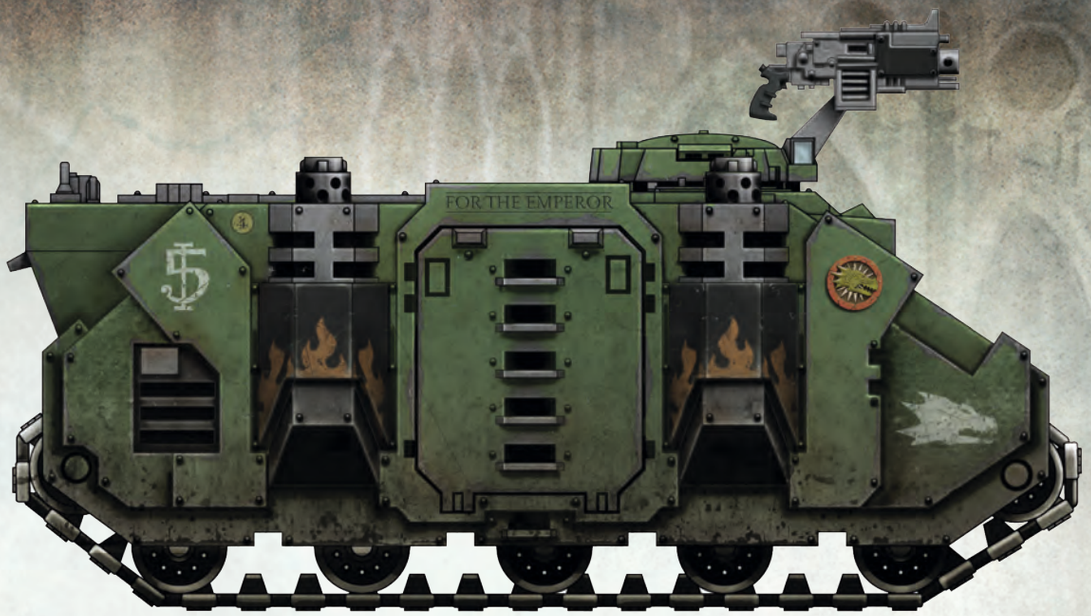
Sons of Medusa Chapter Rhino, attached to the Command Squad of the Atropos Clan Battle Company during the Galen Subjugation campaign, Badab War.



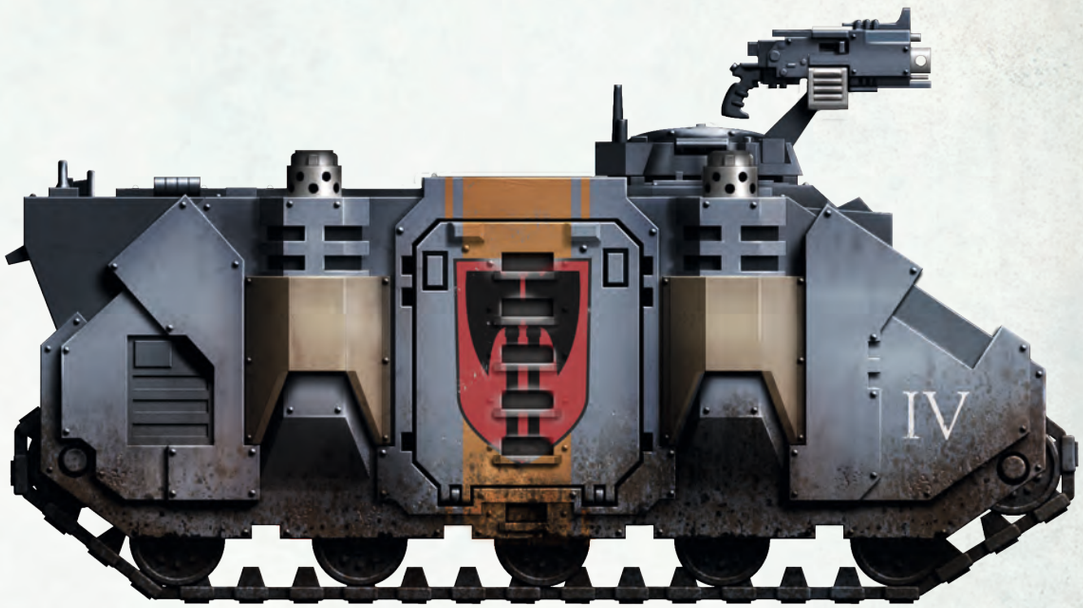
Rhino armoured carrier of the Secessionist Astral Claws Chapter, destroyed in action during the Second Battle of Sagan, Badab War.



Carcharodons Chapter Rhino, unknown designation, destroyed during the Siege of Endymion Prime during the Badab War.

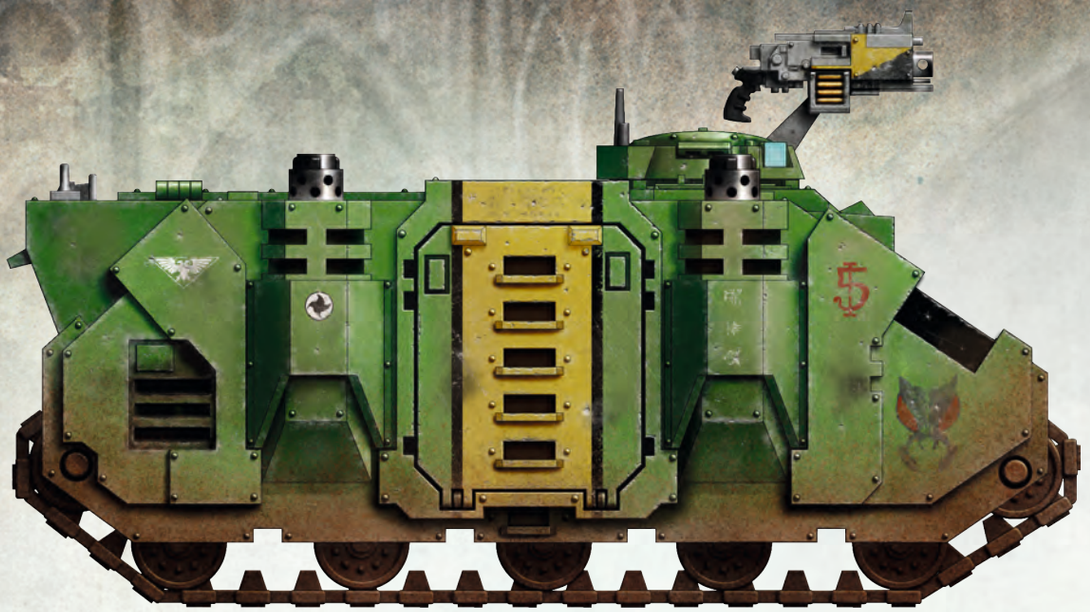


Salamanders Chapter Rhino drawn from Prometheus Forge Armoury Reserve. Deployed to the Battle of Shaprais during the Badab War.

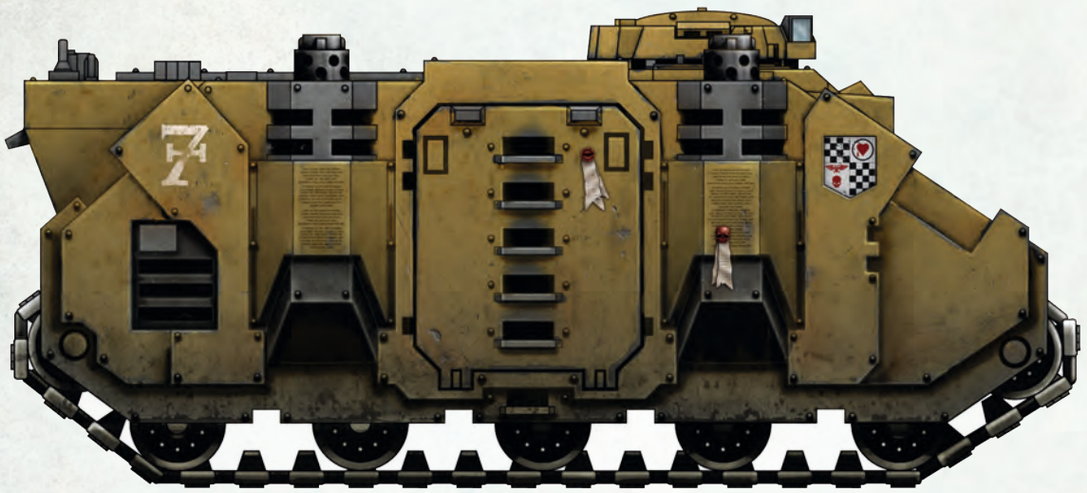


Executioners Chapter Rhino attached to the 4th Company and destroyed alongside other Secessionist units during the Clash at Uzeal, Badab War.

Red Scorpions Rhino, Chapter Reserve issue. Served throughout the early battles of the Badab War.



Mantis Warriors Chapter Rhino. Designation unknown, captured alongside other Secessionist units by Fire Angels Chapter forces on Endymion Prime during the Badab War.



Lamenters Chapter Rhino, 7th Company. Recovered abandoned on Rook, 913.M41, five years after the Lamenters sided with the Secessionists during the Badab War.

Star Phantoms Chapter Rhino, Badab War. Hatch markings indicate assignment to a Devastator squad, which the numeral identifies as belonging to the Chapter's 5th Company.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

RHINO ARMOURED CARRIER

DVLA–16Z:8L5
7A3:04A
35Z:9B4

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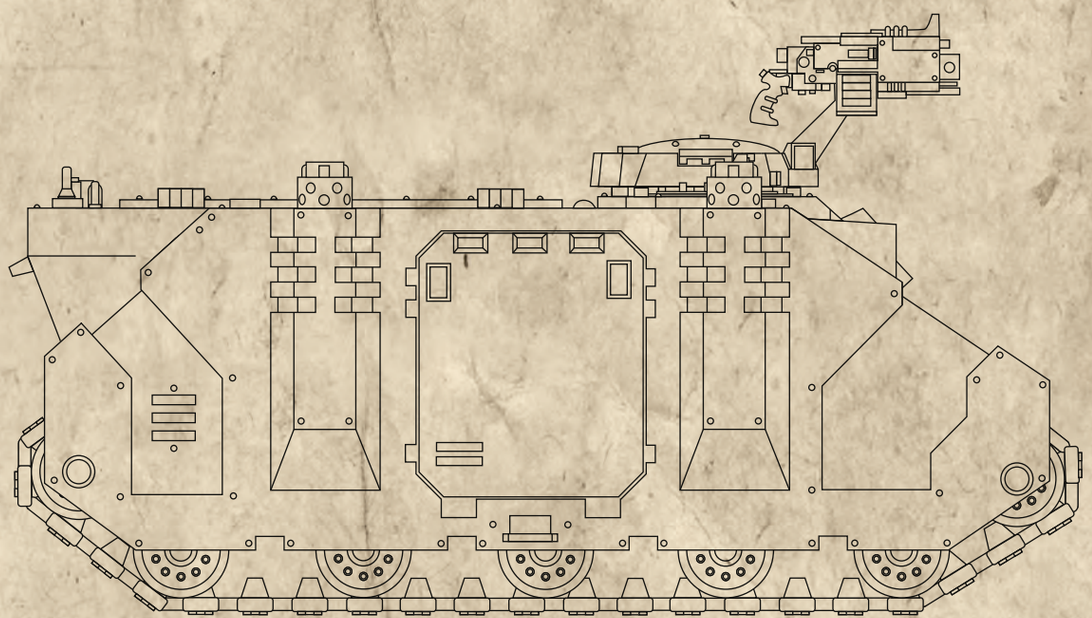

PRODUCT OF DEPARTMENTO MANUFACTURUM

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-PR 113
VEHICLE NAME:	Rhino
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	I-XXXV
CREW:	Driver
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	30 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	3.6 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	55 kph

MAIN ARMAMENT:	Storm bolter
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° -65° / +45°
MAIN AMMUNITION:	800 rounds
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	The loyal servant of the Adeptus Astartes.

DATE: 1224011.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS MECHANICUS

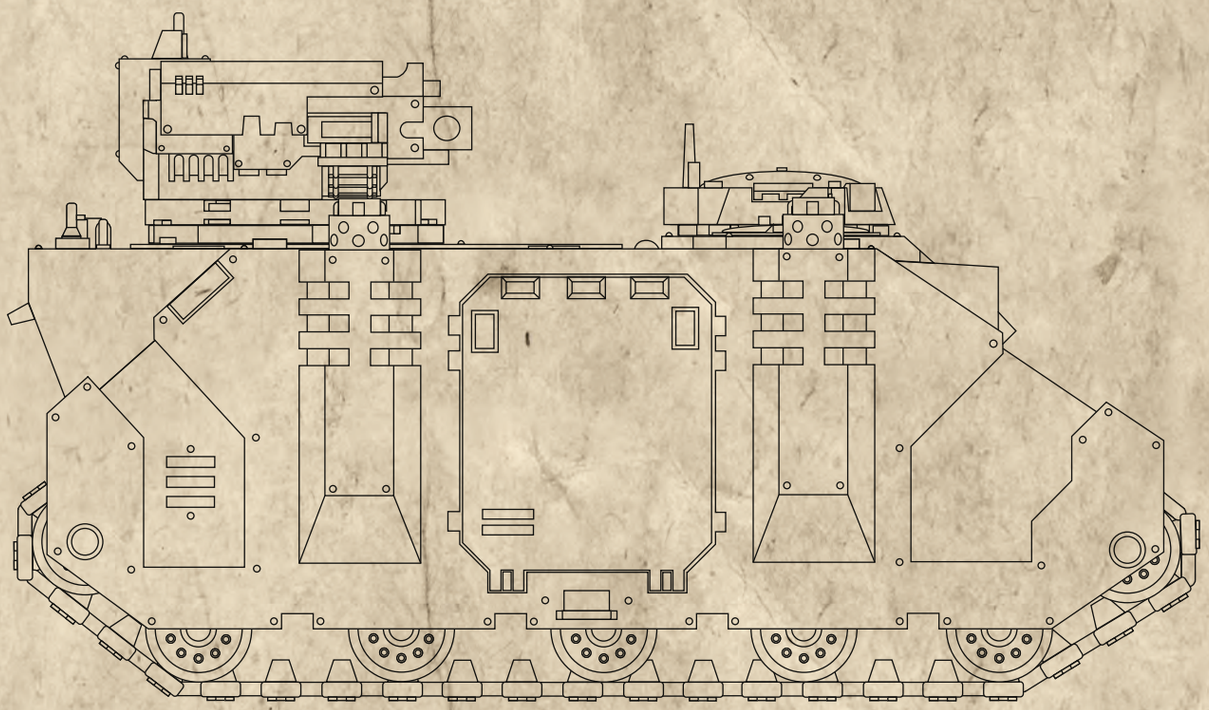
ARCHIVE

TECHNICAL SPECIFICATIONS:

RAZORBACK

DVLA–16Z:8L5
7A3:04A
35Z:9B4

PART .....



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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0742-PH 984
VEHICLE NAME:	Razorback
FORGE WORLD OF ORIGIN:	Mars
KNOWN PATTERNS:	II-XVII
CREW:	Driver
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	31.5 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	5 m with turret
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	55 kph

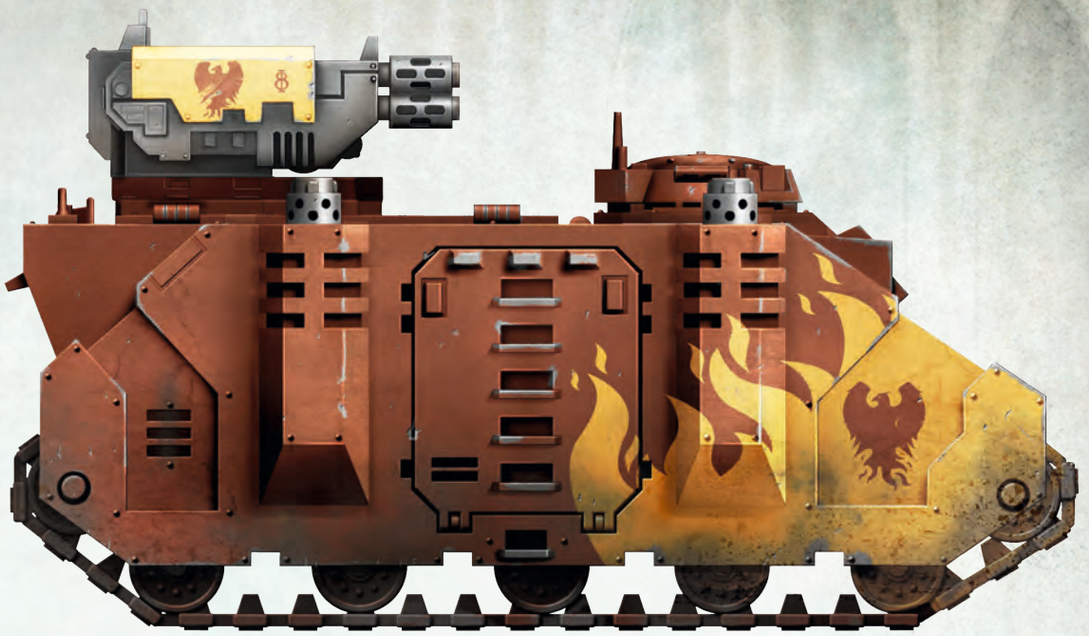
MAIN ARMAMENT:	Twin-linked heavy bolter
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° -5° / +45°
MAIN AMMUNITION:	1,600 rounds
SECONDARY AMMUNITION:	
ARMOUR	
TURRET:	50 mm
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	

Optimal combat squad armoured deployment pattern, Delta-99

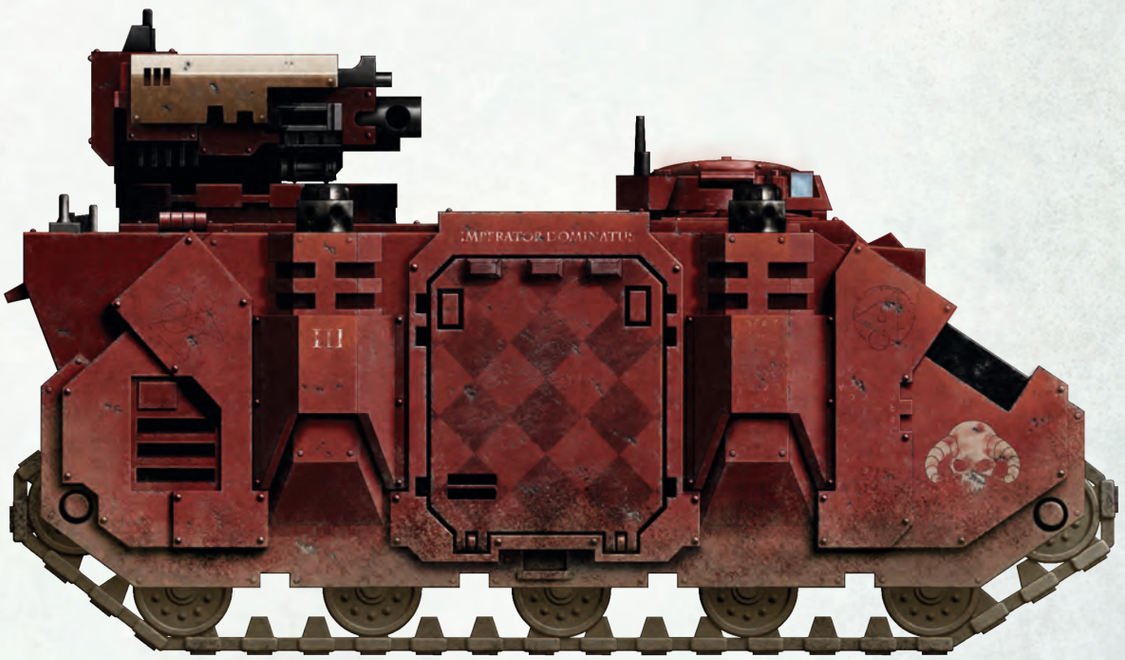
DATE: 1224018.M40

SIGNATURE:

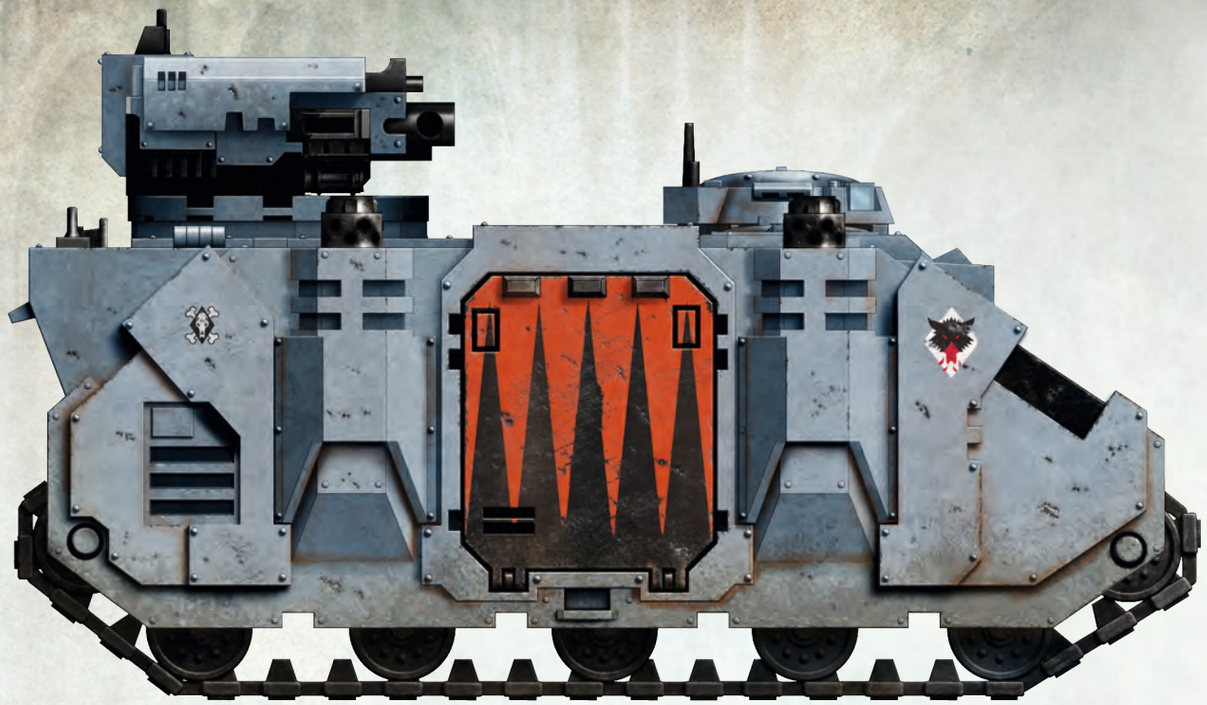
MAGOS FABRICATOR



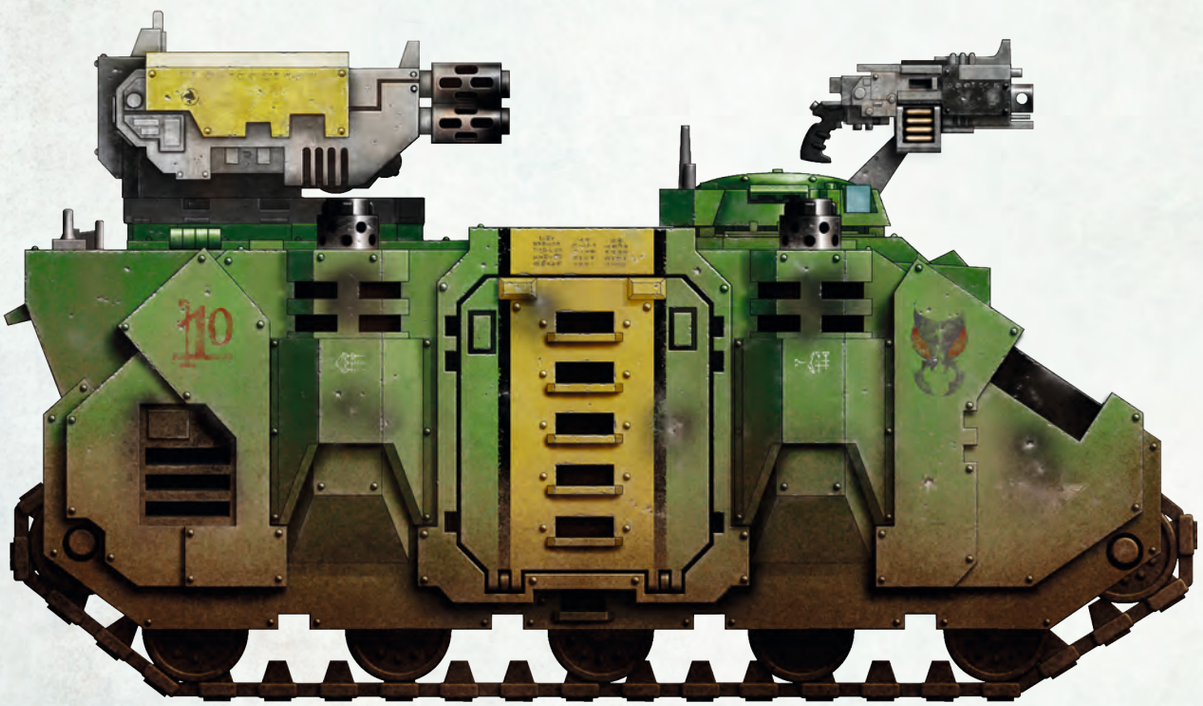
Infernum pattern Razorback of the Fire Hawks Chapter. This vehicle was attached to the Chapter's 1st Company throughout siege assault operations during the Badab War.



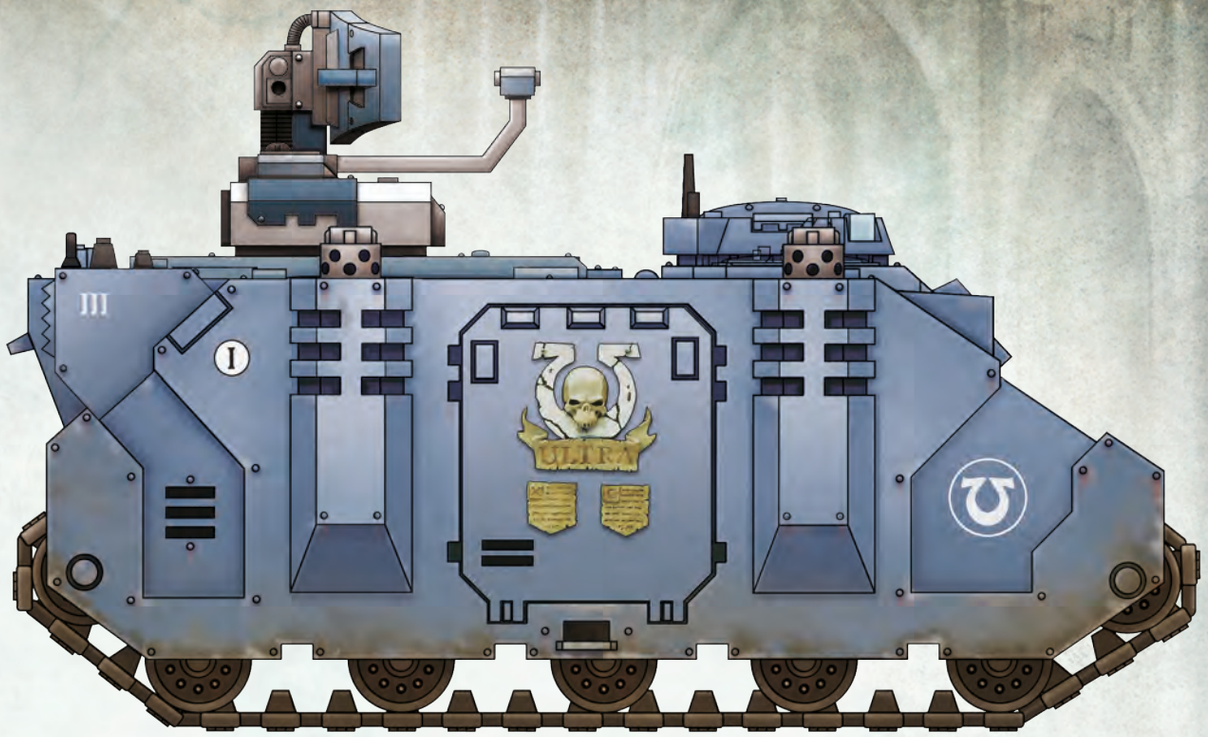
Exorcists Chapter Razorback assigned to 3rd Battle Company during the Hallow's Point Incursion, Badab War.



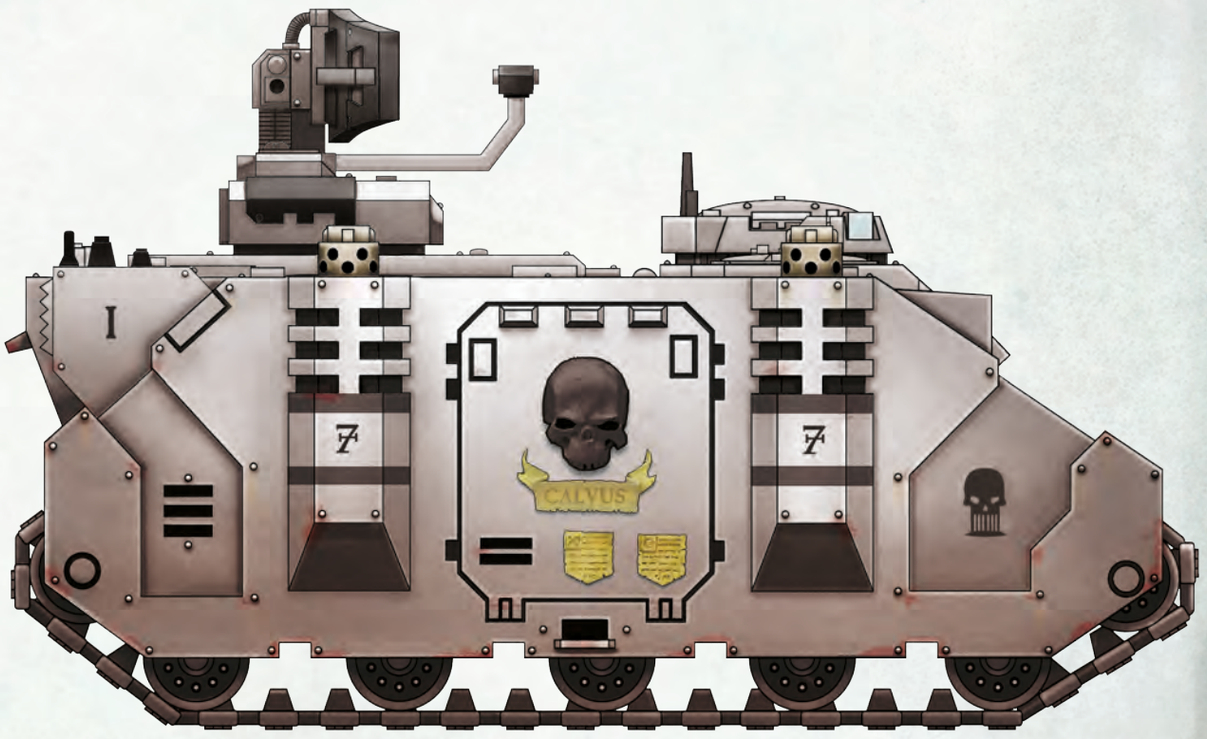
Space Wolves Chapter Razorback, Bran Redmaw's Great Company.
Deployed to defence of Tormus Delta, Betalis III campaign.



Mantis Warriors Chapter Infernum pattern Razorback. 1st Company Command Squad (unconfirmed). Destroyed alongside other Secessionists in action at Bellerophon's Fall, Badab War.



Damocles Command Rhino of the Ultramarines. Assigned in support of the 1st Company during the Defence of Ichar IV.



Damocles Command Rhino '*Calvus*' of the Silver Skulls Chapter, serving with the Chapter's 7th Company in the Beta-Garmon IV Expeditionary Force.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

DAMOCLES COMMAND RHINO

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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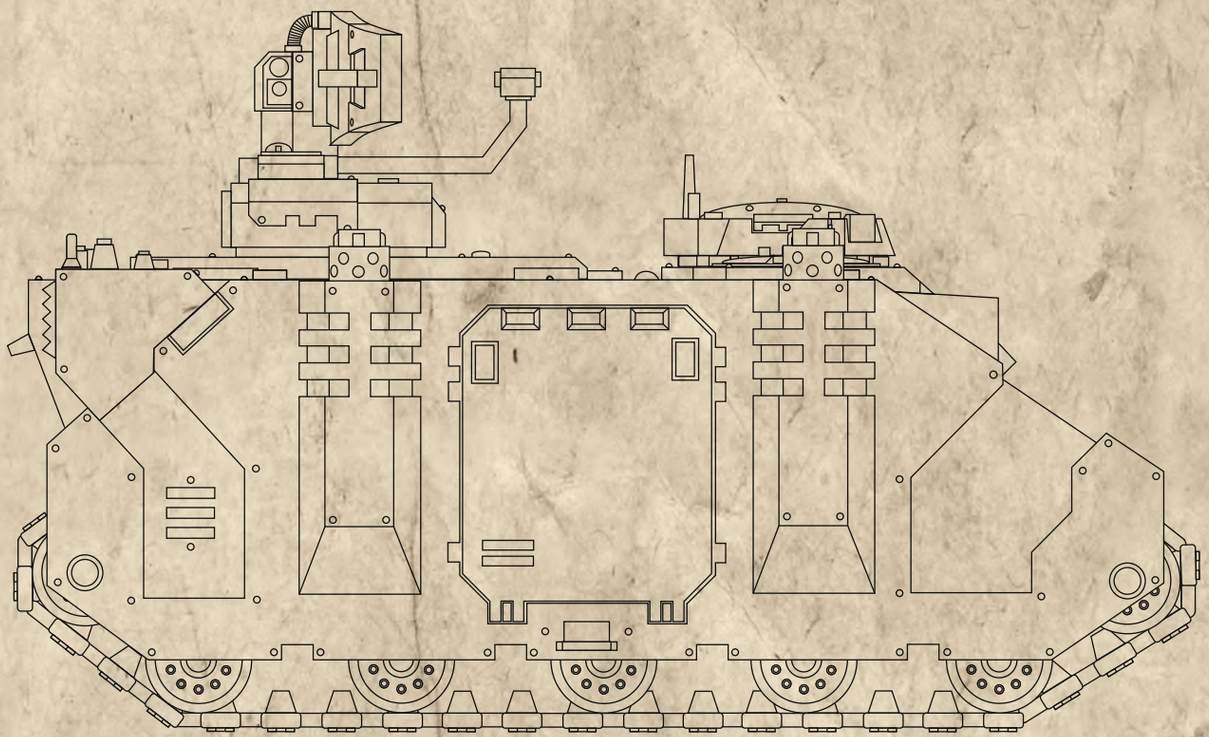

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EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0765-RH 935
VEHICLE NAME:	Damocles Command Vehicle
FORGE WORLD OF ORIGIN:	Macragge
KNOWN PATTERNS:	I-IX
CREW:	Driver & 2 x Controllers
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	30 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	5.1 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	55 kph

MAIN ARMAMENT:	N/A
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	N/A
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	N/A
ADDENDUM:	Command & control variant

DATE: 1224027.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

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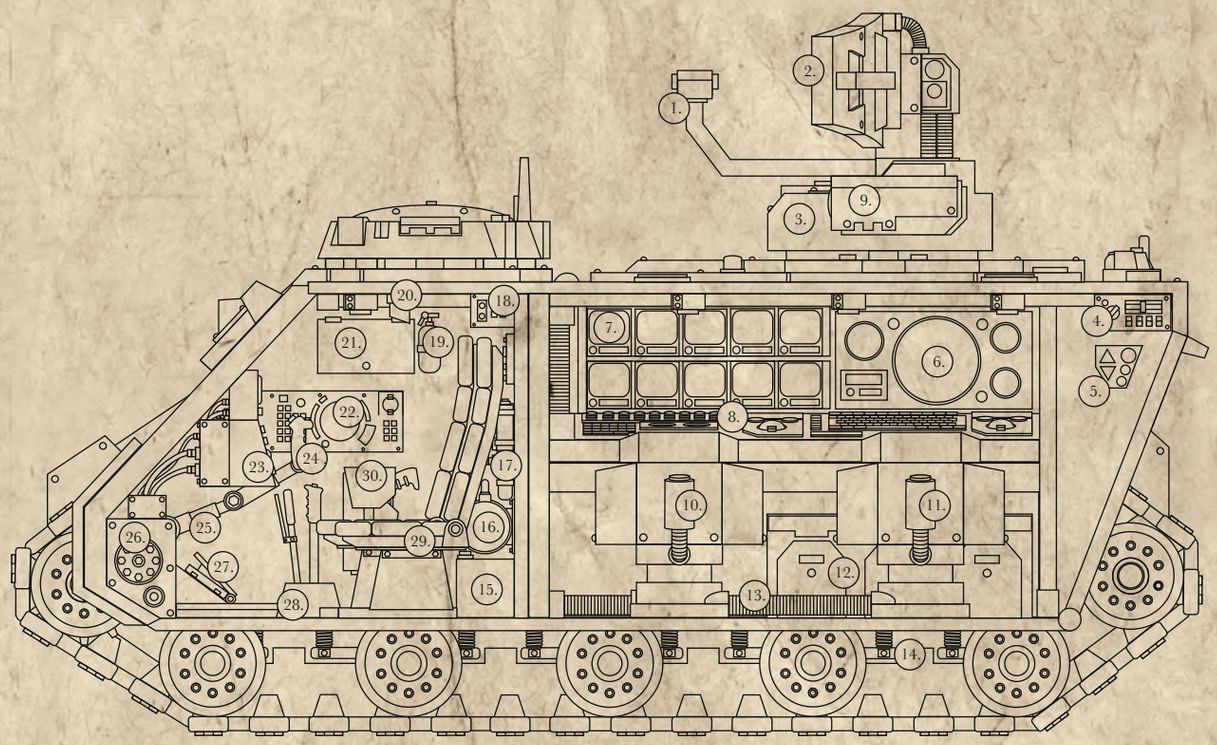

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FERRUM POTENTES

1. Secure multi-band communications antenna
2. Satellite receiver dish
3. Signals booster unit
4. Comm-link unit (only employed as a back-up system)
5. Door control panel
6. Scanner and tracking systems control panel
7. Squad control and bio-logis monitors and read-outs
8. Tactical operations control panel
9. Multi-spectral ground surveillance auspex unit
10. Tactical controller's seat with spinal implant interface
11. Comms controller's seat with spinal implant interface
12. Stowage locker
13. Data relay cabling
14. Suspension unit
15. Power cell
16. Motive generator
17. Transformer and internal power units
18. Air filtration controls
19. Fire suppression system
20. Driver's periscope
21. Med-kit
22. Control console (tactical display & engine status display)
23. Driver's control console
24. Driver column
25. Steering column
26. Electric motor housing
27. Driver's foot pedals
28. Brake levers
29. Driver's seat
30. Storm bolter remote control steering yoke (disabled if no storm bolter present)

DATE: 1224027.M40

SIGNATURE:

MAGOS FABRICATOR

ADEPTUS ASTARTES SUPPORT WEAPONS

"I trust these automata-weapons far more than any mortal ally. Their machine spirits have served our Chapter faithfully for centuries, and are sure to stand where mortal hearts succumb to fear. Just like us, they know no fear."

Iron Thane Maxos Dhule , Atropos Clan Battle Company, Galen Subjugation

The battle rites of most Space Marine Chapters focus on rapid strikes delivered without warning, without mercy and without respite. While small numbers of Chapters lean towards a more static or entrenched mode of warfare, the vast majority strike in such a way that slower moving units such as emplaced artillery are all but useless, being unable to maintain the same tactical or operational momentum as the main body of the strike force. When the Space Marines do employ weapons systems that could be classified as artillery, they are generally either mounted upon a Rhino chassis, carried in and deployed from the hold of another vehicle or, as is the case with the thunderfire cannon and the Rapier, mounted upon tracks that lend a degree of tactical flexibility.

Despite this focus on speed and shock, the Space Marines will always have need of smaller support weapons. These are used to defend command bunkers and supply caches, freeing up valuable battle-brothers for front line duties, as well as to bolster the firing line on those few occasions when the Space Marines are operating in a defensive, rather than an offensive role. Roboute Guilliman mandated that the Adeptus Astartes must be masters of every form of warfare and that no weapon or tactic should be unknown or unavailable to them. Thus, Space Marine strike force commanders have at their disposal a number of potent and effective systems.

TARANTULA

Tarantulas and other sentry guns are automated weapon systems, utilising simple logis-engines and infused by a machine spirit to allow them to operate without a controller. Once positioned, set and armed, the weapon remains active until it receives the correct deactivation command, runs out of ammunition or is destroyed.

Many Space Marine Chapters keep a supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manpower, but the weapon's lack of mobility severely restricts its use on the battlefield. As part of a static defence they can replace other heavy weapons, but Space Marines prefer to avoid fielding them in this role except as a weapon of last resort.

Sentry guns are mostly placed to cover approaches to key positions such as roadblocks or for perimeter defence. Space Marine Scout squads sometimes infiltrate forwards, man-handling a disassembled sentry gun with them to pre-position an automated ambush, before withdrawing to safety. The camouflaged weapon sits and awaits an enemy unit or patrol to pass by and opens fire without warning.

Another use for Tarantulas and other sentry guns is to defend landing sites and extraction routes. As a Space Marine force advances from a landing zone, these weapons systems may be placed along the route the Space Marines intend to return by having earned victory. These guns are only activated as the force withdraws, making them a remote rearguard for the Space Marines, engaging and delaying enemy units that might attempt to pursue.

Another common use of sentry guns is to defend ammunition caches. Space Marines expend prodigious stocks of ammunition during the course of their operations and while most strike forces are supplied by Thunderhawks or even Drop Pods, this is not always possible. It is not uncommon for stocks of ammunition to be placed at strategic points in a war zone so that the Space Marines can replenish their weapons. Because battle-brothers are too valuable a resource to be squandered defending ammunition dumps, most strike force commanders emplace sentry gun batteries to do so instead. It is not uncommon for a Space Marine force to discover its re-supply point surrounded by a ring of enemy corpses, the sentry guns having faithfully kept would-be looters at bay. Sometimes the bodies are those of allied troops, in particular less disciplined local militia, fools who failed to heed the primacy of the Space Marines.

Space Marine sentry guns utilise the same basic automated turret and weapons as the Razorback variant of the Rhino. Razorbacks lost in combat sometimes have their turrets salvaged and repaired for use as sentry gun turrets, with the aid of a Techmarine chanting the appropriate Rites of Salvage.

Sentry guns can be transported in a Land Raider, Rhino or Razorback for rapid re-deployment. They can also be air-dropped on grav-chutes from Thunderhawk gunships. Once landed, a Techmarine must assemble and set the weapon and disseminate the appropriate deactivation ciphers to allied forces. Such ciphers are not required by the Space Marines themselves, the sensorium cores of their power armour communing silently with the sentry guns' machine spirits to avoid fratricidal incidents.

AIR DEFENCE PLATFORM

Some Space Marine Chapters utilise a variant of the sentry gun for static air defence. Mounting a Hyperios anti-aircraft missile launcher and controlled by a separate command platform, a battery of remote Hyperios launchers can be used to defend the most important strategic locations against air attacks. These automated weapons are controlled by the command platform's logis-engine and while not as efficient or accurate as a dedicated air defence tank controlled by a Space Marine gunner, such vehicles are not always available for static defence duty. Invariably, assets such as the Hyperios, Stalker and Hunter are deployed with the front line elements of a Space Marine strike force, leaving static air defence of rear positions to the force's air defence platforms.

