

IMPERIAL ARMOUR

APOCALYPSE



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





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INTRODUCTION

Welcome one and all to the latest incarnation of *Imperial Armour: Apocalypse*.

The first edition of *Imperial Armour: Apocalypse* was published in 2007, alongside the original Games Workshop *Apocalypse* expansion, and as with that venerable tome, this new *Imperial Armour: Apocalypse* reaches you hard on the heels of a new *Warhammer 40,000: Apocalypse* expansion. Just as with its predecessor, this book aims to provide players with all of the tools they need to incorporate Forge World's fantastic range of models and campaigns into those *Apocalypse* rules, replacing the older *Imperial Armour: Apocalypse Second Edition* and *Imperial Armour: Apocalypse 2*.

Inside you'll find new and fully updated profiles for all of the Super-heavy vehicles produced by Forge World not already covered in the main *Warhammer 40,000: Apocalypse* expansion, ready to blast a trail of destruction across your *Apocalypse* battlefields.

However, rather than simply providing players with only the basic tools for their *Apocalypse* games, we've taken *Imperial Armour: Apocalypse* further, in the tradition of Forge World *Apocalypse* books, and included a slew of rarer and more deadly non Super-heavy vehicles. As well as being a good chance to update some of these units to the latest version of the *Warhammer 40,000* rules, it also allows players to field truly unique armies in their games of *Warhammer 40,000: Apocalypse* – evoking the feel of truly epic battles, as the various factions of the *Warhammer 40,000* universe send the most destructive weapons in their arsenals to war.

The opportunity has also been taken to include a new War Zone, covering the events of the war for Vraks – first detailed in the *Siege of Vraks* trilogy. The War Zone includes a brief history of the Vraks conflict, as well as missions covering some of the war's prominent battles and a host of other rules. Whilst it would be impossible to completely cover all of the events of a campaign that spanned three full *Imperial Armour* books in a single volume, we have endeavoured to include all of the tools required for players to incorporate in their own missions, or adapt those from the *Warhammer 40,000: Apocalypse* expansion in order to properly re-fight the wars on Vraks. In addition to missions, the War Zone includes Unnatural Disasters, *Finest Hours* and other rules which will hopefully inspire players to get their Forge World collections onto the table as soon as possible.

As with any of our *Imperial Armour* books, we would be remiss if we did not spare a moment to thank all of the people who have contributed to the creation of this book; both the excellent team at Forge World, who have worked long and hard to bring this book into existence, but also those members of the gaming community who take the time to write in with feedback, or speak with us at the various events attended by Forge World.

The Forge World Team

ADDITIONAL SPECIAL RULES

This section is devoted to the specialised rules used by Super-heavy units on the battlefields of the far future, detailing any new special rules or vehicle types used by units described within this book. Items of wargear and rules not covered in this section function as dictated by either the *Apocalypse* rulebook, the *Warhammer 40,000* rulebook or the relevant Codex.

Agile: In the Shooting phase, a model with this special rule can choose to either:

- Fire all available weapons.
- Fire a single weapon and then Run.
- Fire no weapons at all and Run twice.

Armoured Ceramite: The hull of this vehicle has been reinforced, either with arcane blessings or simple mechanical augmentation and ablative plating. Weapons with the Melta special rule may never roll an additional D6 for armour penetration against a vehicle with Armoured Ceramite.

Atomantic Shielding: One of the Contemptor Dreadnought's most distinctive features is the defensive field generators mounted in its armoured carapace and powered by the potent atomantic power reactor core housed within. 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 an Explodes! damage result, add +1" to the radius of the blast.

Command Tank: A Super-heavy vehicle with this special rule is a High Command Formation as well as a Super-heavy vehicle, and counts as a HQ choice.

Crushing Weight: A Super-heavy vehicle with this special rule adds +1 to all rolls on the Thunderblitz table when making a Ram or Tank Shock attack.

Daemonic Transport: A model with the Daemonic Transport special rule also gains the Daemon special rule. In addition, roll a D6 each time a unit embarks or disembarks from a vehicle with this special rule. On the roll of a 1, the Daemon devours D3 models from the unit – randomly determine which models are removed, they are removed as casualties and may make no saves of any kind. The vehicle then restores a number of Hull Points equal to the number of models removed.

Engine Damage: When this Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table, roll a D6. On the score of a 4+, it is Immobilised (as per the entry on the Vehicle Damage table) as well as suffering the effects of any other damage inflicted upon it, this ignores a Super-heavy vehicle's normal immunity to such damage.

Mega-Charga: This item may be used only once per game. Its use can be declared at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1, the vehicle is immobilised (no saves of any kind may be taken against this damage, but the vehicle loses no Hull Points because of it). On any other result, the vehicle gains the Fleet special rule for the duration of the turn in which the Mega-Charga was activated.

Overdrive: A Super-heavy vehicle with this special rule may move up to an additional 6" when it chooses to move Flat Out in the Shooting phase.

Reactor Meltdown: If a model with this special rule suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor explodes! All hits from this Titanic Explosion! are resolved as if they were from a Destroyer weapon.

Tank Riders: A vehicle with this special rule counts as Open-topped for the purposes of embarking and disembarking Infantry models, but not for resolving damage or any other situation.

Unstable Reactor: A Super-heavy vehicle with this special rule adds +1 to all rolls on the Catastrophic Damage table.

NEW VEHICLE TYPE

Super-heavy Vehicle (Immobile): A model with this type follows all the rules for Super-heavy vehicles presented in the *Apocalypse* rulebook, except that the vehicle may not move after it has been deployed. Any effects that would force it to move instead cause it to lose D3 Hull Points.

FLYERS WARGEAR

Armoured Cockpit: A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken or Crew Stunned on a roll of 4+.

Distinctive Paint Scheme or Markings: These are a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight to the vehicle may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

Flare or Chaff Launchers: These are a single use item. A vehicle equipped with Flare or Chaff Launchers has a 4+ invulnerable save against any damage inflicted by Missile weapons.

Illum Flares: A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see page 81 of the *Warhammer 40,000* rulebook), placing a marker where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the Flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision while firing at units with at least one model within 12" of the Flare marker.

Infra-red Targeting: A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

USING THIS BOOK

This book contains profiles for a variety of different units, both units introduced in the *Warhammer 40,000: Apocalypse* expansion and those intended for use in standard games of Warhammer 40,000. In order to make it clear at a glance what type of unit a given profile represents, you will find a number of 'stamps' used on the entries in this book, as shown below. In addition, many of the profiles listed in this book have a variety of new weapons or special rules and in most cases details of these are listed on the profile, however, some have additional rules which can be found in either the weapons summaries on pages 134-138 or the Additional Special Rules section on page 6 of this book.



This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and Force Organisation charts. As with all our models these should be considered 'official' but, as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.



These units are intended for use in games of Warhammer 40,000: Apocalypse, within the game restrictions decided upon by the game's organiser beforehand. As with other Forge World units these should be considered 'official' but, as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.



These icons represent a group of several different models, as specified by the formation's profile, that form a single large unit on the battlefield. Apocalypse formations are intended for use in games of Warhammer 40,000: Apocalypse, within the game restrictions decided upon by the game's organiser beforehand. As with other Forge World units these should be considered 'official' but, as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World formations before you start.





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.



FELLBLADE SUPER-HEAVY TANK

POINTS: 525

An advanced variant of the Baneblade super-heavy tank, the Fellblade can only be found amongst a few Chapters of the Adeptus Astartes. Whilst similar in basic design to the Baneblades that make up the majority of the Imperial Guard's super-heavy tank squadrons, the Fellblade is a far superior vehicle. Its chassis is constructed of

an advanced metalplas alloy that can no longer be manufactured and it employs rare atomantic reactor technology. Similarly, its weaponry is of antique design and irreplaceable, a complex accelerator cannon capable of firing multiple shell types, allowing the vehicle to eliminate both armoured vehicles and large infantry formations with ease. These vehicles are rightly venerated by both the Space Marines who operate them and the Adeptus Mechanicus savants who must be relied upon to maintain their ancient and mysterious systems.



BS	ARMOUR				HP
	Front	Side	Rear		
4	14	13	12		12

UNIT COMPOSITION

- 1 Fellblade

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Turret-mounted twin-linked Fellblade accelerator cannon
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Hull-mounted demolisher siege cannon
- Searchlight
- Smoke launchers

OPTIONS

- A Fellblade may exchange its quad lascannon sponsons for:
 - Laser destroyer sponsons Free
- A Fellblade may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flamer Free
- A Fellblade may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- A Fellblade may take one of the following pintle-mounted weapons:
 - Storm bolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

See page 134 for additional weapons rules and profiles.

Fellblade Accelerator Cannon: A cogitator-assisted high velocity accelerator cannon designed on the Forge World of Tigrus, the Fellblade cannon is a superior heavy armament able to switch between high density-core armour piercing shells for use against enemy armour and fortifications, and powerful high explosive fragmentation rounds against concentrations of troops. Choose which of the following two profile entries the cannon uses every time it is fired.*

WEAPON	RANGE	STR	AP	SPECIAL
Fellblade accelerator cannon (HE shell)*	100"	8	3	Ordnance 1, Massive Blast (7")
(AE shell)*	100"	9	2	Heavy 1, Armourbane, Blast (3")
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked

TYPHON HEAVY SIEGE TANK

POINTS: 350

Larger even than the Land Raider, the Typhon is one of the mightiest armoured vehicles employed by the Adeptus Astartes. Similar in design to the Vindicator, this relic-tank is intended for deployment in confined spaces, excelling at fighting in urban warzones – just like its smaller cousin. The Typhon forfeits any ability to transport supporting infantry in favour of carrying an immense dreadhammer cannon, a weapon whose rocket-assisted shells can flatten entire hab-blocks and decimate enemy infantry

forces. So large is this cannon that the Typhon can only carry a limited store of its gigantic explosive shells, restricting its ability to operate away from supply lines. Despite its obvious power, this relic-tank finds little favour amongst the Chapters that still possess them, some unspoken taint hangs over its origins that leaves many uncomfortable with employing the design. Notably, the Minotaurs Chapter has few such reservations, and is known to field the largest number of these rare vehicles, often employing them en-masse to devastate their enemies.



BS	ARMOUR				HP
	Front	Side	Rear		
4	14	14	14		6

UNIT COMPOSITION

- 1 Typhon Heavy Siege Tank

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Dreadhammer siege cannon
- Searchlight
- Smoke launchers

SPECIAL RULES

- Crushing Weight*

*See page 6 for full details.

OPTIONS

- A Typhon Heavy Siege Tank may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters..... +20 points
 - Lascannon..... +40 points
- A Typhon Heavy Siege Tank may take any of the following:
 - Hunter-killer missile..... +10 points
 - Armoured Ceramite..... +20 points
- A Typhon Heavy Siege Tank may take one of the following pintle-mounted weapons:
 - Storm bolter..... +5 points
 - Heavy flamer..... +15 points
 - Heavy bolter..... +15 points
 - Multi-melta..... +20 points

See page 134 for additional weapons rules and profiles.

Dreadhammer Siege Cannon: The Dreadhammer is a huge siege weapon, modified from the kind of static weaponry usually deployed to slowly pound cities and gargantuan fortresses to dust. The kinetic blast wave produced by the multi-tonne shells it fires alone is enough to liquefy flesh and bone, and the most well-protected bunker provides little defence for those within.

WEAPON	RANGE	STR	AP	SPECIAL
Dreadhammer siege cannon	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed

*The Dreadhammer siege cannon has two ranges depending on whether its vehicle has remained stationary or not. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24". If it did not move, the range is increased to 48".

CERBERUS HEAVY TANK DESTROYER

POINTS: 395

One of the few super-heavy vehicles in service amongst the Adeptus Astartes, the Cerberus is employed to hunt and kill enemy armour. Its vast hull bears many similarities to the ancient Spartan assault tank, as well as the more commonplace Land Raider, both in its durability and form. However, unlike its smaller cousins it does not carry the Chapter's battle-brothers to war, most of its internal space is filled by massive atomantic reactors. These reactors are dedicated to powering the fearsome neutron laser projector that forms the Cerberus' primary weaponry, a weapon capable of

reducing any armoured vehicle to irradiated scrap with a single blast. Unfortunately, time has rendered the complex shielding systems that the Cerberus once fielded impossible to re-produce, leaving the Space Marine crew to weather the constant build-up of radioactive contaminants that occur whenever the main gun is fired as best they can. Whilst assignment to the crew of a relic-tank like the Cerberus is invariably seen as a great honour, not many survive for longer than a few campaigns due to the debilitating energies generated during combat.



ARMOUR

BS	Front	Side	Rear	HP
4	14	14	13	6

UNIT COMPOSITION

- 1 Cerberus Heavy Tank Destroyer

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Twin-linked neutron laser battery
- Searchlight
- Smoke launchers

SPECIAL RULES

- Reactor Blast
(See page 6 for full details)

OPTIONS

- A Cerberus Heavy Tank Destroyer may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters..... +20 points
 - Lascannon..... +40 points
- A Cerberus Heavy Tank Destroyer may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite..... +20 points
- A Cerberus Heavy Tank Destroyer may take one of the following pintle-mounted weapons:
 - Stormbolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

See page 134 for additional weapons rules and profiles.

Reactor Blast: Should the Cerberus lose its last Hull Point, it rolls on the Catastrophic Damage table with a +1 modifier. The vehicle is then removed.

Neutron Laser Battery: The neutron laser is a Dark Age of Technology relic whose secrets are little understood outside the highest circles of the Adeptus Mechanicus and whose powerful blasts, while outmatching any weapon of its size, are prone to dangerous feedback if they encounter anything able to resist the terrible forces they can unleash.

WEAPON	RANGE	STR	AP	SPECIAL
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback ¹ , Shock Pulse ²

¹ See the Feedback rule on page 134.

² See the Shock Pulse rule on page 134.

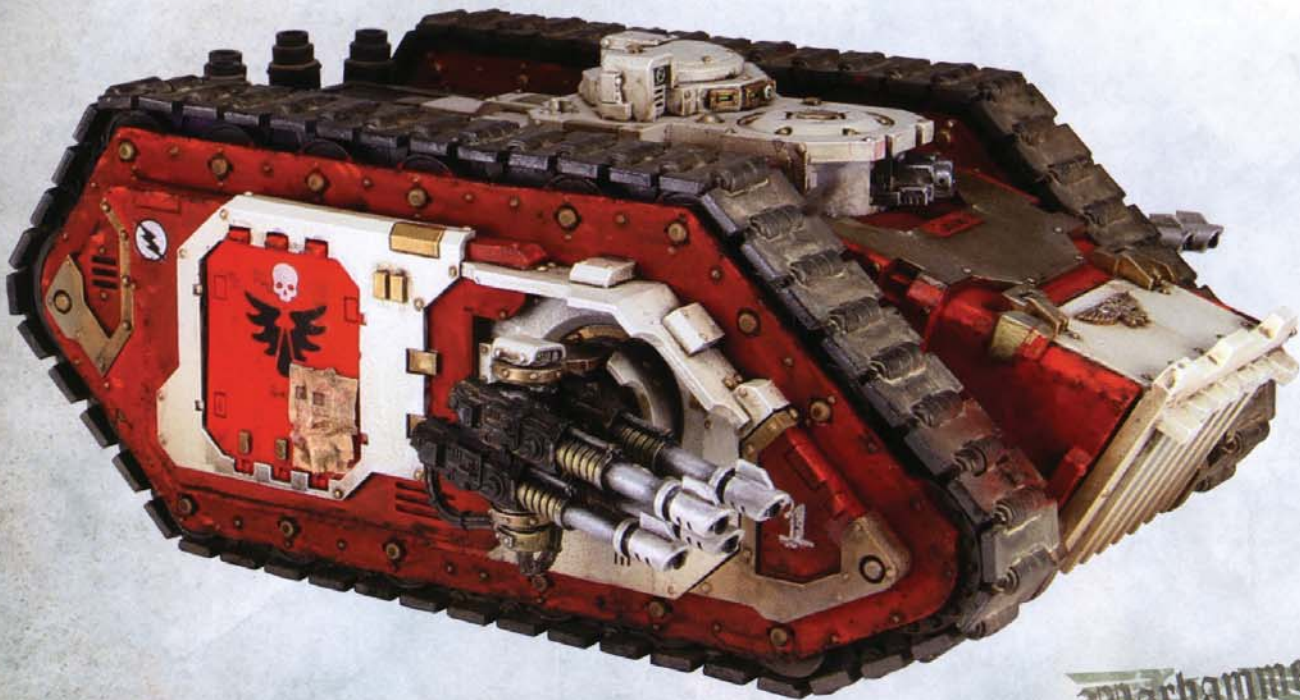
SPARTAN ASSAULT TANK

POINTS: 295

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank all but unknown outside of the revered Adeptus Astartes and the secretive Adeptus Mechanicus. It is a huge armoured conveyer, created to carry a large body of troops into the heart of an enemy's battle lines, and is capable of surviving weapons fire that would bring about the destruction of any lesser vehicle. Its design bears clear connections with that of the Land Raider, and the genius of those who made it was such that the majority of its interior space is given over to a transport capacity

greater than almost any other Imperial vehicle of its size. It is also considerably faster on the battlefield than its size would suggest, thanks to potent reactor-driven motive drives.

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



ARMOUR				
BS	Front	Side	Rear	HP
4	14	14	14	5

UNIT COMPOSITION

- 1 Spartan Assault Tank

UNIT TYPE

- Vehicle (Tank, Transport)

ACCESS POINTS

- The Spartan has one access point at the front and two on each side.

TRANSPORT CAPACITY

- The Spartan has a transport capacity of 25 models.

WARGEAR

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra Armour

SPECIAL RULES

- Power of the Machine Spirit
- Assault Vehicle

OPTIONS

- A Spartan may exchange its hull-mounted twin-linked heavy bolter for:
 - Twin-linked heavy flamer Free
- A Spartan may exchange its lascannon sponsons for:
 - Laser destroyers Free
- A Spartan may take:
 - Frag assault launchers +10 points
- A Spartan may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +20 points
- A Spartan may take one of the following pintle-mounted weapons:
 - Storm bolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

See page 134 for additional weapons rules and profiles.

A Spartan Assault Tank is a Heavy Support choice for a Codex: Space Marines, Codex: Space Wolves, Codex: Dark Angels, Codex: Blood Angels, Codex: Black Templars, and the Space Marine Siege Assault Vanguard army list (see Imperial Armour 10: The Badab War, Part Two). In addition, it may be selected as an Astral Claws Chapter Support choice in a Tyrant's Legion army list (see Imperial Armour 9: The Badab War, Part One).

WEAPON	RANGE	STR	AP	SPECIAL
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked

LAND RAIDER PROTEUS

POINTS: 200

The origins of the powerful Land Raider tanks of the Space Marines are lost in the dim and mythic Dark Age of Technology, and few hold the mystery of what the Adeptus Mechanicus refer to as the 'Proteus' patterns. This term is given to a number of different configurations which are believed to be among the oldest of their kind, all of which share the principal feature that as well as being a highly durable, environmentally sealed and well-armed battle tank, they contain numerous sophisticated augury systems and cogitator engines, enabling their occupants to scan and monitor the events of a battlefield with phenomenal clarity. The Proteus Land Raiders, however, lack the armoured frontal assault ramps and larger troop capacity of the more commonplace Land Raider types. Although an exceedingly rare sight on the battlefields of the 41st Millennium, the Proteus remains a highly regarded war-relic by those Space Marine Chapters who possess them, either through ancient history or as the spoils of war and conquest, both as a command vehicle and as a spearhead leader.



ARMOUR

BS	Front	Side	Rear	HP
4	14	14	14	4

UNIT COMPOSITION

- 1 Land Raider Proteus

UNIT TYPE

- Vehicle, Tank, Transport

TRANSPORT CAPACITY

- The Land Raider Proteus can transport 10 models.

ACCESS POINTS

- Land Raiders have one access point on each side of the hull.

