

IMPERIAL ARMOUR

APOCALYPSE

SECOND EDITION



NEW RULES FOR WARHAMMER 40,000
AND WARHAMMER 40,000 APOCALYPSE

IMPERIAL ARMOUR

APOCALYPSE SECOND EDITION

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ADDITIONAL RULES

Since the *Apocalypse* rulebook was released, the game of Warhammer 40,000 has changed substantially, and rules options are now available that were not before, and to which our own Imperial Armour books have also added a number of new options and official rules. For ease of use, the most common of these are repeated here for your convenience.

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

Supersonic: A vehicle with the Supersonic rule that moves flat out may move up to 36".

GROT SPONSONS

Rules: Each Grot Sponson is an additional Big Shoota which uses a BS of 3. Instead of being treated as a standard vehicle-mounted weapon, the Grot Sponson uses the same rules for firing as transported models using Firing Points (see the *Warhammer 40,000* rulebook for more details,) and is not counted as a weapon for the vehicle itself taking damage. However, because of their precarious nature, every time a vehicle with Grot Sponsons suffers a Glancing or Penetrating hit, roll a D6 for each sponson which is destroyed on a D6 roll of '4+' as the Grot is either splattered across the hull or the whole rig simply falls off!

Any Ork vehicle with 'Tank' listed in its type can have up to two Grot Sponsons at +5 points each, while any Super-heavy tank can have up to four at +5 points each unless otherwise noted in their description

IMPERIAL NAVY AIRCRAFT UPGRADES

The following upgrades are available to Imperial aircraft where listed in their profiles:

Flare or Chaff Launcher (one use only): If the vehicle is subject to an Immobilised result on the Damage charts, they can re-roll this but must abide by the second result.

Armoured Cockpit: If the vehicle is subject to a Crew Shaken or Crew Stunned result on the damage chart, this may be ignored on a D6 roll of '4+'.

Infrared Targeting: The vehicle has the Night Vision/Acute Senses universal special rule.

Illum Flare: (one use only) Used in missions where the Night Fighting special rule is being used, one target spotted by the carrying vehicle may also be illuminated with this flare, allowing any other friendly unit to target it in the next turn (as long as they are within range and line of sight, etc).

Distinctive Paint Scheme or Decals: (one use only) While the owning vehicle is in play, one friendly unit within line of sight to the vehicle may re-roll a single failed Morale test. Distinctive paint scheme/decals must be represented on the model.

EXPANDED RULES FOR THE ALTERNATE MISSIONS

Rather than the full free-for-all army selection intended for a standard mass apocalyptic battle, some restrictions are placed on the game so that a broadly 'level playing field' for these special missions can be maintained. These are as follows:

THE RANGE OF SPECIAL ABILITIES

Certain models have special abilities that are described as affecting "the whole army, the whole table, etc," or having unlimited range intended for use for non-*Apocalypse* games, this can be both unbalancing and cause confusion. In this case the maximum range of 'unlimited' attacks and powers is instead counted as being 72" from the model in question.

Note that specific weapons on Super-heavy vehicles, etc, specifically intended for use with Apocalypse are not affected by this rule.

QUANTIFYING OBJECTIVES AND SCORING UNITS

In mission games, it's often a good idea to 'standardise' how you deal with Strategic objectives. In these alternate missions, physical Strategic objectives should be represented by a suitable, distinctive model or marker with a footprint about that of a 40mm round base which should be clearly visible at distance.

The following model types that are not able to claim or contest objectives in an alternate mission-based *Apocalypse* game are as follows:

- Independent characters
- Immobilised vehicles or immobile models
- Flyers (including those using Hover Mode to act as a Skimmer)
- Units which are fleeing or pinned

Other than this all other units and models can both claim and contest objectives unless stated within the mission special rules.

To claim or contest an objective, a model must be within 5" of the edge of the objective marker. No model or unit regardless of size may claim or contest more than one objective at a time; the owning player picks which if for some reason this becomes a factor.

An objective is only considered to be 'claimed' if no valid enemy models are able to contest it.

Objectives themselves are counted as impassable terrain but do not block line of sight at all. It is not permissible for vehicles or walkers to 'park' on top of an objective for any reason.

Note also that owing to these modified rules for Strategic objectives, the Hold at All Costs Strategic Asset (see page 187 of the Apocalypse rulebook) is no longer relevant as listed and should not be used.

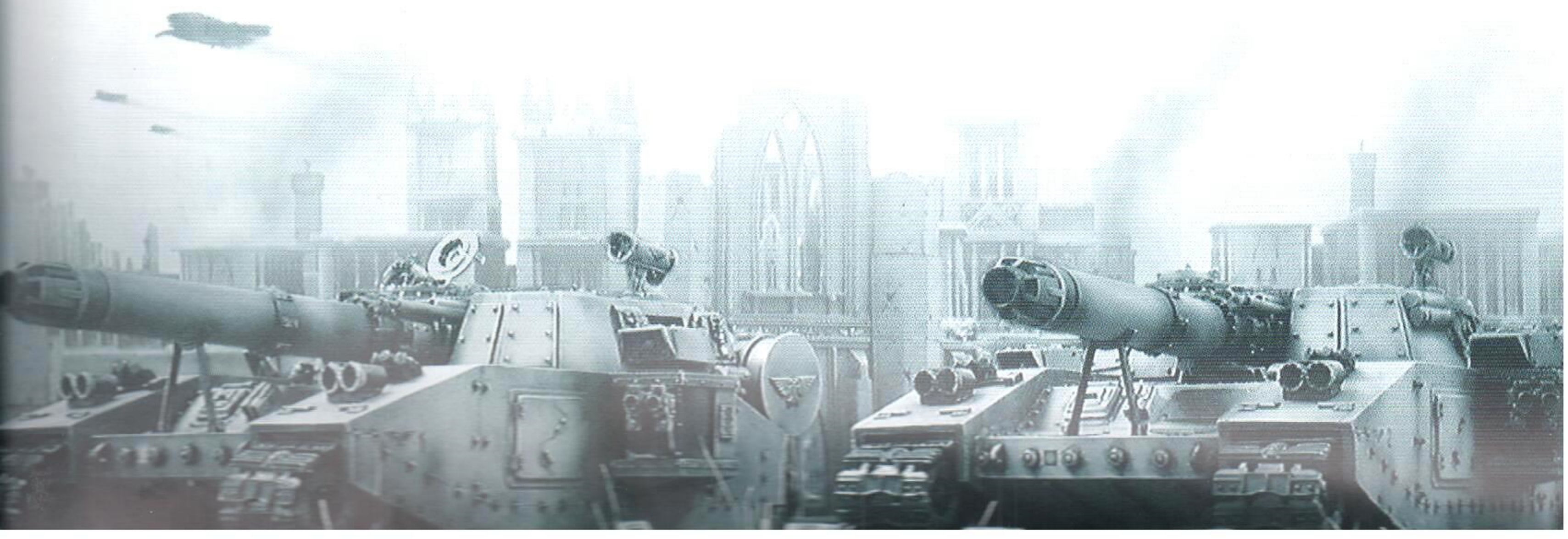
THE LORD OF WAR

Each player's force must have one nominated 'Master/Commander' who is in charge of their overall force: This must be an appropriate model with the Independent Character rule, a Super-heavy Walker or Command Tank, or a single suitable Monstrous Creature or Gargantuan Creature (such as a Daemon Lord, Hive Tyrant or C'tan, etc). Just who or what this is for each force must be noted down before the game begins.



IMPERIAL GUARD

The Imperial Guard is the Emperor's largest fighting force – billions of men recruited from every world across the Imperium. Armed with everything from basic lasguns, to tanks and heavy artillery, wherever the Imperium fights, the regiments of the Imperial Guard will form the backbone of its forces.

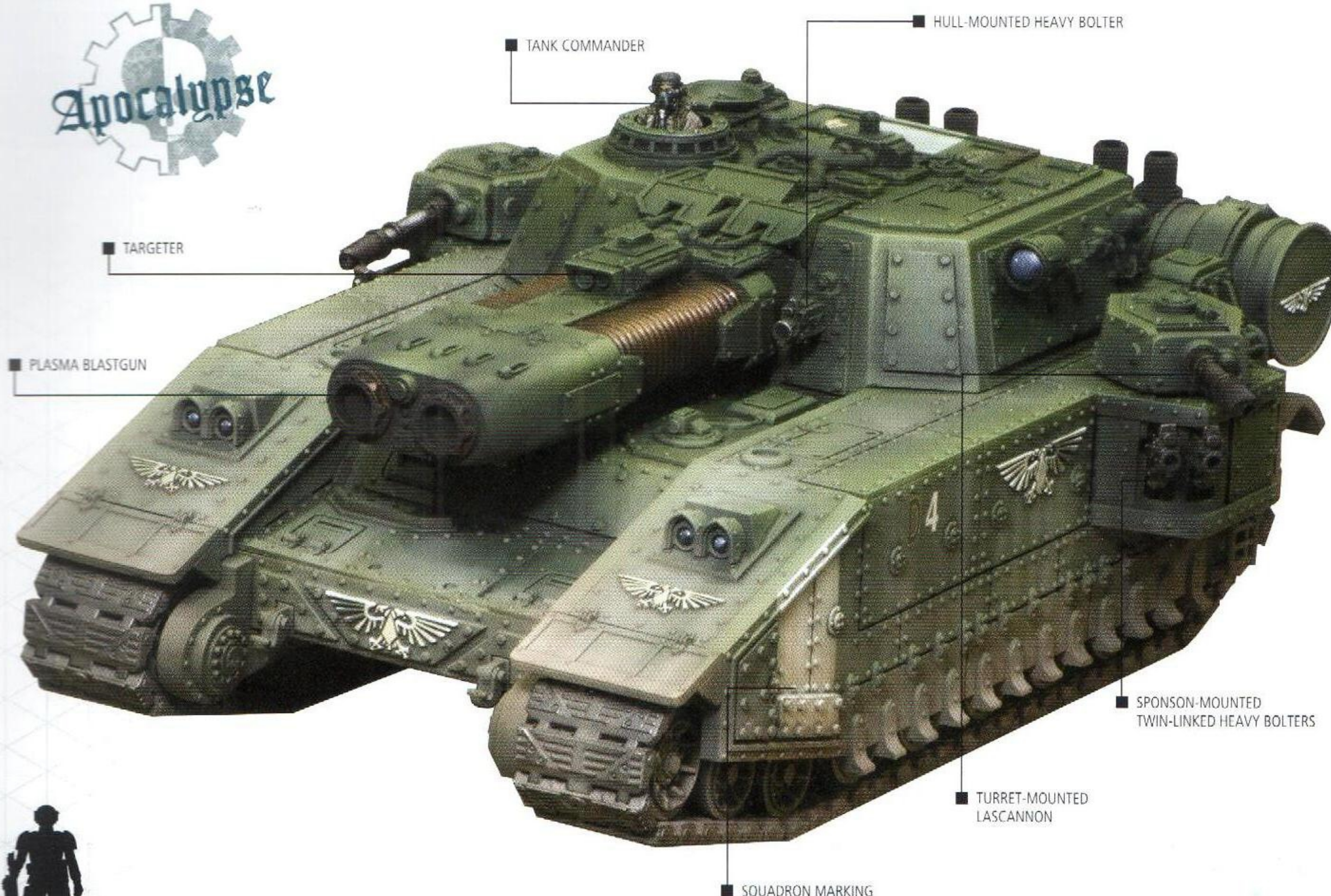


STORMBLADE

POINTS: 450

The Stormblade is a variant of the Shadowsword, armed with a large plasma blastgun instead of the volcano cannon. Not every forge world has access to the STC technology required to manufacture true Shadowswords, but they still seek to produce tanks that fulfil the same role. First developed on Ryza, famous for

its superior plasma technology, and now produced on other forge worlds as well, the Stormblade lacks the Shadowsword's advanced targeters and long range but its plasma gun is capable of destroying the toughest targets. To make up for the loss of firepower, the Stormblade compensates by including lascannon in its sponsons.



SIZE COMPARISON

UNIT: 1 Stormblade

TYPE: Super-heavy Tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT

- Plasma Blastgun
- Two sponsons - each mounting a Twin-linked Heavy Bolter and a Lascannon
- Hull-mounted Heavy Bolter
- Searchlight

SPECIAL RULES

- Command Tank

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Plasma Blastgun				
(rapid)	72"	8	2	Ordinance 2, 7" Blast, Primary Weapon
(full)	96"	10	2	Ordinance 1, 10" Blast, Primary Weapon

OPTIONS

- A Stormblade may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or
Pintle-mounted Heavy Stubber+10 points
- The Stormblade may replace its side sponsons with **Armour Plates**, increasing its side armour to 14 at no extra cost.
- The Stormblade may be upgraded to a command tank+25 points

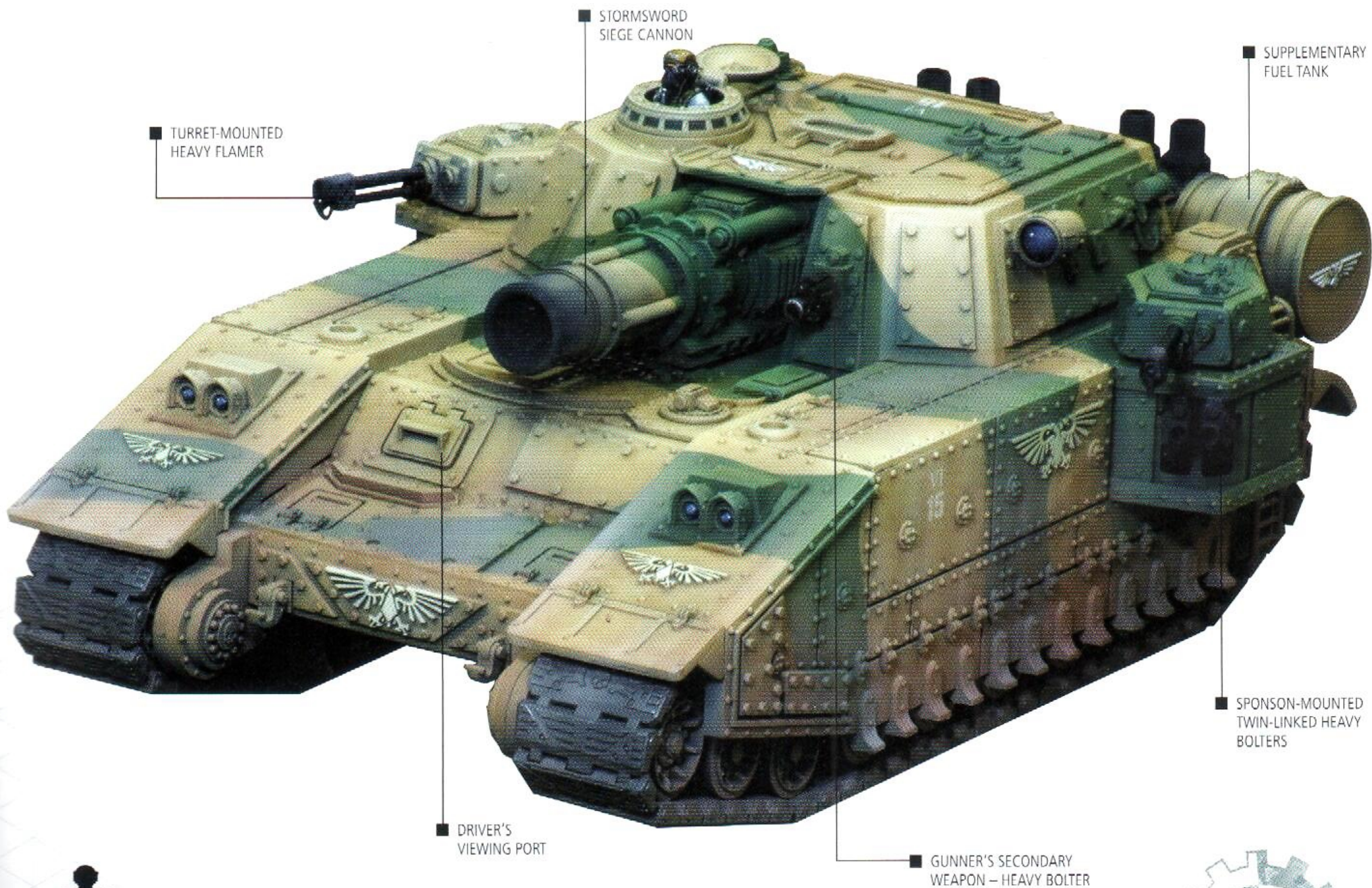
Command Tank: If the vehicle is upgraded to a Command tank, all Imperial Guard units within 24" of the Stormblade Command tank may re-roll failed Morale checks.

STORMSWORD

POINTS: 450

The Stormsword was originally a field conversion of the Shadowsword, using a salvaged chassis with a new weapon replacing the volcano cannon. Christened the Stormsword by troops, this super-heavy tank now carries a large Hellhammer siege gun. Used for street fighting and siege warfare, the tank is only

used at close quarters, and its siege gun fires huge rocket-propelled siege shells, each weighing in excess of 180 kg with enough explosive power to flatten a building in a single shot. In addition to its main weapon, the Stormsword is also formidably equipped with secondary weapons for combat in the close confines of city streets.



SIZE COMPARISON



UNIT: 1 Stormsword

TYPE: Super-heavy Tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT

- Hellhammer Cannon
- Hull-mounted Heavy Bolter
- Two sponsons, each with one Heavy Flamer and one Twin-linked Heavy Bolter

SPECIAL RULES

- Command Tank

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Hellhammer Cannon	36"	10	1	Ordnance 1, 10" Blast, Primary Weapon, No cover saves allowed.

OPTIONS

- A Stormsword may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or Pintle-mounted Heavy Stubber+10 points
- The Stormsword may replace its side sponsons with Armour Plates, increasing its side armour to 14 at no extra cost.
- The Stormsword may be upgraded to a command tank+25 points

Command Tank: If the vehicle is upgraded to a Command tank, all Imperial Guard units within 24" of the Stormsword Command tank may re-roll failed Morale checks.

GORGON

POINTS: 400

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops into enemy front lines, before disgorging them directly into enemy positions. The Gorgon has a heavily armoured prow to protect it as it rumbles across no-man's land, carrying fifty men inside through enemy fire and barrages. As a specialised vehicle, the Gorgon is only deployed for carefully

selected missions, such as to force the first breach in a heavily fortified enemy defensive position, and they are not routinely deployed for frontline operations.



UNIT: 1 Gorgon

TYPE: Super-heavy Tank,
Open-topped

STRUCTURE POINTS: 3

FIRE POINTS: Although it is Open-topped, passengers may not fire out of the Gorgon.

WEAPONS AND EQUIPMENT

- 2 Twin-linked Heavy Stubbers
- Gorgon Mortar

SPECIAL RULES

- Heavy Armoured Prow
- Amphibious

TRANSPORT: The Gorgon has a transport capacity of 50. It may transport up to two Cyclops remote control demolition vehicles (counts as five models each). Two units may embark/disembark per turn.

WEAPON	RANGE	STR	AP	SPECIAL
Gorgon Mortar	48"	4	6	Heavy 4, 3" Blast, One shot, Barrage

ARMOUR

BS	Front	Side	Rear
3	14	14	10

OPTIONS

- A Gorgon may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or
Pintle-mounted Heavy Stubber+10 points
- The Gorgon may replace its Gorgon Mortars with two forward and two rearward sponson-mounted weapons. These may be either Heavy Stubbers (free) or Heavy Flamers or Heavy Bolters+5 points each.

Heavy Armoured Prow: The Gorgon's prow is so heavy and thick that if it suffers a Glancing or Penetrating hit from the front it may ignore the damage result on a roll of 4+.

Amphibious: The Gorgon is an amphibious vehicle. It treats all water terrain as open terrain.

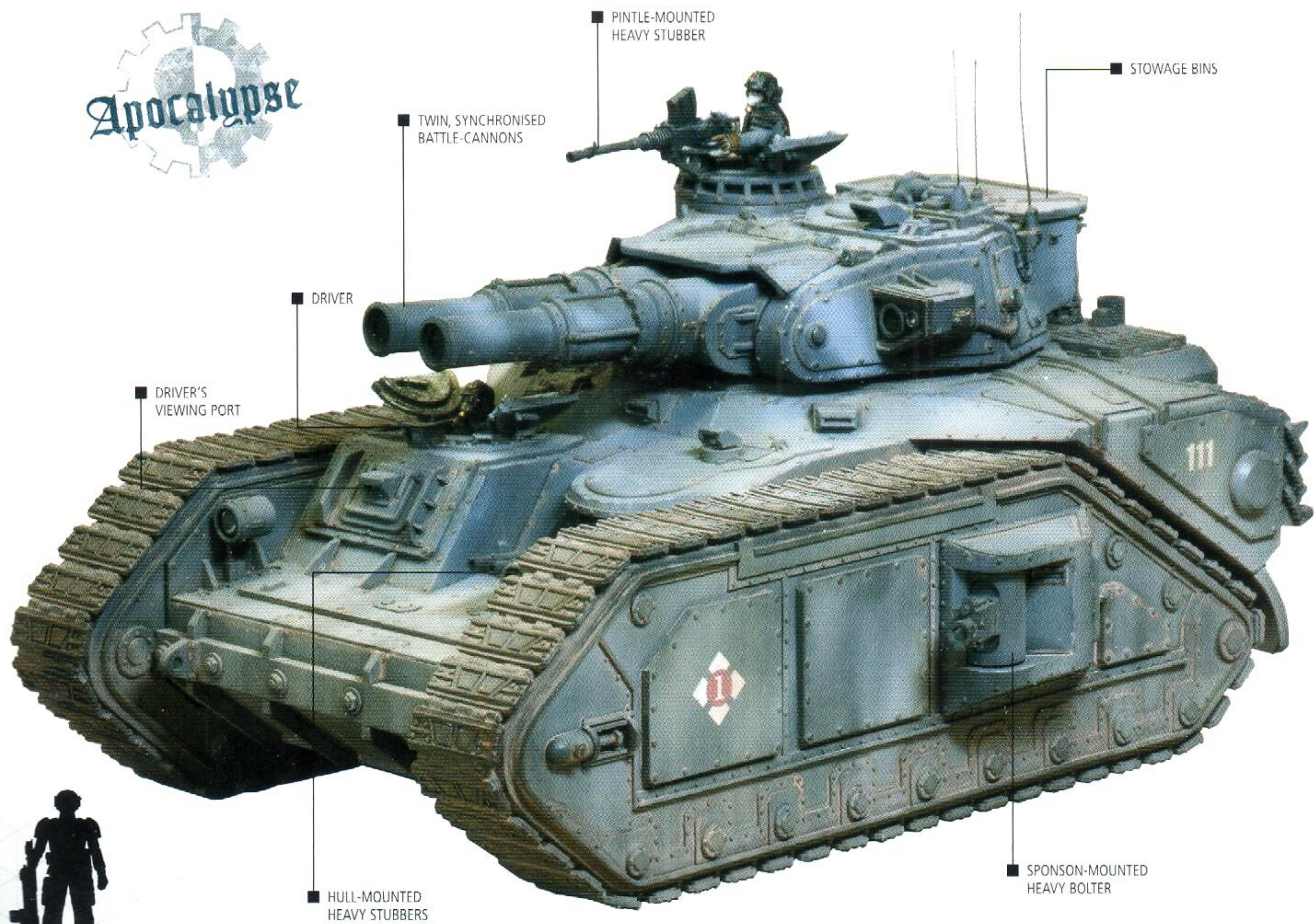
Notes on Troop capacity: The Gorgon model itself is capable of carrying only 15 models, nowhere near the 50 that it can actually fit in. During the game fill the Gorgon with as many models as you can and keep the other models at the side of the table. These can be placed on the table when they disembark.

MACHARIUS

POINTS: 325

The Macharius is one of a variety of super-heavy tank referred to as 'second generation' Baneblades. Built by forge worlds that do not possess the STC data to build Baneblades, the Macharius (named after the legendary Lord Commander Solar Macharius) fulfils the same battlefield role as the Baneblade, but lacks most of its

advanced features, engine performance and armour bracing. First developed by Magos Nalax of Lucius forge world, there are also variants of the Macharius with various weapon systems that replace the tank's twin battle cannons.



UNIT: 1 Macharius

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Turret-mounted Macharius Battle Cannon
- One hull-mounted Twin-linked Heavy Stubber
- Two sponsons, each with a Heavy Stubber

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Macharius Battle Cannon	72"	8	3	Ordnance 1, 7" Blast Primary Weapon
Heavy Stubber	36"	4	6	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1

OPTIONS

- A Macharius may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or Pintle-mounted Heavy Stubber+10 points
- The Macharius may exchange its sponson weapons for:
 - Heavy Bolters..... +10 points
 - Heavy Flamers+10 points

"Give all to battle; obey thy orders."

— Lord Solar Macharius

MACHARIUS 'VANQUISHER'

POINTS: 375

One of Magos Nalax's Macharius variants replaces the original battle cannons with powerful Vanquisher cannons. These weapons, although harder to manufacture and never available in great numbers, fire a very high velocity anti-tank shell that can penetrate the thickest armour with devastating results. The addition of these weapons turns the standard Macharius into a deadly tank killer.

"Far greater it is to dare mighty things, to win glorious victories, even though stained by failure, than to rank with those poor souls who neither strive nor suffer because they live only in the grey twilight that knows neither victory or defeat."

— from the Teachings of Macharius



SIZE COMPARISON

UNIT: 1 Macharius 'Vanquisher'

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Turret-mounted Twin-linked Vanquisher Cannons
- One hull-mounted Twin-linked Heavy Stubber
- Two sponsons, each with a Heavy Stubber

WEAPON	RANGE	STR	AP	SPECIAL
Blast Shells	72"	8	3	Ordnance 1, 7" Blast, Primary Weapon
Armour Piercing Shells	72"	8	2	Heavy 1, Twin-linked, +D6 Penetration, Primary Weapon

ARMOUR

BS	Front	Side	Rear
3	14	13	12

OPTIONS

A Macharius 'Vanquisher' may be given the following vehicle upgrades:

- Hunter-killer Missile+10 points
- Pintle-mounted Storm Bolter or
- Pintle-mounted Heavy Stubber+10 points
- The Macharius 'Vanquisher' may exchange its sponson weapons for:
 - Heavy Bolters..... +10 points
 - Heavy Flamers+10 points

Vanquisher Cannon: The cannon of the Macharius 'Vanquisher' may either fire standard blast shells or utilise special armour piercing Vanquisher shells which have separate profiles as listed, and you must declare which you are using before firing. Note that the special AP rounds have no blast effect, but gain an extra D6 bonus when rolling to penetrate armour.

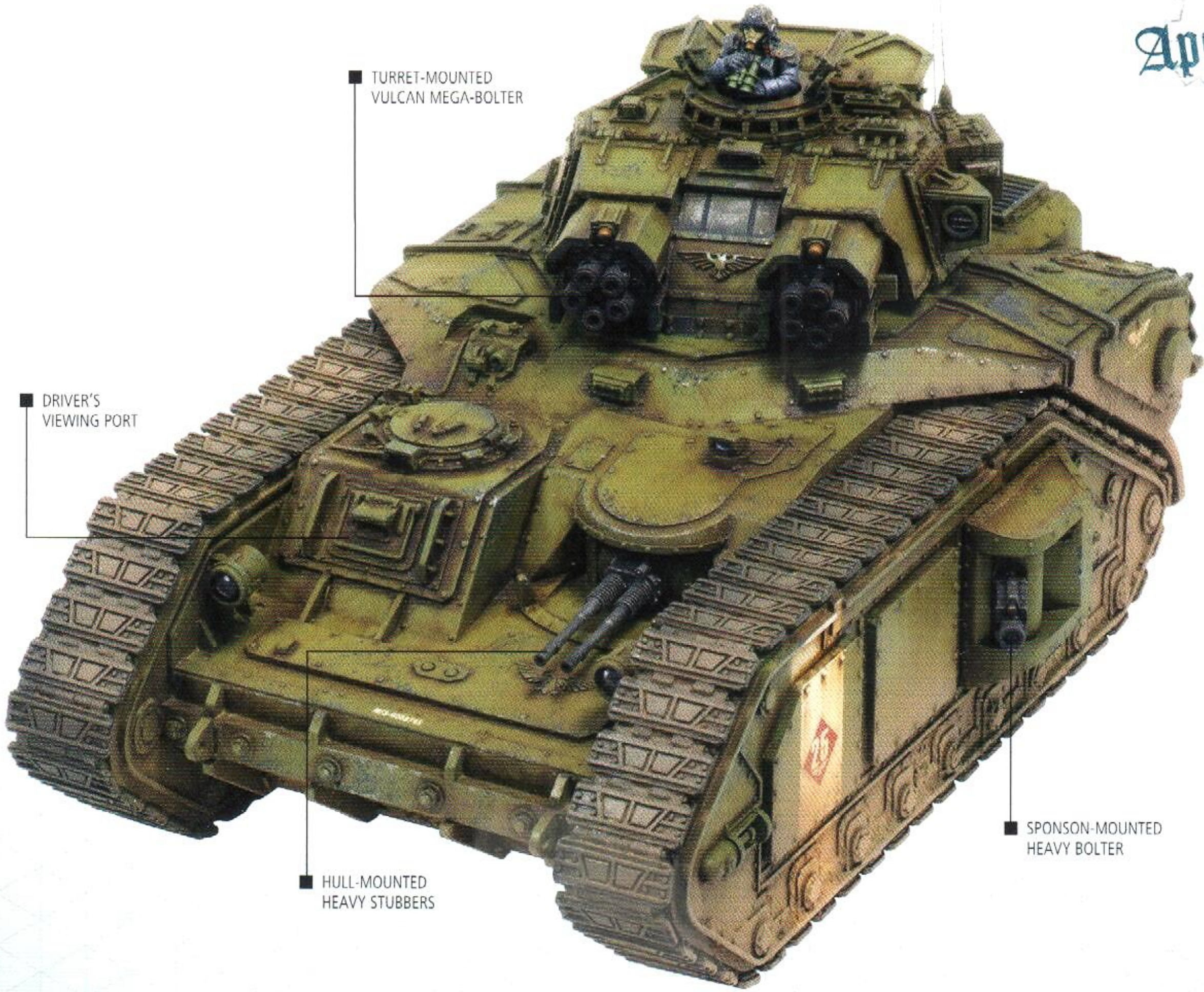
MACHARIUS 'VULCAN'

POINTS: 405

The 'Vulcan' variant of the Macharius mounts the fearsome Vulcan mega-bolter, a weapon normally carried by Titans. This multiple-barrelled gatling autocannon fires thousands of rounds per minute in a destructive torrent, turning the standard Macharius into a highly effective anti-personnel weapon, although because of its size, ammunition is restricted.

Though our guards may sleep and our ships may lay at anchor, our foes know full well that big guns never tire.

- Lugft Huron



SIZE COMPARISON

UNIT: 1 Macharius 'Vulcan'

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Turret-mounted Vulcan Mega-bolter.
- One hull-mounted Twin-linked Heavy Stubber
- Two sponsons, each with a Heavy Stubber

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan Mega Bolter	68"	6	3	Heavy 15, Primary Weapon

OPTIONS

- A Macharius 'Vulcan' may be given the following:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or Pintle-mounted Heavy Stubber+10 points
- The Macharius 'Vulcan' may exchange its sponson weapons for:
 - Heavy Bolters..... +10 points
 - Heavy Flamers+10 points

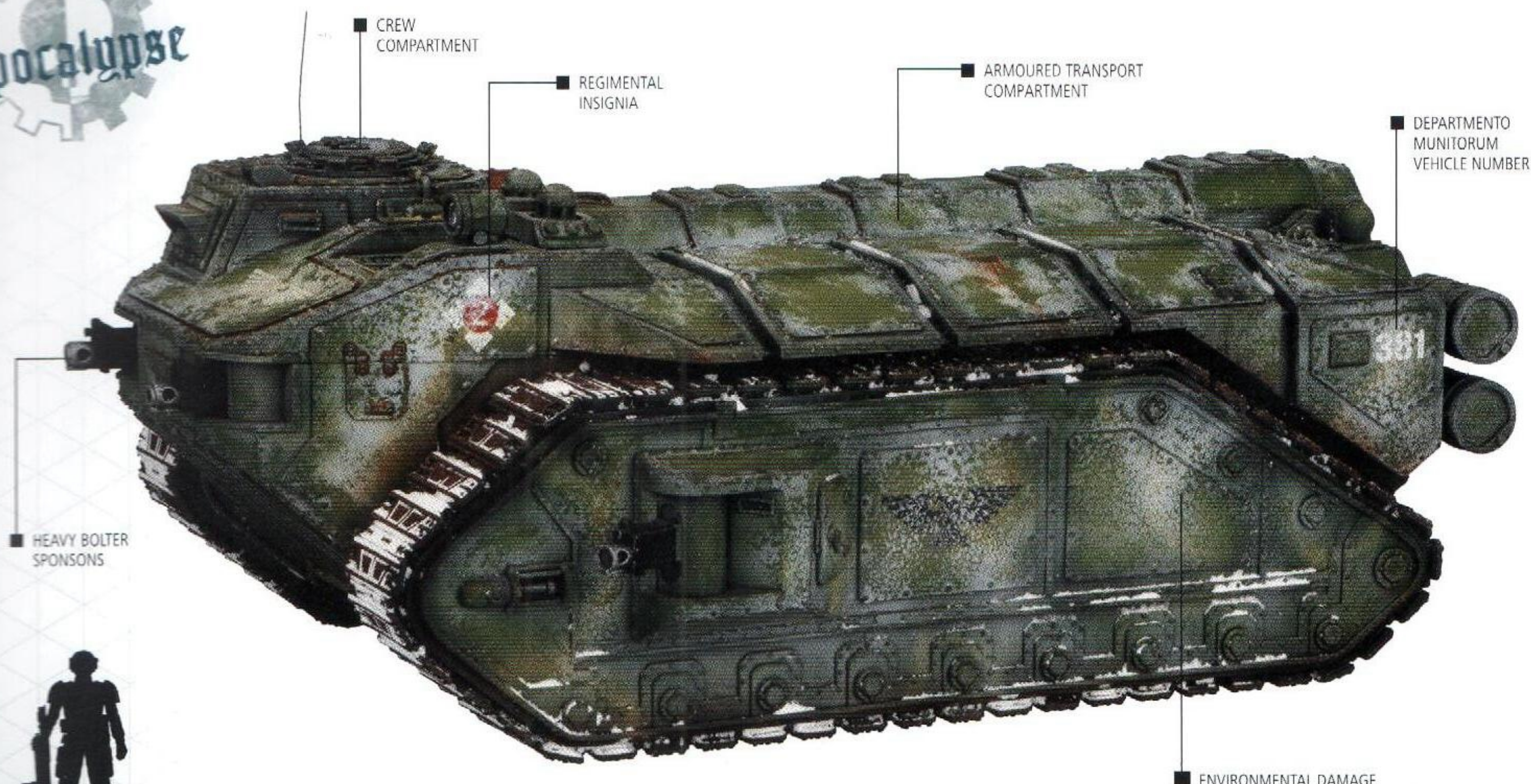
Vulcan Cannon: If the Macharius 'Vulcan' remains stationary in the Movement phase, it may fire its Vulcan Mega Bolter twice that turn (although this must be at the same target).

CRASSUS ARMoured ASSAULT TRANSPORT

POINTS: 250

This immense armoured carrier is named after one of Lord Solar Macharius' greatest generals, Borgen Crassus, who remained steadfastly loyal to the Imperium throughout the grim and bloody Macharian Heresy that followed the Lord Solar's death. Its provenance may be considerably stranger and older than commonly guessed, however, and some factions within the Divisio Militaris believe it is a 'reclaimed' design originating within the re-conquered forge world of Zhao-Arkkad and for that reason, suspect. Regardless of this, the Crassus has become widespread in use by the Imperial Guard and Adeptus Mechanicus armoured

units of the southern and western Segmentum Tempestus, and with production of the design being taken up in the last several centuries by the major forge world of Lucius, it is now being used extensively to re-supply units close to the Eye of Terror to replace on-going losses in that steadily worsening warzone. There, as elsewhere it has achieved considerable fame for its durability and power, leading it to develop an almost talismanic reputation for some siege assault units to the disquiet of some within the Commissariat and Departmento Munitorum.



SIZE COMPARISON

UNIT: 1 Crassus

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

FIRE POINTS: None

ACCESS POINTS: One rear hatch. Up to two units may embark or disembark per turn

TRANSPORT CAPACITY: 35. It may also carry up to two Cyclops Demolition vehicles, which take up the space of five infantry models each.

WEAPONS AND EQUIPMENT

- Two front sponsons with Heavy Bolters
- Two side sponsons with Heavy Bolters
- Searchlight and Smoke Launchers

SPECIAL RULES

- Overdrive

ARMOUR

BS	Front	Side	Rear
3	14	13	12

OPTIONS

- A Crassus may replace any or all of its Heavy Bolters with the following options:
 - Heavy Flamers free
 - Autocannon +5 points each
 - Lascannon +10 points each
- A Crassus may replace its side sponsons with armour plates, increasing its side armour to 14 at no extra cost.
- A Crassus may also have the following upgrades from *Codex Imperial Guard*:
 - Hunter-killer Missile +10 points
 - Dozer Blade +10 points
 - Pintle-mounted Storm Bolter or Heavy Stubber +10 points

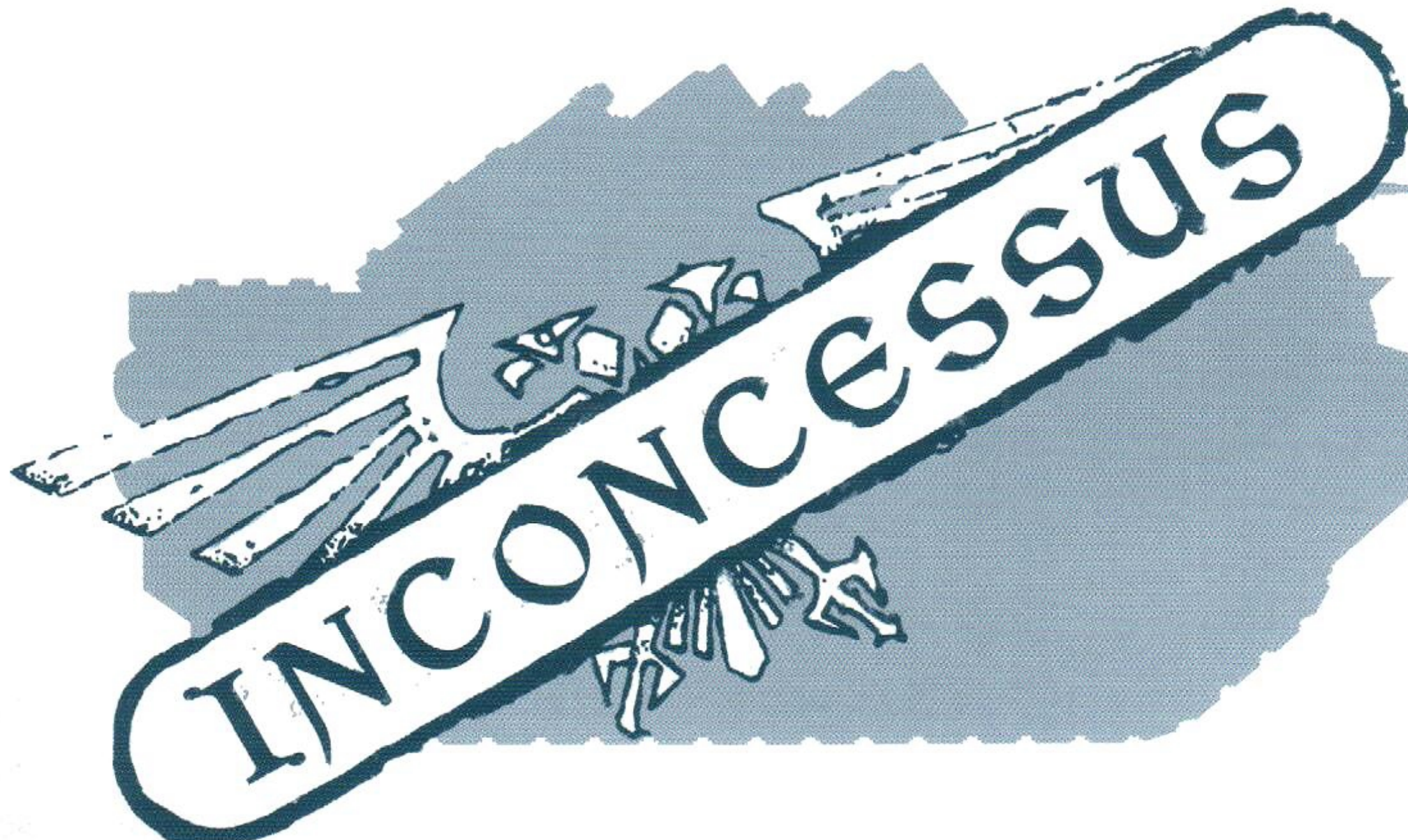
Overdrive: The Crassus possesses an unusually powerful drive system for a vehicle of its size, allowing it to move up to 12" in the Movement phase rather than the usual 6" for a super-heavy vehicle.

DOMINUS ARMoured SIEGE BOMBARD

POINTS: 280

A heavy siege tank featuring an automated battery of three bombardment cannon, the Dominus is a powerful if somewhat unpredictable weapon and one of several to have been developed on the once-lost forge world of Zhao-Arkkad based upon the Crassus chassis. The Dominus's armament is at the very extreme of the hull frame's capability, and the on-board supply of shells for its main weapon are, by necessity, somewhat limited. These drawbacks however are more than made up for by the Dominus' suitability to its true role — one not of slow grinding bombardment, but close support of a direct assault, bringing its siege shells to bear on enemy fortifications and strongpoints. Much like the rarer and ancient Minotaur, the Dominus' formidable armour allows it to accompany an armoured spearhead into the very jaws of an enemy's firepower before

unleashing a rapid saturation bombardment in support of a main attack. This means it can operate in kill-zones where other, more commonplace, Imperial artillery tanks such as the Basilisk or Colossus would have little chance of surviving long enough for close range support. Despite its durability, thanks to the bombard tank's role at the forefront of siege assaults, losses among Dominus crews remain high, leading some Imperial Guard siege regiments to favour the sobriquet of the 'Iron Tomb' for the Dominus, and see assignment to Dominus-equipped units as a virtual death sentence; a fact some deal with by affecting mortuary or religious insignia for the tanks themselves, trusting to either their faith in the God-Emperor's salvation to protect them, or scorning death to come for them if it may.



UNIT: 1 Dominus

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- One triple-barrelled Bombard
- Two front sponsons armed with Heavy Bolters

OPTIONS

- A Dominus may replace one or both of its Heavy Bolters with the following options:
 - Heavy Flamers Free
 - Autocannon +5 points each
 - Lascannon +10 points each
- A Dominus may have one of the following upgrades from Codex Imperial Guard:
 - Hunter-killer Missile +10 points
 - Dozer Blade +10 points
 - Pintle-mounted Storm Bolter or Heavy Stubber +10 points

BS	ARMOUR		
	Front	Side	Rear
3	14	13	12

Dominus Triple Bombard: The Dominus mounts an automated battery of three bombards rigged to fire together in sequence, pulverising anything caught in their field of fire. This triple bombard is counted as a single weapon for the purposes of firing or damage inflicted to the tank, but has two fire modes, the first representing the slower rate of fire the Dominus is limited to whilst on the move owing to the strain on its superstructure, and the second its higher rate of sustained fire when stationary and braced for recoil.

WEAPON	RANGE	STR	AP	TYPE
Mobile Fire	12"-36"	10	3	Ordnance Barrage 1, 5" Blast, Primary Weapon
Static Fire	12"-60"	10	3	Apocalyptic Barrage 3, Primary Weapon

PRAETOR ARMoured ASSAULT LAUNCHER

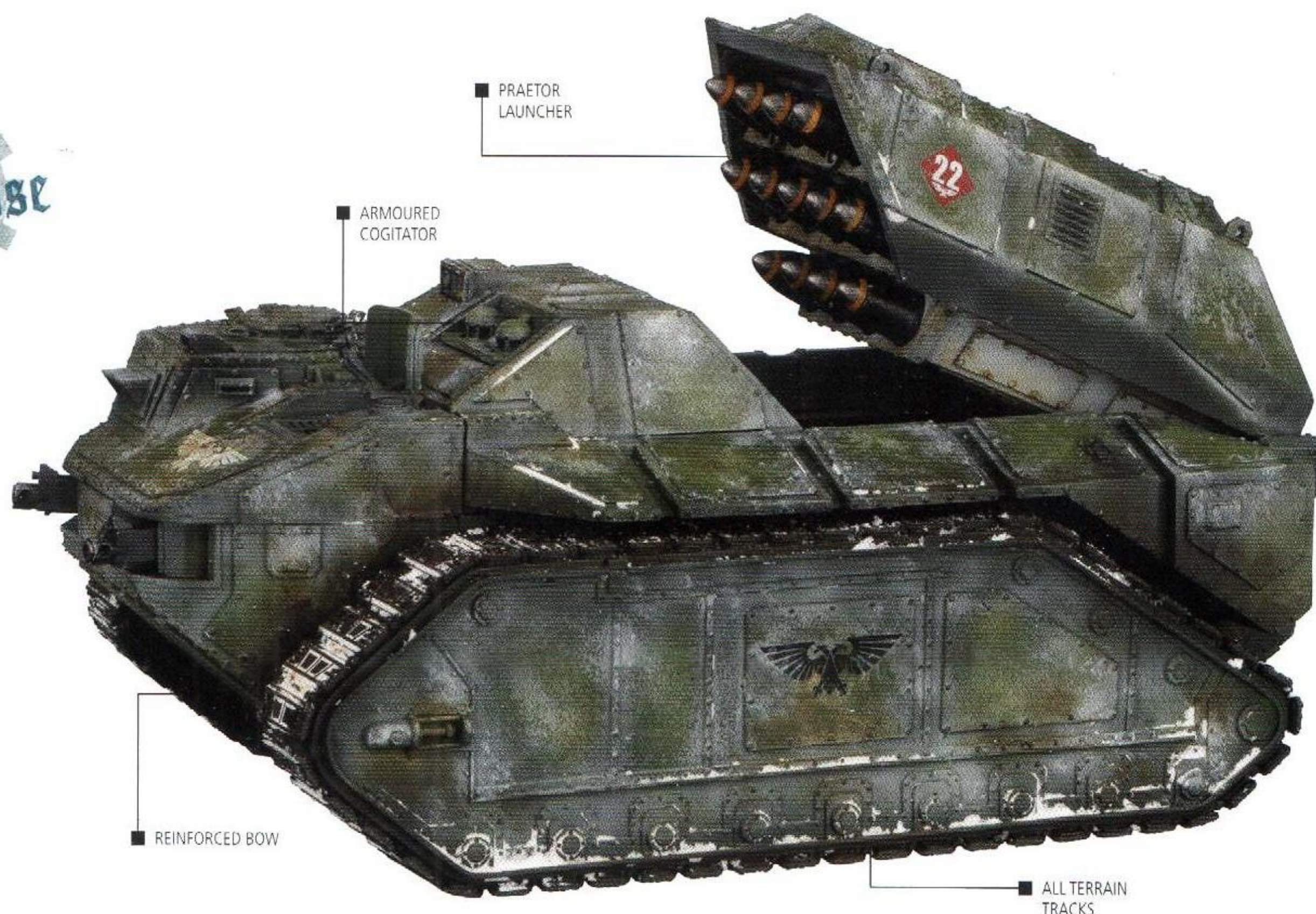
POINTS: 300

Based upon a variant hull design of the Crassus Armoured Assault Transport, the Praetor is named for the sophisticated multiple heavy launcher system it mounts in place of the Crassus' generous transport capacity. The Praetor launcher is a sophisticated weapon that far predates the introduction of the Crassus itself, and it is thought to have last seen widespread service on the Land-leviathans of the Tellarite Rebellion forces which gouged out their own pocket-empire during the dark years of the Nova Terra Interregnum. The STC template for the weapon — along with several others of note — was thought lost until relatively recently when the tech-priests of the re-consecrated forge world of Zhao-Arkkad

unearthed the data in the depths of that once nightmare-haunted realm. This has ultimately led with the dissemination of the powerful Crassus chassis to the introduction of a new mobile Praetor-weapon platform by Zhao-Arkkad's manufactora which has spread relatively swiftly through frontline regiments throughout the Segmentum Tempestus and beyond. While the Praetor's relative sophistication and materiel cost means it will unlikely supplant more common Imperial designs, its durability and versatility have already found it a treasured place in the arsenal of units facing the harshest enemy powers ranged against them.



SIZE COMPARISON



UNIT: 1 Praetor

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- One Praetor Launcher
- Two front sponsons armed with Heavy Bolters

OPTIONS

- A Praetor may replace one or both of its heavy bolters with the following options:
 - Heavy Flamers Free
 - Autocannon +5 points each
 - Lascannon +10 points each
- A Praetor may have one of the following upgrades from Codex Imperial Guard
 - Hunter-killer Missile +10 points
 - Dozer Blade +10 points
 - Pintle-mounted Storm Bolter or Heavy Stubber +10 points

ARMOUR

BS	Front	Side	Rear
3	14	13	12

Praetor Launcher: This weapon system is a versatile, rapid-firing heavy missile launcher akin to the Whirlwind tanks employed by the Space Marine Chapters, but considerably larger and more potent. The Praetor may be fitted with a number of different munitions types, and the player must select one to use before the game begins and note this down. The Praetor uses this weapon profile for the entire game. Note that regardless of which type of ammunition is selected the Praetor has the Twin-linked special rule, reflecting the acumen of its targeting augurs and its rapid rate of fire.

WEAPON	RANGE	STR	AP	TYPE
Praetor (Foehammer Warhead)	12"-120"	8	3	Ordnance Barrage 2, 5" Blast, Primary Weapon, Twin-linked
Praetor (Firestorm Warhead)	12"-120"	6	4	Ordnance Barrage 2, 7" Blast, Primary Weapon, Twin-linked, No Cover Save
Praetor (Pilum Warhead)	72"	8	3	Heavy 2, Primary Weapon, Twin-linked, AA Mount

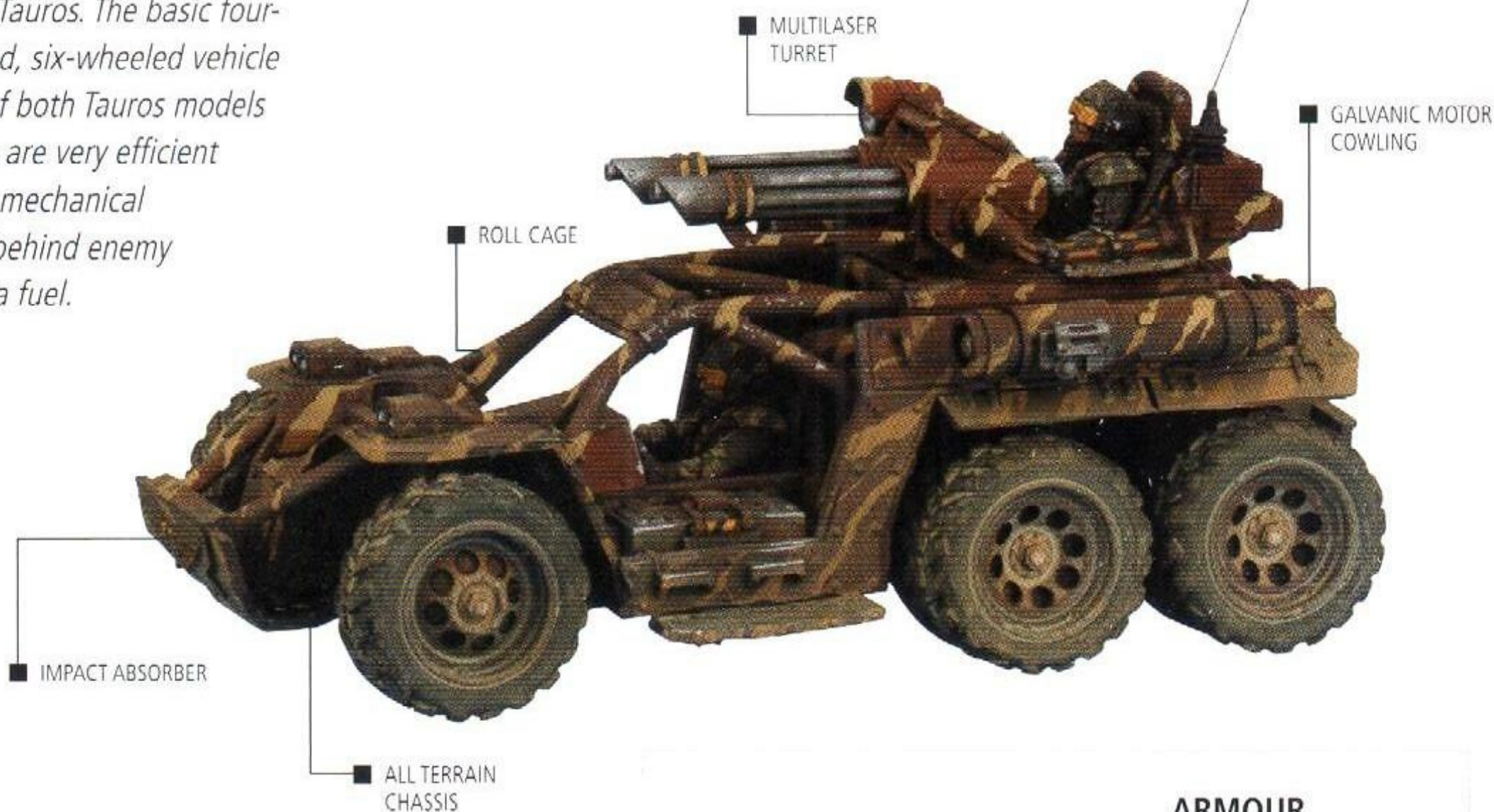
TAUROS SQUADRON

POINTS PER TAUROS: 40

The Tauros is a sturdily built all-terrain vehicle, and being smaller than most vehicles favoured by the Imperial Guard it has the advantage that it can be easily transported below a Valkyrie Sky Talon. This way the Tauros can be quickly dropped directly into combat, and can also be carried deep behind enemy lines for far-ranging reconnaissance missions and surprise 'hit and run' raids.

There are two commonly fielded versions of the Tauros. The basic four-wheeled vehicle and a larger, more heavily armed, six-wheeled vehicle called the Tauros Venator. One notable feature of both Tauros models is their high-yield galvanic motors. These motors are very efficient and highly stable, meaning they aren't prone to mechanical failure (a useful attribute when operating deep behind enemy lines) and there is no need to carry weighty extra fuel.

Warhammer
40,000



SIZE COMPARISON

	BS	ARMOUR		
		Front	Side	Rear
Tauros	3	10	10	10
Tauros Venator	3	11	10	10

UNIT: 1-3 Tauros (as a vehicle squadron)

TYPE: Vehicle (Fast, Open-topped)

WEAPONS AND EQUIPMENT

- Heavy Flamer (Tauros)
- Twin-linked Multi-laser (Venator)
- Searchlight

All-terrain Vehicle: The Tauros is built to scramble over even the most broken ground with ease. As a result it may re-roll Difficult Terrain tests while travelling at Combat Speed.

Galvanic Motors: The Tauros' motors are a unique design; they independently power its wheels so that the vehicle can carry on moving even with large sections of its motive system damaged. Whenever a Tauros suffers an Immobilised result on the Vehicle Damage chart, it may ignore it on a D6 roll of 4+.

Tauros Grenade Launcher: An uncommon weapon in Imperial arsenals, the Tauros' grenade launcher is only approved by the Adeptus Mechanicus for use on certain venerable and hard to replicate designs such as the Tauros.

WEAPON	RANGE	STR	AP	SPECIAL
Tauros Grenade Launcher				
- Krak	36"	6	4	Heavy 2
- Frag	36"	3	6	Heavy 2, 3" Blast

SPECIAL RULES

- Scout
- All-terrain Vehicle
- Galvanic Motor
- Sky Lift (see Sky Talon)

DEDICATED TRANSPORT

- A Tauros squadron may be transported by a Valkyrie squadron. These must remain in coherency whilst transporting the Tauros squadron.

OPTIONS

- Any Tauros may be upgraded to:
 - Tauros Venator +20 points per model
- Any Tauros may replace its Heavy Flamer with:
 - Tauros Grenade Launcher..... +5 points per model
- Any Tauros Venator may replace its Twin-linked Multi-laser with:
 - Twin-linked Lascannon.....+15 points
- Any Tauros may take any of the following:
 - One Hunter-killer Missile..... +10 points per model
 - Extra Armour +15 points per model
 - Homing Beacon..... +20 points per model
- The entire squadron may take:
 - Smoke Launchers +5 points per model
 - Camo Netting..... +10 points per model

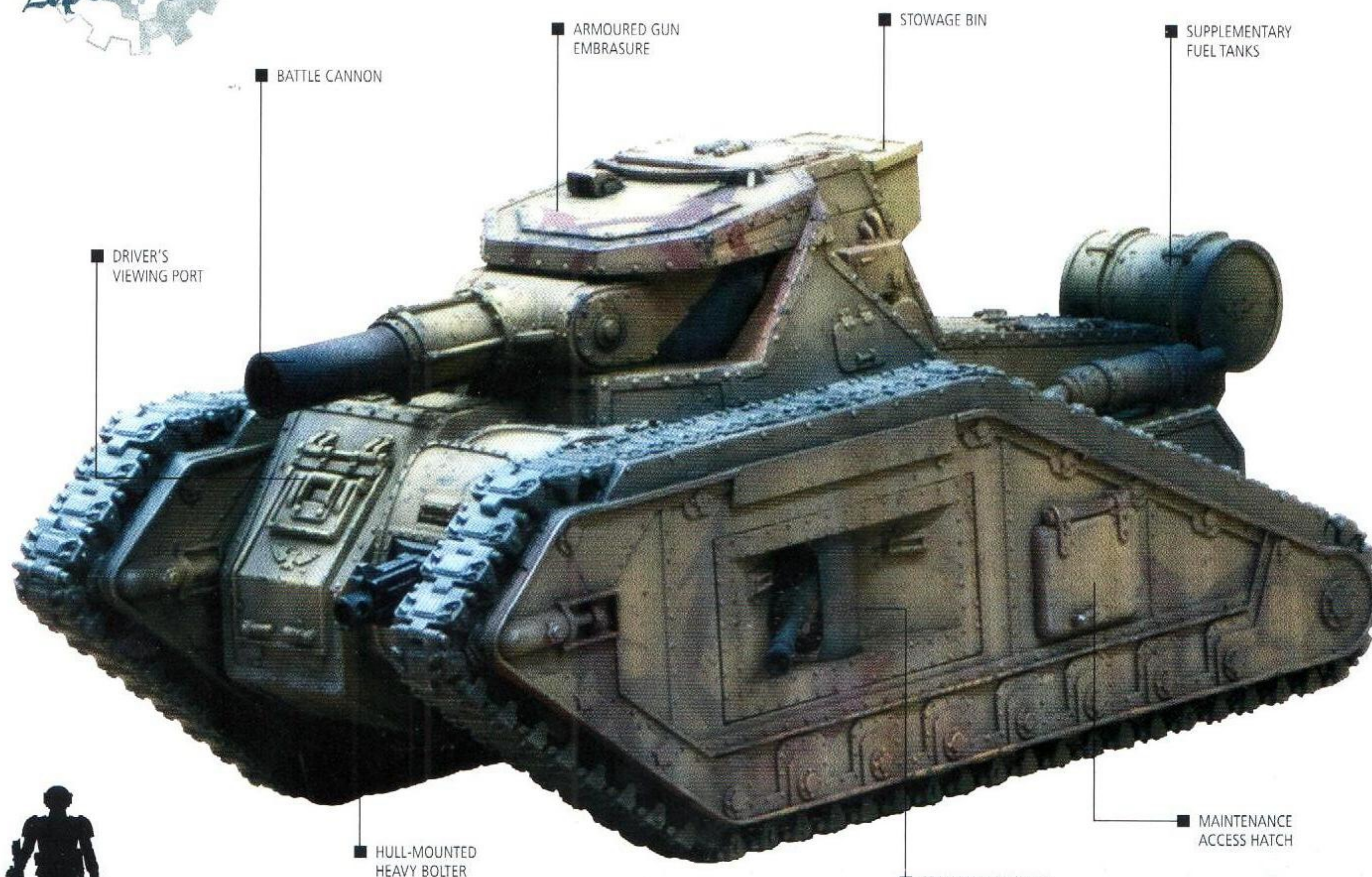
A Tauros squadron is a Fast Attack choice for an Imperial Guard or Elysian Drop Troop army.

MALCADOR

POINTS: 235

The Malcador is an ancient tank design, perhaps even older than the Leman Russ, but today it is not widely used or known about. There are very few Malcador tanks still operating within the Imperial Guard, and very few are built, with production being almost entirely turned over to the Leman Russ and its variants.

The Malcador has long been forgotten in some regions, and whilst some stockpiles still languish, mothballed in stores awaiting need, it is unlikely that many will ever see the light of day. Some militia units, Planetary Defence forces or other 'second line' forces do still operate the Malcador though.



SIZE COMPARISON

UNIT: 1 Malcador

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Turret-mounted Battle Cannon
- Hull-mounted Heavy Bolter
- Two sponsons, each with one Heavy Stubber
- Searchlight

SPECIAL RULES

- Engine Damage

WEAPON	RANGE	STR	AP	SPECIAL
Battle Cannon	72"	8	3	Ordnance 1, 5" Blast

ARMOUR

BS	Front	Side	Rear
3	13	12	11

OPTIONS

- A Malcador may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or
Pintle-mounted Heavy Stubber+10 points
- The Malcador may exchange its hull weapon for one of the following:
 - Lascannon+15 points
 - Autocannon+5 points
- The Malcador may exchange its sponson weapons for:
 - Lascannon+30 points
 - Autocannon+20 points

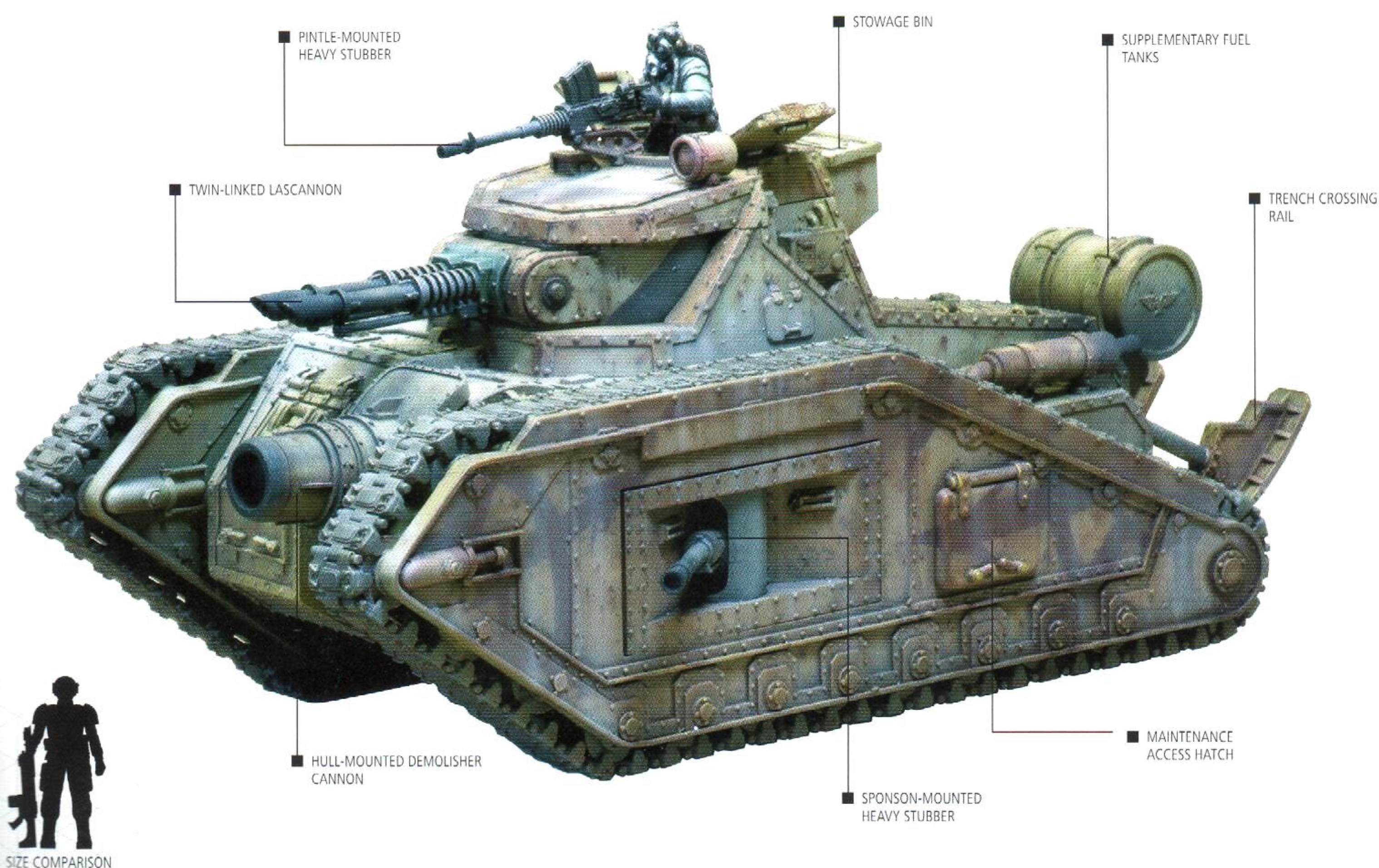
Engine Damage: The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+ the tank is immobilised rather than suffering reduced speed.