RAPIER

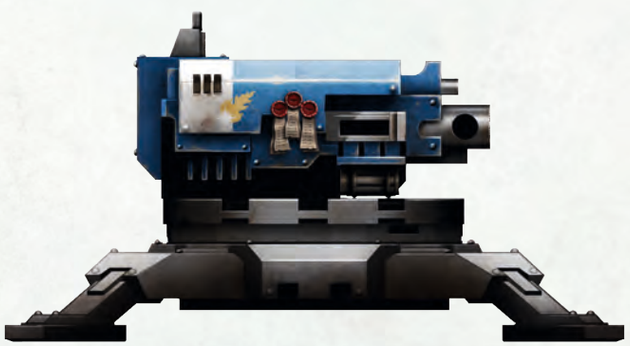
One of a number of similar designs utilised by the armed forces of the Imperium, Rapier carriers are semi-automated tracked weapons carriers with on-board targeting systems and power generators. Designed to mount support weaponry too large and cumbersome even for a Space Marine to carry, the Rapier's relatively small size and mobility makes it a perfect support weapon both in offence and defence where larger field artillery and armoured vehicles cannot go due to their size or weight. The most common armaments mounted on the Rapiers of the Space Marines are quad heavy bolters and laser destroyer arrays for anti-personnel and anti-armour use respectively, while so-called 'thudd' gun multi-launchers were once favoured for siege warfare and suppressive fire. Once, so it is said, the Techmarines of the Legiones Astartes mounted exotic weapons such as graviton cannon on their Rapiers, but such technology is all but lost as the 41st Millennium draws to a bloody close.

The Defence of the Eurydice Marches

When a strike force based around four squads of the 3rd Company of the Iron Lords Chapter assaulted the nesting-crypts of a previously unknown xenos species attacking Imperial frontier worlds along the Trailing Marches of the Eurydice Sector, victory came from an unanticipated source. With the squads purging the miasmic nesting canals, the landing zone by which they had inserted was defended by several batteries of Hyperios air defence platforms. Those squads never returned, and when a second force arrived twenty days later to determine what had befallen them, they discovered something of the aliens' horrifying nature. The landing site had been assaulted by a host of flying monstrosities, all of which lay slaughtered in tattered lumps in a wide field about the landing zone.

It was later ascertained that the attackers were the mature form of the larvae that infested the tunnels, defending their young from extermination. While the Iron Lords squads martyred themselves destroying the larvae chambers, the mature aliens did likewise attacking the landing zone, the entire clutch slain by the automated Hyperios air defence platforms. With the adult caste seemingly extinct, no more attacks were reported. Though it was achieved at a terrible cost, the frontier worlds of the Eurydice Sector were delivered.

Raptors Chapter, heavy bolter-armed Tarantula Sentry Gun belonging to the Support Arsenal of the battle barge *War Talon*.



Marines Errant Chapter Tarantula equipped with heavy bolters. This unit was deployed via Thunderhawk drop during breakout operations at Bellerophon's Fall, Badab War.

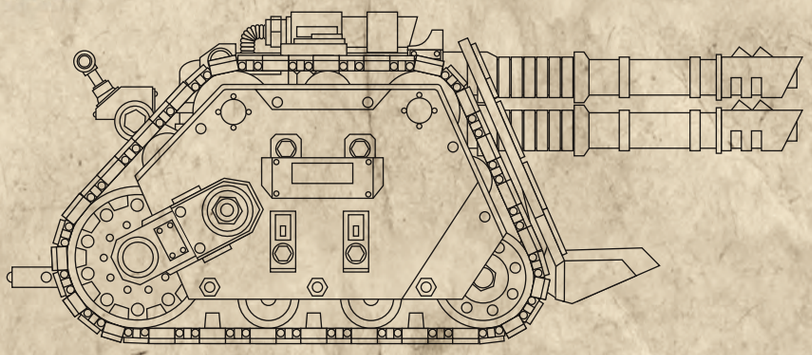
ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

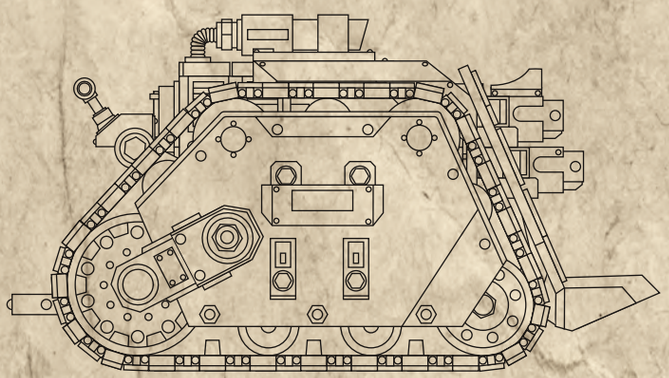
DVLA-16Z:8L5
7A3:04A
35Z:9B4

PARC 2.....



Laser Destroyer configuration

Anti-armour role +++BATTLE RITES 77D-88Z+++



Quad heavy bolter configuration

Anti-personnel role +++BATTLE RITES REDACTED+++

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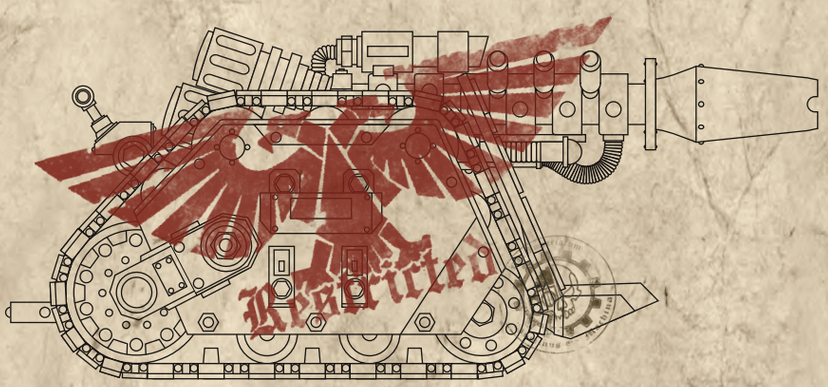

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FERRUM POTENTES

ACCESS DENIED

DATE: **1299077.M40**

SIGNATURE:

MAGOS FABRICATOR

WAR MACHINES OF THE GREY KNIGHTS & THE INQUISITION

"As my battle-brothers are clad in armour of Truesilver, so shall they ride to war in gleaming chariots, protected against all harm until the moment of battle is come."

Brother-Captain Issad
at the Inquisitorial Conclave of Coriolanthe

The Grey Knights favour teleportation tactics over more conventional armour-borne assaults, and the Chapter's strike cruisers are all equipped with extensive and highly prized teleportaria systems. That said, the Grey Knights still have use of the war machines of the Adeptus Astartes and the Chapter's Arsenal on Titan is host to vast, stasis-locked battery chambers within which are probably held examples of almost every war machine ever wrought by the Imperium. Furthermore, the Chapter's dedicated Forge World, Deimos, holds the STC imprints for the entire canon of Adeptus Mechanicus lore as well as weapons undreamed of, all of it reserved for the Chapter's exclusive use.

Vehicles in the service of the Grey Knights Chapter are highly distinctive in appearance. Each is liveried in the shining silver of the Chapter's colours, blessed armour polished to a blinding sheen before and after each and every engagement. Grey Knights vehicles are commonly soaked in daemonic ichor throughout the course of their battles, their surfaces pitted and stained by the fluids shed by the killing of Daemons, and such damage is meticulously repaired by the Chapter's artificers so that no trace of the corruption of the beyond remains.

A particular idiosyncrasy of the Grey Knights Chapter is that, in addition to Chapter iconography, its vehicles bear the heraldry of their pilot or commander. Bold sigils sit upon fields or bands of red, white or black, each arrayed in the unique heraldry of the vehicle's master. By these colours and icons are the Grey Knights feared by all the fell creatures of the Warp.

All Grey Knights are possessed of potent psychic powers and this is as true for vehicle commanders as it for their line brethren. A vehicle custodian can practise a particular art in which he links his spirit to that inhabiting his war machine, communing using deeply embedded psycho-reactive elements so that the vehicle becomes an extension of his body, the two fighting together as one whatever damage either may suffer.

GREY KNIGHTS LAND RAIDER

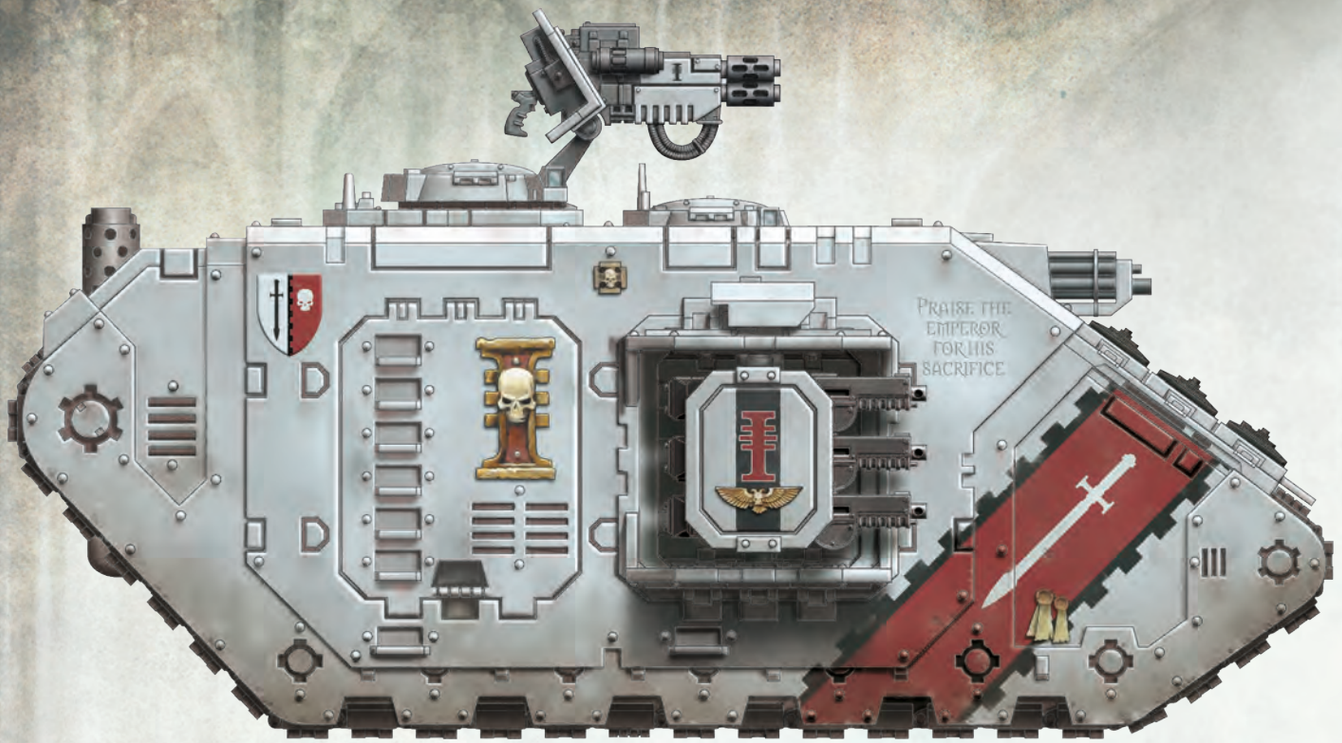
As a Chapter of the honoured Adeptus Astartes, the Grey Knights maintain stocks of all of the armoured vehicles used by their battle-brothers across the Imperium. They are armed and equipped by the Forge World of Deimos, an Adeptus Mechanicus realm devoted exclusively to providing the Chapter with arms, munitions and war machines. In theory, the Grey Knights have access to any pattern of war machine ever wrought by the hand of the servants of the Machine God, but in practise they limit the use of armoured transports to the mighty Land Raider and a few other key fighting vehicles.

Land Raiders in the service of the Grey Knights are, even compared to those of other Chapters, much revered vehicles. Each has been painstakingly crafted under the direct supervision of the most senior of adepts, each and every component being thrice blessed and warded before assembly. At every stage of the construction process, dire Rites of Prognostication are performed over the vehicle in order to foresee any future weakness or calamity, and to take whatever steps are deemed necessary to forestall ill fortune.

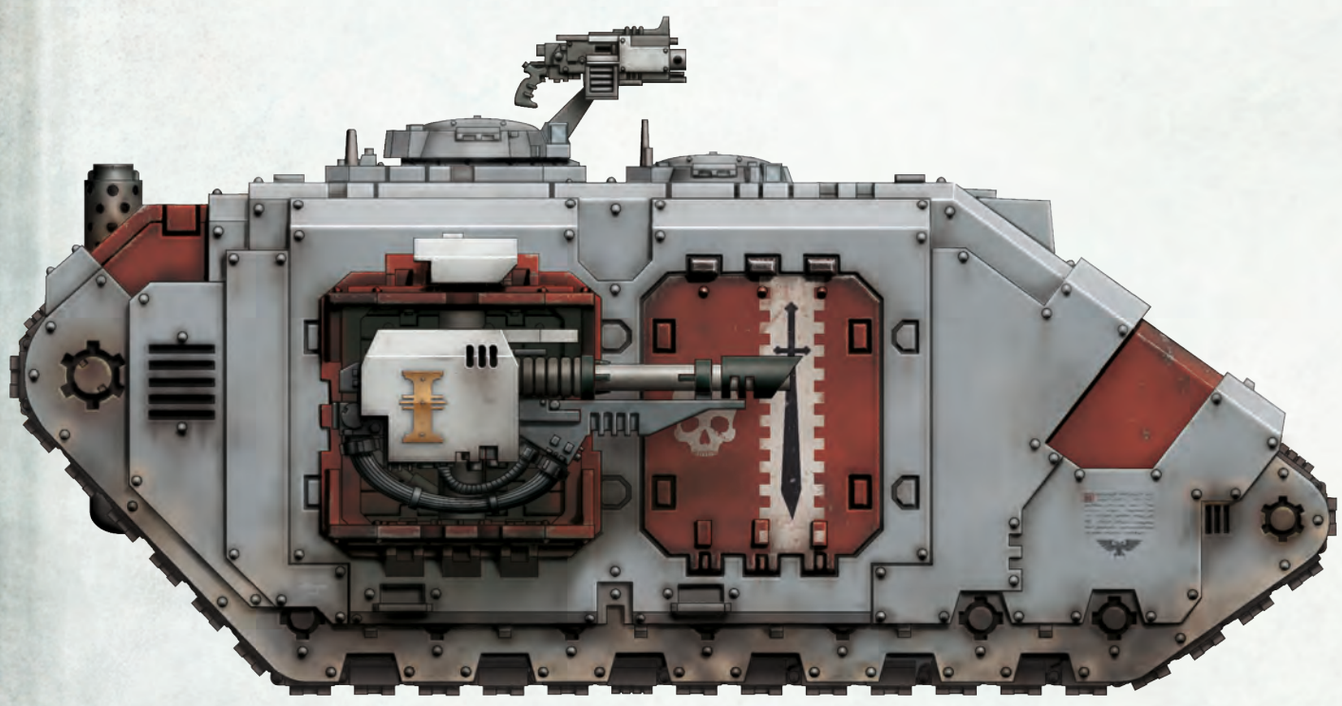
In more than one case, a Land Raider has neared completion after many months or even years of construction only for the entire process to be halted following an inauspicious foretelling. In such cases the construction process is reversed, each component removed, accompanied by numerous more rites, until the source of the ill fortune is determined and a favourable prognostication made. In this way, physical and spiritual weaknesses deep in the vehicle's fabric can be averted, and the lives and souls of those it will one day transport to war are guarded against the predations of the denizens of the Warp.

By the end of this arduous construction process, a Grey Knights Land Raider has been forged into a weapon tempered to face the most terrible of threats in the galaxy, whether physical, temporal or spiritual. It is a champion amongst its kind as the Grey Knights are to the Adeptus Astartes, its pedigree and heritage amongst the finest in the galaxy. It is fit and worthy to bear the champions of Mankind into battle against the stuff of the Warp made real. Its blessed armour is proof against daemonic fire and the raking talons of the beasts of the beyond. Its machine spirit is faithful and bold, and entirely unswerving in its devotion to the battle-brothers it carries and to the mission of laying low the Daemon wherever it may strike.

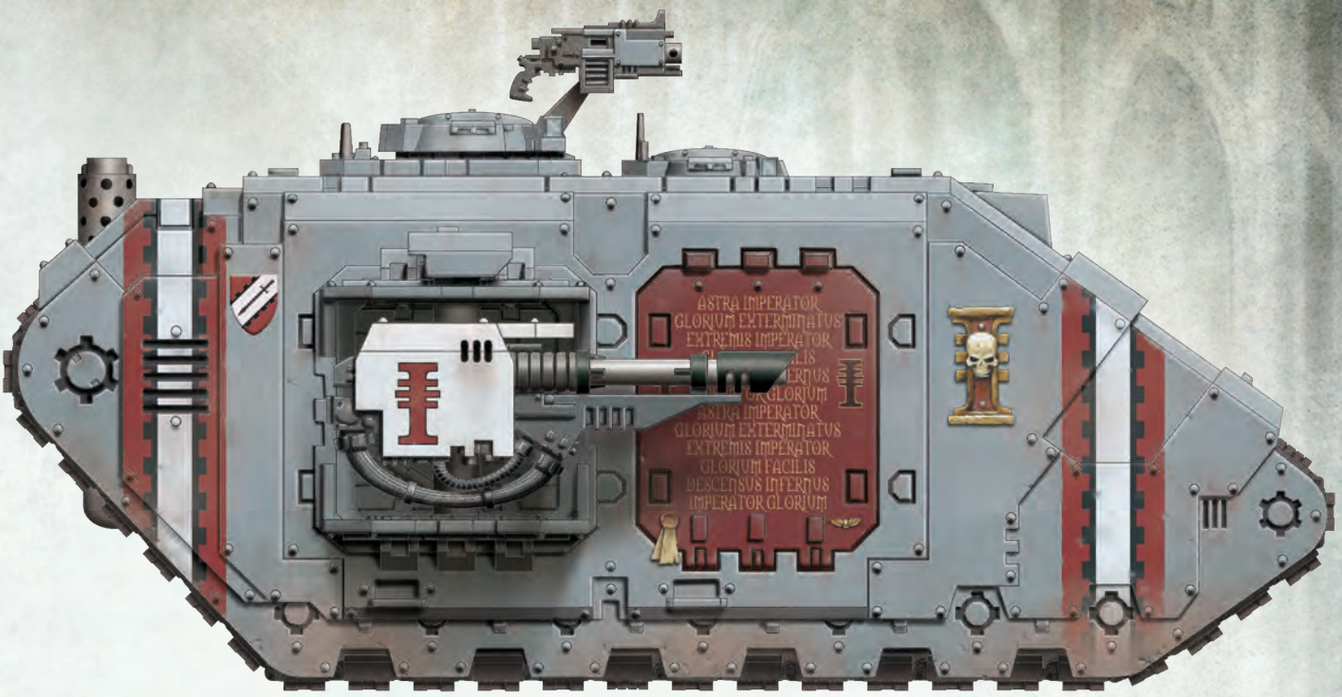
No other vehicle in the service of the Adeptus Astartes is as worthy, blessed or as honoured as the Grey Knights Land Raider.



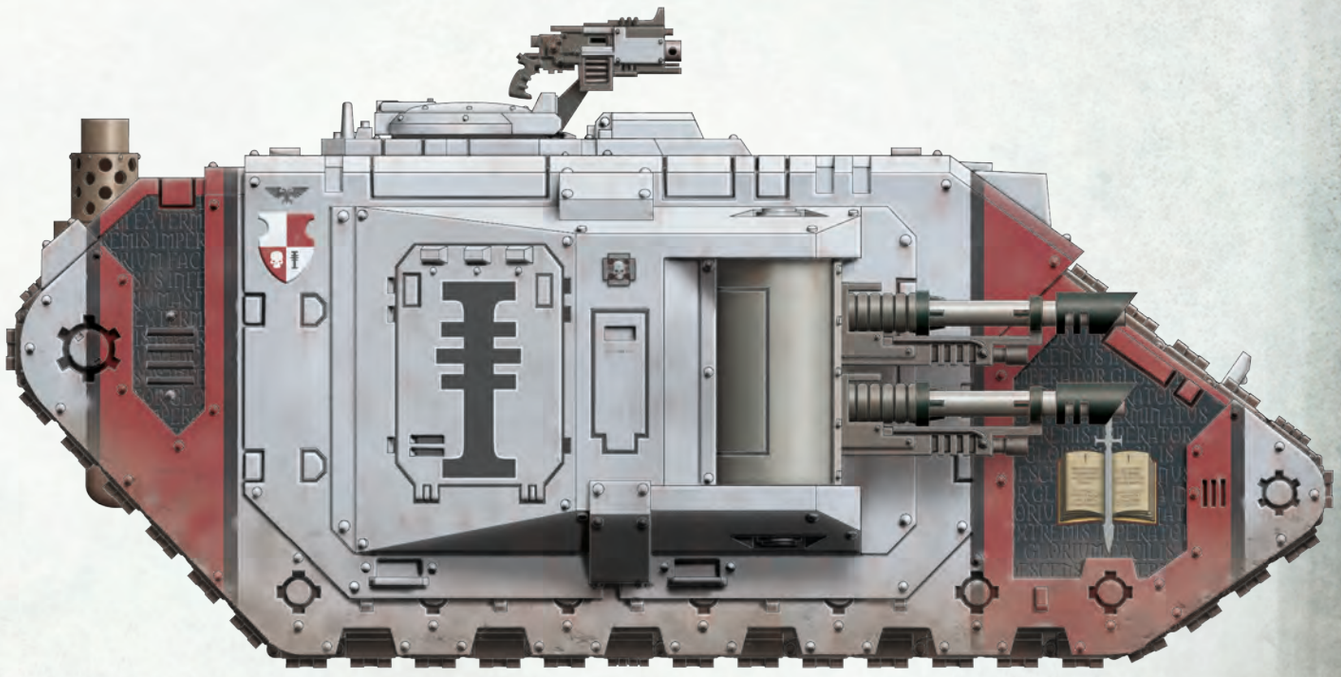
MkV Land Raider Crusader of the Grey Knights Chapter. This vehicle belongs to the 5th Brotherhood and bears the personal heraldry of Brother-Captain Zaebus, deployed on Cadia during the 13th Black Crusade.



Brother-Captain Stern used this Grey Knights Land Raider as his personal transport during the climactic battles at the Siege of Vraks.