WARGEAR

- Two sponson-mounted twin-linked lascannon
- Searchlight
- Smoke launchers

SPECIAL RULES

- Power of the Machine Spirit

OPTIONS

- A Land Raider Proteus may take any of the following:
 - Hunter-killer missile +10 points
 - Dozer blade +5 points
 - Extra Armour +10 points
 - Armoured Ceramite +20 points
- A Land Raider Proteus may take one of the following pintle-mounted weapons:
 - Storm bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Land Raider Proteus may be further armed with one of the following hull-mounted weapons:
 - Twin-linked heavy bolter +20 points
 - Twin-linked heavy flamer +20 points
- Any Land Raider Proteus may be upgraded with:
 - Explorator Augury Web +50 points

A Land Raider Proteus is a Heavy Support choice for a Codex: Space Marines, Codex: Space Wolves, Codex: Dark Angels, Codex: Blood Angels, Codex: Black Templars, and the Space Marine Siege Assault Vanguard army list (see Imperial Armour 10: The Badab War, Part Two). In addition, it may be selected as an Astral Claws Chapter Support choice in a Tyrant's Legion army list (see Imperial Armour 9: The Badab War, Part One).

Explorator Augury Web: The sophisticated scanners and cognis-interpreters built into the structure of the Proteus are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Techmarine, these augurs can be used in conjunction with Legion command to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted or reinforcements to be called in with uncanny accuracy.

A Land Raider Proteus with an Explorator Augury Web gains the Scout special rule.

While a Proteus with this upgrade is on the table, at the start of any of the controlling player's turn, before any Reserve rolls are made, they may

declare that the Proteus' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- **Disruption Mode:** The opposing force suffers -1 to their Reserve rolls in the next player turn.
- **Relay Mode:** The controlling player's Reserve rolls may be re-rolled (whether failed or successful!) if they wish.

Note that the presence of multiple Explorator Augury Web-equipped Proteus have no additional effect and only one mode may be chosen a turn. If a Land Raider Proteus is fitted with an Explorator Augury Web, its transport capacity is reduced to eight models.

See page 134 for additional weapons rules and profiles.

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. Evidence such as sacred Chapter memento mori and ancient monuments raised on worlds such as Necromunda and Lorin Alpha even suggest 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. This included 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

ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
5	4	7	13	12	10	4	2	3

UNIT COMPOSITION

- 1 Contemptor Dreadnought

UNIT TYPE

- Vehicle, Walker

WARGEAR

- Twin-linked heavy bolter
- Dreadnought close combat weapon with in-built storm bolter
- Smoke launchers
- Searchlight

SPECIAL RULES

- Atomantic Shielding*
- Fleet

*See page 6 for full details.

A Contemptor Dreadnought is an Elites choice for a Codex: Space Marines, Codex: Black Templars, Codex: Dark Angels and the Space Marine Siege Assault Vanguard army list (see Imperial Armour 10: The Badab War, Part Two).

OPTIONS

- The Contemptor Dreadnought may replace its twin-linked heavy bolter with one of the following:
 - Multi-melta 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 inbuilt storm bolter Free (This grants the Dreadnought an additional close combat attack)
- The Contemptor Dreadnought may replace its Dreadnought close combat weapon and storm bolter with one of the following:
 - Chainfist with an inbuilt storm bolter +10 points
 - Multi-melta Free
 - Twin-linked autocannon +10 points
 - Plasma cannon +10 points
 - Kheres pattern assault cannon +15 points
 - Twin-linked lascannon +25 points
- The Contemptor Dreadnought may replace any storm bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- The Contemptor Dreadnought may be equipped with:
 - Extra Armour +10 points
 - Targeting augury +15 points
 - Carapace-mounted cyclone missile launcher +15 points

See page 134 for additional weapons rules and profiles.



WEAPON	RANGE	STR	AP	TYPE
Kheres pattern assault cannon	24"	6	4	Heavy 6, Rending
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ¹
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ¹
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ¹
Graviton gun	18"	-	4	Heavy 1, Blast (3"), Concussion, Graviton Pulse ² , Haywire

¹Firing Calibration: The power requirements and targeting calculations needed by a heavy conversion beamer mean that the Conteminator Dreadnought cannot move and fire this weapon in the same turn, despite being a Walker.

²Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught under the Blast template must instead roll equal to or under their Strength score on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the Graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next player turn, thanks to the graviton flux.

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

Relic Weapons: Some rare Conteminator 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.

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 (3") 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 weapon profile opposite to determine the weapon's effects.

Warhammer
40,000

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 afterwards, 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 when the war machines fought.



ARMOUR									
WS	BS	S	Front	Side	Rear	I	A	HP	
5	4	7	13	12	10	4	3	3	

UNIT COMPOSITION

- 1 Blood Angels Contemtor Dreadnought

UNIT TYPE

- Vehicle, Walker

WARGEAR

- Two Blood Fists[†] with in-built storm bolters
- Smoke launchers
- Searchlight

SPECIAL RULES

- Atomantic Shielding*
- Fleet
- The Red Thirst[†]

*See page 6 for full details.

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

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 an in-built storm bolter for one of the following options (If the Blood Angels Contemtor receives this option, it reduces its Attacks by -1):
 - 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
 - Meltagun +15 points each
- The Blood Angels Contemtor may also mount:
 - Extra Armour +10 points
 - Carapace-mounted magna-grapple[†] +15 points

See page 134 for additional weapons rules and profiles.

Chapter Wargear (!): The Blood Angels Contemtor Dreadnought utilises unique wargear and special rules. See Codex: Blood Angels for more details.

SPACE WOLVES CONTEMPTOR PATTERN DREADNOUGHT

POINTS: 185

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. The Space Wolves have long favoured the Mars pattern MkIVs and MkVs for their robustness and ease of repair, and their Contemtors developed a reputation for battlefield excess and unwarranted savagery that stained the sagas of those interned within their armoured forms. This infamy, in some regards, has become a kind of self-fulfilling prophesy 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 never fully trusted.



ARMOUR

WS	BS	S	Front	Side	Rear	I	A	HP
5	4	7	13	12	10	4	4	3

UNIT COMPOSITION

- 1 Space Wolves Contemtor Dreadnought

UNIT TYPE

- Vehicle, Walker

WARGEAR

- Twin-linked heavy bolter
- Dreadnought close combat weapon with in-built storm bolter
- Smoke launchers
- Searchlight

SPECIAL RULES

- Atomantic Shielding*
- Fleet
- Night Sagas

*See page 6 for full details.

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
 - 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 its in-built storm bolters:
 - with heavy flamer +10 points each
- The Space Wolves Contemtor may also have:
 - Extra Armour +10 points
 - Wolf Tail Talisman† +5 points
 - Wolftooth Necklace† +10 points
 - Carapace-mounted cyclone missile launcher +35 points



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

See page 134 for additional weapons rules and profiles.

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

Night Sagas: The few Contemtor Pattern Dreadnoughts left to the Space Wolves Chapter are ancient and infamous engines of war, 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, 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 Rage; Oath 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 Ld 10); 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 Contemtor Dreadnought chassis 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

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, was able to target and destroy an 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 Great Crusade forces. Thousands of years later, there remain a number of Contemtor-Mortis still 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

WS	BS	S	ARMOUR					I	A	HP
			Front	Side	Rear					
4	4	7	13	12	10			4	2	3

UNIT COMPOSITION

- 1 Contemtor-Mortis Dreadnought

UNIT TYPE

- Vehicle, Walker

WARGEAR

- Two twin-linked heavy bolters
- Smoke launchers
- Searchlight

SPECIAL RULES

- Atomantic shielding*
- Helical targeting array

*See page 6 for full details.

OPTIONS

- The Contemtor-Mortis may exchange its two twin-linked heavy bolters with one of the following:
 - Two multi-meltas Free
 - Two twin-linked autocannon +10 points
 - Two Kheres pattern assault cannon +25 points
 - Two twin-linked lascannon +30 points
- The Contemtor-Mortis may take:
 - Extra Armour +10 points
- The Contemtor-Mortis may also take:
 - Carapace-mounted Cyclone missile launcher +35 points

See page 134 for additional weapons rules and profiles.

A Contemtor Dreadnought is an Elites choice for a Codex: Space Marines, Codex: Black Templars, Codex: Dark Angels and the Space Marine Siege Assault Vanguard army list (see Imperial Armour 10: The Badab War, Part Two).

Atomantic Shielding: One of the Contemtor-Mortis' most distinctive features are the defensive field generators mounted in its armoured carapace, powered by the potent atomantic power reactor core housed within. It 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-Mortis suffers an 'Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array: If the Contemtor-Mortis remains stationary in the Movement phase, it gains the Skyfire and Interceptor special rules for that game turn.

DEIMOS PATTERN RELIC PREDATOR

POINTS: 75

The Imperium has fallen far since its glory days, many technologies once commonplace are now all but forgotten to the march of time and neglect. Even the mighty Adeptus Astartes has suffered from this decline in artifice, and many potent weapons have fallen from use as the knowledge required to produce and maintain them is lost. The Deimos pattern Predator, the predecessor of the modern Space Marine battle-tank, is a prime example of this loss as once

these vehicles mounted an array of fearsome arcane weaponry, but now they are most often seen armed with only the humble autocannon. Yet, deep within the sacred armouries of a number of Chapters, there still remain a few Deimos Predators bearing weapons of ancient provenance. Magna-melta cannons capable of vaporising even the most heavily armoured vehicle, plasma destroyers whose rapid discharge plasma-coil technology far outstrips modern copies, and many other examples of the artificer's art. These weapons have fought in the defence of the Imperium since the days of its founding, and when the call to war sounds, they are roused once again to bring death to those who oppose the Emperor.



Warhammer
10,000

BS	ARMOUR				HP
	Front	Side	Rear		
4	13	11	10		3

UNIT COMPOSITION

- 1 Relic Predator

WARGEAR

- Searchlight
- Smoke launcher
- Autocannon

UNIT TYPE

- Vehicle (Tank)

OPTIONS

- A Relic Predator may take one of the following sets of two sponson weapons:
 - Heavy flamers.....+20 points
 - Heavy bolters.....+20 points
 - Lascannon.....+50 points
- The Relic Predator may exchange its autocannon for:
 - Heavy conversion beamer.....+65 points
 - Flamestorm cannon.....+15 points
 - Magna-melta cannon.....+45 points
 - Twin-linked lascannon.....+25 points
 - Plasma destroyer.....+35 points
- The Relic Predator may take any of the following:
 - Hunter-killer missile.....+10 points
 - Storm bolter.....+10 points
 - Dozer blade.....+5 points
 - Extra Armour.....+10 points

WEAPON	RANGE	STR	AP	TYPE
Flamestorm cannon	Template	6	3	Heavy 1
Magna-melta cannon	18"	8	1	Heavy 1, Large Blast (5"), Melta
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration*
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration*
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration*

*Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

See page 134 for additional weapons rules and profiles.

A Relic Predator is a Heavy Support choice for a Codex: Space Marines, Codex: Space Wolves, Codex: Dark Angels, Codex: Black Templars and the Space Marine Siege Assault Vanguard army list (see Imperial Armour 10: The Badab War, Part Two). In addition, it may be selected as an Astral Claws Chapter Support choice in a Tyrant's Legion army list (see Imperial Armour 9: The Badab War, Part One).

GREY KNIGHTS THUNDERHAWK GUNSHIP

POINTS: 750

Like most vehicles utilised by the Grey Knights, the armour of their Thunderhawks has psycho reactive plating as well as the Aegis system laced throughout it, intended to protect occupants from psychic attack. Utilising the extensive psychic training received by their pilots, these systems make a Grey Knights Thunderhawk gunship an almost impenetrable bulwark for those inside.

In addition to its enhanced defensive systems, the hidden vaults of the Grey Knights' fortress monastery have furnished these vehicles with an even more formidable array of weaponry than standard Thunderhawks. Devastating psycannon replace the more common heavy bolters, whilst mindstrike missiles supplement hellstrike munitions, all alongside the mighty Thunderhawk cannon.



ARMOUR				
BS	Front	Side	Rear	HP
4	12	12	10	9

UNIT COMPOSITION

- 1 Thunderhawk Gunship

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- One access hatch on each side and a forward assault ramp

WARGEAR

- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Two hull-mounted lascannon
- Six hellstrike missiles
- Armoured Ceramite

SPECIAL RULES

- Assault Vehicle
- Power of the Machine Spirit
- Psychic Pilot
- The Aegis*
- Reinforced Aegis*
- Psychic Powers: Fortitude*

*See Codex: Grey Knights.

TRANSPORT CAPACITY

- The Thunderhawk has a transport capacity of 30 models. May also carry Bikes and Jump Infantry.

OPTIONS

- The Thunderhawk cannon may be replaced by:
 - Turbo-laser destructor..... +20 points
- The Thunderhawk may exchange its six hellstrike missiles for:
 - Six Thunderhawk cluster bombs + 60 points
- The Thunderhawk may upgrade all twin-linked heavy bolters to:
 - Twin-linked psycannon* +40 points
- The Thunderhawk may upgrade any hellstrike missiles to:
 - Mindstrike missiles* Free
- The Thunderhawk may take any of the following:
 - Psybolt ammunition* +15 points
 - Flare/chaff launcher..... +10 points
 - Armoured cockpit +15 points
 - Illum flares..... +5 points
 - Distinctive paint scheme or markings..... +10 points

See page 134 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	TYPE
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Thunderhawk cluster bomb	-	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use Only

THUNDERHAWK TRANSPORTER

POINTS: 400

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, and it also has other useful equipment such as a winch for recovering Drop Pods after a successful deployment.



ARMOUR				
BS	Front	Side	Rear	HP
4	12	12	10	9

UNIT COMPOSITION

- 1 Thunderhawk Transporter

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- One access hatch on each side of the forward cockpit section.

WARGEAR

- Four twin-linked heavy bolters
- Armoured Ceramite

TRANSPORT CAPACITY

- The Thunderhawk Transporter has a transport capacity of 15 models.
- The Thunderhawk Transporter may additionally carry two Rhino-sized vehicles, or one Land Raider-sized vehicle. These vehicles may contain passengers.

OPTIONS

- The Thunderhawk Transporter may take any of the following:
 - Flare/chaff launcher +10 points
 - Armoured cockpit +15 points
 - Illum flares..... +5 points
 - Distinctive paint scheme or markings +10 points
- The Thunderhawk Transporter may carry up to:
 - Six hellstrike missiles +10 points per missile

See page 134 for additional weapons rules and profiles.

Unloading Vehicles: Vehicles can disembark from the Transporter very quickly. If it lands (ie, doesn't move in a turn, whilst in Hover mode), then the vehicles carried on board may move as normal.

Loading Vehicles: An empty Thunderhawk Transporter can pick up a stationary vehicle by moving over it whilst in Hover mode. The vehicle cannot have moved this turn. Next turn, the Transporter can move again, taking the vehicle with it.

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 Obscurus, 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 therefore, especially considering the attrition rate they commonly suffer in battle.



Warhammer
40,000

BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	12	3

The Lucius pattern Dreadnought Drop Pod is a Dedicated Transport for any Imperial Dreadnought (including the Contemptor Dreadnought) taken as part of a Codex: Space Marines, Codex: Black Templars, Codex: Blood Angels, Codex: Dark Angels or Codex: Space Wolves army, as well as the Space Marine Siege Vanguard army found in Imperial Armour Volume 10 – The Badab War Part 2 for Dreadnought Talons composed of a single Dreadnought.

UNIT COMPOSITION

- 1 Drop Pod

WARGEAR

- None

UNIT TYPE

- Vehicle, Open-topped, Transport (Special)

SPECIAL RULES

- Drop Pod Assault
- Burning Retros
- Immobile
- Inertial Guidance System
- Assault Vehicle

TRANSPORT CAPACITY

- The Lucius pattern Dreadnought Drop Pod may transport a single Imperial Dreadnought or Dreadnought variant (including Contemptor Dreadnoughts).

Drop Pod Assault: Lucius pattern Drop Pods always enter play using the Deep Strike rules and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault with. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

Burning Retros: Owing to the meteoric decent speed and impact of the Lucius pattern Dreadnought Drop Pod, and the fiery blast of the Drop Pod's retros on arrival, the Lucius pattern Dreadnought Drop Pod has the Shrouded rule on the game turn it arrives (note this also applies to any interceptor fire or similar effects it might be subject to). Should the Dreadnought carried by the Drop Pod remain on any part of its structure (including its doors) on the game turn the Drop Pod arrives, it benefits from the Shrouded rule also, as does any unit targeted by any fire whose line of sight passes through or over the Drop Pod on the game turn of its arrival.

Immobile: Once it has been deployed, the Drop Pod cannot move and counts as a vehicle that has suffered an irreparable Immobilised result (although no Hull Point loss is suffered).

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle. Note that the Lucius pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and will therefore need a larger space in which to land successfully.

Assault Vehicle

The Lucius pattern Dreadnought Drop Pod has the Assault Vehicle special rule thanks to its larger size and special design, allowing the transported Dreadnought to assault on the same turn it disembarks from the Drop Pod's structure. However, the Dreadnought may still not assault on the same turn the Drop Pod arrives from deep strike.

THUNDERHAWK 'REAPER ANGELIS' ASSASSINATION FORCE

BATTLE FORMATION

In any given conflict zone there exist enemy commanders, be they talented strategists, charismatic leaders or baleful masters of the dark arts, on whose fate the rise and fall of an entire battle, or even a whole war, can be swayed. To end the lives of these key figures sacrifices must sometimes be made, and Space Marines are more than willing to risk almost certain death by carrying out a targeted

assassination mission with the stakes so high, and it is considered both an honour and a source of great glory among them. Indeed some Chapters use these tactics as a matter of course to sow terror and confusion, and to show that no enemy is safe from the Angels of Death, even at the heart of their strength.



1-3



1-3



FORMATION

- 1-3 Thunderhawk Gunships

Each Thunderhawk must fill its transport capacity with at least 20 models in a force comprising a single HQ choice character model from *Codex: Space Marines* (such as a Captain, Chaplain, etc) per Thunderhawk, supplemented by any of the following units from *Codex: Space Marines*: Tactical Squad, Command Squad, Honour Guard, Terminator Squad, Terminator Assault Squad, Sternguard Veteran Squad, Techmarine and Servitors, Assault Squad, Vanguard Veteran Squad.

SPECIAL RULES

Trophy Kill: Select any one enemy unit, Battle Formation or High command. This is the formation's designated Trophy Kill. If it is destroyed, the controlling player gains one Strategic Victory point.

FORMATION RESTRICTIONS

Precision Strike: All the models in this formation and any units they contain are set aside both from the controlling player's normal deployment and their Strategic Reserve. When they first arrive, the Thunderhawks in the formation must deploy within 36" of each other.

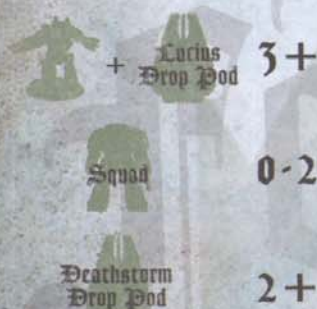
Only in Death does Duty End: Sworn to complete their objectives and kill their target at any cost, members of the formation are counted as being Fearless while their Trophy Kill target is still alive, and may re-roll any To Wound rolls of '1' against the subject of their Trophy Kill.

SPACE MARINE 'IRON CYCLONE' DREADNOUGHT DROP STRIKE

BATTLE FORMATION

Intended to make short work of the heaviest defences, the 'Iron Cyclone' is a favoured Drop Pod deployment of several Space Marine Chapters who prefer the brutal use of overwhelming force to smash key enemy ground defences and strategic targets. This formation was believed to have been so named by the Black Templars, who used this tactic repeatedly during the Aegisine Crusade against the rebel drift worlds of the Mandragora sector in M39. During this bitter war, the formation was deployed directly

from strike cruisers under merciless ground fire to overwhelm the traitors' bastions and silence their guns, despite suffering heavy losses. Lauded for breaking a deadlock that had tied up Imperial forces for decades, the use of this tactic rapidly spread to other Adeptus Astartes forces taking part in the Crusade, such as the Red Seraphs, Marauders and Fire Angels Chapters who have disseminated it yet further.



FORMATION

- 3+ Dreadnoughts (may include Venerable, Contemptor, Iron Clad, Siege or standard Dreadnoughts)
- 1 Lucius pattern Drop Pod per Dreadnought
- 0-2 Terminator squads (must deploy by Deep Strike)
- 2+ Deathstorm Drop Pods



SPECIAL RULES

Staggered Assault: Models assigned to this formation are automatically placed in the controlling player's Strategic Reserve and arrive according to a modified form of the usual Drop Pod assault rules.

During the controlling player's first turn in the Movement phase, select a point on the battlefield to be the centre of the formation's assault. Then immediately resolve the pattern bombardment (as follows) centred on this assault point and bring down the formation's Deathstorm Drop Pods within 24" of the assault point using their usual rules.

On the player's second turn, bring down the remaining units in the formation within 18" of the assault point using their usual rules, re-rolling the Scatter dice if desired.