MALCADOR 'ANNIHILATOR'

POINTS: 275

Just like the Leman Russ, there are numerous variations on the Malcador's chassis, and many different armaments have been used. The Annihilator variant is likely to have come about as a battlefield modification to damaged tanks, with its battle cannon removed and replaced with twin-linked lascannon in its place.

As a tank hunter the Malcador is arguably far too large and slow, but it is heavily armed and can cause havoc if it can isolate its targets.



UNIT: 1 Malcador 'Annihilator'

TYPE: Super-heavy Tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Turret-mounted Twin-linked Lascannon
- Hull-mounted Demolisher Cannon
- Two sponsons, each with one Heavy Stubber
- Searchlight

SPECIAL RULES

- Engine Damage

WEAPON	RANGE	STR	AP	SPECIAL
Demolisher cannon	24"	10	2	Ordinance 1, 5" Blast

ARMOUR

BS	Front	Side	Rear
3	13	12	11

OPTIONS

- A Malcador 'Annihilator' may be given the following vehicle upgrades:
 - Hunter-killer Missile +10 points
 - Pintle-mounted Storm Bolter or
Pintle-mounted Heavy Stubber +10 points
- The Malcador 'Annihilator' may exchange its hull weapon for one of the following:
 - Lascannon +15 points
 - Autocannon +5 points
- The Malcador 'Annihilator' may exchange its sponson weapons for:
 - Lascannon +30 points
 - Autocannon +20 points

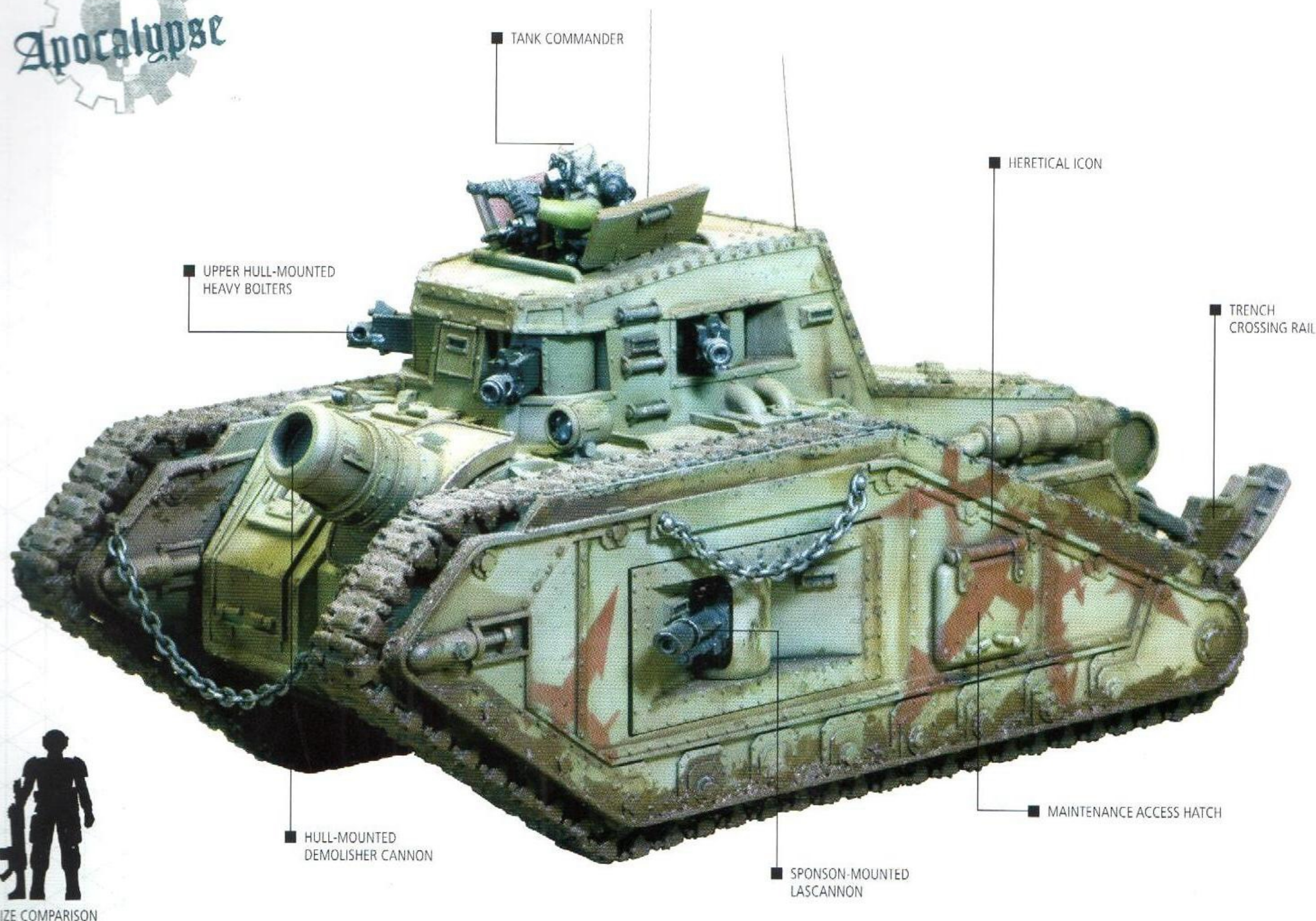
Engine Damage: The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+ the tank is immobilised rather than suffering reduced speed.

MALCADOR 'DEFENDER'

POINTS: 285

Named after a mysterious figure from the Imperium's earliest days, Malkador the Sigillite, a close advisor to the Emperor during the Battles of Unification (and the man credited with founding the Administratum of Terra), this tank is a mobile fortress, mounting multiple heavy bolters for all-round defence and a demolisher cannon in a limited traverse hull mount.

The Malkador 'Defender' is heavily armed and armoured, but slow. It holds a large crew of eight crowded into the hull and these comprise a driver, main gunner and loader, two sponson gunners, and three heavy bolter gunners – one of whom is also the tank's commander. The crew share responsibility for manning the five upper-hull heavy bolters.



UNIT: 1 Malkador 'Defender'

TYPE: Tank, Super-heavy

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Five upper hull-mounted Heavy Bolters
- Hull-mounted Demolisher Cannon
- Two sponsons, each with one Heavy Bolter
- Searchlight

SPECIAL RULES

- Engine Damage

WEAPON	RANGE	STR	AP	SPECIAL
Demolisher Cannon	24"	10	2	Ordnance 1, 5" Blast

ARMOUR

BS	Front	Side	Rear
3	13	12	11

OPTIONS

- A Malkador 'Defender' may be given the following vehicle upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or
Pintle-mounted Heavy Stubber+10 points
- The Malkador 'Defender' may exchange its sponson weapons for:
 - Lascannon+30 points
 - Autocannon+20 points

Engine Damage: The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+ the tank is immobilised rather than suffering reduced speed.

MALCADOR 'INFERNUS'

POINTS: 275

The Malcador 'Infernus' is a huge flame-thrower tank, now largely replaced by the faster and more reliable Hellhound in most Imperial Guard regiments. A few aging machines survive, mothballed as Sector war reserves, but it is now an armoured vehicle firmly relegated to second line duties. It is not uncommon to find aging Malcadors in the arsenals of Garrison Auxilia units or Planetary Defence Forces.

In effect the Malcador 'Infernus' is simply a huge flamer on tracks, and to supply the massive inferno gun with fuel it tows a large fuel trailer behind it. Within the trailer, the promethium fuel is stored as separate chemicals, these are then mixed together in a chamber just behind the barrel to create a chemical 'jelly' that jets out and sticks to any surface, burning fiercely. The massive gout of flames launched from the inferno gun is also effective at clearing minefields, the sudden heat detonating mine fuses.



UNIT: 1 Malcador 'Infernus'

TYPE: Tank, Super-heavy

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Hull-mounted Inferno Gun
- Two sponsons, each with one Heavy Stubber
- Searchlight
- Smoke Launchers

SPECIAL RULES

- Engine Damage
- Highly Flammable
- Chemical Ammunition

WEAPON	RANGE	STR	AP	SPECIAL
Inferno Gun*	Hellstorm	7	3	Heavy 1, Primary Weapon
Heavy Stubber	36"	5	6	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3

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

ARMOUR

BS	Front	Side	Rear
3	13	12	11

OPTIONS

- The Malcador may exchange both its sponson heavy stubbers for:
 - Heavy Bolters.....+5 points
 - Heavy Flamers+5 points
 - Autocannon+20 points
 - Lascannon+30 points
- The Malcador can replace its standard flammable fuel with Chemical Ammunition.....+10 points
- The Malcador 'Infernus' may take any of the following:
 - Pintle-mounted Heavy Stubber+10 points
 - Hunter-killer Missile+10 points

Engine Damage: The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+-the tank is immobilised rather than suffering reduced speed.

Highly Flammable: Carrying large amounts of flammable fuel, the trailer is a rolling bomb! If the Malcador 'Infernus' suffers an Explosion result on the Catastrophic Damage table then roll a further D6. On a 2+ treat the Explosion as an Apocalyptic Explosion! instead.

Chemical Ammunition: The standard combustible fuel can be replaced by corrosive chemicals. If this upgrade is chosen then the 'Highly Flammable' rule no longer applies. In this case the Inferno Guns' profile is changed as follows:

WEAPON	RANGE	STR	AP	SPECIAL
Inferno Gun*	Hellstorm	1	2	Heavy 1, Primary Weapon, Poisoned (2+)**

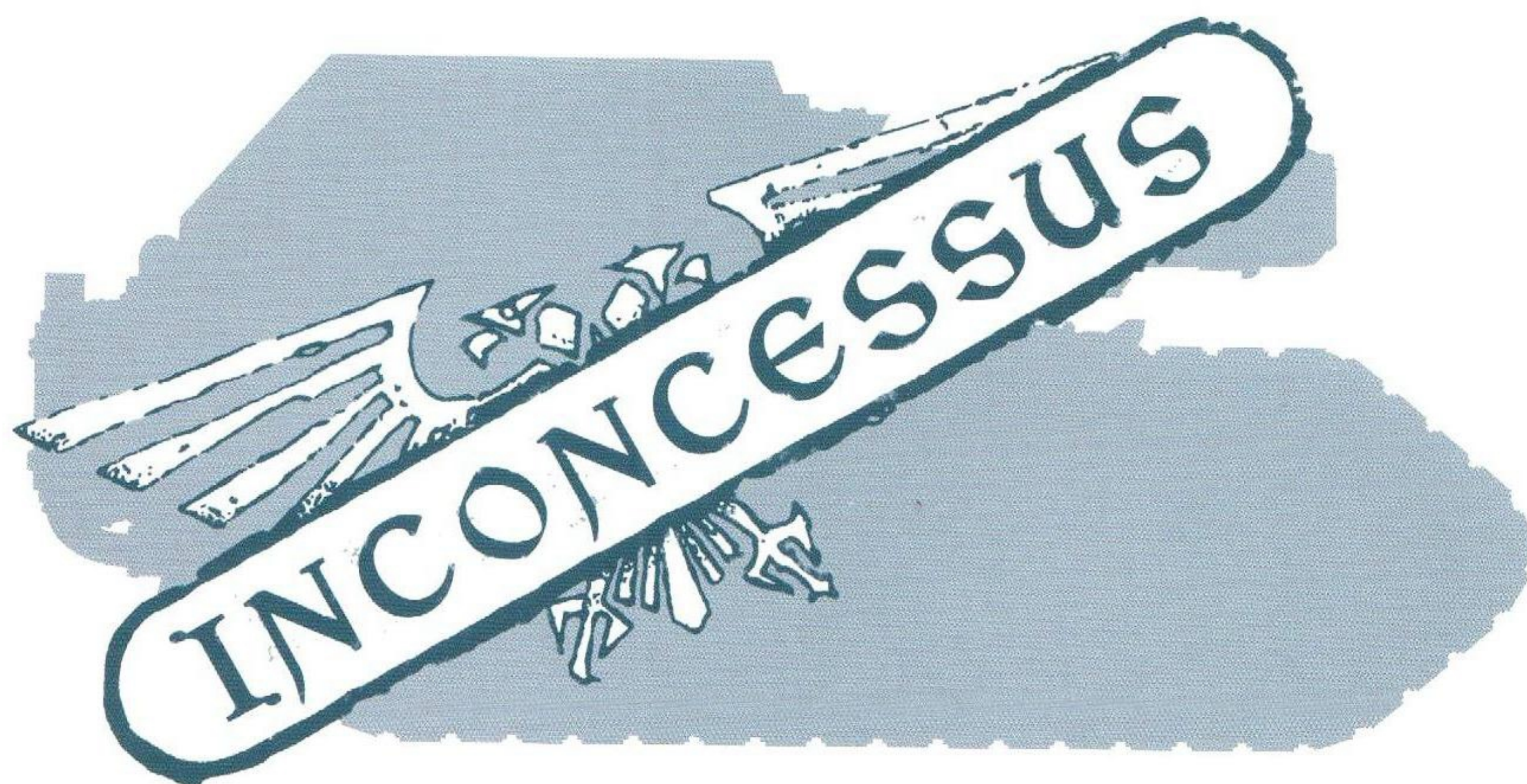
**Against targets with a Toughness value, hits from chemical ammunition will always wound on a roll of 2+.

MACHARIUS 'OMEGA'

POINTS: 355

A relatively new addition to the Imperial arsenal, the Macharius 'Omega' is a war machine built around a single focus — the battlefield deployment of the Omega Pattern Plasma Blastgun. This is a variant pattern of the more common Ryza design employed on the Stormblade. The Omega Pattern, although recovered in the late M39 by Explorator Magos Valistle Hum'nal, suffered doctrinal wranglings over the purity and completeness of its template within the Adeptus Mechanicus which would delay its field testing and eventual deployment for centuries. The weapon's design, although more widely replicable than the arcane technologies of its forebear, lacks the stability of the superlative Ryza Pattern weapon, and generates considerably more waste heat. However, the Omega also utilises a more compact generator design and force crucible, allowing it to be mounted on smaller super-heavy hulls such as the Macharius.

The comparable ease with which the Macharius 'Omega' can be manufactured and repaired has more than overcome its shortcomings in the eyes of the Lords Militant, and large quantities of production capacity have been devoted to the design on the dogmatically allied forge worlds of Lucius, Hellgrace and Dynax Primus. Subsequently, the Omega has proved its worth on the battlefields of Orask, Nicanodes and in the counter-assault that has driven the Tyranids out of the Sable Nebula, offering a palpable victory against the devouring tide.



UNIT: 1 Macharius 'Omega'

TYPE: Super-heavy Tank, open topped

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Omega Pattern Plasma Blastgun

OPTIONS

- A Macharius 'Omega' may have one of the following upgrades:
 - Hunter-killer Missile+10 points
 - Pintle-mounted Storm Bolter or Heavy Stubber+10 points
- The Macharius 'Omega' may take side sponsons equipped with either:
 - Heavy Bolters or Heavy Flamers.....+10 points
 - Autocannon+20 points

ARMOUR

BS	Front	Side	Rear
3	14	13	12

WEAPON

RANGE

STR

AP

SPECIAL

Omega Plasma Blastgun

- (Pulsed Bolts)	60"	7	2	Ordinance 3, 5" Blast, Primary Weapon
- (Maximal)	72"	9	2	Ordinance 1, 7" Blast, Primary Weapon, Overheat

Overheat: The Omega Pattern's Maximal function severely overtaxes the weapon's structure, which can lead to catastrophic overheating. When the weapon is fired in this mode and after the effect of the shot has been resolved, roll a D6. On the result of a 1, the Macharius 'Omega' suffers a glancing hit.

DEATH KORPS OF KRIEG DEATH RIDER COMPANY

POINTS:
50 + MODELS

Some Imperial Guard regiments still use cavalry in various forms, known as Rough Riders. Many are mounted upon xenos-creatures, such as the Tallarn Mukaali riders, whilst others ride horses, descendants of ancient creatures originally transported from Terra. The Death Korps of Krieg's cavalry are known as Death Riders, and

they ride genetically altered horses, grown in chem vats on Krieg. The Death Riders are able to range far and wide across any terrain, and can also assist in attacks with their explosive tipped lances. Their mounts are ferocious, strong and hardy, able to withstand terrible wounds and keep charging.

84th Company
Krieg 143rd
Siege Regiment

DEATH RIDER
COMMAND

SQUADRON 84-PRIME



Apocalypse
Formation

DEATH RIDER
SQUAD

SQUADRON 84-1



DEATH RIDER
SQUAD

SQUADRON 84-2



DEATH RIDER
SQUAD

SQUADRON 84-3



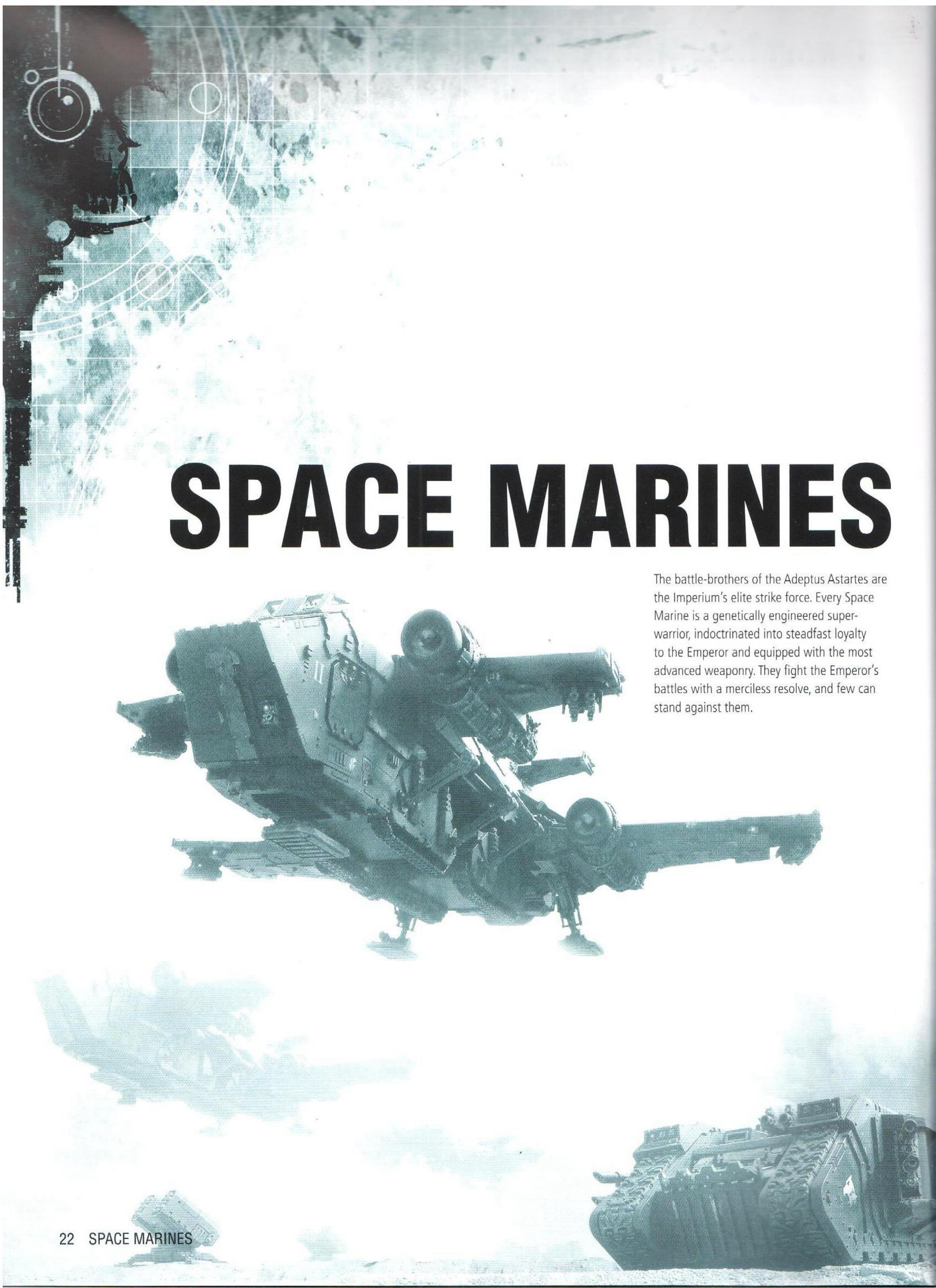
FORMATION:

- 1 Death Rider Command squad
- 3+ Death Rider squadrons

SPECIAL RULES

Strike Force: All Death Rider squadrons in the company must be deployed within 12" of the command squad or, if coming on from reserve, they must enter the table within 12" of the point entered by the command squad.

Into The Jaws of Death: Death Rider units taken as part of this formation all gain the Furious Charge universal special rule, and in addition, while the Formation's Death Rider Squad survives and is in play, all units within the formation are also Fearless.



SPACE MARINES

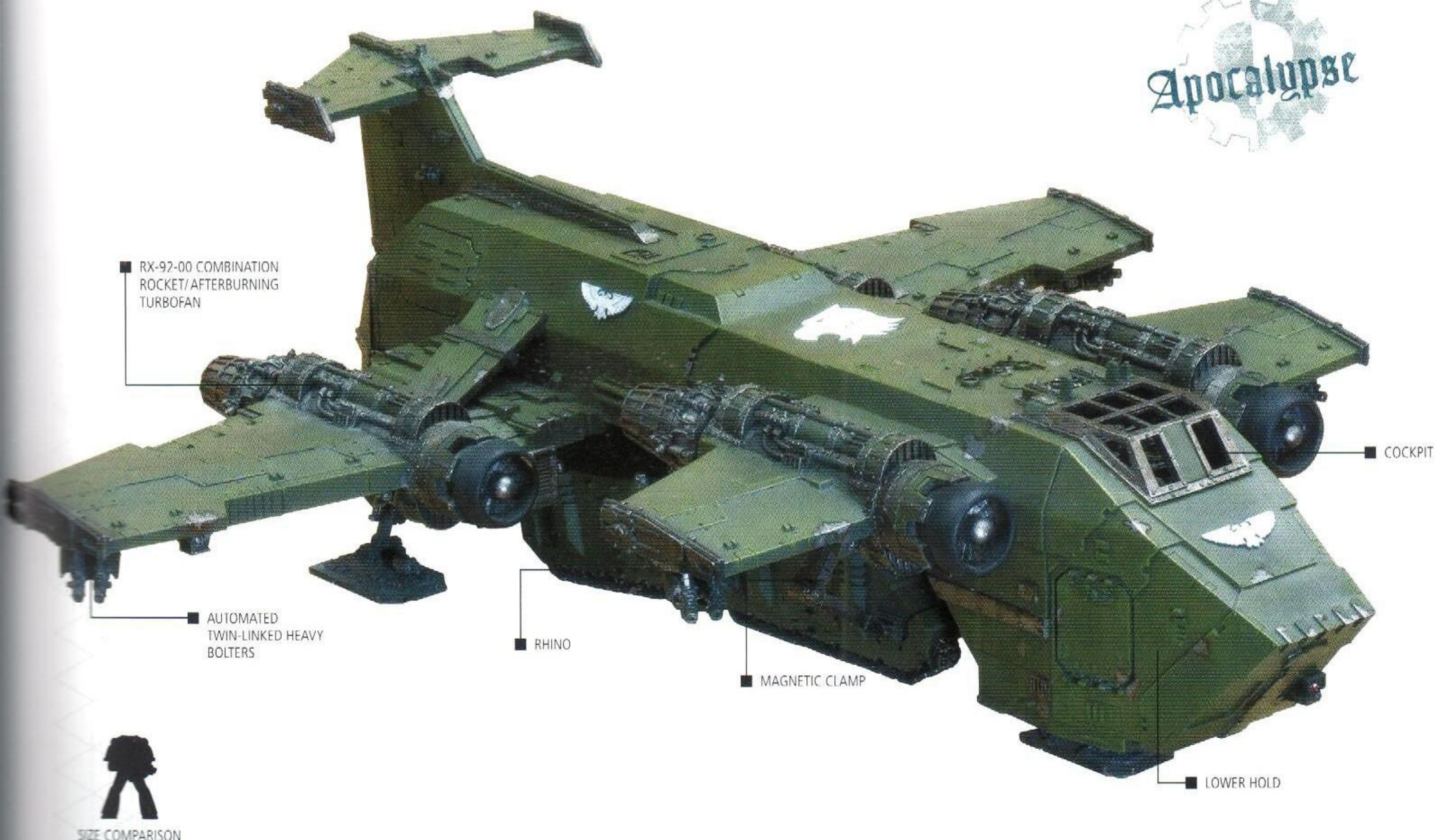
The battle-brothers of the Adeptus Astartes are the Imperium's elite strike force. Every Space Marine is a genetically engineered super-warrior, indoctrinated into steadfast loyalty to the Emperor and equipped with the most advanced weaponry. They fight the Emperor's battles with a merciless resolve, and few can stand against them.

THUNDERHAWK TRANSPORTER

POINTS: 455

The Thunderhawk Transporter is a logistical support variant of the standard Thunderhawk Gunship. Used to quickly move a Space Marine Chapter's vehicles from their Strike Cruisers in orbit to the planet's surface, or from one ground operation to another, the transporter does not generally carry infantry (unless they are pre-

loaded into their vehicles). It can carry two Rhino-sized vehicles, or a single Land Raider-sized vehicle using its powerful magnetic clamps. It can also carry an under slung supply pod, for moving ammunition or fuel. It also has other useful equipment such as a winch for recovering Drop Pods after a successful deployment.



UNIT: 1 Thunderhawk Transporter

TYPE: Super-heavy Flyer (Hover Mode)

STRUCTURE POINTS: 3

TRANSPORT: The Thunderhawk Transporter may carry two Rhino sized vehicles, or one Land Raider sized vehicle. These vehicles may contain passengers.

WEAPONS AND EQUIPMENT

- 4 Twin-linked Heavy Bolters
- Ceramite Shielding

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Bolter	36"	5	4	Heavy 3
Hellstrike Missile	72"	8	3	Ordnance 1, One shot

ARMOUR

BS	Front	Side	Rear
4	12	12	10

OPTIONS

- Any model may take any of the following:
 - Flare/Chaff Launcher..... +10 points per model
 - Armoured Cockpit +15 points per model
 - Illum Flares +5 points per model
 - Distinctive Paint Scheme or Decals..... +10 points per model

The Thunderhawk Transporter may carry up to 6 Hellstrike missiles for +10 points per missile.

Unloading Vehicles: Vehicles can disembark from the Transporter very quickly. If the Transporter lands (ie, doesn't move in a turn), then the vehicles may move instead.

Loading Vehicles: An empty Transporter can pick up a stationary vehicle by landing on it (ie, moving over it). The vehicle cannot move. Next turn the Transporter can move again, taking the vehicle with it.

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

SPACE MARINE CONTEMPTOR PATTERN DREADNOUGHT

POINTS: 175

A true relic of the heights of power that the fledgling Imperium of Mankind reached before the foul betrayal of the Warmaster Horus, the Contemptor pattern Dreadnought was once a staple of the armoured might of the Space Marine Legions of old, with evidence such as sacred Chapter memento mori and ancient monuments raised on worlds such as Necromunda and Lorin Alpha suggesting they were a key part of the earliest forces raised on Terra for the Great Crusade.

Larger and stronger than standard pattern Dreadnoughts, the Contemptor pattern featured many systems in common with the dread battle-automata of the fabled Legio Cybernetica, including techno-arcana such as field generator technology of the kind that would later be refined and incorporated into the Storm Shields wielded by Space Marine Terminators, as well as other secrets of the Dark Age of Technology concealed within their fabric.

In the high days of the Great Crusade the Contemptor served alongside other Dreadnought patterns as a spearhead unit, and as such in the wars of the Horus Heresy and its aftermath they were at the brunt of fighting in almost every theatre, and losses of these exemplary war machines were incredibly high. As with many of the most sophisticated and arcane examples of the Imperium's panoply of war, the ability to reproduce or maintain the Contemptor was all but lost in the aftermath of the Heresy, and now such war-relics that remain in service in the 41st Millennium are incredibly rare compared even to their brother Dreadnoughts. But when they take to the field of battle, it is as an echo of the ancient days come again, and the foes of Mankind need tremble.

"I have seen worlds burn and crushed nations underfoot, torn down the idols of false gods and slaughtered kings like cattle. Presume not to order me tiny man, for I am war, and you no more than chaff before the scythe..."

Venerable Targas of the Executioners to General von Litzner - Jantine Cataphracts

WS	BS	S	ARMOUR				
			Front	Side	Rear	I	A
5	4	7	13	12	11	4	2

UNIT: 1 Contemptor Dreadnought

TYPE: Vehicle, Walker

SPECIAL RULES

- Atomantic Shielding
- Fleet

WEAPONS AND EQUIPMENT

- Twin-linked Heavy Bolter
- Dreadnought Close Combat weapon with in-built Storm Bolter
- Smoke Launchers

OPTIONS

- The Contemptor may exchange its Twin-linked Heavy Bolter with one of the following options:
 - Multi-melta Free
 - Twin-linked Heavy Flamer Free
 - Twin-linked Autocannon +5 points
 - Plasma Cannon +10 points
 - Kheres Pattern Assault Cannon +15 points
 - Twin-linked Lascannon +25 points
 - Heavy Conversion Beamer +35 points
 - Dreadnought Close Combat Weapon with in-built Storm Bolter (+1 Attack) +10 points
 - Chainfist with in-built Storm Bolter (+1 Attack) +15 points
- The Contemptor may exchange its in-built Storm Bolter with one of the following options:
 - Heavy Flamer +10 points each
 - Plasma Blaster +15 points (one only)
 - Graviton Gun +20 points (one only)
- The Contemptor may also have Extra Armour +15 points
- The Contemptor may also have a Searchlight +1 point
- The Contemptor may also have a carapace-mounted Cyclone Missile Launcher +35 points
- The Contemptor may also have a Targeting Augury for +15 points

A Space Marine Contemptor Dreadnought is an Elites choice in a Codex Space Marines, Codex Dark Angels or Codex Black Templars army



SIZE COMPARISON

Atomantic Shielding: The Contemptor Dreadnought has an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in Close Combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Targeting Augury: The presence of a Targeting Augury adds +1 to the Contemptor's BS characteristic.

Relic Weapons: Some rare Contemptor Dreadnoughts carry strange and singular weapons from the Imperium's dawning might — such as the Kheres Pattern Assault Cannon considered by some scholars of the techno-arcane to be the forerunner of the Terminator assault cannon, compact plasma-blasters and gravity flux weapons whose secrets were lost during the Schism wars of Mars.

Graviton Gun: Instead of rolling to wound normally, any model caught in a Graviton Gun's blast must take a Strength test or suffer a wound. Vehicles will instead suffer a Glancing hit on a 5+. After the attack has been resolved, leave the blast marker in place. This area now counts as both Difficult and Dangerous terrain until the end of the next turn thanks to the gravity flux caused by the weapon.

Heavy Conversion Beamer: Conversion Beamers use a different profile depending on the distance of the target from the firer. When firing the weapon, measure the distance to the target point and place the Blast template. Once the final location has been determined (after scatter), measure to the centre of the Blast marker to determine the distance and consult the chart below to determine the weapon profile.

- **Firing Calibration:** The power requirements and targeting calculations needed by a Heavy Conversion Beamer mean that the Contemptor Dreadnought cannot move and fire this weapon in the same turn, despite being a Walker.

WEAPON	RANGE	STR	AP	TYPE
Kheres Assault Cannon				
Cannon	24"	6	4	Heavy 6, Rending
Plasma Blaster	18"	7	2	Assault 2, Gets Hot!
Graviton Gun	18"	*	3	Heavy 1, 3" Blast, Graviton Gun
Heavy Conversion Beamer	Up to 18"	6	-	Heavy 1, 5" Blast, Firing Calibration
	18" to 42"	8	4	Heavy 1, 5" Blast, Firing Calibration
	42" to 72"	10	1	Heavy 1, 5" Blast, Firing Calibration

Over 72"

BLOOD ANGELS CONTEMPTOR PATTERN DREADNOUGHT

POINTS: 175

The Blood Angels Chapter has long been considered unique in many aspects of its history and raiment of war, not least of all in its armoury and the long shadow, some would say 'taint', that hangs over its brethren since the death of their Primarch during the Horus Heresy. At the end of the Great Crusade, the Blood Angels Legion was known to field a considerable number of Contemtor pattern Dreadnoughts in its ranks, optimised in the main for close assault duties, although very few survived the apocalyptic war that was to follow. In the centuries afterward, the Furioso Pattern was to dominate in the Contemtor's stead, and what examples remained to the former Blood Angels Legion were distributed to its successor Chapters as living monuments to the glory and tragedy of the past — anchor-weights for generations of warriors yet unborn, tying them firmly to the remembrance and warlike soul of dead Sanguinius alongside which the war machines fought.

Warhammer
40,000



SIZE COMPARISON



ARMOUR							
WS	BS	S	Front	Side	Rear	I	A
5	4	7	13	12	11	4	2(3)

UNIT: 1 Contemtor Dreadnought

TYPE: Vehicle, Walker

SPECIAL RULES

- Atomantic Shielding
- Fleet
- The Red Thirst (See *Codex Blood Angels*)

WEAPONS AND EQUIPMENT

- Two Blood Fists* with in-built Storm Bolters
- Smoke Launchers

Atomantic Shielding: One of the Contemtor's most distinctive features was the defensive field generators mounted in its armoured carapace and powered by the potent Atomantic power reactor core housed within. The Contemtor Dreadnought has an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in Close Combat. In addition, if the Contemtor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Chapter Wargear (*): The Blood Angels Contemtor utilises unique wargear options from its Chapter. See *Codex Blood Angels* for more details on these devices.

OPTIONS

- The Blood Angels Contemtor may exchange both of its Blood Fists for Blood Talons* (in-built weapons are retained)..... Free
- Or
- The Blood Angels Contemtor may exchange one of its Blood Fists with in-built Storm Bolter for one of the following options:
 - Twin-linked Heavy Bolter..... Free
 - Multi-melta Free
 - Twin-linked Heavy Flamer Free
 - Frag Cannon Free
 - Twin-linked Autocannon..... +5 points
 - Plasma Cannon +10 points
 - Kheres Pattern Assault Cannon..... +15 points
 - Twin-linked Lascannon..... +25 points
- The Blood Angels Contemtor may exchange its in-built Storm Bolters with one of the following options:
 - Heavy Flamer..... +10 points each
 - Melta Gun..... +15 points (one only)
- The Blood Angels Contemtor may also mount Extra Armour +15 points
- The Blood Angels Contemtor may also mount a Searchlight.. +1 point
- The Blood Angels Contemtor may also mount a carapace-mounted Magna Grapple* +15 points.

The Blood Angels Contemtor Dreadnought is an Elites choice for a Codex Blood Angels army

SPACE WOLVES CONTEMPTOR PATTERN DREADNOUGHT

POINTS: 185

Warhammer
40,000

The story of the Contemtor Pattern Dreadnought within the ranks of the Space Wolves has always been a dark and strange one, granting it a veiled reputation that has woven its way into the sagas and legends of the Chapter to the present day. Never as numerous in deployment as they were in some Space Marine Legions (the Space Wolves long favouring the Mars pattern MkIVs and Vs for their robustness and ease of repair), the Contemtors developed a reputation for battlefield excess and unwarranted savagery that stained the characters and sagas of those interned within their armoured forms. This infamy in some regards has become a kind of self-fulfilling prophecy as the superstition-shrouded Iron Priests of the Chapter began to inter only those fallen warriors of great renown who themselves had already forged sagas darker than most in their pursuit of the foe. So it is that the few Contemtor chassis that survived the battles of Prospero and the later heavy losses the Chapter suffered in the Wars of the Apostasy still serve, but are looked on as troublesome and ill-omened allies at best by the Great Companies, valued for their battle-prowess and afforded the respect and fear they are due, but not fully trusted as is otherwise the right of such a living ancient.



WS	BS	S	ARMOUR					I	A
			Front	Side	Rear				
5	4	7	13	12	11			4	2

UNIT: 1 Space Wolves Contemtor Dreadnought

TYPE: Vehicle, Walker

SPECIAL RULES

- Atomantic Shielding
- Fleet
- Night Sagas

WEAPONS AND EQUIPMENT

- Twin-linked Heavy Bolter
- Dreadnought Close Combat weapon with in-built Storm Bolter
- Smoke Launchers

OPTIONS

- The Space Wolves Contemtor may exchange its Twin-linked Heavy Bolter with one of the following options:
 - Multi-melta Free
 - Twin-linked Heavy Flamer Free
 - Twin-linked Autocannon +5 points
 - Plasma Cannon +10 points
 - Kheres Pattern Assault Cannon +15 points
 - Twin-linked Lascannon +25 points
 - Dreadnought Close Combat Weapon with in-built Storm Bolter (+1 Attack) +10 points
 - Chainfist with in-built Storm Bolter (+1 Attack) +15 points
- The Space Wolves Contemtor may exchange the in-built Storm Bolters with Heavy Flamer +10 points each
- The Space Wolves Contemtor may also have:
 - Extra Armour +15 points
 - Searchlight +1 point
 - Wolf Tail Talisman* +5 points
 - Wolftooth Necklace* +10 points
 - Carapace-mounted Cyclone Missile Launcher +35 points

Atomantic Shielding: The Contemtor Dreadnought has an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in Close Combat. In addition, if the Contemtor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Night Sagas: The few Contemtor Pattern Dreadnoughts left to the Space Wolves are ancient and infamous engines, whose dark stories are long in the telling and filled with ill-omen, blood and death. A Space Wolves Contemtor Dreadnought must take one of the following special Sagas listed below, the cost of which is already accounted for:

- **Saga of the Black Cull:** A thousand-thousand dead can be heaped upon the legend of the fallen warrior. The Contemtor Dreadnought has Furious Charge; Oath: Master of Slaughter. The Dreadnought must destroy an enemy infantry unit in close combat.
- **Saga of the Forsaken One:** The fallen warrior's deeds, though great, are dark indeed, and their brothers, though respectful, avoid their shadow. The Contemtor Dreadnought has Counter Attack (treat as LD10); Oath of the Sundered Brotherhood: The Dreadnought should fight alone and not be joined by or join in close combat with other Space Wolves.
- **Saga of the Iron God:** The inhabitant of the Dreadnought has grown prideful and seeks out others akin to themselves to cast down. The Contemtor Dreadnought gains +1 on Damage chart results in close combat against enemy walkers; Oath of Hubris: All enemy walkers must be destroyed or immobilised by the end of the game.

Chapter Wargear (*): The Space Wolves Contemtor utilises unique wargear options from its Chapter, see *Codex Space Wolves* for more details on these devices.

The Space Wolves Contemtor Dreadnought is an Elites choice for a Codex Space Wolves army

SPACE MARINE CONTEMPTOR MORTIS PATTERN DREADNOUGHT

POINTS: 155

During the Great Crusade, Dreadnoughts were principally used as heavy assault units and highly mobile weapons platforms by the Space Marine Legions, valued for their ability to endure heavy fire and operate in war zones and theatres of battle where traditional vehicles would be impractical or impossible to field. The Contemtor-Mortis sub-pattern utilised the advanced Contemtor frame as a powerful heavy weapons carrier, able to target and destroy the enemy at close range, and was also fitted with advanced targeting auguries and tracking systems allowing it to provide a Space Marine Spearhead force with close air defence where needed. During the latter years of the Great Crusade, the Contemtor-Mortis was widely used by both the Dark Angels and Iron Warriors Legions, although it saw service to some extent with all of the Crusade forces. Thousands of years later, there remain a number of Contemtor-Mortis still found in operational condition and they are revered both as potent weapons and sacred relics to those Space Marine Chapters fortunate enough to possess them.

Warhammer
40,000



SIZE COMPARISON



WS	BS	S	ARMOUR				
			Front	Side	Rear	I	A
4	5	7	13	12	11	4	2

UNIT: 1 Contemtor-Mortis Dreadnought

TYPE: Vehicle, Walker

SPECIAL RULES

- Atomantic Shielding
- Helical Targeting Array

WEAPONS AND EQUIPMENT

- Two Twin-linked Heavy Bolters
- Smoke Launchers

OPTIONS

- The Contemtor-Mortis may exchange its two Twin-linked Heavy Bolters with one of the following options:
 - Two Multi-meltas..... Free
 - Two Twin-linked Autocannon.....+10 points
 - Two Plasma Cannon+20 points
 - Two Kheres Pattern Assault Cannon+25 points
 - Two Twin-linked Lascannon+30 points
- The Contemtor-Mortis may also have Extra Armour.....+15 points
- The Contemtor-Mortis may also have a Searchlight +1 point
- The Contemtor-Mortis may also have a Carapace-mounted Cyclone Missile Launcher+35 points

Atomantic Shielding: One of the Contemtor's most distinctive features were the defensive field generators mounted in its armoured carapace and powered by the potent Atomantic power reactor core housed within. The Contemtor Dreadnought has an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in close combat. In addition, if the Contemtor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array: If the Contemtor-Mortis remains stationary in the Movement phase, its weapons count as having the AA Mount special rule for the rest of the player's turn.

A Space Marine Contemtor-Mortis Dreadnought is a Heavy Support choice in a Codex Space Marines, Codex Dark Angels or Codex Black Templars army.

SIEGE DREADNOUGHT

POINTS: 120

Some Space Marine Chapters have equipped their Dreadnought armoured battle-brothers specifically to take part in sieges, and to lead assaults upon fortified enemy positions. They are equipped with flamer weapons for clearing bunkers, and an assault drill arm for grinding through ferrocrete in a matter of seconds. This arm also includes an in-built heavy flamer so that once a hole has been created, the Dreadnought can pour super-heated promethium into a bunker or pillbox. Siege Dreadnoughts are specialised equipment and are only deployed when the Chapter needs to break through a static defence line or during close quarters street-to-street fighting.

Warhammer
40,000

"...Fall back! They are inside the perimeter, fire, fire, everywhere...We... death...death has come!"
- Last transmission of the Brotherhood of the Free.
Second Galen Rebellion



SIZE COMPARISON



A Siege Dreadnought is an Elites Choice for a Codex Space Marines, Codex Space Wolves, Codex Dark Angels or Codex Black Templars army.

			ARMOUR					
WS	BS	S	Front	Side	Rear	I	A	
4	4	6	12	12	10	4	2	

UNIT: 1 Siege Dreadnought

TYPE: Vehicle (Walker)

WEAPONS AND EQUIPMENT

- Smoke Launchers
- Searchlight
- Extra Armour
- Flamestorm Cannon
- Assault Drill with in-built Heavy Flamer

OPTIONS

- Replace Flamestorm Cannon with a Multi-melta _____ Free
- Take up to two Hunter-killer Missiles _____ +10 points each

Assault Drill with in-built Heavy Flamer: A purpose designed siege weapon, the Assault Drill counts as a Dreadnought Close Combat weapon which also gains an additional +D6 to penetrate the armour of bunkers, fortifications, bastions and other buildings as well as any vehicle that is classed as being stationary that turn. The weapon incorporates a Heavy Flamer which, in addition to being used as normal, if the Dreadnought Close Combat weapon inflicts a penetrating hit against a building or vehicle that is occupied but the target is not destroyed outright, then all models inside suffer a single Heavy Flamer hit automatically after the Dreadnought's other attacks have been resolved (Str 5, AP 4, distributed as per wounds from a shooting attack). Note that this flamer hit only occurs once per Combat phase, not once per hit!

In Cities of Death games, Dreadnoughts equipped with an Assault Drill automatically count as being equipped with a Wrecker stratagem for free.

LAND RAIDER ACHILLES

POINTS: 325

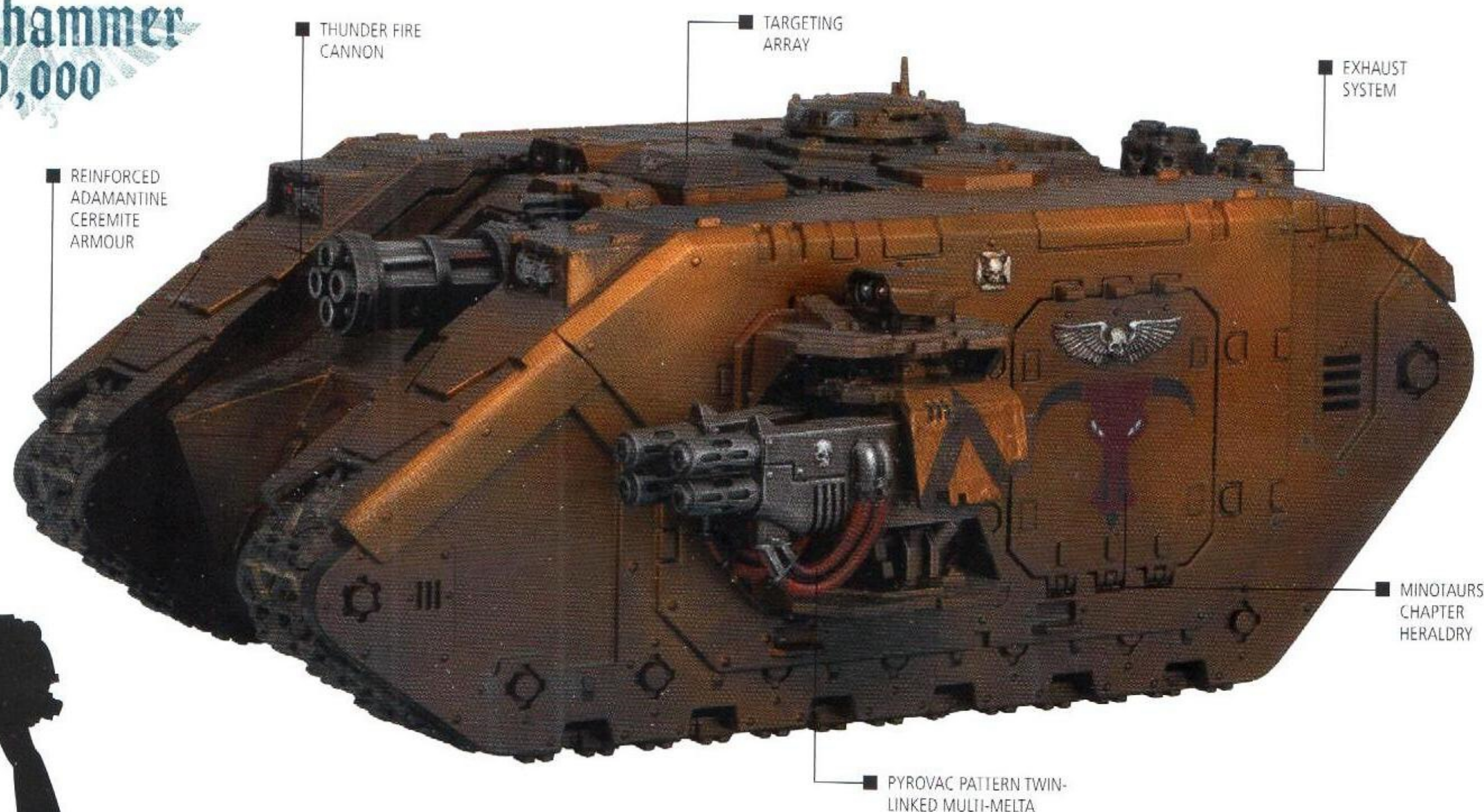
The Land Raider Achilles is one of the rarest and most venerable Land Raider variants. In terms of armament, it is fitted out as a heavy siege tank with multi-meltas on its sponson mounts and a potent hull-mounted Thunderfire cannon at the cost of transport

capacity. The Achilles' incredible durability exceeds that of even a standard pattern Land Raider, and its near-indestructibility has entered legend among the Adeptus Astartes.

Warhammer
40,000



SIZE COMPARISON



UNIT: 1 Land Raider Achilles

TYPE: Vehicle (Tank)

BS	ARMOUR		
	Front	Side	Rear
4	14	14	14

ACCESS POINTS

One door on each side

TRANSPORT: 6 models

WEAPONS AND EQUIPMENT

- Hull-mounted Thunderfire Cannon
- Two sponson-mounted Twin-linked Multi-meltas
- Searchlight and Smoke Launchers
- Extra Armour

SPECIAL RULES

- Power of the Machine Spirit
- Ferromantic Invulnerability

OPTIONS

- A Land Raider Achilles may take any of the following:
 - Pintle-mounted Storm Bolter+10 points
 - Hunter-killer Missile+10 points
 - Dozer Blade.....+5 points
 - Siege Shield.....+10 points

A Land Raider Achilles is a Heavy Support choice in a Codex Space Marines, Codex Black Templars, Codex Space Wolves or Codex Dark Angels army.

Power of the Machine Spirit: A Land Raider can fire one more weapon than would normally be permitted based upon its Movement speed. This weapon may be fired at a separate target if desired. A Land Raider may also fire a single weapon even if it has suffered a Crew Shaken or Crew Stunned result that turn.

Ferromantic Invulnerability: The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the Damage chart caused by Penetrating hits (other than by Destroyer weapons) by 1.

Thunderfire Cannon: The Thunderfire cannon is a multi-barrelled heavy weapon capable of hurling a variety of shells at great speed. Choose which of the following fire modes you are using each time the weapon is used:

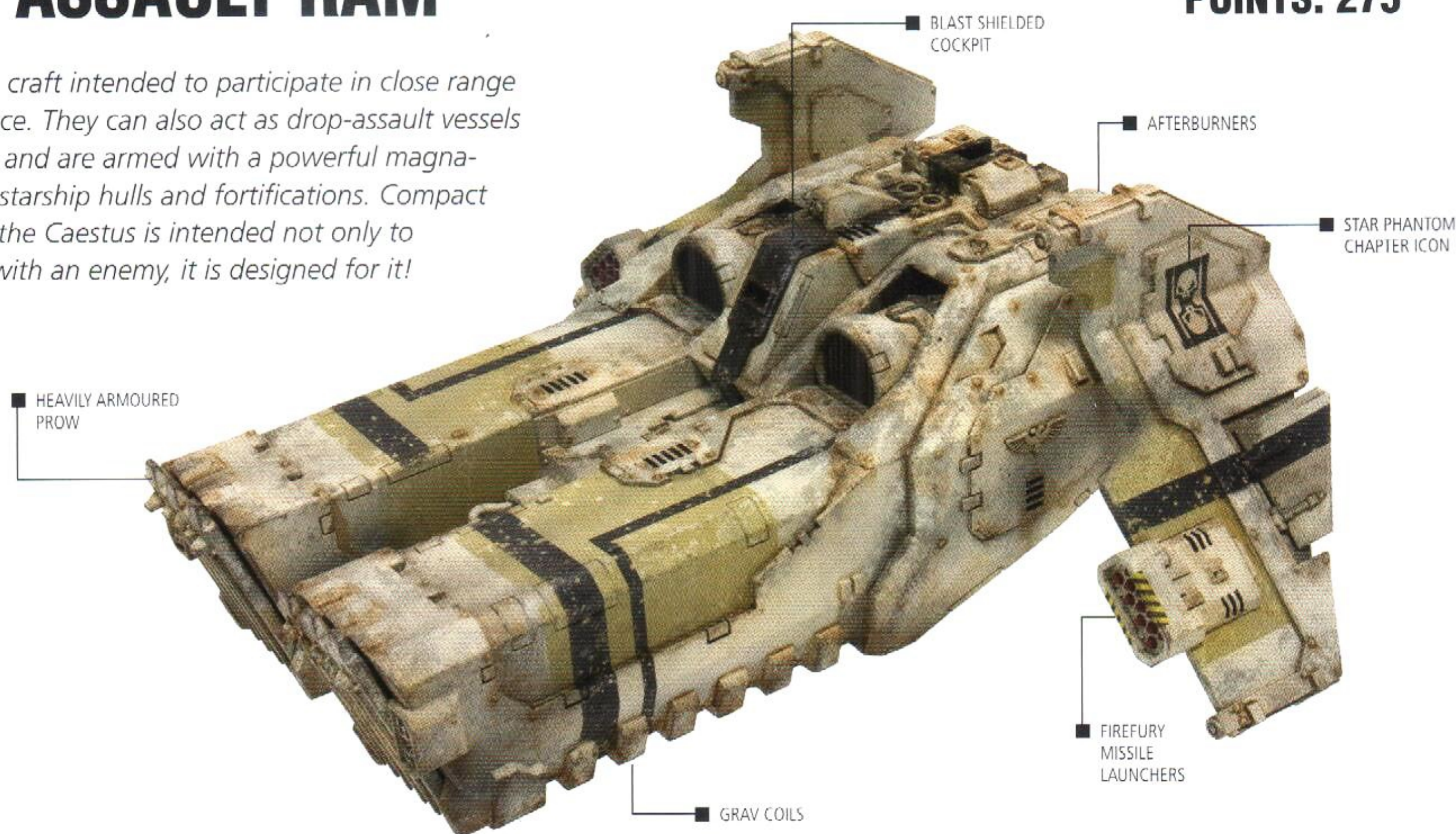
WEAPON	RANGE	STR	AP	TYPE
Surface blast	60"	6	5	Heavy 4, 3" Blast
Airburst	60"	5	6	Heavy 4, 3" Blast, No Cover Saves
Subterranean	60"	4	-	Heavy 4, 3" Blast, Tremor*

***Tremor:** Any unit hit moves as if in difficult ground on its next turn. If it is already in difficult ground it rolls one less dice than normal to determine distance moved. Vehicles hit by the tremor shell must take Dangerous Terrain tests if they move in the subsequent turn.

CAESTUS ASSAULT RAM

POINTS: 275

Assault rams are attack craft intended to participate in close range boarding actions in space. They can also act as drop-assault vessels for direct orbital attack and are armed with a powerful magna-melta to burn through starship hulls and fortifications. Compact and heavily armoured, the Caestus is intended not only to survive direct collision with an enemy, it is designed for it!



SIZE COMPARISON

UNIT: 1 Caestus Assault Ram

TYPE: Vehicle
(Tank, Skimmer, Fast)

BS	ARMOUR			Rear
	Front	Side		
4	13	13		11

ACCESS POINTS: Two front Assault ramps.

TRANSPORT: 10 models (see Special Rules)

SPECIAL RULES

- Assault Vehicle
- Misericorde
- Caestus Ram
- Afterburners
- Deep Strike

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40,000

WEAPONS AND EQUIPMENT

- One hull-mounted Twin-linked Magna-melta
- Extra Armour
- Wing-mounted Firefury Missile Battery

OPTIONS

- A Caestus Assault Ram may be upgraded with any of the following:
 - Teleport Homer.....+15 points
 - Frag Assault Launchers+10 points

A Caestus Assault Ram is a Fast Attack choice in a Codex Space Marines, Codex Black Templars, Codex Space Wolves or Codex Dark Angels army.

Assault Vehicle: Models disembarking from the Caestus Assault Ram can launch an assault on the turn they do so (providing the Caestus did not Deep Strike).

Caestus Ram: When conducting a ram attack, the Caestus' player rolls two dice and picks the highest number when determining if it has penetrated the target's armour and adds +1 to any rolls on the Damage chart that it uses. In addition, the Caestus has an Invulnerable save of 5+ against any attacks against its front armour, including damage it suffers as a result of ramming or being rammed itself from the front.

Magna-melta: A heavy, short ranged, area effect heat cannon, the Magna-melta is designed to turn a large cubic volume of starship hull-plating to liquid slag.

WEAPON	RANGE	STR	AP	TYPE
Magna-melta	18"	8	1	Heavy 1, 5" Blast, Melta

Teleport Homer: Terminator models in the same army as the Caestus Assault Ram wishing to deep strike within 6" of the model will not scatter, so long as the Caestus has not moved Flat Out that turn.

Misericorde: The ram's two hull booms contain heavily armoured compartments each fitted with multiple retractable inertia suppression clamps which lock transported troops in place and protect them from impact. As a result the Caestus Assault Ram has a transport capacity of ten models which must either be in power armour, artificer armour or Terminator armour (contrary to the usual rules).

Frag Assault Launchers: A unit charging into close combat on the same turn that it disembarks from a Caestus Assault Ram that is equipped with this upgrade system counts as being equipped with Frag grenades.

Afterburner: The Caestus Assault Ram is fitted with additional short-fire rocket motors and afterburners to allow it to swiftly reach its target. When going Flat Out, it may move up to 36" rather than 24".

Firefury Missile Battery: The Firefury is a rapid-firing missile launcher designed to discharge all of its munitions within a few seconds, saturating its target with micro-warheads.

WEAPON	RANGE	STR	AP	TYPE
Firefury	36"	6	4	Heavy 4, 3" Blast, Twin-linked, One Use

LUCIUS PATTERN DREADNOUGHT DROP POD

POINTS: 65

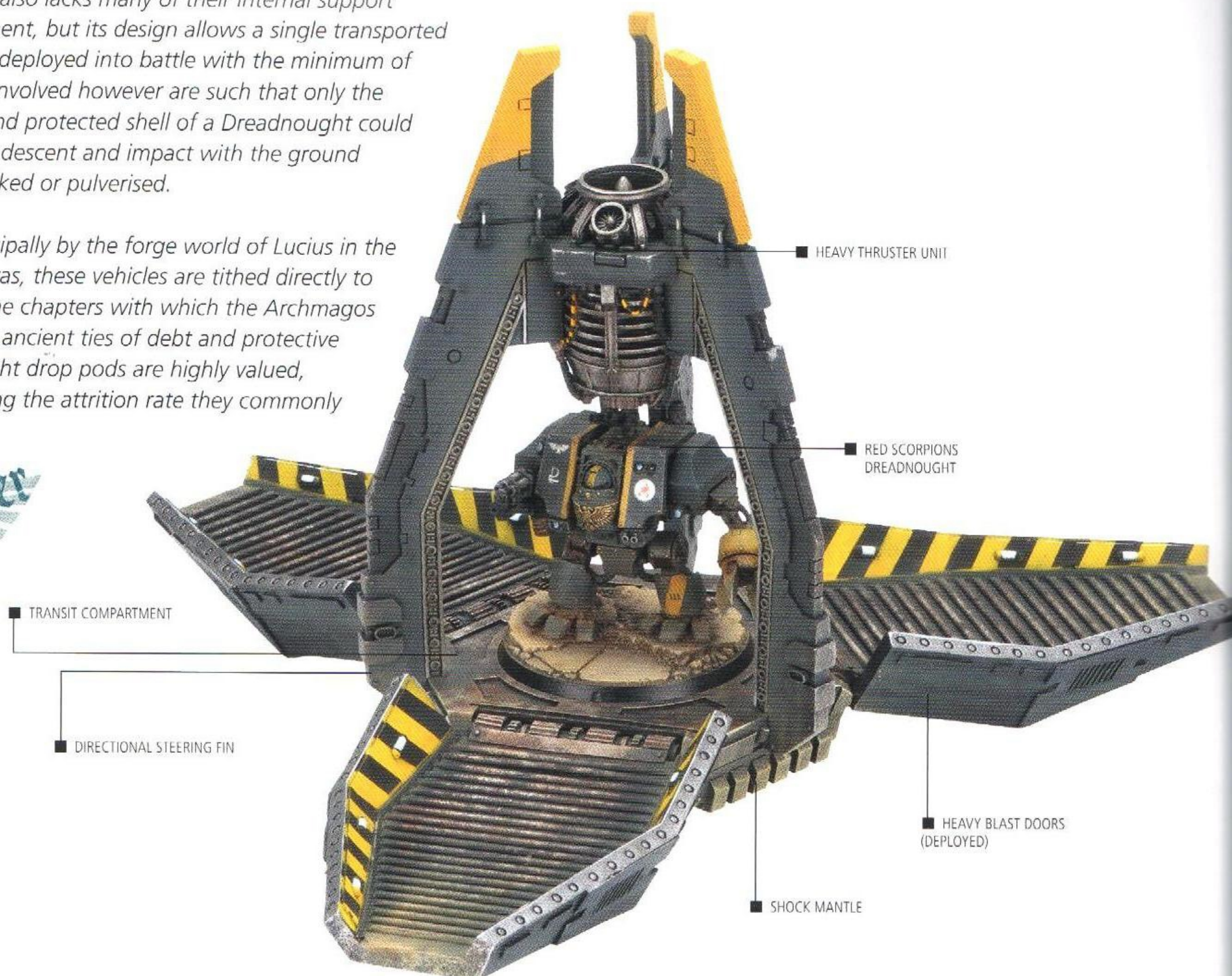
The Lucius pattern heavy drop pod is somewhat larger than the standard drop pods of the Adeptus Astartes and has a more powerful engine. It also lacks many of their internal support systems and armament, but its design allows a single transported dreadnought to be deployed into battle with the minimum 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 ancient ties of debt and protective treaties. Dreadnought drop pods are highly valued, especially considering the attrition rate they commonly suffer in battle.

Warhammer
40,000



SIZE COMPARISON



UNIT: 1 Dreadnought Drop Pod

ACCESS POINTS: All round (its doors open when the drop pod lands).

BS	ARMOUR		
	Front	Side	Rear
—	12	12	12

UNIT TYPE: Vehicle, Immobile (once landed), Open Topped (once landed)

SPECIAL RULES

Drop Pod Assault: Drop Pods always enter play using the Deep Strike special rules. At the beginning of the first turn, you must choose half of your Drop Pods (combining all types of Drop Pod if more than one is present and rounding up) to make a Drop Pod assault. Units making a Drop Pod assault arrive on a player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

In Apocalypse: In games of Apocalypse, Drop Pod equipped units are always counted as being part of the player's Strategic Reserve. Half may assault on the first turn as previously explained, and the remainder of the player's Drop Pods (those not landing in the first turn), arrive instead using the normal Strategic Reserve rules:

TRANSPORT: The Lucius Pattern Drop Pod may be purchased as a dedicated transport for any loyalist Dreadnought (including Contemptor Dreadnoughts) in Apocalypse games. Otherwise a Lucius Pattern Dreadnought Drop pod is a separate Fast Attack choice for either a Codex Space Marine, Codex Dark Angels, Codex Space Wolves or a Codex Black Templars army, and must be occupied by a single Dreadnought of any type from that army assigned to it before the game begins.

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an Immobilised result (that cannot be repaired).

Assault Vehicle: A Dreadnought disembarking a Lucius Pattern Dreadnought Drop Pod can launch an assault the turn it does so but must make a Dangerous Terrain test if this is the case. (Note that this differs from the rules for normal Drop Pods, and reflects the Dreadnought Drop Pod's special design and larger size).

The rules presented here replace those in Imperial Armour Apocalypse II.

AUTOMATED DEFENCE FORCE

POINTS: 25 + MODELS

Space Marine Chapters are composed of a thousand elite troops, the finest warriors Mankind can produce. This means that powerful though a Chapter is, it will always lack numbers. The Space Marines are equipped with a variety of remotely activated weaponry which can help alleviate these problems. Should a Chapter need to hold

ground, but lack the troops to leave on stationary guard duty, then it can use an automated defence force. These weapons are dropped into place by Thunderhawks and activated by the Chapter's Techmarines. The weapon's status can then be monitored from command vehicles.

Raptors Chapter Automated Defence Force – Taros landing zone protection

*Rules for Tarantula Sentry Guns and Hyperios Platforms can be found in Imperial Armour Apocalypse 2 and Imperial Armour Volume 9 - The Badab War Part One.

HYPERIOS
COMMAND



Apocalypse
Formation

HYPERIOS



HYPERIOS



TARANTULA



TARANTULA



TARANTULA



TARANTULA



FORMATION

- 3+ Tarantula Sentry Gun Platforms
- 0+ Hyperios Platform
- 0+ Hyperios Command Platform

SPECIAL RULE

Objective Secure: Tarantulas and Hyperios deployed as part of an automated defence force are Infiltrators. They may be deployed using the standard rules for Infiltrators.

ANCIENTS ASSAULT FORCE

POINTS: 50 + MODELS

Amongst a Chapter's most revered relics are its Dreadnoughts. Each is a mighty hero from the Chapter's past, entombed within the adamantium hull of a Dreadnought's life support systems. Here the warrior's soul lives on, to fight anew for his Chapter and the Emperor.

Each Space Marine battle company has its own Dreadnoughts and these are usually fielded individually to support squads in battle. During larger deployments a commander can group these fearsome warriors together, creating an almost unstoppable assault force. Guided and supervised by one of the Chapter's Techmarines, some of the Chapter's greatest warriors will fight alongside each other once again.

Ultramarines Assault Force Odora, part of Strike Force Idaeus, deployed during protection duties for Explorator Delpha



TECHMARINE



BROTHER ODORA

VEN: DREADNOUGHT



BROTHER AEGA

DREADNOUGHT



BROTHER UELM

DREADNOUGHT



BROTHER ATARUS

DREADNOUGHT



BROTHER FUROR

FORMATION

1+ Techmarine

3+ Dreadnoughts (any variants)

The Techmarine and all Dreadnoughts must be chosen from the same Codex.

"Be ashamed to die until you have won some victory for our Emperor."

– Marneus Calgar during the Ichar IV campaign.

SPECIAL RULES

Strike Force: All units in the Ancients Assault Force must be deployed with 12" of the Techmarine, or if entering from reserve, they must enter the table within 12" of the point entered by the Techmarine.

Wisdom of the Ancients: As well as fearsome warriors and fighting machines, these veterans are also wise in the ways of war, and know many cunning tricks and tactics. As well as his normal strategic assets the Space Marine player gains the Flank March asset.

CAESTUS 'TRIDENT' ASSAULT FORCE

POINTS: 50 + MODELS

The Caestus Assault Ram specialises in assault operations upon the fiercest defended enemy strongholds and in close boarding actions against warships and space hulks. As part of this hammer blow assault, some Space Marines Chapters favour a traditional tactic of sending in a 'trident' of three fully laden Caestus on the heels of a

volley of melta warhead torpedoes whose detonation shatters the target's defences before the Caestus deliver the killing blow. This dangerous tactic is only made possible both by the skill of the Space Marine pilots and the tremendous durability of the Caestus themselves.