MkV Land Raider of the Grey Knights Chapter. This vehicle belongs to the 2nd Brotherhood and was part of a strike force led by Inquisitor Baum on Coriolanthe. It was destroyed by a Traitor Night Lords warband during the action.



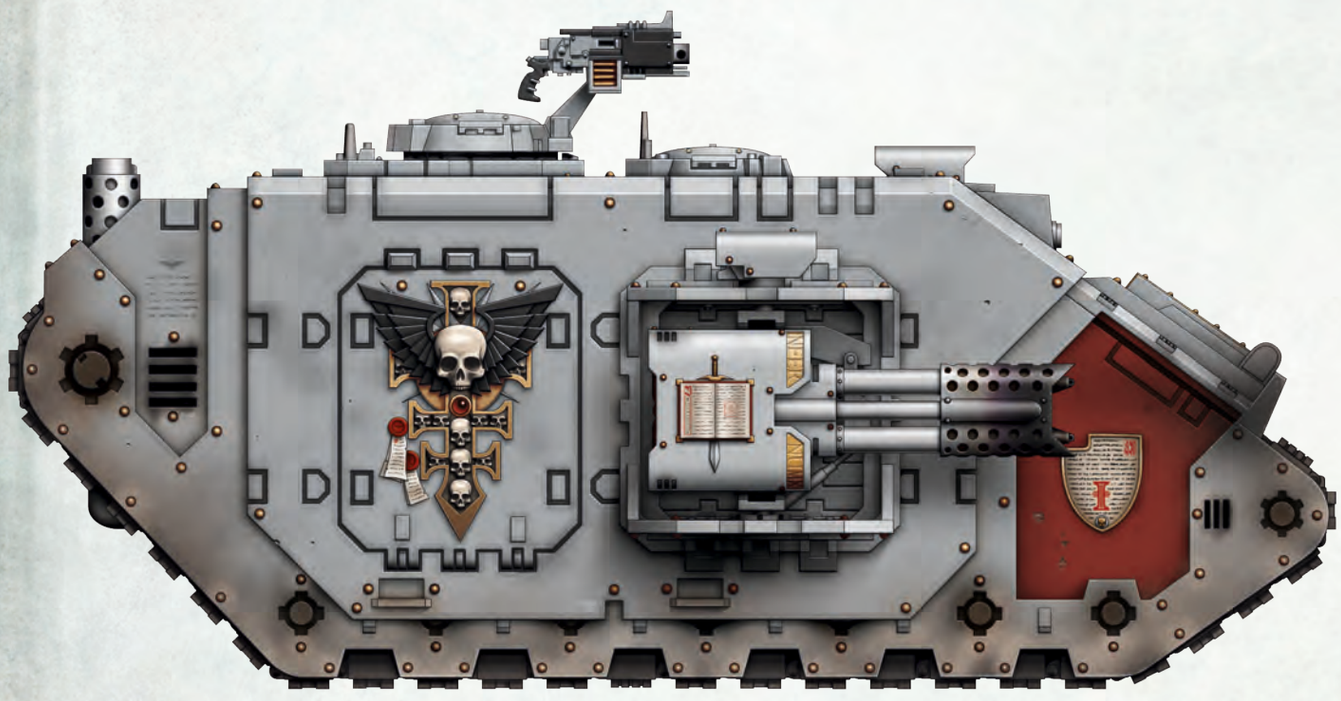
MkII Land Raider of the Grey Knights Chapter. This vehicle bears the personal heraldry of Justicar Orthon of the 1st Brotherhood, whose squad it is permanently attached to.

GREY KNIGHTS VORTIMER PATTERN REDEEMER

The Redeemer is an evolution of the Crusader pattern Land Raider that was brought into service with the Adeptus Astartes following the Purging of Grissen at the hands of the Fire Lords Chapter, as a means of scouring dense city ruins of ensconced enemy forces. The Redeemer mounts flamestorm cannon in place of the Crusader's hurricane bolters, making it fearsomely adept at burning even heavily armoured foes from cover. The Grey Knights were quick to adopt the pattern, the Master of the Forge ordering a number to be constructed on Deimos and completed by the Chapter's Techmarines, who applied their own rites of techno-purification to turn it into a tank capable of halting a daemonic incursion taking place within the confines of an overrun city.

A small number of Redeemers in the service of the Grey Knights are further configured according to the Chapter's unique role and exacting specifications. Sacred unguents and micro-etched Runes of Warding are incorporated into its structure to proof the vehicle against spiritual contamination, while its armament is further augmented for use against the Daemon with its flamestorm cannon fuelled by holy promethium. Its assault launchers are loaded not with frag grenades, but with psyk-out charges. As potent as these armaments undoubtedly are, the Vortimer pattern bears one particular weapon that makes it dreaded above all others by those who would make common cause with the legions of the beyond. The Redeemer's usual centreline weapons turret mounts one of the few remaining psycannon in the arsenal of the Grey Knights, weapons so rare each is an irreplaceable relic and its use must be sanctioned directly by the Grey Knights Chapter Council.

So armed and equipped, a Grey Knights Redeemer can carry its lethal cargo of holy warriors into the heart of the most terrible daemonic incursion to purge the unclean with purifying flame. Truly, there is no sanctuary for the Daemon when confronted by a Grey Knights Land Raider Redeemer and should an incursion manifest within the heart of a city, the champions of Mankind have a proven means of averting it. Such incursions are far from uncommon, for rogue psykers are want to be spawned in the massively overpopulated guts of hive cities and mass hab-sinks, triggering the slaughter of millions and the doom of entire cities when they inevitably fall victim to the baleful perils of the Warp, the daemonic legions of that dire realm ripping a portal through what remains of their shredded souls.



Land Raider Redeemer of the Grey Knights Chapter, assigned to support the Terminator squads of Strike Force Arturus during the final phase of the Siege of Vraks.

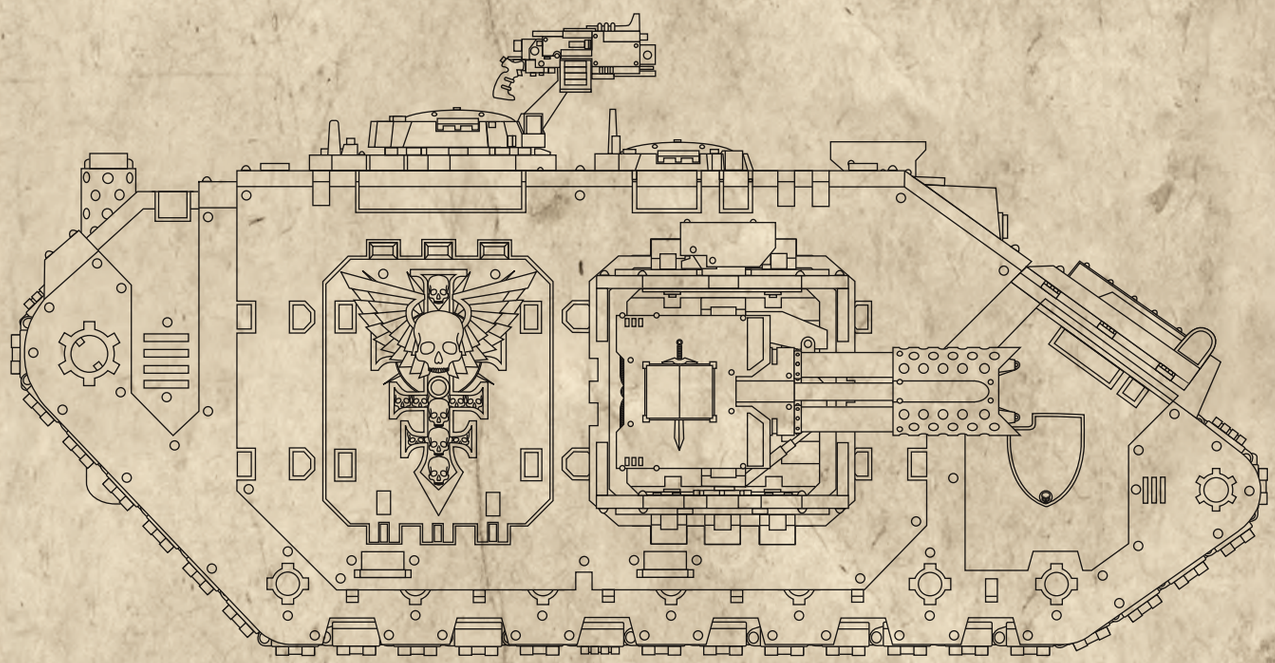
ADEPTUS MECHANICUS
ARCHIVE

TECHNICAL SPECIFICATIONS:

GREY KNIGHTS
LAND RAIDER REDEEMER

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 2....



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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0724-XX 191
VEHICLE NAME:	Land Raider Redeemer, Vortimer pattern
FORGE WORLD OF ORIGIN:	Deimos
KNOWN PATTERNS:	I-III
CREW:	Driver & Commander
POWERPLANT:	Adaptable thermic combustion with auxiliary reactor
WEIGHT:	74 tonnes
LENGTH:	10.3 m
WIDTH:	6.1 m
HEIGHT:	4.11 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	50 kph
MAX SPEED OFF ROAD:	41 kph

MAIN ARMAMENT:	Sponson-mounted flamestorm cannon
SECONDARY ARMAMENT:	Twin-linked psycannon
TRAVERSE & ELEVATION:	180° / -32° + 42°
MAIN AMMUNITION:	20 x 3 second bursts per weapon (thrice-blessed promethium)
SECONDARY AMMUNITION:	1,000 individually etched aether-phagic rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	95 mm (augmented truesilver)
HULL:	95 mm (augmented truesilver)
GUN MANTLET:	N/A
ADDENDUM:	"All Daemons are Falsehood. They are lies given the shape of creatures by the fell power of Chaos."
DATE:	1214068.M40
SIGNATURE:	MAGOS FABRICATOR

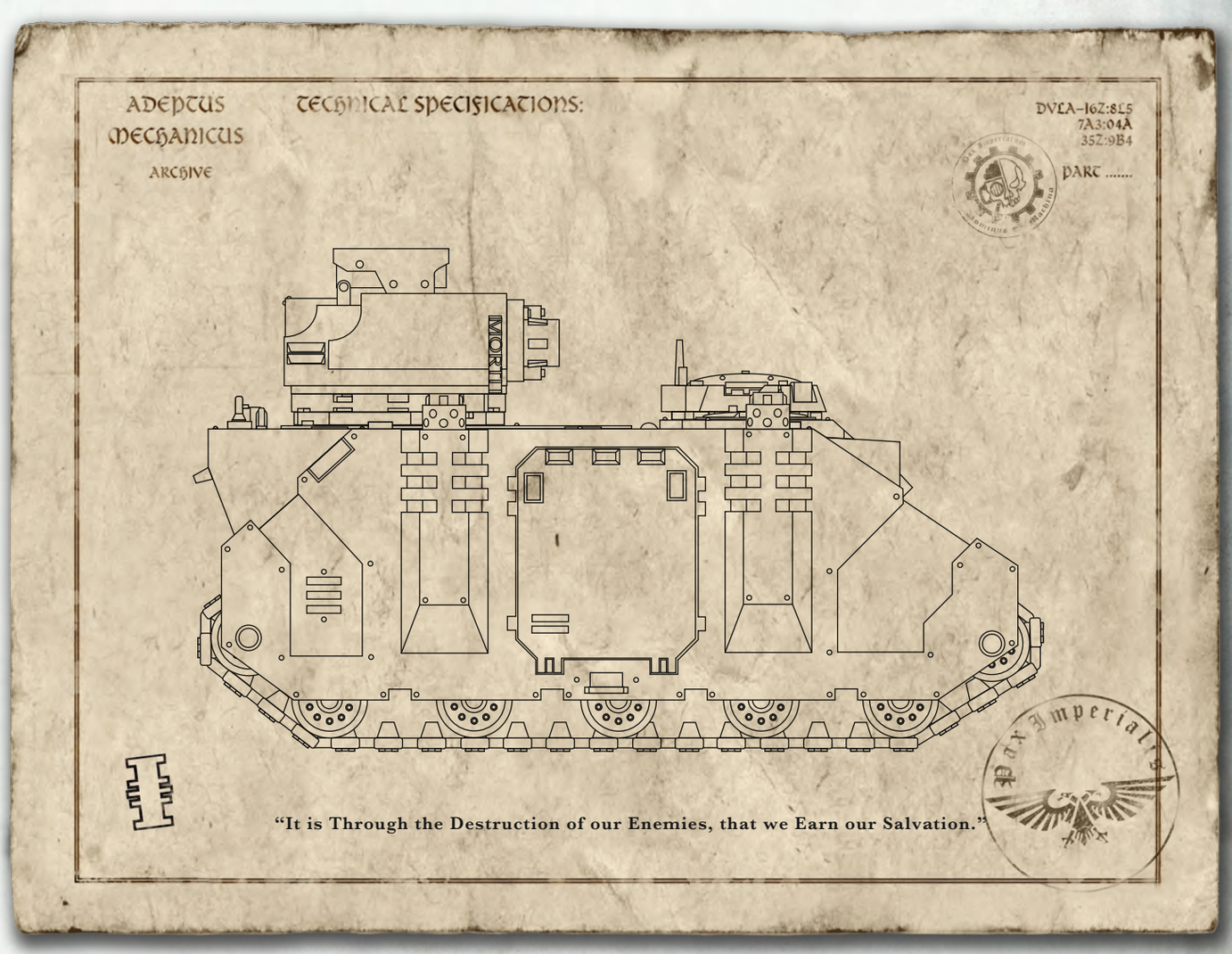
GREY KNIGHTS VORTIMER PATTERN RAZORBACK

The Grey Knights make occasional use of the Razorback, in particular when small squads of power armoured warriors, such as Purifier, Strike or Purgation squads require additional heavy fire support to suppress the enemy as they close on their objective. The Vortimer pattern Razorback is a variant that mounts one of the Chapter's few remaining psycannon and, like the Redeemer pattern Land Raider of the same name, each deployment must be sanctioned by order of the Grey Knights Chapter Council.

Only a few Razorbacks configured in this pattern exist within the armoury of Titan and each was wrought by the hand of the Master Armourer Regis Vortimer himself. The vehicles were created for deployment during the Deliverance of Vulgate, an Ecclesiarchy-mandated Shrine World overrun by the servants of the Ruinous Powers, the labyrinth of natural catacombs deep beneath Vulgate having fallen prey to a necrophage cult whose rites had drawn forth the daemonic foot soldiers of Nurgle.

The operation to expel the tides of daemonic filth welling up from the crypts would take place entirely within the dimly lit tomb-caverns, a situation that presented the Grey Knights with a unique set of tactical challenges to which the Razorback, and in particular the Vortimer pattern, proved the ideal solution. The Deliverance of Vulgate saw a force of Grey Knights, made up of small Razorback-mounted squads, launch a devastating series of rapid assaults through the winding catacombs against key locations such as Warp gates and the defiled ritual sites wherein the first incursions had occurred. The small, comparatively lightly armed squads were afforded a high degree of mobility and protection by their Razorbacks and the psycannon mounted upon each gunned down hordes of the shambling, necrotic Plaguebearers of Nurgle.

Upon the successful conclusion of the Deliverance of Vulgate, Master Armourer Vortimer consigned the psycannon-armed Razorbacks to the Grey Knights Armoury, where they would slumber in cold stasis until such time as their services were required once more. To date, the vaults have been opened a score of times. Several of the Vortimer pattern Razorbacks have been lost over the centuries but a core of a dozen vehicles remain, each of them a venerated relic of the Grey Knights adorned in countless battle honours.



GREY KNIGHTS DREADNOUGHT

A living connection to the Chapter's long and secret history, these ancient artefacts are more than just war machines – they are the embodiment of the Chapter's past. In them is recalled the Chapter's glorious victories, great deeds, slain heroes, unquestionable loyalty and proven honour. Such honours must remain unknown to the Imperium at large, yet every detail is meticulously recorded by the Grey Knights themselves. They are a potent symbol of all that the Chapter is and all it stands for, and provide the Grey Knights Chapter with a record of its legendary past, which its current battle-brothers ever strive to emulate.

Each Dreadnought is precious, worthy of the utmost respect and venerated for the wealth of experience and wise counsel the hero within can offer to their brethren of today. In a Dreadnought the spirits of the Chapter's ancestors live on, to guide the Chapter as well as fight upon the battlefield. Each of the Brotherhoods has its own Dreadnoughts. They are all former heroes of the Brotherhood whose mortal wounds could not be healed, but who could be saved by interment into Dreadnought armour. They are often past Grand Masters, Brother-Captains or Brotherhood Champions or in special cases, lower ranked brethren who have shown exceptional courage and heroism in battle. Only the most worthy are entombed within a Dreadnought and it is seen as perhaps the greatest honour the Chapter can bestow.

It is customary that a mortally wounded Grey Knights hero must give his personal consent before interment within a Dreadnought. A mortally wounded battle-brother might prefer to rest with the Chapter's other heroes in the crypts below the fortress-monastery on Titan, his name engraved in marble alongside that of other great figures, a fitting end for a lifetime of loyal service.

Orias Reborn
Legend has it that when Grand Master Orias lay in the Apothecarion following his battle with the Daemon Prince Herkeritus, tended by the Chief Apothecary and his servo-meds, the entire Chapter awaited his death. Every Brother-Captain in residence at that time stood watch over him awaiting his last word before his soul passed into the Emperor's care. For three days and nights they waited and Orias, his body a blasted shell, never moved. His kin believed he must surely be dead, but with the last of his strength he gave a single nod of his head. The assembled Brother-Captains quickly debated and agreed. Orias' single motion must have been a nod of consent. With the last of his strength, he had agreed to continue his service. Immediately, a sarcophagus was brought forth from the Chamber of Heroes and, within the hour, the solemn ritual of interment was echoing dolefully through the cloisters of the Grey Knights fortress-monastery.

GREY KNIGHTS MKIV 'DOOMGLAIVE' DREADNOUGHT

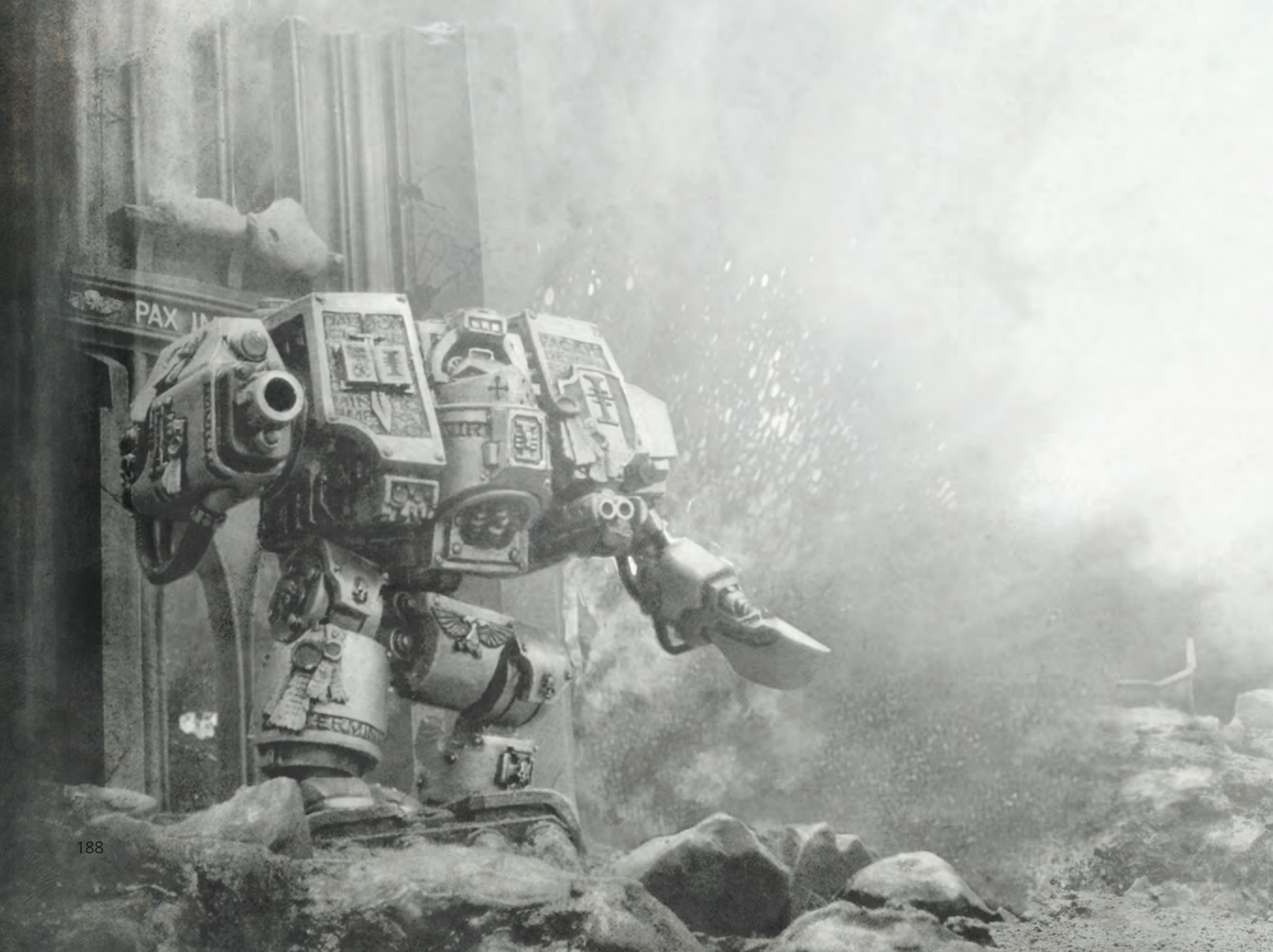
The Grey Knights maintain an extensive stock of Dreadnoughts, in all likelihood more than most other Chapters. With an entire Forge World devoted to providing the Chapter with a constant stream of the most precious wargear and matèriel, and with so many bold heroes serving in its ranks, there is no shortage of worthy brethren to be interred within a Dreadnought and no shortage of Dreadnoughts in which to inter them. The majority conform to no specific weapons configuration, being fitted with whatever weapons are deemed necessary for a forthcoming mission on a case by case basis. There is one instance where this is not the case however, and that is the so-called 'Doomglaive' configuration.