Pattern Bombardment: The cluster warhead torpedo that precedes the Drop Pods into battle breaks apart into dozens of smaller sub-munitions that pave the way for their assault. This uses the following profile:

WEAPON	RANGE	STR	AP	TYPE
Pattern Bombardment	-*	7	4	Apocalyptic Barrage (6)

*At least one segment of the Apocalyptic Barrage template must be centred on the assault point.

IMPERIAL GUARD

The Imperial Guard is the Emperor's largest fighting force – billions of men recruited from worlds 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.



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.



BS	ARMOUR				HP
	Front	Side	Rear		
3	14	13	12		6

UNIT COMPOSITION

- 1 Crassus

UNIT TYPE

- Super-heavy vehicle

TRANSPORT CAPACITY

- The Crassus has a transport capacity of 35 models.

ACCESS POINTS

- One rear hatch. Up to two units may embark or disembark per turn.

WARGEAR

- Two front sponsons, armed with heavy bolters
- Two side sponsons, armed with heavy bolters
- Searchlight
- Smoke launchers

SPECIAL RULES

- Overdrive
(See page 6 for full details)

OPTIONS

- A Crassus may replace any or all of its heavy bolters with the following:
 - Heavy flamers Free
 - Autocannon +5 points per weapon
 - Lascannon +10 points per weapon
- A Crassus may replace its side sponsons with:
 - Extra Armour, increasing its Side armour to 14 Free
- A Crassus may have one of the following upgrades from *Codex: Imperial Guard*:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy stubber +10 points

See page 135 for additional weapons rules and profiles.

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.



BS	ARMOUR			HP
	Front	Side	Rear	
3	14	13	12	6

UNIT COMPOSITION

- 1 *Praetor*

UNIT TYPE

- Super-heavy vehicle

OPTIONS

- A *Praetor* may replace one or both of its heavy bolters with the following options:
 - Heavy flamers Free
 - Autocannon +5 points per weapon
 - Lascannon +10 points per weapon
- A *Praetor* may have one of the following upgrades from *Codex: Imperial Guard*:
 - Hunter-killer missile +10 points
 - Pintle-mounted heavy stubber or storm bolter +10 points

WARGEAR

- One *Praetor* launcher
- Two front sponsons, armed with heavy bolters

Praetor Launcher: This weapons system is a versatile, rapid-firing heavy missile launcher akin to the *Whirlwind* tanks employed by the *Space Marine Chapters*, but is 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 it 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
<i>Praetor</i> launcher (Foehammer)	12"-120"	8	3	Ordnance 2, Barrage, Large Blast (5"), Twin-linked
(Firestorm)	12"-120"	6	4	Ordnance 2, Barrage, Massive Blast (7"), Twin-linked, Ignores Cover
(Pilum)	72"	9	3	Heavy 2, Twin-linked, Skyfire, Interceptor

See page 135 for additional weapons rules and profiles.

GORGON HEAVY TRANSPORTER

POINTS: 400

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops towards an enemy's 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 hostile 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.



BS	ARMOUR			HP
	Front	Side	Rear	
3	14	14	10	9

UNIT COMPOSITION

- 1 Gorgon

UNIT TYPE

- Super-heavy vehicle (Open-topped)

WARGEAR

- Two twin-linked heavy stubbers
- Gorgon mortar

SPECIAL RULES

- Heavy Armoured Prow
- Amphibious

** 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 then be placed on the table when they disembark.*

FIRE POINTS

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

TRANSPORT

- The Gorgon has a transport capacity of 50 models*. Up to two units may embark or disembark per turn.

OPTIONS

- A Gorgon may be given the following vehicle upgrades:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy stubber +10 points
- The Gorgon may replace its Gorgon mortar with two forward and two rearward sponson-mounted weapons. These may be either:
 - Heavy stubbers Free
 - Heavy flamers +5 points per weapon
 - Heavy bolters +5 points per weapon

See page 135 for additional weapons rules and profiles.

Heavy Armoured Prow: The Gorgon's prow is so heavy and thick that it has a 5+ invulnerable save against attacks from the front.				
Amphibious: The Gorgon is an amphibious vehicle. It treats all water terrain features as open terrain.				
WEAPON	RANGE	STR	AP	TYPE
Gorgon mortar	48"	4	6	Heavy 4, Blast (3"), Barrage, One Shot

MINOTAUR ARTILLERY TANK

POINTS: 275

A rare and all but unknown design on the battlefields of the 41st Millennium, nevertheless the Minotaur series of heavy self-propelled guns have a particularly ancient provenance and their power remains undeniable. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform, designed to lay

down crushing barrages of ordinance from advanced positions whilst under threat from enemy fire, before redeploying under its own power. The Minotaur remains a powerful weapon, far greater both in terms of firepower and durability than the ubiquitous Basilisk that may well have superseded it in Imperial service.



BS	ARMOUR				HP
	Front	Side	Rear		
3	13	12	14		6

UNIT COMPOSITION

- 1 Minotaur

UNIT TYPE

- Super-heavy vehicle
(Open-topped)

WARGEAR

- Double Earthshaker cannon
- Two side sponsons, armed with heavy bolters
- Searchlight
- Smoke launchers

SPECIAL RULES

- Indirect Fire
- Engine Damage
(See page 6 for full details)

"Though the ephemeral powers of Psyker and Daemon may hold fear for some, the true terror of the battlefield is the massed firepower of Imperial cannon."

- Grand Marshal Kagori

OPTIONS

- A Minotaur may have the following upgrades from *Codex: Imperial Guard*:
 - Hunter-killer missile +10 points
 - Enclosed crew compartment..... +15 points
 - Pintle-mounted storm bolter or heavy stubber +10 points

See page 135 for additional weapons rules and profiles.

Thunderblitzing and Assaulting with the Minotaur: Models attacking the Minotaur in an assault strike its weakest Armour value (in this case the Side value of 12) to represent the vehicle's vulnerable spots being hit.

All Death or Glory attacks, Ram impacts, or Thunderblitzes that target the Minotaur are resolved on its Rear Armour value.

Indirect Fire: The Double Earthshakers cannot be levelled for direct fire, and may only engage targets using the Barrage rules with a minimum range of 24" (see page 34 of the *Warhammer 40,000* rulebook).

WEAPON	RANGE	STR	AP	TYPE
Double Earthshaker cannon	24"-240"	9	3	Primary Weapon 1, Massive Blast (7"), Twin-linked

MACHARIUS HEAVY TANK

POINTS: 325

The Macharius is one of a variety of super-heavy tanks 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. Despite its shortcomings, when compared to its larger cousins, the Macharius enjoys a good reputation amongst Imperial Guard

regiments in which it serves. Its robust chassis rarely suffers from breakdowns due to its lack of rare and temperamental technologies, and its tried and true armament can lay down a rain of explosive shells the equal of a squadron of lesser tanks. First developed by Magos Nalax of Forge World Lucius, there are also variants of the Macharius with various weapons systems that replace the tank's twin battle cannons.



BS	ARMOUR			HP
	Front	Side	Rear	
3	14	13	12	6

UNIT COMPOSITION

- 1 Macharius

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Turret-mounted Macharius battle cannon
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

OPTIONS

- A Macharius may take a:
 - Hunter-killer missile +10 points
- A Macharius may be given one of the following vehicle upgrades:
 - Pintle-mounted storm bolter +10 points
 - Pintle-mounted heavy stubber +10 points
- The Macharius may exchange its sponson weapons for:
 - Heavy bolters..... +10 points
 - Heavy flamers..... +10 points

See page 135 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Macharius battle cannon	72"	8	3	Ordnance 1, Massive Blast (7")

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

Usually deployed to the vanguard of any attack, where its thick armour allows it to ignore most enemy fire and unleash the terrifying firepower of its main weapon, the Vulcan can shred any foe who does not flee at its approach. Regiments who specialise as assault forces, such as the Death Korps of Krieg Assault Brigades, are known to field entire squadrons of these vehicles to decimate enemy formations who attempt to resist the hammer-blow of an Imperial Guard assault.



BS	ARMOUR				HP
	Front	Side	Rear		
3	14	13	12		6

UNIT COMPOSITION

- 1 Macharius Vulcan

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Turret-mounted Vulcan mega-bolter
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

SPECIAL RULES

- Vulcan mega-bolter

OPTIONS

- A Macharius Vulcan may take a:
 - Hunter-killer missile +10 points
- A Macharius Vulcan may be given one of the following vehicle upgrades:
 - Pintle-mounted storm bolter +10 points
 - Pintle-mounted heavy stubber +10 points
- The Macharius Vulcan may exchange its sponson weapons for:
 - Heavy bolters +10 points
 - Heavy flamers +10 points

See page 135 for additional weapons rules and profiles.

Vulcan Mega-bolter: If the Macharius Vulcan remains stationary in the Movement phase, it may fire its Vulcan mega-bolter twice that turn (both shots must be at the same target).

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega-bolter	60"	6	3	Heavy 15

MACHARIUS 'VANQUISHER'

POINTS: 375

One of Magos Nalax's Macharius variants, the 'Vanquisher' replaces the original battle cannon with the powerful Vanquisher cannon. 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.

Those few Macharius Vanquishers that are produced are most often supplied to Imperial Guard armoured regiments, where their ability as tank hunters is greatly respected. Even a lone Macharius Vanquisher is a dire threat to even the largest of super-heavy tanks, and as these vehicles are much less rare than the larger Baneblade, it is not uncommon to see them deployed in small squadrons tasked with hunting down and destroying enemy super-heavy assets.



BS	ARMOUR				HP
	Front	Side	Rear		
3	14	13	12		6

UNIT COMPOSITION

- 1 Macharius Vanquisher

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Turret-mounted twin-linked Macharius Vanquisher battle cannon
- One hull-mounted twin-linked heavy stubber
- Two sponsons, each with a heavy stubber

OPTIONS

- A Macharius Vanquisher may take a:
 - Hunter-killer missile +10 points
- A Macharius Vanquisher may be given one of the following vehicle upgrades:
 - Pintle-mounted storm bolter +10 points
 - Pintle-mounted heavy stubber +10 points
- The Macharius Vanquisher may exchange its sponson weapons for:
 - Heavy bolters +10 points
 - Heavy flamers +10 points

See page 135 for additional weapons rules and profiles.

Macharius Vanquisher Cannon: The cannon of the Macharius Vanquisher may either fire standard blast shells or use special armour piercing Vanquisher shells. You must declare which you are using before firing.

WEAPON	RANGE	STR	AP	SPECIAL
Macharius Vanquisher battle cannon (Blast shells)	72"	8	3	Ordnance 1, Massive Blast (7")
(AP shells)	72"	8	2	Heavy 1, Twin-linked, Armourbane

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, and 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 forbear, 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.



BS	ARMOUR				HP
	Front	Side	Rear		
3	14	13	12		6

UNIT COMPOSITION

- 1 Macharius Omega

WARGEAR

- Omega pattern plasma blastgun

UNIT TYPE

- Super-heavy vehicle
(Open-topped)

"Abide not the alien, burn him from his fastnesses with purifying flame and cast his ashes into the void."

Cardinal-Astral Borja

OPTIONS

- A Macharius Omega may take a:
 - Hunter-killer missile +10 points
- A Macharius Omega may be given one of the following vehicle upgrades:
 - Pintle-mounted storm bolter +10 points
 - Pintle-mounted heavy stubber +10 points
- The Macharius Omega may take side sponsons equipped with either:
 - Heavy bolters or heavy flamers +10 points
 - Autocannon +20 points

See page 135 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Omega pattern plasma blastgun (Pulsed bolts)	60"	7	2	Primary Weapon 3, Large Blast (5")
(Maximal)	72"	9	2	Primary Weapon 1, Massive Blast (7"), Meltdown*

*See page 135 for details.

MALCADOR HEAVY TANK

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 again. However, as enemies press the Imperium on every front, the need for armoured vehicles has seen these vehicles return to the frontlines with increasing frequency. Despite its antiquated nature, and temperamental engines, the Malcador has excelled on many fields of battle, often using its sheer bulk as a weapon, crushing enemies that would have overwhelmed the smaller, if more advanced, Leman Russ battle tanks.



ARMOUR				
BS	Front	Side	Rear	HP
3	13	12	11	6

UNIT COMPOSITION

- 1 Malcador

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Turret-mounted battle cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy stubber
- Searchlight

SPECIAL RULES

- Engine Damage
(See page 6 for full details)

OPTIONS

- A Malcador may be given the following vehicle upgrades:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy stubber +10 points
- The Malcador may exchange its hull-mounted heavy bolter for one of the following:
 - Lascannon +15 points
 - Autocannon +5 points
- The Malcador may exchange its sponson weapons for:
 - Lascannon +30 points
 - Heavy bolter +10 points
 - Autocannon +20 points

See page 135 for additional weapons rules and profiles.

MALCADOR 'DEFENDER'

POINTS: 285

Named after a mysterious figure from the Imperium's earliest days, Malcador the Sigillite, a close advisor to the Emperor during the Wars 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 Malcador '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.



ARMOUR				
BS	Front	Side	Rear	HP
3	13	12	11	6

UNIT COMPOSITION

- 1 Malcador Defender

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Five upper hull-mounted heavy bolters
- Hull-mounted demolisher siege cannon
- Two sponsons, each with one heavy bolter
- Searchlight

SPECIAL RULES

- Engine Damage
(See page 6 for full details)

OPTIONS

- A Malcador Defender may be given the following vehicle upgrades:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy stubber +10 points
- The Malcador Defender may exchange its sponson weapons for:
 - Lascannon +30 points
 - Heavy stubber Free
 - Autocannon +20 points

See page 135 for additional weapons rules and profiles.

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.

As the Imperium's need for war machines grows, more and more Malcadors are returned to active duty, and many of these are purposefully refitted to the Annihilator variant, intended for service in Imperial Guard armoured regiments. Despite its lumbering speed, the firepower one of these vehicles brings to a formation of Leman Russ tanks has turned the tide of many a battle and brought renewed interest in these ancient vehicles.



"Battles are won by the application of brute firepower and careful manoeuvring, the greatest generals know that to master the latter allows for more repeated use of the former."

Lord Macharius Solar



BS	ARMOUR			HP
	Front	Side	Rear	
3	13	12	11	6

UNIT COMPOSITION

- 1 Malcador Annihilator

UNIT TYPE

- Super-heavy vehicle

SPECIAL RULES

- Engine Damage
(See page 6 for full details)

WARGEAR

- Turret-mounted twin-linked lascannon
- Hull-mounted demolisher siege cannon
- Two sponsons, each with one heavy stubber
- Searchlight

OPTIONS

- The Malcador Annihilator may be given the following vehicle upgrades:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter or heavy stubber +10 points
- May exchange its hull weapon for one of the following:
 - Lascannon +15 points
 - Autocannon +5 points
- May exchange its sponson weapons for:
 - Lascannon +30 points
 - Heavy bolter +10 points
 - Autocannon +20 points

See page 135 for additional weapons rules and profiles.

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, and 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' which 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.



ARMOUR					
BS	Front	Side	Rear	HP	
3	13	12	11	6	

UNIT COMPOSITION

- 1 Malcador Infernus

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Hull-mounted inferno gun
- Two sponsons, each with one heavy stubber
- Searchlight
- Smoke launchers

SPECIAL RULES

- Engine Damage*
- Unstable Reactor*

*See page 6 for full details.

OPTIONS

- The Malcador Infernus may exchange both its sponson heavy stubbers for:
 - Heavy bolters..... +10 points
 - Heavy flamers..... +5 points
 - Autocannon +20 points
 - Lascannon +30 points
- The Malcador Infernus can replace its inferno gun with:
 - Chem inferno gun +10 points
- The Malcador Infernus may take any of the following:
 - Pintle-mounted heavy stubber +10 points
 - Hunter-killer missile +10 points

See page 135 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	SPECIAL	WEAPON	RANGE	STR	AP	SPECIAL
Inferno gun	Hellstorm	7	3	Heavy 1	Chem inferno gun	Hellstorm	1	2	Heavy 1, Poisoned (2+)
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.					To fire the chem 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 chem inferno gun is then treated like any other template weapon.				

VALDOR TANK HUNTER

POINTS: 320

An arcane variant of the Malcador super-heavy tank design, named it is said for a hero of Imperial antiquity, the Valdor is armed with a compact neutron laser projector, a powerful weapons system itself believed to be a relic of Mankind's might in the myth-shrouded days of the Dark Age of Technology. The neutron laser system, and the atomantic arc-reactors that power it, consume much of the vehicle's internal space, and the relative lack of reactor shielding within can prove hazardous both to the crew who operates the machine

and disastrous should enemy fire rupture its containment vessels. Another danger of the neutron beam is that if it fails to transfer its energy to its target, dangerous feedback damage can occur to the cannon itself. These powerful tanks are greatly valued by those Imperial Guard regiments fortunate enough to possess them and are venerated as holy relics by the Adeptus Mechanicus Engineers who tend and maintain them.



"There is no military dilemma that cannot be solved by the application of extreme firepower."

Colonel Sidnus Graene,
128th Sarenian Heavy Tank Company



ARMOUR

BS	Front	Side	Rear	HP
3	13	12	11	6

UNIT COMPOSITION

- 1 Valdor

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- One hull-mounted neutron laser projector
- One sponson-mounted heavy stubber
- Searchlight
- Smoke launchers

SPECIAL RULES

- Engine Damage*
- Unstable Reactor*

*See page 6 for full details.

OPTIONS

- A Valdor may also have the following from *Codex: Imperial Guard*:
 - Hunter-killer missile +10 points
 - Pintle-mounted storm bolter +10 points
 - Pintle-mounted heavy stubber +10 points
- The sponson-mounted heavy stubber can be upgraded to one of the following:
 - Heavy bolter +5 points
 - Heavy flamer +5 points
 - Autocannon +10 points
 - Lascannon +15 points

See page 135 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	TYPE
Neutron laser projector	72"	10	1	Primary Weapon 1, Feedback ¹ , Concussive, Shock Pulse ²

¹ See the Feedback rule on page 135.

² See the Shock Pulse rule on page 135.

IMPERIAL FORTRESS

POINTS: 500 + COST OF ADDITIONAL SECTIONS

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



COMPOSITION

- 1 Fortress Gate section
- 2 Fortress Tower sections
- 2 Fortress Wall sections

TERRAIN TYPE

- All Fortress sections are Large Buildings (Armour value 15) and Massive Fortifications.

ACCESS POINTS & FIRE POINTS

- As per model

WEAPONS

- None

SPECIAL RULES

- Fortified Battlements
- Armoured Gate
- Munitions Vaults and Medicae Annex
- Defend to the Last Man
- Void Shields

OPTIONS

- Any Wall section may be upgraded to include a:
 - Wall Bunker +10 points
(Granting it a Transport capacity of 30)
- Any Tower or Wall Bunker may be upgraded to include one of the following Emplaced Weapons:
 - 2 Twin-linked Aegis autocannon +50 points
 - 1 Icarus lascannon +25 points
 - 1 Quad interceptor gun +25 points
- Any Tower or Wall Bunker may be upgraded to include one of the following Emplaced Weapons:
 - Twin-linked heavy bolter +15 points
 - Twin-linked lascannon +25 points
- The Fortress may include any number of additional sections:
 - Fortress Tower section +100 points
 - Fortress Wall section +80 points
 - Fortress Gate section +50 points

Munitions Vaults and Medicae Annex: An Imperial Fortress has massive ammunition stockpiles stored in armoured vaults sunk into the bedrock below it, as well as extensive medical facilities, intended to keep the troops garrisoning it in peak fighting condition. All units either embarked within one of the Fortress sections, or on the Battlements of one of the sections, may re-roll all failed To Wound rolls of a 1 and gain the Feel No Pain (6+) special rule.

Void Shields: An Imperial Fortress has a single void shield. Each hit scored against the Fortress, or models on its Battlements, will instead hit the void shield (while it remains). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour value of 12. A Glancing or Penetrating hit (or any hit from a Destroyer weapon) scored against a void shield will cause it to collapse. After the void shield has collapsed, all further hits strike the Fortress, or models on its Battlements as normal. At the end of each of the controlling player's turns roll a D6. On the roll of a 5+, the void shield is restored.

Fortified Battlements: A Wall section has a Transport capacity of 0, unless upgraded to include a Wall Bunker. However, models may still be placed on its Battlements using the access points on the model as per the standard Building rules, gaining a 3+ cover save and following all the rules for an Infantry unit on a Building's Battlements.