FORMATION

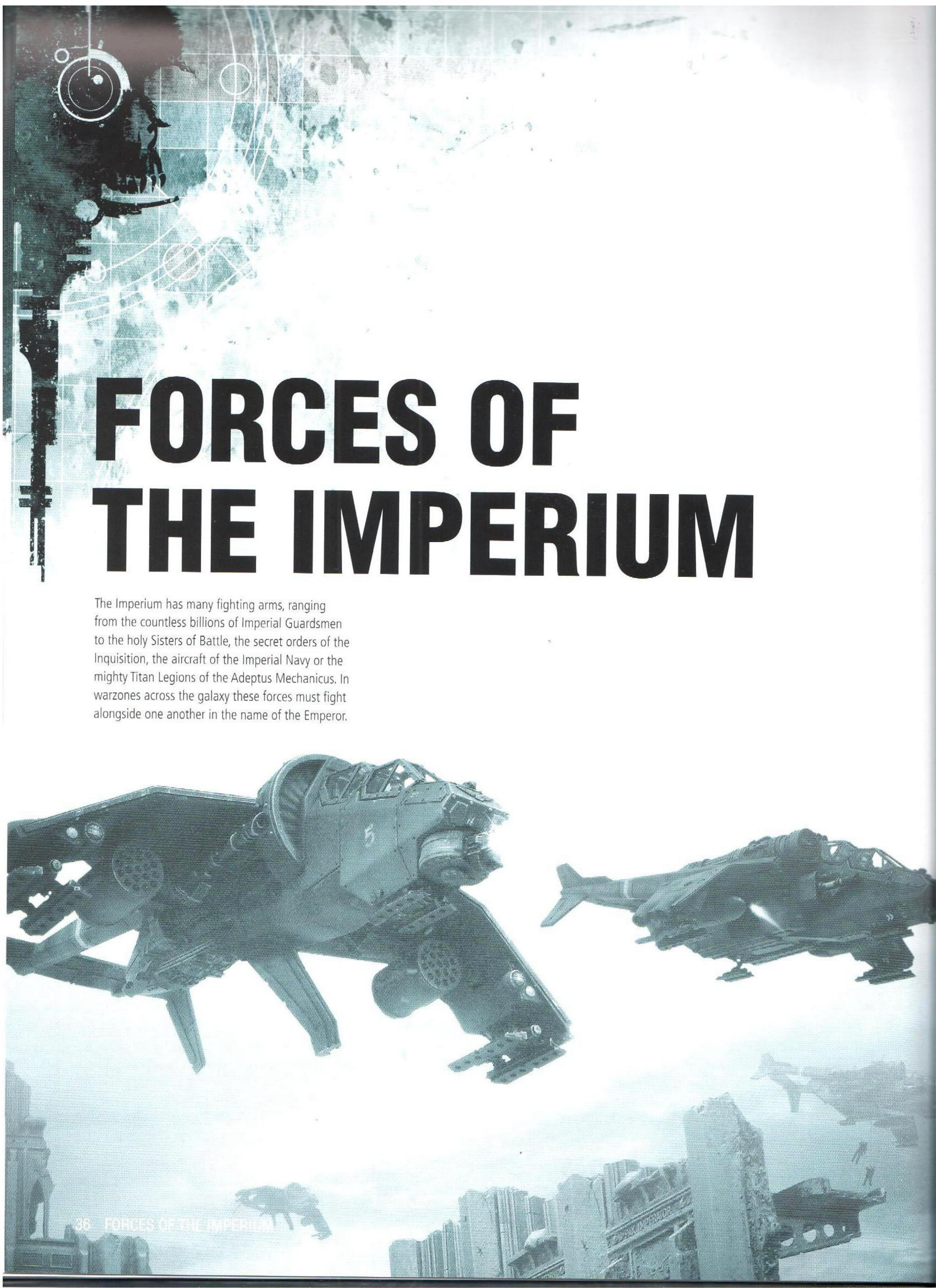
- Three Caestus Rams
- Each Caestus must carry at least one unit from the following: Terminator squad, Terminator Assault squad, Sternguard squad, Assault squad, Vanguard Veteran squad (no jump packs), Retaliator squad (see *Imperial Armour Volume 9*), Tactical squad or Devastator squad.

SPECIAL RULES

Precision Strike: All the models in this formation and any units they contain are set aside both from the owning player's normal deployment and their Strategic Reserve. This formation may then arrive on any one of the player's first three turns as chosen (coming in on the third turn regardless) and must arrive via Deep Strike. They arrive in addition to any other forces they are entitled to deploy from their reserve that turn. When they first arrive the Caestus in the formation must deploy within 24" of each other.

Fire Riders: On the turn the formation arrives from Deep Strike, the owning player may lay down a barrage of airbursting Melta torpedoes. This may be targeted anywhere on the table within 24" of the arriving formation and has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Airburst	Special	6	3	Apocalyptic Barrage (3), Melta



FORCES OF THE IMPERIUM

The Imperium has many fighting arms, ranging from the countless billions of Imperial Guardsmen to the holy Sisters of Battle, the secret orders of the Inquisition, the aircraft of the Imperial Navy or the mighty Titan Legions of the Adeptus Mechanicus. In warzones across the galaxy these forces must fight alongside one another in the name of the Emperor.

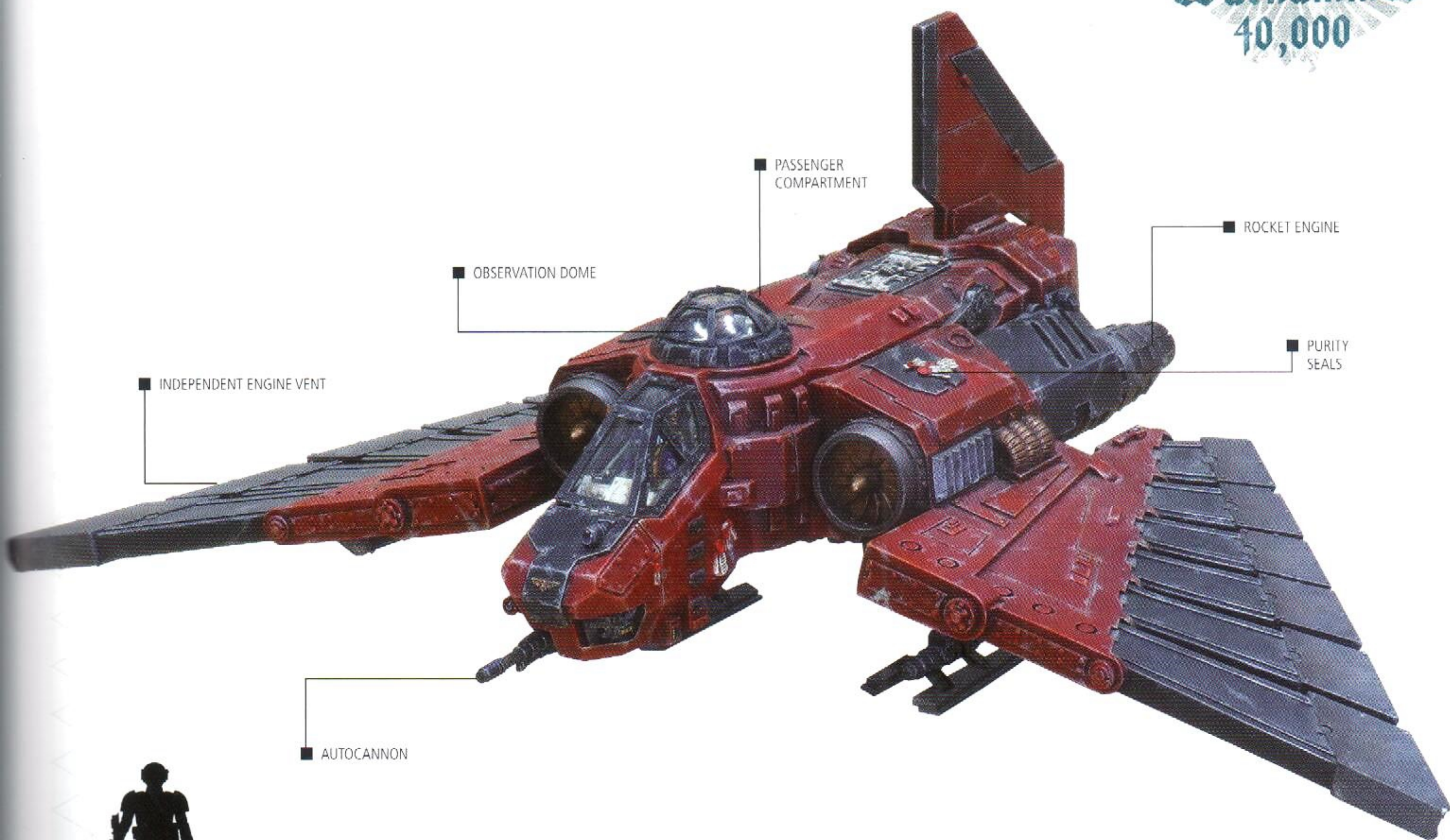
AQUILA LANDER

POINTS: 110

The Aquila Lander is a light personnel shuttle used by the Imperial Navy to transport dignitaries, officials and other important personnel from ship-to-ship or from orbit to a planet's surface. It is

not a combat aircraft and each is only armed with a single nose-mounted weapon for self defence, although it is well armoured for the protection of its important passengers.

Warhammer
40,000



SIZE COMPARISON

UNIT: 1 Aquila

TYPE: Flyer (Hover Mode)

FIRE POINTS: None

ACCESS POINTS: Passenger compartment door

WEAPONS AND EQUIPMENT

- Nose-mounted Heavy Bolter

SPECIAL RULES

- Hover Mode

TRANSPORT: The Aquila has a transport capacity of 7.

BS	ARMOUR		
	Front	Side	Rear
3	11	11	10

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Bolter	36"	5	4	Heavy 3
Multi-laser	36"	6	6	Heavy 3
Autocannon	48"	7	4	Heavy 2

OPTIONS

- Any model may take any of the following:
 - Flare/Chaff Launcher..... +10 points per model
 - Armoured Cockpit +15 points per model
 - Illum Flares +5 points per model
 - Distinctive Paint Scheme or Decals +10 points per model
- The Aquila may replace its Heavy Bolter with one of the following
 - Multi-laser +10 points
 - Autocannon +15 points

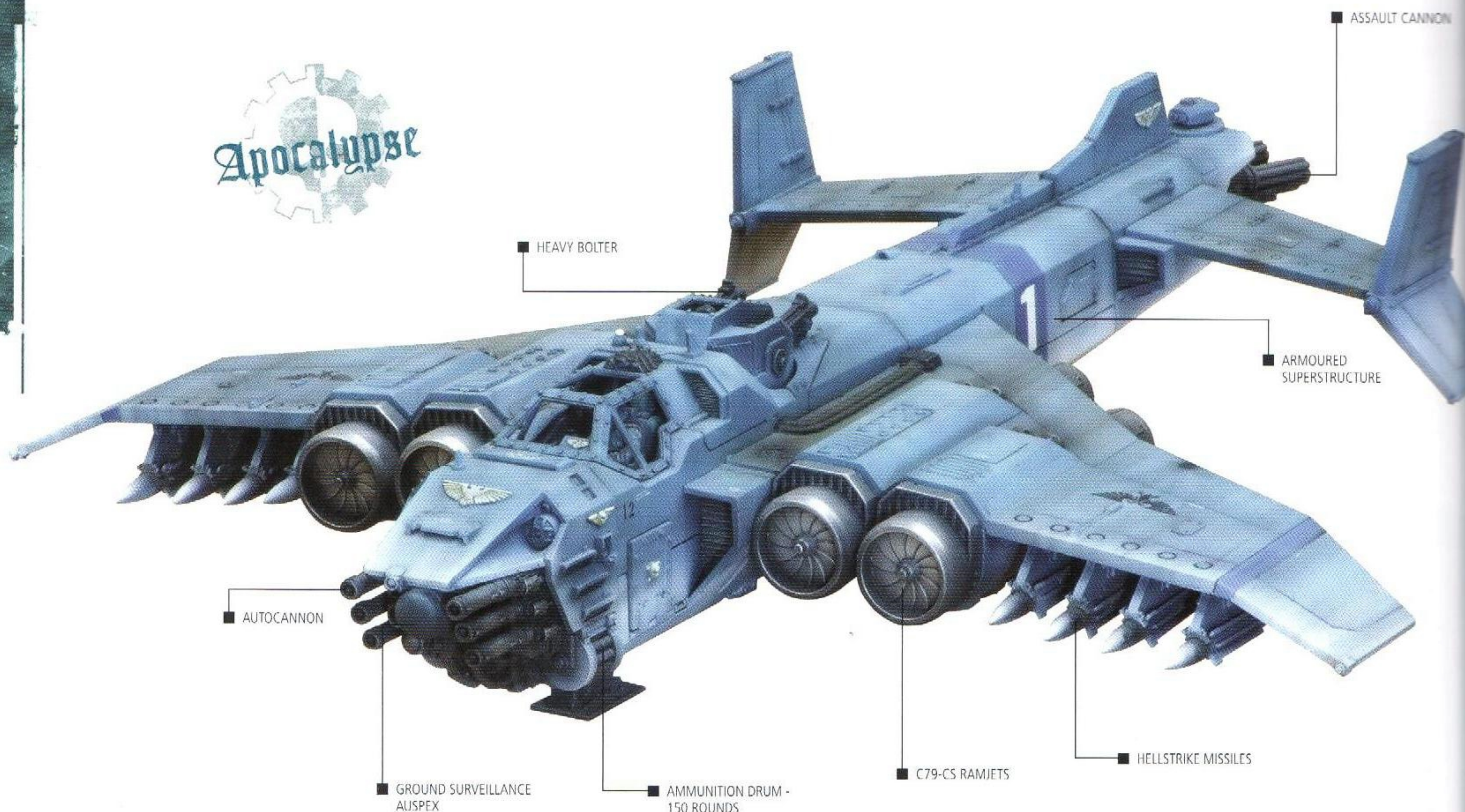
An Aquila Lander may be taken as a Fast Attack choice for a Codex Imperial Guard army, or as a Dedicated Transport option for either an Imperial Guard Command Squad (Codex Imperial Guard) or an Inquisitor and Retinue squad (Codex Grey Knights).

MARAUDER DESTROYER

POINTS: 425

The Marauder Destroyer is the ground attack variant of the Marauder Bomber. Specialising in low level attacks, it has a reduced bomb payload in favour of direct firepower from its six nose-mounted autocannon and eight underwing Hellstrike missiles.

Developed during the Second Armageddon war, the Marauder Destroyer was refitted for night operations, and armed to strike with precision at key targets with overwhelming firepower.



SIZE COMPARISON

UNIT: 1 Marauder Destroyer

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT

- Three Twin-linked Autocannon
- One Twin-linked Heavy Bolter with AA Mount
- One Twin-linked Assault Cannon
- The Marauder Destroyer carries six Bombs in its bomb bay

WEAPON	RANGE	STR	AP	SPECIAL
Bombs	Bomb	6	4	Apoc Barrage (1)* One shot
Hellstrike missile	72"	8	3	Ordnance 1, One Shot

ARMOUR

BS	Front	Side	Rear
3	11	11	10

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

OPTIONS

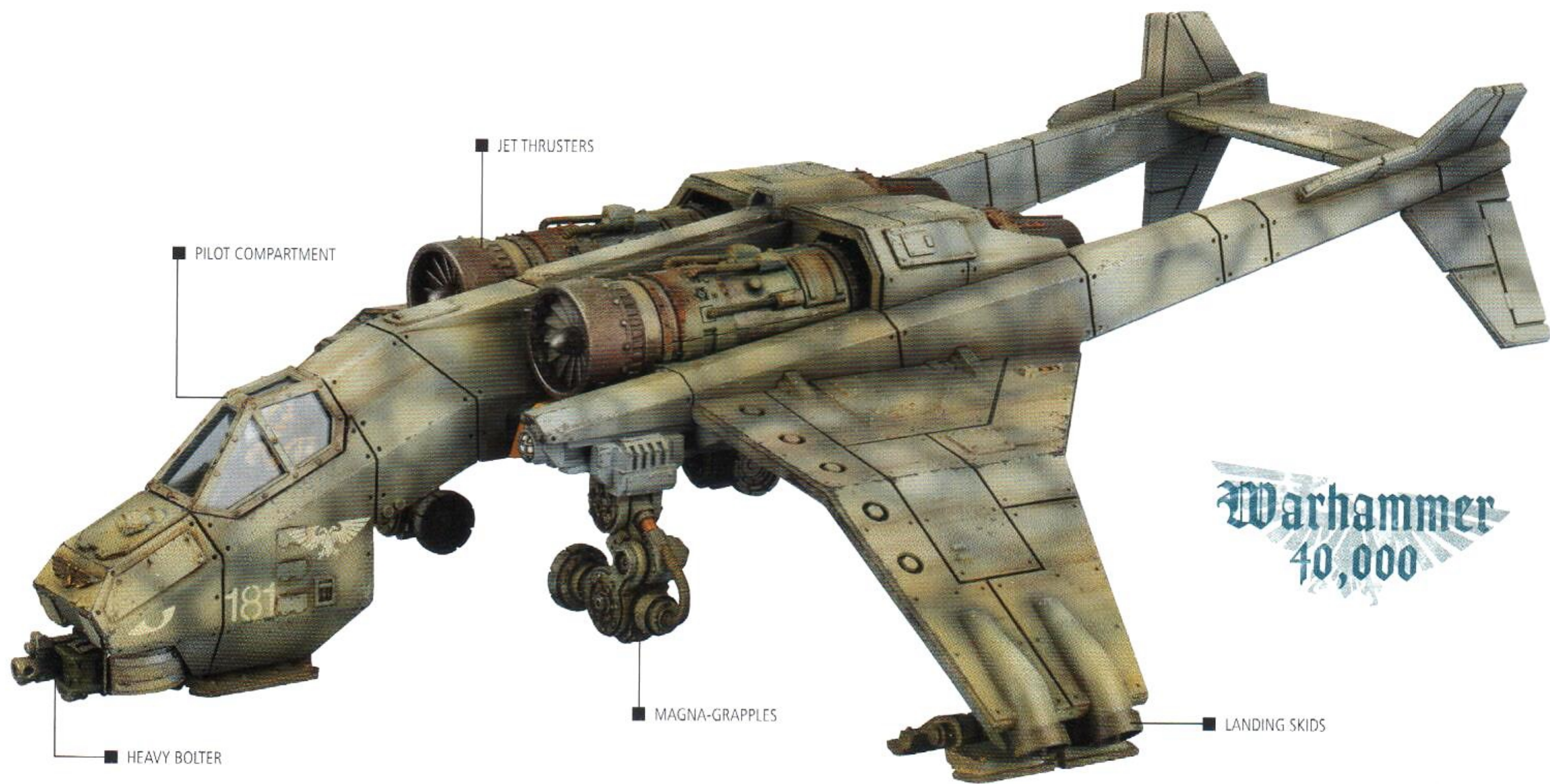
- Any model may take any of the following:
 - Flare/Chaff Launcher..... +10 points per model
 - Armoured Cockpit +15 points per model
 - Infra-red Targeting +10 points per model
 - Illum Flares +5 points per model
 - Distinctive Paint Scheme or Decals +10 points per model
 - Eight Hellstrike missiles +80 points per model

VALKYRIE SKY TALON TRANSPORT

POINTS: 70

The Valkyrie Sky Talon is a variant of the airborne assault carrier, a support aircraft used for heavy lifting in combat theatres. The Sky Talon is armed for self-defence and to assist the other assault carriers as they rake the drop zone to clear it of the enemy. As standard it is armed with a nose-turret mounted heavy bolter for

anti-personnel fire and two Hellstrike missiles under the wings for anti-armour. Despite the Sky Talon's armament, combat is not its usual battlefield role. Its job is to deliver its passengers quickly and safely, then escape to a safe distance and stand ready to return for the extraction mission.



SIZE COMPARISON

UNIT: 1 Valkyrie Sky Talon

TYPE: Vehicle (fast, skimmer), Flyer*	BS	ARMOUR		
		Front	Side	Rear
	3	12	12	10

* In games of Apocalypse, the Valkyrie Sky Talon is treated as a Flyer with Hover Mode.

WEAPONS AND EQUIPMENT

- Nose-mounted Heavy Bolter
- Two Hellstrike Missiles
- Searchlight
- Extra Armour

SPECIAL RULES

- Deep Strike
- Sky Lift

OPTIONS

- The Valkyrie Sky Talon may replace its two Hellstrike Missiles with:
 - Two Multiple Rocket Pods.....+30 points

Although the Valkyrie Sky Talon counts as a Heavy Support choice for an Imperial Guard or Elysian army, a Sky Talon does not occupy Force Organisation slots.

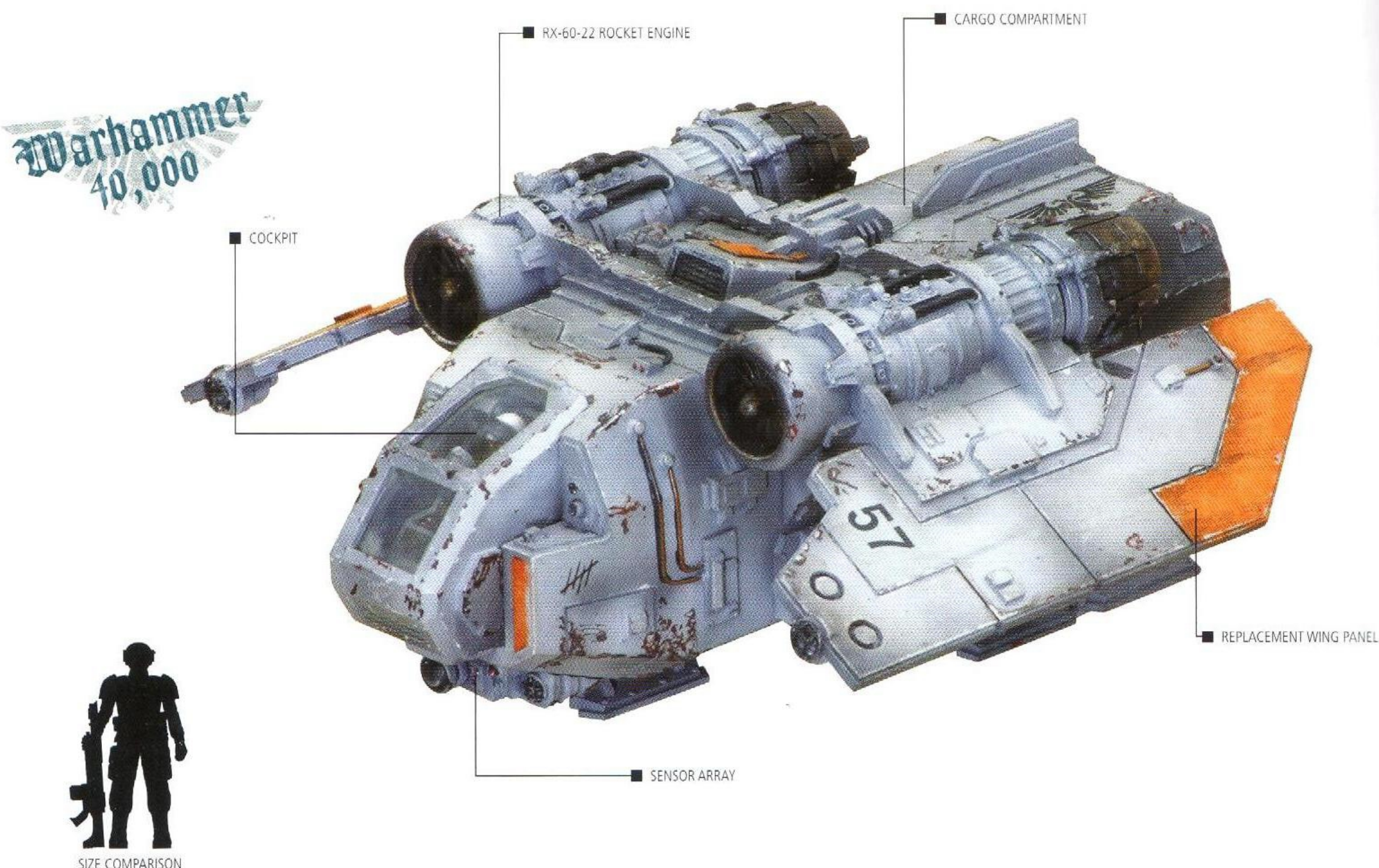
Sky Lift: A Sky Talon can carry one Tauros or Tauros Venator or two Drop Sentinels. If you have sufficient Sky Talons, they may carry a vehicle squadron. The Sky Talons must remain in coherency whilst transporting a vehicle squadron.

ARVUS LIGHTER

POINTS: 75

The Arvus is a small utility cargo shuttle used by ships of the Imperial Navy for transferring supplies or small units of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with two powerful engines for carrying heavy loads. The Arvus has no armament; it is not a combat vehicle and is not expected to engage the enemy.

Commonly seen on the launch decks of large Imperial Navy ships, the Arvus is just one of a wide variety of shuttles, lighters, brigs, dories and pinnaces employed by the Imperial Navy for routine work. When required the Arvus can stand in as an assault boat and can transport a squad of infantry or a small boarding party.



UNITS: 1-3 Arvus Lighters

TYPE: Flyer* (Hover mode)

BS	ARMOUR		
	Front	Side	Rear
3	10	10	10

TRANSPORT

Twelve models. Models in Terminator armour or that are usually mounted on 40mm bases count as two models each.

FIRE POINTS

- None

WEAPONS AND EQUIPMENT

- None

SPECIAL RULES

- Improvised Weapons Mounts

**In non-Apocalypse games, or where the Flyer rules are not being used, treat the Arvus Lighter as a Fast Skimmer instead. 1-3 Arvus Lighters may be taken as a Fast Attack choice for a Codex Imperial Guard, Sisters of Battle or Vraksian Renegade army. These Lighters do not need to form a squadron and are treated separately in the game.*

OPTIONS

- Any model may take any of the following:
 - Flare/Chaff Launcher..... +10 points per model
 - Armoured Cockpit +15 points per model
 - Illum Flares +5 points per model
 - Searchlight +1 point per model
- Improvised Weapons Mounts: Any model may mount one weapons system for the following cost (see Special Rules):
 - Twin-linked Multilaser..... +20 points per model
 - Two Hellstrike Missiles +20 points per model
 - Twin-linked Autocannon..... +25 points per model
 - Two Twin-linked Heavy Stubbers..... +25 points per model

Improvised Weapons Mounts: Although a civilian and utility shuttle never designed for frontline operations, it is far from unknown for desperate commanders to try to fit weapons systems to the Arvus to let it fill in as a stopgap military transport. Unfortunately this is not an easy task as the Arvus lacks even basic military avionics. An Arvus fitted with Improvised Weapons Mounts may only fire while using Hover Mode, not while moving as a Flyer (see the Flyer rules).

IMPERIAL FORTRESS WALLS

POINTS: SPECIAL

The cities and strongholds of the Imperium are defended by heavily reinforced fortifications, all but impregnable except to the most powerful and determined assault.



Assemble your imperial Fortress from the following components, relating them to the terrain. The points cost of your Imperial Fortress will be the total points cost of the components used.

FORTRESS WALLS

Fortress Walls are divided into three different types of section: Walls, Towers and the Gate. Each section has an Armour value of 14 on all facings and a number of Structure Points (noted below). When a section has no Structure Points left it is destroyed. All damage results which do not reduce its Structure Points are ignored. A Fortress section must be targeted separately from any unit on top of its ramparts.

WALL SECTION.....50 POINTS EACH

- Each Wall section has 4 Structure Points.
- A unit may be deployed to the ramparts on top of the wall, gaining a 3+ Cover save.
- A destroyed Wall becomes rubble, giving a 4+ cover save and is treated as difficult terrain. Any model on or in a Wall section when it is breached takes a single wound (armour save as normal).
- A Wall section can be upgraded to include a **Wall Bunker** for +50 points. A single unit of up to twenty models can be deployed inside the Bunker just as if being transported in a vehicle, and may use 5 fire points in any direction. If the Wall is breached then any unit inside the bunker is destroyed in the collapse.

TOWER 75 POINTS EACH

- Each Tower has 6 Structure Points.
- Each Tower may house troops exactly as shown in the Wall Bunker description shown opposite.
- A destroyed Wall becomes rubble, giving a 4+ cover save and is treated as difficult terrain.
- Any models inside the Tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section if they are able (otherwise they end up in the rubble).
- Any Tower may be upgraded to include a flak turret with a Twin-linked range 72" Autocannon with an AA mount for +50 points, or an Icarus Lascannon or Quad Interceptor gun for +25 points each. These weapons are used at BS 2 if the Tower is unoccupied or by using the BS of the unit within when occupied.
- Any Tower may be upgraded to include a buttress-mounted Sentry Gun with Twin-linked Heavy Bolters at +15 points, or Twin-linked Lascannon at +25 points.

GATE 150 POINTS

- A Gate has 3 Structure Points.
- The Gate may be open or closed at the start of any of the owning players' turns. Once destroyed, the Gate is open and troops can move through it as normal. Models caught on the ramparts, suffer 1 wound. No armour saves apply.
- A unit may be deployed onto the Gate's ramparts gaining a 3+ Cover save.
- Each Gate also has two towers (with 6 Structure Points each, etc), one on either side. The basic cost of which is included above and can be upgraded as shown previously.



ORKS

The savage green-skinned aliens known as Orks plague the galaxy. As plundering warbands they maraud from planetary system to planetary system, each Ork a brutal warrior who lives to fight and kill. Although outwardly crude and primitive, Ork attacks are a threat to every planet, and once united under a strong Warlord an Ork Waaagh! becomes an unstoppable tide of destruction.

BIG SQUIGGOTH

POINTS: 50

Squiggoths are enormous creatures, bred by Ork Pigdoks from Squigs for size. In battle Orks use Squiggoths as mounts for heavy weapons and as transports for Boyz mobs, as well as for the creature's own strength and aggression.

They are much favoured by feral Orks of the Snakebites clan who like to ride into battle in the beast's howdah, chanting their battlecries, but any Ork Warlord would happily include a Squiggoth in his warband for their destructive power alone. Only the Kult of Speed avoid Squiggoths, as they are far too ponderous and slow for their tastes.



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SIZE KOMPARISON

WS	BS	S	T	W	I	A	LD	SV
2	2	7	6	4	1	3	7	4+

UNIT: 1 Big Squiggoth

TYPE: Monstrous Creature

TRANSPORT: The Big Squiggoth may transport up to ten Orks, who ride in the howdah and hang on to its sides. It may only transport infantry and is treated as an open-topped vehicle for the purposes of transport.

WEAPONS AND EQUIPMENT

- Tusks, fangs and stomping feet.

OPTIONS

- The Big Squiggoth may be armed with one of the following weapons:
 - Kannon+20 points
 - Zzap gun+30 points
 - Lobba+25 points

WEAPON	RANGE	STR	AP	SPECIAL
Kannon (frag)	36"	4	5	Heavy 1, 3" Blast
Kannon (shell)	36"	9	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, 3" Blast
Zzap Gun	36"	2D6	2	Heavy 1

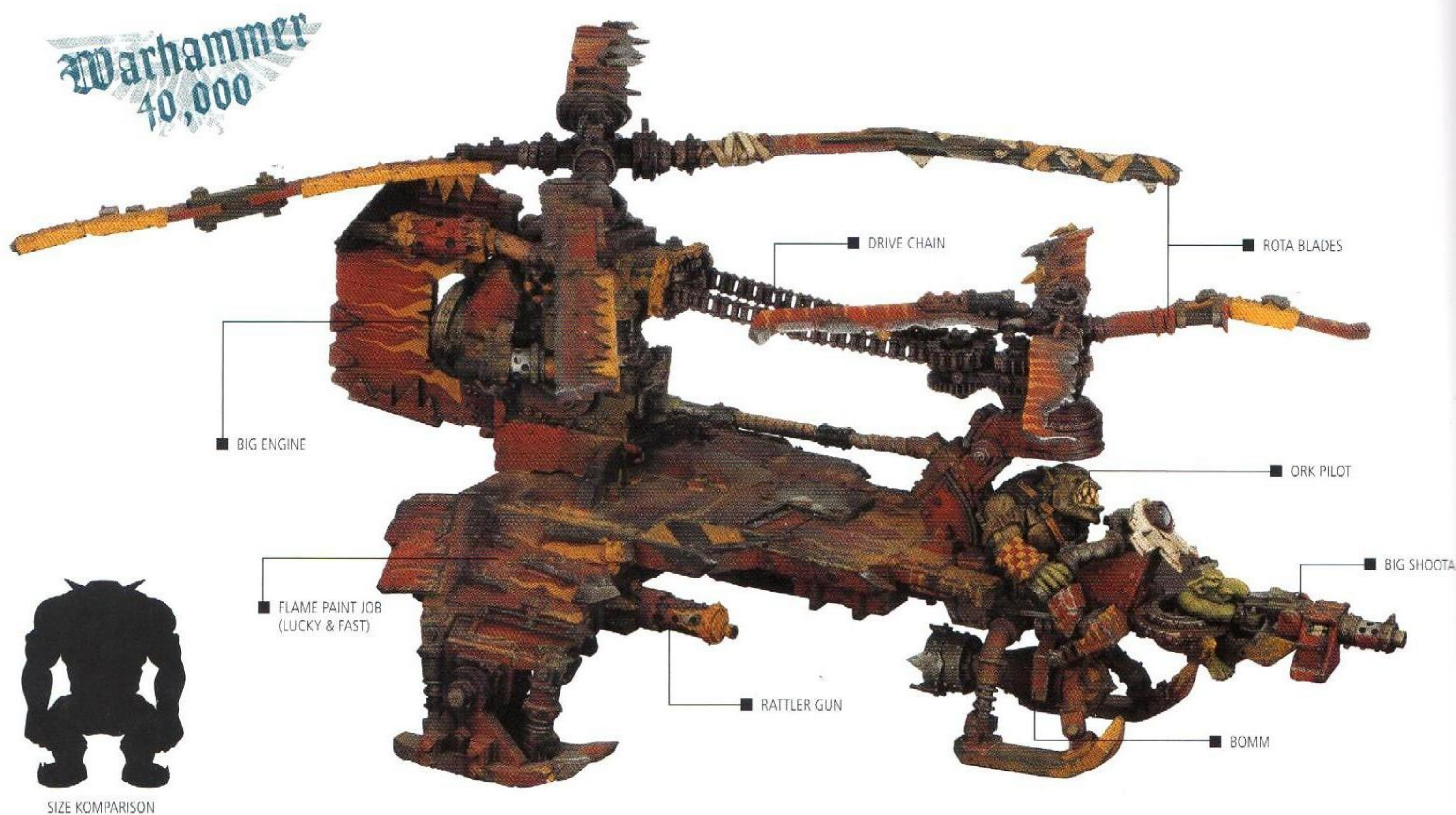
A Big Squiggoth is a Heavy Support choice for an Ork army.

WARKOPTA

POINTS PER MODEL: 65

The Orks, particularly those affiliated with the Evil Sunz and Blood Axe clans, as well as the piratical freebootaz, are fond of a bewildering array of airborne war machines, just as with tanks and wagons. These may range from lunatic one-Ork contrivances to massive 'Bommaz' dwarfing even a Thunderhawk in size, to the relatively commonplace gunships-come-troop transporters known as Warkoptas. Held aloft by multiple whirling blades, Warkoptas are little more than smoke-belching metal skeletal frames decked

out with guns and thrusters, with plenty of hand-holds for the Boyz to hang off. Nevertheless these machines are startlingly robust and effective, and always popular with those Orks who like the idea of dropping from the sky directly onto their victims.



UNIT: 1-3 Warkoptas

TYPE: Vehicle (Skimmer, Fast, Open Topped)

BS	ARMOUR		
	Front	Side	Rear
2	10	10	10

WEAPONS AND EQUIPMENT

- One wing-mounted Twin-linked Deffgun
- One nose-mounted Big Shoota

TRANSPORT CAPACITY: Ten models. A Warkopta may only carry infantry models and may not carry models in mega-armour (they're just too heavy!).

OPTIONS

- Any Warkopta may replace its Big Shoota with one of the following:
 - Skorcha free
 - Rokkit Launcha +10 points
 - Kustom Mega Blasta +15 points
- Any Warkopta may replace its Twin-linked Deffgun with:
 - Twin-linked Rattler Kannon +10 points
- Any Warkopta may take any of the following:
 - Red Paint Job +5 points
 - Stikkbomb Chukkas +5 points
 - Up to two Bigbombs +15 points each

Rattler Kannon: The Rattler is a steam or electrically driven automatic kannon able to keep up a huge rate of fire, at least until it runs out of ammo or something vital breaks!

WEAPON	RANGE	STR	AP	SPECIAL
Rattler	24"	4	6	Heavy 2D6, Jam!

Jam!: Roll 2D6 each time the Rattler is fired in order to determine the number of shots. If a double '1' is rolled, the weapon is taken out of action, just as if it had received a Weapon Destroyed result on the Vehicle Damage chart. Note that a Mek can try to fix this as normal.

"Death from the skies!"

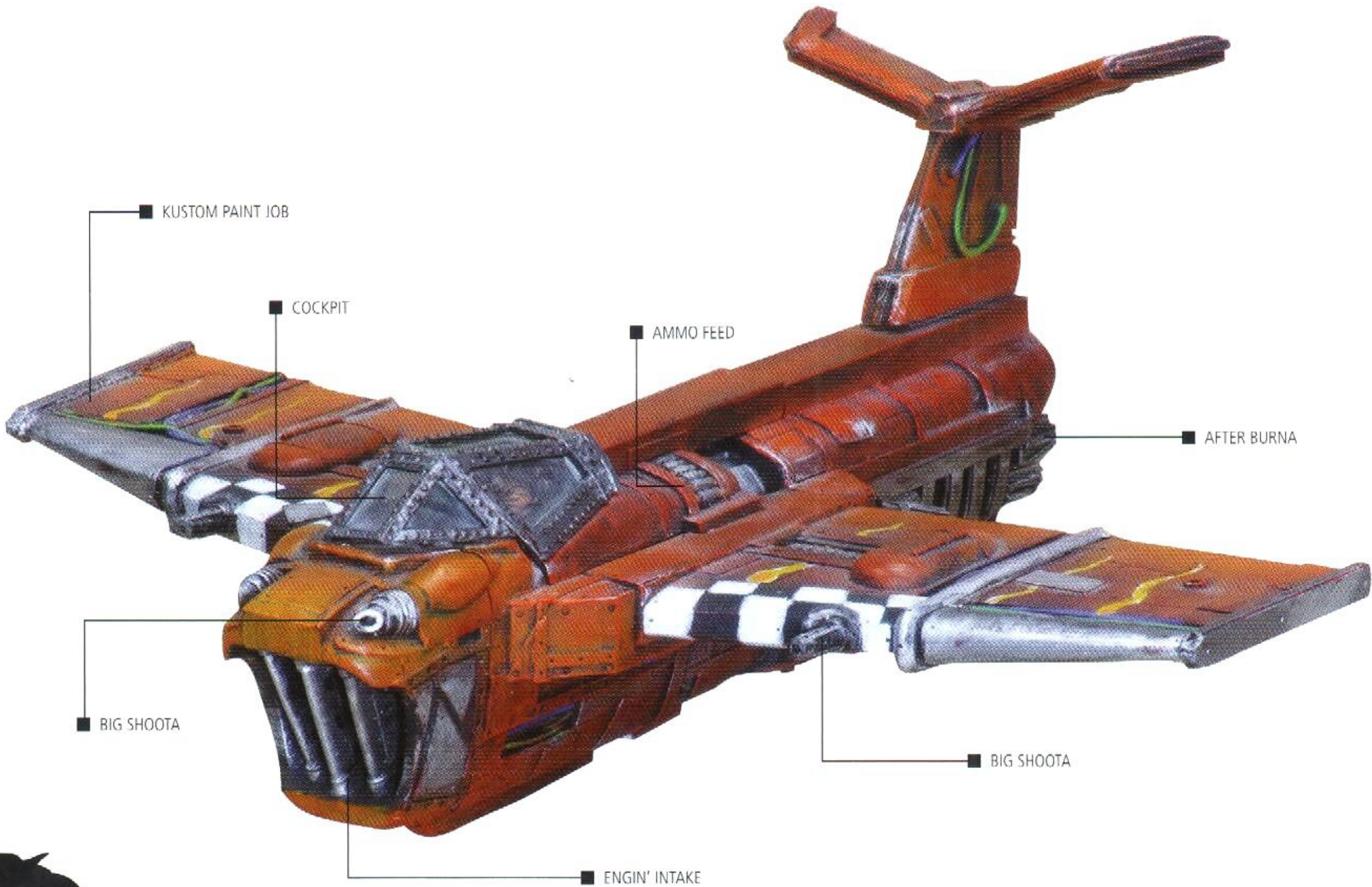
- Warkopta Battlery

FIGHTA

POINTS: 140

Ork Fightas are the smallest type of Ork aircraft. Built for speed and firepower, a Fighta can only carry a small wing-mounted payload of bombs or rockets, but does carry multiple 'eavy shootas in their nose and wings, producing a lethal hail of bullets, especially at close range. Ork Fighta pilots love nothing more than to dive at break neck speeds toward a ground target before pouring fire (known as dakka to Orks) into it, tearing it apart. Flyboyz fire long, uncontrolled bursts, the more bullets the better - ammunition expenditure is never a concern.

The Fighta's powerful engine is crude but remarkably effective, producing a huge amount of thrust (and often an alarming trail of black smoke). Flying in a straight line, a Fighta is easily a match for any Imperial fighter, and retains its manoeuvrability by using two thrust nozzles, angled sideways to change the aircraft's trajectory. Using these engine nozzles tends to throw the aircraft violently into its new direction, giving the appearance that the Flyboy is wildly out of control, a feature that appeals to the crazed pilot as he careens through the sky.



SIZE KOMPARISON

UNIT: 1 Fighta

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT

- One nose-mounted Twin-linked Big Shoota AA mount
- One wing-mounted Twin-linked Big Shoota AA mount
- One payload of two bomms

BS	ARMOUR		
	Front	Side	Rear
2	10	10	10

WEAPON

Big Shoota
Bomms

RANGE

36"
Bomb

STR

5
6

AP

5
4

SPECIAL

Assault 3
Apocalyptic Barrage (2),
One Shot
Assault 1, One Shot

Rokkit

24"

8

3

OPTIONS

- The Fighta may replace its Bomms with two Rokkits for free.

KUSTOM MEKA-DREAD

POINTS: 180

Roaring, stumbling and clanking towards the enemy in thick clouds of oily smoke, with huge iron claws snapping and heavy weapons spitting death indiscriminately, the Meka-dread is the ultimate example of what happens when an Ork Mekboss refuses to 'Let da boyz 'av all da fun'. These fearsome 'kustomized' walkers are often even more insane and dangerously unpredictable than the rest of the Orkish gamut of war machines. They are fitted with multiple tool-equipped servo-arms for 'battlefield fixin's' and experimental and energy hungry weapons such as the Big-Zzappa, whose blasts

can, at one moment, boil adamantine armour to slag and, the next moment, do little more than cause its victim's hair to stand on end, or the 'Shunta' which fires a bubble of force energy across the battlefield like a wrecking ball fired from an immense cannon. Part war machine and part heavy work gear, the technology behind Meka-dreads, while undeniably crude, is still frighteningly effective, allowing Meks to bestride the battlefield, smashing the enemy to pieces, repairing their creations 'in the field' and handily dragging off any wrecks they have taken a shine to for later.

WS	BS	S	ARMOUR					I	A
			Front	Side	Rear				
4	2	8(10)	13	13	11			2	3

UNIT: 1 Kustom Meka-dread

TYPE: Vehicle (walker)

SPECIAL RULES

- Ramshackle Monster

WEAPONS AND EQUIPMENT

- Fixin' Klaw
- Two Rippa Klaw
- Armour Plates
- Grot Riggers

Ramshackle Monster: The Meka-dread is a smoke-belching monstrosity, heavily plated with ablative armour, and is a difficult machine to stop once it's gotten going! It has a 5+ Invulnerable Save against attacks.

Rippa Klaw: The Rippa Klaw is counted as a Dreadnought close combat weapon, and adds +1 to the result rolled on the Vehicle Damage chart. Additionally, in Cities of Death games, a model equipped with a Rippa Klaw always counts as having a Wrecker Stratagem.

Fixin' Klaw: The Mek inside the Dread has converted the machine with an octopus-like array of extra grabber-arms, pincers, blowtorches and the like, allowing him to use the machine like a terrifyingly large work rig. The Meka-dread counts as being equipped with Mek's Tools, (and can even attempt to fix itself on a turn where it is not stunned, using the standard rules). In addition, all those extra limbs mean the Meka-dread gains +2 Attacks on the turn it charges rather than +1.

Mega-charge: This upgrade may be used once per game. At the start of the Movement phase, roll a D6. On the roll of a '1' the Meka-dread is immobilised (note the Ramshackle Monster rules do not apply to this damage). On any other result, the Meka-dread gains the Fleet universal special rule for this turn.

Rokkit-Bomm Racks: The Meka-dread is outfitted with a plethora of rocket-tubes, mortars and bomm-chukkas across its back and shoulders

OPTIONS

- The Meka-dread must take only one of the following 'kustom jobz':
 - Mega Charga+15 points
 - Rokkit-bomm Racks.....+35 points
 - Kustom Force Field+75 points
- The Kustom Meka-dread may replace one of its Rippa Klaw with one of the following weapons (losing -1 Attack):
 - Big Zzappa+15 points
 - Shunta+25 points
 - Rattler Kannon+10 points

A Meka-dread may be chosen as a Heavy Support choice in a standard Ork army which also contains at least one other Mega-dread.

which it can fire in the general direction of the enemy. The Meka-dread counts as being armed with a Lobba that can fire D3 shots per turn. After it has fired roll a D6. On the roll of a 1 or 2 the racks have run out of ammunition and cannot be fired for the rest of the game.

Kustom Force Field: The Meka-dread is equipped with a powerful force field projector. All units within 6" (measured from the Meka-dread's main hull) gain a cover save of 5+. Vehicles, including the Meka-dread itself, are treated as being obscured targets when fired at. The force field has no effect in an assault. Note that the Meka-dread can only take a single save against any particular attack.

Shunta: A Shunta is a compact magneto-gravitic 'traktor' gun, related to the lifta-droppa, which when used as a weapon hurls a 'bubble' of force that smashes into its target like a solid wall, pulverizing flesh and smashing machinery. The Shunta uses the profile below, but when fired against vehicles can re-roll failed Armour Penetration rolls.

WEAPON	RANGE	STR	AP	SPECIAL
Shunta	24"	8	4	Heavy 1, 3" Blast, Pinning, Re-roll armour penetration against vehicles

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■ 'SHUNTA' CANNON

■ SMOKE STACK

■ ATOM SMASHER

■ SERVO KLAWS

■ CHAIN-DRIVEN
KILL SAW

SIZE COMPARISON

LIFTA WAGON

POINTS: 225

For serious heavy lifting and salvage, the Orks bring in the Lifta-Droppas. These are huge 'traktor' beam devices with their own temperamental 'atom smashes' to power them. To make them more mobile, Big Meks often fit them to Battle Wagon chassis, and they can make for devastating if unpredictable weapons on the battlefield.

Sitting as far back from the workin' end of the ray gun as he can, the Lifta Wagon's Mekboy Gunner takes great delight in scooping up enemy tanks within the traktor ray's shimmering beam of light. Then, depending on how the mood takes him, the maniacally

grinning Ork will either smash the tank 'up n' down a bit' or fling it back into the enemy's ranks with devastating results for anything that gets in its way.

Only a being as deranged and inventive as an Ork Big Mek would consider trying to equip so small and unshielded a vehicle as a Battle Wagon with such a weapon, far more suitable to being mounted on a monster-machine like a Stompa or a Gargant. The Lifta Wagon's usefulness can therefore often prove 'short-lived' to say the least, and the overpowered beam has a tendency to fire off in unexpected directions.

UNIT: 1 Lifta Wagon

TYPE: Vehicle

(Tank, Open-topped)

ARMOUR

BS	Front	Side	Rear
2	14	12	10

WEAPONS AND EQUIPMENT

- Lifta-droppa

TRANSPORT CAPACITY: Six models. Models in Mega-armour count as two models.

OPTIONS

- The Lifta Wagon may take any of the following:
 - Deff Rolla*+20 points
 - Red Paint Job.....+5 points
 - Grot Riggers.....+5 points
 - Stikkbomb Chukka.....+5 points
 - Armour Plates.....+10 points
 - Boarding Plank.....+5 points
 - Wreckin' Ball.....+10 points
 - Grabbin' Klaw.....+5 points
 - Reinforced Ram*.....+5 points
- * May not take both a Deff Rolla and a Reinforced Ram
- The Lifta Wagon may take up to two of the following:
 - Big Shoota.....+5 points each
 - Rokkit Launcha.....+10 points each

LIFTA-DROPPA

This is a powerful if unpredictable magno-traktor beam projector able to hurl enemy tanks around like toys, when it works... if it works. It may target any enemy vehicle (other than a flyer or Super-heavy) within 48" and line of sight. The firing player then rolls a D6. On a 4+, the target has been caught in the traktor ray. On a 2-3, the beam fails and nothing happens. On a 1, roll on the Lifta-droppa Mishaps! table opposite.

Once a target is caught in the beam, roll a Scatter dice. If a 'hit' is rolled, the target is smashed up and down on the spot, suffering D3 Penetrating hits. If an arrow is rolled, the target is flung 4D6" along the direction of the arrow ignoring intervening models and terrain, suffering D6 Glancing hits as it lands. Any unit the flung vehicle lands on takes 2D6 Wounds (armour saves allowed, distributed as per shooting hits), or in the case of vehicles and buildings D6 Glancing hits if the flung vehicle is of the Tank or Heavy type, and D3 Glancing hits otherwise. Cover saves and Invulnerable saves may be taken against hits caused by a Lifta-droppa where relevant (roll for each one separately), but Power Fields and Void Shields are ignored.

After the damage caused has been resolved, place the dropped vehicle and anything it has landed upon 1" apart, (in the case of Super-heavies and Gargantuan Creatures, buildings, etc, they remain stationary, and the dropped vehicle is moved instead). Dropped vehicles may not be placed in impassable terrain or flung off the table, if this would be the case move them backwards along the direction of travel until they may be safely placed. A dropped vehicle always ends up facing in the direction of the arrow on the Scatter dice.

LIFTA-DROPPA MISHAPS!

D6	RESULT
1	Boom! The Lifta Wagon suffers a 'Vehicle Explodes' damage result.
2	Aaagh, it's glowin'! The Lifta Wagon suffers a Penetrating Hit, and all models within D6" of the vehicle's hull suffer a Strength 2 AP 3 hit (and glow in the dark a bit!).
3-4	Fizzzz! The Lifta Wagon suffers a Glancing Hit.
5	Flyin'! Resolve the effects of the Lifta-droppa attack on the Lifta Wagon itself.
6	Out'a Control! The opposing player picks a new target for the Lifta-droppa's attack (selecting range and line of sight as normal), and the attack is resolved again (treating a further roll of 1 as a failed shot).

Atom-Smasha Overload (In Apocalypse games only): Many Meks jury-rig their Lifta Wagons by dangerously overloading their power supply. Once per game the Ork player may declare that the Lifta-droppa is 'overloadin'. Its next shot has the following profile:

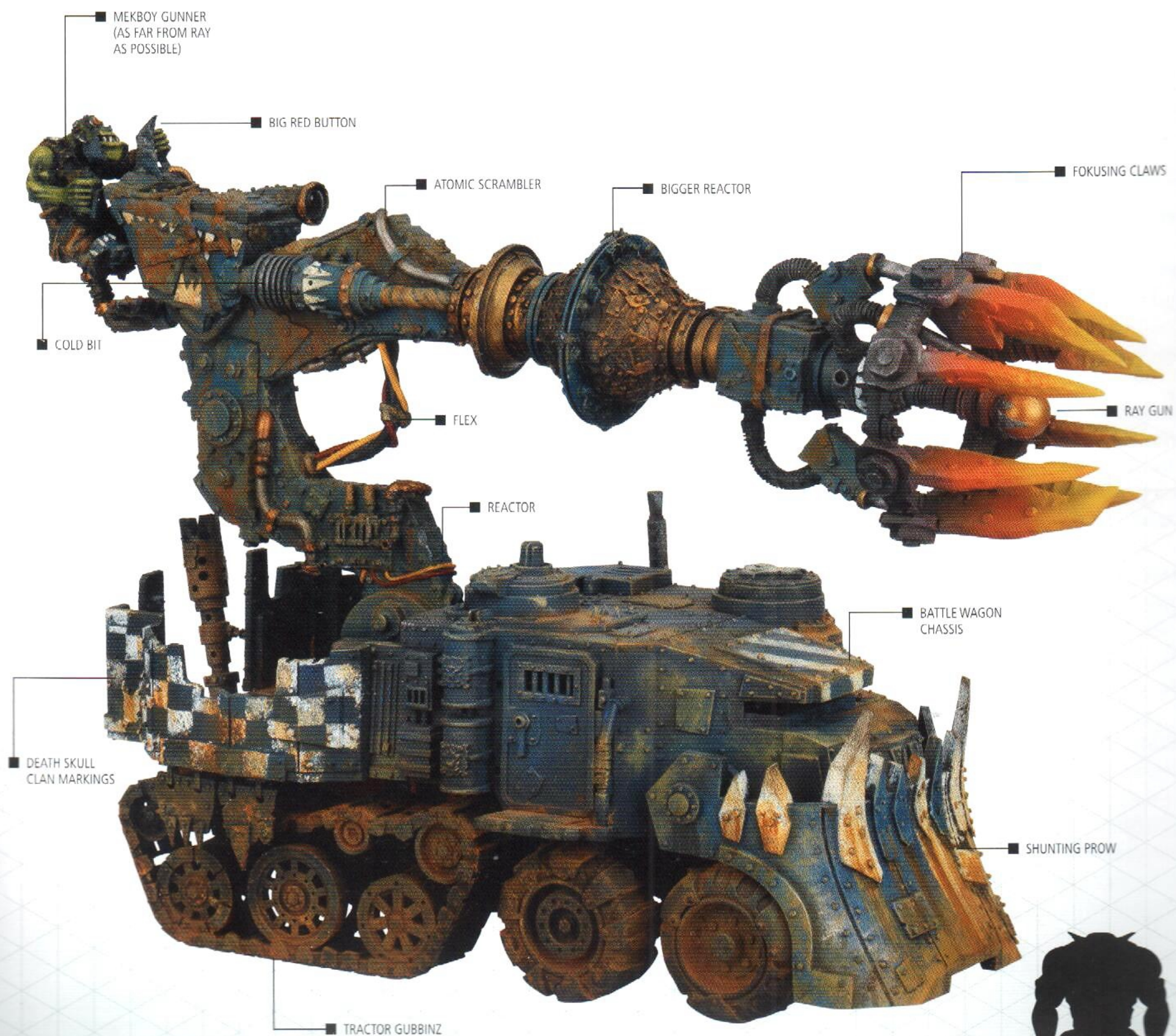
WEAPON	RANGE	STR	AP	SPECIAL
Lifta-droppa	Overload	48"	D	1 Heavy, 10" Blast

If a roll of 1 is rolled to hit while using the Atom-smasha Overload, the Lifta Wagon is immediately destroyed in an Apocalyptic Explosion.

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"Stupid Hummies. I'm gonna make 'em fly, hur, hur, hur..."

- Mekboss Ruk-a-tron



SIZE KOMPARISON

KILL BLASTA KILL BURSTA

POINTS: 330

POINTS: 350

The 'Kill tanks' are a relatively new and terrifying addition to the Orkish arsenal, and their use has spread to numerous Ork empires and warbands across the galaxy. Kill tanks are an Ork heavy tank design based around the twin Ork loves of speed and extreme violence. These hulking, slab-sided machines are extremely durable and many have a heavily armoured, shovel-bladed prow suitable for ramming their way through any obstacles in their path, while much of their mass is made up of engines and drive mechanics which, while temperamental, can propel the tank far faster than an equivalent Imperial machine of its size.



The Kill Bursta's main gun is an immense, wide-bore siege mortar mounted in the centre of its forward hull, much in the manner of a Space Marine Vindicator, only much, much larger. The huge rocket-boosted ordnance launched by the Bursta Gun, while appallingly short ranged, is powerful enough to blast a hardened bunker or defensive bastion to smithereens, and has been observed in direct fire shattering Imperial super-heavy tanks in a single shot, as much luck as good judgement by its gunners.

The Kill Blasta could not be more different to its fellows in armament. Instead of a single heavy gun, the Kill Blasta's central forward hull mounts a convoluted array of multiple heavy barrels, rotary cannon, scatterguns and Big Shootas, all rigged to fire at once, drenching a single target in a torrent of murderous shot and shell. This sheer volume of fire is simply death to any unprotected target caught in front of it when it unleashes its fury.

TYPE: Super-heavy Tank, Fast

TYPE: (Kill Blasta & Kill Bursta):
Super-heavy Tank

BS	ARMOUR		
	Front	Side	Rear
2	14	13	10

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT (Kill Blasta)

- Hull-mounted Giga Shoota
- Twin-linked Big Shootas
- Grot Riggers
- Reinforced Ram

WEAPONS AND EQUIPMENT (Kill Bursta)

- Hull mounted Belly Gun
- Twin-linked Big Shootas
- Grot Riggers
- Reinforced Ram

SPECIAL RULES (Kill Blasta & Kill Bursta)

- Highly Sprung

TRANSPORT CAPACITY: Kill Tanks have a transport capacity of 12 (the Orks in this case actually clinging to the outside) and counts as open topped only for the purposes of assaulting and embarking/disembarking, not for damage or other means.

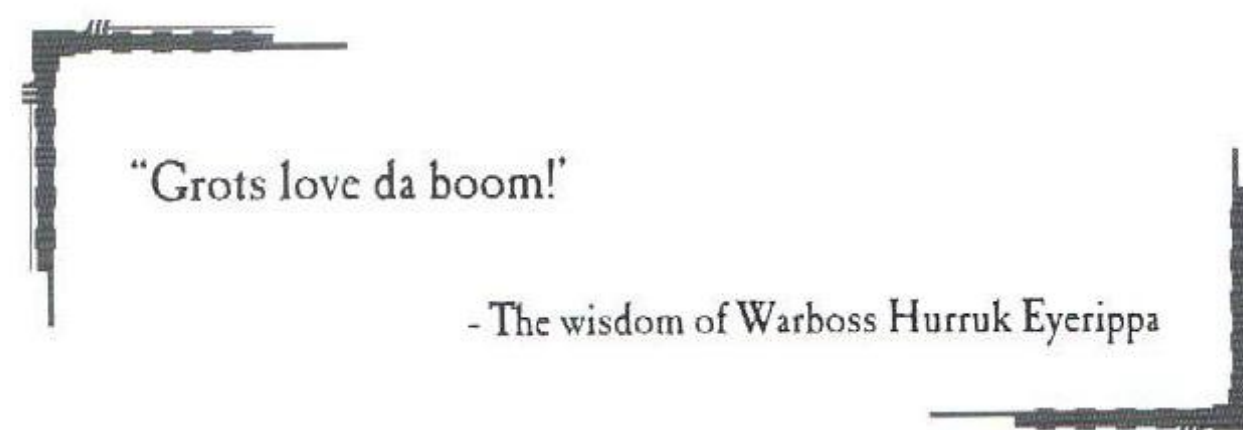
WEAPON	RANGE	STR	AP	SPECIAL
Belly Gun	72"	7	3	Ordnance 1, Blast 3D6*
Bursta Kannon	36"	D	2	Ordnance 1, Blast 7"
Gigashoota	48"	6	4	Heavy 6D6

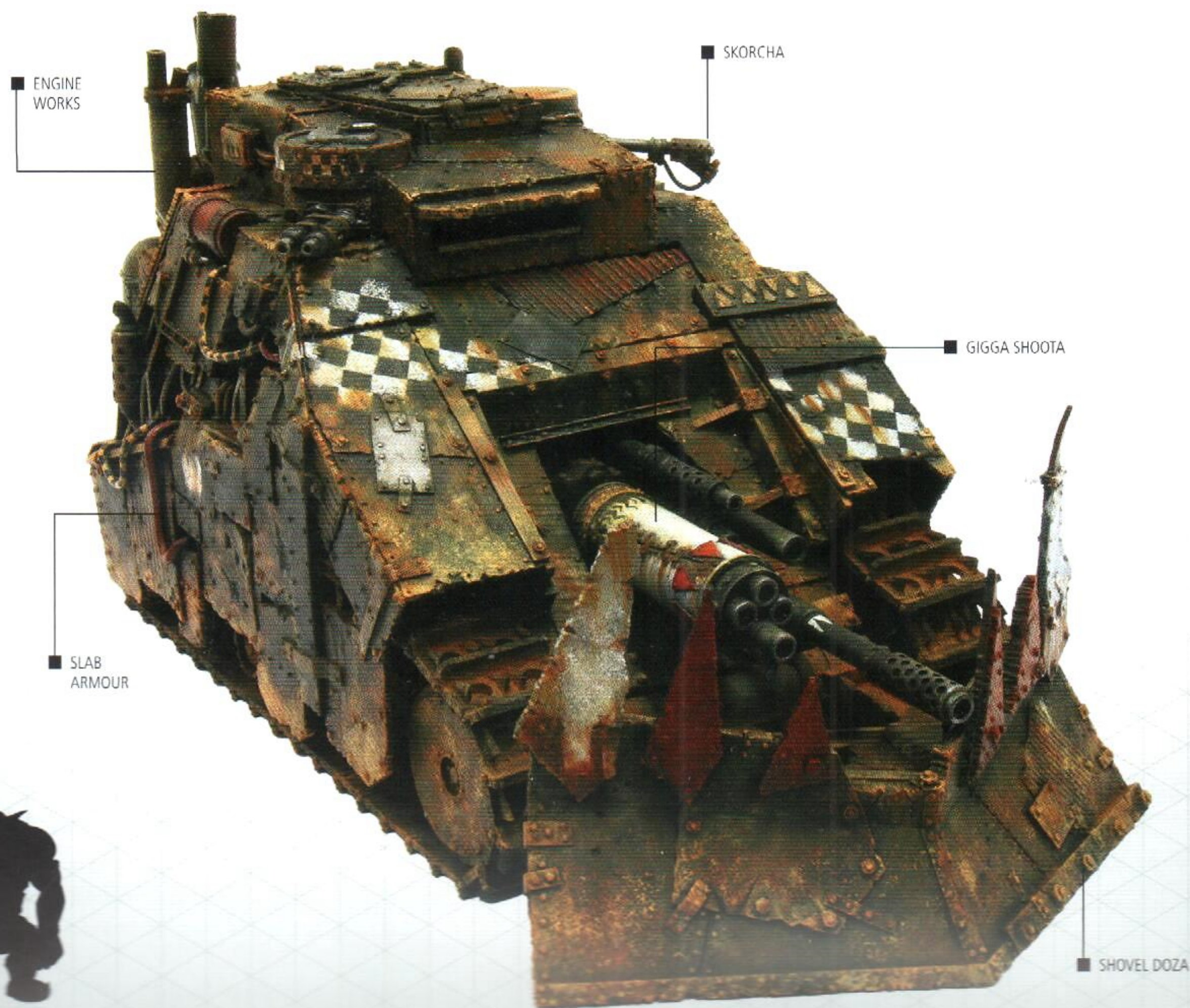
* Roll 3D6 as indicated to determine the radius of the blast in inches from the target's point of attack, all models inside this range are hit at the weapon's full strength as listed. Cover saves may be taken as normal.

OPTIONS (Kill Blasta & Kill Bursta)

- Kill Blastas & Kill Burstas may be given up to two extra weapons chosen from the following:
 - Big Shoota+5 points each
 - Skorcha+5 points each
 - Rokkit Launcha+10 points each
 - Twin Big Shoota+15 points each
 - Twin Rokkit Launcha+20 points each
- A Kill Blasta or Bursta may replace its Ram with a Deff Rolla. +25 points
- A Kill Blasta or Bursta may be equipped with up to two Grot Bombs+20 points each
- A Kill Blasta or Bursta may have up to two Grot Sponsons+5 points each
- A Kill Blasta or Bursta may have Grot Gunners (increasing its BS to 3) +25 points
- A Kill Bursta may exchange its Belly Gun for a Bursta Kannon +50 points

Highly Sprung: If the Kill Tank suffers a Drive Damaged result on the Super-heavy Damage table then the tank's track springs fly everywhere and vital bits fall off. Treat this as an Immobilised result instead.