The Doomglaive came about during the Garanhir Rebellion, when the Mk IV Dreadnoughts attached to the 7th Brotherhood were committed to counter an assault by a warband of the World Eaters Chaos Space Marines and it was considered highly probable that a daemonic incursion would ensue. The Brotherhood's Dreadnoughts were assigned the task of countering any such incursion of daemonic foot soldiers, while the Brotherhood's Dreadknights would engage any larger daemonic entities and the main bulk of the Grey Knights would concentrate on the World Eaters themselves.

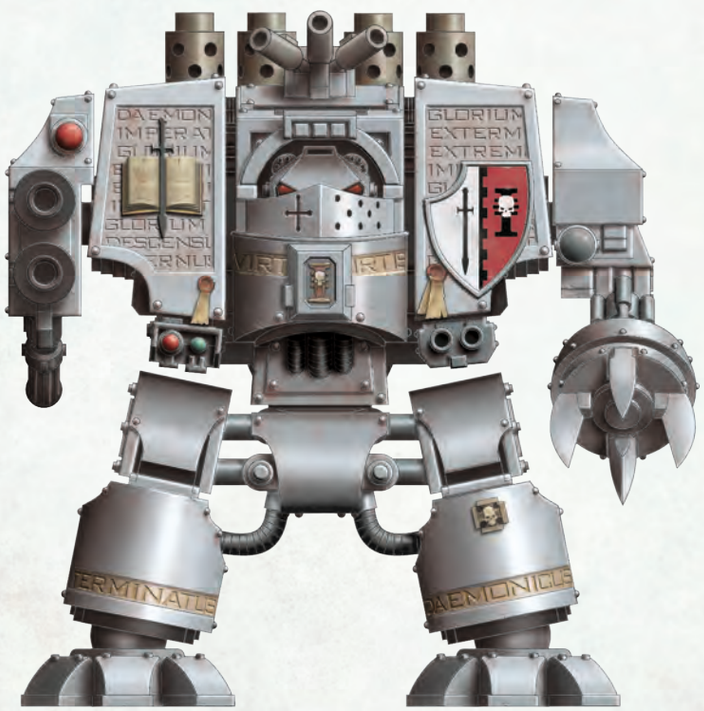
In order to combat what the Brotherhood's leaders expected to be a horde of foes, the Dreadnoughts were equipped with a particularly rare and venerated Nemesis force weapon, drawn from the innermost armourum-sanctuaries of the Chapter. These were the doomglaives, psychically attuned blades wrought to be fitted to the arm of a Mk IV Dreadnought. In addition to this formidable artefact, the Dreadnoughts each had mounted upon them a psycannon, one of the ever dwindling stock of this signature weapon of the Grey Knights.

When battle came, the newly configured Dreadnoughts proved highly effective. Indeed, it transpired that the 7th Brotherhood was assaulted by wave after wave of Bloodletters and would have been entirely overwhelmed by them were it not for the efforts of the Dreadnoughts. These were able to scythe down uncounted foe with every sweep of their mighty doomglaives and gun down still more with coordinated salvoes of their psycannon.

In the aftermath of the Garanhir Rebellion, the configuration was codified as the 'Doomglaive' and entered into the Grey Knights' great tome of battle doctrine. Since then, it has seen service wherever the masters of the Grey Knights anticipate battle against large numbers of foe, in particular when confronted with massed daemonic foot soldiers, Chaos cultists and mutants.



MkIV Dreadnought of the Grey Knights Chapter. This is Brother-Captain Valafar of the 7th Brotherhood. The war engine itself was destroyed in battle against the forces of Abaddon the Despoiler during the 13th Black Crusade, but Valafar survived, to be re-interred into another Dreadnought soon after.



MkIV Dreadnought of the Grey Knights Chapter. Although not named, the personal heraldry on the shield is that of Justicar Uphur, the soul survivor of the Kasedya Incursion in which he was so grievously wounded he was interred into his Dreadnought.

GREY KNIGHTS THUNDERHAWK GUNSHIP

While the Grey Knights rely on teleportation assaults to wage their war against the Daemon, the Chapter still has need of those war machines used by their brethren in the other Adeptus Astartes Chapters. All Space Marine Chapters use rapid strike tactics, but more than any other Chapter, the Grey Knights make short deployments aimed at achieving specific objectives. They locate a target and strike swiftly before withdrawing to their orbiting strike cruiser. Deployments are frequently limited to a single engagement, the warriors teleporting down to neutralise a target before withdrawing, and their specialised role, and specialised equipment, means they cannot be risked in anything but the most vital missions.

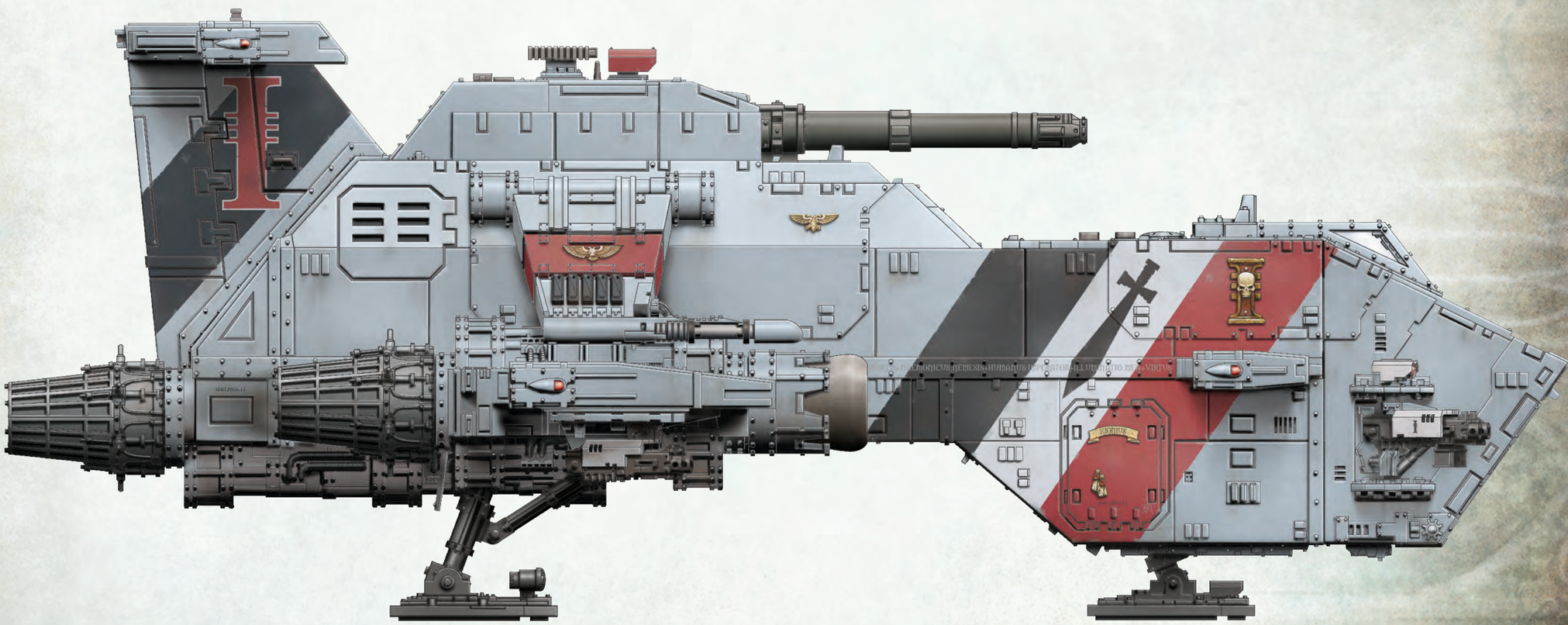
To achieve total mobility and flexibility, the Grey Knights make wide use of Thunderhawk gunships and transporters. Because all Grey Knights strike cruisers are equipped with arcane and scarce teleporter technology, they do not often need Thunderhawks for direct airborne assaults or planetfall missions, although they do train for them. More often the Thunderhawks are used for deploying support units. Once teleporting assault troops have attacked, they need the heavy support of Land Raiders, Dreadnoughts and other units quickly and this is where the Thunderhawks come in.

As well as landing extra support, Thunderhawk gunships provide fast and effective heavy firepower for their battle-brothers already on the ground. A Thunderhawk's turbo-laser or battlecannon, lascannon and multiple missiles form a Grey Knights strike force's heaviest conventional weaponry. Thunderhawks also provide a strike cruiser in orbit with eyes and ears closer to the battle. Relaying battlefield information to a waiting strike cruiser, a Thunderhawk can observe for and direct an orbital bombardment against the strongest enemy positions and large troop concentrations.

The Steel Forge

So vital is the mission of the Grey Knights to the very survival of the Imperium that the Chapter is served by its own Forge World, so that the entire machine lore of the Adeptus Mechanicus might be at their disposal. The Forge World of Deimos was once one of the twin moons of Mars, moved by terrible processes into orbit about Titan, where now resides the fortress-monastery of the Grey Knights. Deimos produces any and all engines of war the Grey Knights might demand, serving them and them alone. Having been turned over to the Grey Knights, these engines are completed within the Chapter Forge, where arcane techno-rites known only to the Chapter's Techmarines are applied. So secretive are the Grey Knights in this matter that such matèriels are handed over by mind-scrubbed servitors, ensuring that the secrets of both the Grey Knights and the Adeptus Mechanicus are preserved.

Deimos did not always produce its wares exclusively for the Grey Knights – indeed, once it supplied the vast armies that accompanied the Expeditionary Fleets during the Great Crusade. Thus, a great many vehicles and weapons were produced to the Deimos pattern, and some of these are produced still, having been taken up by Forge Worlds the length and breadth of the Imperium. A few are truly rare examples produced before Deimos was turned over to the Grey Knights, and these are relics among relics, the most venerated machines of war in the extensive arsenals of the Adeptus Astartes.



Thunderhawk Gunship of the Grey Knights Chapter [location undisclosed]. This vessel served with the 2nd Brotherhood and is named '*Xionius*' after a fallen hero of that body.

+++ Ordo Hereticus/Redaction Log/ Restricted Access +++

+++ Interdicted Communication. Originator Unknown. +++

++ Action: Commit to Archive. ++

+++ Consequence: Engage Historiographic Expurgation Cell Dagma-Lupin Q-17 +++

++ Thought for the Day: "Questions are more dangerous than answers." ++

+++ Begin Transcription +++

++ The Inquisition is not so much an organisation, as are for example the Adeptus Astartes or the Imperial Guard, but a class of men and women uniquely possessed of the vision to perceive the true threats assailing Mankind, the will to confront those threats and the authority to undertake any course of action needed to confront them. Some Inquisitors work alone and in secret, while others use their authority to bring together any and all Imperial forces to combat their enemies directly. Many make use of these seconded or 'inducted' forces for a single battle only, while others maintain sizable private armies of warriors and war machines proudly bearing the livery of their master. Such household forces can, in theory, include almost any war machine in the extensive arsenals of the Imperium, from the humble Chimera armoured carrier to the mighty Baneblade super-heavy tank. ++

++ Inquisitors are possessed of the authority to requisition any fighting force in the Imperium. By the power of the Emperor invested in each Inquisitor, they can demand that nearby Imperial Guard and local planetary forces render any aid they deem necessary. Very few rulers or officers would dare to oppose an Inquisitor's will, for to do so is to be labelled traitor and to invoke the wrath of the most powerful and ruthless body in the entire Imperium. Once inducted into an Inquisitor's service troops fight entirely under his command, their regular commanders subservient to the Inquisitor's will, and they live or die at his whim. Inducted Imperial Guardsmen have been observed to fight with the weapons and vehicles they already have, but those units inducted into an Inquisitor's forces on a more permanent basis may be re-equipped with weapons and equipment only an Inquisitor could possibly have access to. ++

++ The induction of fighting forces is not limited to the Imperial Guard and in theory at least extends to the Adeptus Astartes as well. Some Space Marine Chapters have long associations with specific Inquisitors and sometimes these obligations are passed from master to pupil and thus propagated down the millennia. The wise Inquisitor does not abuse this power and only looks to the Space Marines in the event of some dire emergency that his own resources cannot neutralise. ++

++ Some Inquisitors, or groups of Inquisitors, are known to maintain forbidding bastions sometimes referred to as Inquisitorial fortresses. These facilities – some secret, others well known and much feared – are scattered across the Imperium and can serve as bases of operation for the members of the Inquisitorial Ordos. They might house prison cells, torture chambers, research laboratories, warded archives of forbidden knowledge, armouries and stores of supplies. Each fortress is likely to be guarded by cadres of warriors entirely devoted to the service of their master. In many cases these are Storm Troopers drawn from the Imperial Guard, for such warriors are amongst the finest outside of the Adeptus Astartes. They have access to Rhinos, Chimeras and Valkyries to provide Inquisitors with a core of well-trained, well-equipped troops should they be needed. A fortress might maintain a substantial armoury of vehicles and these can be issued to the troopers or used by the Inquisitor as a personal transport for themselves and their retinue. ++

++ Given the sheer breadth of horrors confronting Mankind, Inquisitors tend to focus on one particular type over the others, though no foe is beyond their remit or ability to combat. The ranks of the Inquisition are broadly divided into three great Ordos, as well as an unknown number of lesser bodies. The Ordos concern themselves with existential threats to the future of Mankind, perils that none other than an Inquisitor could bear without succumbing to insanity. ++

+++ Daemonhunters +++

++ The largest of the Ordos is the Ordo Malleus, its members amongst the few able to stand against the ultimate foe of Mankind, that which some label 'Chaos'. Wielding shining Daemonhammers and wearing armour inscribed with the most potent wards of protection, the Daemonhunters of the Ordo Malleus are often all that stands between the rule of the Emperor and the all consuming damnation of a daemonic incursion. ++

++ The Ordo Malleus maintains close links with the Grey Knights, a Space Marine Chapter entirely dedicated to the eternal battle against the denizens of the Warp. As a Space Marine Chapter, the Grey Knights rely upon many of the same vehicles as their brother Space Marines. One major difference is the Grey Knights' extensive use of arcane and dangerous teleportation technology. Most Chapters maintain teleporters, but all Grey Knights strike cruisers are equipped with them as standard to allow squads to react instantly to daemonic incursions by teleporting into the midst of battle to neutralise the threat. Once deployed to a planet's surface, Grey Knights are usually transported in Land Raiders for which the Chapter maintains a large armoury at its base on Titan and takes special care to protect them from daemonic possession using enchanted Truesilver armour warding. The machine spirits of the vehicles are also blessed and a vehicle's sacred hull is covered in potent scriptures, purity seals, icons of faith, wards and sigils which Daemons cannot bear to touch or even look upon. ++

+++ Witch Hunters +++

++ Inquisitors aligned to the Ordo Hereticus specialise in protecting Mankind against the uncontrolled emergence of psykers and they scrutinise the institutions of the Imperium to prevent the spread of heresy. Ordo Hereticus Inquisitors are amongst the most adept at scrying the darkest secrets of the human soul, for their enemies are invariably to be found within the ranks of Mankind itself. These Inquisitors seek out traitors and blasphemers, heretics and cultists, and will expose sedition and forestall secessions before they can escalate from planets to entire sectors. One of their most sacred duties is to watch the evolution of Mankind into the ultimate psychic being, a gradual evolutionary process that inevitably results in mutation and uncontrollable powers manifesting themselves as a terrible by-product. The Witch Hunters know that only the smallest fraction of emergent psykers have the strength of mind to be allowed to live, and the alternative is to court daemonic incursion as the mind of a rogue psyker is transformed into a gateway through which the slavering hordes of the Warp burst forth and entire planets meet their doom. ++

++ Like all Inquisitors, Witch Hunters are able to call upon any servant of the Imperium, from the lowliest scribe to a mighty sector lord. When faith, zeal and devotion are judged to be the best weapons they often ally with the Battle Sisters of the Adepta Sororitas, but equally find common cause with the Imperial Guard, the Adeptus Arbites, the Space Marines or even the mighty Grey Knights, depending on the forces to hand and the nature of the enemy to be confronted ++.

+++ Alien Hunters +++

++ Those Inquisitors who specialise in combating the numerous alien species that would deny Mankind's claim to the stars are gathered under the auspices of the Ordo Xenos. These ultimate hunters of the alien confront threats in the depths of space and in cold tombs beneath the surfaces of long dead worlds. They seek out xenophile cults hidden within the ranks of the faithful and combat alien domination, whether it is achieved by spiritual, philosophical or even genetic means. Many Inquisitors of the Ordo Xenos bear the weapons of the xenos against them and some even sanction alien warriors to operate in their household forces. ++

++ The Ordo Xenos has at its disposal a unique Space Marine Chapter dedicated to combating the alien wherever and however it might reveal itself. The Deathwatch, so-named because its members stand vigil against a long-prophesied alien doom, is a Chapter unlike any other. Its members are drawn from numerous other Chapters, detached for a pre-determined mission or set period referred to as a vigil. The Deathwatch maintains Watch-fortresses the length and breadth of the galaxy, each a nigh impregnable bastion standing watch over some threat known to hold sway there. Deep inside the stasis-sealed arsenals of the Deathwatch slumbers every manner of weapon, from relics pre-dating the Age of Imperium to forbidden tools of destruction wrought by the hands of long dead alien beings. ++

+++ Extract ends +++

+++ End Transcription +++

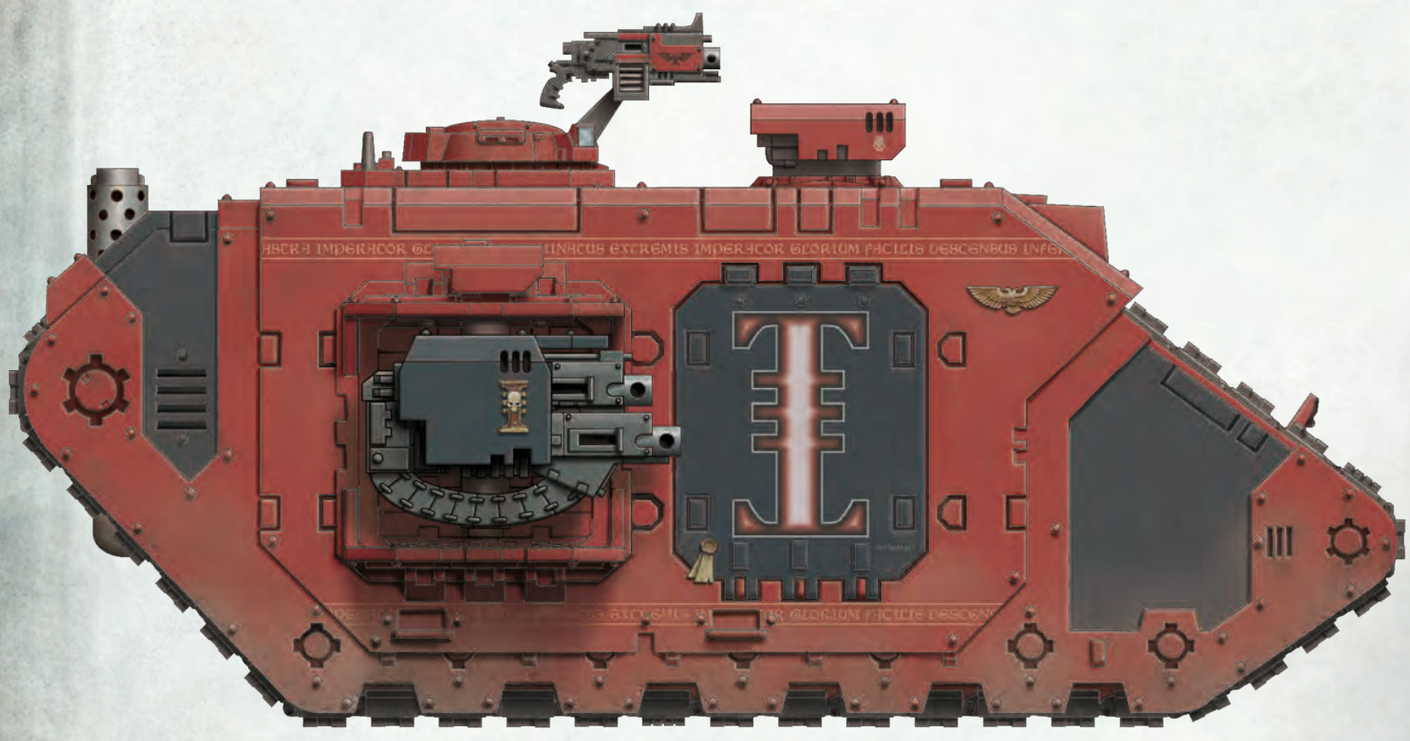
INQUISITORIAL LAND RAIDER PROMETHEUS

There are no limits to the assets an Inquisitor can requisition for use against the myriad foes of Mankind, from deadly assassins to mighty war ships. When it comes time for an Inquisitor to take to the field of battle in person, many decide to do so mounted within the most powerful of war machines available, in particular the Land Raider. Such vehicles are invariably acquired directly from a Forge World of the Adeptus Mechanicus, and while many tech-magi are suspicious, even jealous of the Inquisition, few would dare to deny an Inquisitor such a request.

Many Inquisitors choose to ride to war within the armoured hold of a Land Raider Prometheus. This vehicle is ideal for use by an Inquisitor due to its many, highly specialised command and control systems. Normally, these systems are utilised by a Space Marine strike force commander to allow him to oversee the units under his command and to integrate with higher level networks. In the hands of an Inquisitor however, the vehicle's capabilities are extended still further.

The Prometheus' sophisticated logis-engines and auspex relays make it a formidable tool to an Inquisitor, who uses them to oversee numerous different servants and ensure they carry out their orders to the letter. By seeing what they see, their master can direct them in minute detail and do so from the nigh inviolate sanctuary of the Land Raider's interior. It is a harsh reality that an Inquisitor's life is worth multitudes of lesser soldier's lives; the master's safety is an order of magnitude more important than the servant's. Furthermore, an Inquisitor or specialised members of their immediate retinue can use the vehicle's systems to access a wider network, infiltrating the communications of allies and potentially of enemies too. While ensuring the compliance of the former, the Inquisitor can sow confusion and disinformation amongst the latter and rip a foe's secrets directly from their most supposedly secure systems.