Armoured Gate: As long as there are no enemy models within 12" of the Fortress Gate section, friendly models may pass through the gate as though it were open terrain. If the Fortress Gate section is reduced to an Armour value of 0, the gate area is considered shattered and difficult terrain instead of impassable terrain.

Defend to the Last Man: Any unit occupying any part of an Imperial Fortress gains the Stubborn special rule, unless they are already fearless.

VENATARI REAVER TITAN MANIPLE

BATTLE FORMATION

Compared to Titans, infantry are fated to the role of ants at the feet of giants – Titans being impossibly powerful and god-like war machines in comparison. Over the long millennia of constant warfare, the Legio Titanicus have developed their own tried and tested tactics and battle formations, many of which are based

around the 'Maniple'. This is a configuration of three or more Titans of complementary designs and armaments, always led by faster scout Titans which locate and secure the enemy in place before the heavy firepower of the Reavers moves up and overwhelms them.



1+



2+

FORMATION

- 1+ Reaver Titans, one of which must be designated as the Maniple's Prime
- 2+ Warhound Titans

FORMATION RESTRICTIONS

Titan Maniple: All Titans within the Maniple must be deployed within 36" of each Maniple's Prime or, if coming on from reserve for the first time, within 36" of the point entered by the Prime.

SPECIAL RULE

The Hunters and the Hounds: In a Maniple, the Warhound scout Titans live up to their name, marking primary targets for destruction and weakening them before the Maniple's heavier Reavers engage.

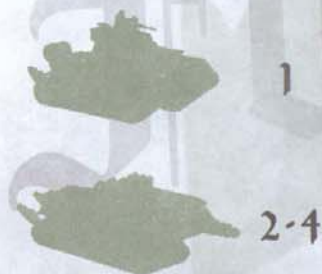
Reaver Titans in the Maniple may re-roll misses against enemy Super-heavy Walkers or Gargantuan Creatures, if their target has already been hit by attacks from one of the Maniple's Warhounds that turn.

'THUNDERSTRIKE' TANK DESTROYER SQUADRON

BATTLE FORMATION

An ancient war machine whose origins date back to the wars that followed the Horus Heresy, the Valdor's powerful and temperamental main armament, the neutron laser was designed to shear through tank armour and decimate ranks of enemy vehicles,

and proved particularly effective when the energy barrages from multiple Valdors could be coordinated. Although rarely seen now, the destructive power of a Valdor 'Thunderstrike' can turn the tide of a battle and stop the heaviest armoured assault in its tracks.



FORMATION

- 1 Command Tank (may be either a Malcador or Malcador Annihilator)
- 2-4 Valdor Tank Hunters

FORMATION RESTRICTIONS

Strike Force: All models in the Thunderstrike formation must be deployed within 12" of the Command Tank or, if coming on from Reserve, they must enter the table within 12" of the point entered by the Command Tank.

SPECIAL RULES

Neutron Thunderstrike: The intersecting beams of the Valdor's neutron lasers can shred the heaviest armoured vehicles to pieces, vaporising metal into a storm of radioactive flame.

Each turn, while the formation's Command Tank remains undestroyed, one enemy target which may be either a Vehicle, Vehicle squadron, Super-heavy vehicle, Super-heavy Walker, Monstrous Creature or Gargantuan Creature within the Command Tank's line of sight may be designated as a target of concentrated neutron fire known as a Neutron Thunderstrike.

Each Valdor in the formation can only fire its neutron laser at this designated target and no other weapons.

Against Neutron Thunderstrike targets with an Armour value, any Penetrating hits from neutron lasers add +1 to the Damage roll.

Against Thunderstrike targets with a Toughness characteristic, neutron laser hits from the formation may re-roll failed rolls To Wound.

Additionally, any Vehicle or Super-heavy vehicle, etc, that suffers an explosion from Catastrophic damage, as a result of a Thunderstrike attack must roll an additional +D6 for its explosion radius.

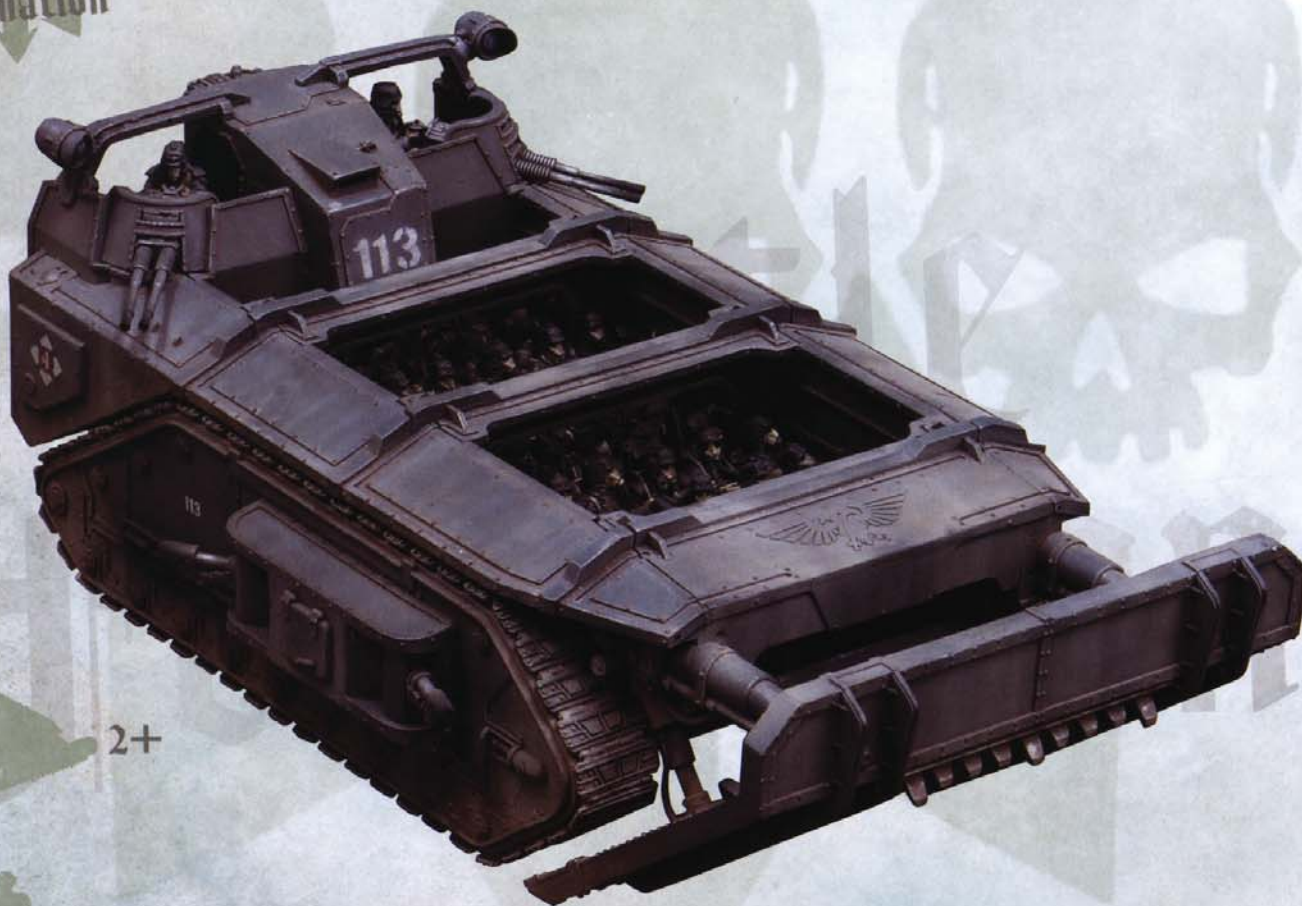
GORGON ASSAULT PHALANX

The Gorgon Heavy Transporter serves as the mainstay of those Imperial Guard regiments that specialise in attrition assault, effortlessly transporting wave after wave of Imperial soldiers to the fray. With the capacity to carry a full platoon in each Gorgon, an Assault Phalanx can move an entire regiment into position to launch a devastating attack with minimal casualties.

BATTLE FORMATION

In the most titanic of battles, whole squadrons of these vehicles are deployed to carry entire companies into battle, using their Gorgon mortars to lay down a suppressive barrage before the infantry presses home the attack.

Battle Formation



2+

Platoon 2+

FORMATION

- 2+ Gorgon with 1 Infantry Platoon per Gorgon

FORMATION RESTRICTIONS

Gorgon Assault Transporters: The Formation's Infantry units must begin the game embarked on a Gorgon from this formation.

SPECIAL RULES

Saturation Bombardment: As long as they have not already fired their Gorgon mortars previously, all Gorgons in the Formation may combine their firepower in order to pin down the foe as a prelude to an infantry assault. A Saturation Bombardment may only be attempted once per game, and all Gorgons in the formation must be within 12" of each other. Resolve the attack using the profile listed as follows. After making a Saturation Bombardment attack, the Gorgons may not fire their Gorgon mortars for the rest of the game (the Saturation Bombardment counts as the Gorgon mortar's one use).

WEAPON	RANGE	STR	AP	TYPE
Saturation Bombardment	48"	4	6	Apocalyptic Barrage (4+D6 for each Gorgon in the Formation), Concussive

'HELL RAKER' ASSAULT BATTERY

BATTLE FORMATION

Minotaurs are far more heavily armoured than more commonplace mobile artillery tanks such as the Basilisk or Colossus, and are able to operate at the forefront of the most hostile battlefields. Many siege regiments and armoured companies fortunate enough to have these war machines in numbers often take advantage of their survivability by deploying them in 'Hell Raker' assault batteries to maximise their effectiveness. These batteries' crews are chosen

for their proven courage in battle, and extensively trained to help them coordinate their fire to eliminate their chosen targets with the devastatingly swift application of overwhelming force. Striking at enemy command vehicles, strong points and fortifications, these assault batteries are often able to swiftly turn the tide of a battle where other forces would be quickly crushed by counter-battery fire before they could bring their weapons to bear.



FORMATION

- 1 Baneblade or Stormsword tank with the Command Tank upgrade
- 3 Minotaur Artillery tanks

FORMATION RESTRICTIONS

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

SPECIAL RULES

Barrage Patterns: If at least two of the Minotaurs in the battery are within 24" of the company command vehicle, they may opt to combine the fire of their double Earthshaker cannon into one of the following barrage patterns each turn.

Note that this attack replaces the double Earthshaker cannon fire from all the participating Minotaurs that turn:

MODE	RANGE	STR	AP	SPECIAL
Concentrated Fire ¹	24"-120"	10	2	Primary Weapon 1, Massive Blast (7"), Twin-linked
Fire for Effect	24"-120"	9	3	Ordnance, Apocalyptic Barrage ²

¹ The listed profile is for two Minotaurs combining their fire. If three combine their fire, the blast size is increased to 10", and reduce the AP to 1.

² The Barrage rating for two Minotaurs combining their fire is (4) and for three Minotaurs it is (6).

IMPERIAL NAVY

The Imperial Navy is huge, far beyond the comprehension of most men to contemplate, a vast armada of ships spread out across the distant stars. The mighty battle cruisers that form the Imperial battlefleets are the most renown of the Imperial Navy's tools, but it is more often the humble atmosphere-bound aircraft that are called upon to defend the Emperor's dominion. Able to go where immense starships cannot and capable of engaging the enemy without obliterating the worlds they seek to defend, these craft are an essential part of Mankind's arsenal.



MARAUDER BOMBER

POINTS: 400

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

While a Marauder is considered mission capable for all manner of strike sorties, it is most commonly deployed to demolish strategic targets. Squadrons of Marauders regularly fly deep into enemy territory to attack a designated objective such as supply dumps, troop convoys or other vital targets, before exiting the combat area under cover from Thunderbolt fighters. Such is the ordnance at each Marauder's disposal that a single aircraft is capable of blasting a column of infantry into sheer bloody ruin within seconds of its target registering the tell-tale drone of a Marauder's engines.



ARMOUR

BS	Front	Side	Rear	HP
3	11	11	10	9

UNIT COMPOSITION

- 1 Marauder Bomber

UNIT TYPE

- Super-heavy Flyer

WARGEAR

- One twin-linked lascannon
- Two twin-linked heavy bolters
- Four heavy bomb clusters

OPTIONS

- The Marauder Bomber may exchange its bomb payload for:
 - Two Hellstorm bombs Free
- The Marauder Bomber may take any of the following:
 - Flare/chaff launcher +10 points
 - Armoured cockpit +15 points
 - Infra-red targeting +5 points
 - Illum flares +5 points
 - Distinctive paint scheme or markings +10 points

See page 135 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	TYPE
Heavy bomb cluster	-	6	4	Apocalyptic Barrage (8), Bomb, One Use Only
Hellstorm bomb*	-	7	3	Hellstorm, Bomb, One Use Only

*Only one Hellstorm bomb may be dropped per bombing run. To use a Hellstorm bomb, use the standard bomb rules, but place the narrow end of the Hellstorm template at the impact point, and the wide end closer to the final position of the bomber than the narrow end.

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. When deployed in squadrons these aircraft are more than capable of reducing entire tank companies to smouldering ruins, or sundering even the mightiest fortress while avoiding the worst of the enemy's firepower.



BS	ARMOUR			HP
	Front	Side	Rear	
3	11	11	10	9

UNIT COMPOSITION

- 1 Marauder Destroyer

UNIT TYPE

- Super-heavy Flyer

WARGEAR

- Three twin-linked autocannon
- One twin-linked heavy bolter
- One twin-linked assault cannon
- Three heavy bomb clusters

SPECIAL RULE

- Strafing Run

OPTIONS

- The Marauder Destroyer may take any of the following:
 - Flare/chaff launcher +10 points
 - Armoured cockpit +15 points
 - Infra-red targeting +5 points
 - Illum flares +5 points
 - Distinctive paint scheme or decals..... +10 points
 - Eight Hellstrike missiles +80 points

See page 135 for additional weapons rules and profiles.

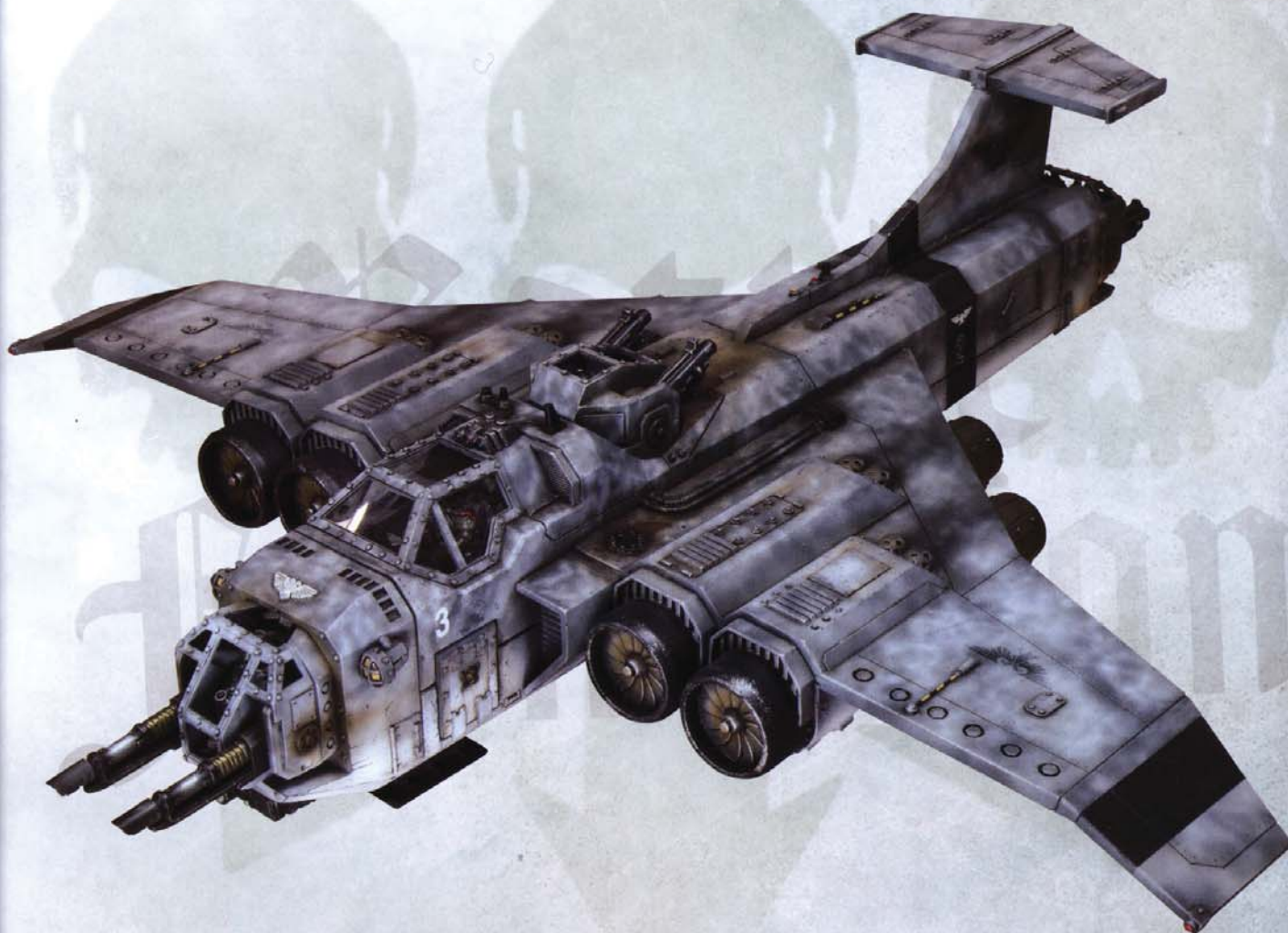
WEAPON	RANGE	STR	AP	SPECIAL
Heavy bomb cluster	-	6	4	Apocalyptic Barrage (8), Bomb, One Use Only

IMPERIAL NAVY HEAVY BOMBER WING

BATTLE FORMATION

Where the craft of other races may be faster, or equipped with more exotic weaponry, the Marauder is produced in the thousands on Forge Worlds across the galaxy. When the Imperial Navy unleashes the full power of its massed heavy bombers, the very sky itself thunders at their approach.

There are few enemies that do not fear the gathered firepower of these squadrons, able as they are to bring their destructive might to any target on the battlefield with ease. Even the mighty Titan cannot ignore such destructive potential, as only a potent battery of dedicated anti-aircraft weaponry has any chance of bringing down such a mass of aircraft.



FORMATION

- 2+ Marauder Bombers or Marauder Destroyers

SPECIAL RULES

Death from Above: When all models in the formation perform a Bombing Run in the same turn, and are each within 12" of another

Marauder at the end of the Movement phase, all heavy bomb clusters gain the Shred, No Cover Saves and Pinning special rules for that turn.



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.



GREATER BRASS SCORPION OF KHORNE

POINTS: 700

A towering monster of armour plate and hellish flesh, powered by burning souls and bearing an arsenal of murderous weapons, a Brass Scorpion is an animate altar to Khorne, Chaos god of bloodshed and battle. They are devastating, half-crazed entities, more rampaging beast than war machine, who seem to delight in the slaughter of the enemy, tossing aside wrecked vehicles in their path like scattered children's toys, and crushing the bodies of the slain within their hydraulic claws.

First encountered in substantial numbers in Chaos assaults during the later Black Crusades, there seems now to be several variants of the Brass Scorpion. Earlier machines, for the main, display closer similarities in construction to the Defiler, while later variants possess outlandish and distinct shapes and in some cases greatly increased size, rivalling even that of a Scout class Titan. Whether this development indicates some deliberate progression of technology, the work of Dark Magos or simply the tendency of Chaos to twist and change of its own accord remains unknown.



ARMOUR

WS	BS	S	Front	Side	Rear	I	A	HP
3	3	10	14	13	10	3	6	9

UNIT COMPOSITION

- 1 Greater Brass Scorpion

UNIT TYPE

- Super-heavy Walker

WEAPONS AND EQUIPMENT

- One Scorpion cannon
- One Soulburner cannon
- Two Hellmaw cannon

SPECIAL RULES

- Daemon
- Frenzied Charge
- Runes of the Blood God
- Doomsday Reactor
- It Will Not Die
- Multi-legged Terror

Frenzied Charge: When rolling for Charge distance, roll 3D6 and add the result together to find the total Charge distance.

Runes of the Blood God: Any Psyker who targets the Greater Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic power.

Doomsday Reactor: The Greater Brass Scorpion suffers a +2 modifier when rolling on the Catastrophic Damage table.