GROT TANK BATTLE MOB

POINTS PER MODEL: 30

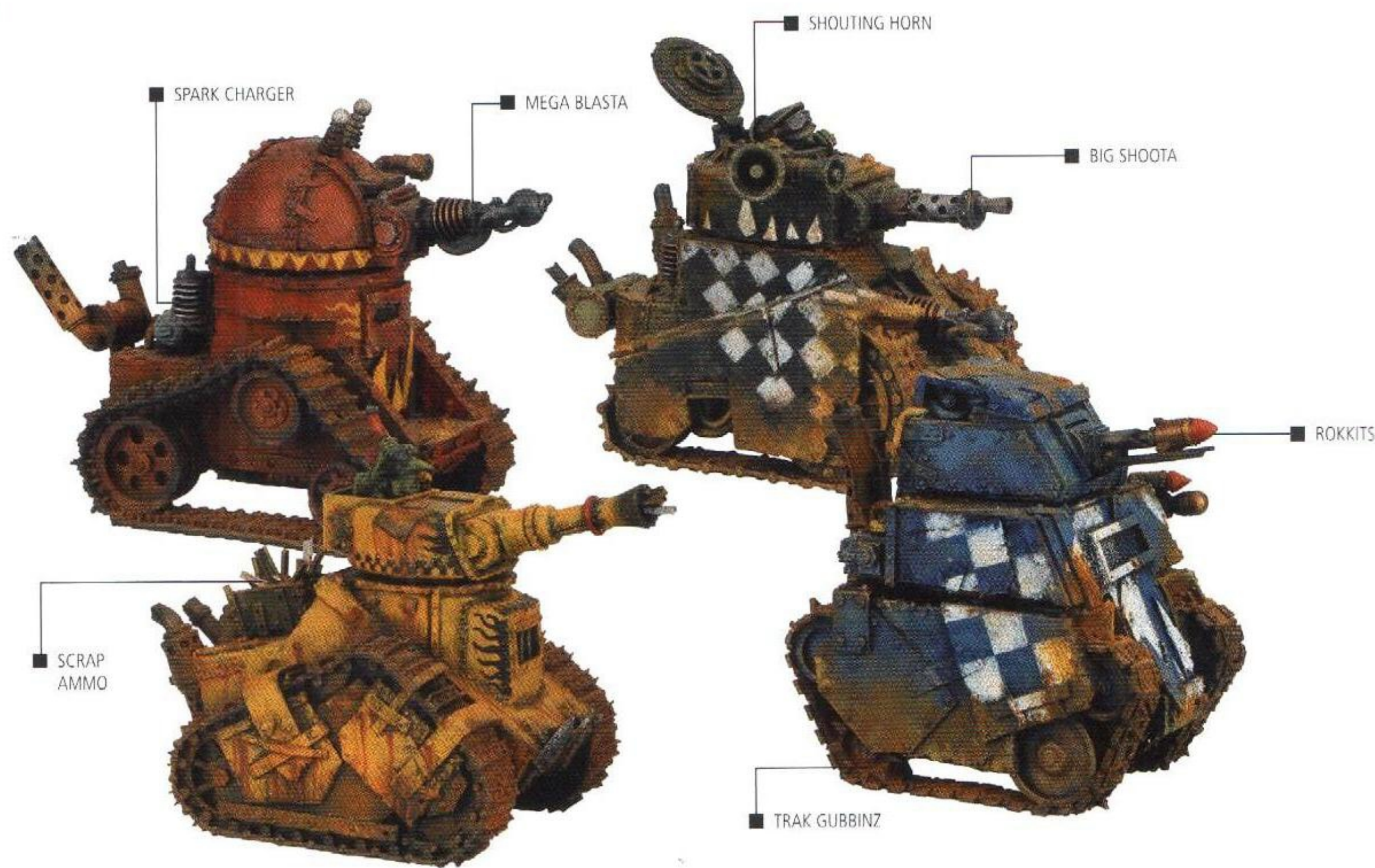
Grot riggers and scavs that hang around with the Mekboyz for too long often get ideas above their station, and given sufficient opportunity for light-fingered pilfering can start their own 'projects' in dark corners of the Mekshops. Grot tanks are one of the more infamous of these; diminutive, tracked, ramshackle piles of scrap

metal clanking along with the biggest engine and gun the Grots can steal or kitbash. Some Big Meks look on these contraptions fondly, turning a blind eye to the rampant stealing involved in making them – particularly as they make for excellent cannon-fodder!

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SIZE KOMPARISON



UNIT: 3-6 Grot Tanks

TYPE: Vehicle (Tank)

BS	ARMOUR		
	Front	Side	Rear
3	10	10	10

WEAPONS AND EQUIPMENT

- None

SPECIAL RULES

- Full Speed Ahead!
- Rolling Scrap-Pile

OPTIONS

- Each Grot Tank in the mob must take one of the following weapons:
 - Big Shoota +5 points
 - Skorcha +5 points
 - Grotzooka +10 points
 - Rokkit Launcha +15 points
 - Kustom Mega Blasta +20 points
 - Any Grot Tank may also have a pintle-mounted Shoota..... +5 points
- The entire mob may be upgraded with
 - Red Paint Jobs +5 points per model
- One Grot Tank can be upgraded to a 'Kommander' for +15 points to shout orders and keep the mob in line. The Kommander's tank is even more overbuilt and mounts a second weapon chosen from the list above. Unless the Kommander's tank has been destroyed, the mob may re-roll its Move distance, but must take the second result even if it is worse than the first.

Full Speed Ahead! To the crazed Grots piloting these machines, the whole point of the tank is to hurtle around as fast as possible using their over-powered engines, blasting away as they go. Not that this always goes to plan as the bellowed orders get misunderstood or squabbles break out inside. Grot Tanks move 2D6" per turn as opposed to the standard rules for vehicles, but can always fire their weapons when they do so. Alternately they can opt to go flat-out and roll 3D6" instead and fire no weapons. Roll once for the entire mob, and the distance rolled indicates the furthest any tank in the mob can move that turn. However, this can all go horribly wrong, and if a double 1 is rolled for movement, one Grot Tank (chosen by the Ork player) suffers an automatic Penetrating hit.

Rolling Scrap-Pile: Grot Tanks are moving conglomerations of all kinds of scrap, old machinery and looted bitz – not all of it needed by any means! This can result in the enemy haplessly blowing off useless junk from the Grot Tank without actually damaging it. As a result Grot Tanks have an Invulnerable save of 5+, except against Ordnance and Destroyer weapons, which simply blast them to bits!

Grot Tank Mobs may be taken as an Elites choice in a Codex Orks army, as long as the army also contains at least one Big Mek.

GROT MEGA-TANK

For some Grot would-be-meks, the vicarious (not to mention often suicidal) joys of riding their very own ramshackle Grot Tanks into battle is not enough. They crave even bigger rigs and more importantly even more gunz! To this end, some whose work escapes the notice of their Ork bosses for long enough come up with their best imitation of a Battle Fortress (often cunningly constructed with a narrow warren of internal compartments no Ork can squeeze into!). These Grot Mega-tanks are even more dangerously erratic than their smaller kin, but bristle with all the best gear the Grots can scavenge or pilfer, and can often be found running into battle alongside Mega-tank mobs or loitering suspiciously around larger Ork tank squadrons.



SIZE KOMPARISON



POINTS: 70 (PLUS WEAPONS)

Warhammer
40,000

UNIT: 1 Grot Mega-tank

TYPE: Vehicle (Tank)

BS	ARMOUR		
	Front	Side	Rear
3	12	11	10

WEAPONS AND EQUIPMENT

- **Doza Blade:** Grot Mega-tanks may re-roll failed Dangerous Terrain tests and counts as having a Reinforced Ram.
- **Grot Riggers:** See *Codex Orks*.

OPTIONS

- Each Grot Mega-tank has two heavy turrets which must each take one of the following weapon types at the cost shown:
 - Twin-linked Big Shoota or Skorcha.....+10 points each
 - Twin-linked Grotzooka or Rokkit Launcha.....+20 points each
 - Twin-linked Kustom Mega Blasta.....+30 points each
- Each Grot Mega-tank has three light turrets, which must each take one of the following weapon types at the cost shown:
 - Big Shoota or Skorcha.....+5 points each
 - Grotzooka or Rokkit Launcha.....+10 points each
 - Kustom Mega Blasta.....+20 points each
- The Grot Mega-tank may also have a pintle-mounted Shoota.....+5 points
- Grot Mega-tanks have up to two single-shot Boom Kannisters (see Special Rules) for +10 points each.
- The Grot Mega-tank may be upgraded with a Red Paint Job.....+5 points
- The Grot Mega-tank may also have a Wreckin' Ball.....+10 points

Grot Mega-tanks can be taken as Fast Attack choices in any Codex Ork army or Ork Dread Mob army (See Imperial Armour Volume 8 for details) which also contains at least one Grot Tank Battle Mob.

All Aboard!: At the start of the Shooting phase roll a D6. On the roll of a '1', none of the tank's weapons may fire this turn as a fight breaks out inside the tank. On a 2+, the Mega-tank may fire its weapons and may select a different target for each gun if it wishes!

Full Speed ahead!: Grot Mega-tanks move 2D6" per turn as opposed to the standard rules for vehicles, but can always fire their weapons when they do so. Alternately they can opt to go flat-out and roll 3D6" instead and fire no weapons.

Rolling Scrap-Pile: Just like their smaller brethren, Grot Mega-tanks are moving conglomerations of all kinds of scrap, old machinery and looted armour plates; not all of it needed by any means! As a result a Grot Mega-tank has an invulnerable save of 5+, except against Ordnance and Destroyer weapons, which are powerful enough to blast them to bits.

Doza Blade: Grot Mega-tanks may re-roll failed Dangerous Terrain tests.

Boom Kannisters: These are shrapnel bombs mounted on the sides which the Grots delight in firing off at anybody that gets too close. These count as Defensive weapons but are fired in a straight line away from the vehicle's sides rather than being targeted normally, and their target point for scatter is always their listed maximum range.

WEAPON	RANGE	STR	AP	TYPE
Bomb Kannister	10"	4	5	5" Blast, Pinning.

GROT BOMM LAUNCHER

POINTS: 35

Ork War Buggies are two-Ork fast attack vehicles and they are popular with Meks mainly because they are easy to manufacture. Given the right parts, a few Boyz with a bit of instruction, can bang together a buggy in just a few days. There is nothing complex about a Buggy, they're just a low, robust chassis, four wheels (not necessarily all the same size!) and the biggest engine the Orks can find nailed onto the back. A few big exhausts, a weapon's mount and a daubing of paint (usually red) completes the job.

One common variant of the Buggy is the half-tracked Wartrakk. The vehicle's tracks improve its cross-country performance but add a degree of complexity to its maintenance. It also allows for a heavier play load to be carried, the most infamous example of this being the Grot Bomm Launcher. A Grot bomm is a guided missile, packed with a warhead explosives and volatile rocket fuel, except that it is not guided by a targeter or a complex machine spirit, but a single

Grot pilot who steers the careering rocket to its extended victim as best they can, the Grot sacrifices himself to aim the missile in a blaze of explosive glory. Whether this is a punishment or a reward from his Ork masters remains largely unknown, but it is just as likely that Ork Meks either do not make the pilot aware of the fatal effects of the missile's impact, or that they can find Grots suitably insane enough to volunteer, regardless!

Grot Bomm Launchas have proved the bane of Imperial forces in a series of battle zones, where they have been encountered in huge numbers, forming a surprisingly mobile artillery force able to quickly saturate a target with scores of warheads, all 'piloted' by insanely cackling Grots. It was quickly learned that where sighted, large forces of Grot Bomm Launchas should be immediately targeted by Imperial strike forces, before they could loose their deadly cargo and run away at full tilt to be re-armed again.

Warhammer
40,000



SIZE KOMPARISON



UNIT: 1-3 Grot Bomm Launchas

TYPE: Fast, Open-topped.

WEAPONS AND EQUIPMENT

- One Grot-guided Bomm
- Shoota

WEAPON	RANGE	STR	AP	SPECIAL
Grot Bomm	24"-72"	8	3	Ordinance 1, 5" Blast, Barrage, one use only.

ARMOUR

BS	Front	Side	Rear
2	10	10	10

Grot-guided Bomms: A Grot Bomm is a guided missile, piloted to its target by a Grot 'pilot'. Each Grot Bomm Launcha may only fire once per game. Once its missile is launched it cannot fire another.

The Grot Bomm works in exactly the same way as normal barrage weapons, except you may re-roll the Scatter dice and distance if you do not like the first result, but you must accept the second roll.

Trakk Units: The Grot Bomm Launcha may re-roll dangerous terrain tests

TANKA MOB

For Orks bigger is always better, and in major battles a Warboss will often mass the heaviest wagons and looted vehicles he has into a single formation and hurl it like an armoured fist right at the heart of the enemy's battle lines. These tanka mobs are haphazard affairs made up of all manner of rattling, smoke-belching

POINTS: 50 + MODELS

monstrosities and are often bulked out with hastily repaired and 'Ork-ified' wrecks recovered from previous battles, but despite their appearance they are undeniably effective. As with most examples of Ork warfare, what a tanka mob lacks in discipline and tactics it makes up for in brute force, savagery and unrestrained enthusiasm.

Apocalypse
Formation

DETHROLLA BATTLE
FORTRESS

BONEGRINDA



KRUSHA BATTLE
WAGON

SHREDDA



KRUSHA BATTLE
WAGON

DA REAPA



GUN WAGON

MEKBOYZ SPECIAL



GUN WAGON

IRONGOB'S RIDE



GUN WAGON

RATTLE TRACK



LOOTED RHINO

CUT'N SHUNT



FORMATION

3-10 Ork vehicles.

Any Ork vehicle with the Tank or Super-heavy type may be chosen as part of a Tanka Mob.

The largest tank must be marked as 'da Boss' tank'.

SPECIAL RULES

Da Boss' Tank: Whilst da Boss' Tank is still mobile, any tank in the mob within 6" of it (including da Boss' tank itself) may ignore 'crew shaken' results.

Tanka Riders: Friendly Ork Mobs without their own dedicated transports may be carried in or on the Tanka Mob's vehicles as normal.

SQUIGGOTH BATTLE HERD

POINTS: 100 + MODELS

Among the feral Ork clans, the Squiggoth represents the Orky ideals of strength, size, sheer meanness and the love of a good scrap. These huge creatures are more than capable of smashing down buildings and pounding armoured vehicles they can get close to into wreckage, as well as providing their Ork masters with a ride into the thick of battle and a mobile gun platform. When the feral

clans go to war they often gather their Squiggoths of battle-worthy size into herds much in the same way that tanks are formed into an armoured column. Herded like this their proximity to each other makes them if anything even more ill-tempered and violent - just how the Orks like them, and woe betide anything that stands in their way!

Big Strog's Snakebite
Kill Herd

Apocalypse
Formation

GARGANTUAN SQUIGGOTH

DA BIG UN



BIG SQUIGGOTH



BIG SQUIGGOTH



BIG SQUIGGOTH



FORMATION

3+ Squiggoths of any size.

One Squiggoth must be designated as 'Da Big Un' (which counts as a command unit). If beasts of different sizes are present, this must be the largest Squiggoth in the herd.

Friendly Ork mobs without their own dedicated transports may be carried by the Squiggoths as normal.

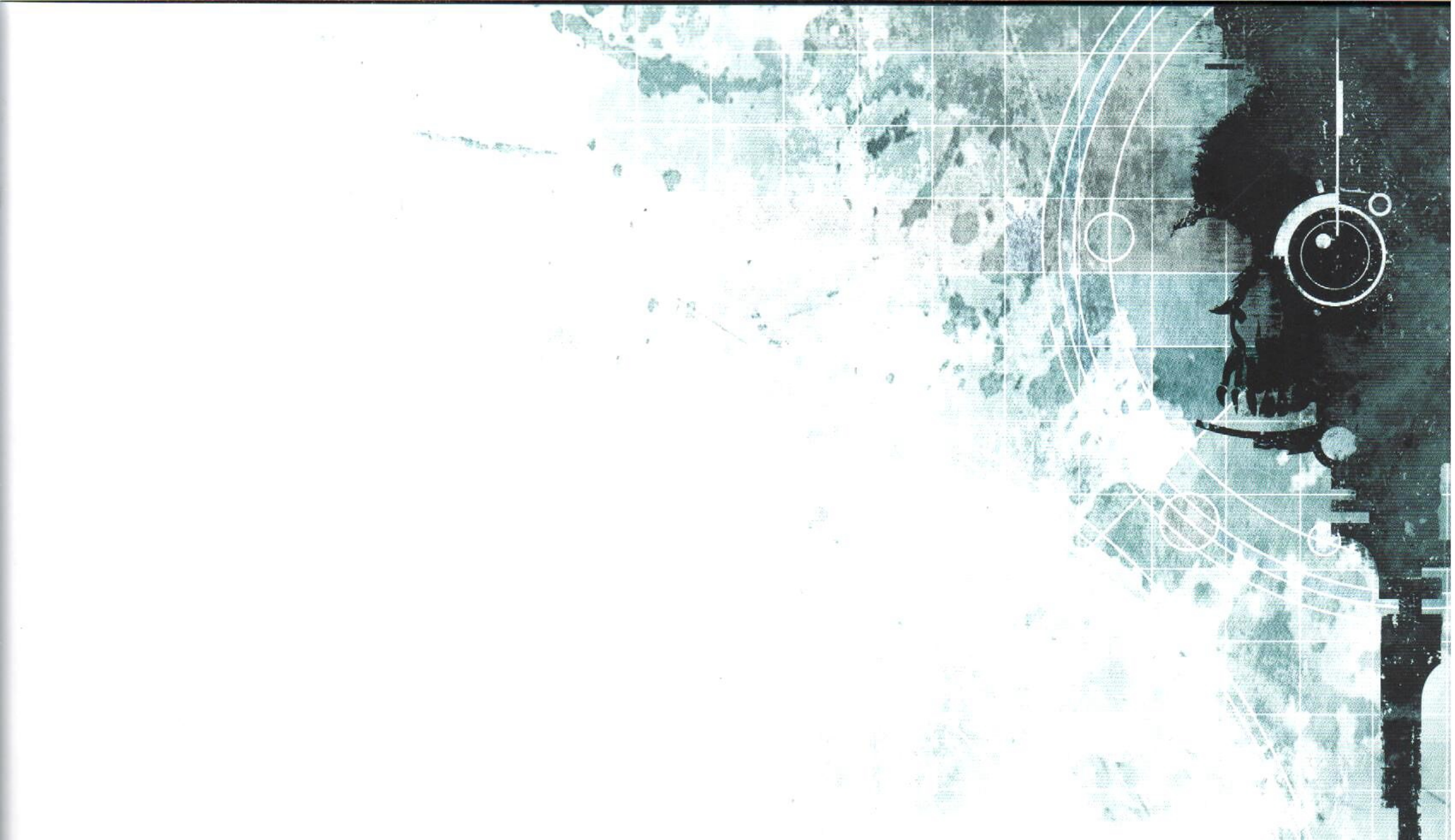
"Stomp 'em, Crush 'em, Flatten 'em and
Rip 'em good! Waaaaaaagh!"

— Big Strog's War Cry

SPECIAL RULES

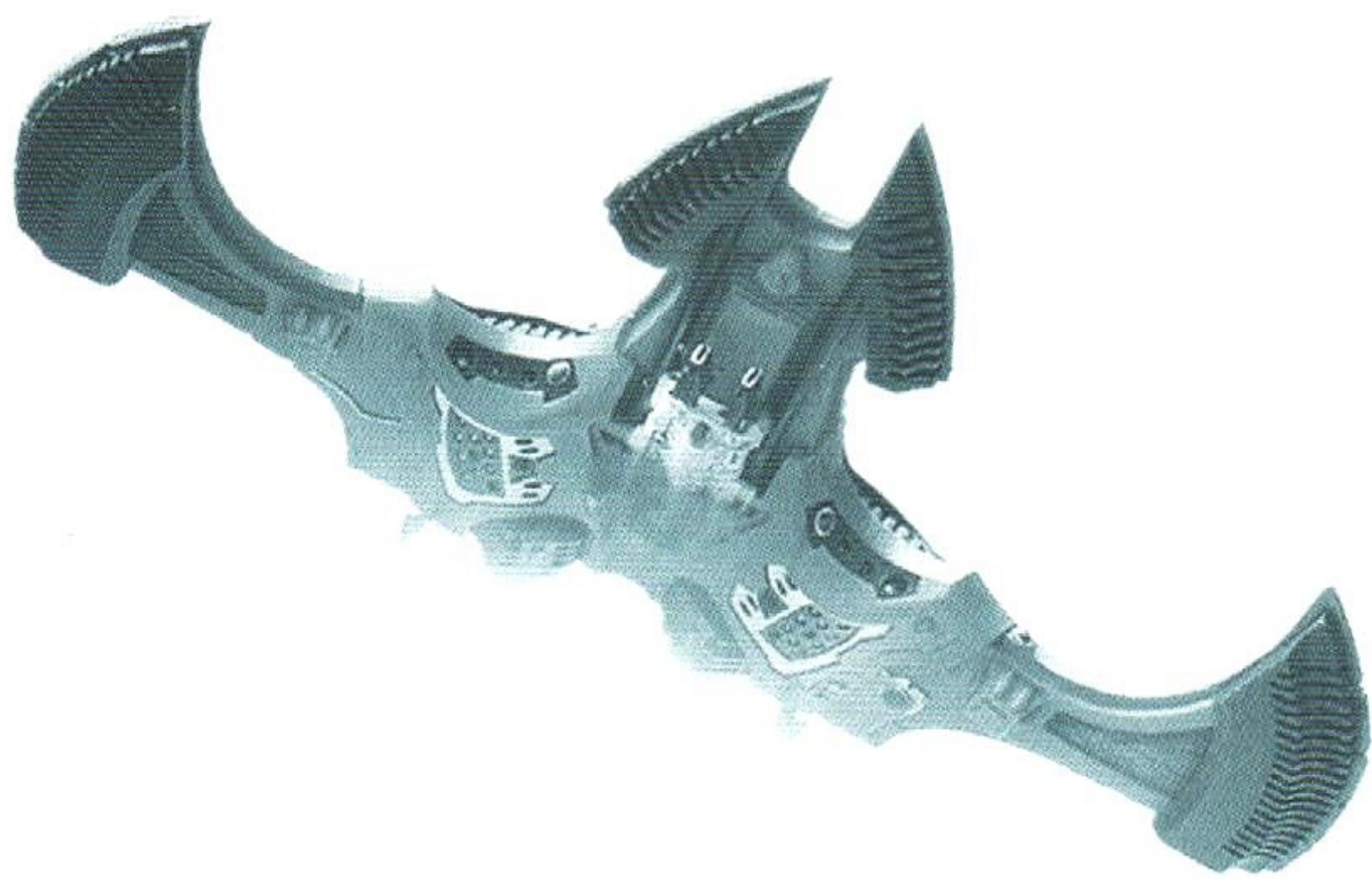
Da Big Un: As with Orks, the largest, meanest Squiggoth is in charge. When deployed for the game all Squiggoths must be placed within 18" of the Da Big Un, or if entering as reserves they must enter within 18" of the point where Da Big Un entered play.

Da Rampage!: Goaded by their masters and driven into a frenzy by the bellowing of the other Squiggoths in the herd, once per game the Ork player may declare that the Squiggoths go on 'Da Rampage!'. Instead of firing weapons in the Shooting phase each Squiggoth moves an additional 2D6" and must end this move closer to the enemy than it started. If able to do so, the Squiggoths must assault the enemy and gain an additional +1 attack on the charge. If a Squiggoth is already in combat when the herd rampages, it simply gains +1 attack this turn.



ELDAR

The Eldar are an ancient and aesthetic race who once, long ago, ruled the galaxy. Now they are the scattered remnants of a once great civilisation fighting a desperate war for survival. Led by their mysterious Seers, the Eldar can read the shifting strands of fate and predict the future, often striking mercilessly without warning – acting upon their own unfathomable motives.

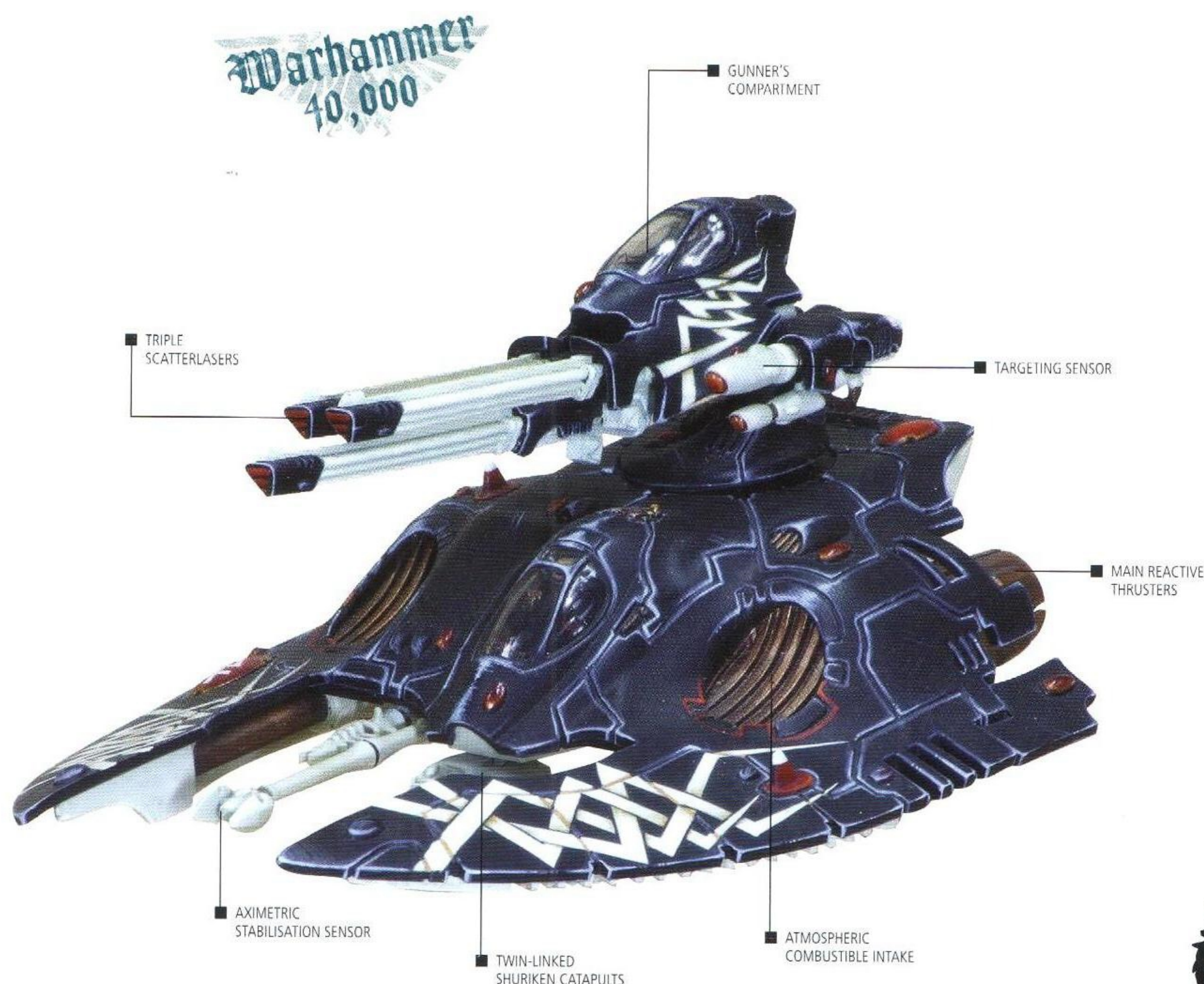


FIRE STORM

POINTS: 180

A rarely seen variant of the Eldar Falcon Grav-tank, the Fire Storm is armed for anti-aircraft defence. It has multiple long-barrelled scatter lasers which rake the sky with fire against approaching enemy aircraft.

With only two crew, the Fire Storm retains its troop transport capacity and can assist Eldar attacks by delivering a squad of Aspect Warriors to the battlefield before withdrawing to its usual anti-aircraft role.



A Fire Storm is a Heavy Support choice for an Eldar army.

UNIT: 1 Fire Storm

TYPE: Skimmer, Tank, Fast

TRANSPORT

The Fire Storm has a transport capacity of 6.

ACCESS POINTS: Rear ramp.

WEAPONS AND EQUIPMENT

- Twin-linked Shuriken Catapults
- Twin-linked Firestorm Scatter Lasers with Anti-aircraft Mount

ARMOUR

BS	Front	Side	Rear
3	12	12	10

WEAPON RANGE STR AP SPECIAL

Fire Storm

Scatter Lasers	60"	6	6	Heavy 6
Shuriken Catapult	12"	4	5	Assault 2

OPTIONS

- The twin-linked shuriken catapults may be upgraded to a single shuriken cannon.....+10 points.
- The Firestorm may be upgraded any of the following
 - Vectored Engines.....+20 points
 - Star Engines+15 points
 - Holo-field+35 points
 - Spirit Stones+10 points

WRAITHSEER

In the ancient days of the Eldar race, Warlocks and Farseers of great power that passed into the spirit realm could be summoned to aid a Craftworld in its times of direst trial; their souls contained within the wraithbone matrix of a Wraithlord, becoming a strange and powerful arcane construct known as a Wraithseer. Rare and precious beyond compare, the Wraithseers are to the Eldar's Spirit Host what a Warlock is to its Aspect Warriors and Guardians – a war-leader and guide, albeit one whose wisdom is tempered by the cold silence and unspeakable truths of death. There are now very few Wraithseers remaining within the Eldar Craftworlds, and it is believed that the Spiritseers no longer have the knowledge or skill to re-animate them. Eldar tales tell that a few Wraithseers still remain trapped upon their old colony worlds, buried as the leaders of a world's spirit host, but are now long lost.



POINTS PER MODEL: 185



WS	BS	S	T	W	I	A	Ld	Sv
5	4	10	8	4	4	3	10	3+

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT

- Wraithspear
- Wraithshield

SPECIAL RULES

- Monstrous Creature
- Fearless
- Greater Spiritseer
- Wraithseer Powers

OPTIONS

- The Wraithseer may be armed with one of the following weapons:
 - Bright Lance +30 points
 - Scatter Laser +10 points
 - Eldar Missile Launcher +15 points
 - Star Cannon +20 points
 - D-Cannon +40 points

HQ: An Eldar Wraithseer is a HQ choice for a Codex Eldar army, and in order to include it, the force must also include at least one unit of Wraithguard as well. They may not be used to fulfil the mandatory HQ slot on a force organization chart (and therefore you must always include another non-Wraithseer HQ selection in the army).

Greater Spiritseer: A Wraithseer can guide the spirits of the dead. Any Wraithlord or Wraithguard unit within 12" of the Wraithseer need not test for Wraithsight. In addition, cover saves against its shooting attacks, or shooting attacks carried out by Wraithguard or Wraithlords within 12" of the Wraithseer are worsened by one (5+ becoming 6+, 6+ being ignored, etc).

Wraithspear: This massive, rune-etched spear allows the Wraithseer to re-roll failed To Hit rolls in close combat, and adds +1 to all results on the Vehicle Damage chart.

Wraithshield: The Wraithseer has a 5+ Invulnerable save.

WRAITHSEER POWERS

Wraithseers are Psykers who may use one Psychic power per turn and may choose from one of the three Psychic powers listed below each turn to use. These powers are used at the beginning of the Eldar player's turn, and the Wraithseer is not required to have line of sight to its target in order to use these powers.

Foreboding: The Wraithseer invokes the terror of death upon lesser species, clouding their minds with dread. A single enemy unit chosen within 18" must take a Pinning test at -2 Leadership.

Enliven: The Wraithseer enlivens the Eldar spirit stones around him, bringing them fresh vigour and life. A single Wraithlord or a Wraithguard squad within 12" of the Wraithseer gains the Fleet special rule for the rest of the turn.

Deliverance: The fates are marshalled to protect the Wraithseer and their charges. Choose a single Wraithlord or Wraithguard squad within 6" (or the Wraithseer itself). That model (or models) gains the Feel No Pain special rule until the beginning of the next Eldar player turn.

PHANTOM TITAN

POINTS: 2,500

The Phantom Titan is the largest of the Eldar Titans. Tall, slender and graceful for all of its colossal size, it is agile and fast when compared to the lumbering armoured behemoths of the Imperium. Each of these mighty Titans is the pinnacle of Eldar warcraft, built around a powerful psychic wraithbone core which permits the spirits contained within to flow freely through the Titan, helping guide the machine and its Steersman pilot.

The Phantom carries some of the Eldar's largest and deadliest weaponry, pulse lasers and distortion cannon which are able to destroy the most powerful foe in a single volley and sunder the mightiest fortifications the Imperium can devise. War machines of such size and power as the Phantom are not deployed for the Eldar's usual raids and surgical strikes. Instead these massive engines are reserved instead for the heaviest fighting, such as when a Craftworld must engage in a pitched battle to defend itself or its interests, or when the Eldar wish to wreak terrible destruction upon their enemies. Only then do the webway portals open wide and allow the Phantoms to stride forth.

ARMOUR							
WS	BS	S	Front	Side	Rear	I	A
3	4	10	13	13	11	3	3

UNIT: 1 Phantom Titan

TYPE: Super-heavy Walker

STRUCTURE POINTS: 8

SPECIAL RULES

- Enhanced Eldar Titan Holo-fields
- Agile
- Towering Monstrosity
- Spirit Guide

WEAPONS AND EQUIPMENT

Carapace Weapons

- The Phantom Titan is armed with the following:
 - Phantom Titan Missile Launcher
 - Phantom Titan AA Launcher on Anti-aircraft Mount
 - Phantom Titan Starcannon

Arm Weapons

- The Phantom Titan must choose two weapons from the following:
 - Phantom Titan Pulsar
 - Phantom Titan Distortion Cannon
 - Titan Close Combat Weapon (may only take one Titan close combat weapon - gain +3A) including Twin-linked Phantom Starcannons.

OPTIONS

- The Phantom Titan may replace its carapace-mounted Phantom Titan Starcannon with a Pulse Laser free.



WEAPONS	RANGE	STR	AP	SPECIAL
Phantom Pulsar	120"	D	1	Heavy 4, 5" Blast, Primary Weapon
Phantom D Cannon	72"	D	2	Ordnance 1, 10" Blast, Barrage, Primary Weapon, D-Cannon*
Phantom Missile Launcher	12"-48"	8	3	Heavy 4
Phantom AA Launcher	12"-48"	7	3	Heavy 4, AA mount
Phantom Starcannon	12"-48"	6	2	Heavy 4
Pulse Laser	12"-48"	8	2	Heavy 2

*Inflicts D3 rolls on the Super-heavy Damage chart per hit inflicted.

Enhanced Eldar Titan Holo-fields: The Eldar Titan has a 4+ Invulnerable save, which increases to a 3+ invulnerable save if it has moved in this turn or in the previous turn. In addition, close combat attacks, other than by other Super-heavy Walkers or Gargantuan Creatures need to roll a 6 to hit the Phantom Titan.

Agile: In the Shooting phase the Phantom may divert some of the energy from its weapons to its legs, so it can either:

- fire all available weapons as normal.
- fire a single primary weapon and move an extra 2D6".
- fire no primary weapons at all and move an extra 3D6".

Towering Monstrosity: Designed solely for use against long range targets, the Phantom Titan's shoulder-mounted weapons cannot be inclined to fire at a foe who is close to it. Its shoulder weapons therefore cannot target an enemy unit within 12" of the Phantom Titan.

Spirit Guides: The Phantom Titan's wraithbone core is inhabited by ancient spirits which aid and guide the Eldar Steersman in battle. If the Phantom Titan suffers a Driver Stunned or Gun Crew Shaken result, these may be ignored on a D6 roll of 3 or more.

Phantom D-Cannon: The Distortion Cannon uses the Eldar's sophisticated knowledge of warp technology to create a rift of seething warp energy. A D-Cannon's attacks bypass power fields and void shields.

Apocalypse



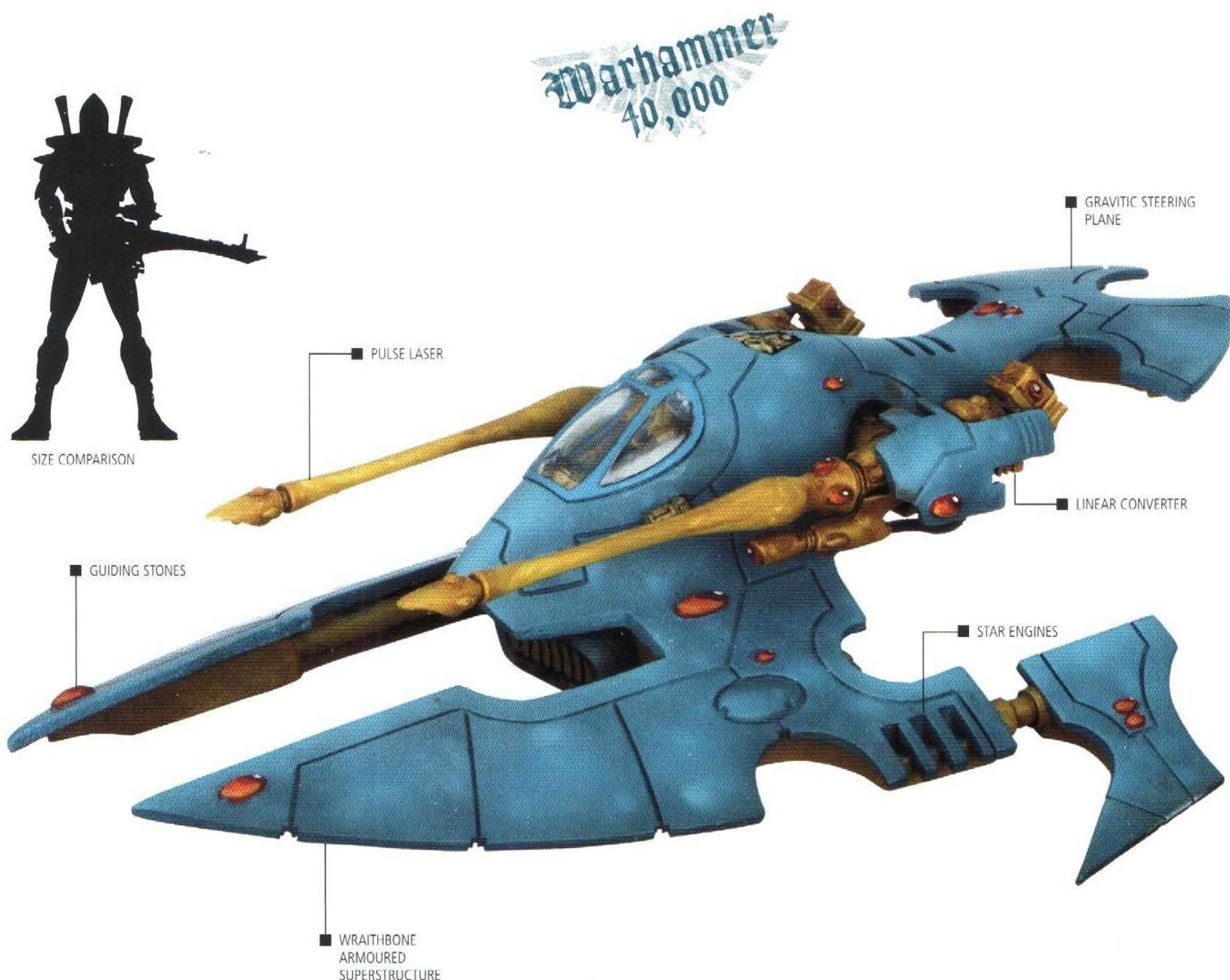
SIZE COMPARISON

HORNET SQUADRON

POINTS PER MODEL: 65

The Hornet is a small, single-seat attack craft deployed by Eldar armoured forces in a fast reconnaissance and raiding role, and is a formidable weapon for high-speed hit and run attacks. A versatile vehicle, although less common than the Vyper, the Hornet can be fitted to effectively engage any target, from anti-infantry firepower with shuriken cannons and scatter lasers, through starcannons and missile launchers to precision anti-tank fire with bright lances or even larger pulse lasers.

The vehicle's amazing straight-line speed, manoeuvrability and size also make it popular with Corsair raiders, perfectly complimenting their sudden strike or fast hit-and-run modus operandi.



UNIT: 1-3 Hornets

TYPE: Vehicle (Fast, Skimmer)

BS	ARMOUR		
	Front	Side	Rear
4	11	11	10

WEAPONS AND EQUIPMENT

- Star Engines and two Shuriken Cannon.
- Either Shuriken Cannon may be upgraded to one of the following:
 - Scatter Laser+10 points each
 - Eldar Missile Launcher+15 points each
 - Starcannon+20 points each
 - Bright Lance+25 points each
 - Pulse Laser.....+30 points each

SPECIAL RULES

- Scout
- Aerial Assault

OPTIONS

- A Hornet may take any of the following upgrades:
 - Holo-field+35 points
 - Vector Engines.....+20 points
 - Spirit Stones+10 points

A Hornet Squadron is a Fast Attack choice for an Eldar army.

Star Engines: The Hornet's engines and aerodynamic design are capable of boosting it to breakneck speeds. It may move an additional 12" in lieu of shooting.

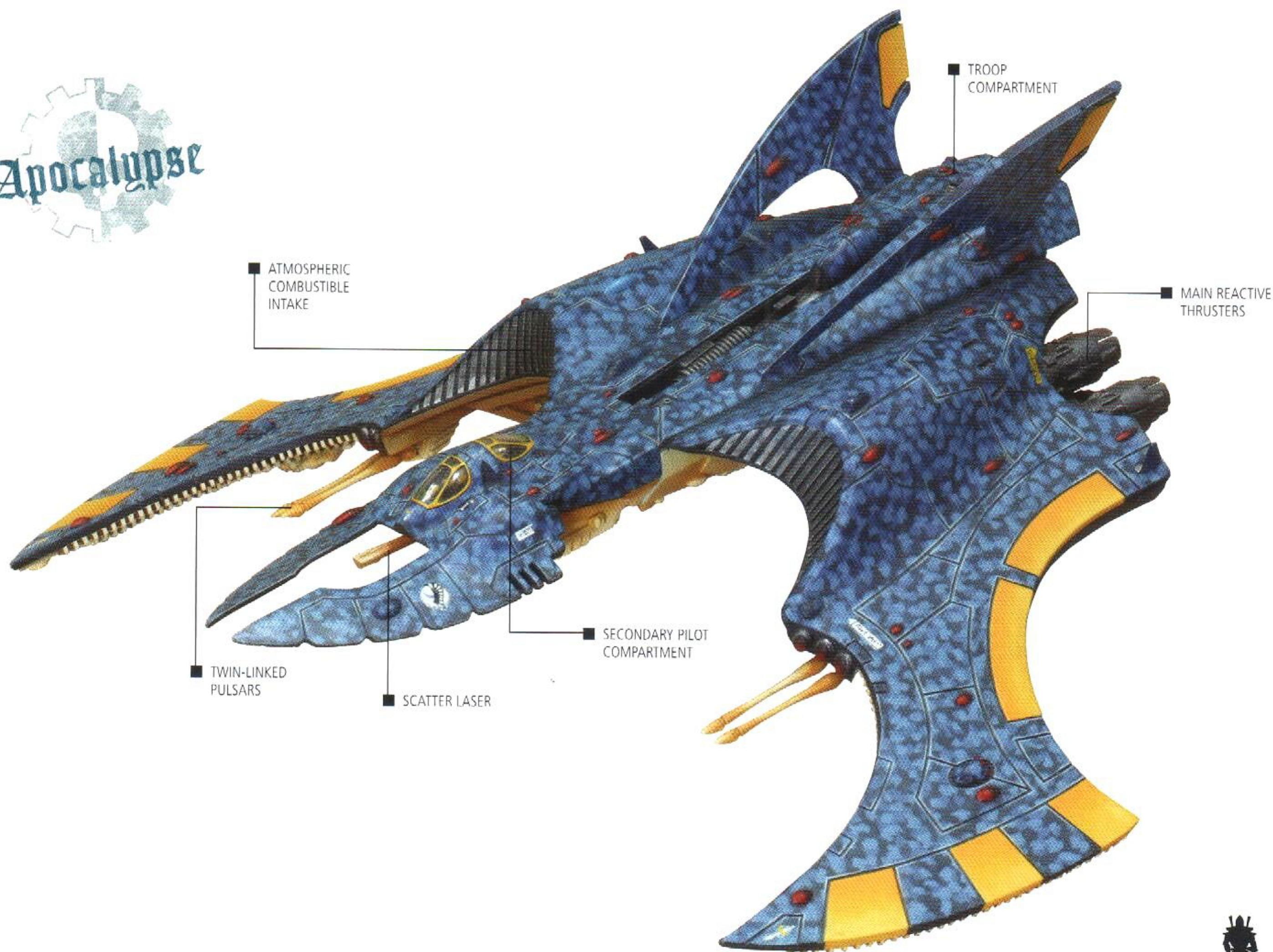
Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

VAMPIRE RAIDER

POINTS: 730

The skies above a battlefield are a crucial aspect of war, and more often than not whoever wins the battle for the skies has the upper hand in the ground war. The Eldar have long known this, and their superb aircraft provide them with a telling advantage in any such conflict.

The Vampire is the largest Eldar aircraft, and used to move troops from orbit to the ground. Common amongst Eldar Corsair bands, but also used by Craftworld forces, the Vampire fulfils the same rapid response role as the Space Marine Thunderhawk gunship.



SIZE COMPARISON

UNIT: 1 Vampire Raider

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 3

TRANSPORT: The Vampire can carry up to 30 models. It may not carry an Avatar, Wraithlord or any other vehicles.

ACCESS POINTS: Rear ramp. Up to three units may disembark from the Vampires Raider's rear ramp in a single turn.

WEAPONS

- Two wing-mounted Twin-linked Pulse Lasers
- Nose-mounted Scatter Laser
- Eldar Titan Holo Fields

WEAPON	RANGE	STR	AP	SPECIAL
Pulse Laser	48"	8	2	Heavy 2
Scatter Laser	36"	6	6	Heavy 4
Phoenix				
Missile Launcher	48"	5	3	Heavy 3
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer Primary Weapon

OPTIONS

- A Vampire Raider may replace both its Twin-linked Pulse Lasers with Twin-linked Phoenix Missile Launchers* free
- A Vampire Raider may replace both its Twin-linked Pulse Lasers with a single, centre-line mounted Pulsar* free

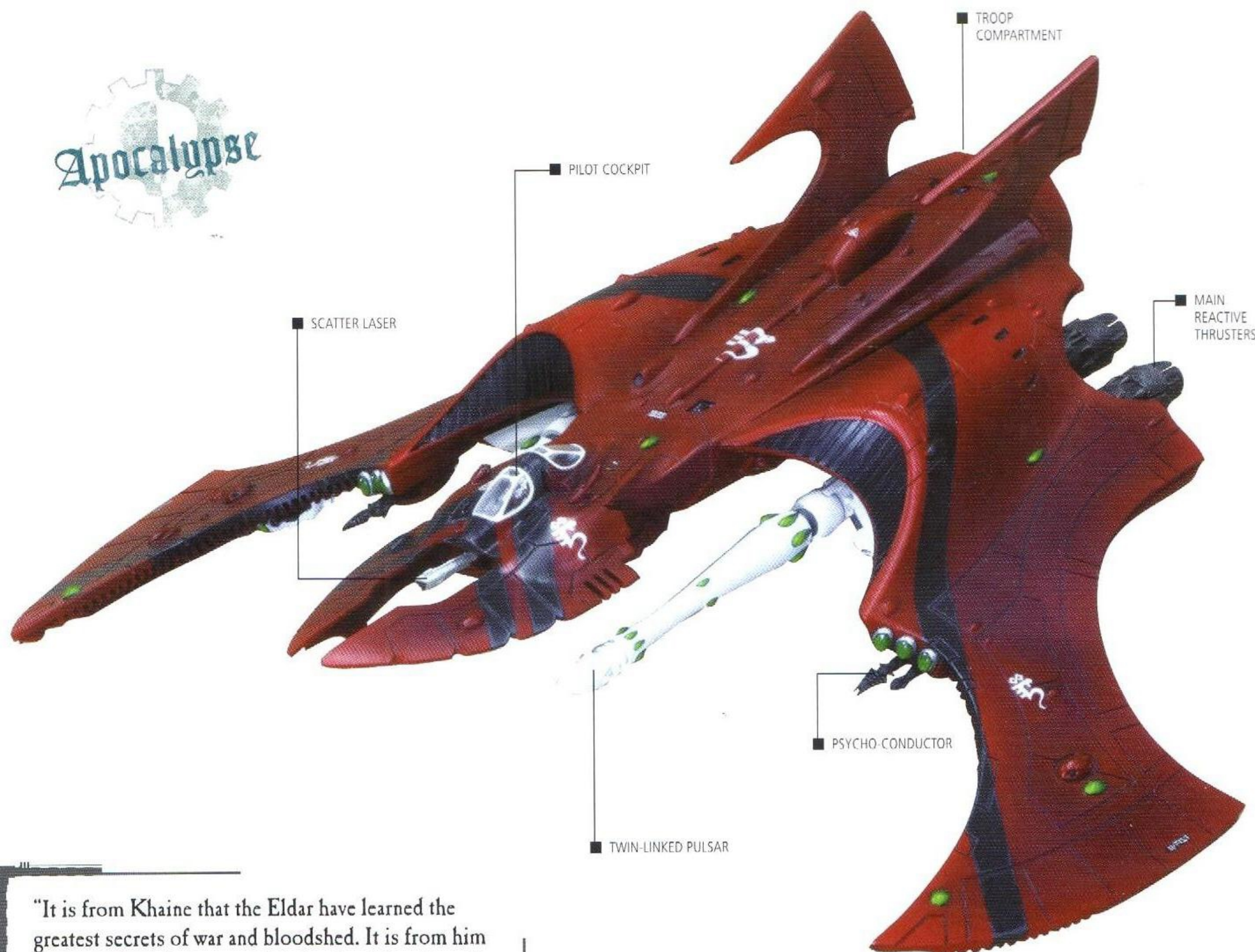
*If either of these upgrades is taken then the Vampire's transport capacity is reduced to 20 models.

Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

VAMPIRE HUNTER

POINTS: 730

The Vampire is lightly armed for its size, but variants of the standard aircraft reduce its transport capacity in favour of heavier weaponry. The heaviest armed variant is called the Vampire Hunter which cannot transport any troops, but instead is used as a dedicated ground attack bomber for attacking the hardest targets.



"It is from Khaine that the Eldar have learned the greatest secrets of war and bloodshed. It is from him that they draw their strength in battle, giving them the courage and determination to fight. When the Eldar enter battle they divorce their minds from surrounding events, allowing the spirit of Khaine to infuse them. In this way they can perform horrific acts of violence, whilst keeping their mind pure."

— Inquisitor Czevak, Teachings on the Unholy



SIZE COMPARISON

UNIT: 1 Vampire Hunter

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 3

WEAPONS

- One wing-mounted Twin-linked Pulsar
- One hull-mounted Twin-linked Phoenix Missile Launcher
- Nose-mounted Scatter Laser

ARMOUR

BS	Front	Side	Rear
4	10	10	10

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Primary Weapon
Scatter Laser	36"	6	6	Heavy 4
Phoenix Missile Launcher	48"	5	3	Heavy 3

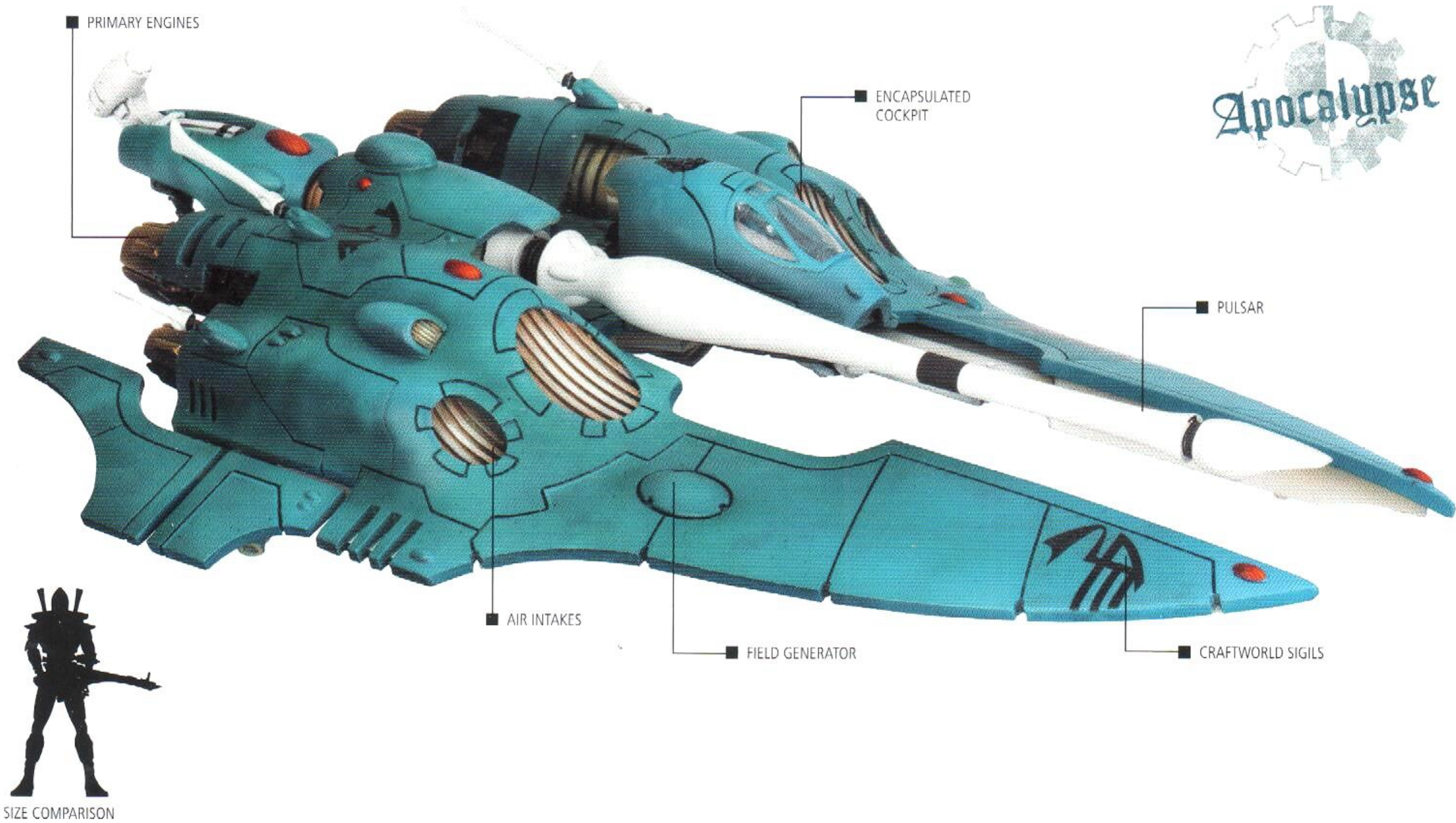
Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

LYNX

POINTS PER MODEL: 320

Previously all but unknown until the sudden attack by the Mymeara craftworld on Betalis III, the Lynx is a heavy grav-tank, superficially similar to the Scorpion, but believed to be a more antiquated design, and may in fact conform to war machines recorded many millennia ago in battles with the Eldar at the dawn of the Imperium. Whereas the Scorpion was a heavy armour unit, adept at bringing

its firepower to any tactical situation, the Lynx observed was a more dedicated heavy vehicle hunter, utilising its prodigious speed for a craft of its size to rapidly re-deploy to isolate and annihilate its chosen targets with its pulsar. Although a rarer variant armed with a sonic lance specialising in decimating supply columns and infantry forces was also encountered during the Betalis III incursion.



UNIT: 1 Lynx

TYPE: Super-heavy Tank (Fast, Skimmer)

BS	ARMOUR		
	Front	Side	Rear
4	12	12	10

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- Pulsar and a Shuriken Cannon

SPECIAL RULES

- Eldar Titan Holo-fields
- Targeting Matrix Override
- Sky-Hunter

OPTIONS

- A Lynx may exchange its Pulsar for a Sonic Lance for free
- A Lynx may replace its Shuriken Cannon with:
 - Scatter Laser+10 points
 - Starcannon+25 points
 - Bright Lance+30 points
- A Lynx may be upgraded with:
 - Star Engines+30 points
 - Vector Engines+40 points

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Primary Weapon
Sonic Lance	Hellstorm	X	2	Heavy 1, Primary Weapon, Pinning

Sonic Lance: To fire the Sonic Lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 3+ regardless of Toughness. Against vehicles the Sonic Lance rolls 3D6 for armour penetration.

Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

Sky-Hunter: At the beginning of the Eldar player's turn a Lynx can be played as a Flyer until the beginning of its next turn. However, the Lynx may not fire its weapons in a turn that it flew.

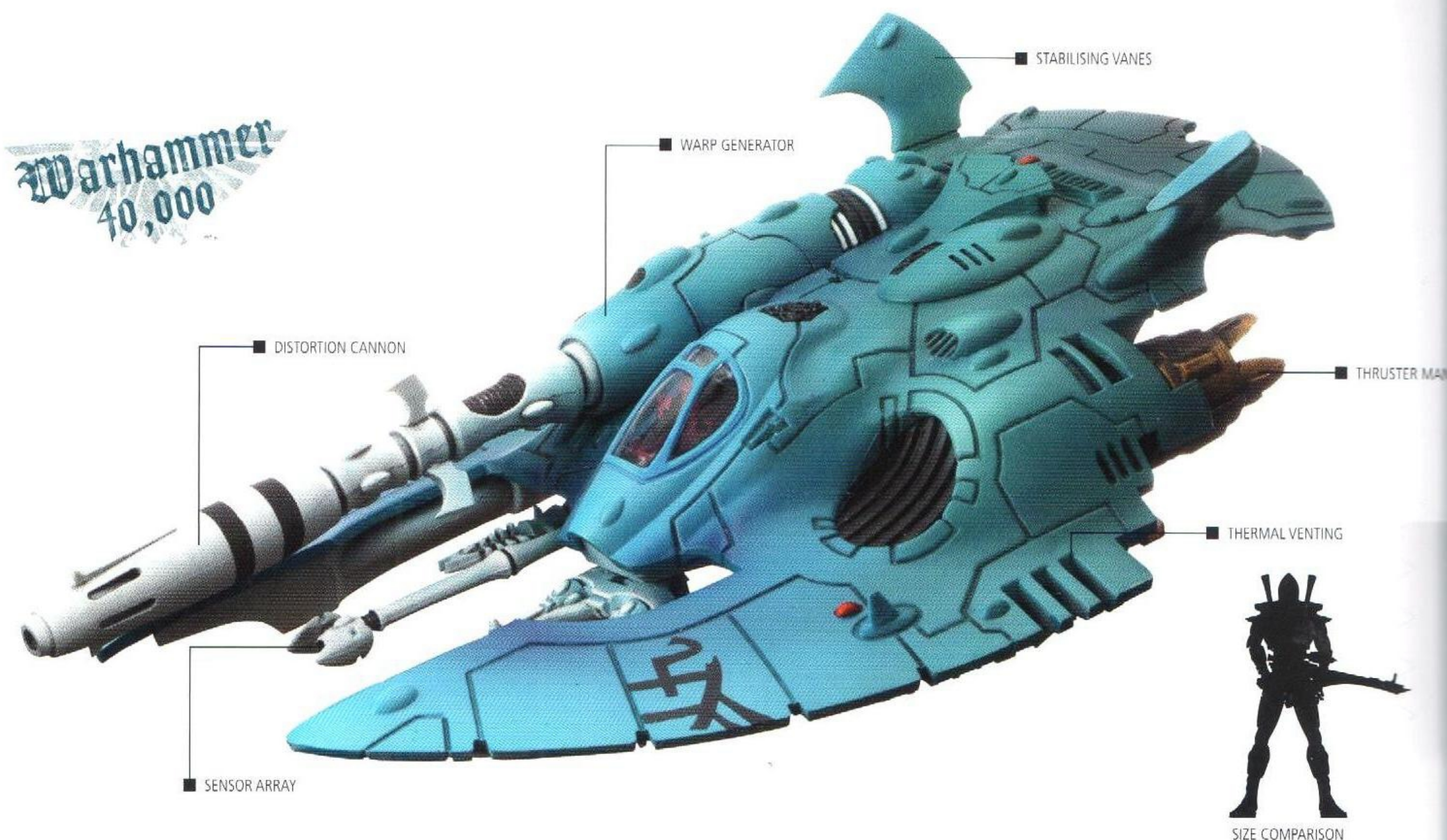
Targeting Matrix Override: Such is the sophistication of the multiple redundant back-up systems controlling the Lynx' main weaponry that its Primary Weapon save against a Gun Crew Shaken or Weapon Destroyed damage result is increased to a 3+ instead of the usual 4+.

WARP HUNTER

POINTS: 125

Amongst the Eldar the Warp Hunter is considered a rather archaic vehicle and, given the nature of the Warp Hunter's primary weaponry, a reality-puncturing Distortion Cannon, perhaps one that was never commonplace in their ranks. When fired a D-cannon projects a miniature sphere of warp energy, tearing any target it strikes apart, making a mockery of heavy armour and dragging its

hapless victims to a terrible death, exposed to the raw material of the Warp. This larger version of these weapons is able to generate larger spheres of warp energy, but require vast amounts of energy to safely contain them, and might be liable to expose even those who use them to the dark radiations of the beyond. The largest such D-cannons are mounted upon the Cobra and Phantom Titan.



UNIT: 1 Warp Hunter

TYPE: Vehicle
(Fast, Skimmer, Tank)

BS	ARMOUR		
	Front	Side	Rear
4	12	12	10

WEAPONS AND EQUIPMENT

- Twin-linked Shuriken Catapults
- Distortion Cannon

SPECIAL RULES

- Æther Rift

OPTIONS

- A Warp Hunter may replace its Twin-linked Shuriken Catapults with a Shuriken Cannon +10 points
- A Warp Hunter may take any of the following upgrades:
 - Holo-field +35 points
 - Vectored Engines +20 points
 - Star Engines +15 points
 - Spirit Stones +10 points

WEAPON	RANGE	S	AP	TYPE
Distortion cannon				
- Blast	36"	X	2	Heavy 1, 5" Blast, Barrage, D-cannon
- Æther Rift	Template	X	2	Heavy 1, D-cannon

A Warp Hunter is a Heavy Support choice for a Codex Eldar army.

D-Cannon: The D-Cannon uses the Eldar's sophisticated knowledge of warp technology to create a rift of seething warp-energy. A D-cannon's attacks bypass power fields and void shields.

Against models with a Toughness score, D-Cannons always wound on a 2+ and inflict Instant Death on a roll of a 6. Against models with an Armour Value roll a D6, the weapon inflicts a Glancing hit on the roll of 2-4 and a Penetrating hit on a roll of 5+.

Æther-Rift: The Warp Hunter can adapt its D-cannon fire to unleash the warp energies contained within it to create a seething Æther-rift in front of the vehicle. In the Shooting phase, instead of using the standard D-cannon Blast profile, you may choose to use the Æther-rift profile instead.

To fire the Æther-rift, place the template so that the narrow end is within 6" of the weapon and the large end is no closer to the weapon than the narrow end. The Æther-rift is then treated like any other template weapon and has the D-cannon special rule.

GUARDIAN SERPENT RIDER HOST

POINTS: 50 + MODELS

The Eldar are a dwindling and some say dying race, and cannot afford to squander men and materiel at the same rates as the Imperium or Orks do, so rather than using brute force they must rely instead on the superiority of their technology and their undoubted skill and guile. To the Eldar war is a shifting protean dance of subtlety and destruction applied as an artist might apply the strokes of their brush, and so they favour battle formations that can be wielded with the speed and deftness of a rapier.

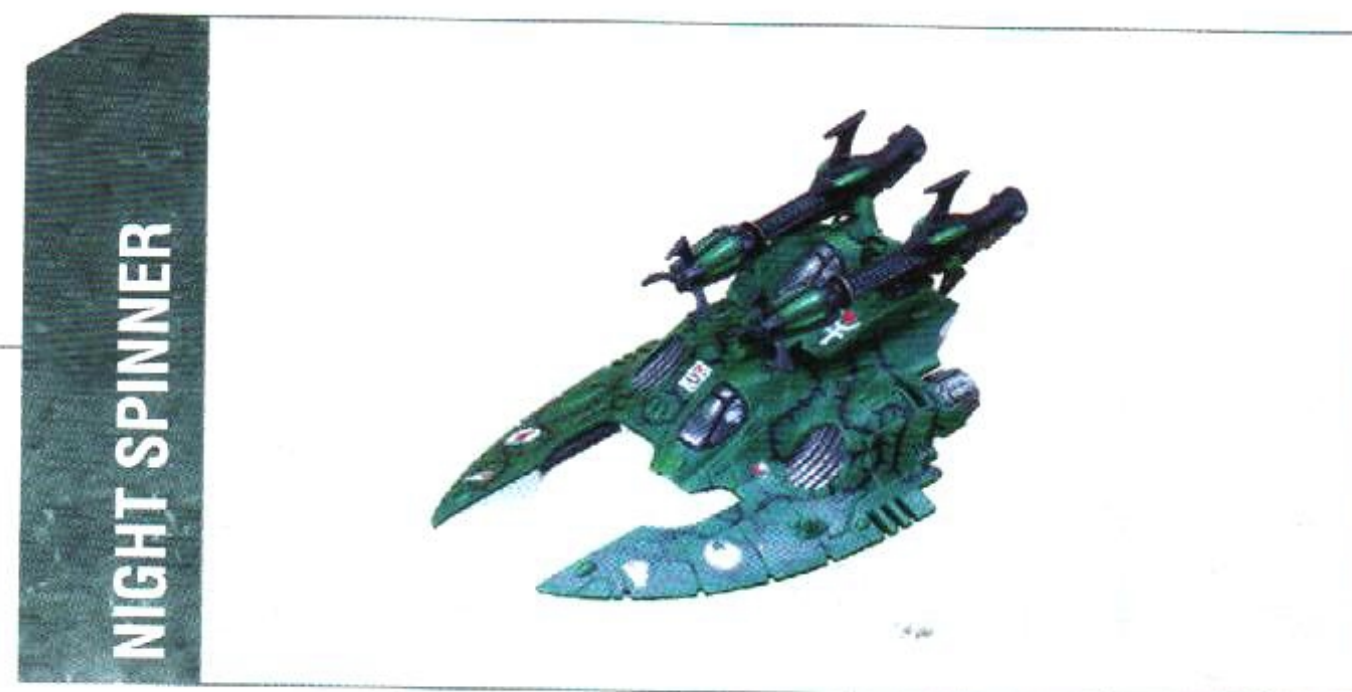
The Fate of the Sorrowful Bands

When the wiles of the False One tricked the Eldar of Il-Kaithe into attacking the human renegades on Redhjack Secundus, the ancient enemy rose among them and all seemed lost. A full thousand Eldar Guardians gathered into what became known as the Sorrowful Bands and fought a desperate rearguard action against the unliving metallic legions. Their lives bought Il-Kaithe's escape from the clutches of the terrible foe and a thousand crystal flames glimmer for each lost soul in the dim halls of their Craftworld to mark their sacrifice.