Aside from its use as a command vehicle, the Land Raider Prometheus is a fearsome engine of war. When Inquisitors take to the battlefield in full scale actions, they invariably do so alongside other forces, such as inducted Imperial Guard or allied Space Marines. Thus, the Inquisitor's vehicle is chosen for its ability to protect itself against close-in attack and to unleash a hail of fire on nearby targets rather than as a support vehicle in the conventional sense. Its numerous heavy bolters make the Prometheus ideal in this sense, allowing it to scour an objective clear of any defenders so that the Inquisitor and their retinue can disembark in order to continue a mission without interference from enemy troops.



MkV Land Raider Prometheus of Inquisitor Galleus from the Zarona Intervention.

INQUISITORIAL RHINO ARMOURED TROOP CARRIER

Like the Space Marines, the Sisters of Battle and a small number of other forces, Inquisitors and their retinues make extensive use of the Rhino armoured carrier. The vehicle is used as a high utility transport where a balance of speed, protection and armour is required. The duties Inquisitors must undertake will see them and their servants operating in numerous perilous areas, not all of them outright war zones. When taking to the field of battle proper, most Inquisitors would prefer to utilise a Land Raider as a personal transport if one is at hand. When undertaking other operations the Rhino may be a better choice, and it is often outfitted with a range of additional equipment depending on the needs of the Inquisitor and their mission.

A Rhino in the service of an Inquisitor of the Ordo Malleus is likely to have its hull inscribed with spidery gothic script extracted from the numerous holy texts of the Imperial Creed. Such verses are anathema to the Daemon and protect the souls of those within from possession or corruption. Some Rhinos bear armour of Truesilver inlaid with blessed filaments, which makes it poison for Daemons to lay hand or claw upon. A very small number of vehicles, in particular those permanently in the service of Inquisitors operating alongside the mighty Grey Knights Chapter, might be equipped with the rare and ill-understood Warp stabilisation field. This device allows the vehicle to survive the rigours of instantaneous Warp transfer, such as might be placed upon it by a Grey Knights Librarian utilising his formidable psychic powers to displace it across the battlefield.

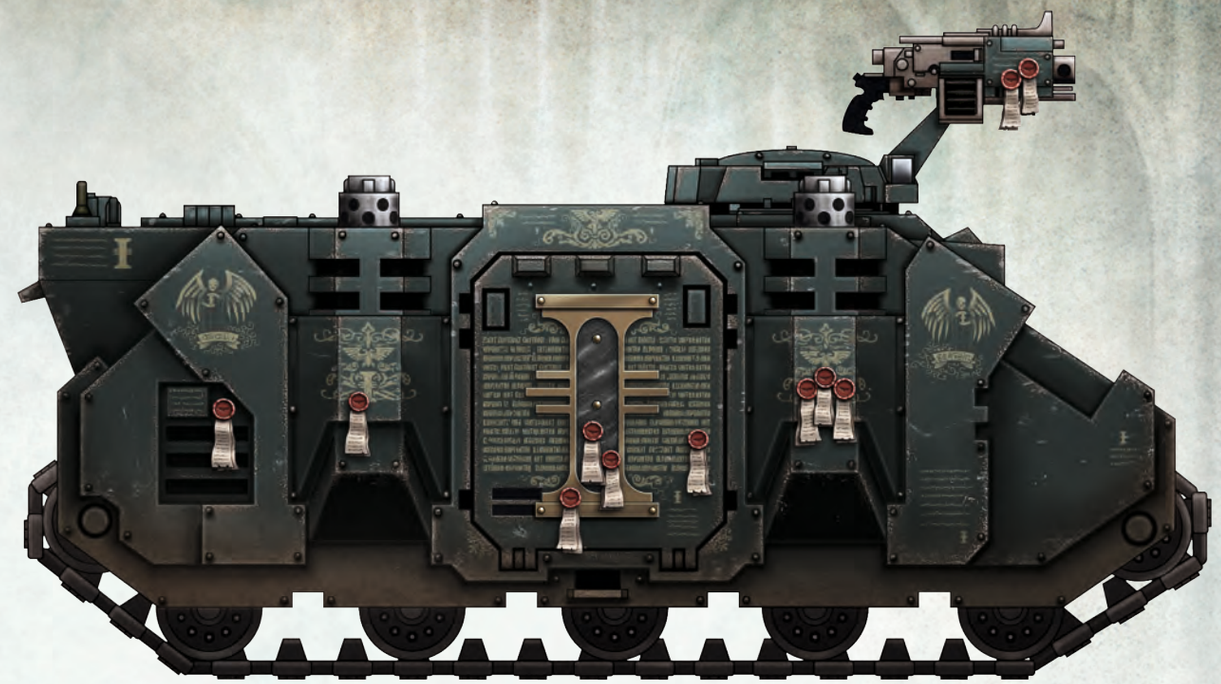
A Rhino in the service of an Inquisitor of the Ordo Hereticus might be fitted out as a mobile interrogation chamber, its interior lined with psy-dampeners that blunt the powers of rogue psykers interred within. It is said that the Witch Hunters of the Ordo Hereticus are able to extract confessions of utmost blasphemy from even the most outwardly pure of subjects, a feat often made possible by the instruments of torture they routinely carry in attendant transport vehicles. Some Ordo Hereticus Inquisitors decorate their vehicles with fluttering scrolls inscribed with ornate passages of text to inspire the masses and strike fear into the hearts of the foe.

A Rhino in the service of an Inquisitor of the Ordo Xenos can be expected to operate in the most perilous and hostile of environments as its master explores the surfaces of xenos-haunted worlds. Its hull must be proof against threats not visible to the human eye, in particular microbial agents more potent than the most devastating of weapons. Some especially insidious strains of xenos have been observed to propagate their sin of existence by way of genetic parasitism, invading microbes overwriting a subject's DNA in order to spawn a new generation. The archives contain accounts of instances when a host's outward appearance has barely changed, but the mind has been completely destroyed and replaced with an utterly alien and unimaginably malefic intelligence. In such cases, only the intervention of the Inquisition and the deployment of the Deathwatch has brought the xenos blasphemy to an end.

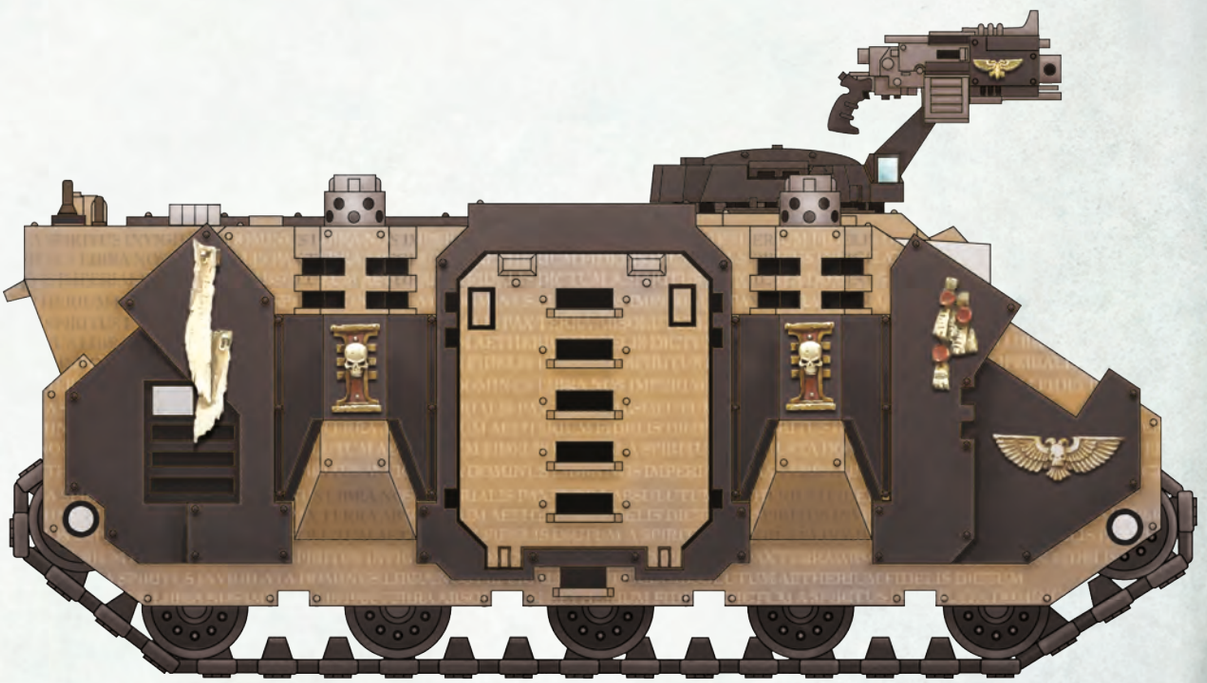
Inquisitorial Livery

When Inquisitors take to the battlefield to make war upon the foes of Mankind alongside the Emperor's massed armies, they often do so utilising any and all war machines in the arsenals of the Imperium. Some Inquisitors simply demand that a nearby military unit turn over whatever machines are needed, using them only so long as they serve the mission before abandoning them. Others claim such engines permanently, integrating them into their own forces and ordering they bear their colours with pride. Because no two Inquisitors are the same in demeanour or origin, these colours might vary enormously. Some vehicles are adorned with vivid heraldry, while others are bedecked in fluttering scrolls, pennants and banners. Still more are etched with the words of the Emperor and his saints, while others are sheathed in precious metals.

With no two Inquisitorial transports bearing the same livery, a force representing a conclave of several Inquisitors and their personal retinues can be a memorable sight indeed, and one which the servants of apostasy and heresy are likely to fear above all others.



Rhino transport of Ordo Malleus Inquisitor Vokes as it appeared during the Assault on Armoury 59-44, Siege of Vraks. The decoration on the vehicle's flanks was applied by hand by scribe-Sisters of the Order of the Eternal Gate, an Order Pronatus of the Adepta Sororitas. The blessings of the scribe-Sisters protected the Inquisitor throughout three dozen missions against the servants of the Ruinous Powers.



Rhino belonging to Ordo Hereticus Inquisitor Halen Jentz. This Rhino has reinforced armour and under the armour plates, the hull has been blessed with the words of the '*Sacraments Diablos*' engraved over it. Jentz' scribe has also illuminated a copy of his Inquisitorial Mandate and pinned it to the rear of the vehicle. It was from this Rhino that Inquisitor Jentz led the Second Abonian Genocide.

INQUISITORIAL CHIMERA

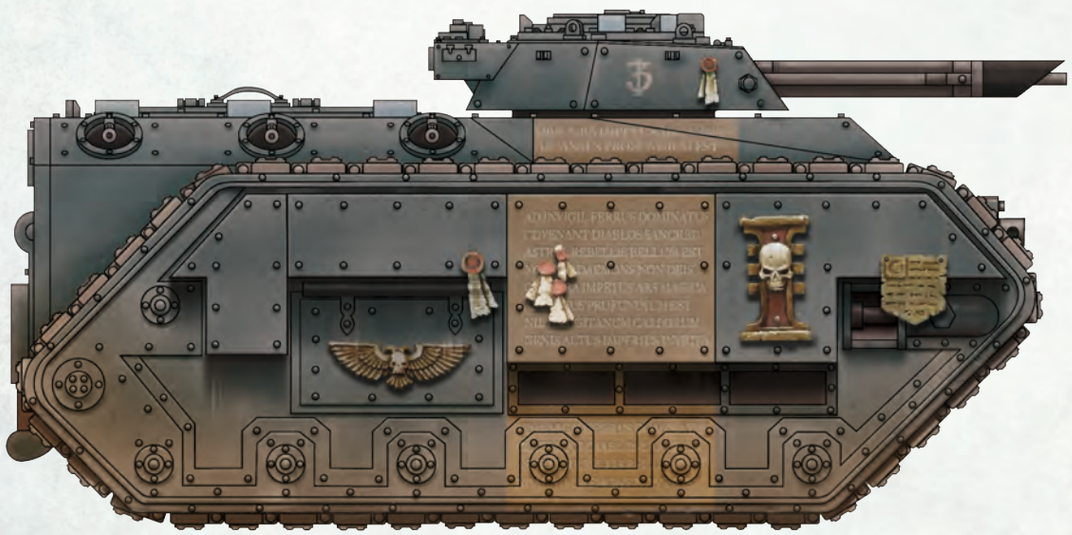
Those Inquisitors who field large numbers of troops, whether inducted Imperial Guard Storm Troopers, militant acolytes or fighters swept up in the course of operations, commonly equip them with the tried and tested Chimera armoured carrier. This vehicle is simple to operate and maintain, and all but the most primitive of soldiers will be familiar in its use. The Chimera has a larger troop carrying capacity than a Rhino and can be produced in far less specialised manufactories, making it a logical choice for outfitting the household armies some Inquisitors choose to maintain.

The Chimera is more heavily armed than a Rhino. The vehicle's turret commonly mounts a multi-laser but can also carry a heavy bolter, autocannon or heavy flamer. This weapon is operated by the vehicle's commander, who uses the turret to gain a 360° view of the battlefield and to engage any foe who dares approach. In addition to this primary armament the vehicle mounts a secondary weapon in a frontal weapons station, operated by a gunner and providing an additional weight of firepower. Furthermore, one distinctive feature of the Chimera are the twin banks of lasguns mounted along its flanks and operated by troops embarked in its transport compartment. This allows an Inquisitor's warrior servants to engage his foes without disembarking from the Chimera, avoiding contamination or corruption arising from close proximity to alien or warp-spawned enemies.

It is common for Chimeras in the service of an Inquisitorial master to be somewhat idiosyncratic in appearance, especially compared to one in the massed ranks of the Imperial Guard. A vehicle that enters service bearing a standard tactical green or grey paint scheme might be repainted in the colours of its master, or else a grim and foreboding black. Its hull is likely to be adorned with countless votive scrolls intended to protect those borne within from the particular foes their master seeks to confront. The troops might seek out the blessings of Ecclesiarchy priests who shower it with sanctified water, and artificer-scrivenors who inscribe intricate holy script across every inch of its surface, both within and without. Some Inquisitors also grant titles to their warriors' vehicles in honour of the bold deeds enacted in their service.

On occasion, a Chimera seconded to the service of an Inquisitor has remained in use long after the event of his death. Such assets are sometimes passed from one Inquisitor to another, especially when one is the master and the other the pupil who later inherits his tutor's responsibilities. In most cases, the secretive nature of the Inquisition precludes such examples being widely known, but the armourial archives of the Chancellor of the Estate Imperium list one such vehicle.

A Chimera constructed in 834.M37 on the hive world of Armageddon served in the 238th Steel Legion for a century before being seconded to the service of one Inquisitor Lord Umbra Nox. Little is known about this Inquisitor, except that he died during an operation against a Khrave incursion near the Ghoul Stars in 004.M38. Almost two millennia later, the vehicle is to be found in service to Witch Hunter Skour, having passed through countless generations of Inquisitors and facing such enemies as can scarcely be imagined by sane men.



A Chimera armed with a multi-laser. This is an Inquisitorial Storm Troopers vehicle in the service of Ordo Hereticus Inquisitor Tyrus, during the purging of Gladrinus VI. This vehicle is engraved with a passage from the *Second Book of Ordeals*.

ADEPTUS MECHANICUS

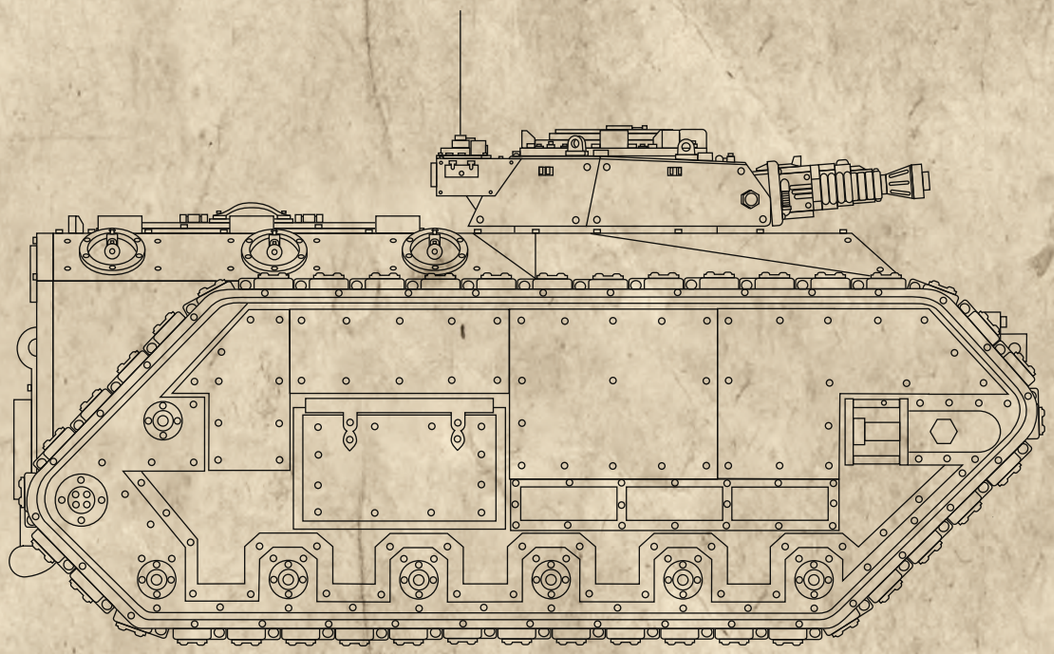
ARCHIVE

TECHNICAL SPECIFICATIONS:

CHIMERA (INQUISITORIAL SERVICE)

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 2



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FERRUM POTENTES

VEHICLE DESIGNATION:	0427-941-3062-CH 124
VEHICLE NAME:	Chimera
FORGE WORLD OF ORIGIN:	Gryphonne IV
KNOWN PATTERNS:	11-XI
CREW:	Commander, Driver & Gunner
POWERPLANT:	Vulcanor 16 twin coupled multi-burn
WEIGHT:	38 tonnes
LENGTH:	6.9 m
WIDTH:	5.7 m
HEIGHT:	3.7 m
GROUND CLEARANCE:	0.45 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	55 kph

MAIN ARMAMENT:	Heavy flamer
SECONDARY ARMAMENT:	Heavy bolter
TRAVERSE & ELEVATION:	360° -8° / +25°
MAIN AMMUNITION:	20 blasts
SECONDARY AMMUNITION:	400 rounds
ARMOUR	
TURRET:	150 mm
SUPERSTRUCTURE:	150 mm
HULL:	100 mm
GUN MANTLET:	N/A
ADDENDUM:	Utility/tactical armoured transport utilised by numerous Inquisitorial retinues and Household forces.

DATE: 1814014.M38

SIGNATURE:

MAGOS FABRICATOR

INQUISITORIAL VALKYRIE

The Valkyrie is issued to Imperial Guard units for special operations such as insertion behind enemy lines, rescue and sabotage missions, as well as for a more conventional airborne assault. Warriors serving in the forces of an Inquisitor are often issued with the same equipment as regular units, and Valkyries enable the warriors and the Inquisitor leading them to meet any threat, whether Daemon, heretic or alien in nature.

The Valkyrie utilises vector engines for vertical take-off and landing, granting it very high manoeuvrability and the ability to hover by directing its engine thrust through its wing exhausts. It is an atmospheric aircraft and cannot operate in the vacuum of space, although it can be sealed against hostile environments. The Valkyrie lacks the high top speed of a true fighter aircraft like a Lightning or a Thunderbolt, but its ability to hover means passengers can be landed with great accuracy at their drop zone or directly on to an objective.

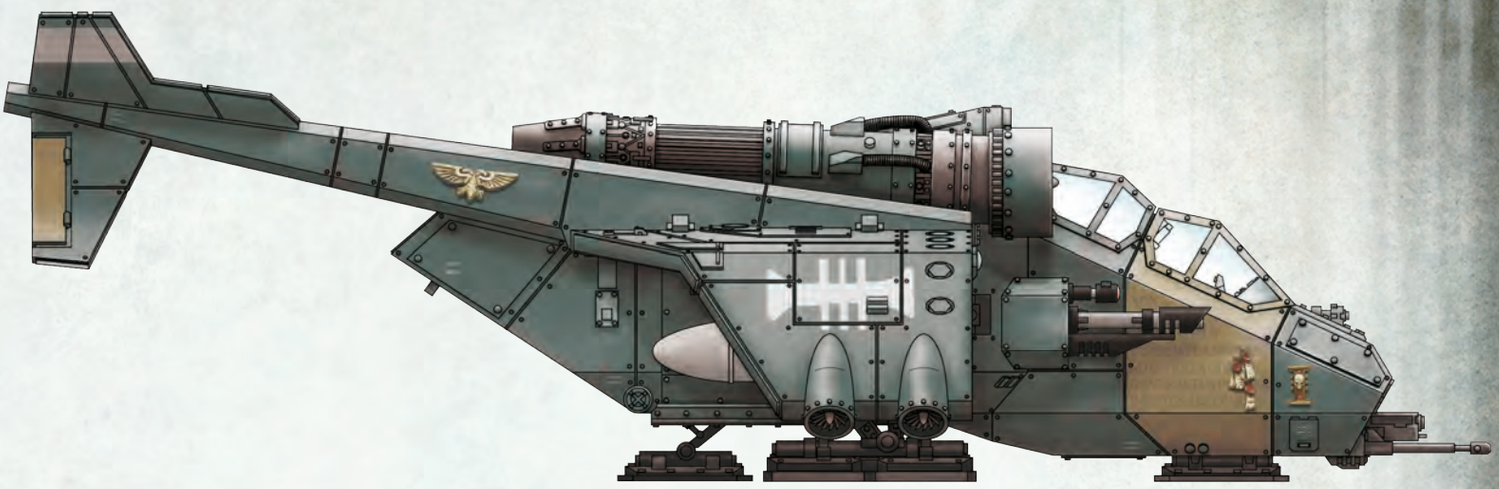
A Valkyrie is an advanced war machine containing many systems comparable with those found in Space Marine vehicles. Only a few Forge Worlds can manufacture them and the majority of those built are supplied to Storm Trooper companies or Imperial Guard Drop Troop regiments. Inquisitors, with their power to induct other Imperial forces into their service, have been known to take to the field in a Valkyrie, using its mobility to get them into the thick of the battle, to close on their target or to pursue any foes who attempt to escape.