WEAPON	RANGE	STR	AP	TYPE
Scorpion cannon	36"	6	3	Heavy 10
Soulburner cannon	24"	10	2	Primary Weapon 1, Large Blast (5"), Ignores Cover Saves
Hellmaw cannon	Template	6	3	Assault 1

Multi-legged Terror: When making a Stomp attack, a Greater Brass Scorpion makes D3+2 Stomps.

CHAOS REAVER BATTLE TITAN

POINTS: 1,460

The Reaver is a Battle class Titan, an earth-shattering engine of war that few armies alone can ever hope to match. Within the forces of Chaos, Battle Titans such as the Reaver are often ancient and irreplaceable relics of the Horus Heresy, the remnants of those traitor Titan Legions who sided with the renegade Warmaster during those dark times and whose names, such as the Legio Vulcanum, still echo with dread thousands of years later. Most of these monstrous war engines have seen millennia of service with the renegade forces and have long since become utterly corrupted

by the taint of the Warp. While others salvaged from the battlefield as the spoils of war, to the eternal shame of their former masters, have been subjected to bloody rituals in order to consecrate them to the service of the Chaos gods. Over time, Chaos Titans often become as much Daemon as they are machine, their once living crews fused to its controls and their souls subsumed into the Titan's tainted machine spirit, the war machine itself now a single being dedicated to destruction and butchery, reborn to spend an eternity crushing countless lives beneath its feet.



ARMOUR									
WS	BS	S	Front	Side	Rear	I	A	HP	
2	4	10	14	14	13	1	2	18	

UNIT COMPOSITION

- 1 Chaos Reaver Titan

UNIT TYPE

- Super-heavy Walker

SPECIAL RULES

- Reactor Meltdown

WARGEAR

- 4 void shields*
- Dirge casters*
- The Chaos Reaver Titan must select one carapace weapon from the following list:
 - Double-barrelled turbo laser destructor
 - Plasma blastgun
 - Inferno gun
 - Vulcan mega-bolter
 - Apocalypse missile launcher
 - Vortex missile
- The Chaos Reaver Titan must select two arm weapons from the following list:
 - Gatling blaster
 - Melta cannon
 - Volcano cannon
 - Laser blaster
 - Titan power fist

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Space Marines for details.

*See Warhammer 40,000: Apocalypse for details.

OPTIONS

- The Chaos Reaver Titan may select one of the following options:
 - Daemon-Titan of Khorne +100 points
 - Daemon-Titan of Nurgle +200 points
 - Daemon-Titan of Tzeentch +150 points
 - Daemon-Titan of Slaanesh +100 points

Reactor Meltdown: If a model with this special rule suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor goes critical! All hits from this Titanic Explosion! are resolved as being from a Destroyer weapon.

Daemon-Titan of Khorne: A model with this special rule gains the Daemon and Hatred (Daemons of Slaanesh) special rules. In addition, the Daemon-Titan may re-roll the dice to determine the number of Stomps it makes as part of a Stomp attack, and it also gains +D3 Attacks on any turn in which it successfully Charges an enemy unit. A Daemon-Titan of Khorne counts as a Daemon aligned with Khorne.

Daemon-Titan of Nurgle: A model with this special rule gains the Daemon, Hatred (Daemons of Tzeentch) and It Will Not Die special rules. In addition, it counts as being a Daemon aligned with Nurgle.

Daemon-Titan of Tzeentch: A model with this special rule gains the Daemon and Hatred (Daemons of Nurgle) special rules. In addition, the Daemon-Titan may re-roll all To Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as a Daemon aligned with Tzeentch.

Daemon-Titan of Slaanesh: A model with this special rule gains the Daemon and Hatred (Daemons of Khorne) special rule. In addition, all models with a Ld score that are in combat with this Daemon-Titan at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative score to 1 for the duration of that Fight sub-phase.

"Kharg'azgul, great reaper of souls and favoured servant of Lord Khorne, walks upon your petty world clad in a form of towering steel. He is death incarnate, the ultimate fusion of immortal Daemon and god-machine, your cities will be ground to dust beneath his feet and the blood of your warriors will grease his servos."

Moroth Glave, Herald of the Traitor Legio Vulcanum



CHAOS WARHOUND TITAN

POINTS: 730

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 loss, the traitors fight on, driven by hatred and a desire to please their new gods. The machine-spirits of their Titans have long since been corrupted by the powers of Chaos, and their souls and crew are now possessed by Daemons, doomed to serve the Chaos gods in battle for all eternity.

Unfortunately for the Imperium, neither time nor corruption has dulled the power of their weaponry and these war machines have returned from their self-imposed exile in the Eye of Terror many times to wreak havoc upon their one time allies. During one infamous incident, a raiding force of the traitorous Legio Vulcanum, consisting of a maniple of Warhound Titans, obliterated a force of the Avenging Sons Space Marines, who had sworn to defend the manufacturums of Cartis IX, blasting the heavy fortifications they had retreated to into powder and crushing the Space Marines within beneath their armoured feet.



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

Dark Magos Ulth'alix



ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
2	4	10	14	13	12	1	1	9

UNIT COMPOSITION

- 1 Chaos Warhound Titan

UNIT TYPE

- Super-heavy Walker

WARGEAR

- 2 void shields†
- Dirge caster*
- The Chaos Warhound Titan must select two arm weapons from the following list:
 - Double-barrelled turbo laser destructor
 - Plasma blastgun
 - Inferno gun
 - Vulcan mega-bolter

See page 138 for additional weapons rules and profiles.

OPTIONS

- The Chaos Warhound Titan may select one of the following options:
 - Daemon-Titan of Khorne..... +50 points
 - Daemon-Titan of Nurgle..... +100 points
 - Daemon-Titan of Tzeentch..... +75 points
 - Daemon-Titan of Slaanesh..... +50 points

SPECIAL RULES

- Agile†
- Reactor Meltdown

*See Codex: Chaos Space Marines for details.

†See Warhammer 40,000: Apocalypse for details.

Reactor Meltdown: If a model with this special rule suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor goes critical! All hits from this Titanic Explosion! are resolved as being from a Destroyer weapon.

Daemon-Titan of Khorne: A model with this special rule gains the Daemon and Hatred (Daemons of Slaanesh) special rules. In addition, the Daemon-Titan may re-roll the dice to determine the number of Stomps it makes as part of a Stomp attack, and it also gains +D3 Attacks on any turn in which it successfully Charges an enemy unit. A Daemon-Titan of Khorne counts as a Daemon aligned with Khorne.

Daemon-Titan of Nurgle: A model with this special rule gains the Daemon, Hatred (Daemons of Nurgle) and It Will Not Die special rules. In addition, it counts as being a Daemon aligned with Nurgle.

Daemon-Titan of Tzeentch: A model with this special rule gains the Daemon and Hatred (Daemons of Nurgle) special rules. In addition, the Daemon-Titan may re-roll all To Hit rolls of 1 and any inferno cannon mounted on it gains the Soul Blaze special rule. It also counts as a Daemon aligned with Tzeentch.

Daemon-Titan of Slaanesh: A model with this special rule gains the Daemon and Hatred (Daemons of Khorne) special rules. In addition, all models with a Ld score in combat with this Daemon-Titan at the start of the Fight sub-phase must pass a Leadership test with a -2 modifier or reduce their Initiative score to 1 for the duration of that Fight sub-phase.



CHAOS SPACE MARINE THUNDERHAWK GUNSHIP

POINTS: 685

As with their counterparts within the Imperium, Chaos Space Marine warbands rely upon the venerable Thunderhawk as the primary means of moving their raiding parties to and from orbit over the worlds targeted by their devastating raids. Its combination of capacious transport hold, and deadly array of weaponry are vital to their success as a highly mobile strikeforce, allowing these vehicles to serve as orbital shuttles, bombers and tactical strike craft as the need arises. Many of the vehicles in service with those Space Marines that have dedicated themselves to the dark gods of Chaos are millennia old, having served their

corrupted masters since the terrible battles of the Horus Heresy that saw the first deployments of these aircraft. Over the course of these years of service many Chaos Thunderhawks have become corrupted by the influence of Chaos, their armour warping into new and grotesque forms and in some cases the aircraft have become metal hosts for foul Daemonic entities. Such possessed Thunderhawks become almost impossible to destroy, weeping blood from rents in their metal hide and consuming those who dare to travel within them to repair their hurts.



BS	ARMOUR				HP
	Front	Side	Rear		
4	12	12	10		9

UNIT COMPOSITION

- 1 Chaos Thunderhawk Gunship

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- One access hatch on each side and a forward assault ramp

WARGEAR

- Thunderhawk cannon
- Four twin-linked heavy bolters
- Two lascannon
- Six Hellstrike missiles
- Armoured Ceramite

See page 138 for additional weapons rules and profiles.

TRANSPORT CAPACITY

- The Thunderhawk has a transport capacity of 30 models. A Thunderhawk can also transport Jump Infantry and Bikes

SPECIAL RULES

- Assault Vehicle

OPTIONS

- The Thunderhawk cannon may be replaced with:
 - Turbo-laser destructor..... +90 points
- A Thunderhawk may exchange its six Hellstrike missiles with:
 - Six Thunderhawk cluster bombs +60 points
- The Thunderhawk Gunship may be upgraded to have the following special rule:
 - Daemonic Transport..... +50 points

Daemonic Transport: A model with this special rule gains the Daemon special rule. In addition, roll a D6 each time a unit embarks or disembarks from a vehicle with this special rule. On the roll of a 1, the Daemon devours D3 models from the unit – randomly determine which models are removed. They are removed as casualties and may make no saves of any kind. The vehicle then restores a number of Hull Points equal to the number of models removed.

WEAPON	RANGE	STR	AP	TYPE
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Thunderhawk cluster bomb	-	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use Only
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")

CHAOS STORM EAGLE ASSAULT GUNSHIP

POINTS: 205

Whilst those Space Marines still in service to the Imperium have only a few examples of the venerable Storm Eagle gunship, an assault transport renowned for its firepower and durability, those who have turned renegade regularly employ them in their raiding and campaigns of slaughter. The descent of a flight of these craft, their armoured hulls bearing the sigils of dark gods and fell warlords,

is the last many an isolated Imperial world has ever seen. Most of those vehicles still in existence are remnants of the vast armouries of the Traitor Legions, fled from the wrath of the Emperor and their loyalist kin in the wake of the Horus Heresy millennia ago. That these craft have survived thousands of years of constant warfare is a testament to their utility as engines of war.



ARMOUR				
BS	Front	Side	Rear	HP
4	12	12	12	4

UNIT COMPOSITION

- 1 Chaos Storm Eagle Gunship

UNIT TYPE

- Vehicle (Flyer, Hover, Transport)

TRANSPORT CAPACITY

- The Chaos Storm Eagle has a transport capacity of 20 models.

ACCESS POINTS

- The Chaos Storm Eagle has four access points: one on either side, and ramps at both front and rear.

WARGEAR

- Twin-linked heavy bolter
- Vengeance launcher
- Armoured Ceramite

SPECIAL RULES

- Deep Strike
- Assault Vehicle

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Space Marines for details.

OPTIONS

- The Chaos Storm Eagle may exchange its twin-linked heavy bolter for one of the following:
 - Twin-linked multi-melta +15 points
 - Single Havoc launcher +5 points
 - Single Reaper autocannon Free
- The Chaos Storm Eagle may take one of the following upgrades:
 - Four hellstrike missiles +40 points
 - Two twin-linked lascannon +60 points
- The Chaos Storm Eagle may take any of the following upgrades:
 - Extra Armour +10 points
 - Dirge Caster* +5 points
 - Warpflame Gargoyles* +5 points
 - Daemonic Possession* +15 points

Vengeance Launcher: The Vengeance launcher is a multi-chambered rocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Chaos Storm Eagle to both clear a landing zone in a hostile area and continue to provide direct fire support once it has delivered its deadly cargo of Chaos Space Marines.

WEAPON	RANGE	STR	AP	TYPE
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

A Chaos Storm Eagle Assault Gunship is a Fast Attack choice for a Codex: Chaos Space Marines army.

CHAOS SPARTAN ASSAULT TANK

POINTS: 285

Larger and more robust than even the legendary Land Raider, the Spartan assault tank is a relic of the founding days of the Imperium. Though rarely seen on the battlefields of the 41st Millennium, it carries enough weaponry to change the course of any battle in a blistering salvo of lascannon fire, and its thick armour plating allows it to shrug off return fire with ease. Those few that remain in service amongst renegade Space Marine forces are prized remnants

of ancient and forgotten glory, and treasured weapons in the eternal war against the false Emperor. Such is the esteem in which they are held, that many warbands pledged to the service of the Dark Gods have transformed the few Spartans they possess into great mechanised shrines to the daemoniac entities to which they have sworn their souls. When the armies of Chaos march forth from the Eye of Terror, these baroque behemoths are their vanguard.



Warhammer
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ARMOUR

BS	Front	Side	Rear	HP
4	14	14	14	5

UNIT COMPOSITION

- 1 Chaos Spartan Assault Tank

UNIT TYPE

- Vehicle (Tank, Transport)

ACCESS POINTS

- The Chaos Spartan has one access point at the front and two on each side.

TRANSPORT CAPACITY

- The Chaos Spartan has a transport capacity of 25 models.

WARGEAR

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Extra Armour
- Searchlight
- Smoke launchers

SPECIAL RULES

- Assault Vehicle

OPTIONS

- A Chaos Spartan may exchange its hull-mounted twin-linked heavy bolter for:
 - Twin-linked heavy flamer Free
- A Chaos Spartan may exchange its lascannon sponsons for:
 - Laser destroyers Free
- A Chaos Spartan may take:
 - Frag assault launchers +10 points
- A Chaos Spartan may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +20 points
- A Chaos Spartan may take one of the following pintle-mounted weapons:
 - Combi-bolter +5 points
 - Havoc launcher +12 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Chaos Spartan may take any of the following options:
 - Daemonic Possession* +25 points
 - Dirge Caster* +5 points
 - Warpflame Gargoyles* +5 points

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Space Marines for details.

A Chaos Spartan Assault Tank is a Heavy Support choice for a Codex: Chaos Space Marines army.

WEAPON	RANGE	STR	AP	TYPE
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked

CHAOS RELIC PREDATOR

POINTS: 75

Within the daemon worlds of the Eye of Terror there lurk many terrors, ancient and terrible weapons long since forgotten by the Imperium. The Relic Predator is one such engine of war, a battle-tank of ancient provenance that once served as the main battle tank of the Space Marine Legions. Fast, well armoured and carrying potent weaponry, these tanks were the terror of ancient battlefields. After many thousands of years within the twisted depths of the Eye of Terror, these vehicles bear little resemblance to the proud

machines of war they once were. Warped by the influence of the dark powers that rule in that realm, their armour defaced by all manner of cruel decoration and many now serving as shells for monstrous creatures born of suffering and pain in the Empyrean, there are few in the Imperium who would still recognise them. Yet, despite this, their weapons have lost none of their bite, and many a fratricidal war has been fought amongst renegade warbands for possession of one of these war engines.



Warhammer
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ARMOUR				
BS	Front	Side	Rear	HP
4	13	11	10	3

UNIT COMPOSITION

- 1 Chaos Relic Predator

UNIT TYPE

- Vehicle (Tank)

WARGEAR

- Autocannon
- Searchlight
- Smoke launcher

OPTIONS

- A Chaos Relic Predator may take one of the following sets of two sponson weapons:
 - Heavy flamers..... +20 points
 - Heavy bolters..... +20 points
 - Lascannon..... +50 points
- May exchange its autocannon for a:
 - Magna-melta cannon..... +45 points
 - Flamestorm cannon..... +15 points
 - Heavy conversion beamer..... +65 points
 - Twin-linked lascannon..... +25 points
 - Plasma destroyer..... +35 points
- Any Chaos Relic Predator may take any of the following:
 - Extra Armour..... +10 points
 - Pintle-mounted combi-bolter..... +5 points
 - Dirge caster*..... +5 points
 - Dozer blade..... +5 points
 - Warpflame Gargoyles*..... +5 points
 - Combi-flamer, melta or plasma*..... +10 points
 - Havoc launcher..... +12 points
 - Destroyer blades*..... +15 points
 - Daemonic Possession*..... +15 points

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Space Marines for details.

A Chaos Relic Predator is a Heavy Support choice for a Codex: Chaos Space Marines army.

WEAPON	RANGE	STR	AP	TYPE
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Flamestorm cannon	Template	6	3	Heavy 1
Magna-melta cannon	18"	8	1	Heavy 1, Large Blast (5"), Melta
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration†
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration†
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration†

† This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.

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."

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



ARMOUR

WS	BS	S	Front	Side	Rear	I	A	HP
5	4	7	13	12	10	4	3	3

UNIT COMPOSITION

- 1 Chaos Contemptor Dreadnought

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt combi-bolter
- Smoke launchers
- Searchlight

SPECIAL RULES

- Hellfire Reactor
- Fleet
- Adamantium Will

See page 138 for additional weapons rules and profiles.

A Chaos Contemptor Dreadnought is an Elites choice for a Codex: Chaos Space Marines army.

OPTIONS

- The Chaos Contemptor Dreadnought may replace its twin-linked heavy bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +5 points
 - Plasma cannon +10 points
 - Butcher cannon +25 points
 - Twin-linked lascannon +25 points
 - Heavy conversion beamer +35 points
 - Dreadnought close combat weapon with inbuilt combi-bolter Free
(This grants the Dreadnought an additional close combat attack)
- The Chaos Contemptor Dreadnought may replace its Dreadnought close combat weapon and combi-bolter with one of the following:
 - Chainfist with an inbuilt combi-bolter +10 points
 - Multi-melta Free
 - Twin-linked autocannon +10 points
 - Plasma cannon +10 points
 - Butcher cannon +25 points
 - Twin-linked lascannon +25 points
- The Chaos Contemptor Dreadnought may replace any combi-bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Soulburner +25 points each
 - Meltagun +15 points each
- The Chaos Contemptor Dreadnought may be equipped with
 - Extra Armour +10 points
- The Chaos Contemptor Dreadnought may have a:
 - Carapace-mounted Havoc launcher +15 points
- The Chaos Contemptor Dreadnought may be dedicated to one of the Chaos gods for the points cost listed below:
 - Dedication of Khorne +20 points
 - Dedication of Nurgle +20 points
 - Dedication of Tzeentch +20 points
 - Dedication of Slaanesh +15 points

Dedications of Chaos

- Dedication of Khorne:** The Chaos Contemptor Dreadnought gains the Rage and Rampage special rule.
- Dedication of Nurgle:** The Chaos Contemptor Dreadnought gains the It Will Not Die special rule.
- Dedication of Slaanesh:** The Chaos Contemptor Dreadnought counts as being equipped with both assault and defensive grenades.
- Dedication of Tzeentch:** The Chaos Contemptor Dreadnought may re-roll all rolls of 1 when making invulnerable saves. In addition, any heavy flamers it is equipped with gain the Soul Blaze special rule.

Hellfire Reactor: A Chaos Contemptor Dreadnought is suffused with the power of a 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 Dreadnought gains a 4+ invulnerable save against any Glancing hit, and a 6+ invulnerable save against Penetrating hits. In close combat, any model with the Psyker special rule receives an automatic S2 AP2 hit if it is in combat with a Chaos Contemptor Dreadnought in Initiative step 10 of the Fight sub-phase. If a Chaos Contemptor Dreadnought suffers an Explosion! result on the Vehicle Damage table, add +D3 to the explosion radius and treat the explosion as though it had the Soul Blaze special rule.

WEAPON	RANGE	STR	AP	SPECIAL
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration*
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration*
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration*
Soulburner	24"	4	4	Assault 1, Blast (3"), Rending
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Butcher cannon	36"	8	4	Heavy 4

*This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.

Warhammer
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CHAOS DECIMATOR DAEMON ENGINE

POINTS: 205

Decimators are daemononic engines of death, horrific amalgams of human and Xenos technology fused and brought to unholy life by the darkest warp sorcery. Recorded in the forces of the Great Enemy as long ago as the mass genocides known in Imperial Lore as the Grief of Herodin in late M.35, they have fortunately been rarely encountered, save within the damned cults and daemon fleets that plague the benighted reaches of the Nightmare Rifts far to the Galactic South of the Segmentum Tempestus. Here in the dark void beyond the borders of the Imperium, some unknown source, it is believed, barter these dread killing machines for a high price in blood, plunder and souls. During the battle for the Perun Cross, a massive alien space station that had been seized by the renegade Night Reapers Space Marine Chapter, several of these Daemononic behemoths were encountered by the Minotaurs and Grey Knights forces who engaged the renegade Chapter. How the Night Reapers acquired so many of these arcane examples of corrupted technology is unknown, but they are known to have operated largely within the Laanah Rifts, a benighted area of space that hides many

secrets. The various rumours and scraps of information surrounding the creation of new Decimators has led some within the Ordo Malleus to label them the work of the infamous Dark Magos known as the Sepktraal Cult, which legend has it was driven to the rifts beyond the Silent Abyss during the Great Scouring, while others insist that the cult never existed at all, except in the febrile myths of the forgotten age.