The Band of Counted Sorrows



Apocalypse
Formation



FORMATION

3+ Guardian squads mounted in a Wave Serpent

0-2 Firestorm

0-3 Night Spinners

One Wave Serpent must be designated as the command vehicle.

SPECIAL RULES

Strike Force: All units in the host must be deployed within 12" of the command vehicle, or if coming on from reserve, they must enter the table within 12" of the point entered by the command vehicle.

Shadowfire: While the formation's command vehicle remains mobile, the entire formation benefits from the Night Vision/Acute Senses rule and may re-roll failed Target Priority tests.

Strategic Redeployment: Specialising in rapid deployment and quickly dominating tactically advantageous positions, the Serpent Rider Host gets a single Strategic Redeployment strategic asset.

SKYREAVER CORSAIR RAIDING FORCE

POINTS: 50 + MODELS

Not all of the Eldar race originate from the Craftworlds. After their race's downfall, the Eldar were scattered across the galaxy, and many survived outside of the Craftworlds on isolated Exodite worlds or scattered in far-flung outposts. These have become the Corsair bands, Eldar who have shunned the restrictions of Craftworld life to walk the dangerous 'Path of the Outcast'.

Corsair bands are led by aristocratic Corsair Princes, and many still have strong ties to their Craftworlds, via wandering Ranger units and nomadic Harlequin troupes. Despite their separation, Corsairs will come to a Craftworld's aid if the gods of war call them. Some bands are also believed to have links with other, far more sinister allies...

Skyreavers of Vanadris the Star Walker



SQUADRON DEVASTATUM

VAMPIRE
RAIDER



VANADRI'S STAR WALKER

CORSAIR
PRINCE



GUARDIAN
SQUAD



GUARDIAN
SQUAD



GUARDIAN
SQUAD



FORMATION

- 1 Vampire Raider
- 1 Corsair Prince (counts as an Autarch)
- 2+ Guardian squads
- 0+ Ranger squads
- 0+ Support Weapon batteries

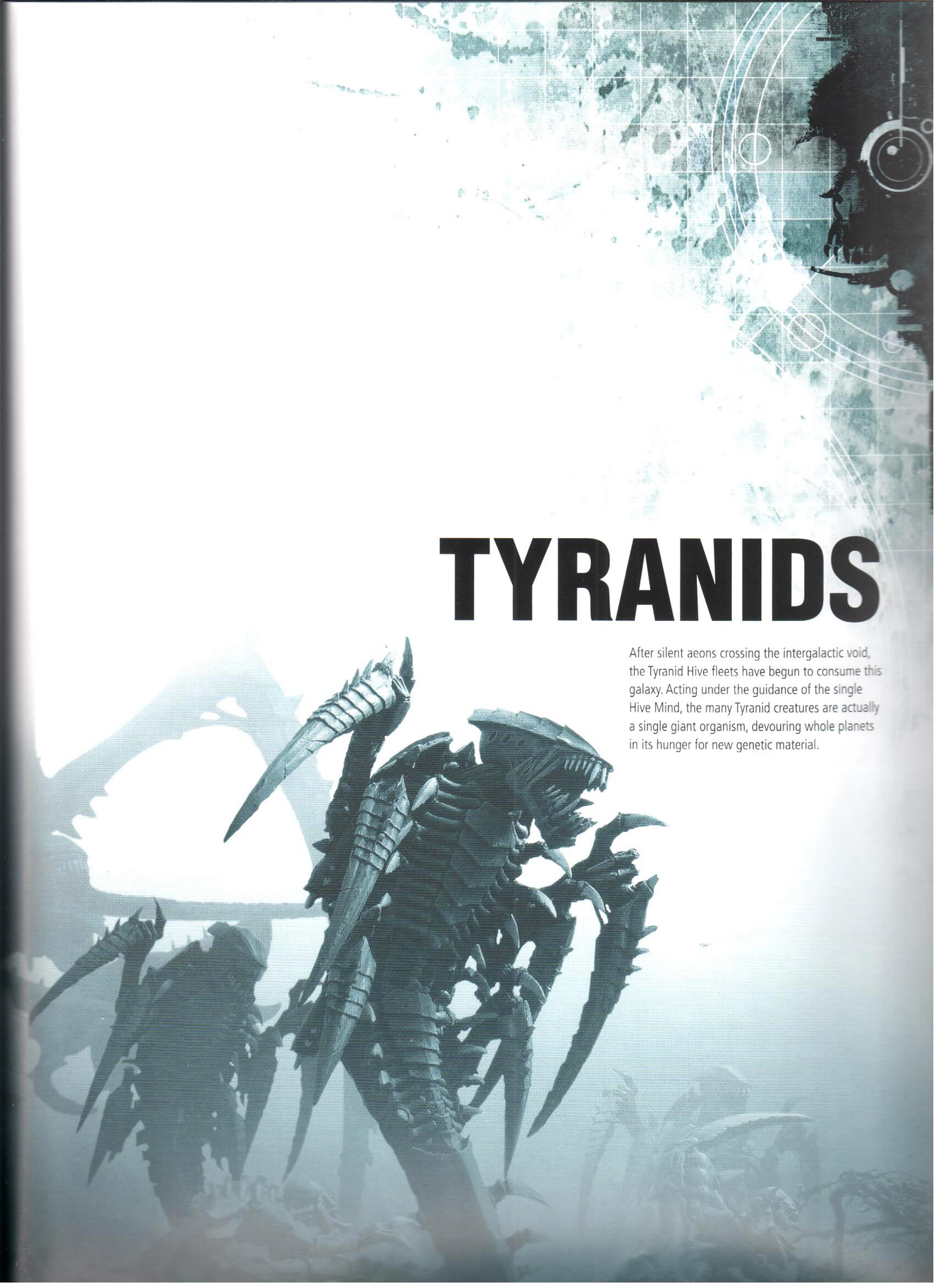
"The skies will weep with the ash of your kind's passing, and none but the dust shall remember."

The Lament of Ba've Matha

SPECIAL RULES

Strike Force: All squads in the formation must start the game mounted in a Vampire Raider. The Vampire Raider must start the game in Strategic Reserve.

At Kaela Mensha Khaine's Bidding: Corsairs are not restricted by the Eldar paths, and because of this they walk in a grey twilight between their race's new-found enlightenment and the old dark ways that led to their race's downfall. When battle is joined, the violent side of their psyche often comes to the fore. All the units in the formation never suffer any negative modifiers to their Leadership, they always use their standard, unmodified Leadership value for any tests they are forced to take.



TYRANIDS

After silent aeons crossing the intergalactic void, the Tyranid Hive fleets have begun to consume this galaxy. Acting under the guidance of the single Hive Mind, the many Tyranid creatures are actually a single giant organism, devouring whole planets in its hunger for new genetic material.

SCYTHED HIERODULE

POINTS: 600

The Scythed Hierodule was first recorded during the invasion of Hamman's World, a small Imperial colony close to one of the tendrils of Hive Fleet Kraken. Hamman's World was attacked soon after Kraken's defeat on Ichar IV as the hive fleet began to splinter. Nothing like the Hierodule had ever been reported before. It is armed with four huge razor-sharp claws, each capable of slicing clean through a battle tank, and heavily protected by chitin plates, in places up to 30 cm thick. A Hierodule is far larger than a Carnifex, a monstrous-killing machine, even by Tyranid standards.

As well as its claws, the Scythed Hierodule also bears a symbiote creature which appears to live in its back, growing out from between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of potent mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research, and those creatures that have been killed have all been destroyed by large weapons, leaving few remains for Ordo Xenos investigation.



UNIT: 1 Scythed Hierodule

TYPE: Gargantuan Creature

WEAPONS AND BIOMORPHS

- Scything Talons (re-roll To Hit in assault)
- Bio-acid Spray.

SPECIAL RULES

- Agile

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	6	3	7	10	3+

WEAPON	RANGE	STR	AP	SPECIAL
Bio-acid Spray	Hellstorm template	6	3	Assault 1

Agile: In the Shooting phase the Scythed Hierodule may either:

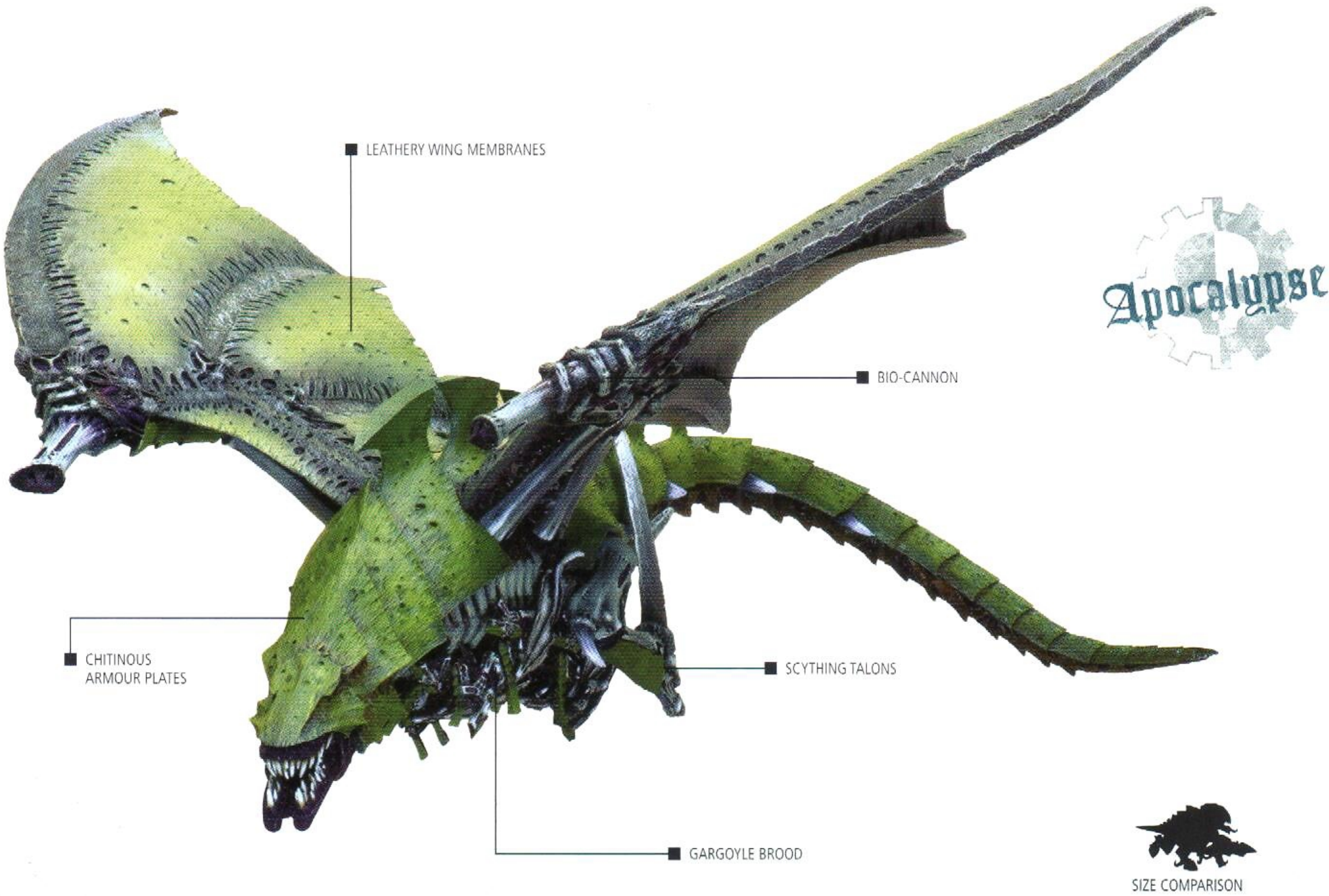
- Fire its Bio-acid Spray and move an extra D6" (as per Fleet)
- Move an extra 2D6" (as per Fleet)

HARRIDAN

POINTS: 900

Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the inter-galactic alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before diving down over the battlefield, strafing its foes with bio-cannons or swooping low to rake a tank with its two massive claws. The Harridan's fearsome armament means it is capable of attacking just about any target, and the high-speed impact of its two main claws are capable of punching through just about any armour.

Harridans are believed by the Ordo Xenos to act as brood mothers to smaller Gargoyles, providing transport for Gargoyles who lack the endurance for very long distance movement, the smaller creatures hitching a lift on a Harridan, using their hooks and claws to attach themselves to the larger creature. With a Gargoyle brood 'on board', a Harridan's belly appears to constantly writhe with hideous clusters of scaly limbs and leathery wings, writhing over its skin and chitinous armour plates. As the Harridan soars over the battlefield, the Gargoyles then detach themselves and flap off to attack the enemy, and when Harridans gather for a large attack, swarms of Gargoyles will usually darken the skies around them.



WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	8	3	4	10	3+

UNIT: 1 Harridan

TYPE: Gargantuan Creature (Special, Flying Beast*)

- WEAPONS AND BIOMORPHS
- 2 Bio-cannons
 - Scything Talons (re-roll To Hit in Assault)

- SPECIAL RULES
- Gargoyle Brood

WEAPON	RANGE	STR	AP	SPECIAL
Bio-cannon	48"	10	3	Assault 6

***Flying Beast:** Although a Gargantuan Creature, the Harridan is also treated as if it were a Flyer (Hover Mode), for the purposes of movement, line of sight and being attacked, etc, but with a maximum move of 24" per turn. If the owning player declares it is being used in 'Hover mode' that turn, the Harridan may assault and fight (and be attacked) as if it were a normal Gargantuan Creature for that turn.

Gargoyle Brood: The Harridan may act as a transport for a single brood of up to 20 Gargoyles at a time. These Gargoyles may be deployed into battle exactly as per jump troops from a flying transport (see the *Apocalypse* rulebook). If the Harridan is slain while Gargoyles are being transported, roll Initiative tests for each Gargoyle. If failed, the Gargoyle is destroyed, and the survivors of the brood are placed within 2" of the point where the Harridan was killed and may be used normally from then on.

MALANTHROPE

POINTS: 110

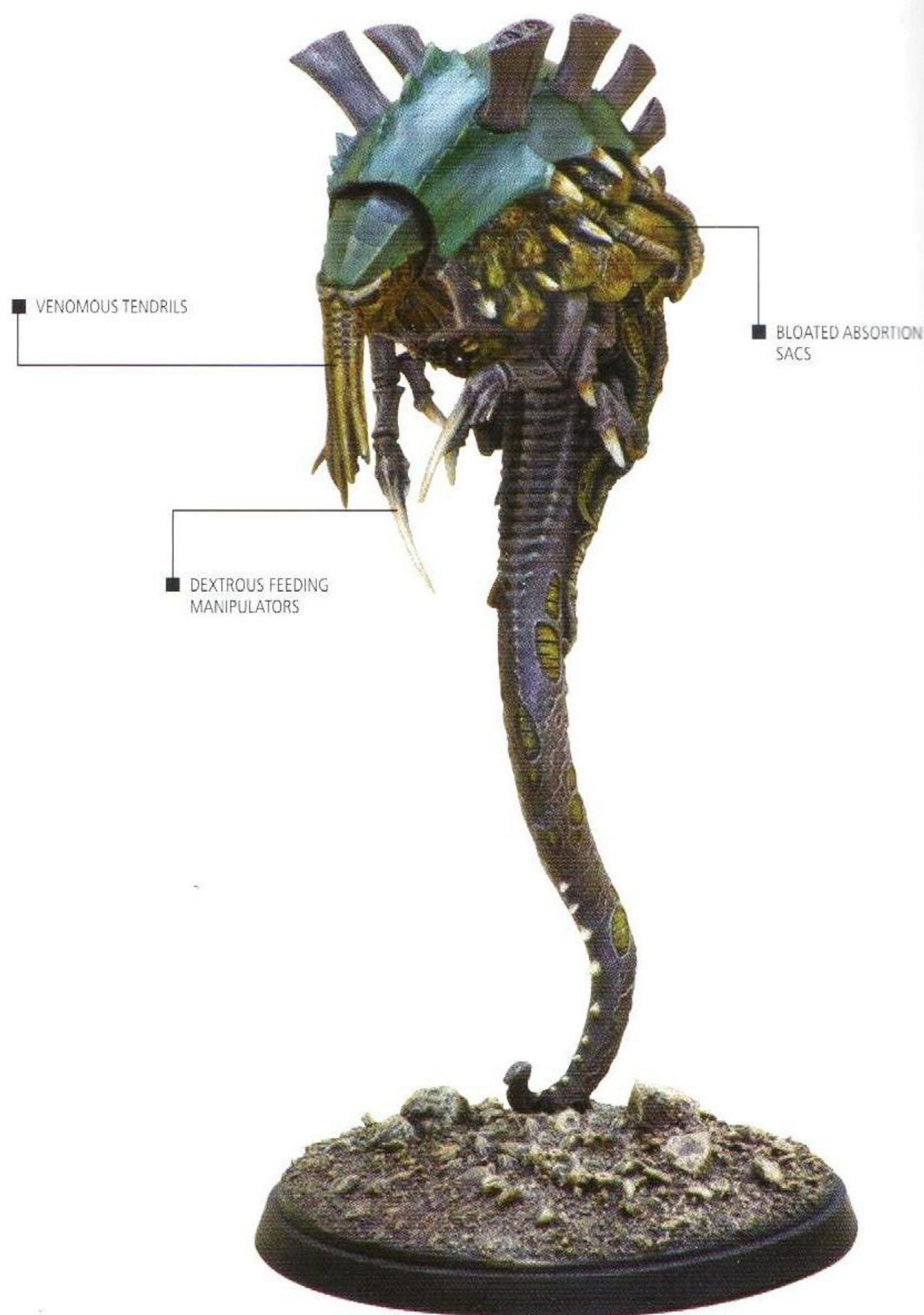
For a long time this creature was a total mystery to those of the Ordo Xenos who specialise in the study of the Tyranid race that is spreading through the Emperor's domain. The reason for this lack of knowledge was that the creature's role meant it only followed behind a Tyranid attack swarm, and few troops survived long enough to witness a Malanthrope at work or, if the Tyranid swarm was destroyed in battle, then no Malanthropes would appear. As more battles were fought against the Tyranids, reports describing the Malanthrope were often mistaken for sightings of Zoanthropes.

As more intelligence is received regards the behaviour of the Tyranid invasion forces, the role of the Malanthrope is becoming better understood. Once a battle is over and a Tyranid attack has moved on, Ripper swarms move in, devouring anything in their path. These follow-up swarms are sometimes accompanied by strange and hideous Malanthropes whose role seems to be to selectively collect and process genetic material from fallen enemies before itself being reabsorbed along with the Ripper swarms into the Tyranid biomass where the selective genetic material they absorbed is then used to create more complex creatures.

Warhammer
40,000



SIZE COMPARISON



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

UNIT: 1-3 Malanthropes

TYPE: Monstrous Creature

WEAPONS AND BIOMORPHS

- Claws and Teeth
- Toxic Miasma
- Toxin Sacks
- Bonded Exoskeleton
- Regeneration
- Synapse Creature
- Prey Adaption

SPECIAL RULES

- Fleet
- Move Through Cover

Prey Adaption: Once a Malanthrope brood has destroyed an enemy infantry unit (of any type) in an assault, both they and any friendly Tyranid model or unit within Synapse range of the Malanthrope brood (including the Malanthrope themselves) gain the Preferred Enemy special rule against the enemy type they have slain.

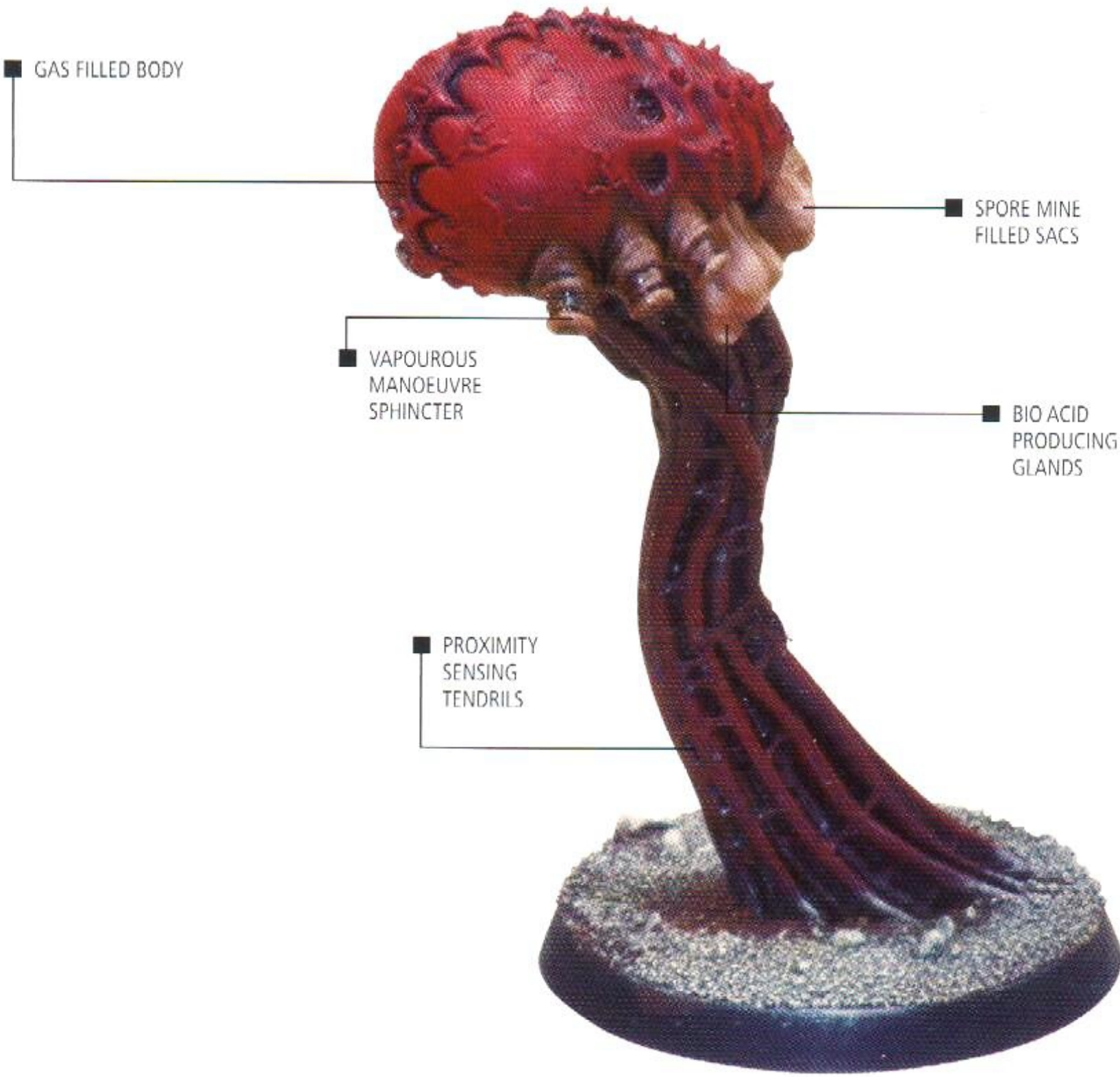
A Malanthrope Brood is a HQ choice for a Tyranids army.

MEIOTIC SPORE

First encountered on Beta Anphelion IV, Meiotic Spores were first thought to be just large spore mines, full of bio-acid and toxins, and containing smaller spore mines within them. Trailing long groping tendrils, which writhe in search of a target, Meiotic Spores act much like a larger version of the common spore mine clusters. Once their tendrils sense an enemy nearby they detonate, showering the area with razor-sharp chitin and bone shrapnel, toxic gases and corrosive juices. Unlike other spore mines, Meiotic Spores also have gas-filled sacs which allow them to rise high into the sky and drift on the winds, forming floating minefields.

POINTS: 35

Meiotic Spores also carry other spore mines inside them. When the sac detonates many of these mines are destroyed, adding to the force of the explosion. However the big spore seems to have evolved in such a way that some spore mines will be flung clear and will continue drifting to find new targets, meaning destroying a Meiotic Spore is not as easy as simply shooting it down.



Warhammer
40,000



SIZE COMPARISON

WS	BS	S	T	W	I	A	Ld	Sv
1	0	1	5	1	1	0	6	5+

UNIT: 1 Meiotic Spore

WEAPONS AND BIOMORPHS

- Bio-acid Spores

SPECIAL RULES

- Fearless
- Deep Strike
- Detonation
- Living Weapons

WEAPON	RANGE	STR	AP	SPECIAL
Meiotic Spore	n/a	5	3	5" Blast

1-3 Meiotic Spores are a Fast Attack choice for a Tyranids army. Spores may be deployed separately and are used independently during the game.

Deep Strike: Meiotic Spores must start the game in reserve and enter play via the Deep Strike rules.

Movement: After it has arrived via deep strike, the Meiotic Spore may 'drift' D6" in any direction its owning player chooses in a subsequent Movement phase, but may not move normally, assault, etc. This movement is unaffected by Difficult Terrain.

Detonation: In the owing player's Shooting phase, if they wish it, or, if for any reason a Meiotic Spore comes within 2" of an enemy model, it detonates immediately. Resolve the Meiotic spore attack listed with the blast marker centred on the spore. After resolving the attack, remove the spore from play as a casualty and place D6-2 Spore mines on its former location, just as you would place a deep striking unit. These spore mines then act exactly as they would normally from this point onwards.

Living Weapons: Neither Meiotic Spores, nor the spore mines they generate, are ever classed as scoring units, nor do they award the enemy Kill points/Victory points when they are destroyed.

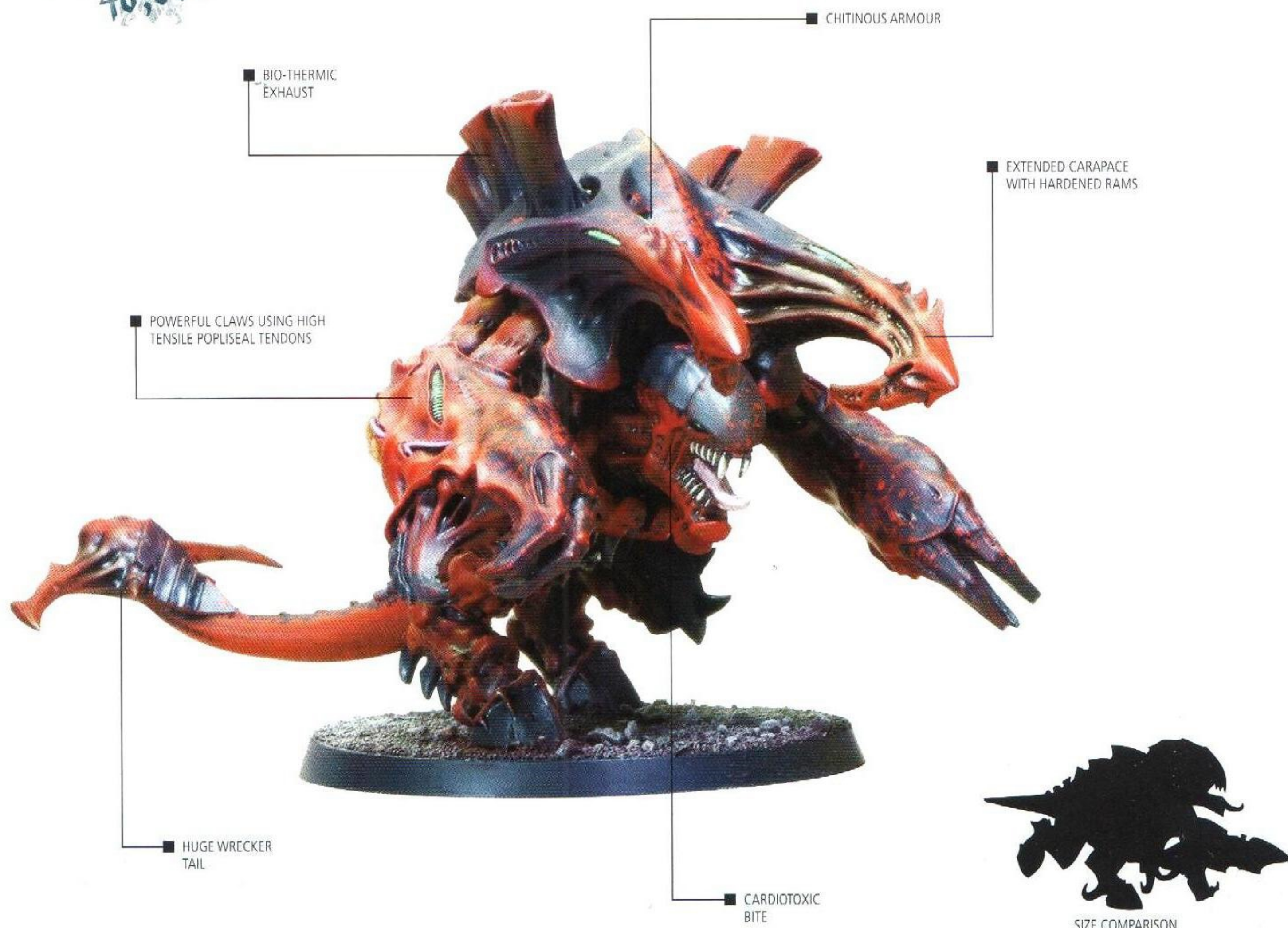
STONE-CRUSHER CARNIFEX

POINTS: 195

Like all Tyranid creatures, Carnifexes have evolved into many similar but different forms. The Stone-crusher is an extreme variant of the Carnifex genus, evolved for assaults against enemy bunkers, and for street-to-street combat where it can smash through buildings and enemy strongpoints.

Armed with crushing claws, which can easily tear ferrocrete to rubble, as well as long rams on its carapace, when the Stone-crusher charges it drives its rams through a wall, then, using its immense strength, it pulls backwards to wrench the wall down. Some Stone-crushers have also been seen wielding huge wrecker balls, suspended on strong sinews and muscle ligaments, to deliver an unstoppable blow to a wall, smashing a hole for following Tyranid creatures to assault through.

Warhammer
40,000



UNIT: 1 Stone-crusher Carnifex.

TYPE: Monstrous Creature

SPECIAL RULES AND BIOMORPHS

- Armoured Shell
- Crushing Claws
- Instinctive Behaviour (Feed)
- Fearless
- Living Battering Ram
- Stone Crusher
- It will not Die!

A Stone Crusher Carnifex is a Heavy Support choice for a Tyranids army.

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

Stone-Crusher: The Stone-Crusher Carnifex counts as being equipped with assault grenades, and in addition increases all rolls on damage charts against Vehicles and Buildings by +1. In Cities of Death games, a Stone-crusher Carnifex counts as having the Wrecker Stratagem.

It will not Die! The Stone-crusher Carnifex has the Regenerate biomorph as per Codex Tyranids, and may re-roll results of '1' when attempting to regenerate lost wounds.

SPORE CHIMNEY INFESTATION

POINTS: 25 + MODELS

When the Tyranids assault a world they do more than merely attack its cities or slaughter its people, the Hive Mind seeks to devour the world whole, stripping it of all life and other elements that could satiate its endless hunger. An important part of this process is the infestation of feeder organisms that prepare the way for this mass-consumption, subverting the planetary biosphere itself. Quickly after

infection barbed capillary towers will erupt from the dying earth and the fecund mass of spore chimneys will soon follow, belching lethal spores into the skies and further poisoning the air and land.

SPORE CHIMNEY



CAPILLARY TOWERS



MEIOTIC SPORES



SPORE MINE CLUSTER



FORMATION

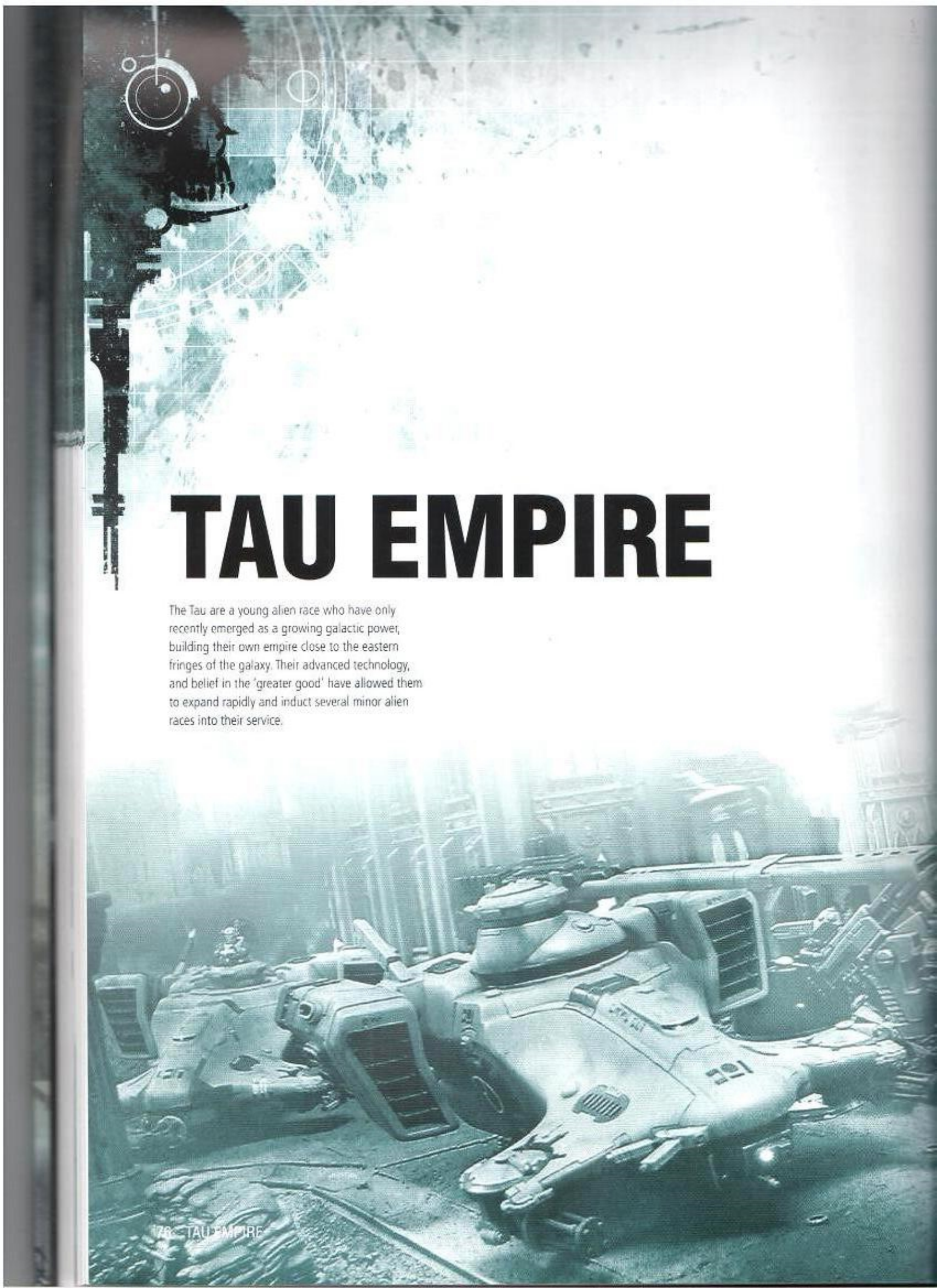
- 1 Spore Chimney*
- 0-3 Capillary Towers*
- 1+ Meiotic Spores
- 1+ Spore Mine Clusters

*See *Imperial Armour Volume 4 - The Anphelion Project* for more information and rules for these models.

SPECIAL RULES

Static Infestation: Tyranid Spore Chimney and Capillary Towers must be placed along with terrain by the Tyranid player before the game begins, within their own deployment zone, but before other deployment by either side.

The rest of the formation is deployed during normal deployment and must be placed within 12" of the Spore Chimney.



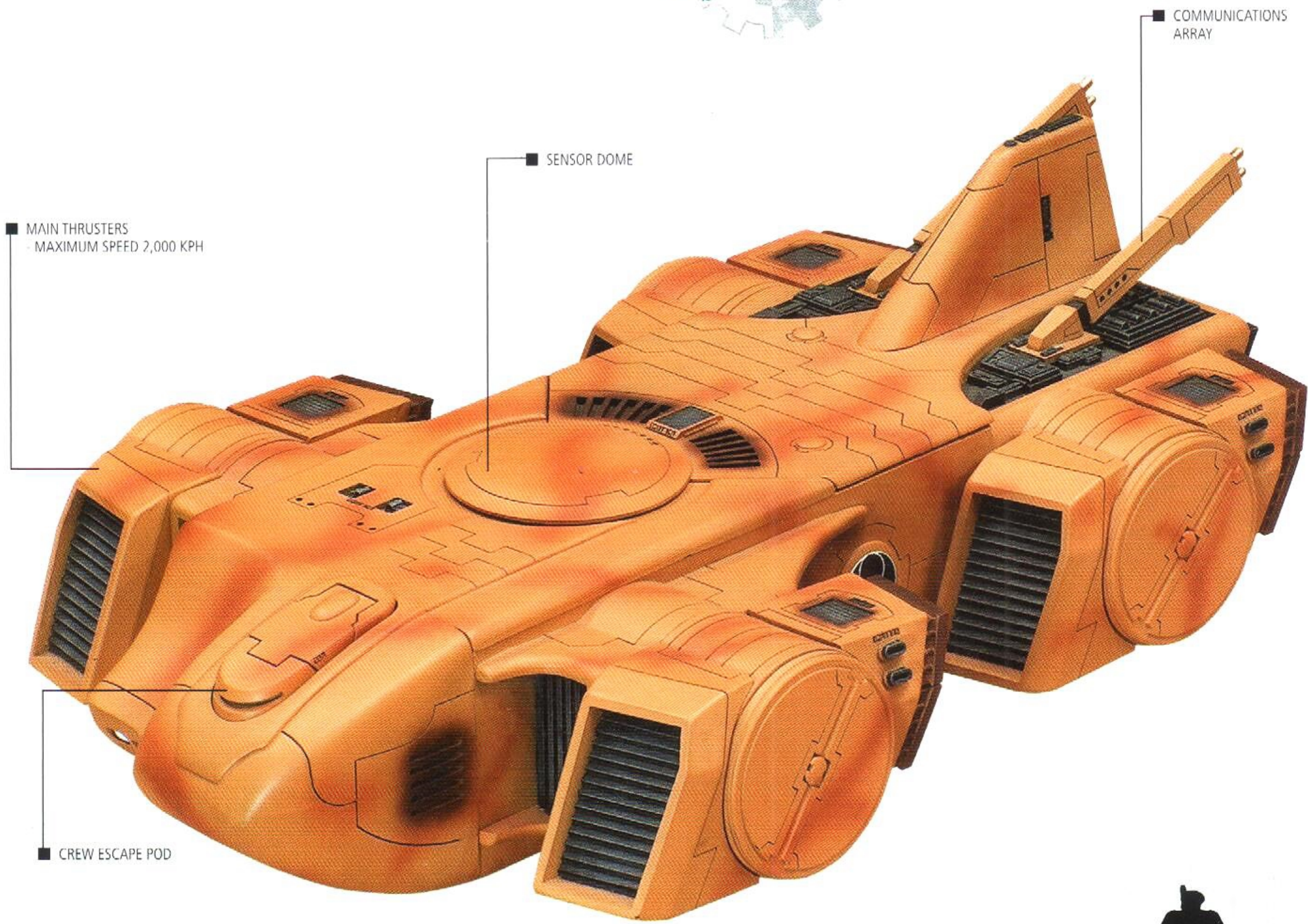
TAU EMPIRE

The Tau are a young alien race who have only recently emerged as a growing galactic power, building their own empire close to the eastern fringes of the galaxy. Their advanced technology, and belief in the 'greater good' have allowed them to expand rapidly and induct several minor alien races into their service.

ORCA

POINTS: 400

The Orca is a dedicated orbital transport vehicle – a shuttle for moving troops, equipment and supplies from spaceships in orbit to a planet’s surface. Unlike the Thunderhawk Gunship, the Orca is not a combat aircraft; it is only equipped for self defence and its primary transport function usually takes place well away from the fighting.



SIZE COMPARISON

UNIT: 1 Orca

TYPE: Super-heavy Flyer
(Hover Mode)

STRUCTURE POINTS: 3

ACCESS POINTS: Rear transport ramp. Up to four units may exit from the Orca’s rear ramp per turn.

TRANSPORT: The Orca has a transport capacity of 55. It may carry a maximum of six Battlesuits (which count as three spaces each). It may not carry any vehicles.

BS	ARMOUR		
	Front	Side	Rear
4*	12	12	10
*includes the bonus from the Targeting Array			

WEAPONS AND EQUIPMENT

- Turret Weapons pod equipped with a Twin-linked Long-Barrelled Burst Cannon and a Missile Pod
- Blacksun Filter
- Targeting Array
- Disruption Pod

WEAPON	RANGE	STR	AP	SPECIAL
1b Burst Cannon	36"	5	5	Assault 3
Missile Pod	36"	7	4	Assault 2
Seeker Missile	72"	8	3	Heavy 1

MANTA

POINTS: 2,000

The Manta is the Tau's super-heavy drop ship, and it is so large it is actually a small spacecraft. It is well armed and armoured for use in frontline combat, where it is expected to deploy and fight as an attack craft. Carrying a fearsome amount of firepower, protected by a powerful energy field and 16 drone controlled burst cannons facing in all directions, the Manta is the Tau's closest equivalent to

the Imperium's Titans. As well as its firepower the Manta has a large transport capacity. The ship's main body is split into two transport decks, the upper deck holds troops, whilst the cavernous lower deck can hold up to four (fully loaded) Devilfish or Hammerheads and numerous battlesuits.



SIZE COMPARISON

UNIT: 1 Manta

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 10

ACCESS POINTS: Rear transport ramp and lower transport deck elevator

FIRE POINTS: None

SPECIAL RULES: Hover Mode

WEAPONS AND EQUIPMENT

- Two Heavy Railguns
- Three Twin-linked Long Barrelled Ion Cannons
- One Twin-linked Missile Pod
- Sixteen Drone-controlled Long Barrelled Burst Cannons
- Ten Seeker Missiles
- Network Markerlight
- Targeting Array
- Blacksun Filter
- Energy Shield

TRANSPORT: The Manta has two transport bays that are treated separately as to what they may carry into battle:

- The upper deck may transport infantry models and drones only and has a transport capacity of 55.
- The lower deck has a transport capacity of 145, and uniquely may carry as part of this payload up to eight Crisis or Broadside battlesuits (which take up three spaces each) and up to four vehicles (which take up 30 spaces each). Vehicles being transported may carry troops themselves without the troops using up extra spaces.

ARMOUR

BS	Front	Side	Rear
4*	13	12	11

*includes the bonus from the Targeting Array

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Railgun	110"	D	1	Ordnance 1, Destroyer, Primary Weapon
Sub Munitions	110"	7	3	Ordnance 1, 10" Blast, Primary Weapon
1b Ion Cannon	90"	7	3	Heavy 3
Missile Pod	36"	7	4	Assault 2
1b Burst Cannon	36"	5	5	Assault 3
Seeker Missile	72"	8	3	Heavy 1

Energy Shield: The Manta's energy shield gives it a 4+ invulnerable save against any hits it receives.

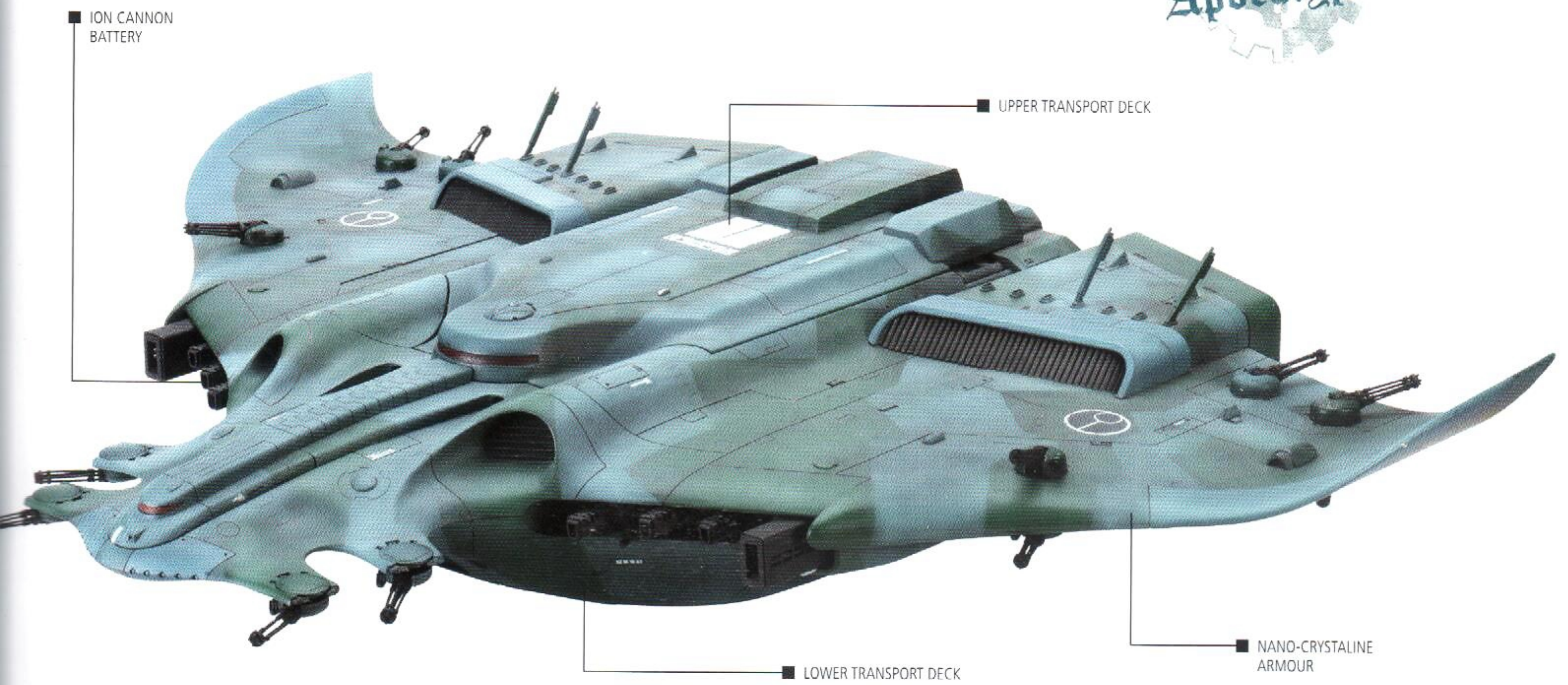
AA Fire: Due to its size, when rolling to hit the Manta, the opposing player do not need 6s, but use their standard BS as normal.

Drone-controlled submunitions: When firing submunitions the Manta does not roll the extra D6 for deviation for moving, it always rolls a D6 for deviation.

Transport ramp: Up to four units may exit from the Manta's rear transport ramp per turn.

Transport Elevator: The entire lower deck can be lowered. All units on the lower transport deck can disembark in the same turn.

Apocalypse

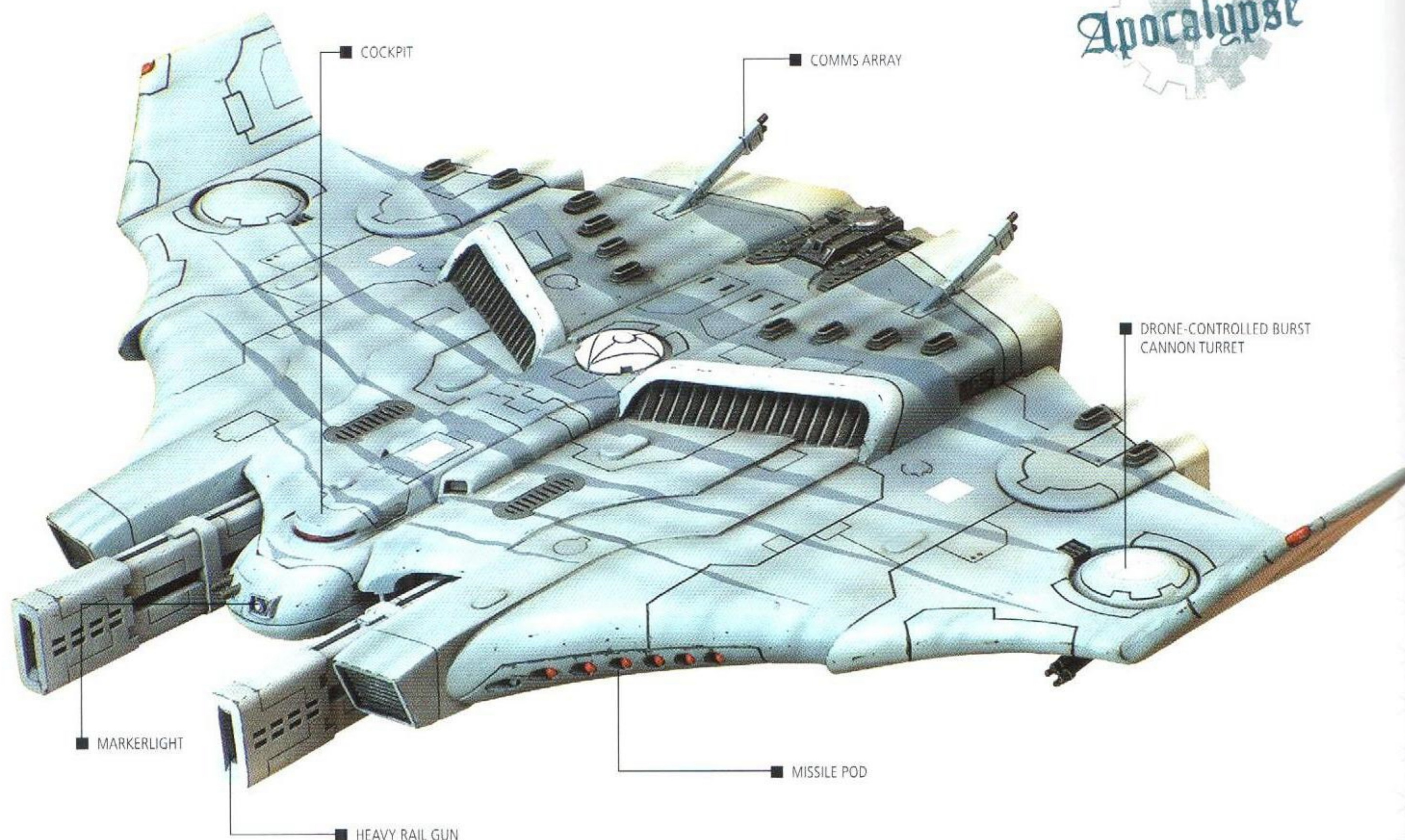


TIGER SHARK AX-1-0

POINTS: 660

A recent innovation first introduced by the Tau Air cadres during the Taros campaign, the AX-1-0 is the Tau's response to the Imperium's largest war machines. Armed with two heavy railguns, the AX-1-0 is a dedicated ground attack aircraft that carries ferocious firepower.

As yet the AX-1-0 has not been encountered in large numbers, although at least eight aircraft were identified during the Tau's raid on Typha-IV, the largest deployment yet.



SIZE COMPARISON

UNIT: 1 Tiger Shark AX-1-0

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT

- One Twin-linked Heavy Rail Gun
- One Twin-linked Missile Pod
- Two Burst Cannons
- Network Markerlight
- Targeting Array

ARMOUR

BS	Front	Side	Rear
4*	10	10	10

*includes the bonus from the Targeting Array

WEAPON	RANGE	STR	AP	SPECIAL
Heavy Railgun	110"	10	1	Ordinance 1, Destroyer, Primary Weapon
Submunitions	110"	7	3	Ordinance 1, 10" Blast Primary Weapon
Missile Pod	36"	7	4	Assault 2
Burst Cannon	24"	5	5	Assault 3
Seeker Missile	72"	8	3	Heavy 1

OPTIONS

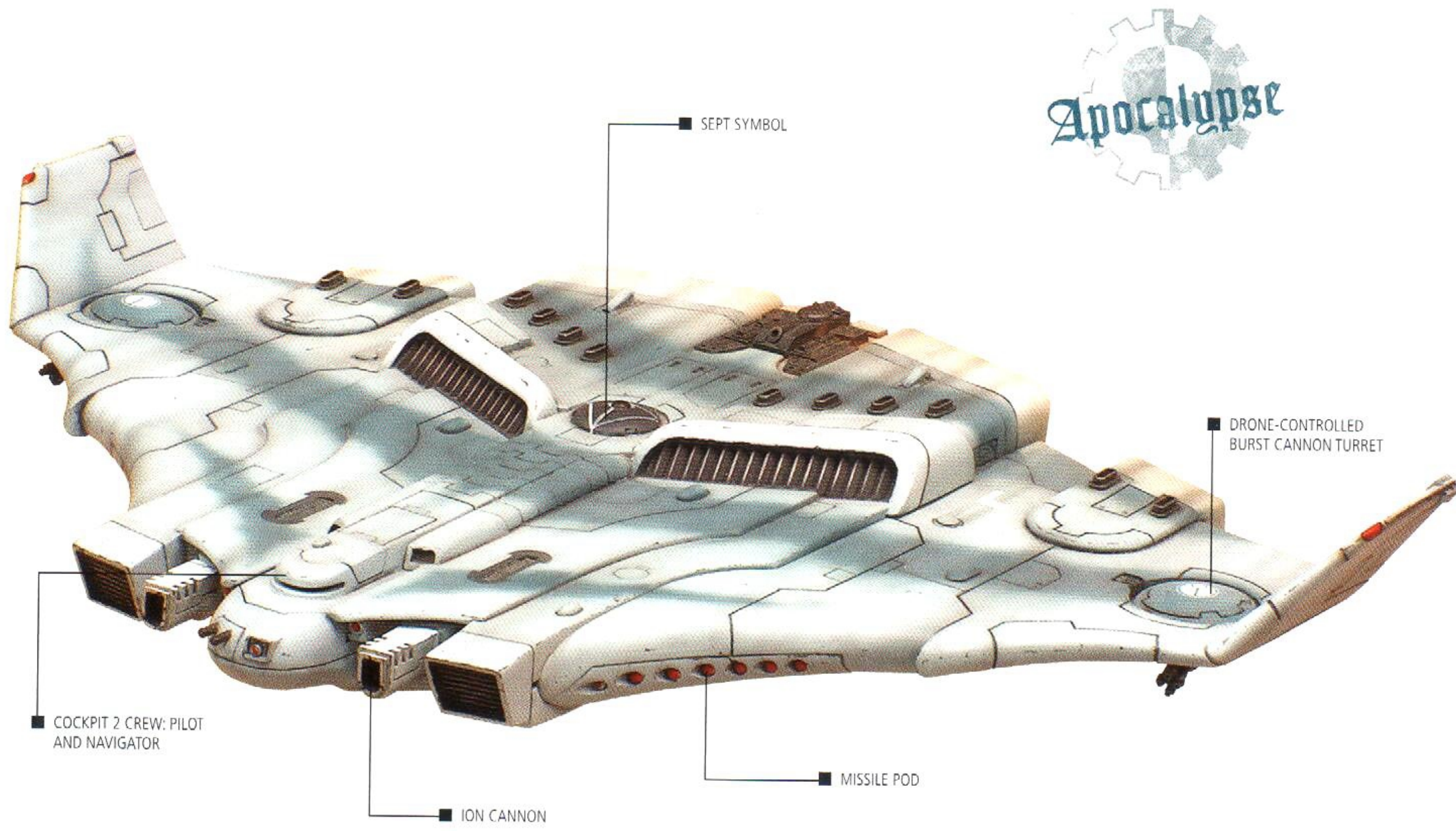
- The Tiger Shark AX-1-0 may take any of the following:
 - Blacksun filter.....+10 points
 - disruption pod.....+20 points
- The Tiger Shark may carry six additional seeker missiles.....+60 points

TIGER SHARK

POINTS: 520

The Tiger Shark is a large aircraft deployed in a fighter bomber role. Often encountered flying in support of Tau Hunter cadres during major operations, the Tiger Shark's main role appears to be the deployment of drones, although more recently those armed with multiple seeker missiles have also been encountered.

Efforts by the Adeptus Mechanicus to recover damaged Tiger Shark craft from battlefields have been met by fierce resistance by Tau Empire forces, as well as by certain elements of the Inquisition.



UNIT: 1 Tiger Shark

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 2

ACCESS POINTS: Fuselage door

FIRE POINTS: None

WEAPONS AND EQUIPMENT

- One Twin-linked Ion-cannon
- One Twin-linked Missile Pod
- Two Burst Cannons
- Fourteen Gun Drones
- Targeting Array

SPECIAL RULES

- Drone Rack

BS	ARMOUR		
	Front	Side	Rear
4*	10	10	10

*includes the bonus from the Targeting Array

WEAPON	RANGE	STR	AP	SPECIAL
Ion cannon	60"	7	3	Heavy 3
Missile pod	36"	7	4	Assault 2
Burst cannon	24"	5	5	Assault 3
Seeker missile	72"	8	3	Heavy 1

OPTIONS

- The Tiger Shark may take any of the following:
 - Blacksun Filter+10 points
 - Disruption Pod.....+20 points
- The Tiger Shark may replace its 14 gun drones with 6 Seeker missiles for no extra points cost.

Drone Rack: The Tiger Shark's Drones are deployed using the Jump Infantry rules. All the Drones may be deployed in a single turn.

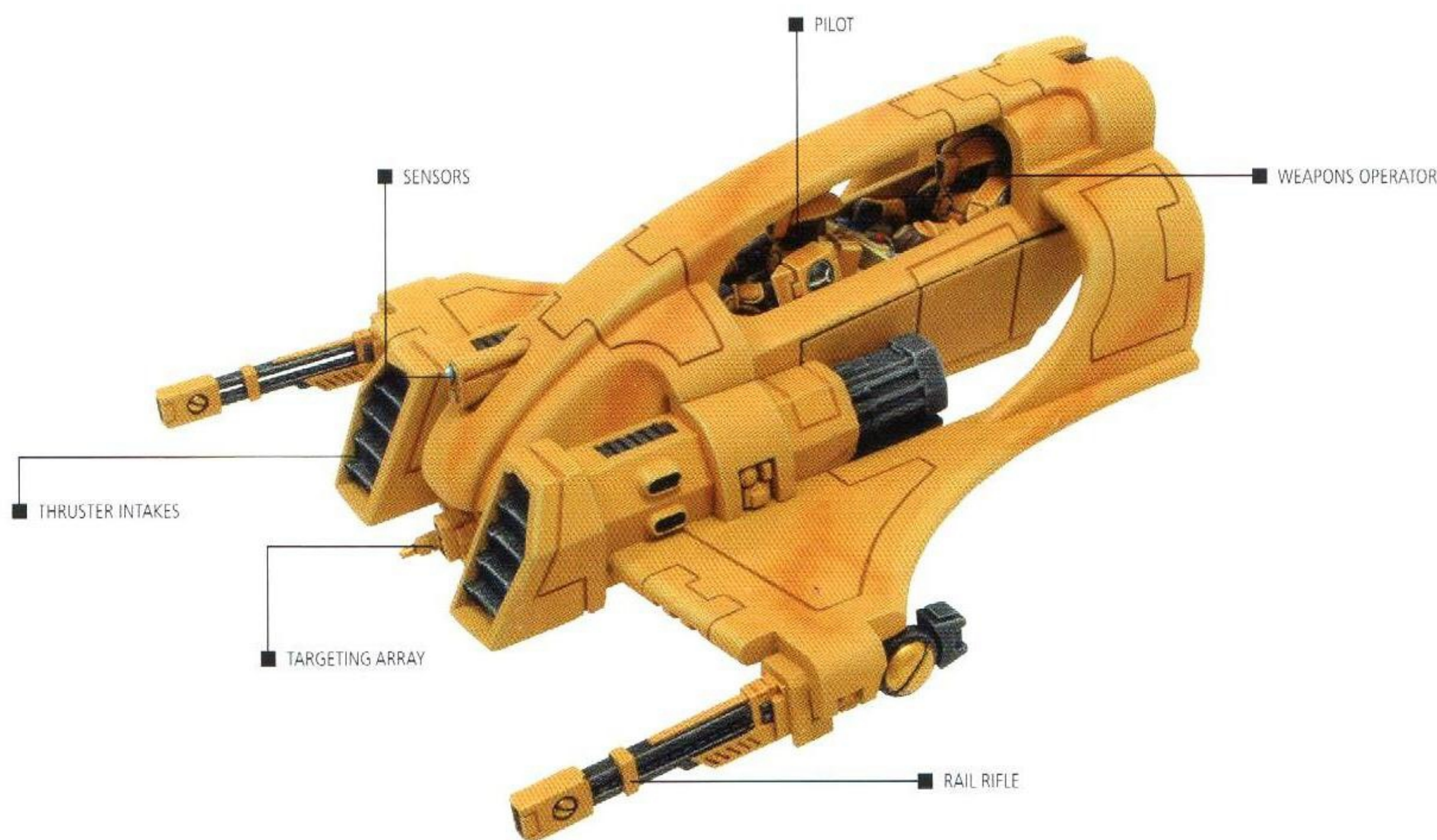
PIRANHA TX-42

POINTS: 70

The TX-42 is the latest development of the successful Piranha light skimmer. It has a re-worked crew compartment and upgraded armament to turn the light Piranha into a heavier gunship, and is designed for frontline operations in support of Tau armoured units.

So far the TX-42 has only been encountered amongst Sa'cea Sept forces operating in the Perdus Rift region, as part of the Tau Empire's Third Sphere expansion.

Warhammer
40,000



SIZE COMPARISON

A squadron of Piranha TX-42s is a Fast Attack choice for a Codex Tau Empire army.

UNIT: 1-5 Piranha TX-42

TYPE: Skimmer, Fast,
Open-topped

WEAPONS AND EQUIPMENT

- Twin-linked Fusion Blasters
- Targeting Array

WEAPON	RANGE	STR	AP	SPECIAL
Fusion blasters	12"	8	1	Assault 1, melta

ARMOUR

BS	Front	Side	Rear
4*	11	11	10

*includes the bonus from the Targeting Array

OPTIONS

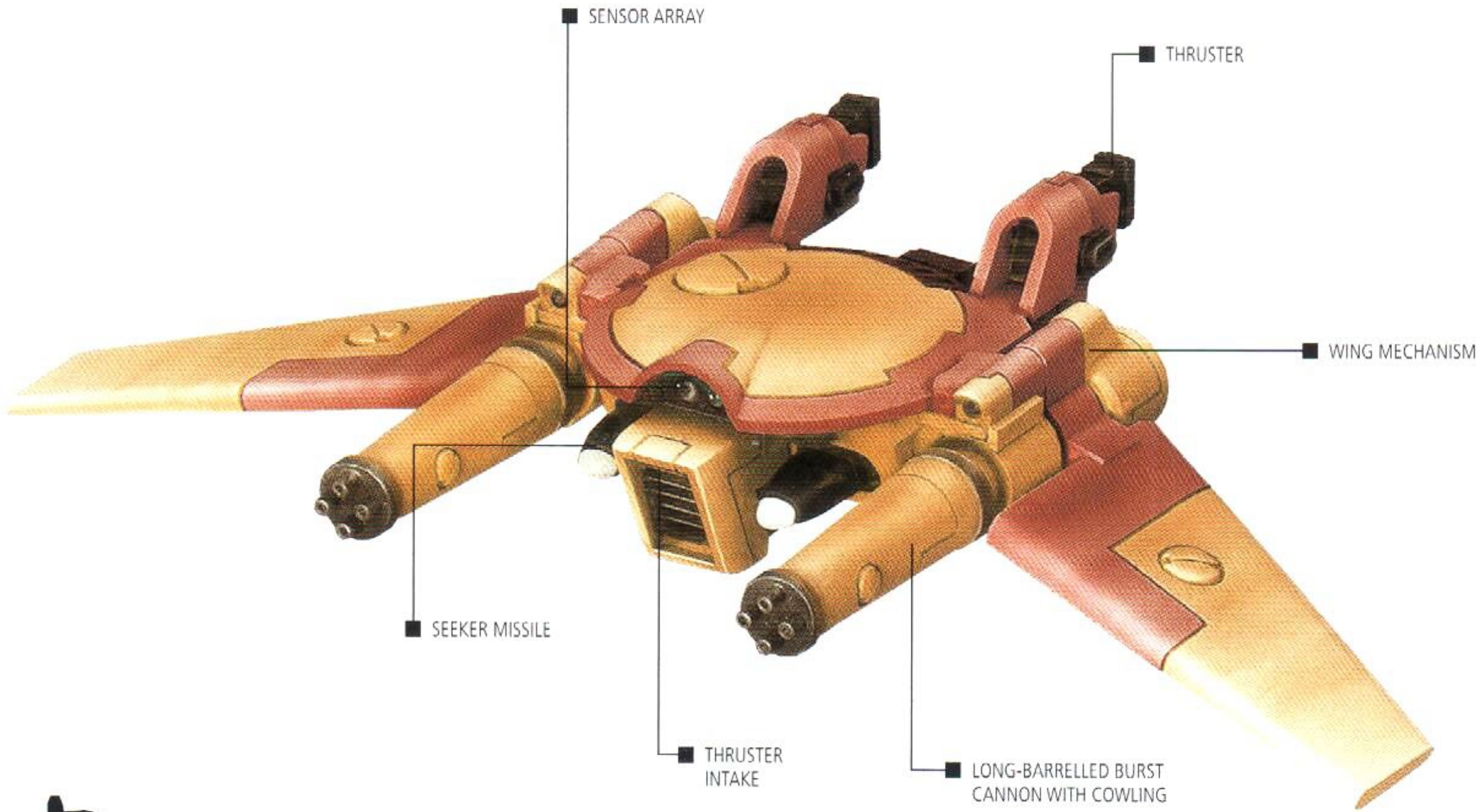
- A TX-42 may replace its Twin-linked fusion blasters with:
 - Twin-linked missile pods free
 - or Twin-linked Plasma Rifles +10 points
 - or Twin-linked Rail Rifles +10 points
- A TX-42 may take the following vehicle upgrades from Codex Tau Empire:
 - Sensor Spines +10 points
 - Blacksun Filter +5 points
 - Flechette Discharger +10 points
 - Decoy Launchers +5 points
 - Disruption Pod +5 points
 - Seeker Missiles (maximum of 2) +10 points each

DX-6 'REMORA' DRONE FIGHTER

POINTS: 110

First encountered during the Tau's raid on the Imperium's penal mining colony of Typha-IV, the Remora is a small drone fighter. Packed with advanced Tau technology, it is a stealth aircraft, flying in support of Pathfinder and Stealthsuit teams, armed with burst cannons for aerial combat, and two seeker missiles for ground attack.