As well as carrying troops, a Valkyrie can be used to transport support equipment such as Cyclops, sentry guns and other heavy weapons. It can even carry more esoteric cargo, such as the porta-racks some Inquisitors use to extract confessions from the most intractable of captured subjects. When carrying heavy loads or travelling over long distances, the aircraft must be equipped with supplemental fuel tanks, which replace the under-wing hellstrike missiles but give the aircraft extra versatility as a heavy lift craft.

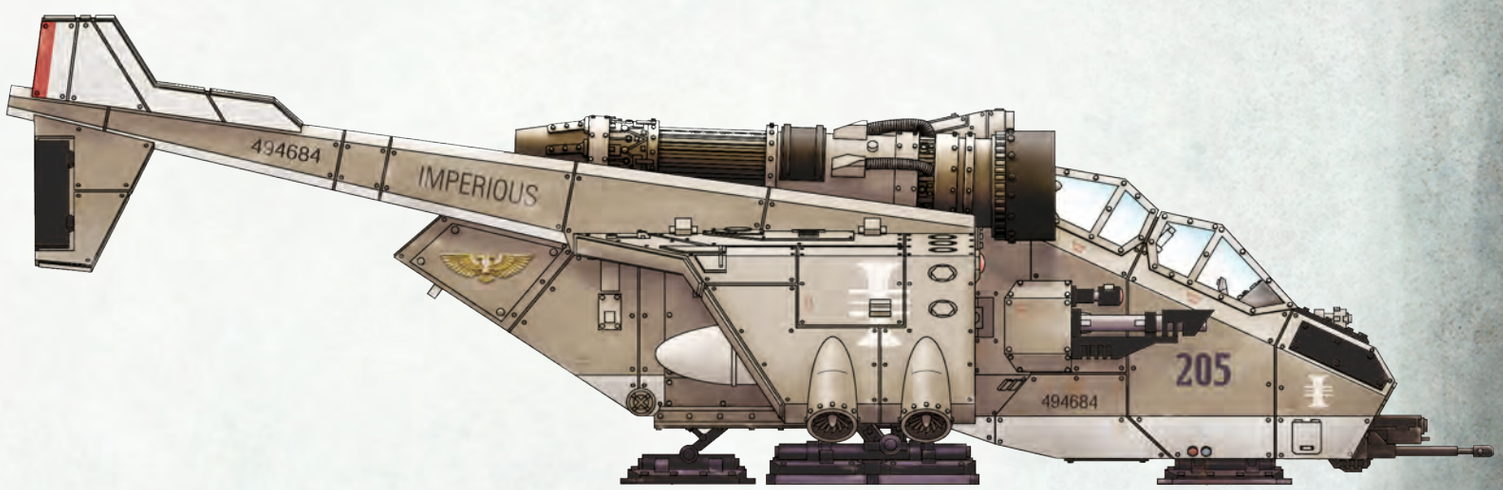
Valkyrie pilots consider themselves an elite. They are trained for the most dangerous insertion missions behind enemy lines, night flying and manoeuvring in close confines and at very low altitudes. Each aircraft has a crew of four: a pilot, a co-pilot (who is also the weapons operator) and two door gunners to fire the craft's heavy bolters. The pilots and crews who enter service with the Inquisition must be the very best, as well as spiritually pure beyond all doubt. Those that are not are of no use to the Inquisition, for they must be strong and courageous enough to face the very worst of horrors every time they embark on a mission, witnessing nightmares that would shatter the minds of most men.

The most significant deployment of Inquisitorial Valkyries known to the historator-savants of the Administratum in recent years took place when the Ordo Xenos deployed against the aquatic alien invaders of Tyrama Secundus. With so much of the surface of Tyrama Secundus covered by deep, black oceans, the Imperium's forces were forced to make extensive use of atmospheric transports such as the Valkyrie.

The largest of these units served under Inquisitor Lady Aethia, who used her powers to induct the entire 2987th Imperial Navy Tactical Assault Wing into her household to provide transport for her warriors. The 2987th remains in the Inquisitor Lady's service to this day, long after the casting down of the alien's sub-oceanic fane-cities.



Valkyrie in the service of Ordo Hereticus Inquisitor Tyrus. This is an Inquisitorial Storm Troopers' transport used during the Purging of Gladrinus VI. This aircraft is protected by an engraved passage from the *First Book of Ordeals*.



Valkyrie of the 205th Imperial Navy Tactical Wing. This aircraft was inducted into Inquisitorial service during the Tyrama Secundus campaign by Ordo Xenos Inquisitor Gruberman. The simple addition of the Inquisitorial 'I' symbol indicates it is under his command.

ADEPTUS MECHANICUS

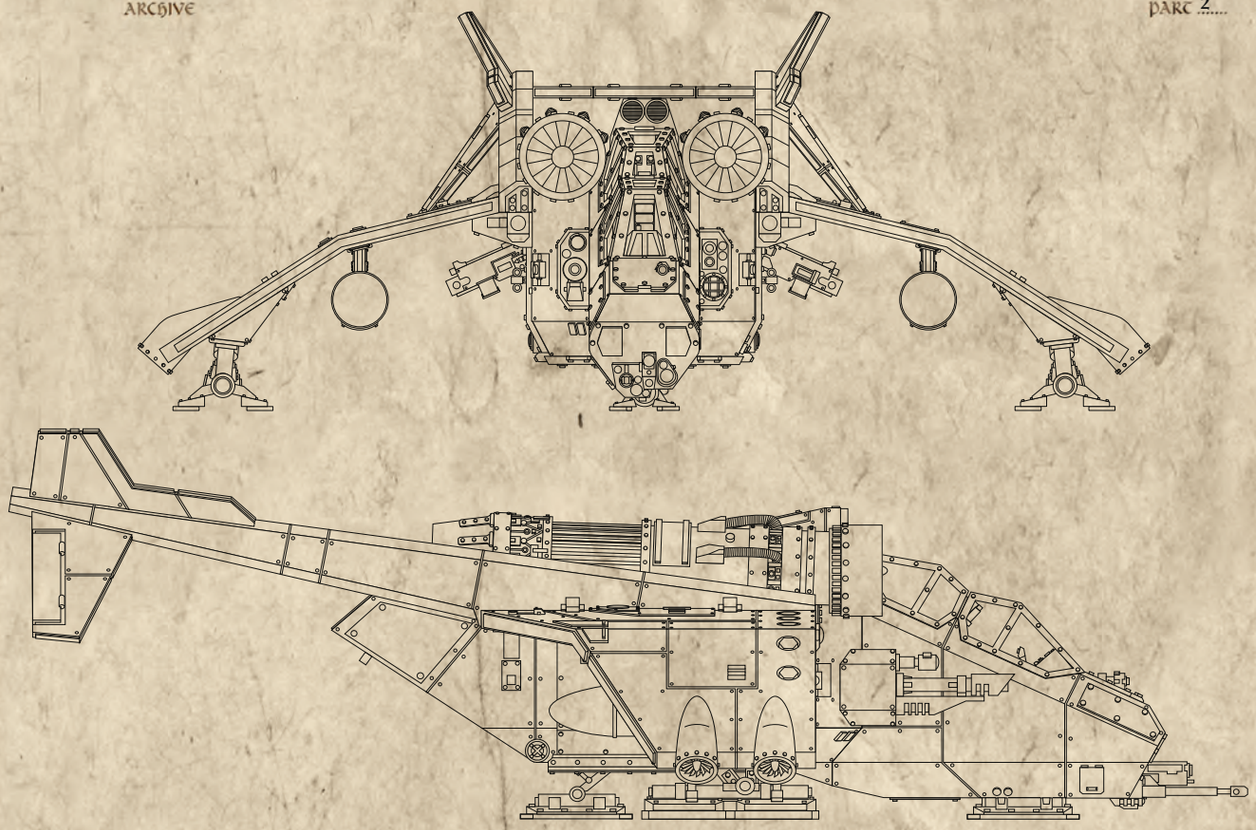
ARCHIVE

TECHNICAL SPECIFICATIONS:

VALKYRIE ASSAULT CARRIER (INQUISITORIAL SERVICE)

DVLA-16Z:8L5
7A3:04A
35Z:9B4

PART 2



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Ex Machina

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FERRUM POTENTES

VEHICLE DESIGNATION:	Airborne assault carrier
VEHICLE NAME:	Valkyrie
FORGE WORLD OF ORIGIN:	Mars/Voss, Artemia, Staban VII
KNOWN PATTERNS:	I-X
CREW:	Pilot, Navigator & 2 Door Gunners
POWERPLANT:	2 x F75-MV afterburning vector-turbojets
WEIGHT:	13 tonnes empty
LENGTH:	18.5 m
WINGSPAN:	16.9 m
HEIGHT:	4.8 m
OPERATIONAL CEILING:	13,000 m
RANGE:	2,000 km in atmosphere
MAX SPEED:	1,100 kph

MAIN ARMAMENT:	Hull-mounted multi-laser
SECONDARY ARMAMENT:	2 x door-mounted heavy bolters
TRAVERSE & ELEVATION:	N/A
MAIN AMMUNITION:	2 x hellstrike missiles
SECONDARY AMMUNITION:	150 shots cell feed 1,000 rounds
ARMOUR	
TURRET:	N/A
SUPERSTRUCTURE:	75 mm
HULL:	75 mm
GUN MANTLET:	N/A
ADDENDUM:	Seconded from Imperial Navy assault/transport wings

DATE: 15497473.M40

SIGNATURE:

MAGOS FABRICATOR

WAR MACHINES OF THE ADEPTA SORORITAS

"Sisters, let us raise our song to the Golden Throne! 11th Movement, 'We Bless the Sinner as He Burns'. All Exorcists target heretic Warhound 17 by 12, commence Adagio and engage!"

Palatine-Mistress Emilia Nihlus, the Battle of Saints Landing

As the elite army of the Ecclesiarchy, the Sisters of Battle are equipped with the finest arms and equipment their masters can obtain. Given the staggering wealth of the Ecclesiarchy, resources are not in any way short but gold is only one measure of power in the 41st Millennium. Of far more value are blood, honour and status. The Adeptus Ministorum and the Adeptus Mechanicus have a long and far from harmonious history, for the two vast institutions espouse entirely different beliefs and practises. To the Ecclesiarchy, the Tech-Priests' veneration of the Omnissiah is problematic and easily confused by the ignorant for the worship of some higher being other than the Emperor. To the Adeptus Mechanicus, the servants of the Ecclesiarchy are hindered by an abiding distrust of anything they cannot directly control. These differing viewpoints make cooperation between the two organisations fraught with disharmony and individual factions have in the past come to blows over matters of religious divergence.

Despite such differences, the Imperium could not function without each. The Ministorum controls Mankind's soul whilst the Adeptus Mechanicus maintains the machines it needs to cross the stars and wage the Emperor's wars. Over the millennia the two have negotiated numerous treaties and pacts that have ensured a constant flow of arms and matèriel from the Forge Worlds, in particular to equip the Battle Sisters of the Adepta Sororitas while the Adeptus Ministorum reciprocates with debts of blood and honour. As a result, the Battle Sisters have access to a range of vehicles that are rarely seen outside of the Adeptus Astartes, some of them entirely unique to their own forces, their STC imprints jealously guarded.

As with all Imperial bodies, the Adepta Sororitas relies upon the services of attached Tech-Priests to maintain and repair its vehicles. When called upon to go to war, they are crewed by specially trained Battle Sisters, assisted where needed by Servitors and Techno-mats provided by the Adeptus Mechanicus. In battle these fearsome warrior-women sing the battle-prayers of the Adepta Sororitas even as they invoke the spirits of the machine using the canticles taught to them by the Tech-Priests, combining both in the eternal battle against the faithless.

SISTERS OF BATTLE RHINO

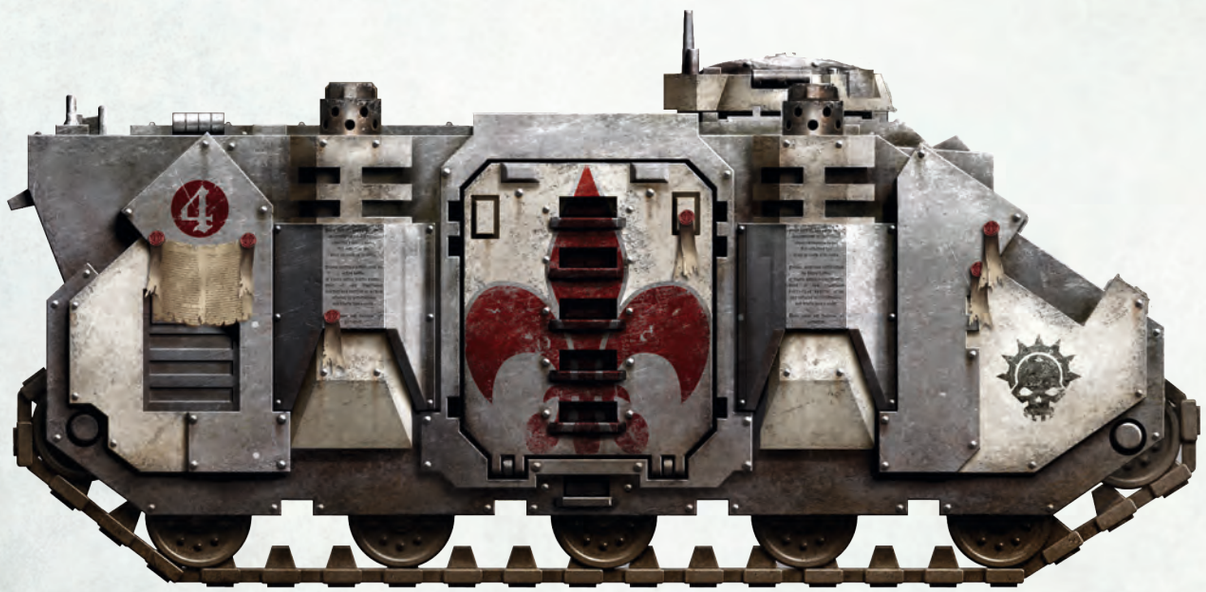
The Sisters of Battle make extensive use of the Rhino armoured troop carrier, in particular the MkIIc Mars pattern, the iconic model produced across the Imperium and most commonly used by the Space Marines of the Adeptus Astartes as well as other august bodies. In addition, the Adepta Sororitas uses a variation derived from the MkIIIa Immolator which features a superstructure somewhat higher than that found on the MkIIc, its distinctively arched vision blocks arranged for all-round observation from the interior, as well as an unusual arrangement of fire and access points. The upper surface of the MkIIIa Mars pattern Rhino features a large circular hatch to the rear, from which embarked Battle Sisters can fire or disembark in the event of damage being sustained. A second such opening is located at the fore, which serves as the mounting point in MkIIIa pattern Immolators and which can be adapted to serve as a hatch by the addition of a traversable cupola in the case of the Rhino. On the whole, the differences between the MkIIc used so extensively by the Space Marines and the MkIIIa used by Sisters of Battle are largely cosmetic. It is generally held that the larger number of vision blocks make the vehicle a superior transport when used in dense terrain, allowing passengers to locate enemies within 360° and to engage them without delay upon disembarkation. The Sisters of Battle are fiercely proud of the MkIIIa and its distinctive profile, despite criticisms that it makes the vehicle an easier target for enemy anti-tank gunners.

Aside from its well established combat characteristics, the Rhino is of particular use to the Sisters of Battle for the same reason it is used by the Space Marines. Its interior is designed to be used by troops wearing power armour, albeit that the suits worn by the Adepta Sororitas are nowhere near as bulky as the Adeptus Astartes patterns. In addition, their embarkation stations are fitted with a number of integration points into which a passenger can interface her power armour's various functions. This allows for the recharging of the power armour's motive core as well as communion between machine systems and the ex-loading of biometric data.

Wonders of the Faith

The Adeptus Ministorum is possessed of a wide range of entirely unique and unusual vehicles, many of them recovered from ancient battlefields, others rendered up by planetary rulers as the rightful due of the Ecclesiarch. Exorcists, though each an individual masterpiece, are in truth the least of these wonders. The greatest take the form of gargantuan mobile cathedrals, their flanks clad in metres-thick armour wrought in gothic finery, their immense weight supported upon enormous tracks or even held aloft by grav repulsors of Dark Age of Technology provenance. Some are even made mobile by enormous articulated limbs, each step stamping metres-deep imprints upon the face of a world.

Where these wonders pass, so the irrefutable Word of the Emperor is heard. Vast annunciation-engines blast prayers, hymnals and sermons across the landscape, bringing even the most faithless to their knees before battle is even joined. When the moment comes, great ramps lower from the sides and down them spill countless thousands of the faithful, led by the zealous Battle Sisters of the Adepta Sororitas. Against such a palpable expression of the Imperial Creed none can stand, and heresy can find no hiding place.



Rhino armoured transport, with additional armour plating, of the Adepta Sororitas Order of the Argent Shroud. This vehicle, labelled its praeceptory's fourth, was part of a contingent deployed to bolster the Sisters of the Order of the Black Sepulchre against the Ork warlord Garaghak's invasion of Magdelene IX in the Forrsar Sector.

SISTERS OF BATTLE IMMOLATOR

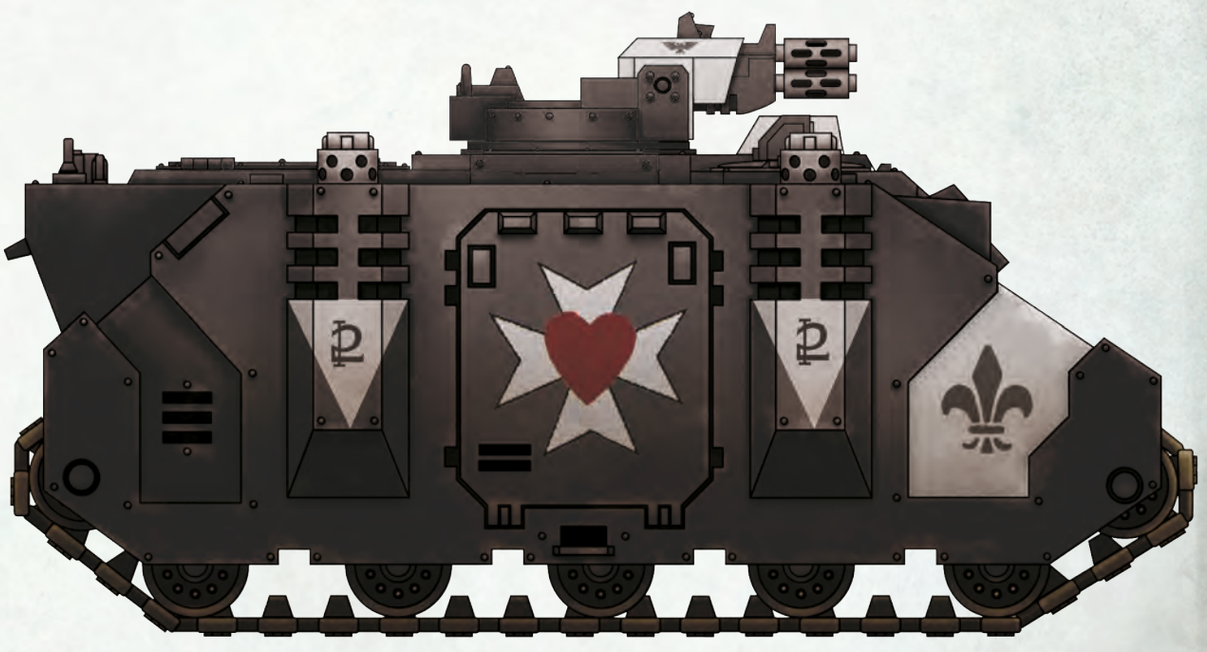
The iconic armoured vehicle of the Adepta Sororitas, the Immolator has its roots in the Icaria Crusade that occurred in the 35th Millennium. Thirty years of exploration and conquest on the fringes of the Ultima Segmentum had claimed many worlds for the Emperor, and on the planet Fornost, a crusading army captured an ancient factory complex. Led by a Ministorum missionary conclave under Missionary Morben the Devout, they investigated the factory in detail, eventually discovering ancient crystal data-stacks dating back to the Dark Age of Technology. Morben reported his discovery to his superiors in the Adeptus Ministorum, knowing that the find would be of great interest to the Adeptus Mechanicus. The Ecclesiarchy determined to keep the discovery on Fornost a secret, planning to retain the data-stacks as a future bargaining tool.

It would be many years before a full accord was reached, but eventually the rulers of the Adeptus Ministorum and the Adeptus Mechanicus negotiated a mutually agreeable settlement. In return for access to the data-stacks, the Adeptus Mechanicus would cede to the Ministorum exclusive claim to any new weapons technologies the archive relinquished. After many years, such a weapon was discovered. From deep within the data-stacks was culled half complete files detailing a flame-thrower tank. When these files were combined with STC data for the Rhino already stored on Mars, the Immolator was created. Under the terms of the accord the Tech-Priests of Mars began manufacture of the vehicle exclusively for the Ministorum, who used it to equip the Adepta Sororitas. The Fornosian Accord still stands today and the Immolator design is still jealously guarded by the Ministorum.

Most Immolators are armed with twin heavy flamers – symbolic of holy flames for cleansing the tainted and unclean from the Emperor's worlds. Some Immolators, known as the 'Justice' pattern, are armed with fearsome multi-meltas. A few vehicles, known as the 'Sanctis' pattern, are equipped with heavy bolters.

In battle the Immolator can carry a squad of Battle Sisters, deploying them close to an objective and then advancing to support them. The Immolator is a tactically flexible vehicle, balancing armour, transport capacity, speed and firepower. It is often used to carry the elite Battle Sisters of the Adepta Sororitas – the Celestian squads – into battle, and also serves as the personal transports of senior leaders, such as the formidable canonesses.

Like all Adepta Sororitas vehicles, its machine spirits are protected by wards, sigils and purity seals, and each vehicle is bedecked with holy icons and relics to inspire the Battle Sisters to heights of religious fervour. Doors and hatches are often cast to include the Order's symbol or the fleur-de-lys icon of the Adepta Sororitas, and many are casts taken directly from the great Convent Sanctorum and Convent Prioris on Ophelia VII and Terra itself.