An unholy fusion of Daemon and machine, Decimators are all but impossible to completely destroy, often reforming from seemingly catastrophic damage after the enemy passed it by, believing it destroyed. As living weapons that have in many cases existed for long millennia, they serve no master but destruction. Some are carried from battle to battle as siege engines amongst the warbands of the most powerful Chaos Space Marine warlords, others simply appear upon the bloodiest of battlefields, summoned forth from the ephemeral depths of the Warp to burn and slay.





"In war, one does not discard a potent weapon simply because it is of questionable origin. The wargear of the heretic and xenos-breed slay their owners as readily as their enemies, they are but tools in the hands of the righteous. I fear for the Imperium that it does not realise this vital truth..."

Cylix Stronn, Reclamator-Adept of the Night Reapers Space Marine Chapter
(Night Reapers declared Excommunicate Traitoris in 989.M41).

ARMOUR

WS	BS	S	Front	Side	Rear	I	A	HP
3	3	8	13	12	11	3	4	3

UNIT COMPOSITION

- 1 Decimator Daemon Engine

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Two Decimator siege claws with in-built heavy flammers

SPECIAL RULES

- Daemon
- Unholy Vigour
- Deep Strike
- Daemonic Resilience*

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Daemons for details.

A Decimator Daemon Engine is an Elites choice for either a Codex: Chaos Space Marines army or a Codex: Chaos Daemons army.

OPTIONS

- The Decimator may replace either of its Decimator siege claws and in-built heavy flammers with one of the following weapons. For each claw that is replaced, its Attacks are reduced by -1.
 - Butcher cannon +20 points
 - Storm laser +15 points
 - Soulburner petard +10 points
- Or it may replace a single Decimator siege claw and in-built heavy flamer, reducing its Attacks by -1, with:
 - Heavy conversion beamer +35 points
- The Decimator may also take any of the following upgrades:
 - Searchlight +1 point
 - Smoke launchers +3 points
- The Decimator may be further dedicated to one of the Chaos Powers so long as an Independent Character in the army also has either the same Mark of Chaos or is a Daemon of the same power¹:
 - Khorne +15 points
 - Nurgle +25 points
 - Slaanesh +15 points
 - Tzeentch +25 points

¹Note that a dedicated Decimator counts as a Daemon of the appropriate alignment when used in a Codex: Chaos Daemons army.

Unholy Vigour: Whenever the Decimator suffers a Weapon Destroyed or Immobilised result, this can be ignored on a D6 roll of 5+.

In addition, if the Decimator is Wrecked (but does not suffer an Explodes! result on the Vehicle Damage table when destroyed), place it on its back or side or leave a marker on the table to represent its position. At the start of the controlling player's subsequent turns, before models are moved, roll a D6. On the result of a 6, the Decimator returns to play (place it as close to its original position as possible, but more than 1" away from any enemy models) just as if it had successfully arrived via Deep Strike, with its weapons and mobility restored and D3 Hull Points. On the result of a 1, the marker is removed and the Decimator is permanently Wrecked. On a result of 2-5, the Decimator remains Wrecked, but the controlling player may attempt to roll again for Unholy Vigour on their next turn.

Dedications of Chaos

- **Dedication of Khorne:** The Decimator gains the Rampage special rule.
- **Dedication of Nurgle:** The Decimator gains the It Will Not Die special rule.
- **Dedication of Slaanesh:** The Decimator counts as being equipped with both assault and defensive grenades.
- **Dedication of Tzeentch:** The Decimator may re-roll all To Hit rolls of 1 with its shooting attacks, and its heavy flammers (if it has any) gain the Soul Blaze special rule.

Decimator relic weapons

WEAPON	RANGE	STR	AP	TYPE
Siege claws	-	User	2	Melee, Shred, Smash ¹
Butcher cannon	36"	8	4	Heavy 4
Storm laser	36"	6	3	Heavy D3+2
Soulburner petard	24"	5	5	Ordnance 1, Large Blast (5"), Rending
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ²
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ²
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ²

¹When a building or transport takes a Penetrating hit from a Decimator's Smash attack, any units inside suffer D6 heavy flamer hits for each heavy flamer the Decimator has, in addition to any other damage inflicted. The Decimator can only benefit from the Smash rule as long as it has at least a single siege claw.

²Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

BLIGHT DRONES

POINTS: 150 PER MODEL

Bizarre and nightmarish fusions of machine and daemon-insect, Blight Drones are hovering killers, their horrific weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in clusters and swarms on worlds falling to Chaos, Blight Drones act very much in the manner of carrion flies and ambush predators, drawn to ongoing bloodshed and concentrations of the dead. First encountered during the later stages of the bitter war for the apostate world of Vraks, unconfirmed reports spoke of these daemon-machines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying, and sucking up the decaying sludge. The dull maddening buzz of their droning engines in the poisoned fog of Vraks' skies rapidly became a fearful omen of doom to the Imperial forces, a sound dreaded even above the howls of Khorne's Berserkers or the whistling scream of incoming shells.

Since the Vraksian conflict, Blight Drones have been encountered fighting alongside the renegades known as the Purge and several other Death Guard splinter factions, as well as in daemononic incursions in both the Auralis war zone and the fall of the hive world of Mitra Prime during the 13th Black Crusade.

Warhammer
40,000



ARMOUR				
BS	Front	Side	Rear	HP
2	12	11	10	2

UNIT COMPOSITION

- 1-3 Blight Drones, forming a vehicle squadron

UNIT TYPE

- Vehicle (Flyer, Hover)

See page 138 for additional weapons rules and profiles.

WARGEAR

- One Mawcannon
- One Reaper autocannon

SPECIAL RULES

- Daemon of Nurgle[†]
- Daemonic Resilience[†]
- Deep Strike
- Explosion of Pus

[†]See Codex: Chaos Daemons for details.

Explosion of Pus: When a Blight Drone is destroyed, it invariably detonates in a shower of bile and pus. When a Blight Drone loses its last Hull Point, it always explodes as per the 'Explodes!' Vehicle Damage table result rather than becoming Wrecked.

Mawcannon: The noisome Mawcannon has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Mawcannon				
(Vomit)	Template	6	4	Assault 1
(Phlegm)	36"	8	3	Assault 1, Large Blast (5")

1-3 Blight Drones are a Fast Attack choice for a Codex: Chaos Daemons army, a Servants of Decay army (see Imperial Armour Volume 7: The Siege of Vraks – Part Three), or a Codex: Chaos Space Marines army that includes at least one unit of Plague Marines.

BLOOD SLAUGHTERERS OF KHORNE

POINTS: 130 PER MODEL

The Blood Slaughterer is a massive, gore-splattered daemon engine of glittering brass and black iron; a possessed war machine forged and bound for the specific purpose of wreaking carnage on the enemy, rending and killing in indiscriminate fury as an act of profane worship to Khorne, the Blood God of Chaos. Such is the unholy rage of the savage daemon entities that empower them that their barbed shells must lie empty and dormant between battles, only to be brought into unholy life by murder-filled sacrificial rituals on the eve of battle. Unleashed on the front lines to sow havoc, Blood Slaughterers themselves do not care who or what they kill, just that bodies are torn asunder in Khorne's name.



ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
5	1	6	13	12	10	4	3	3

UNIT COMPOSITION

- 1-3 Blood Slaughterers

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Dreadnought close combat weapon

SPECIAL RULES

- Daemon of Khorne*
- Daemonic Resilience*
- Deep Strike
- Fleet
- Fury of Khorne
- Rampage
- Blind Fury

OPTIONS

- Any Blood Slaughterer may take an
 - Impaler*..... +5 points

*If this option is chosen, its basic attacks are reduced by -1.

See page 138 for additional weapons rules and profiles.

*See Codex: Chaos Daemons for details.

Blood Slaughterers are a Heavy Support choice for a Codex: Chaos Daemons army, a Servants of Slaughter army (see Imperial Armour Volume 6: The Siege of Vraks – Part Two), or a Codex: Chaos Space Marines army which also contains at least one unit of Khorne Berserkers.

Fury of Khorne: Consumed by battle lust, a Blood Slaughterer is a whirling frenzy of death, smashing into enemy lines. When charging into an assault, a Blood Slaughterer gains an additional +D3 attacks instead of the usual +1.

WEAPON	RANGE	STR	AP	SPECIAL
Impaler	12"	8	3	Assault 1, Impaler

Impaler: The Impaler is a massive daemonically possessed barbed harpoon and chain designed to spear a large enemy and drag it into the Blood Slaughterer's reach. Using the Impaler counts as a shooting attack which hits on a 4+.

If the harpoon strikes a successful Penetrating hit against a vehicle, or an unsaved wounding hit against a Monstrous Creature which survives its attack, then the daemonically empowered chain snaps back and the victim is abruptly dragged toward the Blood Slaughterer. Measure a straight line between the Blood Slaughterer and its target, and move the victim 2D6" towards the Blood Slaughterer. If the target model moves into base contact with the Blood Slaughterer, the Blood Slaughterer then counts as having charged it.

Blind Fury: The Blood Slaughterer's hunger for lives is insatiable. In its Movement phase it must always move as fast as possible towards the closest visible enemy, and must consolidate towards the closest visible enemy after an assault. In the Shooting phase, they are free to decide whether to Run or not, but if they do, it must be towards the closest visible enemy. If there is no enemy visible to the Blood Slaughterer, this rule does not apply.

A note on dragging models: Models may not be dragged though impassable terrain, Monstrous Creatures, vehicles or gaps they wouldn't be able to fit through – in these cases the dragged target stops 1" away from the obstruction. Other terrain factors and infantry models in the way are ignored. Infantry can be repositioned if needs be once the dragged target comes to rest by their controlling player to allow room for the Slaughterer, with the proviso that units already locked in combat must stay locked in combat. Buildings, Super-heavy vehicles or Gargantuan Creatures cannot be dragged about by the Impaler!

PLAGUE HULK OF NURGLE

POINTS: 150

Bloated, multi-limbed walkers akin to the Defiler and Soul Grinder, Plague Hulks appear to be a direct hybrid of machine and a corpulent Daemon-thing of Nurgle, Chaos god of disease and decay. Ungainly and sickening to look upon, Plague Hulks stagger into battle on corroded metal limbs, their engines giving off shrouds of reeking vapours and pestilent fog, poisoning the very ground they walk over.

The Plague Hulk's mechanical chassis, itself, supports a seething maggot-ridden mass of putrescent daemon-flesh, at the centre of which sits a gaping maw capable of vomiting forth a tide of unspeakable foulness that can rot flesh and corrode metal. One of its arms is fused with an arcane canon that belches out shells so impregnated with ichor and infection that a mere scratch from their bone casing fragments will immediately and agonisingly fester into a crippling injury.

Like many other Daemon engines, these decaying monsters also possess massively powerful limbs able to smash through the strongest armour with ease, and are often encountered wielding gigantic cleaver blades or huge rusted flails. Worse yet for any who are brave or foolhardy enough to stand against a Plague Hulk in close quarters, they must first endure through clouds of flesh-searing poison before attacking the bloated machine-thing.



Warhammer
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ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
3	2	6	13	13	11	2	4	4

UNIT COMPOSITION

- 1 Plague Hulk

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Iron claw
- Rancid vomit
- Rot cannon

SPECIAL RULES

- Daemon of Nurgle*
- Deep Strike
- Daemonic Resilience*

*See Codex: Chaos Daemons for details.

OPTIONS

- The Plague Hulk may exchange its iron claw for a:
 - Warpsword..... +25 points

WEAPON	RANGE	STR	AP	TYPE
Rancid vomit	Template	5	3	Assault 1, Poisoned (3+)
Rot cannon	36"	6	3	Ordnance 1, Large Blast (5"), Rending
Iron claw	-	x2	2	Melee, Specialist Weapon, Unwieldy
Warpsword	-	User	3	Melee, Master-crafted, Specialist Weapon

A Plague Hulk is a Heavy Support choice for a Chaos Daemons army or a Chaos Space Marines army which also contains at least one unit of Plague Marines.

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, 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 and accompanied by the dull buzz from clouds of large black flies. Wherever he treads, vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust, and pools of toxic goo lie in his wake. Scabeiathrax carries a crude rusting cleaver and those hit by the Blade of Decay find their wounds instantly become infected, quickly rotting away their flesh and tainting them with one of Nurgle's many foul diseases.



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

UNIT COMPOSITION

- 1 Daemon Lord (Unique)

UNIT TYPE

- Gargantuan Creature

WARGEAR

- Blade of Decay
- Icon of Chaos*

*See Codex: Chaos Daemons for details.

SPECIAL RULES

- Toxic Discharge
- Hulking Monster
- Nurgling Infestation
- Daemon Lord
- Daemon of Nurgle*
- Maggotspore
- Deep Strike
- Daemonic Instability*



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, meaning he gains an extra D6+3 attacks with the following profile:

WEAPON	RANGE	STR	AP	TYPE
Nurgling Infestation	-	3	-	Melee, Unwieldy

Daemon Lord: This model has the invulnerable save granted by the Daemon rule, increased to 3+.

Blade of Decay: This foul weapon was forged in the Blighted Pit using Nurgle's most potent diseases.

WEAPON	RANGE	STR	AP	TYPE
Blade of Decay	-	User	1	Melee, Contagion*, Specialist Weapon

*A model that suffers an unsaved wound from this weapon must immediately pass a Toughness test or suffer an additional wound with no armour or cover saves allowed.

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

WEAPON	RANGE	STR	AP	TYPE
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").

Maggotspore Scabeiathrax is a noisome, seething monster formed of rotting flesh and putrescence. He has the Feel No Pain (4+) special rule and counts as being equipped with both defensive and assault grenades. In addition, when charging into assault, he gains +D3 attacks rather than the usual +1. Furthermore, all models within 6" at the start of each of Scabeiathrax's controlling player's 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 value are unaffected.

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, and 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 who attempt to summon him must have first pleased Khorne with their devotion and slaughter. Few would ever dare attempt it. Those who do attempt to summon An'ggrath risk Khorne's displeasure and terrifying wrath. Needless to say, 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.



+++ ORDO XENOS ANALYTICUS DATA-VAULT

++ ACCESS REQUESTED TO PROSCRIBED TOMES...

++ VERIFYING INQUISITORIAL ROSETTE...

+ INQUISITOR HECTOR REX. AUTHORITY ACKNOWLEDGED.

+ DISPLAYING TRANSCRIBED DATA:

- > The Anshur Summoning – Attributed to Hathel-Shunos (Executed for heresy 894.M40)
- > In the latter years of M38, the hive world of Anshur fell under the sway of the heretical Charnel Cult, worshippers of the Blood God. The world's new leaders announced their change in loyalties by slaughtering the Adeptus Administratum tithe fleet that had arrived in orbit to secure the tribute of men and resources Anshur owed to the Imperium. The Imperium's response to this act of unforgivable betrayal came in the form of an overwhelming assault force, consisting of five companies of Space Marines from the Metamarines Chapter, and an Inquisitorial writ declaring the planet and all who dwelt there apostate. The vengeful Angels of Death threw back the renegade fighters, pressing them to their final strongholds and reaping a bloody tally of the Cult's devotees, slaying every one of the planet's condemned souls that they encountered.

In their desperation the cult called out to their daemonic allies, but their flawed summoning and the many hundreds of thousands of deaths on Anshur drew An'ggrath from his place beside Khorne's skull throne and into the material realm. An'ggrath, hungry once again for blood and souls, slew every living creature on Anshur in an orgy of violence lasting several years as he hunted the last of the Metamarines through the corpse-strewn ruins of Anshur's cities.

From Anshur, An'ggrath's path of destruction spread to encompass many of the surrounding worlds, and was only brought to an end by the combined might of a force of Grey Knights and Red Hunters Space Marines, after many millions of skulls were claimed by An'ggrath for his master.

++ DATA END

+++DELETING ALL RECORDS OF FILE AS REQUESTED...

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

UNIT COMPOSITION

- 1 Daemon Lord (Unique)

UNIT TYPE

- Flying Gargantuan Creature

WARGEAR

- Axe of Khorne*
- Bloodlash of Khorne
- Daemonic Armour
- Icon of Chaos*

SPECIAL RULES

- Blood Frenzy
- Daemon Lord
- Daemon of Khorne*
- Daemonic Instability*
- Deep Strike
- The Deathbringer

*See Codex: Chaos Daemons for details.

Daemonic Armour: An'ggrath is clad in daemonic brass armour, forged by Khorne himself. He receives a 2+ Armour save.

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

The Deathbringer: 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 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, An'ggrath passes any Deny the Witch test on a roll of 2+.

Bloodlash 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
Bloodlash of Khorne	12"	7	3	Assault 2

Daemon Lord: This model has the invulnerable save granted by the Daemon rule increased to 3+.

DAEMON LORD – AETAOS'RAU'KERES

POINTS: 999

SLAYER OF SOULS, LORD OF HOSTS, DISTORTER OF WORLDS, THE SHADOW OF ALL COLOURS AND NONE, ASHENWING, RENDER OF VEILS, TZEENTCH'S MAD SATRAP, ETC...

Spoken of in hushed tones and shrouded ambiguities, even by those who worship the Great Conspirator, Aetaos'rau'keres is a dreaded and feared figure among daemon-kind, an entity of extreme power whose gaze pierces time and whose mastery of the Warp allows him to turn the power of other psykers against themselves. This Daemon, risen from the ranks of the Lords of Change, is an insane demigod who is doomed to serve for all eternity as Tzeentch's waster of worlds. He is a harbinger who heralds the end of sanity and life on any planet to which he is summoned, and is a living gateway for the ever-shifting host of horrors that follow in his wake.

Though known by many names and falsehoods, the true history of this being has been lost even to the scholars of the arcane who prise their secrets from the mouths of bound Daemons, though

the Blue Scribes chatter that the Archdaemon in his madness has hunted down and extinguished every mortal soul or warp entity who knows the truth of his nature, save for his overlord Tzeentch. What is certain is that Aetaos'rau'keres is not wholly the master of his own fate, for while his god has granted the Daemon Lord great power, Tzeentch has also fettered him in layer upon layer of ward-pacts and riddling incantations, shattering his reason. So it is that when summoned with the correct rituals, the Daemon is forced to appear and vent his wrath on the mortal plane. Spite-filled and hateful, Aetaos'rau'keres is venerated only by the most apocalyptic of Tzeentchan cults, and they who seek to bring forth this Daemon Lord do so only to murder worlds.

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

UNIT COMPOSITION

- 1 Daemon Lord (Unique)

UNIT TYPE

- Flying Gargantuan Creature

WARGEAR

- The Staff of Cataclysm
- Icon of Chaos*

DAEMONIC REWARDS*

- Riftbringer
- Soul Eater
- Wind of Chaos

*See Codex: Chaos Daemons.

SPECIAL RULES

- Chosen of Tzeentch
- Render of the Veils
- Mantle of Twisted Fates
- Dark Jealousy
- Daemon Lord
- Psyker (Mastery Level 4)
- Daemonic Instability*
- Deep Strike
- Daemon of Tzeentch*



Chosen of Tzeentch: Aetaos'rau'keres must generate a total of four powers, and must roll for at least two powers on the Discipline of Change table, ignoring the usual maximum for generating powers from his patron's discipline. Other powers may be generated from any one discipline chosen from the *Warhammer 40,000* rulebook.

Render of the Veils: As Tzeentch's Lord of Hosts, Aetaos'rau'keres can unleash torrents of Daemons on the battlefield. This is used as a shooting attack that can target any point within Aetaos'rau'keres' line of sight with a range of 48" using the Large Blast (5") marker. Instead of causing damage, place a new unit of D6+3 Pink Horrors where the attack lands. These Pink Horrors act exactly as if they have been deployed using the Deep Strike rules that turn, but may not fire in this Shooting phase.

Pink Horror units created by the Render of Veils may only be placed if the controlling player has the correct models spare, and are destroyed if there is no space for them where the template lands. Pink Horror units created by this power do not count towards the army's points cost, and are worth no Victory points or Kill points should these rules be used in the game. Nor can they be added to 'bolster' an existing unit. In essence, these Pink Horrors are 'free' daemonic reinforcements whose costs have been figured into their master's points total already.