The Remora has a short range and is carried into battle underneath a modified Tiger Shark mothership (or in the back of a Manta), which controls data to the drone. These control the aircraft from high altitude and play no part in the battle closer to the ground.



SIZE COMPARISON

A unit of Remora drone fighters are a Fast Attack choice for a Tau army.

UNIT: 1-5 DX-6 Ramora

TYPE: (Skimmer, Fast) Flyer/Hover
Mode in games of Apocalypse

WEAPONS AND EQUIPMENT

- One Twin-linked Long Barrelled Burst Cannon.
- Two Seeker Missiles.
- Network Markerlight.
- Targeting Array.
- Stealth Field Generator.
- Blacksun filter.

BS	ARMOUR		
	Front	Side	Rear
3*	10	10	10
*includes the bonus from the Targeting Array			

SPECIAL RULES

- Stealth Field Generator

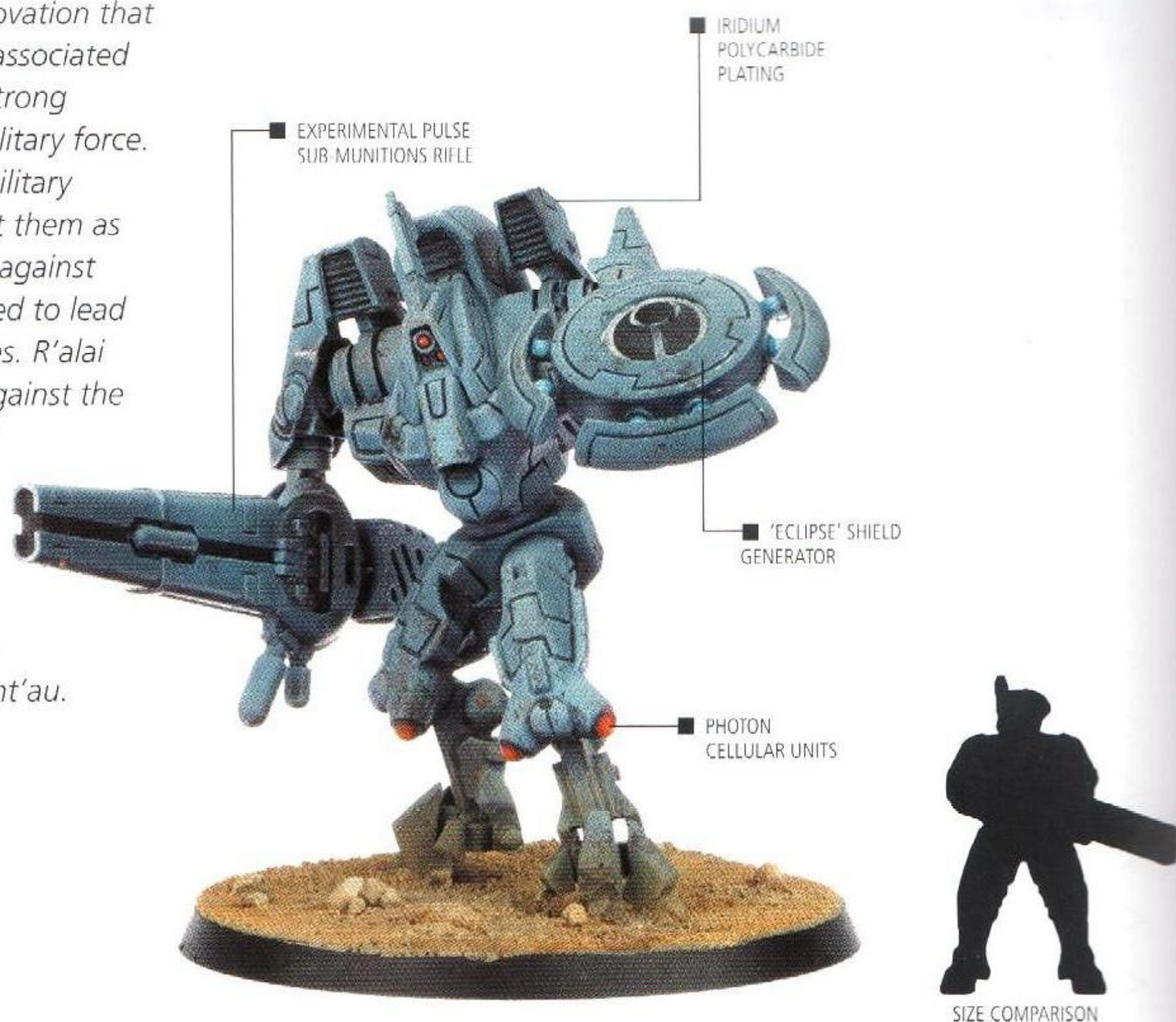
WEAPON	RANGE	STR	AP	SPECIAL
1b Burst cannon	36"	5	5	Assault 3
Seeker missile	unlimited	8	3	Heavy 1

Stealth field Generator: Any enemy unit attempting to fire at a Remora must roll to check their spotting distance by rolling 2D6x3 as if firing at night. If the model is not within range, the firer may not choose a different target.

TAU BATTLESUIT COMMANDER R'ALAI

POINTS: 190

Commander Vesu'r R'alai has become a legend among the grim Fire Warriors of Ke'lsan, and is one of the Tau Empire's most experienced Battlesuit pilots. It is his leadership and innovation that has successfully led the way in the controversial tactics associated with the new XV-9 Close Support Armour, and he is a strong advocate of a more ruthless implementation of Tau's military force. Old now for a serving Fire Caste warrior, he begins his military career with the Tau exploration fleets, serving to protect them as they voyaged to unknown stars, but since the backlash against the Tau Empire's Third Sphere Expansion, he has returned to lead the defence of his home world and its outlying colonies. R'alai is a veteran of more than two hundred engagements against the enemies of the greater good, and is famed as much for his lack of fear in the face of the foe as tactics that have earned him the title of 'assassin' among his fellows. There are some however that whisper that the solemn warrior no longer fights for the greater good but for vengeance for those he has lost, and that there lurks in him the glimmer of madness and the Mont'au.



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

UNIT: Unique

TYPE: Jump Infantry (Jet Pack)

WEAPONS AND EQUIPMENT

- XV9-Armour
- One Experimental Pulse Submunitions Rifle
- Vectored Retro-Thrusters
- Blacksun Filter
- Drone Controller and two Marker Drones with in-built Blacksun filters.
- 'Eclipse' Shield Generator

SPECIAL RULES

- Stubborn
- Special Ammunition

WEAPON	RANGE	STR	AP	SPECIAL
Experimental Pulse Submunitions Rifle	24"	4	5	Assault 2, 3" Blast, No Cover Save, Special Ammunition*

Drone Controller*: XV-9 suits may use their Vectored Retro-Thrusters to escape from close combat as per *Codex: Tau Empire*. If they choose to do so but also have drones, they abandon their drones which are destroyed, but during the turn this occurs the XV-9 automatically passes its Initiative test to disengage.

XV-9 Armour: The XV-9 series is a considerably larger battlesuit armour than its more commonplace counterparts, and built to the highest specification the Tau Empire can produce on a substantial scale. XV-9 armour has the Acute Senses universal special rule, may deploy via Deep Strike, and their in-built photon casters mean that they count as having Defensive grenades.

'Eclipse' Shield Generator: A huge drain on the suit's power capacity, the experimental 'Eclipse' type shield generator provides a defensive energy barrier and diffracts light much in the manner of a stealth field. It provides a 4+ invulnerable save increasing to a 3+ against attackers more than 12" distant.

Special Ammunition: As well as his standard pulse submunitions rounds, R'alai is also equipped with a selection of experimental, limited issue warheads for his weapon. During a battle he may use any of these special ammunition types instead of firing his pulse submunitions rifle as normal, although their barely contained power can damage the suit itself.

WEAPON	RANGE	STR	AP	SPECIAL
EMP Shell	24"	*	-	Assault 2, Gets Hot!
Hyper-Density Sabot	36"	9	3	Assault 2, Gets Hot!
Ionic-Cluster-Beam Shell	24"	4	4	Assault 2, 5" Blast, Rending, Gets Hot!

*Vehicles are hit as if struck by an EMP grenade (see *Codex: Tau Empire*), no effect on models without at Armour value.

Tau Battlesuit Commander R'alai is a HQ choice in a Codex: Tau Empire army.

PATHFINDER SEARCH AND DESTROY CADRE POINTS: 50 + MODELS

Specialised detachments of rapid moving, highly manoeuvrable units operating forwards of the Hunter cadres to reconnoitre and disrupt enemy movements and destroy targets of opportunity have proved their worth to the Fire Caste time and again.

Such cadres are formed around the most skilled Tau Pathfinder teams, who serve to direct and control their cadre's actions, providing marker light guidance and selecting which targets should be concentrated on by the cadre's sudden attacks. The formation's main fighting force is comprised of stealthy Remora drone fighters

that excel in conducting high speed hit and run attacks, and rapid flanking manoeuvres. The Remoras work to disrupt and scatter enemy troops while singling out and destroying targets of strategic value such as command vehicles and support units with their heavier armaments. The cadre's eyes and ears on the move are Tetra Scout Speeder teams who range ahead of the Remoras and Devilfish and relay battlefield data. In battle the search and destroy cadres are continually on the move, hunting down their prey and attacking targets before moving swiftly on.

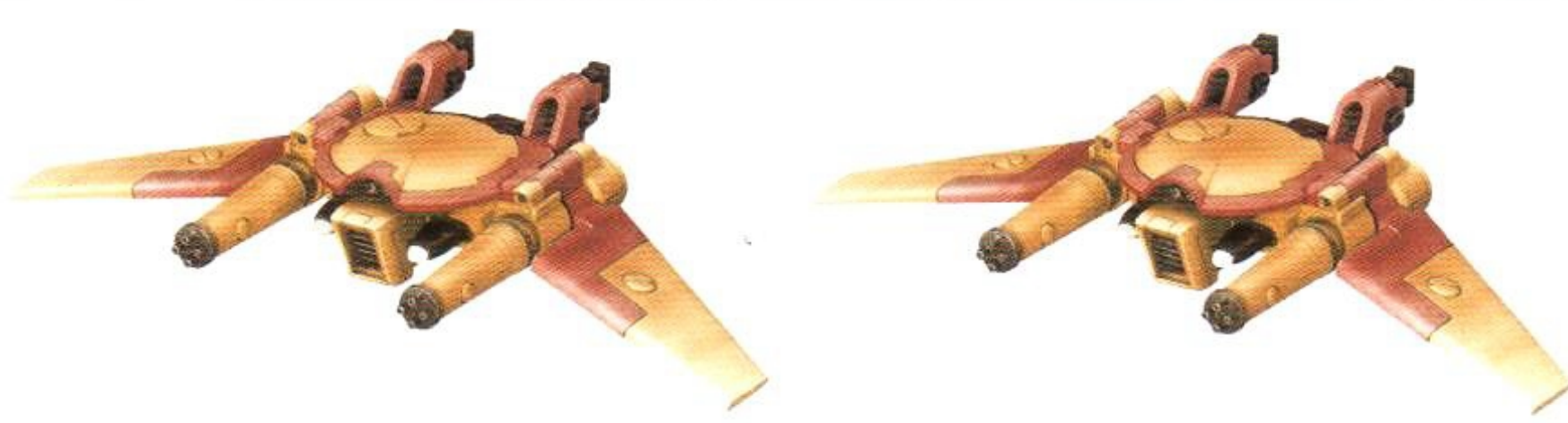
Pathfinder Cadre El Kai'aun 'the Vengeful Death'



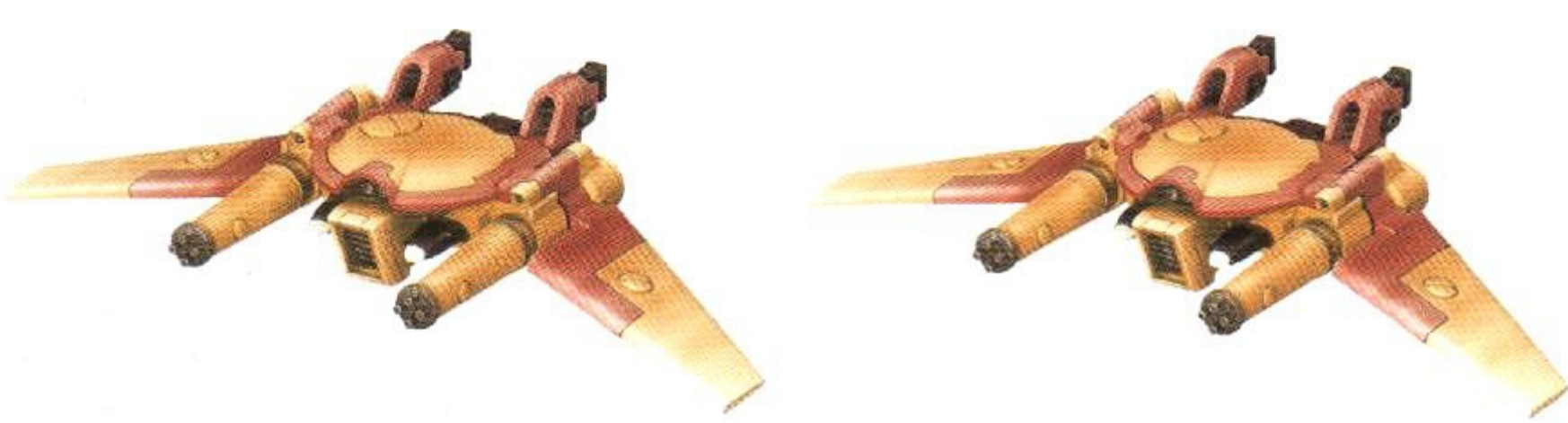
PATHFINDER TEAM



REMORA DRONE TEAM



REMORA DRONE TEAM



TETRA SPEEDER TEAM



- FORMATION:**
- 1 Command Devilfish with Pathfinder team
 - 1+ Remora Drone fighter team
 - 1+ Tetra team
 - 0+ Pathfinder teams in Devilfish

SPECIAL RULES:

Rapid Deployment: All models in the cadre count as having the Scouts special rule if they do not already do so.

Marked For Destruction: While the Command Devilfish is still mobile, it may co-ordinate the cadre's attacks to eliminate strategically valuable targets. Pick a single enemy target model or unit each turn, no models in the Search and Destroy Cadre need pass a Targeting Priority roll to attack it this turn.

DRONE PERIMETER DEFENCE TEAM

POINTS: 25 + MODELS

The Tau Empire has no compunction about the use of machine intelligences in its armed forces, indeed they embrace them as a tool for reducing the number of Tau lives lost on the battlefield. To this end, one of the most widely found examples of Tau formations composed purely of drone systems is in the role of perimeter defence. These detachments are networked together to increase

their efficiency, and utilise a variety of systems, from the more common mobile gun drones to static emplacements of sentry and sensor towers to provide for flexibility, firepower and tireless vigilance. These perimeter defence detachments can serve a variety of specific tasks in their deployment, ranging from protection of strategic assets to providing defence-in-depth to a Tau front line.

Defence Team LVC-411

Apocalypse
Formation

SENSOR
TOWERS



SENTRY
TURRETS



SENTRY
TURRETS



GUN
DRONES



GUN
DRONES



HEAVY GUN
DRONES



This automated detachment was encountered during the Taros Campaign in the ruins of a hydro-processing plant in the Iracunda Isthmus. The detachment succeeded in destroying a Tallarn Sentinel platoon scouting the area for a possible forward observation point and proved difficult to dislodge, slowing the advance into the area for a full two days until armour was brought up and subjected the area to heavy shelling.

FORMATION:

- 1+ Remote Sensor Tower Team
- 1+ Drone Sentry Turret Team
- 0-2 Heavy Gun Drone Squadrons
- 0+ Gun Drone Squadrons
- 0-3 DX-4 Technical drones

SPECIAL RULES:

Networked Defence: Drone perimeter detachments are deployed to stand sentry over a certain area; each unit (including turrets and towers) deployed after the first must be placed within 12" of another in the formation. Drone squadrons attached to the formation may not deep strike.

Hold the Line: Drone units attached to defensive detachments are programmed to hold the line at all costs. As a result they may attempt to re-group regardless of the amount of casualties they have sustained.

Technical Support: Some perimeter defence detachments utilise specially outfitted DX-4 Technical Drones to provide maintenance and support. These drones cost 20 points each and operate independently; they have the same profile as a standard gun drone but are unarmed. A technical drone that spends a turn in base contact with a damaged sentry turret can repair a destroyed weapon on a roll of 5+.

KROOT KNARLOC RAIDERS

POINTS: 50 + MODELS

The Kroot are a notoriously savage race of alien mercenaries, well known as allies of the Tau Empire, although not averse to selling their services to any that can pay their price and stomach their carnivorous ways.

Natural predators and born hunters, both they and their Knarloc mounts make for fearsome and deadly fighters, able to close swiftly and overwhelm their enemy with sheer ferocity, before running them down and devouring them in a fury of blade, beak and claw. Although they find such bloodlust distasteful and uncivilised, the Tau have no problem about using Kroot raider kindreds (made up exclusively of Knarloc-riding Kroot), putting them to good effect as shock troops, scouts and guerrilla fighters.

PREY
SHAPER

OROS



GREAT
KNARLOC HERD

THUNDER AND DEAD EYE



KNARLOC
RIDER HERD

THE WHITE SKEINS



KNARLOC
RIDER HERD

THE GORE FEASTERS



KNARLOC
RIDER HERD

THE LONG STRIDERS



FORMATION:

1 Prey Shaper

3+ Knarloc Rider Herds

0-1 Mounted Great Knarloc Herd (see *Imperial Armour Volume 3*).

SPECIAL RULES:

Prey Shaper: The raiding force is led by a Prey Shaper, who counts as a Knarloc rider with a Leadership of 9. The Prey Shaper is an independent character who may join a Knarloc Rider herd. The cost of the Prey Shaper has already been included in that of the formation.

Battlefield Hunters: Guided by the instincts of the hunt and mounted on their swift and sure-footed beasts, Kroot Raiders are seldom out-manoeuvred on the battlefield. A Kroot Raider formation may make a Flank March (see Strategic Assets in the *Apocalypse* rulebook). This only affects the Knarloc Raiders.



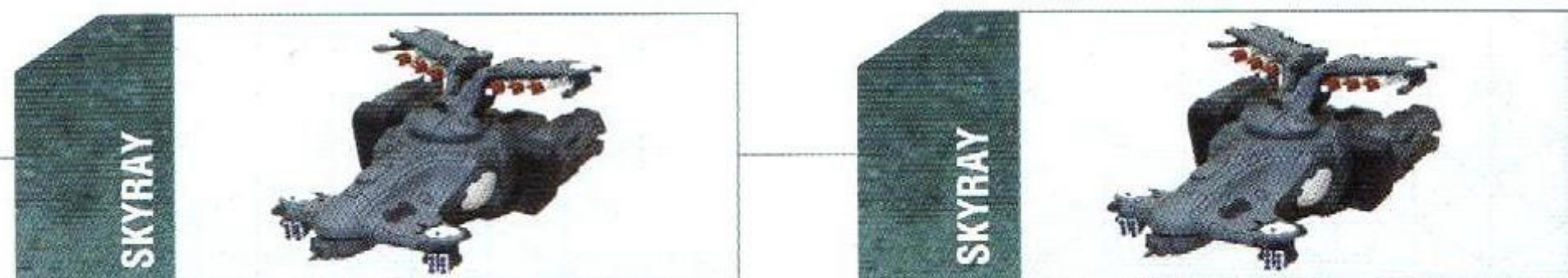
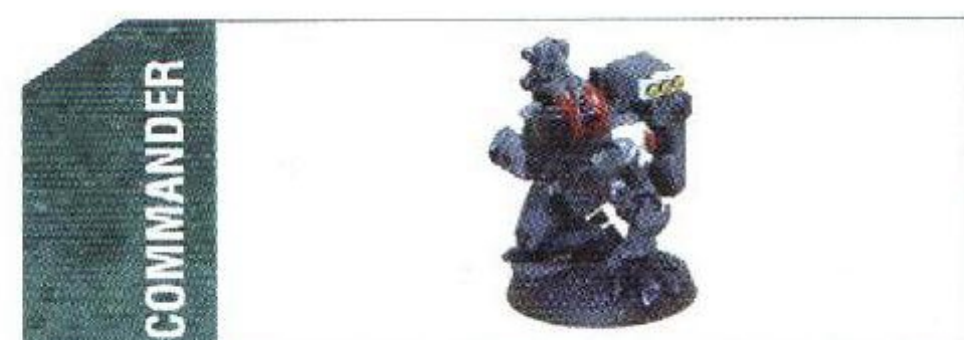
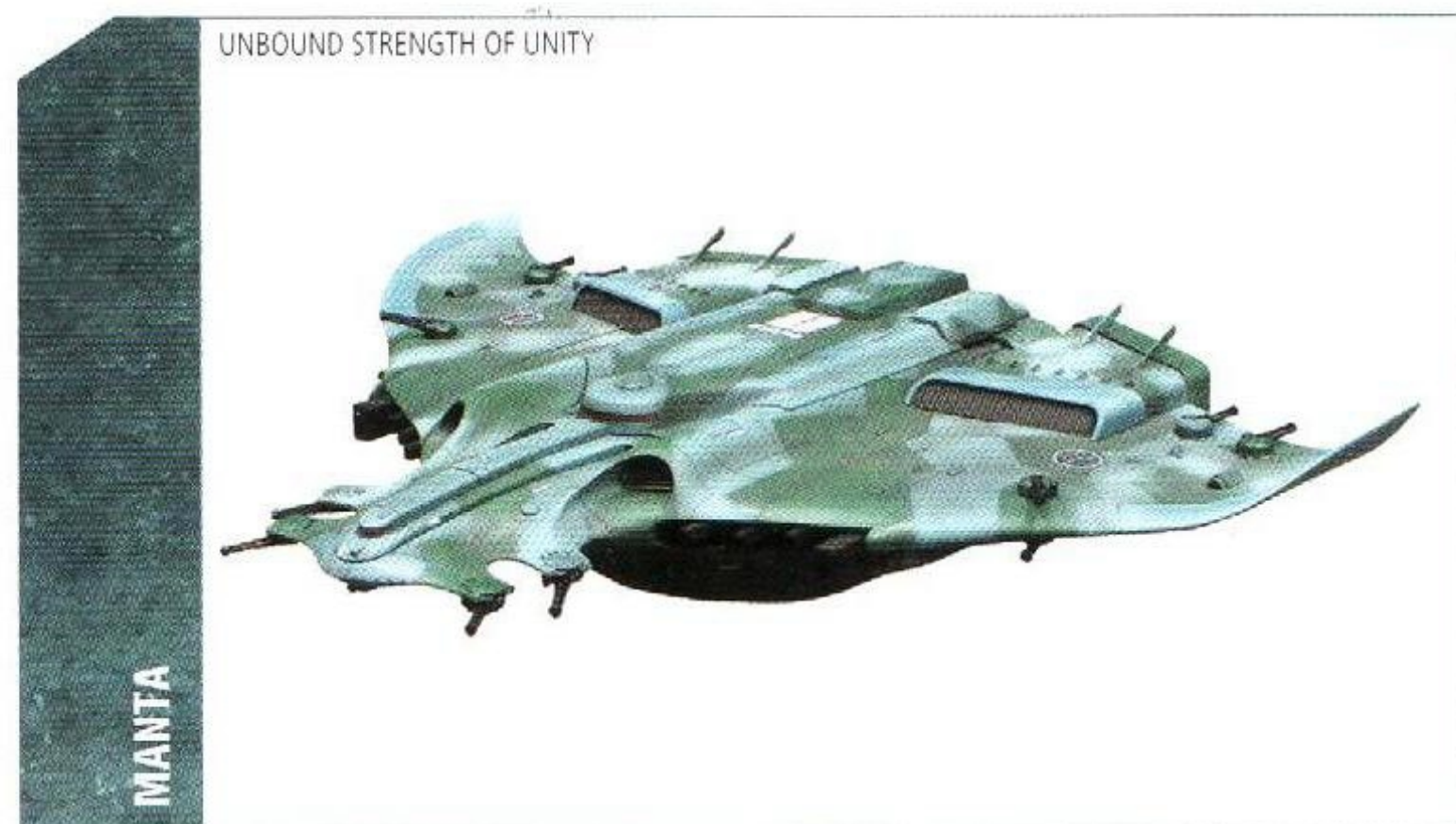
MANTA DEATH BLOW CADRE

POINTS: 100 + MODELS

The Tau Fire Caste doctrine of "Mont'ka" or the 'killing blow' is one that finds its expression in many aspects of the Tau way of war, and in particular the precise application of overwhelming force to destroy the enemy. One direct application of this idea is the use of the huge and devastatingly powerful Manta super-heavy dropship as a direct spear-thrust into the heart of the enemy. Often dropping directly from high altitude straight down onto a target chosen for

its strategic importance, the task of the Manta-borne force is to destroy the target utterly. In these sudden and dramatic attacks the Manta's vast firepower, coupled with the element of surprise, can decide a battle. To ensure victory the Manta will carry a specially chosen strike force for deployment directly into the teeth of the enemy. It is their task to engage and destroy any opposition on the ground at close quarters with massive firepower.

Hunter Cadre El'Courra
Nimbosa Campaign



FORMATION:

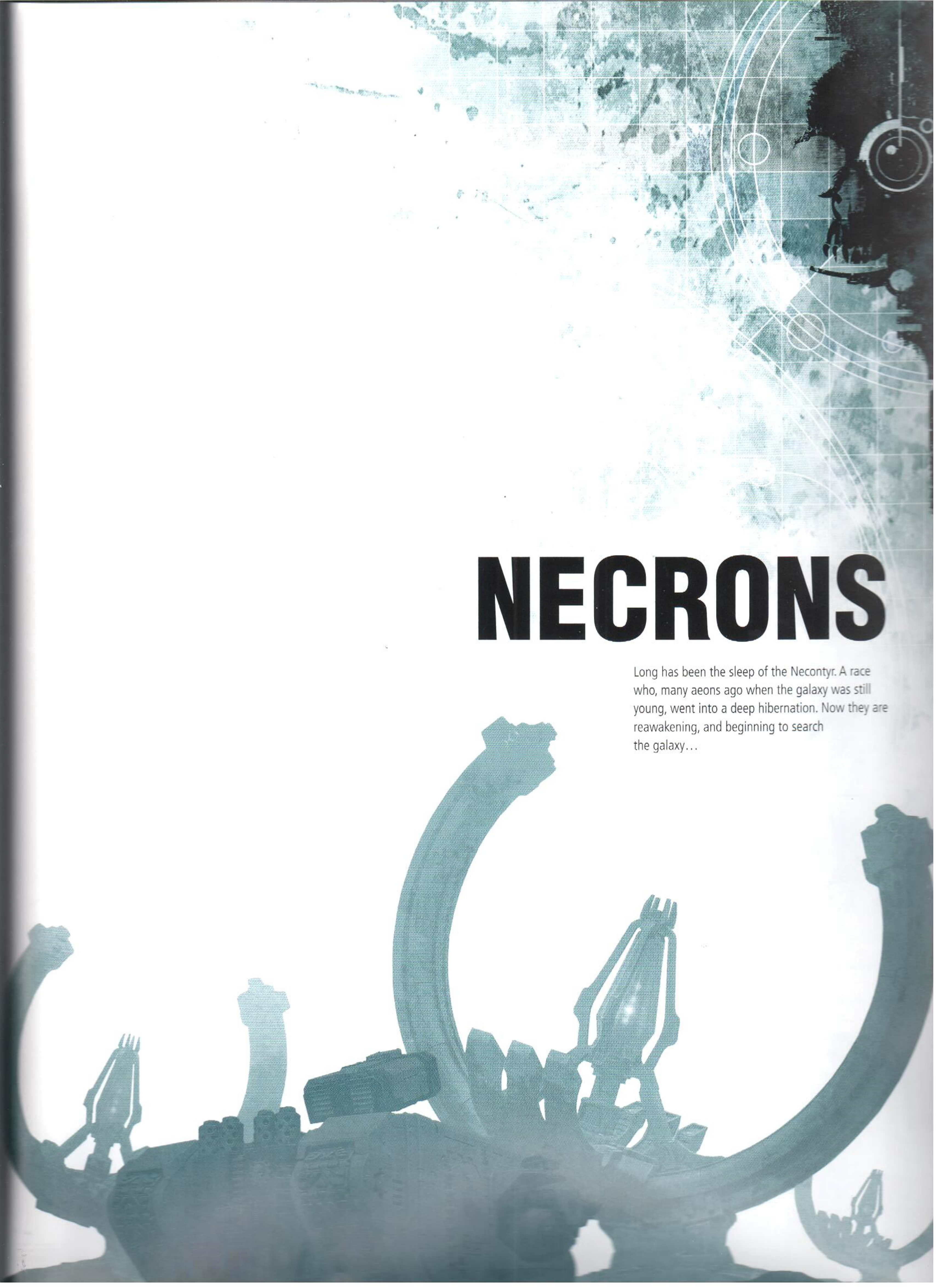
1 Manta
1 Tau Commander
+ Transported units and troops filling at least 75% of the Manta's transport capacity (see Manta description) must begin the game on-board the Manta.



SPECIAL RULES:

Brothers in Death: United in their cause, all the units in the Mont'ka Cadre are Fearless whilst the Tau commander is alive.

Darkens the Skies: The sight of the vast bulk of the Manta is not only heartening to the Tau forces, but can crush the morale of the staunchest enemy. All enemy models in the open within 24" of the Manta model must take a Morale check. If the unit fails they must make an immediate fall back move. Fearless models, etc, are immune to this effect.



NECRONS

Long has been the sleep of the Necontyr. A race who, many aeons ago when the galaxy was still young, went into a deep hibernation. Now they are reawakening, and beginning to search the galaxy...

NECRONS TOMB STALKER

POINTS: 205

Patterned in the shape of ancient and alien beasts of prey, Necron Tomb Stalkers are huge unliving machines; swift, tireless and relentless engines of murder that know neither pity nor remorse. Differing somewhat in scale and form, Tomb Stalkers and other similar constructs serve a function first of all to guard their masters' sleep, eternally vigilant in their search for intruders that might disturb the dread tombs in which they slumber. Tomb Stalkers can detect the pulse of life through hundreds of metres of solid rock and use this ability to home in unerringly on their victims,

employing a form of phase field to pass through inert matter as if it were water, striking without warning and leaving nothing but blood and dust in their wake.

Warhammer
40,000



SIZE COMPARISON



WS	BS	S	T	W	I	A	Ld	Sv
4	4	6	7	5	4	4	10	3+

UNIT: 1 Tomb Stalker

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT

- Two Gauss Flayers

SPECIAL RULES

- Sense Cluster
- Brutal Assault
- Fearless
- War Construct
- Phase Tunnelling

A Necrons Tomb Stalker is a Heavy Support choice for a Codex: Necrons army

Sense Cluster: Tomb Stalkers have the Night Vision universal special rule and may make charge moves without line of sight.

Brutal Assault: The Tomb Stalker itself is a weapon; a mass of bladed limbs and razor-sharp armour plates. It gains +2 attacks on a turn in which it assaults as opposed to the usual +1.

War Construct: The Tomb Stalker is a huge mass of shifting pseudo-metal, with little vulnerability except to the massive use of force. Attacks that wound on a flat D6 score without reference to their target's Toughness only wound the Tomb Stalker on a 6 (as opposed to a 4+, 2+, etc, as would normally be the case for the attack).

Phase Tunnelling: The Tomb Stalker is extraordinarily fast, and carries in-built phase field projectors allowing it to pass easily through inert matter, boring its way through rock and stone, and effortlessly passing through debris and rough terrain as it moves. As a result it has the Fleet, Deep Strike, Move Through Cover and Hit and Run universal special rules

UNDYING LEGION

The Necrons are an ancient evil beyond imagining, with hearts darker and colder than the deepest void between the stars. In unknown ages long before Mankind first evolved, the Necrons' numberless and undying legions crushed world after world under their metallic feet and snuffed out countless species as easily as they might a guttering candle flame. Now the Necrons are beginning to wake from their deep slumber and hear the silent call of their god-like and terrible masters – the C'tan.

Once again the living must face an enemy that cannot die. Until recently, conflicts between the Imperium and the Necrons have been sporadic and sudden affairs where tomb worlds have been trespassed upon or the Necrons have conducted a raid for some inscrutable purpose of their own. But this is slowly changing. Growing evidence shows that the Necrons are on the move again in unknown strength and numbers.



POINTS: 100 + MODELS

GAUSS PYLON



Necron forces identified at the massacre of the heretical forces in the 'shattered city' ruins on Voltessa-Quintus

WARRIORS



WARRIORS



WARRIORS



WARRIORS



WARRIORS



WARRIORS



"My lord I beseech thee! We did not stand a chance, they were waiting for us on the ruins, things the like of which I have never seen, a legion of the dead, vast arcs of black metal that spat lightning and numberless iron skeletons with death burning in their eyes! Our weapons were useless; they just kept coming on through bolt shell, blade and spell, even the daemons we summoned were cut down by their killing light! Yes lord I fled, but, but only so that I could warn you great one. Lord no! N-"

– Last words of Yosarus the Profane
Aspiring Champion

FORMATION

1 Necron Pylon
4+ Necron Warrior Squads

SPECIAL RULES

Our Number is Legion: To face a single Necron warrior is to know fear, to face an unstoppable, relentless legion of them, bound together by baleful lightning, is to face an ancient terror beyond imagining.

All Necron Warrior squads in the formation must begin the game within 12" of the formation's Pylon (which may not use their own special deployment rules). While the formation's Pylon remains in play, all Necron Warriors in the formation (and only them) count as if they are in the effective range of a Resurrection Orb.

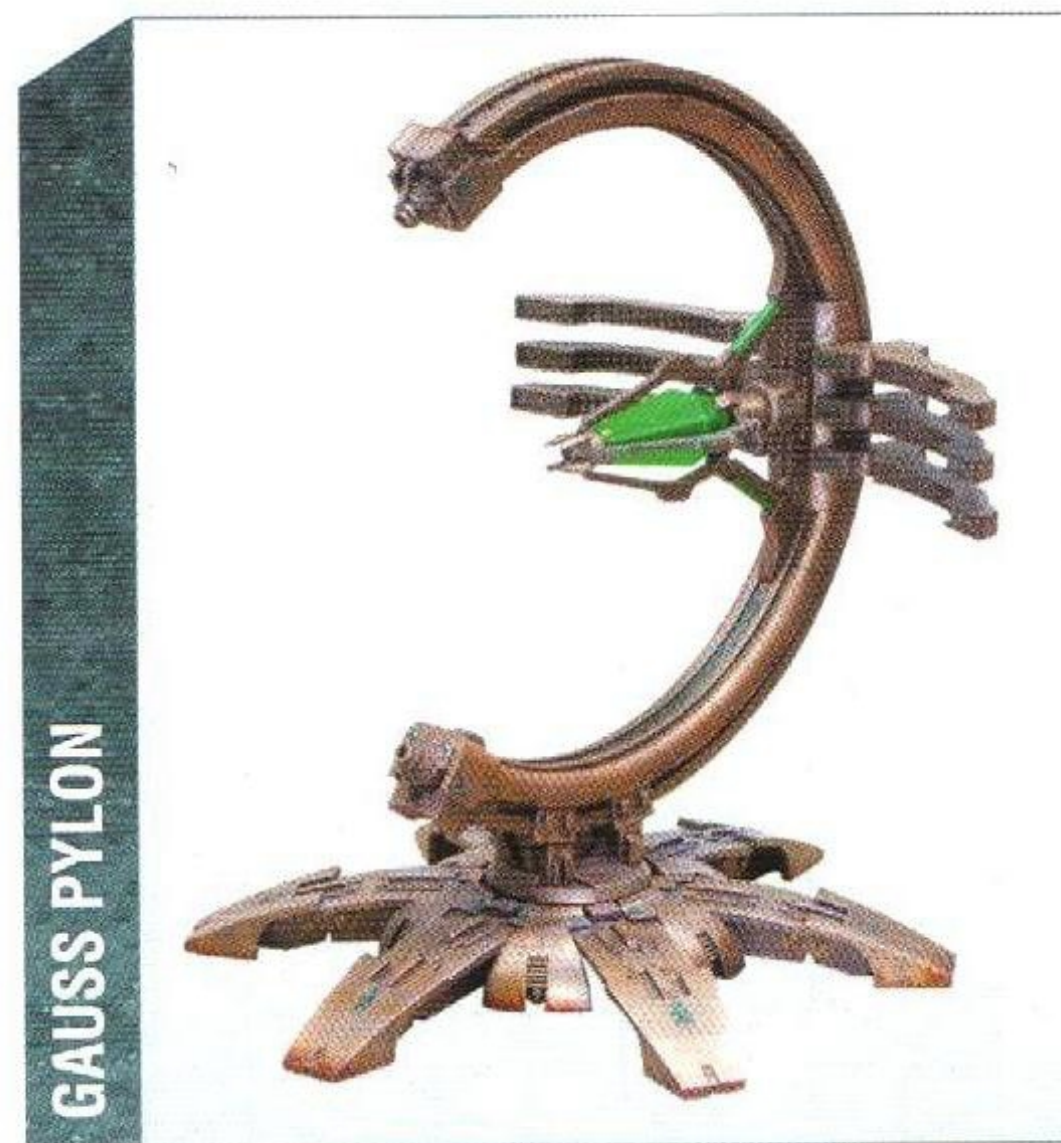
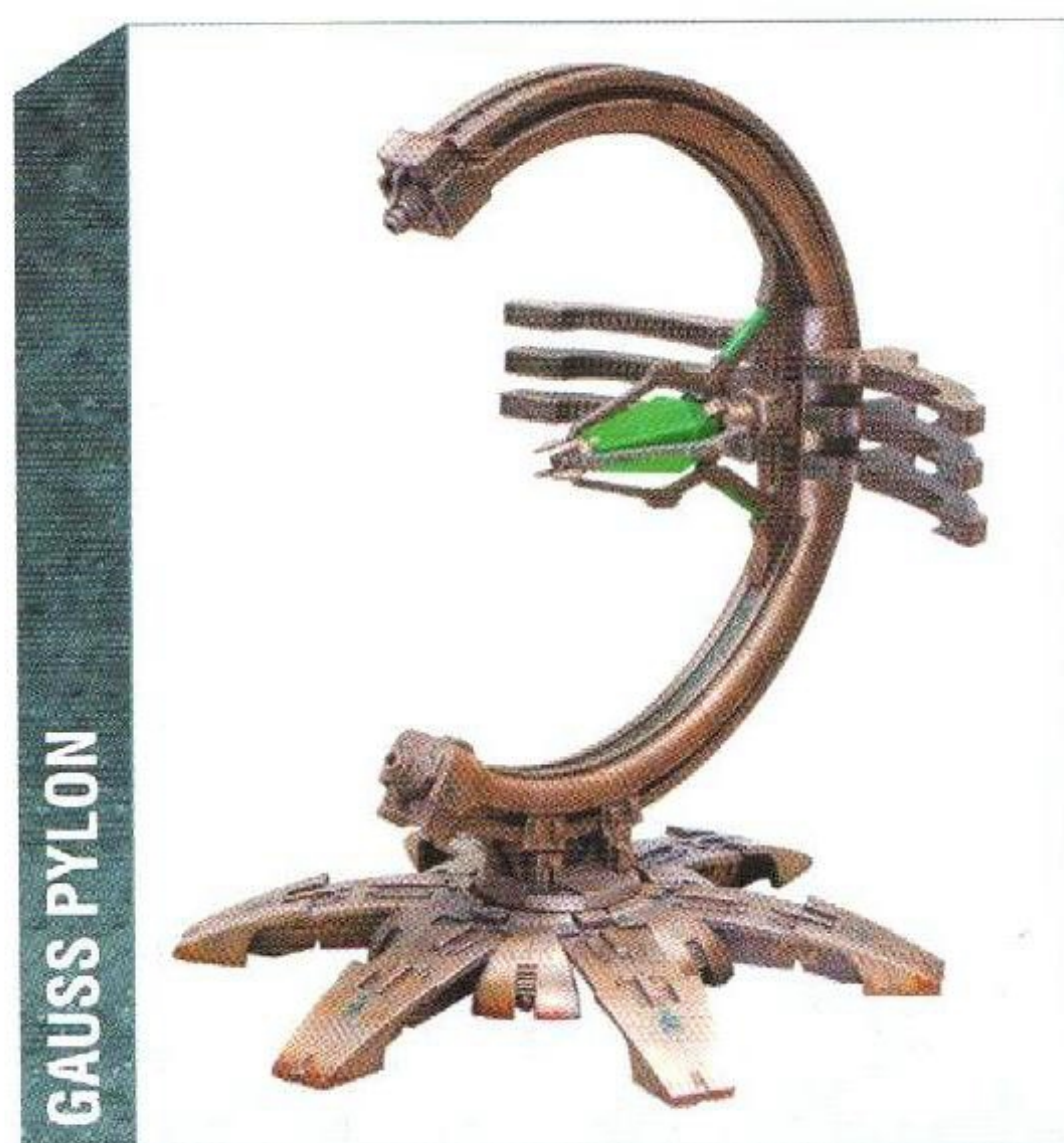
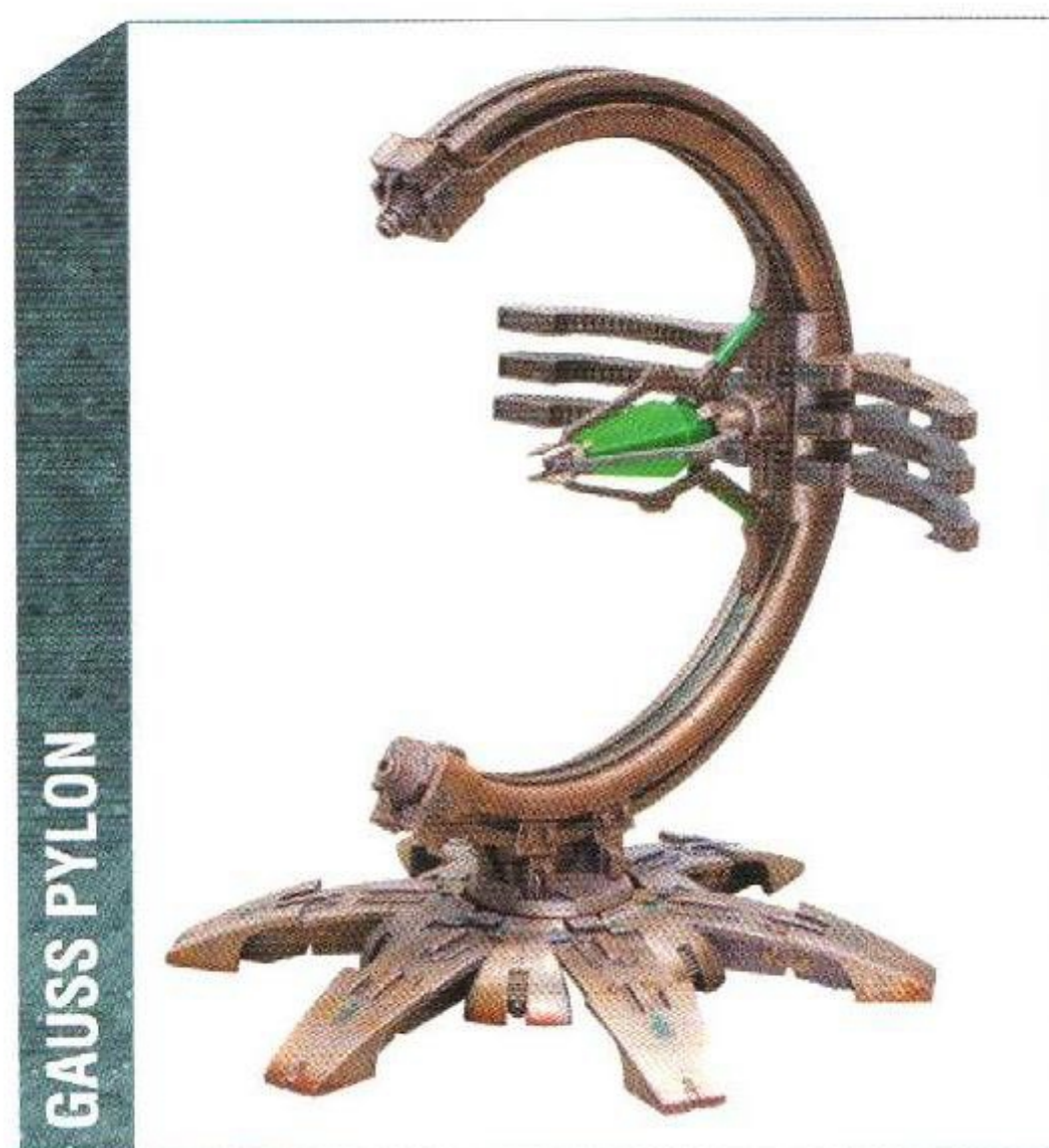
GAUSS PYLON NETWORK

POINTS: 200 + MODELS

Utilising the Necron's unmatched mastery of space-time manipulation and inter-dimensional physics (laws of the universe that Mankind is still wholly ignorant of), the Gauss Pylons can be carefully positioned within the four dimensional universe and become interconnected, much like the Monolith Phalanx. The Gauss Pylons then generate a shimmering nodal grids by emitting a frequency waveform that distorts space-time, making the Necrons within all but impossible to destroy.

As yet this configuration has only been encountered once, during the infamous Artaxerxes Incident. The existence of such a potent alien technology has been kept secret by the Ordo Xenos, lest awe at the power of the Necrons should spread heresy throughout the upper echelons of the Adeptus Mechanicus.

Apocalypse
Formation



FORMATION

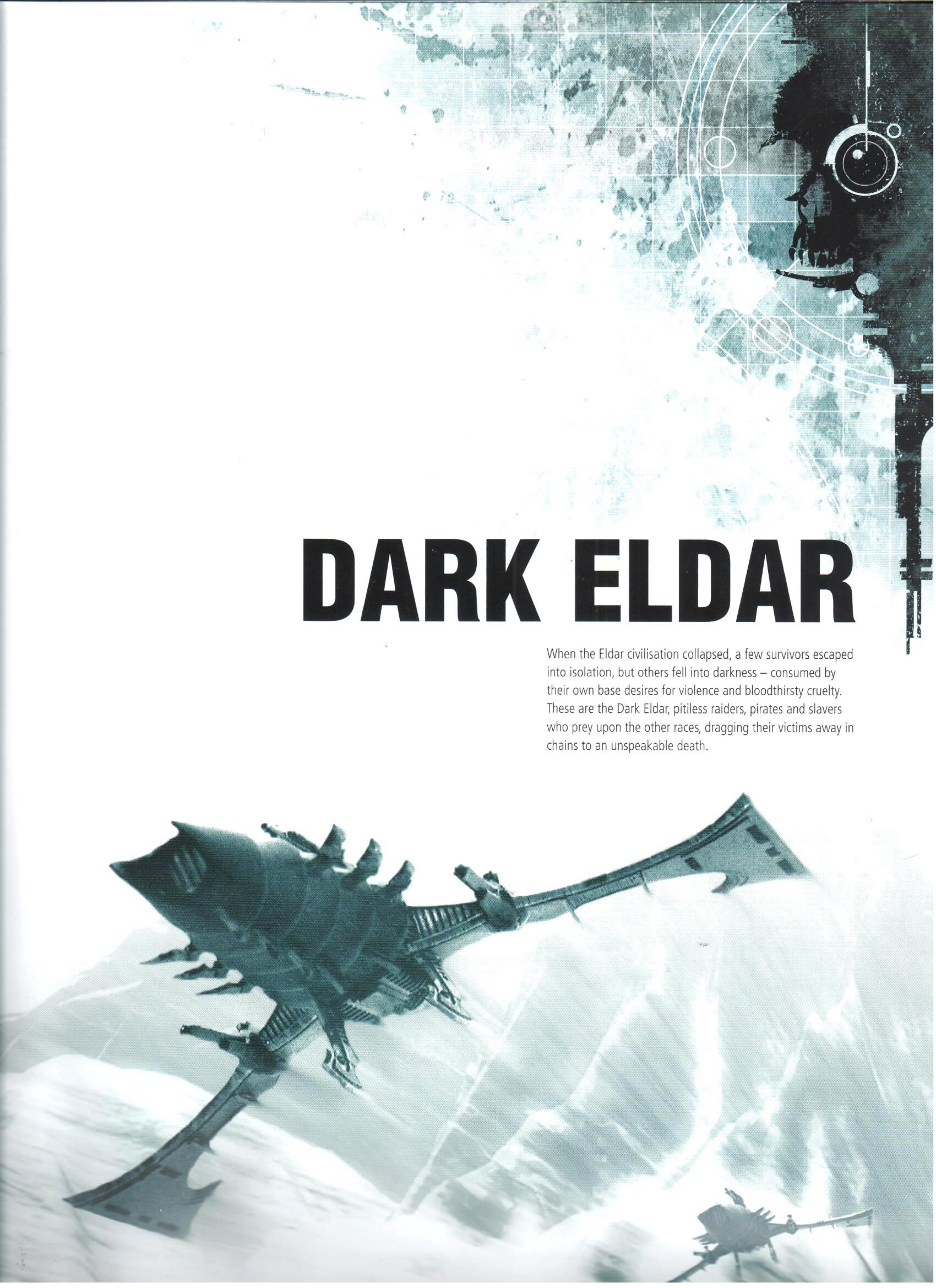
2-5 Necron Pylons

SPECIAL RULES

The Nightshroud: If two Pylons from the network are within 24" of each other, they project the Nightshroud. The line of effect of the Nightshroud is traced from the centre of the projecting Pylon to all other projecting Pylons within 24". Any shot that traces its line of sight across one or more Nightshrouds has its strength reduced by 1. This has no effect on Gauss Weapons. Psychic powers cannot be targeted through the Nightshroud.

Nodal Grid: If there are three or more Pylons all projecting Night Shrouds between them, they create a nodal grid. The area of the grid is located inside the position of the Pylons (as per the Monolith Phalanx). While the nodal grid is in operation the following special rules apply:

- The Necrons player receives +1 to all 'We'll be Back!' rolls for models within the Nodal Grid.
- Null Field: No psyker within the nodal grid may use psychic powers.



DARK ELДАР

When the Eldar civilisation collapsed, a few survivors escaped into isolation, but others fell into darkness – consumed by their own base desires for violence and bloodthirsty cruelty. These are the Dark Eldar, pitiless raiders, pirates and slavers who prey upon the other races, dragging their victims away in chains to an unspeakable death.



DARK ELДАР REAPER

POINTS: 135

Akin to the more commonly encountered Ravager, the Reaper is a high speed attack gunship, but unlike its brother-craft, its sleek, dart-like hull is built around a single powerful weapon — the Storm Vortex projector. This cannon — like the smaller Haywire blaster — unleashes a cascading pulse of electromagnetic energy but on a scale far more powerful than anything possible in a hand weapon. The vortex chamber at the heart of the Reaper is a cage for howling energies harvested from the spires of Commorragh, which when unleashed creates a hurricane of lightning capable of crippling the heaviest enemy vehicles and burning out the nervous system of living creatures, roasting enemy soldiers alive from within. For all its

offensive power, the Reaper, like most other Dark Eldar warcraft, relies on speed and manoeuvrability to survive on the battlefield, and disdains the brute attrition of armoured warfare as practiced by the Imperium or the Orks in favour of bloody ambush and predation.

The Reaper, though a rare and costly device, is greatly loved by the Kabals and Covens who field them, as the Storm Vortex can be used to easily disable fleeing refugee transports and shuttlecraft with the minimum of collateral damage — all the better for the Dark Eldar themselves to get at the delectable contents within.

"Ah yes sweet lord, a conveyance suitable for one of your esteemed glory — wrought from the finest tortured metal, anointed with widows' tears and spattered with the blood of the betrayed. Yours for a mere demijohn of Mistress Strake's bottled agony or perhaps a strife of Medusae? ...Ah, you demure, the price, is it so very high?...fear not, I'm sure we can reach an ...accommodation..."

-A example of commerce in Commorragh

Warhammer
40,000

The Dark Eldar Reaper is a Heavy Support choice for a Codex Dark Eldar army

UNIT: 1 Reaper

TYPE: Vehicle (Skimmer, Fast, Open-Topped)

BS	ARMOUR		
	Front	Side	Rear
4	11	11	10

WEAPONS AND EQUIPMENT

- Storm Vortex Projector
- Enhanced Æthersails

SPECIAL RULES

- Night Vision
- Aerial Assault

OPTIONS

- The Reaper may take any of the following:
 - Shock Prow+5 points
 - Torment Grenade Launchers+5 points
 - Retrofire Jets.....+5 points
 - Chain-Snares+5 points
 - Grisly Trophies+5 points
 - Envenomed Blades+5 points
 - Night Shields+10 points
 - Flickerfield+10 points

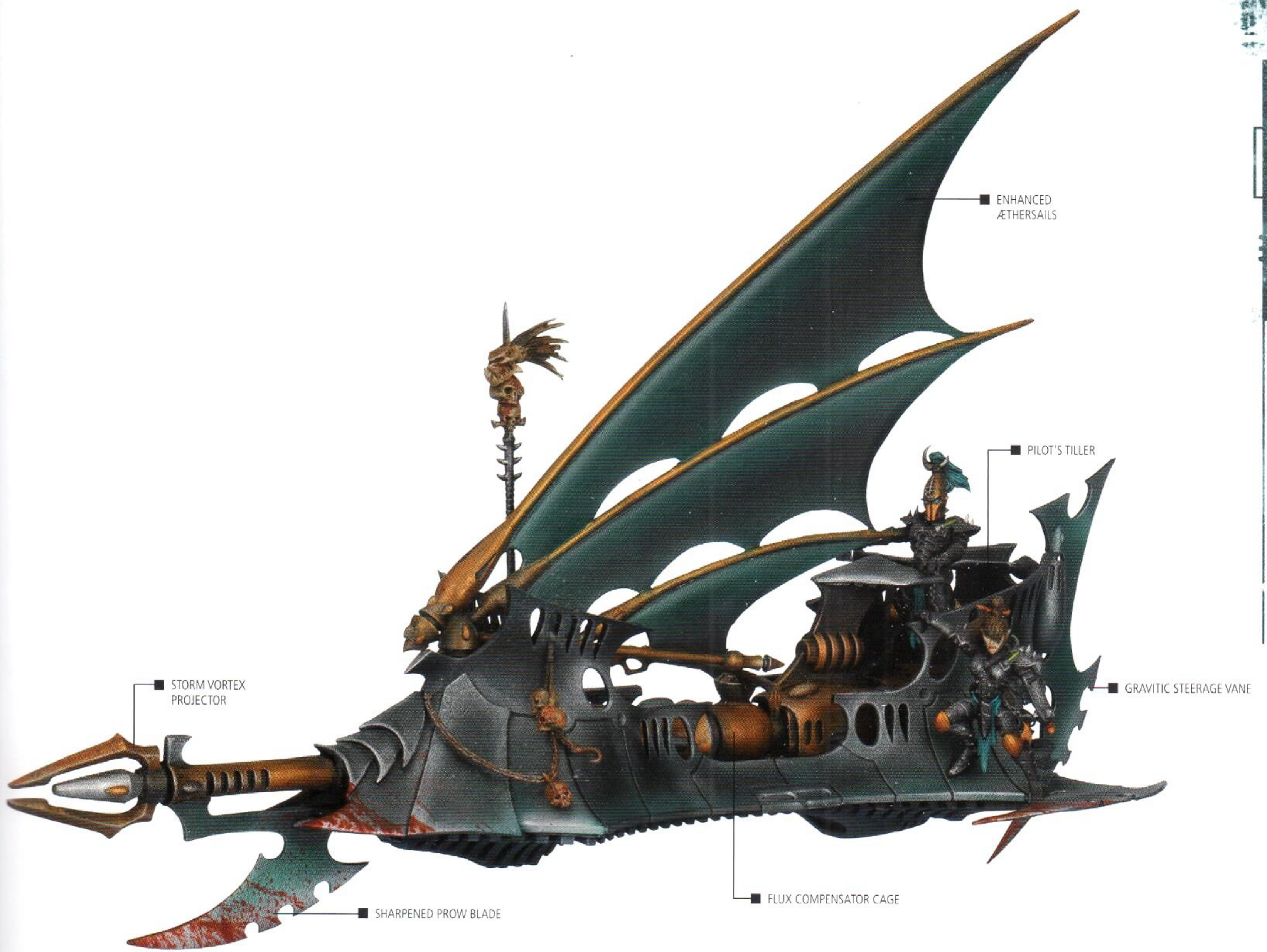
STORM VORTEX PROJECTOR

The Storm Vortex projector is a massively powerful electromagnetic wave cannon capable of firing either a confined beam of force, or a blast which detonates on striking its target in a storm of energy. Declare which fire mode you are using each time the weapon is fired.

WEAPON	RANGE	STR	AP	SPECIAL
Blast	24"	5	4	Heavy 1, Haywire, Pinning, 5" Blast
Beam	36"	7	3	Heavy 1, Haywire, Kill-Shock

Haywire: If the Storm Vortex hits a vehicle, including any vehicle caught under its template in the case of the Blast fire mode, resolve its effects as normal, then roll a further D6. On a 2-4, the vehicle suffers a glancing hit. On a 5-6 it suffers a penetrating hit. On the roll of 1, nothing happens.

Kill-Shock: The concentrated beam greatly enhances the Storm Vortex's power, so that when the beam strikes a vehicle it takes D3 haywire rolls (as shown previously) rather than the usual one. Additionally, against targets with a Toughness score, it inflicts Instant Death on a To Wound roll of a 5+, regardless of the target's Toughness.



SIZE COMPARISON

DARK ELДАР TANTALUS

POINTS: 215

First crafted it is said for the Archon Surasis Grief of the Kabal of the Dark Mirror as a sign of his prestige and opulence, these assault skimmers are somewhat larger and more complex in design than the ubiquitous Raider as well as being considerably better armed, although fulfil roughly the same role in battle. Its twin-hulled design houses powerful engine-reactors slaved to enhanced drives and the Tantalus' signature armament, a set of powerful scythevanes designed to slice and destroy the enemy in sweeping close passes.

It was Surasis Grief's great pleasure to maraud between the spires of Commorragh with his kinsfolk, displaying his own formidable skill as steersman to wreck havoc on anything, slave or trueborn unfortunate enough to be caught in his path. It was by this vice

of mayhem that Surasis Grief was laid low, as his enemies lured him into a trap by morsels too tempting to ignore, in the shape of fleeing Reaver jetbikes from the infamously skilled Nightspur Covenant. The pursuit lasted for hours, and became a gristly spectator sport for the onlooking kabals of the dark city, before at last the trap was sprung, and the Archon's Tantalus — separated from his cohorts — was trapped within a fractal web and sliced to molecule-thin ribbons. In the strife that followed as his Kabal was split by internecine conflict, the design for the Tantalus was bartered in trade for weapons and allegiance by Grief's would-be successors, and now the Tantalus can be found in the hands of numerous Archons and factions.

Warhammer
40,000

"The shadows in the storm."

-Message found left in the ruins of Shai'kir colony,
Agri-world of Junn, Solstice Sub-Sector,
37 million missing

The Dark Eldar Tantalus is a Heavy Support choice in a Codex Dark Eldar army, and also may be taken as a dedicated transport for a Court of the Archon.

UNIT: 1 Tantalus

TYPE: Vehicle (Skimmer, Fast, Open-Topped, Tank)

ARMOUR

BS	Front	Side	Rear
4	12	12	10

WEAPONS AND EQUIPMENT

- Two Pulse-Disintegrators
- Enhanced Æthersails
- Flickerfield
- Scythevanes

SPECIAL RULES

- Night Vision
- Deep Strike
- Aerial Assault

TRANSPORT CAPACITY: 16 models

OPTIONS

- The Tantalus may take any of the following:
 - Shock Prow+5 points
 - Torment Grenade Launchers+5 points
 - Retrofire Jets+5 points
 - Grisly Trophies+5 points
 - Night Shields+10 points

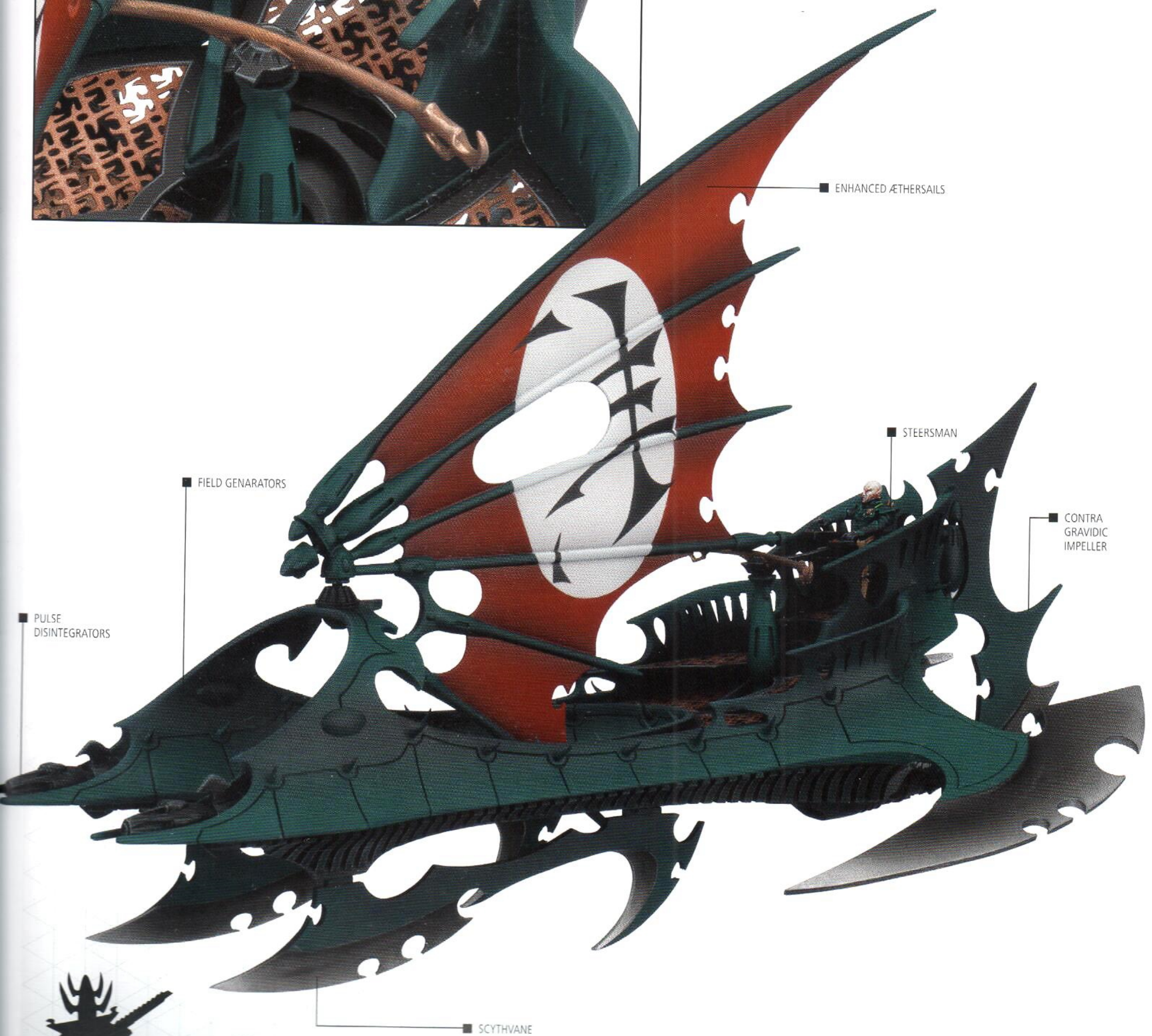
Scythevanes: The Tantalus' hull is fitted with huge blades charged with molecular dissonance fields which gather power when the skimmer moves at speed, screeching with force, slicing through the hulls of enemy vehicles and rendering troops into unrecognisable crimson shreds. When moving Flat Out, a single enemy unit or vehicle that the Tantalus passes over during its movement may be attacked. Against targets with a Toughness score this attack inflicts D6 Str 7 AP 2 hits, distributed as shooting attacks. Against vehicles a single hit is automatically inflicted and the Tantalus gains an additional +D6 armour penetration and attacks the armour facing that the Tantalus approached from.

Pulse-Disintegrators: These weapons fire rapid pulses of unstable subatomic matter, vaporising their targets explosively. Unlike the crude plasma-weaponry of more primitive races, Dark Eldar disintegrators are able to maintain a phenomenal rate of fire without suffering an overload or reducing themselves to slag through excess heat.