Sanctorum pattern Immolator of the Order of the Valourous Heart.
First Savaven Crusade against Traitor forces of the planet's rebel Governor.

ADEPTUS MECHANICUS

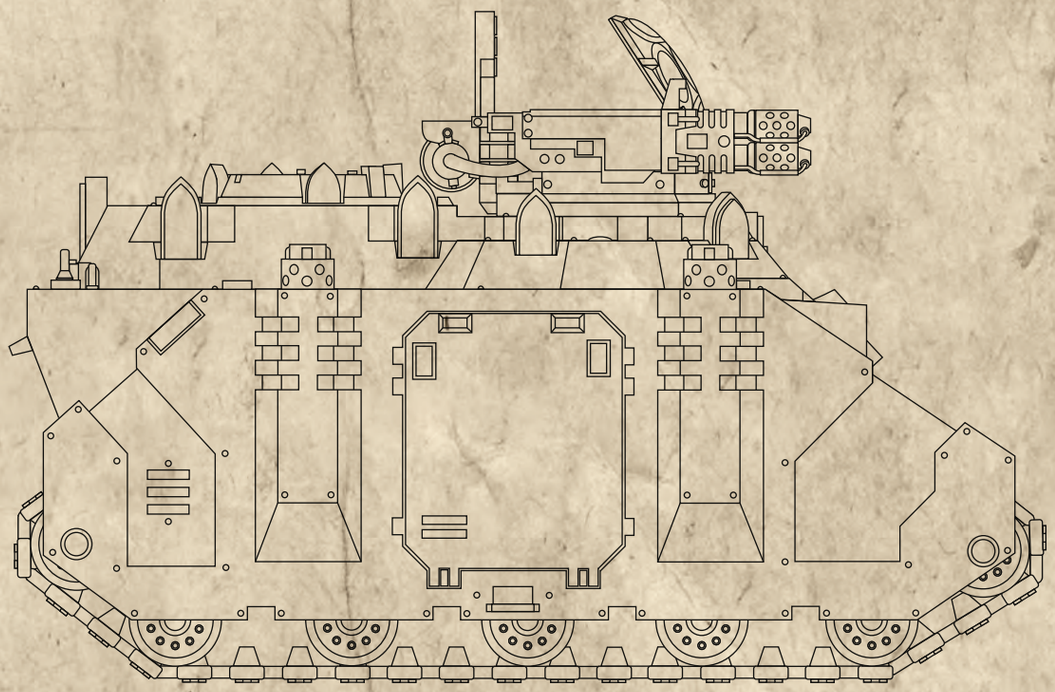
TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4

ARCHIVE

IMMOLATOR (MARK IId DOMINICA PATTERN)

PART .....



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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0804-IM 008
VEHICLE NAME:	Immolator
FORGE WORLD OF ORIGIN:	Ophelia VII
KNOWN PATTERNS:	I-XI
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	31 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	4.1 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	70 kph
MAX SPEED OFF ROAD:	55 kph

MAIN ARMAMENT:	Twin heavy flamer
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° -15° / +45°
MAIN AMMUNITION:	20 two second shots
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	60 mm
SUPERSTRUCTURE:	60 mm
HULL:	60 mm
GUN MANTLET:	20 mm equiv
ADDENDUM:	"Blind Faith is a Just Cause".

DATE: 1224008.M40

SIGNATURE:

MAGOS FABRICATOR

SISTERS OF BATTLE EXORCIST

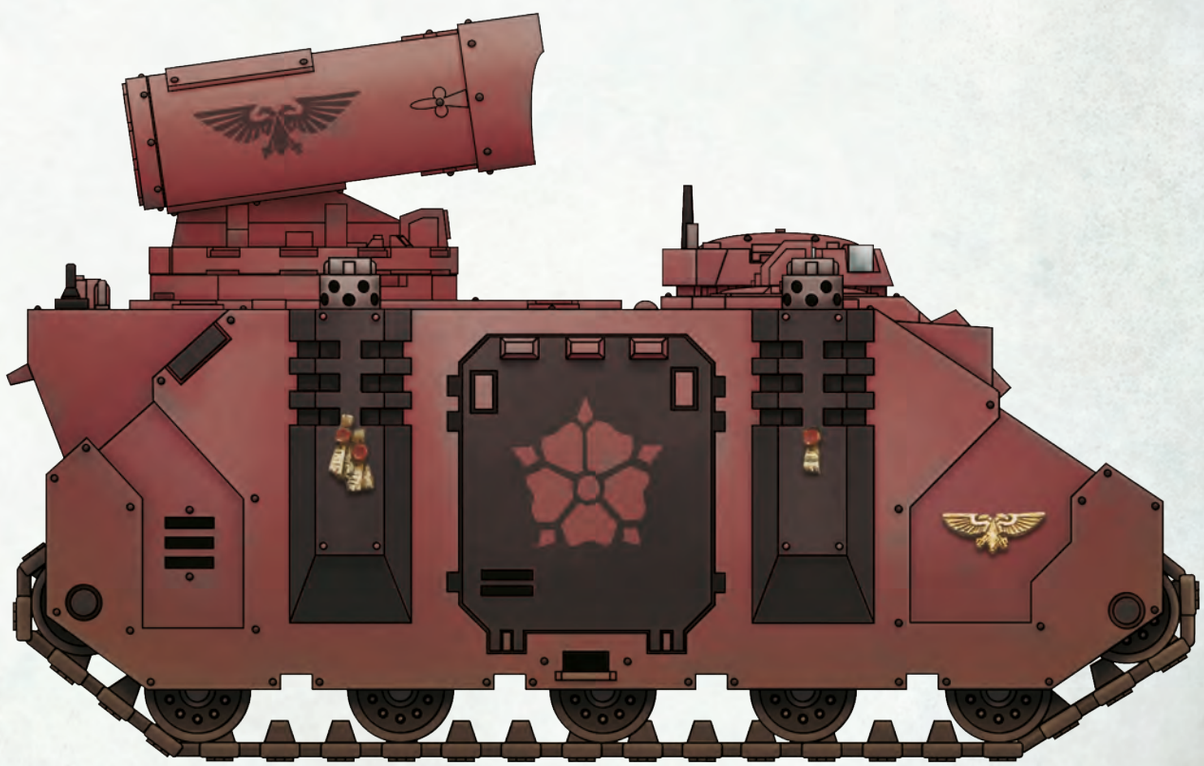
The Exorcist is at once a missile launcher tank and a mobile shrine, a palpable symbol of the power and splendour of the Imperial Creed that strikes terror into the hearts of the faithless. Each is constructed individually, though broadly recognisable patterns exist. Regardless of mark or pattern, each Exorcist carries upon its upper hull a missile launcher capable of unleashing a blazing storm of armour piercing projectiles upon the enemies of the Emperor. Some Exorcist launchers resemble conventional weapons systems, albeit ones lovingly crafted and adorned with fluttering purity seals and devotional scrolls. Others feature complex arrangements of gilded baroque pipes and are operated in a manner akin to a musician playing a grand pipe organ.

The Exorcist has been in the service of the Adepta Sororitas since the dark days of the Age of Apostasy. Some Exorcists in service in the 41st Millennium are the original vehicles dating back to that period and as such are greatly venerated. These ancient machines of war are barely understood by the Adeptus Mechanicus Tech-Priests tasked with maintaining them. Being so old these Exorcists have a reputation as temperamental and difficult, with a machine spirit that requires constant attention to prevent malfunction or corruption. It is only by constant work and prayer that these venerable Exorcists can still take to the field of battle.

The most prized Exorcists are those originally built on Mars, referred to as the Prioris pattern. With its proximity to Terra, these vehicles are regarded as the holiest of the Adeptus Ministorum's war machines, being blessed by the divine presence of the Emperor so close by. Each is an individual work of art, lovingly engraved with images from an Order's history or illustrating the life of the Emperor. Ultimately, each Exorcist is more than a battlefield weapon, it is a divine symbol of the Emperor's power, a focus of its members' faith and a message to those who would deny the Imperial Truth.

Other patterns of the Exorcist also exist, like the Sanctorum pattern, which remains a fearsome weapon of war but which the Ecclesiarchy does not consider as potent a symbol of the Emperor's power as the earlier Prioris pattern. The Orders Militant of the Adepta Sororitas use all patterns of the vehicle, valuing service far more than concerns of pattern and STC imprint.

Like the Immolator, the Exorcist is part of the Ministorum's unique canon of war machines. It is a tool for prosecuting holy war and it would be inappropriate for other armed forces to be allowed to field it. To do so, the Battle Sisters believe, would be to risk tainting the vehicle's machine spirit or incurring the displeasure of the Emperor.



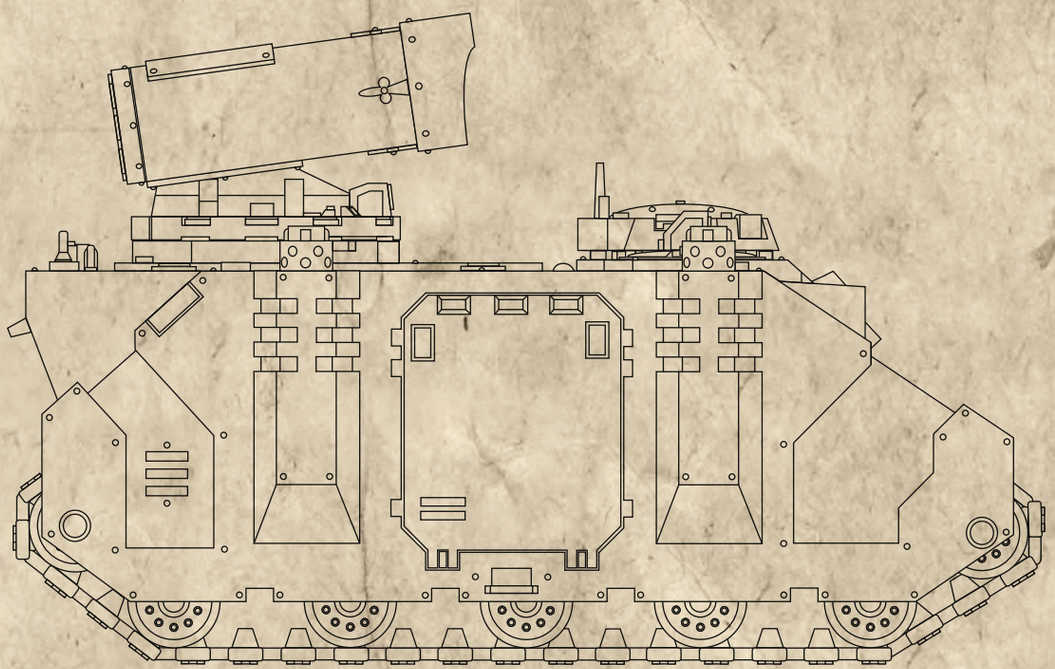
Exorcist of the Order of the Sacred Rose. This vehicle took part in the Defence of Valedor, where it was martyred in battle against a vast horde of Genestealers.

ADEPTUS MECHANICUS

ARCHIVE

TECHNICAL SPECIFICATIONS:

EXORCIST (MARK IId DOMINICA PATTERN)



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DOMINUS EX MACHINA

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FERRUM POTENTES

VEHICLE DESIGNATION:	0120-766-0813-EX 013
VEHICLE NAME:	Exorcist
FORGE WORLD OF ORIGIN:	Ophelia VII
KNOWN PATTERNS:	I-IV
CREW:	Driver & Gunner
POWERPLANT:	Quad MkII adaptable thermic combustor reactor
WEIGHT:	32 tonnes
LENGTH:	6.6 m
WIDTH:	4.5 m
HEIGHT:	4.3 m
GROUND CLEARANCE:	0.44 m
MAX SPEED ON ROAD:	55 kph
MAX SPEED OFF ROAD:	35 kph

MAIN ARMAMENT:	Exorcist missile launcher
SECONDARY ARMAMENT:	N/A
TRAVERSE & ELEVATION:	360° -0° / +65°
MAIN AMMUNITION:	48 missiles
SECONDARY AMMUNITION:	N/A
ARMOUR	
TURRET:	80 mm
SUPERSTRUCTURE:	100 mm
HULL:	N/A
GUN MANTLET:	N/A
ADDENDUM:	Venerated fire support vehicle, exclusive to the Adepta Sororitas by Ecclesiarchy Bull 'In Nomine Imperator'.
DATE:	1224008.M40
SIGNATURE:	

MAGOS FABRICATOR

SISTERS OF BATTLE REPRESSOR

Like all of the most common Adepta Sororitas vehicles, the Repressor is another variant on the standard Rhino chassis. The Rhino hull is extensively modified by extending the transport compartment into a raised superstructure and adding side-facing firing slits through which embarked Battle Sisters may fire their weapons. A traversable cupola with an in-built storm bolter is mounted at the vehicle's fore, and its top hatch is fitted with a heavy flamer operated by the Repressor's commander. All of these features lend the Repressor a characteristic profile dreaded by the faithless the length and breadth of the Imperium.

It is only within the last millennium that the Orders Militant of the Adepta Sororitas have been using the Repressor. Originally the vehicle was used by the Enforcers of the Adeptus Arbites for crowd suppression, equipped with a large dozer for clearing a path through rioting mobs and a cupola-mounted water cannon or a grenade launcher for firing stun and gas grenades.

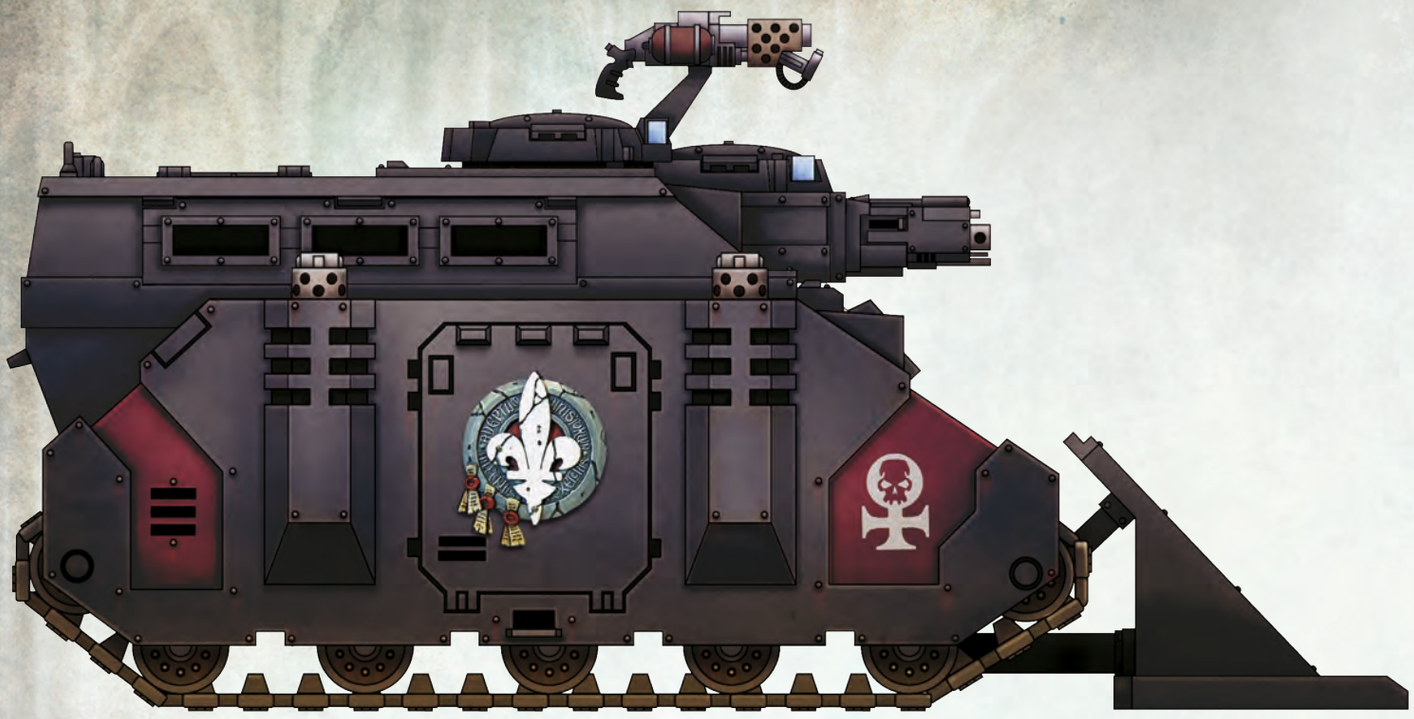
The first incidence of the Adepta Sororitas using the Repressor was during an uprising on the cardinal world of Avignor when a mass of over a million pilgrims, gathering for the Day of Ascension rituals, was incited by agent-provocateurs of a heretic faction into rioting. The local Adeptus Arbites Precincts found themselves overrun as the enraged crowds armed themselves with captured and scavenged weapons.

Disorder and rioting escalated into full-scale insurgent war as the agitators drove the mob to ever greater extremes of blasphemy and bloodshed. When a planetary militia armoury was captured, the situation spiralled out of the Adeptus Arbites' ability to control it. Seeing that the besieged Adeptus Arbites forces were in need of aid, the Battle Sisters of the Order of the Sacred Rose Preceptory guarding the Cardinal of Avignor offered their assistance. The Battle Sisters crewed a dozen of the Arbites' Repressors, first replacing the non-lethal weaponry with their own favoured heavy flamers, and took to the streets to purge the heretics and their followers from the holy ground of Avignor.

Two weeks of street fighting eventually saw the uprising defeated, with the Sisters of Battle Repressors proving their worth. Following the victory, the Canoness-Preceptor was gifted all the surviving Repressors by the Arbites Marshall.

For years after the Avignor battle, only the Battle Sisters of the Sacred Rose used the vehicle and other Orders within the Ecclesiarchy whispered that it was neither just nor holy and that the Order should be bound by the same rules as the others. The issue came to a head when the 291st Synod Prioris of Terra debated the use of the Repressor by the Order of the Sacred Rose. After a heated exchange, it was eventually determined that the victory on Avignor had been the Emperor's divine will. Because of this, the Repressor would be mandated for general use and included in the canon of sanctioned vehicles. From that day forwards, all Orders were given access to the Repressor.

Unlike the Rhino, the Repressor is not considered a frontline combat vehicle, but is used as an armoured personnel carrier at need. During street fighting, the modified transport compartment allows the Sisters to fight effectively from inside the vehicle without being exposed to enemy fire from surrounding buildings.



Repressor of the Order of Our Martyred Lady, deployed on Kromat II during the 13th Black Crusade.

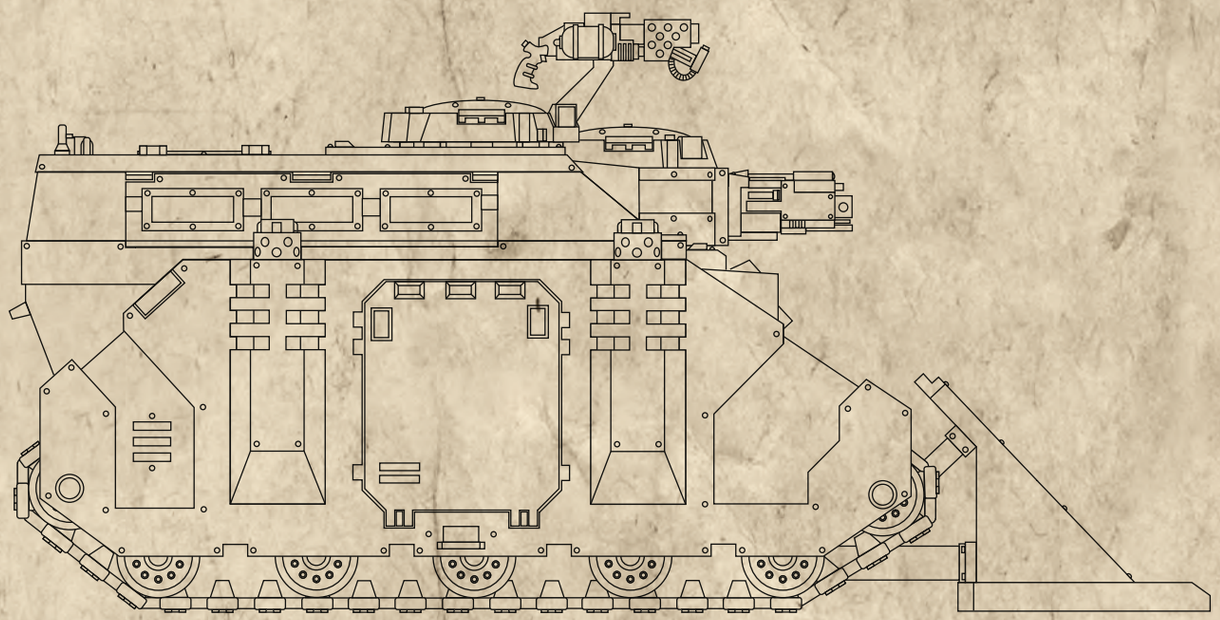
ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA–16Z:8L5
7A3:04A
35Z:9B4

ARCHIVE **REPRESSOR**

PART .....



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FERRUS PROMETHIUM

VEHICLE DESIGNATION: 0120-766-0822-RE 003

VEHICLE NAME: Repressor

FORGE WORLD OF ORIGIN: Dominica II

KNOWN PATTERNS: I-IIX

CREW: Driver & Gunner

POWERPLANT: Quad MkII adaptable thermic combustor reactor

WEIGHT: 33 tonnes

LENGTH: 8.7 m

WIDTH: 4.5 m

HEIGHT: 4.3 m

GROUND CLEARANCE: 0.44 m

MAX SPEED ON ROAD: 55 kph

MAX SPEED OFF ROAD: 35 kph

MAIN ARMAMENT: Storm bolter

SECONDARY ARMAMENT: Heavy flamer

TRAVERSE & ELEVATION: 180° -15° / +35°

MAIN AMMUNITION: 4,000 rounds

SECONDARY AMMUNITION: 10 shots

ARMOUR

TURRET: 60 mm

SUPERSTRUCTURE: 60 mm

HULL: 60 mm

GUN MANTLET: N/A

ADDENDUM: Riot/uprising suppression vehicle reconfigured to cityfight tactical doctrine.

DATE: 1224008.M40

SIGNATURE:

MAGOS FABRICATOR

VII