Mantle of Twisted Fates: All hostile psychic powers that are successfully nullified by a Deny the Witch test by Aetaos'rau'keres are reflected back on their user on a roll of 4+ on a D6. Make this Reflection roll after the power is successfully nullified. Reflected powers which are counted as shooting attacks hit their victim automatically and, in the case of blast markers, centre them back on the originator without rolling to scatter. Where both the user and the subject have to take a test, Aetaos'rau'keres counts as being the user.

Dark Jealousy: Aetaos'rau'keres is a bitter and twisted entity, fearful and paranoid that others of his kind would usurp his power. As a result, if another Greater Daemon (including Lords of Change, etc), Daemon Prince or Daemon Lord is within 18" at the beginning of the controlling player's Shooting phase, Aetaos'rau'keres must direct all of his ranged attacks against them (or if more than one is present, at the closest one) regardless of whether they are friend or foe.

Daemon Lord: This model has the invulnerable save granted by the Daemon rule increased to 3+.



The Staff of Cataclysm: A potent artefact whose possession took endless tangled millennia of scheming and manipulation to acquire, the Staff of Cataclysm can unleash the seething channelled power of a warp storm to its user's will, although its incessant howling and gibbering can drive even a Daemon mad.

In order to use the staff, Aetaos'rau'keres must remain stationary in the Movement phase and not use other gifts in order to summon the staff's power, and cannot use the staff if he is engaged in an assault.

The staff's power manifests as a shooting attack. The attack uses the following weapon profile:

WEAPON	RANGE	STR	AP	TYPE
Staff of Cataclysm	Infinite	-	3	Apocalyptic Barrage (6+D3), Haywire, Poison 4+

The gods of Chaos are fickle and not even an Archdaemon of Aetaos'rau'keres' stature can be certain of his mastery over the power held within the staff. Aetaos'rau'keres must pass a Leadership test each time the staff is used; if this is passed, target the barrage normally. If it is failed, their opponent gets to target the attack.

DAEMON LORD – ZARAKYNEL

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

POINTS: 666

Of all of Slaanesh's unholy servants, the name of Zarakynel is revered above that of any other Keeper of Secrets. She/he/it is Slaanesh's perfect creation, summoned from the darkest recesses 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 yet.

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.



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

UNIT COMPOSITION

- 1 Daemon Lord (Unique)

UNIT TYPE

- Gargantuan Creature

WARGEAR

- The Souleater sword
- Icon of Chaos*

*See Codex: Chaos Daemons.

SPECIAL RULES

- Daemon Lord
- Daemon of Slaanesh*
- Daemonic Instability*
- Deep Strike
- Deathly Rapture
- Angel of Despair



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

WEAPON	RANGE	STR	AP	TYPE
The Souleater sword	-	User	1	Melee, Souleater†, Specialist Weapon

†At the end of any Fight sub-phase in which this weapon has inflicted an unsaved wound, roll a D6. On the roll of a 2+, the bearer gains an additional wound, up to a maximum of 10. This may take the bearer above their starting maximum number of wounds.

Deathly Rapture: This may be used as a shooting attack by Zarakynel in the Shooting phase using the following profile:

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

Angel of Despair: 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 Fight sub-phase 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.

Daemon Lord: This model has the invulnerable save granted by the Daemon rule increased to 3+.

MAMON, DAEMON PRINCE OF NURGLE

POINTS: 220

A recent addition to the ranks of Papa Nurgle's favoured children, Mamon was a false priest of the Imperial Creed whose treachery and betrayal led to the bloody siege of the apostate world of Vraks and the deaths of many millions. Since his elevation to daemonhood, his tainted soul has fused with the dark essence of a Great Unclean One, and this former master spy and intriguer has become a reeking corpulent mass of flesh.

Implanted with corrupt technology, he is now a living conduit for toxic filth and the foulest contaminations of the Warp. Mamon exists now only to destroy and pollute any living creature he comes across, leaving nothing but slime-drenched ruin and tainted earth in his wake. Since the final desperate battles for control of Vraks, during which the freshly transfigured Mamon fought alongside the Nurgle-worshipping warband known as the Tainted, the foul rites to summon him have spread to several other Nurgle worshipping cults and warbands.



Warhammer
40,000

WS	BS	S	T	W	I	A	Ld	Sv
7	5	6	7	5	4	4	9	5+

UNIT COMPOSITION

- Unique

UNIT TYPE

- Monstrous Creature (Character)

WARGEAR

- Contagion Spray

SPECIAL RULES

- Daemon of Nurgle*
- Daemonic Instability*
- Deep Strike
- Feel No Pain (5+)
- Poisoned (2+)

*See Codex: Chaos Daemons.

Contagion Spray: A daemonic weapon fused to Mamon, the Contagion Spray spews forth a tide of foulness and decay utterly lethal to all life it touches. This weapon uses the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Contagion spray	Template	1	3	Heavy 1, Poisoned (2+)

Mamon is a HQ choice for a Codex: Chaos Daemons army.

"The greatest deception woven by the gods of Chaos was that their servants worked only with death and destruction; for more worlds fall to the honeyed lies of the dark gods than have ever been conquered by gun and blade alone."

Inquisitor Lord Hector Rex

URAKA 'THE WARFIEND', DAEMON PRINCE OF KHORNE

POINTS: 200

Once a barbarian warlord on an ancient and forgotten world, as a mortal man Uraka's excess of bloodshed and plunder drew the attention of his people's dark god of war. Khorne looked on pleased at this favoured son's lifetime of pitiless massacres and savage martial victories; such that when he finally fell in battle his forfeited soul was taken to the Citadel of Brass in Khorne's warp-realm where he fought for the right to do slaughter for all eternity.

Now a Daemon Prince with a bloodlust unfettered by mortal constraints or sanity and with his own legion of hellspawn at his command, Uraka 'The Warfiend' serves now as Khorne's headsman, slaughtering his god's foes and delivering his dark master's judgement on traitors and enemies alike.



WS	BS	S	T	W	I	A	Ld	Sv
7	5	7	5	4	6	5	9	3+

UNIT COMPOSITION

- Unique

UNIT TYPE

- Monstrous Creature (Character)

WARGEAR

- The Executioner's Axe

*See Codex: Chaos Daemons.

DAEMONIC GIFTS

- Collar of Khorne*
- Warp Forged Armour*

DAEMONIC REWARDS

- Unholy Frenzy*

SPECIAL RULES

- Daemon of Khorne*
- Daemonic Instability*
- Deep Strike

The Executioner's Axe: Uraka's ornate and massive axe has taken many skulls for the Skull Throne in its time, and sees particular service in beheading traitors to Khorne.

WEAPON	RANGE	STR	AP	SPECIAL
The Executioner's Axe	-	User	2	Melee, Two Handed, Fleshbane, Decapitating Blow [†]

[†]Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

Uraka is a HQ choice for a Codex: Chaos Daemons army.

GIANT CHAOS SPAWN

POINTS: 80

Those who 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 becoming a 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.

Giant Chaos Spawn are those creatures that have endured for centuries in this loathsome state, their mutations bloating and growing until the creature reaches monstrous proportions. Unfortunately for the cursed individual who survives long enough as a spawn to reach this size, a Giant Chaos Spawn is all but impossible to kill, condemning it to an eternity of torment as a squealing mound of mutated limbs and churning fangs.



WS	BS	S	T	W	I	A	Ld	Sv
4	0	6	6	4	3	D6+2	10	4+

UNIT COMPOSITION

- 1 Giant Chaos Spawn

UNIT TYPE

- Monstrous Creature

SPECIAL RULES

- Fear
- Fearless
- Rage
- Random Attacks
- Mutated beyond Sanity

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

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+2 at the start of each Fight sub-phase when they are in combat.

Mutated Beyond Sanity: At the beginning of each Fight sub-phase, before rolling for random attacks, roll a D3 on the table below. The resulting mutation affects the Giant Chaos Spawn for the rest of that turn.

D3 Mutation

- 1 Sword-spines:** All models in base contact with the Giant Chaos Spawn in Initiative step 10 of the Fight sub-phase take an automatic S6 AP- hit.
- 2 Gibbering Jaws:** All models locked in combat with the Giant Chaos Spawn suffer a -2 modifier to their Initiative. Models with the Fearless special rule ignore this penalty.
- 3 Frenzied Regeneration:** The Giant Chaos Spawn gains the Feel No Pain (2+) special rule.

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.

On the killing fields of Astagor, the Skulltakers warband unleashed dozens of these beasts against the Tau defenders. Charging

heedlessly across the battlefield, the Daemonic creatures waded through volley after volley of pulse rifle fire, shrugging off the charged rounds as though it were no more than a rain shower. Even the weaponry of the larger battlesuits could only bring these terrors to a halt after a barrage of sustained fire. The fulcrum of the Tau defensive line, a towering Riptide battlesuit, was borne to the ground by the charge of several Spined Chaos Beasts and torn limb from limb as the creatures went into a frenzy of violence attempting to reach the terrified Tau pilot buried in the Riptide's armoured chest. Few Tau soldiers escaped the slaughter on Astagor, and Tau Earth Caste engineers have failed to produce any counter to the supernatural resilience of the Chaos Beasts unleashed on the Tau that day.

Warhammer
40,000



"The servants of Chaos are pitiful creatures, forged for but one purpose: to kill. Greet them with holy boltgun and ready chainsword, for death is the only mercy they can expect from us."

Isar Korvinus, Captain of the Red Hunters 4th Company.

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

UNIT COMPOSITION

- 1 Spined Chaos Beast

UNIT TYPE

- Monstrous Creature

SPECIAL RULES

- Fearless
- It Will Not Die
- Daemonic Instability*
- Deep Strike

OPTIONS

- The Spined Chaos Beast must be given one of the following:
 - Daemon of Khorne* Free
 - Daemon of Nurgle* +15 points
 - Daemon of Tzeentch* +5 points
 - Daemon of Slaanesh* +15 points

*See Codex: Chaos Daemons.

A Spined Chaos Beast is a Heavy Support choice for a Codex: Chaos Daemons army.

BLIGHT DRONE INFESTATION

BATTLE FORMATION

The horrific Blight Drones of Nurgle are like daemoniac carrion flies upon the carcasses of the dead. Drawn to suffering and decay, they swoop down to rain death upon the feeble mortals who oppose them. During the Siege of Vraks, and in many major incursions by

Chaos forces since, the skies have choked and bled to the tainted hue of a rotting wound and incessant droning, as if from a billion insects, has presaged these nightmarish creations' attack.



FORMATION

- 3-5 Blight Drone swarms, each of which must comprise three Blight Drones, one of which must be designated as the Command Cluster.

FORMATION RESTRICTION

Strike Force: All units in the Blight Drone Infestation must be deployed within 12" of the Command Cluster or, if coming on from Strategic Reserve, they must enter the table within 12" of the point entered by the Command Cluster.

SPECIAL RULES

Baleful Presence: The swirling mass of daemoniac energies that empower the Blight Drones gather and twist around the governing intelligence of the Command Cluster at its heart like a malign vortex.

As a result, unless they are Zooming for that turn, the Blight Drones of the Command Cluster count as having an Icon of Chaos, which may also be used by their allies.

BLOOD SLAUGHTERER ONSLAUGHT

BATTLE FORMATION

The Blood Slaughterers of Khorne are fiendish Daemon engines, swift and savage they are used to smash enemy lines by the servants of Chaos. Their whirling blades and razor claws can carve their way through man and machine with terrifying ease, turning the supposed protection of the strongest defences into a red-

stained mockery in mere moments. Bestial and berserk, when many Blood Slaughterers are confined together and set to a purpose, only a terrifyingly powerful daemonic will can hold them to a single course, but against such a unified onslaught of hell-forged rage and hatred, nothing can hope to stand.



Butcher Engine

1

2-4

FORMATION

- 1 Butcher Engine
- 2-4 Blood Slaughterer Packs – each composed of three Blood Slaughterers

FORMATION RESTRICTIONS

Strike Force: All units in the Blood Slaughterer Onslaught must be deployed within 12" of the Butcher Engine leading them or enter play within 12" of the Butcher Engine if they are held in Strategic Reserve.

SPECIAL RULES

The Butcher Engine: This, in all respects, is treated as a standard Blood Slaughterer, except that it must always roll 2D6 rather than a D6 for its move when running and benefits from an invulnerable save of 4+.

Rampaging Assault: While the Butcher Engine remains mobile, Blood Slaughterer Packs in the formation must roll 2D6 rather than a D6 for the distance moved when Running. However, if a double is rolled, a randomly chosen Blood Slaughterer in the pack suffers a Glancing hit as it crashes wildly through the battlefield's terrain overcome with bloodlust.

The background of the page is a dramatic, low-key photograph of a Necron war machine, likely a Scythe or similar large-scale unit. The machine is silhouetted against a bright, cloudy sky, with its various mechanical components and long, curved appendages visible. The lighting creates a strong contrast between the dark machine and the bright sky, emphasizing its imposing and ancient nature.

NECRONS

Long has been the sleep of the Necrons. A race who, many aeons ago when the galaxy was still young, went into a deep hibernation. Now they are reawakening, ready to reclaim the galaxy in the name of their race...

TESSERACT ARK

250 POINTS

The Tesseract Ark is one of the rarer Necron war machines encountered, for its manufacture is the purview of only the most adept of Crypteks. It is also one of the most powerful, containing at its heart a contained singularity torn from the core of a dying star. The Tesseract Ark can manipulate this singularity for a variety of

battlefield effects, not least of which is the creation of a gravitational distortion around it to protect the Tesseract Ark from harm. From within its Tesseract singularity chamber it can siphon and unleash storm winds of particle-energy, the stolen fire of suns, and shatter the earth and crumble bastions alike with seismic tremors.



ARMOUR				
BS	Front	Side	Rear	HP
4	12	12	12	4

UNIT COMPOSITION

- 1 Tesseract Ark

UNIT TYPE

- Vehicle (Tank, Skimmer, Heavy, Open-topped)

WARGEAR

- Tesseract singularity chamber
- Two tesla cannon
- Quantum shielding*

SPECIAL RULES

- Living Metal*
- Tesseract Implosion

*See Codex: Necrons for details.

OPTIONS

- A Tesseract Ark may exchange its two tesla cannon for:
 - Two gauss cannon..... Free
 - Two particle beamers..... +20 points

See page 137 for additional weapons rules and profiles.

A Tesseract Ark is a Heavy Support choice for an army chosen from Codex: Necrons or the Necron Dark Harvest army list (see Imperial Armour 12: The Fall of Orpheus).

Tesseract Singularity Chamber: The Tesseract Ark is built around a shielded Tesseract containment device which holds in stasis within it a sliver of a dying star, its terribly destructive energies siphoned off by the power of Necron scientific mastery as a battlefield weapon.

The Tesseract Singularity Chamber is treated as a weapon and can be taken out of action with a Weapon Destroyed damage result with potentially catastrophic consequences (see Tesseract Implosion), and while active provides several abilities as well as being used as a ranged weapon:

- **Containment Field:** The containment field of the Tesseract Singularity Chamber provides the Tesseract Ark with a 5+ invulnerable save.
- **Gravitational Flux:** Any model trying to assault or ram the Tesseract Ark must take a Dangerous Terrain test, and any unit charging the Tesseract Ark is always forced into making a Disordered Charge by doing so.
- **Unleashed Power:** The Tesseract Singularity Chamber can unleash its energies as a shooting attack from the vehicle's forward arc. Pick one of the following energy modes each time the Tesseract is fired:

FIRE MODE	RANGE	STR	AP	TYPE
Solar Fire	48"	7	2	Heavy 3, Blast (3")
Particle Hurricane	Template	3	3	Heavy 1, Fleshbane
Seismic Lash	24"	5	4	Heavy 1, Quake*, Armourbane, Ground Lash*

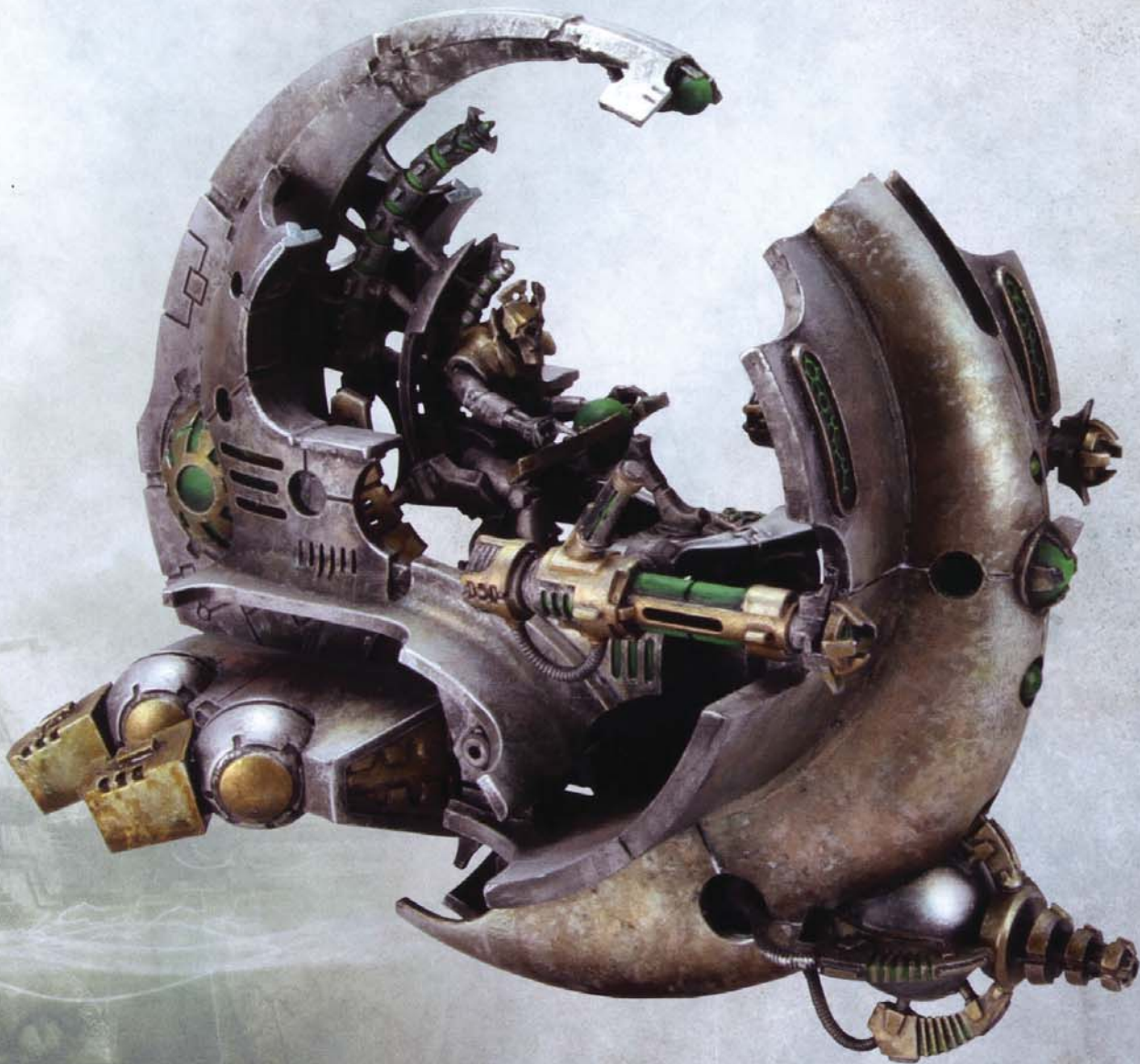
***Quake:** All units hit by a weapon with the Quake type treat open ground as difficult terrain during their next Movement phase.

***Ground Lash:** To use this, pick a target point up to the maximum range of the weapon away. Trace a line (about 1 mm thick) between this and the front of the Tesseract Ark. The attack automatically hits all models, including buildings, (other than the firing Ark) under the line. Units take a number of hits equal to the number of models in them caught under the line. Ground Lash attacks may not affect Zooming or Gliding models.

Tesseract Implosion: Should a Tesseract Ark suffer a Weapon Destroyed result against its Singularity Chamber, roll a D6. On a 4+, an implosion occurs, the Ark itself is destroyed and removed from play and all models within 6" suffer a Strength 6 AP- hit. Likewise, should the Ark suffer an Explodes! result on the Vehicle Damage chart, a Strength 6 AP- hit is inflicted on all models within 6" rather than the usual effect.