WEAPON	RANGE	STR	AP	SPECIAL
Pulse-Disintegrator	36"	5	2	Heavy 6



■ ENHANCED ÆTHERSAILS



SIZE COMPARISON

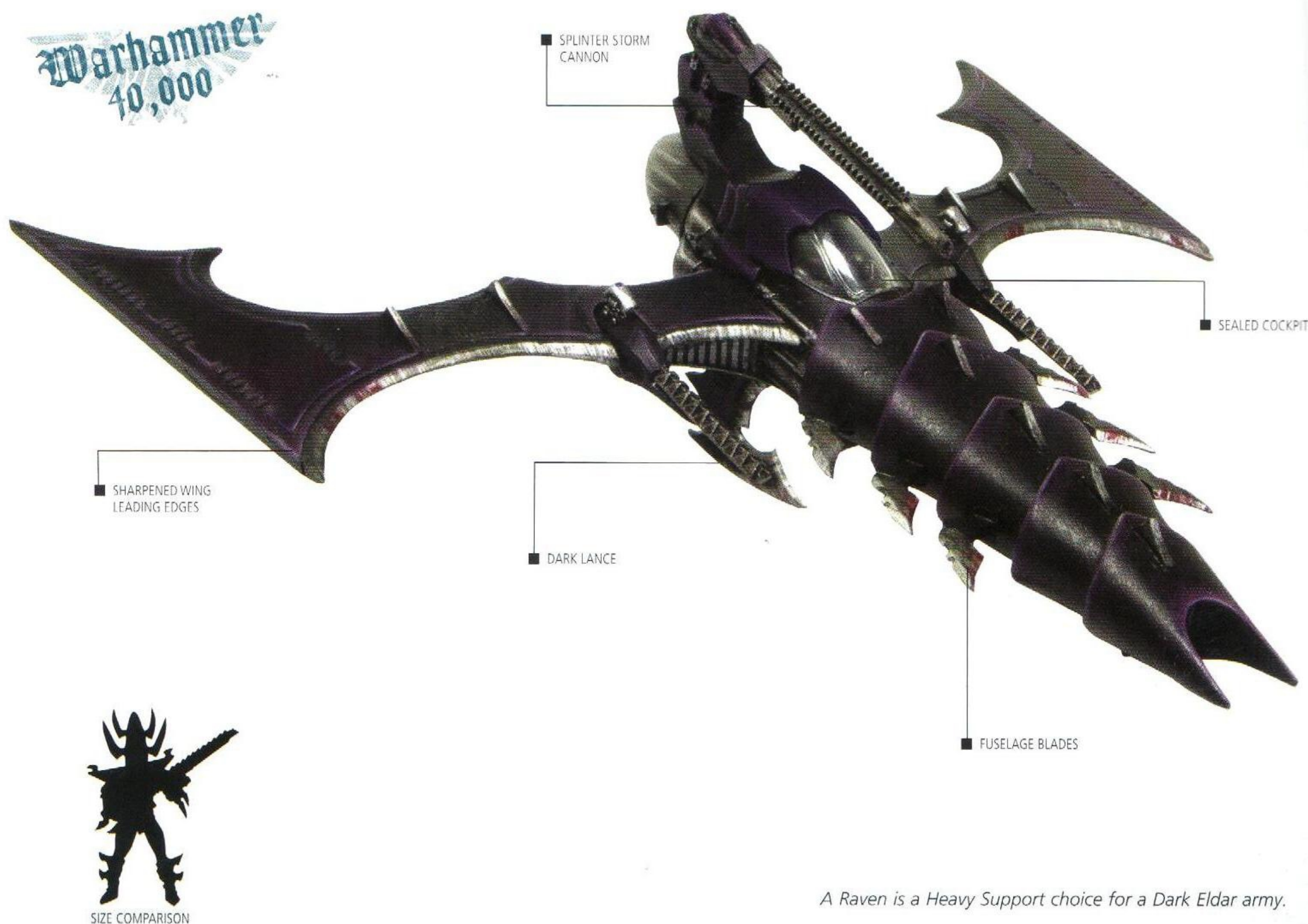
DARK ELDAR RAVEN STRIKE FIGHTER

POINTS: 125

The Raven flies in support of fast moving Dark Eldar raiding forces, a fleeting shadow that passes across the sun, falling upon the enemy with deadly precision. It is fast, agile and a deadly fighter and interceptor, capable of challenging the Eldar's aerial supremacy, using much of the same advanced technology. The Raven is crewed by a single pilot, and armed with dark lances in the wings and a Splinterstorm cannon in its tail. It does not carry any additional weapons.

To them, the fear of their victims is an elixir that warms the blood, and there is no greater pleasure than the screams of the innocent. Cruelty is enthroned in the violence of their hearts.

– Inquisitor Czevak



A Raven is a Heavy Support choice for a Dark Eldar army.

UNIT: 1 Raven

TYPE: (Skimmer, Fast) – Flyer (in games of Apocalypse)

BS	WARMOUR		
	Front	Side	Rear
4	10	10	10

WEAPONS AND EQUIPMENT

- Wing-mounted Twin-linked Dark Lance with an AA mount
- Tail-mounted Splinterstorm Cannon

SPECIAL RULES

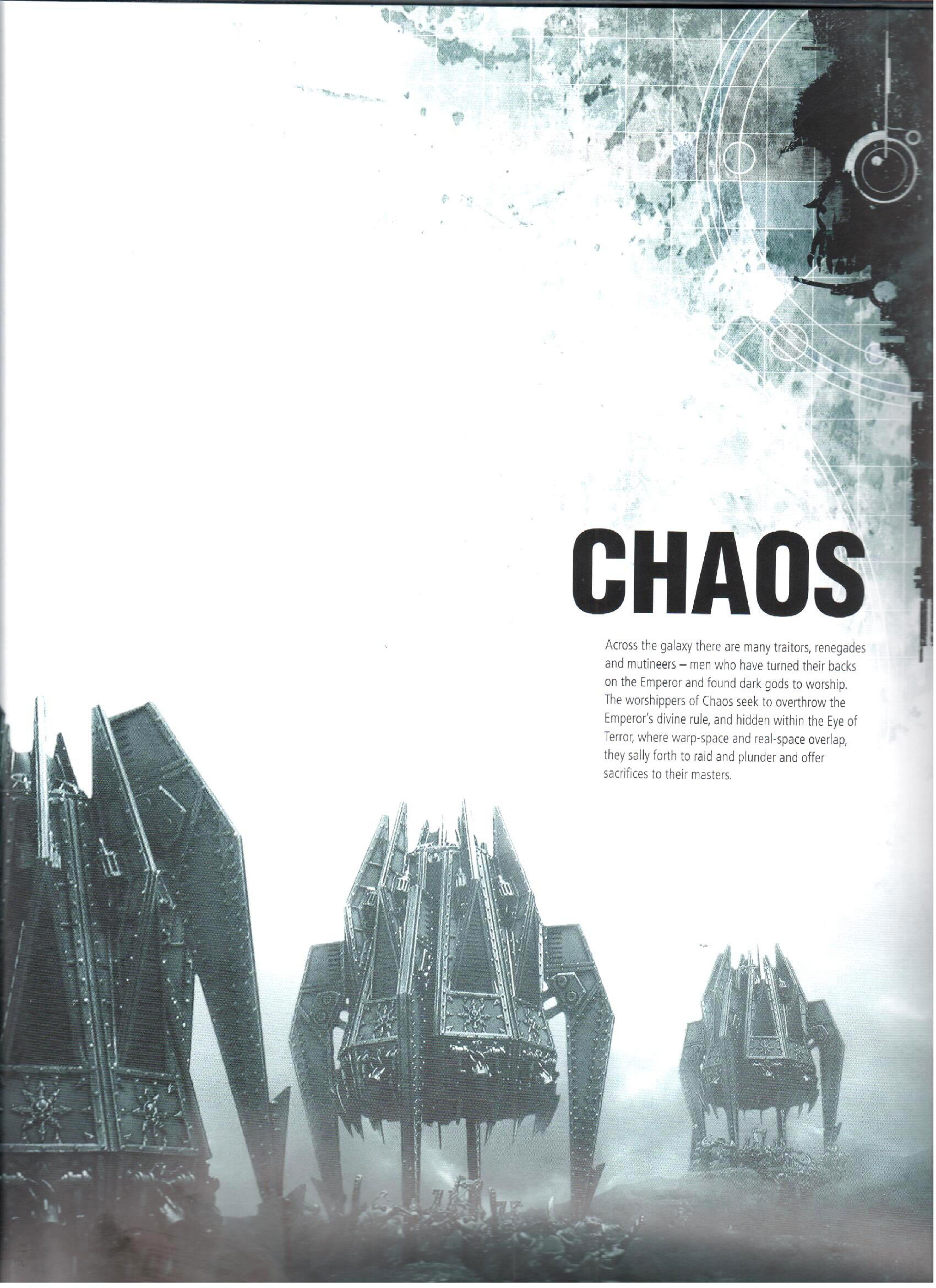
- Night Vision
- Deep Strike
- Aerial Assault
- Supersonic
- Sky Assassin

WEAPON	RANGE	STR	AP	SPECIAL
Splinterstorm Cannon	36"	X	5	Heavy 10, Poisoned (4+)

OPTIONS:

Night Shields and/or Flickerfield+10 points each

Sky Assassin: When entering play via Deep Strike, if it does so within 12" of an enemy Skimmer or Flyer, its player may re-roll the Scatter dice to determine where it arrives.



CHAOS

Across the galaxy there are many traitors, renegades and mutineers – men who have turned their backs on the Emperor and found dark gods to worship. The worshippers of Chaos seek to overthrow the Emperor's divine rule, and hidden within the Eye of Terror, where warp-space and real-space overlap, they sally forth to raid and plunder and offer sacrifices to their masters.

DAEMON LORD – AN'GGRATH THE UNBOUND

POINTS: 888

GUARDIAN OF THE THRONE OF SKULLS, MOST FAVOURED OF KHORNE, LORD OF BLOODTHIRSTERS, THE DEATHBRINGER

Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names that are only ever whispered. Names which invoke dread amongst even the Emperor's mightiest servants. One such name is An'ggrath, the mightiest Bloodthirster yet summoned from the Warp, the most favoured of Khorne's servants. Amongst the ranks of Khorne's daemon-followers, An'ggrath is one of the greatest and most revered. Created by his god to be the ultimate expression of Khorne's bloody creed, no one can stand before him and hope to live!

In the past ten thousand years An'ggrath has been summoned forth from the Warp on only two occasions though, as those that attempt to summon him must have first pleased Khorne with their devotion and slaughter. Few would ever dare attempt it. Those that do attempt to summon An'ggrath risk Khorne's displeasure and wrath. Both successful summonings resulted in terrible destruction upon the Imperium, and many worlds fell beneath An'ggrath's cloven hooves before the Grey Knights were able to stop his rampage.

"...All gods are dead, but for the God of War..."

- Slayban the Apostate

WS	BS	S	T	W	I	A	Ld	Sv
10	4	10	8	8	5	7	10	2+

UNIT: 1 Daemon Lord

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT

- Axe of Khorne
- Lash of Khorne
- Daemonic Armour

Fearsome: An'ggrath is terrifying to look upon and fills all his foes with an unnatural dread. If an enemy unit has to take a Morale check after losing a close combat they must do so at -2 Leadership.

Daemonic Armour: An'ggrath is clad in daemonic brass armour, forged by Khorne himself. He receives a 2+ Armour Save as well as the 4+ Invulnerable Save and may choose which to use against any attack.

Living Icon: Such is the power of a Daemon Lord that reality quakes and buckles around them. Any daemonic model entering play via Deep Strike within 6" of the Daemon Lord does not need to roll for scatter (there must be room for them to be placed normally however).

Daemonic Flight: An'ggrath may either move normally as a Gargantuan Creature, or he may choose to utilise his gigantic wings, moving as if he were using a jump pack, except that if he does so he moves up to 24" rather than the usual 12".

SPECIAL RULES

- Fearsome
- Living Icon
- Daemonic Flight
- Blood Frenzy
- Daemon Lord of Khorne

Daemon Lords may be used in conjunction with any Chaos-based army in Apocalypse-sized games, and may either be set up as normal as part of their owning player's initial deployment or arrive via Deep Strike.

Blood Frenzy: An'ggrath must charge if there is an enemy in range at the start of the Assault phase.

Daemon Lord of Khorne: An'ggrath is a nightmarishly powerful creature born of an eternity of bloodshed and violence, and steeped in the favour of his bloody god. An'ggrath is subject to the Rage Special Rule, counts as being equipped with Assault grenades when charging and when charging into an assault receives +D6 extra attacks rather than the usual +1. In addition any Psychic power directed against him or used by a model in base contact (by friend or foe) is nullified on a D6 roll of 2+. Note that as a Gargantuan Creature he also has some additional immunity to Psychic powers as well.

Lash of Khorne: An'ggrath's great barbed whip may be wielded as an attack in the Shooting phase using the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lash of Khorne	12"	7	3	Assault 2

Apocalypse



■ AXE OF KHORNE

■ IMMENSE WINGS

■ DAEMONIC ARMOUR OF KHORNE

■ BRASS SHOD CLOVEN HOOVES

■ LASH OF KHORNE



SIZE COMPARISON

DAEMON LORD – ZARAKYNEL

POINTS: 666

BRINGER OF TORMENTS, THE SOULEATER, UNHOLY ONE, ANGEL OF DESPAIR

Of all Slaanesh's unholy servants, the name of Zarakynel is revered above any other Keeper of Secrets. She/he/it is Slaanesh's perfect creation, summoned from the darkest recess of the human psyche, the physical representation of Man's repressed emotions of jealousy, sadistic pleasure and carnal desires. The mix is potent and has created the Pleasure God's most feared killer.

Zarakynel is also well known to the Farseers of the Eldar race. In the past the Souleater (as they have named this Keeper of Secrets), has preyed upon their race, several times ravaging isolated Exodite worlds, feasting on spirit stones and condemning all it kills to eternal torment at the whims of Slaanesh.



SIZE COMPARISON

SOULEATER SWORD

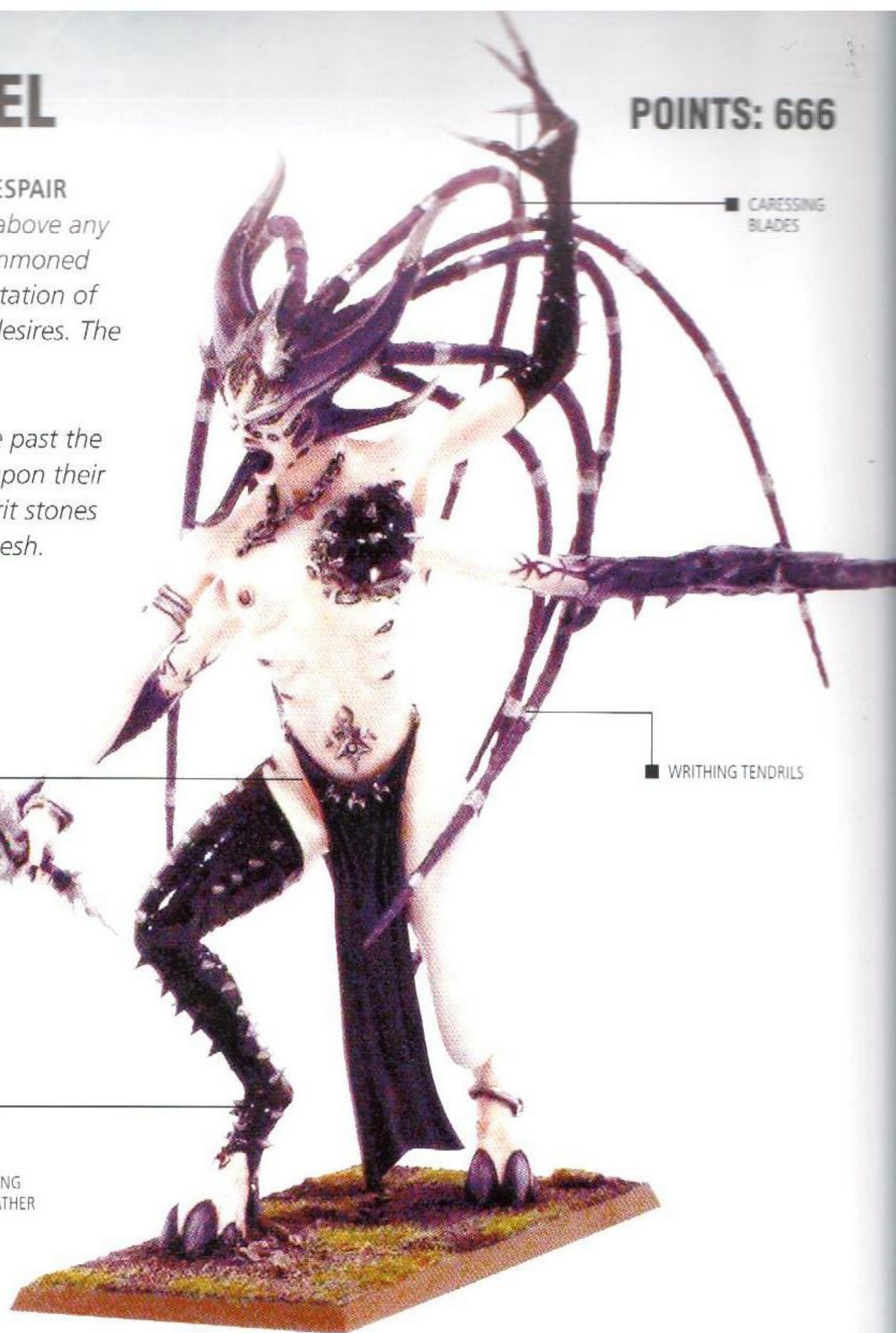
AURA OF SENSUOUS BEAUTY

LACQUERED CLAWS

TIGHT-FITTING SPIKED LEATHER

CARESSING BLADES

WRITHING TENDRILS



UNIT: 1 Daemon Lord

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT

- The Souleater sword

Fearsome: Zarakynel is terrifying and seductive to behold. If an enemy unit has to take a Morale check after losing a close combat, they must do so at -2 Leadership.

Living Icon: Such is the power of a Daemon Lord that reality quakes and buckles around them. Any daemonic model entering play via Deep Strike within 6" of the Daemon Lord does not need to roll for scatter (there must be room for them to be placed normally however).

Daemonic Aura: Zarakynel has a 3+ Invulnerable save.

The Souleater Sword: Wounds from the Souleater sword inflict Instant Death, regardless of the target's Toughness.

WS	BS	S	T	W	I	A	Ld	Sv
10	3	7	7	6	10	5	10	-

Daemon Lords may be used in conjunction with any Chaos-based army in Apocalypse-sized games, and may either be set up as normal as part of their owning player's initial deployment or arrive via Deep Strike.

Daemon Lord of Slaanesh: Zarakynel is a languid horror from beyond, contemptuous of natural law and the sane cosmos. It re-rolls all failed To Hit and To Wound rolls in combat and counts as being equipped with Assault grenades when charging. In addition, when charging into an assault it gains +D3 attacks rather than the usual +1. Any non-Fearless unit in close combat with Zarakynel must pass a Leadership test at the start of each round of combat or be unable to strike blows that turn. In the case of units, roll once for the entire unit, but always roll for independent characters separately.

Deathly Rapture: This Daemonic Power may be used by Zarakynel in the Shooting phase:

	RANGE	STR	AP	SPECIAL
Deathly Rapture	36"	6	3	Assault D6, Pinning

DAEMON LORD – SCABEIATHRAX THE BLOATED

POINTS: 777



PAPA G'AAP, LORD OF THE BLIGHTED PIT, MAGGOTSPORE, THE WIND OF NURGLE
Amongst the most favoured of Nurgle's daemons is the ancient and terrible Great Unclean One named Scabeiathrax. He is a great bloated sack of contagion and disease, the size of a house.

When appearing in the corporeal universe Scabeiathrax is a terrifying sight, lumbering along, merrily whistling and humming to himself accompanied by the dull buzz from clouds of large black flies. Wherever Scabeiathrax treads, vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust, and pools of toxic goo lie in his wake. He carries a crude rusting cleaver and those hit by the Blade of Decay find their wounds instantly become infected, quickly rotting away the flesh.



SIZE COMPARISON

WS	BS	S	T	W	I	A	Ld	Sv
9	3	8	9	6	3	5	10	-

UNIT: 1 Daemon Lord

TYPE: Gargantuan Creature

- WEAPON**
- Blade of Decay.

Fearsome: If an enemy unit has to take a Morale check after losing a close combat, they do so at -2 Leadership.

Living Icon: Such is the power of a Daemon Lord that reality quakes and buckles around them. Any daemonic model entering play via Deep Strike within 6" of the Daemon Lord does not need to roll for scatter (there must be room for them to be placed normally however).

Nurgling Infestation: Scabeiathrax is infested with Nurglings, in fact they grow within him and burst through pores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat the Nurglings will swarm over Scabeiathrax's enemies. He gains an extra D6+3 attacks at Strength 3 and Initiative 3 against enemies in close combat.

Blade of Decay: Forged in the Blighted Pit using Nurgle's most potent diseases, every wound caused by the blade is doubled, so if the Great Unclean One causes 1 wound this becomes 2. Note that this only affects creatures with wounds.

Daemonic Aura: Scabeiathrax has a 4+ Invulnerable save.

- SPECIAL RULES**
- Fearsome
 - Toxic Discharge
 - Hulking Monster
 - Living Icon
 - Nurgling Infestation
 - Daemon Lord of Nurgle
 - Daemonic Aura

Daemon Lords may be used in conjunction with any Chaos-based army in Apocalypse-sized games, and may either be set up as normal as part of their owning player's initial deployment or arrive via Deep Strike.

Toxic Discharge: Scabeiathrax may spew forth a stream of stinking filth over his enemies. He may attack in the Shooting phase as a normal shooting attack.

WEAPON	RANGE	STR	AP	*SPECIAL
Toxic discharge	Hellstorm	5	4	Assault 1

Hulking Monster: Although a Gargantuan Creature, Scabeiathrax can only move 6" in the Movement phase (rather than the usual 12").

Daemon Lord of Nurgle: Scabeiathrax is a noisome, seething monster formed of rotting flesh and putrescence. Scabeiathrax has the Feel No Pain special rule and counts as being equipped with both Defensive and Assault grenades. In addition when charging into assault it gains +D3 attacks rather than the usual +1. Furthermore all models within 6" at the start of each of Scabeiathrax's player turns, except Daemons and models carrying the Mark of Nurgle, must take a Toughness test or suffer a wound with no armour save or cover save allowed. Models without a Toughness score are also unaffected.

CHAOS WARHOUND TITAN

POINTS: 750

To their eternal shame, the stain of disloyalty lies upon the Titan legions. Like the Space Marines, many sided with Horus against the Emperor, and fled to the Eye of Terror when their master was defeated. Despite their defeat the traitors fight on, driven by hatred and a desire to please their new gods. The machine-spirit of their Titans have been corrupted by the powers of Chaos. The Titan's soul and its crew are now possessed by daemons, doomed to serve the Chaos gods in battle for all eternity.

"Bow down before him, favoured of Chaos! Tremble at his footstep, and give praise for his slaughter."

Dark Magos Ulth'alix

WS	BS	S	ARMOUR					I	A
			Front	Side	Rear				
2	4	10	14	13	12			1	1

UNIT: 1 Chaos Warhound Titan

TYPE: Super-heavy Walker

STRUCTURE POINTS: 3

VOID SHIELDS: 2

WEAPONS AND EQUIPMENT

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

SPECIAL RULES

- Agile
- Reactor Meltdown
- Dirge Caster
- Possession

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

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

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

Agile: In the Shooting phase the Warhound may divert some of the energy from its primary weapons towards its legs so it can choose to:

- Fire all available weapons, as normal.
- Or fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Or fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

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

Dirge Caster: As it advances the Chaos Warhound broadcasts a non-stop litany of Chaos. Incomprehensible and disturbing to all others, the sound enthralls and emboldens the followers of Chaos. Apart from Daemons, any Chaos units with a model within 12" of the Titan become Fearless (see the *Warhammer 40,000* rulebook, page 74).

Possession: Some Chaos Titans become unholy, half-living things, the bodies of their crews fused into their controls, their souls the damned playthings of the daemoniac force which now haunts the colossal war machine. For +50 points, the Chaos Warhound Titan may be Possessed. Possessed Titans ignore any Gun Crew Shaken or Driver Stunned result on the Super-heavy Damage chart, simply disregard these.



CHAOS CONTEMPTOR DREADNOUGHT

POINTS: 195

In the aftermath of the Horus Heresy, the Traitor Legions were cast into disorder and retreat, and over many bloody years of brutal conflict their remnants were scattered or driven back into the shadow of the great warp storms where the vengeful Imperium could not readily pursue, most principally the Eye of Terror. During this savage flight much of their sacred wargear was lost or became corrupted and scavenged, with many advanced designs cast aside in favour of arms more readily manufactured and maintained. But through this dark time for the traitors, those Contemtor pattern Dreadnoughts that remained to them were held always as a most precious resource, their consummate military worth far outweighing any other concern, and the nightmarish intellects of the warsmiths of the Chaos Legions have fashioned for them hellish replacements for such systems as they could not duplicate.

These prizes of techno-arcana, although few in number, have changed hands many times over the millennia and forged countless dark legends, and have always been preserved for the occupancy of powerful warlords and oft-times of Dark Magos and worse. As a result of their nature they have avoided the madness that has consumed many Chaos Dreadnoughts, and fused together the power of Mankind's ancient technological might with the diabolic forces of the Warp to create killing machines of unsurpassed power.

"Dark have been my dreams, crimson dim and whispering with the souls I have taken. My eternity wakes again and again to kill, to reave bloody across the stars.

-This is my reward, my slavery, my sustenance, a chalice of flesh, burned in offering to the Dark Gods"

-Ramsehk the Ever-Living, War-Adept of the Thousand Sons

WS	BS	S	ARMOUR			I	A
			Front	Side	Rear		
5	4	7	13	12	11	4	2

UNIT: 1 Chaos Contemtor Dreadnought

TYPE: Vehicle, Walker

SPECIAL RULES

- Hellfire Reactor
- Fleet

WEAPONS AND EQUIPMENT

- Twin-linked Heavy Bolter
- Dreadnought Close Combat weapon with in-built Twin-linked Bolter
- Smoke Launchers

OPTIONS

- The Chaos Contemtor may exchange its Twin-Linked Heavy Bolter with one of the following options:
 - Multi-melta Free
 - Twin-linked Heavy Flamer Free
 - Twin-linked Autocannon..... +5 points
 - Plasma Cannon +10 points
 - Twin-linked Lascannon..... +25 points
 - Butcher Cannon +25 points
 - Heavy Conversion Beamer +35 points (see page 25)
 - Dreadnought Close Combat Weapon with in-built Twin-linked Bolt Gun +10 points (+1 Attack)
 - Chainfist with in-built Twin-linked Bolt Gun +15 points (+1 Attack)
- The Chaos Contemtor may exchange the in-built Twin-linked Bolt Gun with one of the following options:
 - Heavy Flamer..... +10 points each
 - Plasma Blaster +15 points (one only)
 - Soulburner +20 points (one only)
- The Chaos Contemtor may also have Extra Armour..... +15 points
- The Chaos Contemtor may also have a Searchlight +1 point
- The Chaos Contemtor may also have a carapace Mounted Havoc Launcher..... +15 points
- A Chaos Contemtor Dreadnought may be dedicated to one of the Chaos Gods* as follows:
 - Khorne +25 points
 - Slaanesh +25 points
 - Nurgle +25 points
 - Tzeentch +25 points

*If this option is chosen the model must be modelled appropriately.



Hellfire Reactor: A Chaos Contemptor Dreadnought is suffused with the power of the Warp-infused Hellfire Reactor which charges its armoured carapace to a preternatural resilience and also serves as a hungry vortex for the soul-stuff of those it has killed, with enemy psykers particularly vulnerable to its relentless hunger. The Chaos Contemptor negates the effects of any Glancing hit scored against it on a 4+, and any Penetrating hit on a 6. In addition, in close combat any model classed as a psyker in base combat receives an automatic Strength 2 AP 2 hit at initiative 10 of each Assault phase. If the Chaos Contemptor suffers an Explosion result, add +D3" to the explosion radius.

Relic Weapons: The Dark Magos, unable to maintain the Contemptor's original arcane armaments in exile, replaced them with occult weapons of diabolical design, forged in blood and suffused by daemonic force, such as the Soul burner which unleashes explosive blasts of daemonic force which devour the souls of its victims to the so-called butcher cannon - a heavy calibre rotary gun whose shells are bound with runes of anathema and bloodletting.

WEAPON	RANGE	STR	AP	TYPE
Plasma Blaster	18"	7	2	Assault 2, Gets Hot!
Soulburner	24"	5	5	Assault 1, 3" Blast, Rending, No Cover Save
Butcher Cannon	36"	8	4	Heavy 4

Dedication of Khorne: The Dreadnought is subject to the Rage universal special rule and gains D3 additional attacks when it charges into an assault, rather than the usual +1.

Dedication of Slaanesh: The Dreadnought gains +1 Initiative and counts as having both Defensive and Assault grenades.

Dedication of Nurgle: The Dreadnought reduces rolls on the damage chart made against it by -1.

Dedication of Tzeentch: All bolt weapons and flame weapons used by the Dreadnought are AP 3. The Dreadnought may re-roll To Hit rolls of 1 on its attacks.

GIANT CHAOS SPAWN

POINTS: 120

Those that seek the aid of the Chaos gods strike a dangerous bargain. One path leads to power, glory and ultimately to the immortality of daemonhood. The other path leads to corruption and abomination, and the mindless sub-human horror of the Chaos Spawn.

Spawn are drooling, insane creatures with no will. They come in all shapes and sizes, from dog-sized to man-sized creatures to huge monstrosities. All are foul, mutations left to run riot for the amusement of the Dark Gods, the ultimate expression of the fickle nature of Chaos.

Only the insane have strength enough to prosper.

— Terran proverb

HEAVY WEIGHT ARMoured CLAWS

SWORD SIZED SPINES

TWISTED BESTIAL FEATURES

DISTORTED HUMAN FRAME

MANY SLAVERING MOUTHS

A Giant Chaos Spawn is an Elites choice for a Chaos Space Marines army.



SIZE COMPARRISON

UNIT: 1 Giant Chaos Spawn.

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT

- Teeth, claws, tentacles, bad breath, stingers, etc...

SPECIAL RULES

Fearless, Rage, Feel No Pain, Slow and Purposeful

Random Attacks: Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling a D6 at the start of each Assault phase when they are fighting.

WS	BS	S	T	W	I	A	Ld	Sv
4	0	6	6	4	3	D6	10	4+

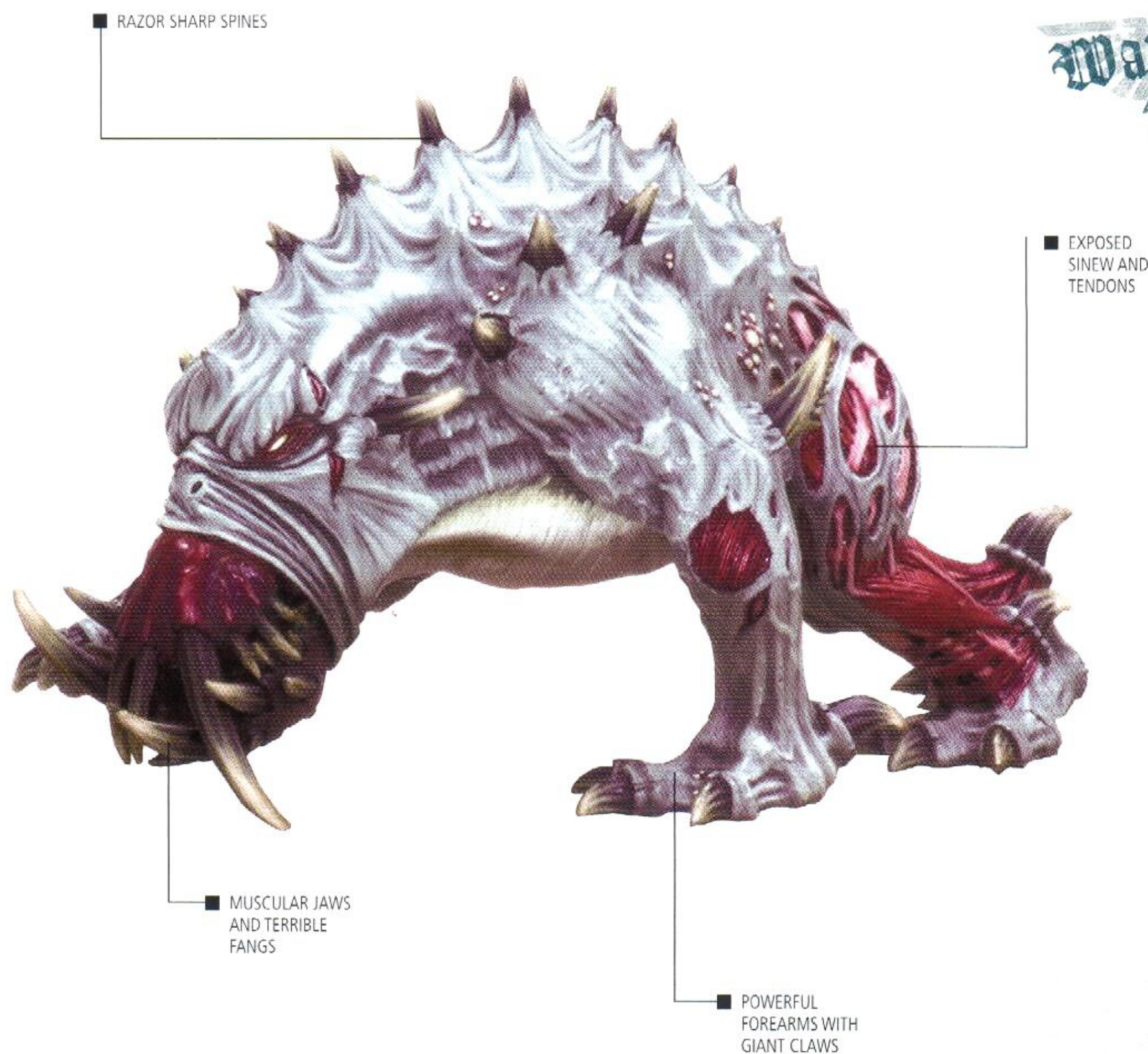
Transport: A Chaos Spawn may not ride in a transport vehicle.

SPINED CHAOS BEAST

POINTS: 140

Many horrors too foul to name spill from the daemon worlds of the Eye of Terror. They are foul abominations of Chaos, creatures taken by the Dark Gods and corrupted for the god's entertainment or possessed by ravenous daemons. Tormented and driven insane by its new hideous form, its soul governed by the base desires of the daemon within, the Chaos Beast seeks only to kill before being slain in its turn.

Chaos beasts come in many forms, but each is a creature of muscle, sinew, fangs and claws, with only one thought driving it, to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.



Warhammer
40,000



UNIT: 1 Spined Chaos Beast

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT

- Large Fangs and Claws

SPECIAL RULES

- Fearless
- Daemonic Invulnerability

OPTIONS

The Chaos Beast may be given a Mark of Chaos:

- **Mark of Khorne:**
(The Beast gains the Rage and Furious Assault).....+15 points
- **Mark of Slaanesh:** (The Beast gains +1 Initiative)+10 points
- **Mark of Nurgle:** (The Beast gains Feel No Pain)+20 points
- **Mark of Tzeentch:**
(The Beast's Invulnerable save increases to 4+).....+15 points

WS	BS	S	T	W	I	A	Ld	Sv
5	1	7	6	4	4	3	5	—

Daemonic Aura: The Spined Chaos Beast is a Daemon bound into beast flesh, and it is treated as a Daemon for the purposes of any special rules and effects. It also has a 5+ Invulnerable save.

Transport: A Spined Chaos Beast may not ride in a transport vehicle.

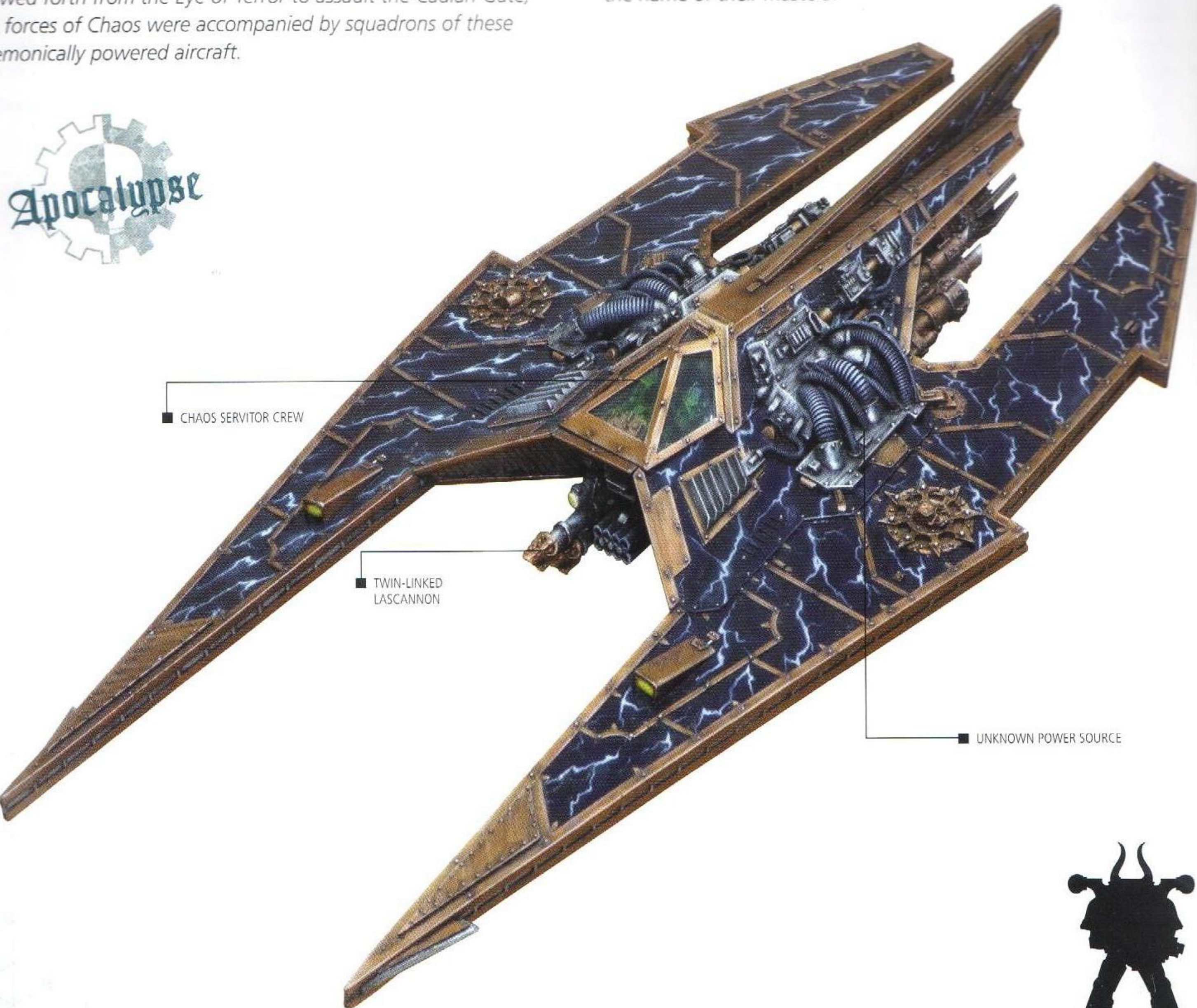
A Spined Chaos Beast is a Heavy Support choice for a Chaos Space Marines or Chaos Daemons army.

HELL TALON

POINTS: 185

It is believed that the Hell Talon was first created on the hellish forge world of Xana II within the Eye of Terror, upon the orders of Abaddon himself. When the Warmaster's 13th Black Crusade spewed forth from the Eye of Terror to assault the Cadian Gate, the forces of Chaos were accompanied by squadrons of these daemonically powered aircraft.

The Hell Talon's sleek form races through the skies issuing horrific wails and screams, swooping low to strafe targets with lascannons and indiscriminately dropping incendiary bombs, to bring death in the name of their masters!



SIZE COMPARRISON

UNIT: 1 Hell Talon

Type: Flyer

BS	ARMOUR		
	Front	Side	Rear
3	10	10	10

WEAPONS AND EQUIPMENT

- Fusilage-mounted twin-linked lascannon.
- Fusilage-mounted Reaper Autocannon with AA mount.
- The Hell Talon carries eight bombs.

WEAPON	RANGE	STR	AP	SPECIAL
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Havoc Launcher	48"	5	5	Heavy 1, 3" Blast, Twin-linked.
Bomb	Bomb	6	4	Apocalyptic Barrage (1)*, One-shot

OPTIONS

- The autocannon may be upgraded to a Havoc launcher free
- A Hell Talon may take the following vehicle upgrade from Codex: Chaos Space Marines: Daemonic Possession.....+20 points

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

HELL BLADE

POINTS: 130

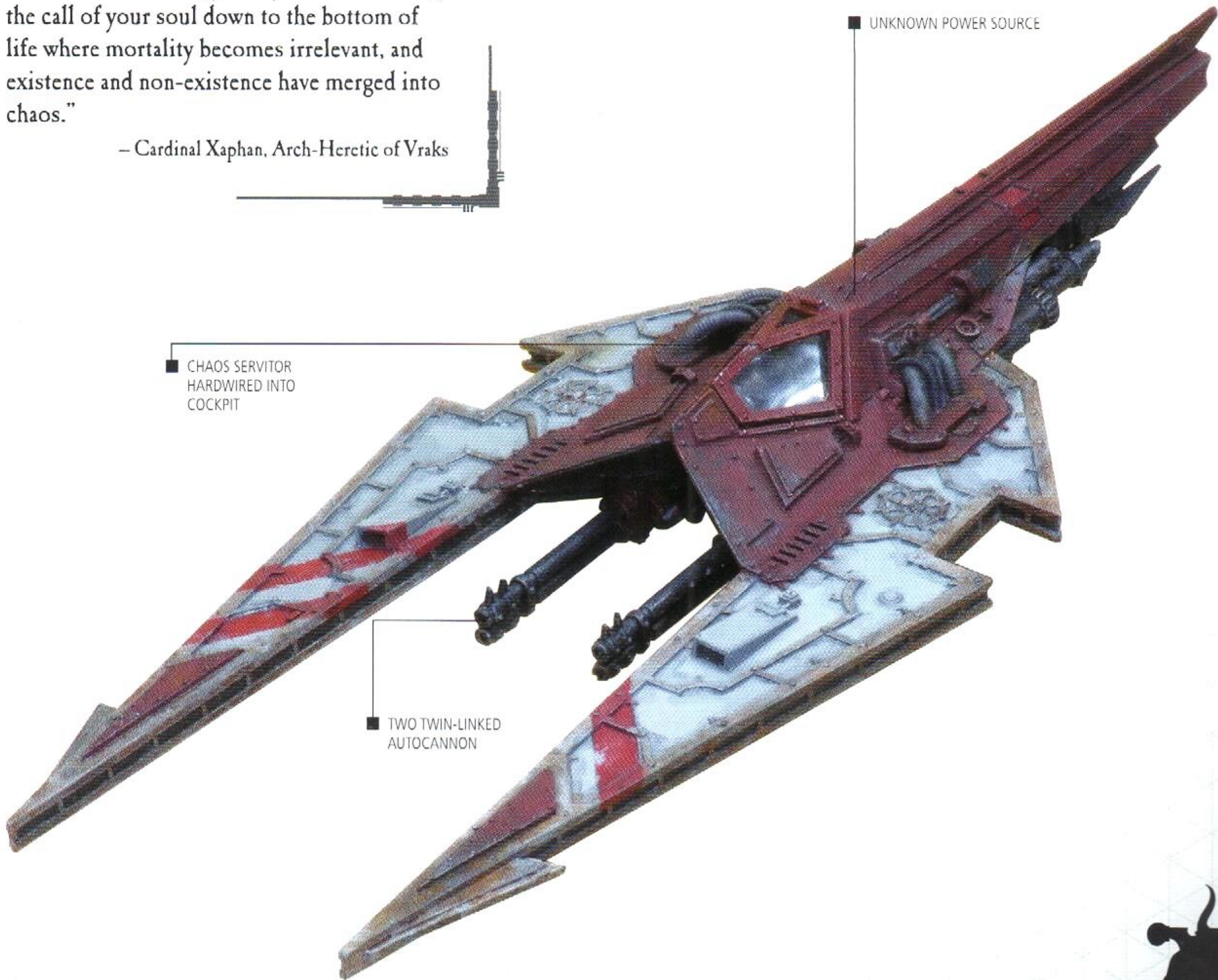
Like its larger cousin, the Hell Talon, it is believed that the Hell Blade was created on the Traitor forge world of Xana II. Hidden within the Eye of Terror, the renegade Adeptus Mechanicus tech-priests churn out infernal war machines and weapons for the heretic legions of the Warmaster of Chaos, Abaddon. When Abaddon's forces spew forth from the Warp to attack Imperial worlds, they are accompanied by these daemonically powered war machines and aircraft.

The Hell Blade's slim form races through the skies issuing horrific shrieks, wails and screams. They are flown with reckless abandon by corrupted servitors hardwired into the cockpit. They are fast, agile and well armed for their role as an interceptor, designed to engage other aircraft in dogfights whilst the larger Hell Talon streaks in low for ground attack runs.

Warhammer
40,000

"True faith is closing your eyes and following the call of your soul down to the bottom of life where mortality becomes irrelevant, and existence and non-existence have merged into chaos."

— Cardinal Xaphan, Arch-Heretic of Vraks



SIZE COMPARRISON

UNIT: 1 Hell Blade

TYPE: Skimmer, Fast, Flyer (in games of Apocalypse)

WEAPONS AND EQUIPMENT

- Two Reaper Autocannon with AA mount.

WEAPON	RANGE	STR	AP	SPECIAL
Reaper Autocannon	48"	7	4	Heavy 2, twin-linked

ARMOUR

BS	Front	Side	Rear
3	10	10	10

SPECIAL RULES

- Supersonic
- Aerial Assault

OPTIONS

- A Hell Talon may take the following vehicle upgrade from Codex: Chaos Space Marines: Daemonic Possession for+20 points

The Hell Blade is a Fast Attack choice for a Chaos Space Marines army

DREADCLAW

POINTS: 65

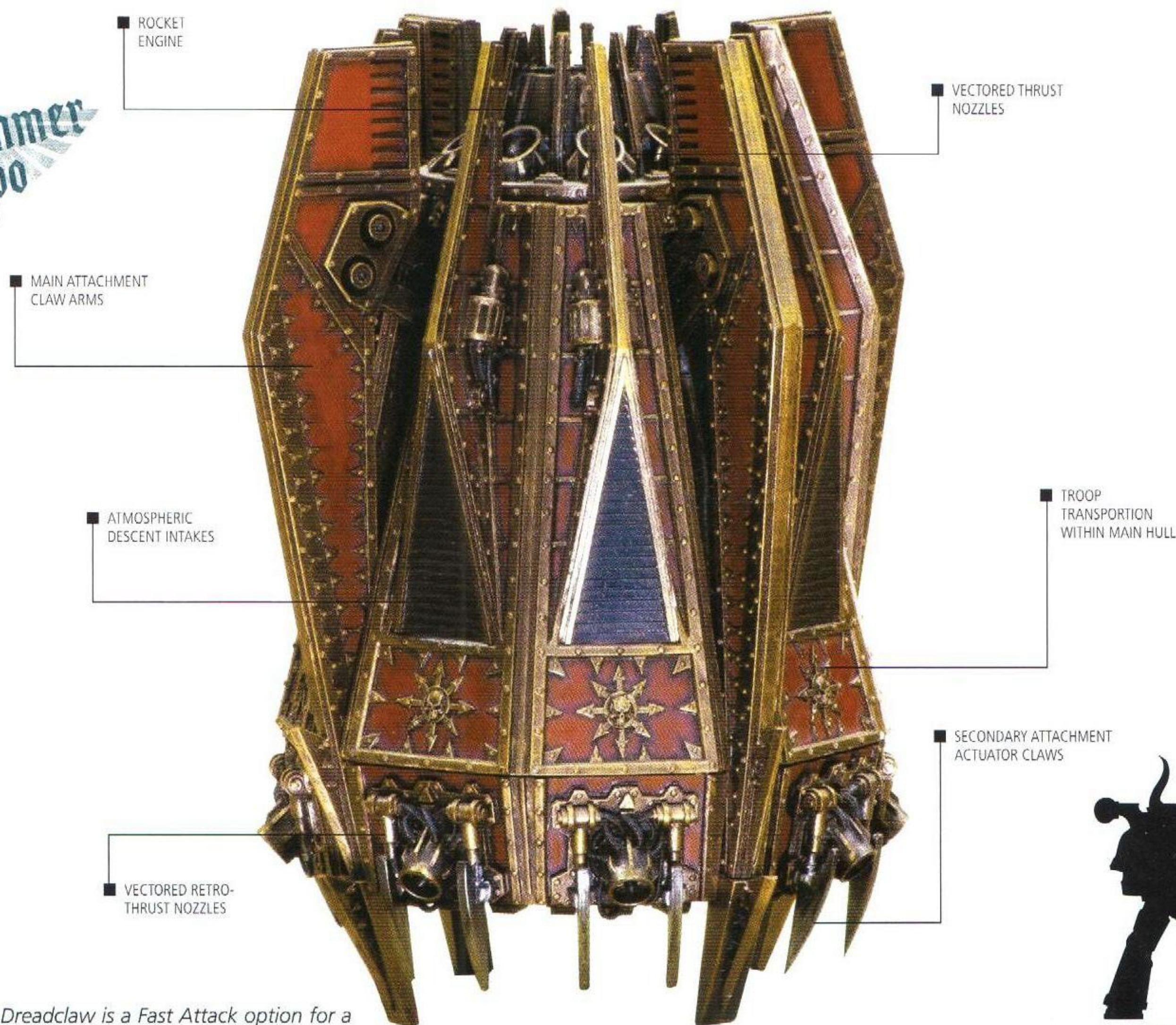
Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. However, its construction was flawed. When interfaced with the array of navigational augurs and logic engines, the machine-spirit began to develop a dangerous level of self-awareness. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the tech-priests, created superstitious rumours that the machine-spirits were in some way tainted.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor, and many loyal captains simply jettisoned their Dreadclaws into space.

Operating much like its Imperial counterpart, when landing on a planet's surface the Dreadclaw does not extend its main claws until it has landed. Once on the ground, the iris hatch opens and the squad steps onto the surface. The four claws then extend, driving the pod's body upwards and revealing its contents, who can then race off towards their target.

Unlike Imperial drop pods the Dreadclaw is also an assault boat. It is capable of lifting off again, and so can be used to extract troops from a planet's surface as well as insert them.

Warhammer
40,000



A Dreadclaw is a Fast Attack option for a Chaos Space Marines army.

UNIT: 1 Dreadclaw

TYPE Vehicle (Skimmer, Special*)
(Flyer, Hover Mode in games of Apocalypse).

BS	ARMOUR		
	Front	Side	Rear
-	12	12	12

TRANSPORT The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought.

ACCESS POINTS One access hatch beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

Dreadclaw Assault*: If a Dreadclaw is part of the army then an eligible unit must be placed within it before the game begins. The Dreadclaw and its cargo always begin the game in reserve and enter play using the Deep Strike rules. Dreadclaws may re-roll results on the Deep Strike Mishap chart. After it has arrived, the Dreadclaw may move normally.

VRAKSIAN RENEGADE ATTACK FORCE

POINTS: 50 + MODELS

Once the heretic Cardinal Xaphan led the rebellion on the world of Vraks it quickly became besieged by Imperial forces and the fighting soon degenerated into a bloody stalemate of bitter trench warfare, claiming tens of thousands of lives. Although the Vraksian renegades fought a mainly defensive war against the loyalist attackers, they conducted frequent counter-attacks, utilising their

stockpiles of the ancient but powerful Malcador tanks to spearhead their assaults across no-man's land. These suicidal missions were spurred on by the Cardinal's fanatic enforcers and the oratory of his accursed apostate preachers, who cared little for the lives of their men, but only that the enemy was killed and blood was shed in Xaphan's name.

MALCADOR DEFENDER



MALCADOR



Apocalypse
Formation

APOSTATE
PREACHER



ENFORCERS



RENEGADE OGYRN
BERSERKER SQUAD



RENEGADE MILITIA PLATOON



FORMATION

- 1+ Malcador Heavy Tanks (any variant)
- 1-3 Enforcers*
- 1-3 Apostate Preachers*

For each Malcador Heavy tank in the formation, it must also include either a Renegade Militia Platoon*, an Ogyrn Berserker Squad* or a Renegade Armoured Fist Squad*.

For each Malcador Heavy tank in the formation, it may also contain one of the following: Workers Rabble*, a Rogue Psyker*, Disciples of Xaphan* or a Hellhound tank.

* Rules for these units can be found in Imperial Armour Volume 5: The Siege of Vraks.

SPECIAL RULES

Strike Force: All other units in the assault force must be deployed within 12" of one of the force's Malcador Heavy Tanks, or within 12" of the point on which a Malcador Heavy Tank entered play if held in strategic reserve.

Suicidal Resolve: The Vraksians know only death awaits them in retreat. As a result infantry units in this formation may attempt to regroup regardless of the casualties they have taken.

DREADCLAW TALON

POINTS: 50 + MODELS

Many Chaos Legions favour sudden and brutal assaults to shatter the cohesion and morale of an often numerically superior enemy. Such attacks serve the two-fold purpose of eliminating strategic targets and allowing the Chaos Space Marines to get to grips with their enemies and tear them apart in hand-to-hand combat as an offering to the Dark Gods. One form that these strikes take is

that of the Dreadclaw Talon. This formation uses the Deathclaw drop pod to deliver a hand-picked force into battle mere moments behind a precisely targeted orbital bombardment. With lance and torpedo strikes clearing a landing zone, the Chaos forces spill forth from the Deathclaws to ensure the destruction of their objective.

THE KILLING HAND

SQUAD KOLABUS



SQUAD STIGMATUS



SQUAD CRIMSON



MAGOG THE DAMNED



The Killing Hand Dreadclaw Talon was deployed to murderous effect during the Battle of Ironholm during the 12th Black Crusade. Crashing with devastating force into the heart of the Imperial Guard defence lines and slaughtering General Kolke and his entire command staff, the assault threw the defenders into disarray and turned the course of the battle.

FORMATION

3+ Dreadclaw Assault Pods

Each pod must be bought one of the following units from Codex Chaos Space Marines to occupy it, at the unit's normal cost: Chosen Chaos Space Marines, Chaos Terminators, Possessed Chaos Space Marines, Khorne Berserkers, Noise Marines, Plague Marines, Thousand Sons, Chaos Space Marines or a Chaos Dreadnought.

SPECIAL RULES

Into The Fire: The formation includes an Orbital Bombardment Strategic Asset (see page 189 of the Apocalypse rulebook) which is included in its price and does not count toward the Chaos player's usual number of assets. Once this bombardment strikes, the Deathclaw Talon will enter play immediately on the following turn, deploying by Deep Strike, arriving within 12" of the bombardment's impact point (although they may scatter further away).

DAEMON ENGINE SUMMONING

POINTS: 100 + MODELS

Of all the weapons of Chaos, fewer are more destructive and terrifying as the great daemon engines. Mighty war machines with savage daemons bound within them, these beasts of steel and caged hellish fury delight in sowing destruction and slaughtering all that cross their path, and only the strongest sorceries can bind them to a Chaos warlord's will. Dangerous even to their masters,

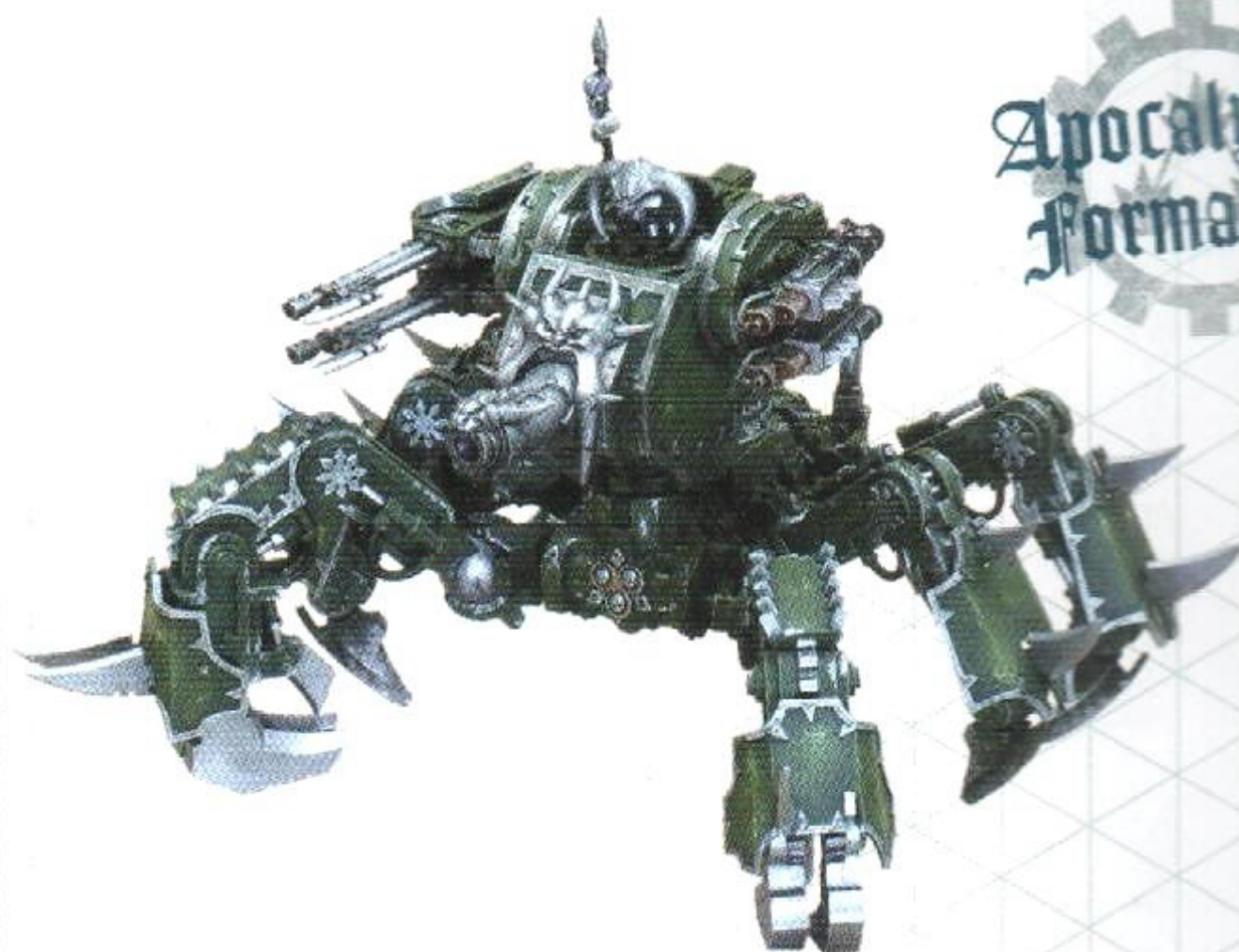
the greatest or most foolhardy of Dark Magos-Diabolists will seek to bind such nightmarish creations together into covens whose warp-spawned power is increased tenfold, allowing them to regenerate damage at unbelievable speeds. Controlling such blood-glutted monstrosities once the battle is over is a different matter however.

SCIONS OF HECATON

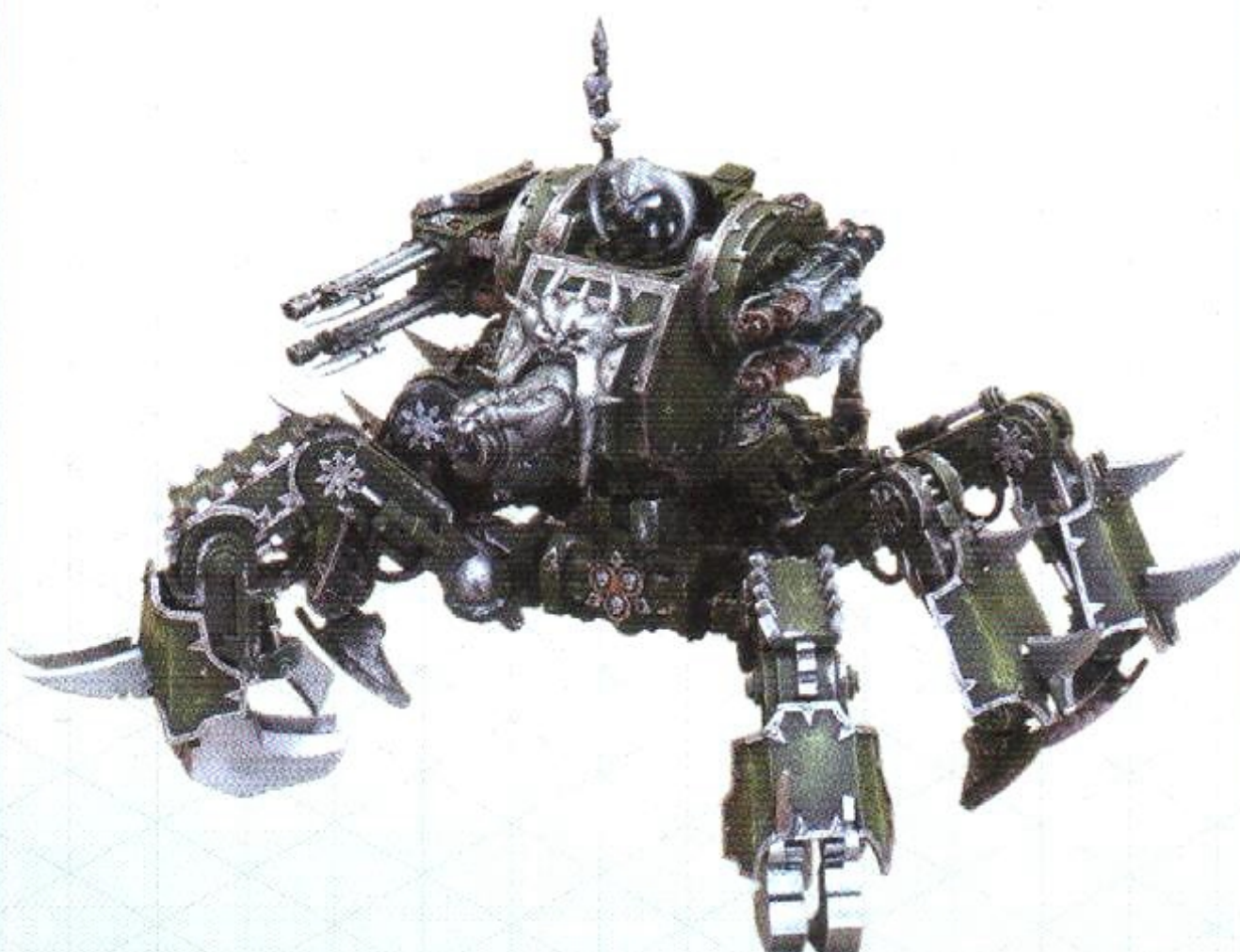
CHILD OF FURY



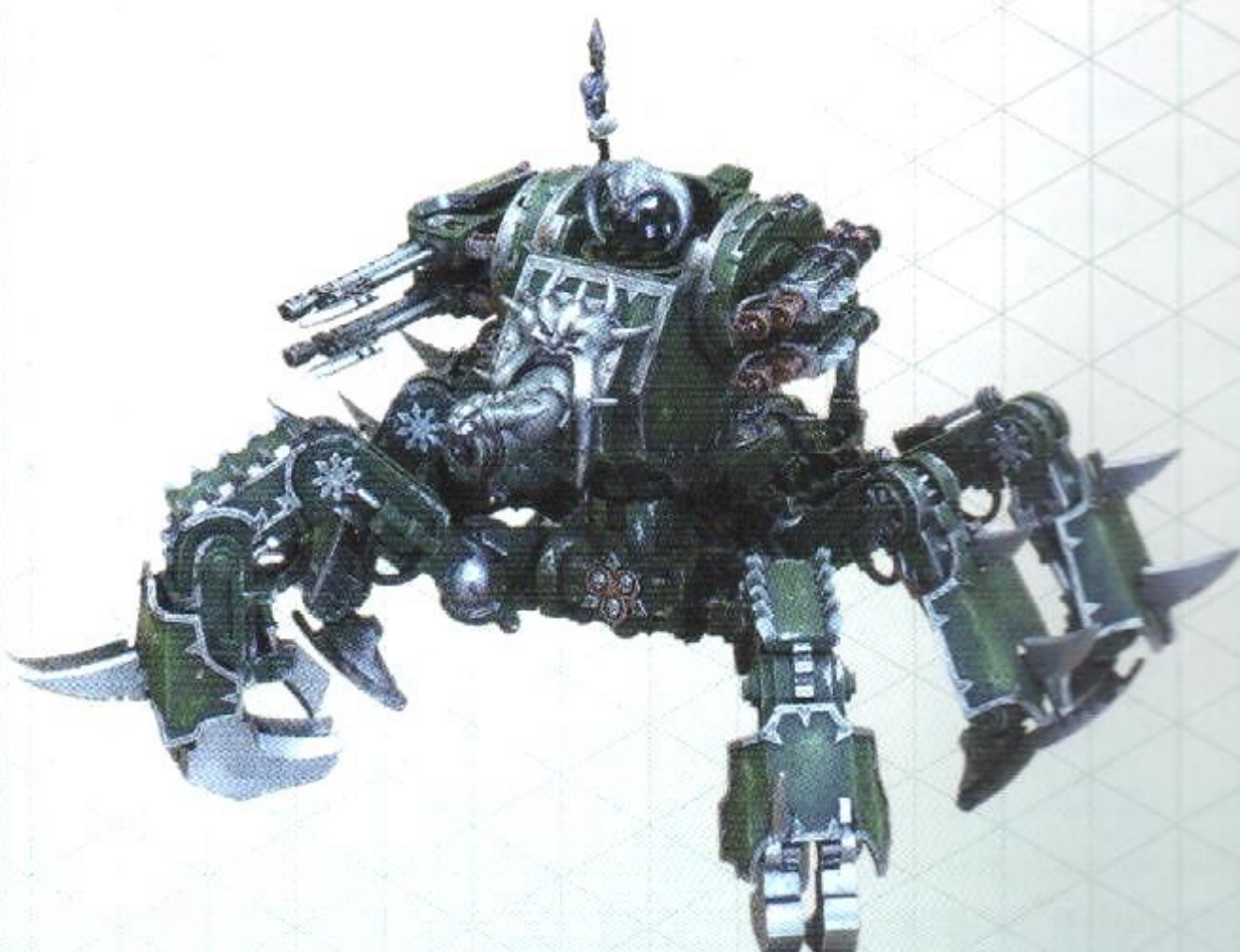
CHILD OF WOE



CHILD OF SLAUGHTER



CHILD OF TERROR



FORMATION

3+ Daemon Engines: These may be Defilers (any variants) or Brass Scorpions.

One member of the formation must be designated as a Command vehicle – the Infernal Engine.

"In blood consecrated, in grief blessed, in iron bound, in tears bathed and with souls fed! Bless'd Engine I Abjure Thee: Awake!"

– The Incantation of Anima Malfica

SPECIAL RULES

Infernal Engine: Owing to the seething daemonic energies of the Infernal Engine, while it remains undestroyed all members of the coven (including the Infernal Engine) within 18" can repair either a single Weapon Destroyed or Immobilised result on a roll of a 4+ at the end of each turn.

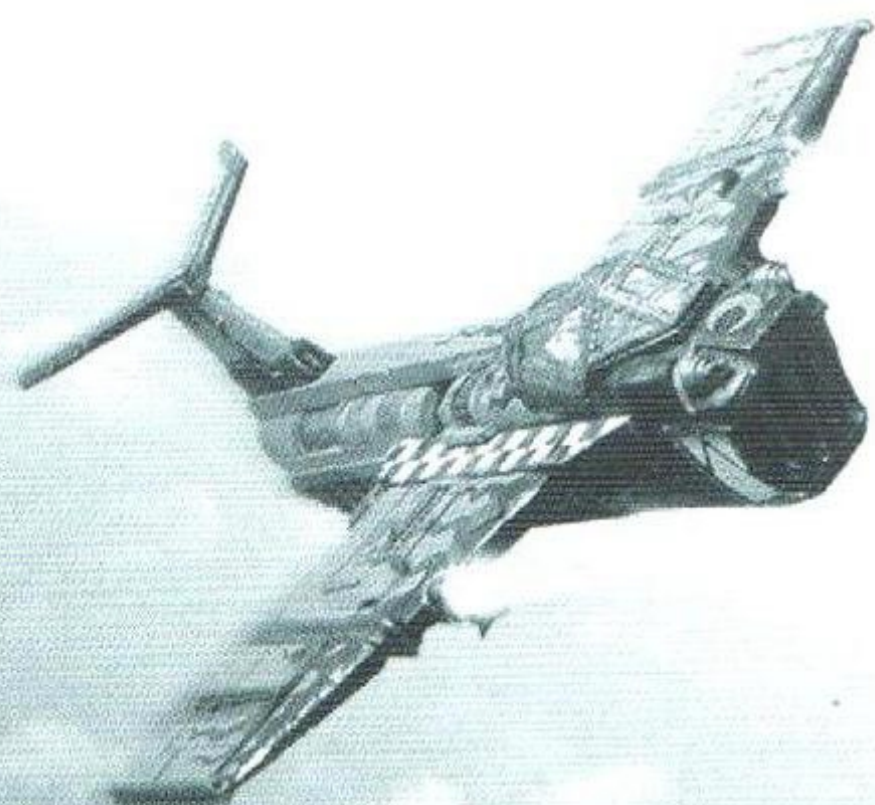
Strike Force: All vehicles in the squadron must be deployed within 18" of the Infernal Engine or, if coming on from reserve, they must enter the table within 18" of the point entered by the Infernal Engine.

ALTERNATE APOCALYPSE MISSIONS

This section of *Imperial Armour Apocalypse* details some alternate missions you can use in your Apocalypse games. They are intended to offer different kinds of challenges and play styles than the standard Apocalypse battle and can be particularly interesting as part of a narrative campaign or as an 'event' game you and your friends can build towards ahead of time.

Unless specific exceptions are noted as to set-up, victory conditions and so on within the description of a particular mission, or if any strange anomalies are thrown up thanks to the idiosyncrasies of a particular army, assume that the usual ways things are done in the standard Apocalypse missions apply, or just come up with some common sense resolutions to help keep your games moving.

In addition to the missions presented here, *Imperial Armour Apocalypse II* features extra missions as well as an expanded range of optional rules, advice and information about playing and customising Warhammer 40,000 Apocalypse you may find interesting.



THE LION AND THE HAWK

Few battlefields are ever truly equal, and the strength of one opposing force must always be tested against another, often with unexpected and even disastrous results. Such a notable battle occurred during the early years of the infamous conflict of the Badab War, when the frontier world of Galen, which was then a staging point for the burgeoning Secessionist cause of the Tyrant Lugft Huron, was subject to surprise attack by the Loyalist Space Marines of the Fire Hawks Chapter, supported by aerial assault units drawn from the Karthan legions. The Tyrant's forces featured a number of super-heavy tanks taken from local PDF armouries which should have been enough to overwhelm the Fire Hawks as they landed, but the attackers possessed overwhelming air superiority, and what quickly developed was a death struggle between the lion and the hawk.

Overview: This is a relatively small-scale Apocalypse game in which the larger elements of one side are restricted to heavy ground vehicles while the larger elements of their opponent are restricted to flyers. The resulting battle, while balanced in points, features two sides with widely differing capabilities and strengths.

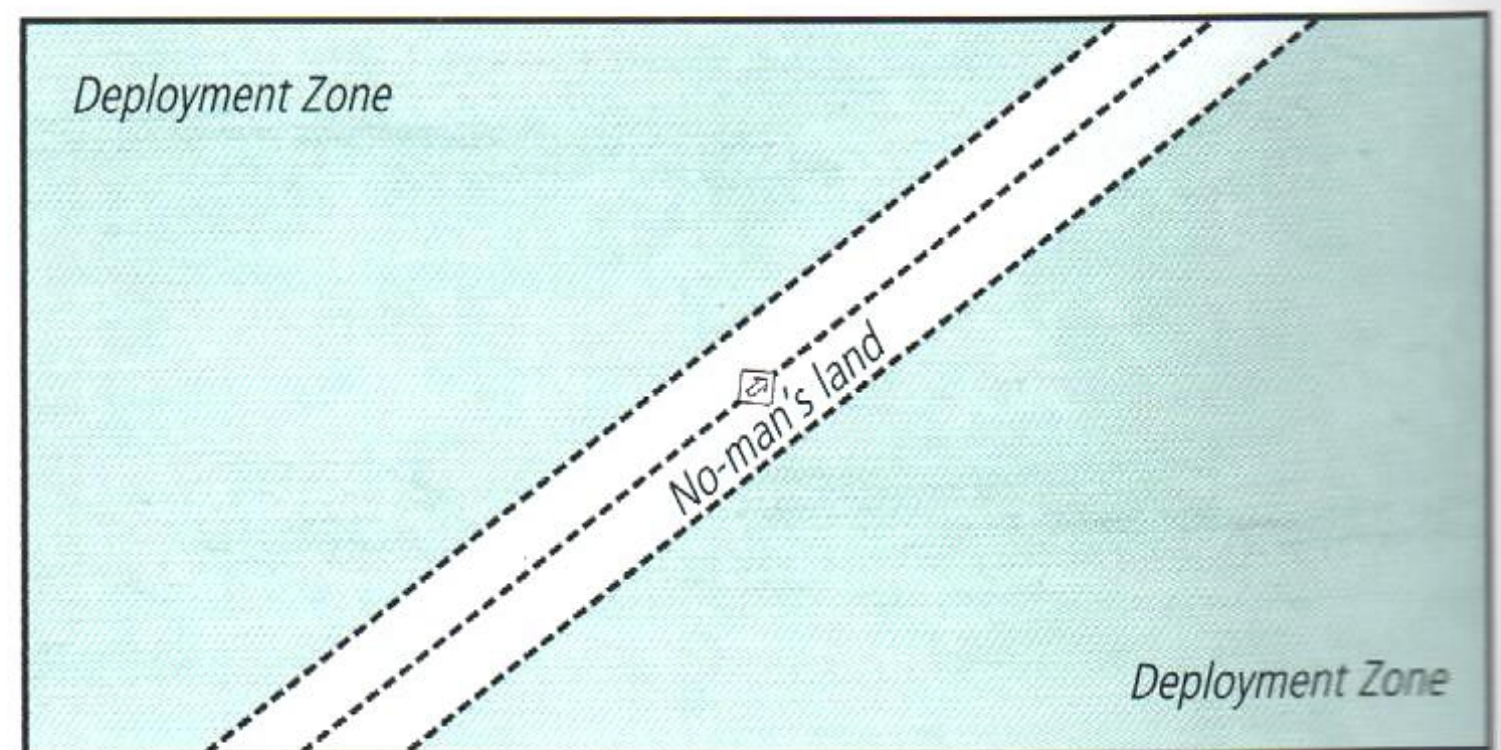
Recommended Points Total/Force Composition: Unlike a standard game of Apocalypse, there are restrictions placed on the armies used in this mission:

Side 1 (Ground Power): The force selects a standard 2,000 point Warhammer 40,000 army as for a normal battle. In addition the side selects 3,000 points worth of additional units which may be made up of vehicles with the Tank type, Super-heavy vehicles, Super-heavy walkers or Apocalypse formations containing these. [Note that for certain forces, such as Tyranids, you can exchange Monstrous Creatures and Gargantuan creatures for Tanks and Super-heavies in this force].

Side 2 (Air Power): The force selects a standard 3,000 point Warhammer 40,000 army as for a normal battle. In addition the side selects 2,000 points of additional units which may be made up of vehicles with the Flyer, Fast Skimmer or Super-heavy Flyer type or Apocalypse formations containing these.

Note that this mission can be played with larger or smaller forces and will scale quite easily, but if you do so, maintain the proportions of ground and air forces within the sides.

SET-UP



Set up the table as per a standard game of Apocalypse with the playing area divided diagonally by a No-man's land as per pages 20-21 of the Apocalypse rulebook.

Choose table sides, divide forces, set a time limit and deploy as per a standard game of Apocalypse.

When the forces have been set up, a Strategic Objective is set up at the centre of the table, and each side places a single Strategic Objective in No-man's land. These may be placed no closer than 12" of each other or any table edge.

VICTORY CONDITIONS

The side with the highest number of Strategic Objectives claimed at the end of the game is victorious. If this total is a draw then count the total number of units on each side destroyed in the battle. The side which has destroyed the most wins the game. If this is even then a true stalemate has resulted!

SPECIAL RULES

The expanded Alternate mission rules shown on page 4 of this book are used with this mission.

STRATEGIC ASSETS/NOTES

Each side may pick a number of Strategic Assets equal to the largest number of players per side (to a maximum of three).



FORTRESS ASSAULT

The Imperium of Mankind is far-flung, and often its worlds are besieged by nightmarish foes and far from help. The God-Emperor expects his soldiers therefore to fight unto death rather than give an inch of ground. To this end, most Imperial worlds are founded with massive fortresses set to guard key strategic locations and provide a last redoubt in case of invasion. This battle represents just such a struggle to stave off conquest.

Designer's Note: This mission will require a little more forward planning and preparation than some as you will need suitable terrain to use as your Imperial Fortress (which you can of course scratch-build or use Warhammer 40,000 and Forge World terrain for), and you should also decide just who is going to defend it!

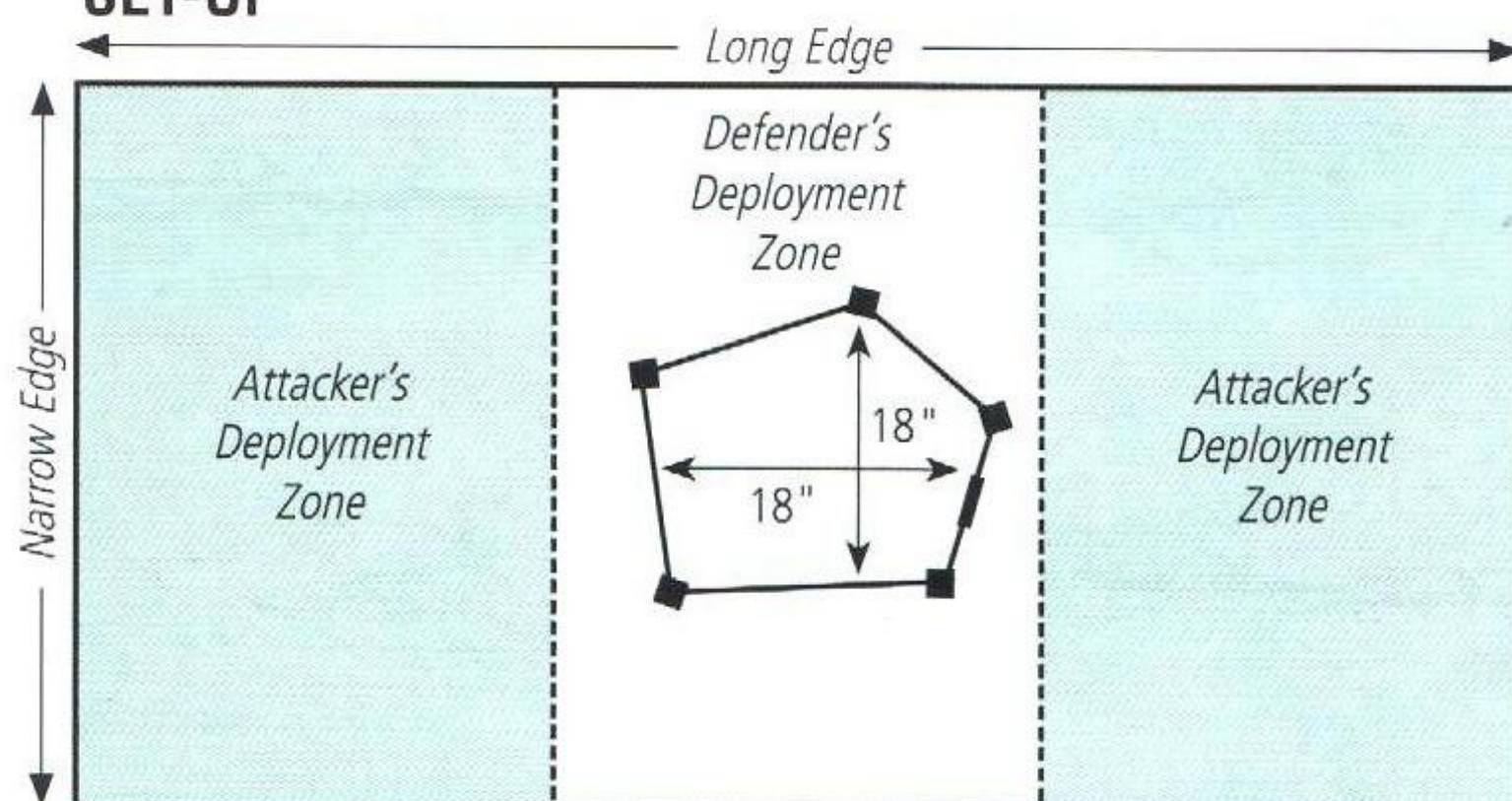
Recommended Points Total/Force Composition: This is recommended as a moderately sized Apocalypse game of 3,000 to 7,000 points a side. Considerably larger versions of this mission can be played if the models and playing area are available.

Forces: This mission requires there to be an Attacking force which is attempting to take the fortress and a Defending side trying to protect it.

The Defender must spend at least 25% of their points total and no more than 50% of their points total on an Imperial Fortress (see page 41) which must include at least four wall sections and at least one gate. They may also spend points on Bastions and other Planetstrike defensive terrain if the additional rules from *Imperial Armour Apocalypse II* are being used.

The Attacker is free to spend their points as they wish within the provision of the agreed special rules for the game.

SET-UP



The game requires a large rectangular playing area, at least 12' long by 6' wide. This is split into three equal sections (see map). The middle section of the table is the Defender's deployment zone, the table edges of the end zones are the entry points of the Attacking side.

The Defender sets up their fortress and any additional defensive terrain they have purchased within their deployment zone with the

condition that the Fortress should create an enclosure of some sort (ie, it can't be open sided) with an internal gap of at least 18" wide between the opposing walls (see map).

Terrain in the rest of the table should be limited to D6+1 craters or wrecked vehicles per zone scattered randomly.

Objectives: The mission has one physical objective, set up within the Fortress walls no closer than 12" apart by the Defending player per full 3,000 points per side.

DEPLOYMENT

The Defender deploys first and has 15 minutes to do so. Any units not deployed in this time are automatically placed in the reserve.

The Defender may deploy up to half of their units in their table section, the rest arrive as reserves as per a standard Apocalypse game, entering play either from deep strike or placed behind their fortress walls (they are deemed to arrive from underground bunkers beneath the fortress) If a unit cannot be placed, it is considered destroyed.

The Attacker deploys second and has 15 minutes to do so. Any units not deployed in this time are automatically placed in reserve.

The Attacker may deploy up to half of their units anywhere within their own deployment zone, but may deploy no closer than 18" from any Defending unit, or any part of the fortress walls. Reserves may enter play from any of their deployment table edges or deep strike (see Special Rules).

First Turn: The Defender always has the first turn in the Fortress Assault mission.

STRATEGIC ASSETS

Each side may pick a number of Strategic Assets equal to the largest number of players per side (to a maximum of three).

- The Defending side may only pick assets from the following categories: Universal, Front Line, Battlefield and Army Specific.
- The Attacking side may only pick assets from the following categories: Universal, Support and Army Specific.

Game Length/Victory Conditions: The game lasts for six turns or until the Attacker is in uncontested possession of both objectives. At that point the game they have won. In any other result, the victory is the Defenders'.

SPECIAL RULES

The expanded Alternate mission rules shown on page 4 of this book are used with this mission. Additional optional rules from *Imperial Armour Apocalypse II* may also be used with this mission as desired, plus:

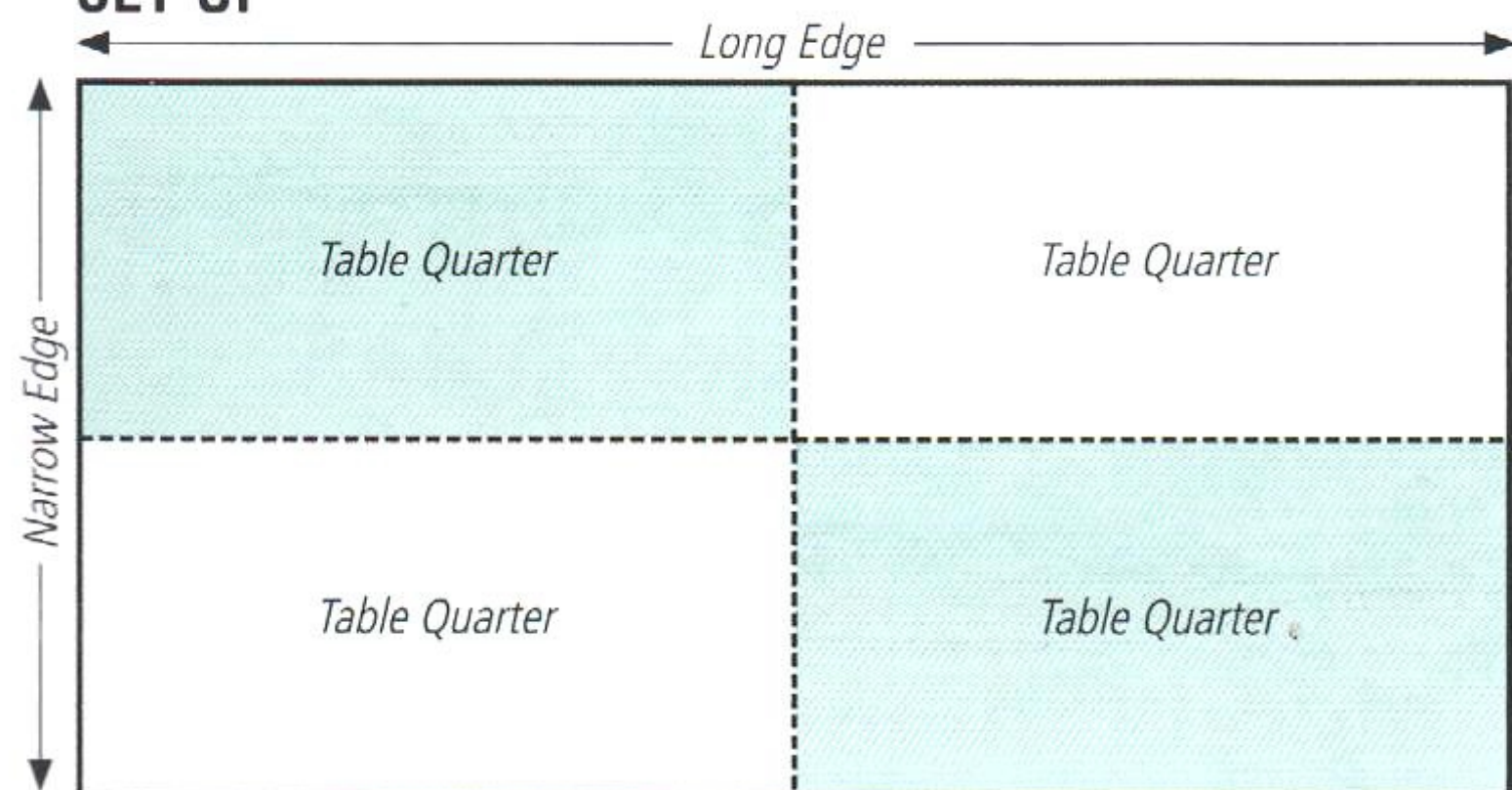
Nowhere to Run: The Defenders know they are utterly surrounded and have nowhere to run. All units in the Defender's forces may re-roll failed Morale tests (but not Pinning tests).

SHATTERED CITY

During protracted wars and sieges, it is common for dead cities which once teemed with millions of lives to become a shattered desert of broken ruins and corpse-scattered debris, fought over long after their use or worth has been destroyed. This mission represents the desperate battle for a city under polluted and poisoned skies. It is based on the rapid movement of tanks and other armour, and so the amount of infantry models involved is restricted. Success is dependent on the control of city ruins, which can quickly change hands in the melee of battle.

Recommended Points Total/Force Composition: Unlike a standard game of Apocalypse, there are restrictions placed on the armies used in this mission. This mission is recommended for between 3,000 and 10,000 points a side, with a cap of no more than 75 models a side imposed. The sides should be as evenly matched in points as possible.

SET-UP



Create a large rectangular battlefield at least 6' wide by 8' long.

Divide the table into quarters. Into each quarter 3+D3 distinct terrain pieces should be placed - these should be ruins, buildings or industrial terrain. Each of these pieces of terrain is counted as an objective for the game, using the mission's special rules shown opposite.

Choose table sides, divide forces, and set a time limit as per a standard game of Apocalypse.

The side which deploys first may choose one of the table quarters as their deployment zone. The side which deploys second has the diagonally opposite table quarter as their deployment zone.

When deploying, no model may be placed within 24" of an enemy model.

VICTORY CONDITIONS

The side with the highest number of strategic objectives claimed at the end of the game is victorious. If this total is a draw then count the total number of units on each side destroyed in the battle. The side which has destroyed the most wins the game. If this is even then a true stalemate has resulted!

SPECIAL RULES

The expanded Alternate mission rules shown on page 4 of this book are used with this mission (except where specified below).

Rolling Objectives: Each piece of terrain, as described previously, is counted as an objective in this mission.

Vehicles with the Tank, Walker, Super-heavy tank and Super-heavy walker are scoring units and may claim objectives in this mission as well as contest them.

Once an objective has been claimed by a scoring unit, place a token next to it to represent which side has claimed it. This means you will need two different sets of tokens, such as poker chips for example, to represent each side. It is then possible for the claiming unit to move on, and the objective will remain theirs until an enemy unit moves in to contest it (in which case it becomes unclaimed) or claim it for their own if they are counted as scoring units.

STRATEGIC ASSETS/NOTES

Each side may pick a number of Strategic Assets equal to the largest number of players per side (to a maximum of three). In this battle only assets from the Support and Army Specific categories may be selected.



RAMPAGE OF THE BEASTS

It is not only war machines and serried ranks of warriors that contest the battlefields of the 41st Millennium, but foul monsters and utterly inhuman beasts as well, matching claw and venom against bolt shell and blade.

Designer's Note: This mission is designed so that an Apocalypse force with a lot of big monsters and Gargantuan Creatures can be the focus of a battle, and so an appropriate force of this kind will be needed for the battle. The most obvious candidate for this is a Tyranid army, but this could be expanded to include Chaos Daemons and, indeed, other Chaos forces can be included as well (and you can stretch the definition of 'monsters' presented here to include all kinds of Daemon Engines such as Blood Slaughterers, Defilers and Brass Scorpions, etc, as well), and even Orks with their Squiggoths!

Recommended Points Total/Force Composition: The Rampage of the Beasts is recommended as a moderately sized Apocalypse game whose forces are deliberately imbalanced. In this mission the Attacking side, (the 'monster' player) should have roughly 25% more points to spend than the Defender, with a good base size for the Defender's force set at around 6,000 points (which would give the Attacker 7,500 points to play with). Considerably larger versions of this mission can be played if the models and an appropriately sized playing area are available. If this is the case then the ratio between Attacker's and Defender's points balance should remain the same.

Forces: The Attacking player in this mission controls a monstrous horde of terrifying creatures and behemoth city-crushers, rather than mere war machines and soldiers. At least 75% of their forces should be made up of models with the Monstrous Creature or Gargantuan Creature type, or formations made up of these models. The remaining up to 25% of their forces can be of any choices appropriate to their force of origin.

The Attacker is free to spend their points as they wish as for a normal Apocalypse game, except that at least 25% of their force must be made up of super-heavy vehicles.

The model worth the most points in each force is designated as that force's 'Lord of War' (see the Optional Rules for more details). If more than one model has the same highest points value, then the owning player must choose one of them as the Lord of War. Regardless, which model is the Lord of war must be identified to the opposing side before the game begins, and always deploys on to the table at the start of the game (and may not be held in reserve, regardless of any special rules to the contrary).

SET-UP

Create a large rectangular battlefield at least 6' wide by 8' long and divide this into four sectors (see map).

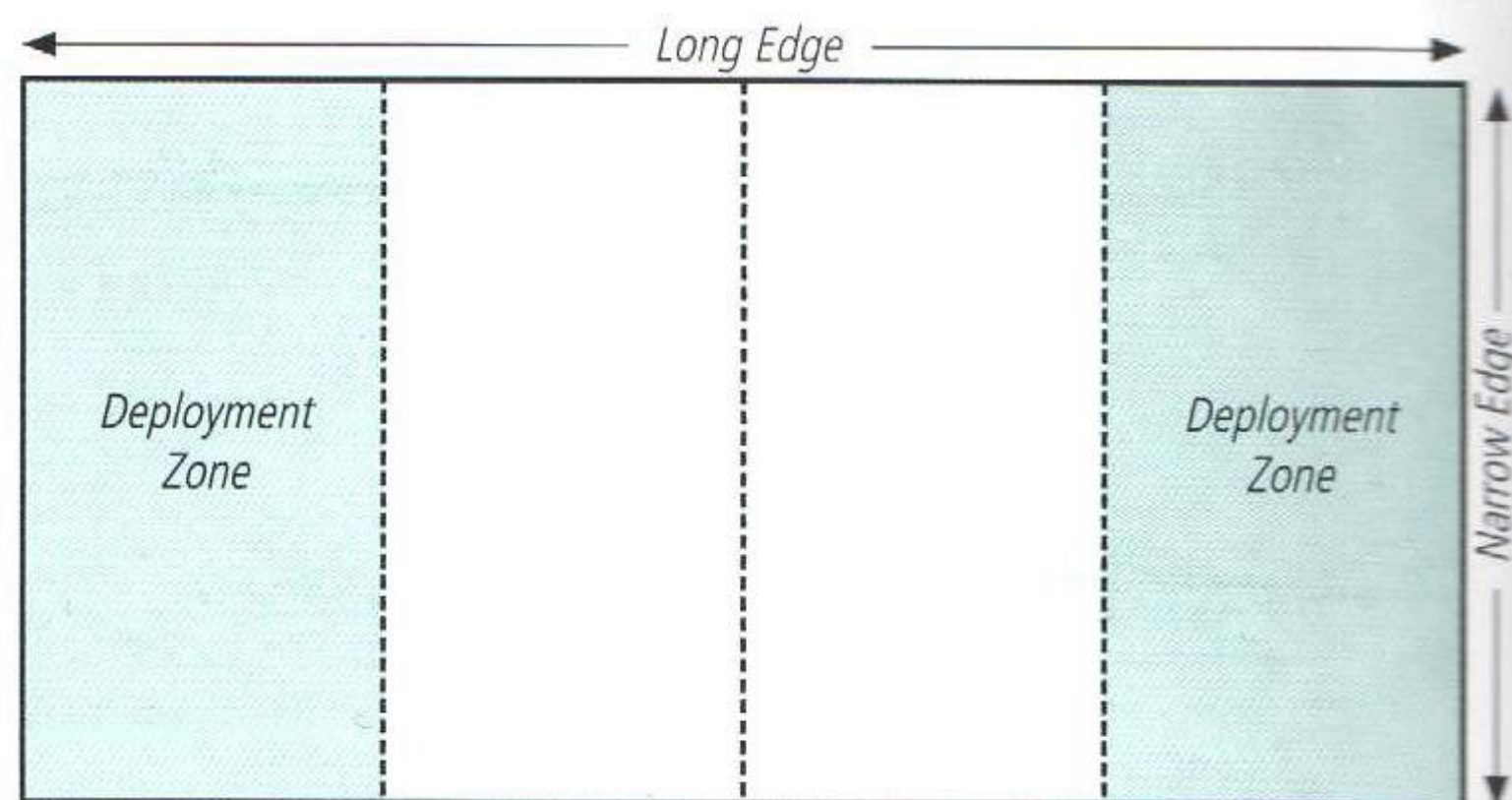
Set up scenery and terrain equal to about a quarter of the total area of the table, distributed in a mutually agreed fashion between the players.

Both sides then roll a D6. Whoever rolls the highest result may then pick one of the sectors with the narrow table edges as their deployment zone, and the loser takes the other sector.

The Defending force then places three objectives in their own deployment zone subject to the usual rules, at least 12" apart.

The Attacking force then places one objective each in the two middle sectors of the table, at least 12" apart.

Each player should then divide their army into a deploying force and a strategic reserve, bid for time to deploy, etc, as normal for an Apocalypse game.



SPECIAL RULES

They're Coming!: All Monstrous Creatures and Gargantuan Creatures in the attacking force deployed to the table at the start of the game gain the Scout special rule on the first turn of the game. (Note these units may not Outflank in this case).

Rampage!: All Monstrous Creatures and Gargantuan Creatures in the Attacking force gain a 6+ Invulnerable save in this game (unless they already possess a better one!) and may re-roll any sweeping advances.

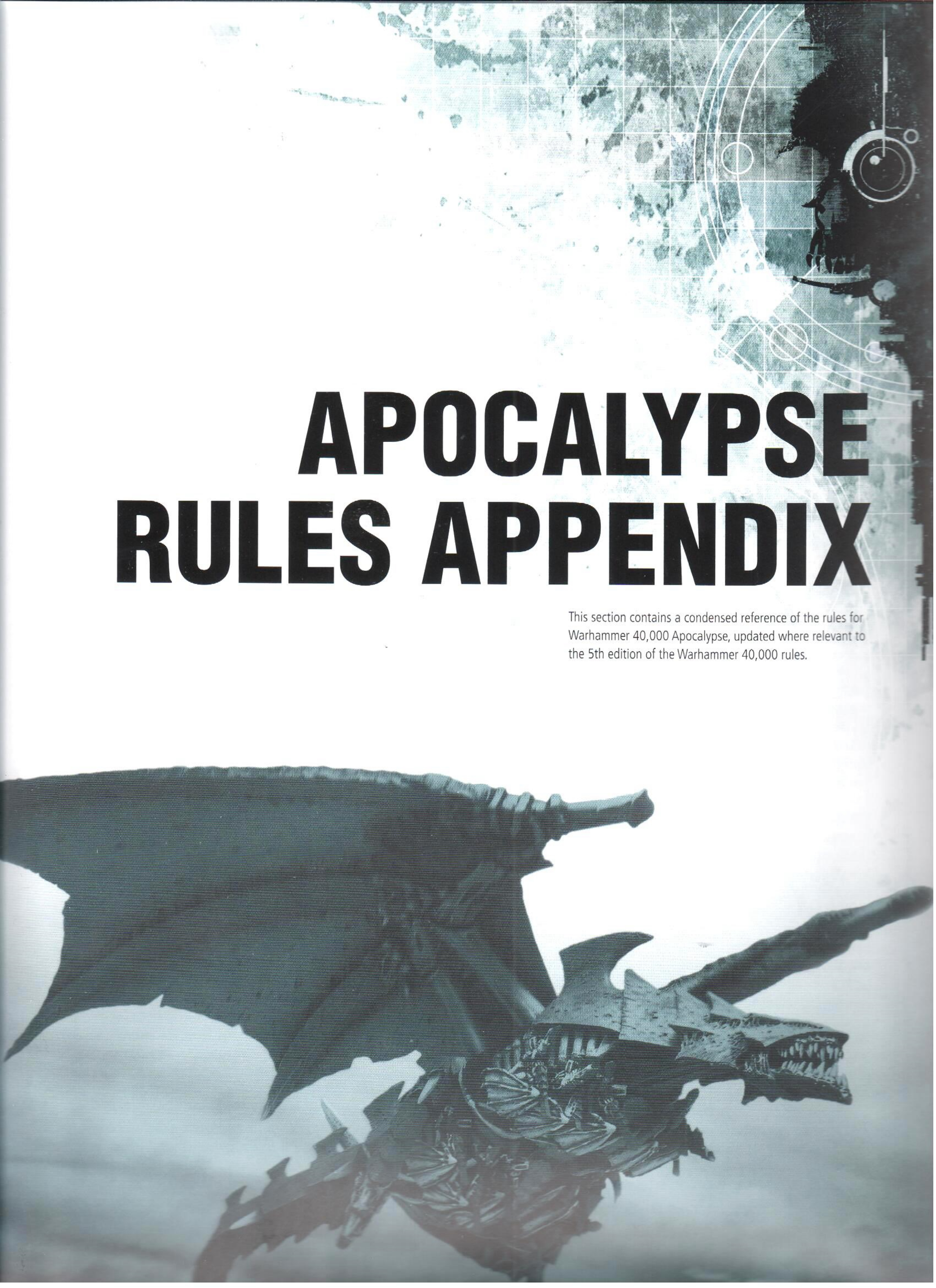
Keep firing!: Any Defending unit may choose to fire its weapons twice when within 24" of an enemy Monstrous creature or Gargantuan Creature if they remain stationary that turn. However, if this is done roll a D6 after the unit has 'double fired' for each weapon type used. If you roll a '1', the weapon is out of ammo and may not be fired again in that game. Place a token next to the unit or otherwise note down to show this has occurred.

Objectives: In addition to the objectives placed on the table, each force's Lord of War counts as gaining the enemy an additional objective if it is killed, fleeing or off the table at the end of the game.

STRATEGIC ASSETS

Each side may pick a number of Strategic Assets equal to the largest number of players per side (to a maximum of three).

Game Length/Victory Conditions: The game lasts for six turns, after which the side with the most Objectives is victorious or until one side is in uncontested possession of all the physical objectives on the table, at which point the victory is theirs.



APOCALYPSE RULES APPENDIX

This section contains a condensed reference of the rules for Warhammer 40,000 Apocalypse, updated where relevant to the 5th edition of the Warhammer 40,000 rules.

APPENDIX I: SUPER-HEAVY VEHICLES

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

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

MOVEMENT PHASE

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

Super-heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1.

In addition, if their second roll is another 1, they are not Immobilised, but suffer a Drive Damaged result, as described in their Damage tables later.

SHOOTING PHASE

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

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

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

ASSAULT PHASE

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

STRUCTURE POINTS

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

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

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

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

SUPER-HEAVY VEHICLE TYPES

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

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

SUPER-HEAVY OPEN-TOPPED VEHICLES

No extra clarification needed.

SUPER-HEAVY FAST VEHICLES

These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 18" and fire no weapons.

SUPER-HEAVY TANKS

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

SUPER-HEAVY SKIMMERS

No extra clarification needed. Note that Super-heavy skimmers with Structure Points are still destroyed as normal if Immobilised while moving Flat Out.

SUPER-HEAVY WALKERS

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

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

SUPER-HEAVY TRANSPORTS

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

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-heavy Transport chart on page 198 of the *Apocalypse* rulebook.

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

Transported models are forced to disembark from a Super-heavy transport only if the enemy reduces the vehicle to 0 Structure Points and is treated just like any other unit whose transport vehicle is destroyed (see page 67 of the *Warhammer 40,000* rulebook). In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

Units being transported on Super-heavy vehicles which suffer an Apocalyptic Explosion result on the Catastrophic Damage table however, are automatically and immediately destroyed, with no saves or invulnerable saves allowed.

SUPER-HEAVY DAMAGE TABLE

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

MODIFIERS

Glancing hit:	-2
Penetrating hit:	0
AP 1/Destroyer hit	+1
(See Special Rules)	

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

DAMAGE RESULTS

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

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

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

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

Structural Damage: The vehicle loses 1 Structure Point.

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

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

CATASTROPHIC DAMAGE TABLE

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

CATASTROPHIC DAMAGE RESULTS

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

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

Apocalyptic Explosion!: All models within 3D6" suffer a Strength 9 AP 2 hit! Vehicles within range are hit on their side armour. The Super-heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of an appropriate size, if such a terrain piece is available.

PSYCHIC POWERS

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

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a Super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a Super-heavy walker that is engaged in combat with another Super-heavy walker or a Gargantuan Creature. In return, the player immediately rolls a dice for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void Shields (see page 96 of the Apocalypse rulebook), which are rolled for separately.

APPENDIX II: FLYERS

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

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

MOVEMENT

Flyers always begin the game in Strategic Reserve.

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

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

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

Flyers do not block movement for other models (unless using Hover Mode).

FLYERS SHOOTING

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

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

SHOOTING AT FLYERS

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

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (such as weapons which use blasts) cannot hit flyers, unless these weapons also have the Anti-Aircraft Mount special rule (see the Special Rules section on page 96 of the *Apocalypse* rulebook for more details).

When shot at, flying vehicles follow the same rules as skimmers moving Flat Out and counts as Obscured (gaining a cover save of 4+) when fired at. However, against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

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

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

ASSAULTS

Flyers may never assault nor be assaulted.

VICTORY

Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES

Flyers that are Super-heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction. Super-heavy flyers cannot use the Damage Control rule.

HOVER MODE

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

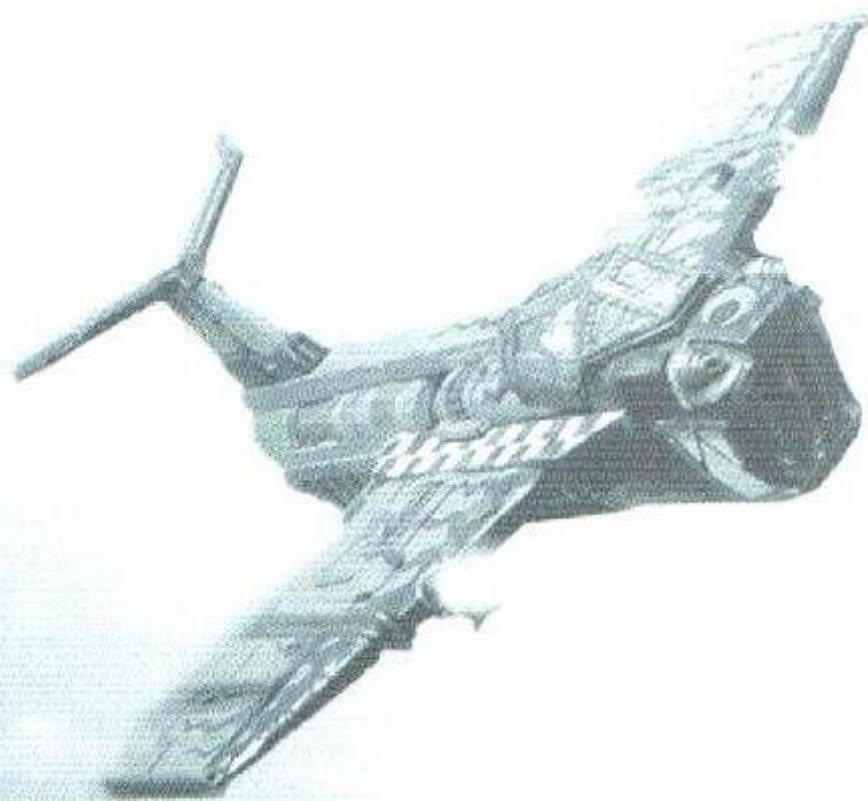
When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you choose to move it) until the beginning of your next turn. For example, if a vehicle moves as a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

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

FLYING TRANSPORTS

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

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



BOMBING RUNS

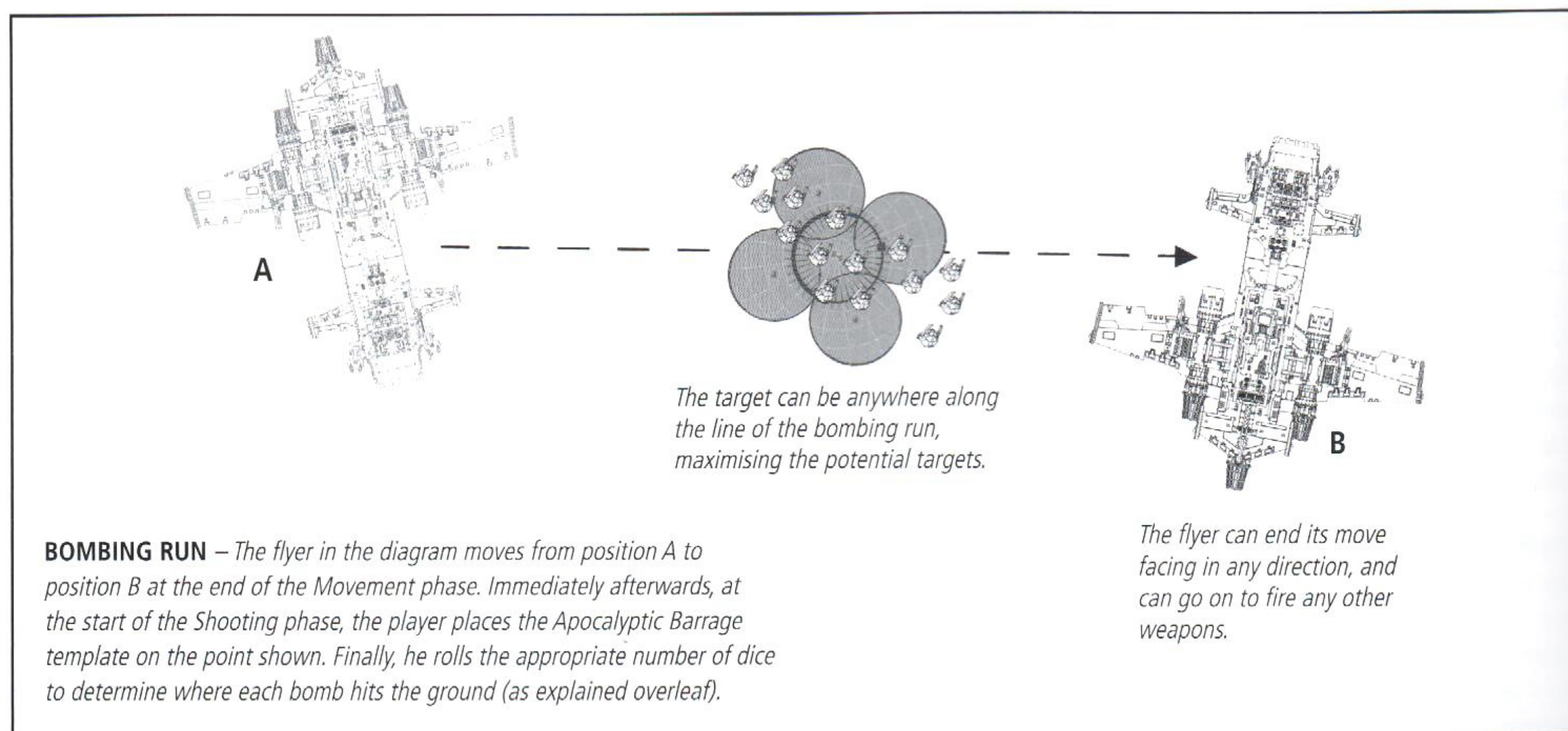
In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase so that their bombs hit the ground immediately at the beginning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

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

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

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

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



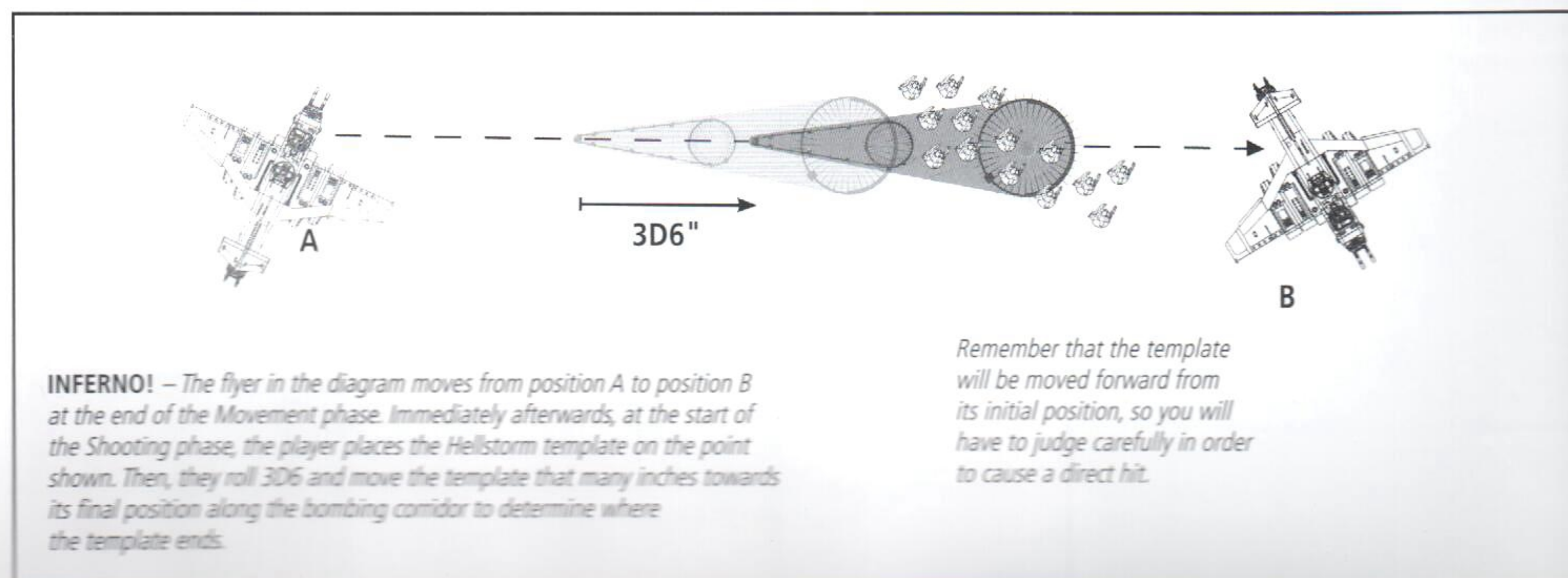
INFERNO!

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

Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the

bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

If a model is a flyer with Hover Mode, it may only make a bombing run and use its bombs on a turn it moves as a flyer rather than as a skimmer (it needs the altitude to drop the bombs).



APPENDIX III: SPECIAL RULES

ANTI-AIRCRAFT MOUNT

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

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

BOMB

See Bombing Runs on page 94 of the *Apocalypse* rulebook for details.

CO-AXIAL WEAPON

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

DESTROYER

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

This hit can still be downgraded to a glancing hit by rules that have that effect, with the exception of cover which cannot obscure the vehicle as the Destroyer weapon just blasts its way right through.

In addition, when rolling on the appropriate Vehicle Damage chart, add +1 to the result (note that this is the equivalent bonus to that which AP 1 weapons have).

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

HOVER MODE

See the Flyers section on the previous pages for details.

INFERNO!

See the Flyers section on the previous pages for details.

PRIMARY WEAPON

This is a weapon characteristic of very large guns, often carried by Super-heavy vehicles and Gargantuan Creatures.

Primary weapons always count as ordnance for the purposes of rolling for armour penetration and on Vehicle Damage charts.

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

TITAN CLOSE COMBAT WEAPON

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

Titan Close Combat weapons confer three extra close combat attacks to the profile of the Super-heavy Walker. They also confer the Destroyer rule to all of the walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle's legs.

The enemy may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary weapon. If the roll to avoid being destroyed is failed, the Titan Close Combat weapon is destroyed – the walker loses the three extra Attacks and the Destroyer rule in close combat.

POWER FIELDS

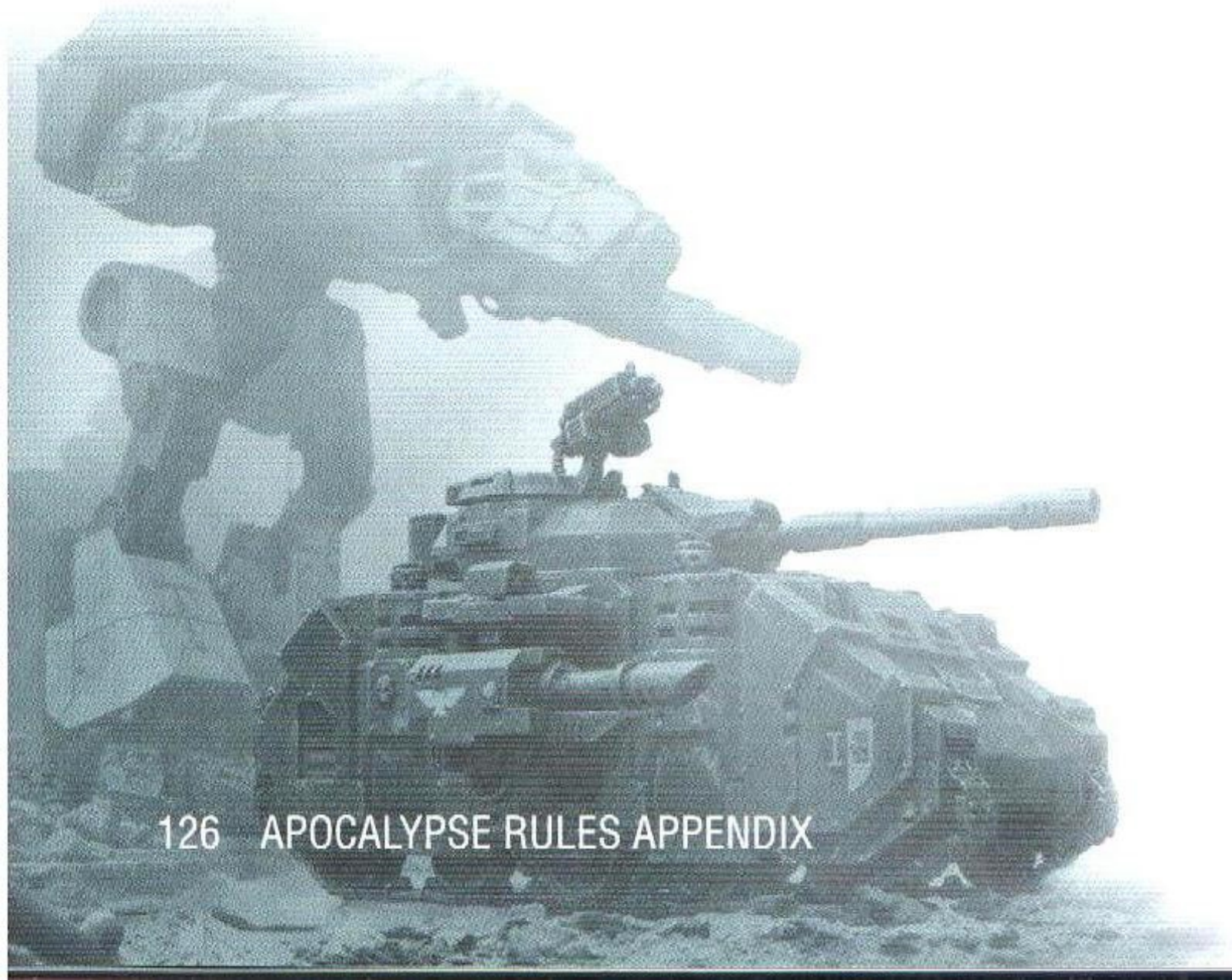
Some Ork Super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and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

VOID SHIELDS

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

ELDAR TITAN HOLO-FIELDS

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



NEW BLAST MARKERS AND TEMPLATES

Apocalypse uses some new (and much bigger!) blast markers and templates, whose names and rules are presented here. Be aware that to save space in the datasheets we normally do not use their full name, but instead refer to them (as well as to the normal Large Blast) with their size in inches. So, for example, the 'Massive Blast' is referred to as the 7" Blast, etc.

HELLSTORM TEMPLATE

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

APOCALYPTIC BLAST MARKER

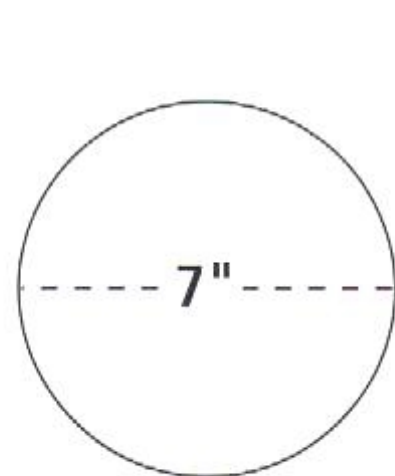
Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

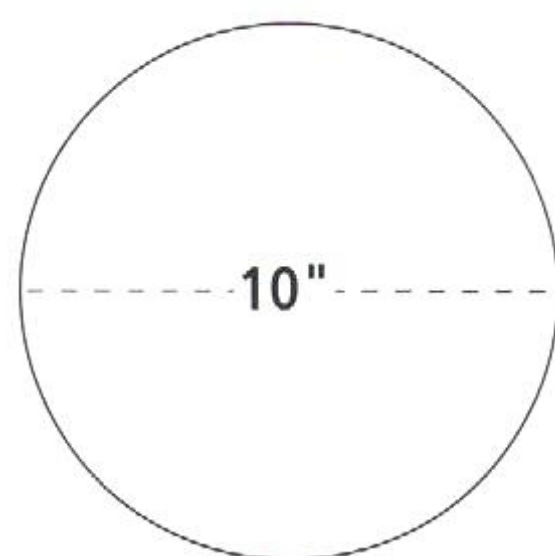
Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

APOCALYPTIC BARRAGE TEMPLATE

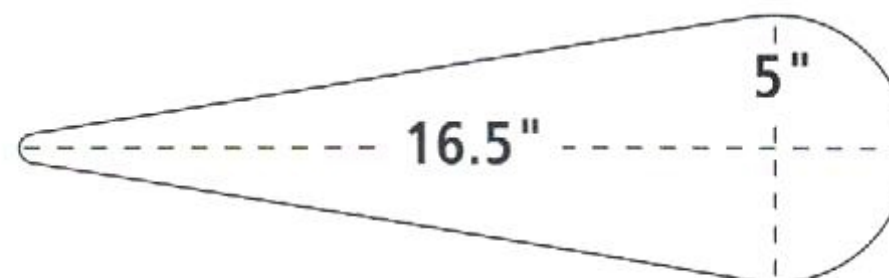
Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight of the weapon firing and then measure the range (if applicable). If the centre is in range, the weapon has hit and the barrage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



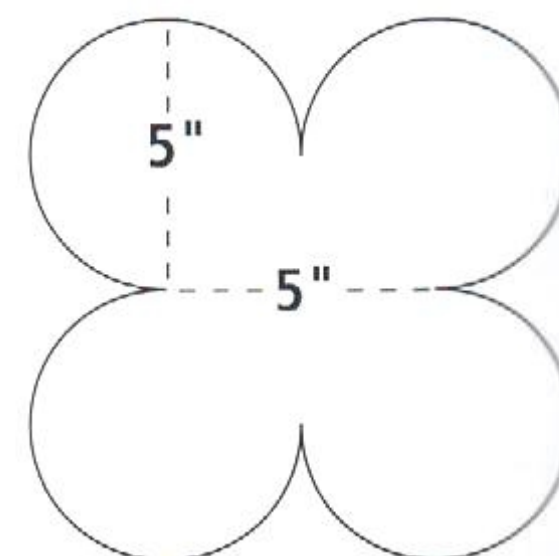
**MASSIVE
BLAST MARKER**



**APOCALYPTIC
BLAST MARKER**

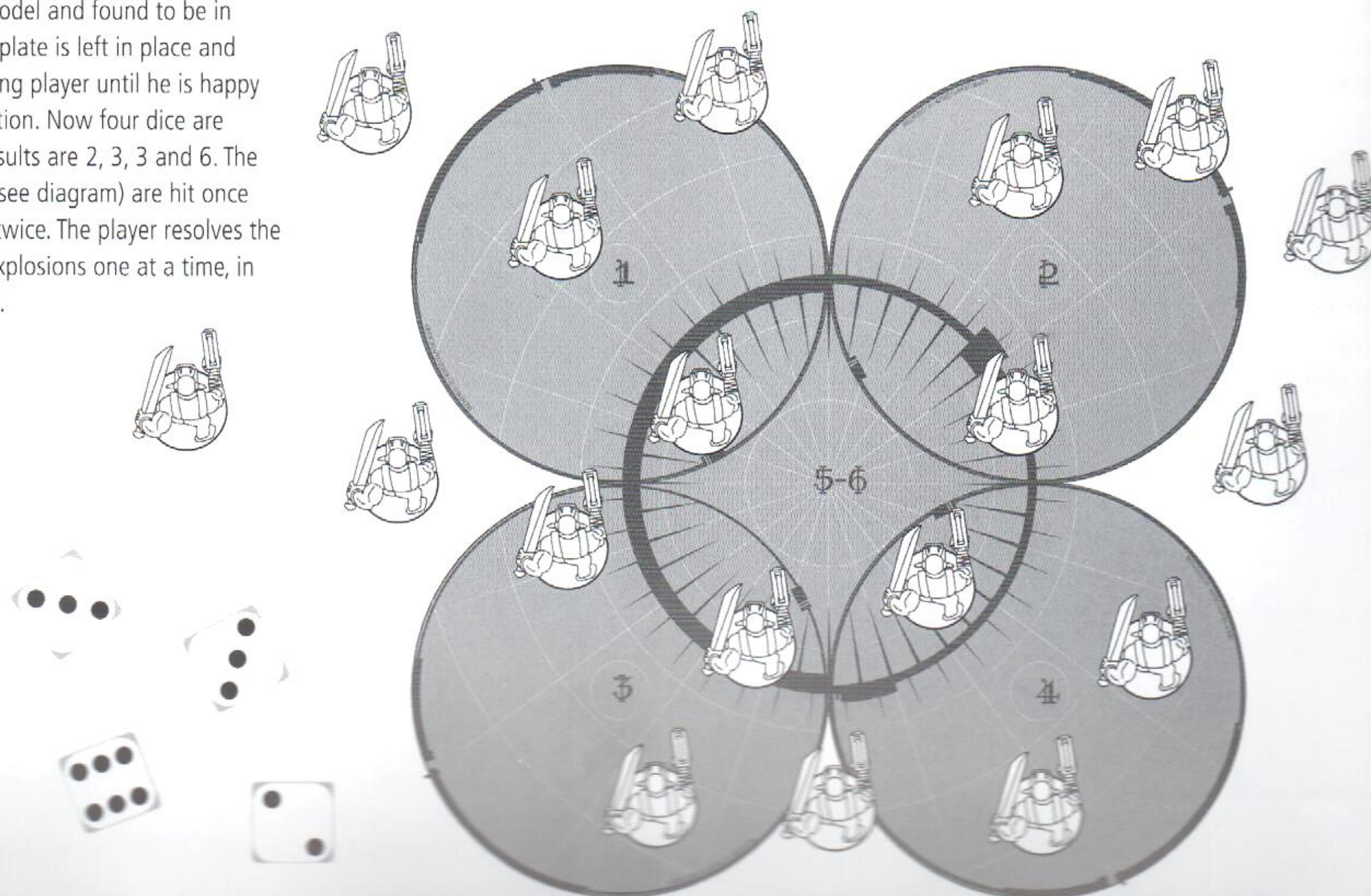


**HELLSTORM
TEMPLATE**



**APOCALYPTIC
BARRAGE TEMPLATE**

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



APPENDIX IV: GARGANTUAN CREATURES

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

Gargantuan Creatures follow the rules for Monstrous Creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

MOVEMENT PHASE

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

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

SHOOTING PHASE

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

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

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

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

ASSAULT PHASE

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

Remember that, like Monstrous Creatures, close combat attacks from Gargantuan Creatures count as power weapons and roll 2D6 plus Strength for Armour Penetration. In addition, when rolling on the Vehicle Damage table, close combat attacks from Gargantuan Creatures count as hits from ordnance! When attacking in close combat, a Gargantuan Creature can choose to either fight normally or to execute a Stomp special attack. A Stomp allows a Gargantuan Creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attack value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

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

If, at the end of an assault, enemy models that are not Gargantuan or Super-heavy Walkers are still engaged with a Gargantuan Creature, they must immediately make a consolidate move in order to get at least 1" away from the Gargantuan Creature. Gargantuan Creatures may not consolidate.

Other Gargantuan Creatures and Super-heavy Walkers remain engaged as normal.

SPECIAL RULES

All Gargantuan Creatures are Fearless.

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

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

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

All sniper weapons and poisoned weapons wound Gargantuan Creatures only on a roll of 6 (rather than their usual rule).



IMPERIAL ARMOUR

APOCALYPSE SECOND EDITION

This book substantially updates and expands the first edition of Imperial Armour Apocalypse with 32 entirely new entries, and is packed with over 90 Apocalypse datasheets for Legendary units such as the mighty Crassus to the Daemon Lords of Chaos. Also included are new Forge World units for Warhammer 40,000 including the Contemptor Pattern Dreadnought and its variants, and the Dark Eldar Tantalus.

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Stormblade
Stormsword
Gorgon
Macharius
Macharius 'Vanquisher'
Macharius 'Vulcan'
Crassus Armoured Assault Transport
Dominus Armoured Siege Bombard
Praetor Armoured Assault Launcher
Tauros Squadron
Malcador
Malcador 'Annihilator'
Malcador 'Defender'
Malcador 'Infernus'
Macharius 'Omega'
Death Korps Of Krieg Death Rider Company

Space Marines

Thunderhawk Transporter
Space Marine Contemptor Pattern Dreadnought
Blood Angels Contemptor Pattern Dreadnought
Space Wolves Contemptor Pattern Dreadnought
Space Marine Contemptor-Mortis Pattern Dreadnought
Siege Dreadnought
Land Raider Achilles
Caestus Assault Ram
Lucius Pattern Dreadnought Drop Pod
Automated Defence Force
Ancients Assault Force
Caestus 'Trident' Assault Force

Forces of the Imperium

Aquila Lander
Marauder Destroyer
Valkyrie Sky Talon Transport
Arvus Lighter
Imperial Fortress Walls

Orks

Big Squiggoth
Warkopta
Fighta
Kustom Meka-dread
Lifta Wagon
Kill Blasta
Kill Bursta
Grot Tank Battle Mob
Grot Mega-tank
Grot Bommi Launcha
Tanka Mob
Squiggoth Battle Herd

Eldar

Fire Storm
Wraithseer
Phantom Titan
Hornet Squadron
Vampire Raider
Vampire Hunter
Lynx
Warp Hunter
Guardian Serpent Rider Host
Skyreaver Corsair Raiding Force

Tyranids

Scythed Hierodule
Harridan
Malanthrope
Meiotic Spore
Stone-crusher Carnifex
Spore Chimney Infestation

Tau Empire

Orca
Manta
Tiger Shark AX-1-0
Tiger Shark
Piranha TX-42
DX-6 'Remora' Drone Fighter
Tau Battlesuit Commander R'alai
Pathfinder Search And Destroy Cadre
Drone Perimeter Defence Team
Kroot Knarloc Raiders
Manta Death Blow Cadre

Necrons

Necrons Tomb Stalker
Undying Legion
Gauss Pylon Network

Dark Eldar

Dark Eldar Raven Strike Fighter
Dark Eldar Reaper
Dark Eldar Tantalus

Chaos

Daemon Lord - An'ggrath the Unbound
Daemon Lord - Zarakynel
Daemon Lord - Scabeiathrax the Bloated
Chaos Warhound Titan
Chaos Contemptor Dreadnought
Giant Chaos Spawn
Spined Chaos Beast
Hell Talon
Hell Blade
Dreadclaw
Vraksian Renegade Attack Force
Dreadclaw Talon
Daemon Engine Summoning

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