"These metal creatures they call Necrons recognise no gods but themselves, but the death and destruction they spread with every blast of their weapons and every planet they put to the sword is pleasing to our master Khorne. When the time comes for us to face them in battle, we shall place their steel skulls in a place of honour on his great throne."

Zhufo, Lord of the Skulltakers



SENTRY PYLON

POINTS: 135 PER MODEL

An automated weapons platform of strange design, the Sentry Pylon is a tactical variant of the far larger Gauss Pylons. Although a paradigm lesser in scope than these great weapons, Sentry Pylons are nevertheless powerful devices, arcs of glittering metal equipped with a gauss exterminator array that can strike down aircraft at

ranges so great that their victim's first hint of danger is the flash of searing light that heralds their destruction. When employed against ground targets, they are no less effective and can scour great areas of terrain clear of life, cut down buildings into smoking debris and secure invasion zones.



Warhammer
40,000

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

UNIT COMPOSITION

- 1-3 Sentry Pylons forming a Battery

UNIT TYPE

- Artillery

WARGEAR

- Gauss exterminator

SPECIAL RULES

- Fearless
- Canoptek Artillery

OPTIONS

- Any Sentry Pylon may exchange its gauss exterminator for one of the following weapon types:
 - Heat cannon..... +40 points
 - Focussed death ray..... +25 points
- Sentry Pylons may take any of the following upgrades, which apply to the whole battery. If part of a battery, all the Pylons in the battery must take the same upgrades:
 - Teleportation matrix..... +35 points each
 - Sepulchral Scarabs..... +15 points each

See page 137 for additional weapons rules and profiles.

A Sentry Pylon Battery is a Heavy Support choice for an army chosen from Codex: Necrons, or the Necron Dark Harvest army list (see Imperial Armour 12: The Fall of Orpheus).

+++ ADEPTUS MECHANICUS-SEALED ARCHIVE UMBRA-9

++ GENE-SAMPLING REQUIRED FOR ACCESS TO SEALED DATA...

++ PROCESSING...

+ MAGOS XENO-LOGIS NIDAL KARSIS IDENTIFIED, RELEASING FILE LOCKS

+ ACCESSING DATA BLOCK 995681-C: WARNING ALL FOLLOWING DATA CLASSIFIED AT UMBRA LEVEL.
ALL UNAUTHORISED ACCESS WILL RESULT IN IMMEDIATE TERMINATION.

> XENOS [NECRON] WAR ENGINE

> DESIGNATION: SENTRY PYLON

NECRON SENTRY PYLONS ARE AUTONOMOUS, SELF SUSTAINING TACTICAL ARTILLERY SUPPORT/AIR DEFENCE UNITS. THEY ARE CAPABLE OF LIMITED BATTLEFIELD MOBILITY AND POSSESS SELF REPAIR SYSTEMS CONSISTENT WITH TECHNOLOGY MOUNTED ON OTHER REPORTED NECRON UNITS.

> ARMAMENT: SENTRY PYLONS ARE KNOWN TO UTILISE LONG RANGE CONTINUOUS BEAM MOLECULAR DISRUPTION CANNON (SEE DATA-BLOCK 995779-F, GAUSS WEAPONRY). THEY HAVE ALSO BEEN SIGHTED FITTED WITH COHERENT THERMIC RAY WEAPONRY AND PARTICLE DISINTEGRATION WEAPONS. THESE REPORTS ARE UNCONFIRMED AT THIS TIME.

> NOTES: AS WITH OTHER EXAMPLES OF NECRON TECHNOLOGY, THIS UNIT DEFIES OUR UNDERSTANDING. ALL EFFORTS SHOULD BE MADE TO SECURE SAMPLES FOR FURTHER TESTING.

> WISDOM IS THE BEGINNING OF FEAR.

+++ CLOSING DATA-BLOCK+++

Gauss Exterminator: Designed to track and engage targets at great range, the gauss exterminator is a powerful weapon capable of atomising enemy armour and aircraft in a blaze of baleful light long before they can reach the Necrons' battlelines.

WEAPON	RANGE	STR	AP	TYPE
Gauss exterminator	120"	9	2	Heavy 2, Gauss, Interceptor, Skyfire

Heat Cannon: The heat cannon is a thermal energy weapon of extraordinary power and, although considerably shorter ranged than the gauss exterminator, it can reduce the most heavily armoured tanks into piles of molten slag and burn its way through the most heavily protected fortifications.

WEAPON	RANGE	STR	AP	TYPE
Heat cannon	36"	10	1	Heavy 2, Blast (3"), Melta

Canoptek Artillery: A unit with this special rule uses all of the standard rules for Artillery type units, except that it does not require the presence of a crewman to either move or fire, is not removed from play due to the absence of crew and may never declare a charge. In addition, Canoptek Artillery that are charged do not fight in the ensuing combat, all of the assaulting unit's attacks hit automatically and damage is resolved as normal, no Morale check is made regardless of the results of the combat and the attackers must consolidate after that round of combat is resolved. The Canoptek Artillery unit cannot be locked in combat and any surviving models act normally on their following turn.

When forming a unit composed entirely of models with the Canoptek Artillery special rule, the maximum unit coherency distance for a unit of Canoptek Artillery is 4".

Focussed Death Ray: The coruscating beams of force these weapons emit slice through the ranks of enemy soldiers and armoured battle-tanks with contemptuous ease. Utilising an advanced focussing array, the Sentry Pylon is able to project the crackling death ray over far greater distances than previously encountered versions of the weapon, and with a destructive potential that is horrifyingly effective.

To fire the focussed death ray, nominate a point on the battlefield anywhere within its range, then nominate a second point within 3D6" of the first. Draw a straight line (considered to be 1mm in width) between the two points. Every unit (friendly or enemy) underneath the line suffers a number of hits equal to twice the number of models underneath the line.

WEAPON	RANGE	STR	AP	TYPE
Focussed death ray	24"	10	1	Heavy 1

Teleportation Matrix: The Sentry Pylon gains the Deep Strike rule.

Sepulchral Scarabs: The Sentry Pylon gains the It Will Not Die special rule.

NECRON TOMB CITADEL

POINTS: 300

The tomb citadel is a Necron defensive structure, a near-impregnable fortification designed to stand equally against the ravages of eternity, hostile action and deadly environments. Tomb citadels often stand on the outermost borders of a wider tomb complex as watchtowers and outposts against attack, and indeed are often the mere tip of the iceberg, with the fathomless depths of the Necrons' stasis crypts, Canoptek foundries and endless silent

galleries extending far below them. These tomb citadels are more than inert relics of the forgotten past, however, and are near-living war machines in their own right. Imperial battle reports record these brutal structures as rising from the earth and even appearing as if from nowhere in the midst of a Necron assault as a foothold for invading forces which, if not quickly destroyed, will form a beachhead from which the dread legions will pour forth.

TERRAIN TYPE

- Unique. The surface of the Tomb Citadel counts as open terrain with the usual rules for line of sight applying accordingly. To move onto or off the Tomb Citadel counts as moving through difficult terrain. Enemy models attempting to Deep Strike onto the surface of the Tomb Citadel will suffer a Deep Strike mishap on any 'double' rolled on the Scatter dice, in addition to that due to any other cause.
- The Tomb Citadel also has two distinct components which can be targeted for attack: the Tomb Ziggurat and the Power Crucible. These components count as being AV 14. Roll a D6 for each Penetrating hit inflicted on them – on a 5+ the component is destroyed and its special rules no longer apply.

COMPOSITION

- 1 Tomb Citadel. This comprises a single Necron Tomb Citadel Realm of Battle tile.

ACCESS POINTS & FIRE POINTS

- As per model

WARGEAR

- None

SPECIAL RULES

- 1 Tomb Ziggurat
- 1 Ziggurat Dock
- 1 Power Crucible
- Resurrection Amplifier

OPTIONS

- Defence Batteries: The Tomb Citadel may be upgraded with up to two Gun Emplacements (see page 105 of the *Warhammer 40,000* rulebook) which also have the Skyfire and Interceptor rules. These cost:
 - Tesla destructors +65 points each
 - Gauss exterminators +100 points each
- Comms Relay: The Tomb Citadel's Ziggurat can be upgraded to have a:
 - Comms relay +20 points

A Necron Tomb Citadel is a Fortification choice for armies selected from *Codex: Necrons* or the *Dark Harvest* army list from *Imperial Armour Volume 12: The Fall of Orpheus*.



Tomb Ziggurats: Each Tomb Ziggurat is equipped with an Eternity Gate which operates exactly as the one found on a Necron Monolith (see page 47 of *Codex: Necrons* for details) and a Scarab Hive (see page 46 of *Codex: Necrons* for details). The operation of the Scarab Hive differs in that generated Scarabs may be placed within 6" of the Ziggurat and if a 1 is rolled when creating Scarabs, the hive can no longer be used for the rest of the game, but the Ziggurat remains unharmed.

Ziggurat Docks: When deploying their forces, the Tomb Citadel or Tomb Fortresses' controlling player can opt to have either a Necron Monolith or a Sentry Pylon from their primary detachment docked atop each Ziggurat. While docked, all weapons used by the docked war machine are at +1 Strength and while it is docked, a Necron Monolith cannot use its Eternity Gate. The war machine can be undocked and move normally at the beginning of the controlling player's Movement phase.

If a Ziggurat with a docked war machine is destroyed, then the docked war machine takes an automatic Strength 10 AP 2 hit.

Resurrection Amplifier: All friendly Necron units on the surface of the Tomb Citadel or Tomb Fortress may re-roll results of a 1 on Reanimation Protocols tests.

Power Crucibles: Each of these structures generates a defensive power field around the tomb complex and also amplifies the Necron ability for self-repair and reconstruction. Unless all the Power Crucibles have been destroyed, the following rules apply for all units on the surface of the Tomb Citadel or Tomb Fortress.

Defence Field: Units on the surface of the Tomb Citadel or Tomb Fortress or docked with it, as well as the Tomb Ziggurat and the Power Crucible itself, have a 3+ invulnerable save against shooting attacks.

Sprawling Fortification: Due to the size of the Necron Tomb Fortress, it may prove difficult to deploy in some missions. The Necron Tomb Fortress should always be placed so that at least one 2' x 2' section is within the controlling player's deployment zone and, if possible, the entire Fortification should be placed within the controlling player's deployment zone. If any section, or part thereof, is placed outside of the controlling player's deployment zone, then no enemy units may be deployed within the bounds of the Necron Tomb Fortress, not even through the use of the Infiltrate or Scout special rules.

Gun Emplacement Mount

Power Crucible



Tomb Ziggurat

Gun Emplacement Mount



NECRON TOMB FORTRESS

POINTS: 500

As a Necron tomb world recovers from the millennia it has spent dormant, hidden from the eyes of the younger races, its various bastions and redoubts begin to return to their former glory. Power crucibles once again blaze with light and the ziggurat portals re-ignite, allowing the recently re-awoken warriors of the world's-controlling Dynasty to stand ready to repel any who would dare disturb the rise of their Overlords. The Necron tomb fortress is one of the larger redoubts found on those worlds once claimed by the sprawling empires of the Necron Dynasties and forms a defensive position that, when occupied by its undying masters, can resist any but the most overwhelming of attacks by the pitiful armies of the Necrons' enemies.

On Eyrinyral, a world the Eldar had long laid claim to as one of their so-called maiden worlds, dozens of tomb fortresses were revealed, lost amongst the tangled roots of ancient and towering jungle trees, as the Necron Sekhmat Dynasty woke and laid claim once again to their ancient domains. The Eldar of Eyrinyral rallied quickly and moved to assault the

newly awoken Dynasty, hoping to overwhelm their ancient foe before they fully awoke. Their assault broke upon the tomb fortresses that had arisen, those few Necron warriors that had awoken were rebuilt time and time again by the resurrection amplifiers of the fortresses, while each Eldar warrior who fell was irreplaceable. Within a few months the Eldar were driven from Eyrinyral as the Sekhmat Dynasty's ancient armies spilled from the eternity gates within the fortresses on the surface, butchering those who would dare to dispute their masters' claim to the world.

On other worlds these huge fortifications have been recorded simply appearing from nowhere, phasing into existence on worlds that have never known the Necrons' influence before disgorging a horde of silent metal killers from the gates mounted within their ziggurat towers. The appearance of such a mighty fortress upon a world is a promise of death for all who dwell there, as that world is now claimed as the domain of one of the many Dynasties once again stretching forth their power into the galaxy.

TERRAIN TYPE

- Unique. The surface of the Tomb Fortress counts as open terrain with the usual rules for line of sight applying accordingly. To move onto or off the Tomb Fortress counts as moving through difficult terrain. Enemy models attempting to Deep Strike onto the surface of the Tomb Fortress will suffer a Deep Strike mishap on any 'double' rolled on the Scatter dice, in addition to that due to any other cause.
- The Tomb Fortress also has four distinct components which can be targeted for attack: two Tomb Ziggurats and two Power Crucibles. These components count as being AV 14. Roll a D6 for each Penetrating hit inflicted on them – on a 5+ the component is destroyed and its special rules may no longer apply.

COMPOSITION

- 1 Tomb Fortress. This comprises two Necron Tomb Citadel Realm of Battle tiles placed on the table so that each tile has the entirety of any one tile edge in contact with the other tile.

ACCESS POINTS & FIRE POINTS

- As per model

WEAPONS

- None

SPECIAL RULES*

- 2 Tomb Ziggurats
- 2 Ziggurat Docks
- 2 Power Crucibles
- Resurrection Amplifier
- Sprawling Fortification

OPTIONS

- Defence Batteries: The Tomb Fortress may be upgraded with up to four Gun Emplacements (see page 105 of the *Warhammer 40,000* rulebook) which also have the Skyfire and Interceptor rules. These cost:
 - Tesla destructors +65 points each
 - Gauss exterminators +100 points each
- Comms Relay: Any of the Tomb Fortress's Ziggurats can be upgraded to have a:
 - Comms relay +20 points

A Necron Tomb Fortress is a Fortification choice for armies selected from Codex: Necrons or the Dark Harvest army list from Imperial Armour Volume 12: The Fall of Orpheus.

The Necron Tomb Fortress is a unique fortification and can complicate some missions. To ensure enjoyable game play, it should only be included in a Codex: Necrons army when both players agree to its use.



Tomb Ziggurats: Each Tomb Ziggurat is equipped with an Eternity Gate which operates exactly as the one found on a Necron Monolith (see page 47 of *Codex: Necrons* for details) and a Scarab Hive (see page 46 of *Codex: Necrons* for details). The operation of the Scarab Hive differs in that generated Scarabs may be placed within 6" of the Ziggurat and if a 1 is rolled when creating Scarabs, the hive can no longer be used for the rest of the game, but the Ziggurat remains unharmed.

Ziggurat Docks: When deploying their forces, the Tomb Citadel or Tomb Fortresses' controlling player can opt to have either a Necron Monolith or a Sentry Pylon from their primary detachment docked atop each Ziggurat. While docked, all weapons used by the docked war machine are at +1 Strength and while it is docked, a Necron Monolith cannot use its Eternity Gate. The war machine can be undocked and move normally at the beginning of the controlling player's Movement phase.

If a Ziggurat with a docked war machine is destroyed, then the docked war machine takes an automatic Strength 10 AP 2 hit.

Resurrection Amplifier: All friendly Necron units on the surface of the Tomb Citadel or Tomb Fortress may re-roll results of a 1 on Reanimation Protocols tests.

Power Crucibles: Each of these structures generates a defensive power field around the tomb complex and also amplifies the Necron ability for self-repair and reconstruction. Unless all the Power Crucibles have been destroyed, the following rules apply for all units on the surface of the Tomb Citadel or Tomb Fortress.

Defence Field: Units on the surface of the Tomb Citadel or Tomb Fortress or docked with it, as well as the Tomb Ziggurat and the Power Crucible itself, have a 3+ invulnerable save against shooting attacks.

Sprawling Fortification: Due to the size of the Necron Tomb Fortress, it may prove difficult to deploy in some missions. The Necron Tomb Fortress should always be placed so that at least one 2' x 2' section is within the controlling player's deployment zone and, if possible, the entire Fortification should be placed within the controlling player's deployment zone. If any section, or part thereof, is placed outside of the controlling player's deployment zone, then no enemy units may be deployed within the bounds of the Necron Tomb Fortress, not even through the use of the Infiltrate or Scout special rules.

Warhammer
10,000



NECRON CITY OF THE DEAD

POINTS: 1,500

The Adeptus Mechanicus survey team who first encountered one of these structures named it a City of the Dead, so grand was its design. Coming across the deserted Necron facility on an isolated world to the galactic south, the survey team did not realise its true nature, believing it to be a small self-contained xenos colony of ancient design. Beneath its sprawling surface fortifications they found kilometres of silent, steel corridors and echoing chambers that could have held thousands of people. They came across no sign of those who might have built such a grand structure, but within hours members of the team began to vanish. Only once they had found the mangled bodies of the missing explorators did they realise the danger they were in, but by then it was too late.

The metal corridors and vaults began to fill with light, and the high towers shimmered as pyramidal war machines appeared atop their peaks, beams of crackling energy swatting the fleeing Adeptus Mechanicus shuttles from the sky. Imperial Guard units, assigned to investigate the team's disappearance, found an immense fortress protected by flashing wards of gauss energy, hordes of silent metal guardians and batteries of terrible weapons waiting for them; few returned to warn their masters of the fate of the Adeptus Mechanicus survey team. Since that incident, standing orders within the Imperial Guard call for the deployment of orbital strikes as the only possible counter to the appearance these Necron monstrosities.

TERRAIN TYPE

- Unique. The surface of the City of the Dead counts as open terrain with the usual rules for line of sight applying accordingly. To move onto or off the City of the Dead counts as moving through difficult terrain. Enemy models attempting to Deep Strike onto the surface of the City of the Dead will suffer a Deep Strike mishap on any 'double' rolled on the Scatter dice, in addition to that due to any other cause.
- The City of the Dead also has eight distinct components which can be targeted for attack: four Tomb Ziggurats and four Power Crucibles. These components count as being AV 15. Roll a D6 for each Penetrating hit inflicted on them – on a 5+ the component is destroyed and its special rules no longer apply.

COMPOSITION

- 1 Tomb City of the Dead. This comprises four Necron Tomb Citadel Realm of Battle tiles, placed on the table so that each tile has the entirety of two tile edges in contact with two other tiles.

ACCESS POINTS & FIRE POINTS

- As per model

WARGEAR

- None

SPECIAL RULES

- 4 Tomb Ziggurats
- 4 Ziggurat Docks
- 4 Power Crucibles
- Resurrection Amplifier
- Defence Field
- Gauss Bisector Field
- Massive Sprawling Fortification

OPTIONS

- Defence Batteries: The City of the Dead may be upgraded with up to eight Gun Emplacements (see page 105 of the *Warhammer 40,000* rulebook) which also have the Skyfire and Interceptor rules. These cost:
 - Tesla destructors +65 points each
 - Gauss exterminators +100 points each
- Comms Relay: The City of the Dead's Ziggurats can be upgraded to have a:
 - Comms relay +20 points

The Necron City of the Dead is a truly immense fortification and can cause complications even in a game of Apocalypse. Its sheer size is likely to make it the focus of any game, and it may be worth arranging your mission around it. To ensure enjoyable game play, it should only be included in an Apocalypse Necron army when all involved players agree to its use.

Tomb Ziggurats: Each Tomb Ziggurat is equipped with an Eternity Gate which operates exactly as the one found on a Necron Monolith (see page 47 of *Codex: Necrons* for details) and a Scarab Hive (see page 46 of *Codex: Necrons* for details). The operation of the Scarab Hive differs in that generated Scarabs may be placed within 6" of the Ziggurat and if a 1 is rolled when creating Scarabs, the hive can no longer be used for the rest of the game, but the Ziggurat remains unharmed.

Ziggurat Docks: When deploying their forces, the City of the Dead's controlling player can opt to have either a Necron Monolith or a Sentry Pylon from their primary detachment docked atop each Ziggurat. While docked, all weapons used by the docked war machine are at +1 Strength and while it is docked, a Necron Monolith cannot use its Eternity Gate. The war machine can be undocked and move normally at the beginning of the controlling player's Movement phase.

If a Ziggurat with a docked war machine is destroyed, then the docked war machine takes an automatic Strength 10 AP 2 hit.

Resurrection Amplifier: All friendly Necron units on the surface of the City of the Dead may re-roll results of a 1 on Reanimation Protocols tests.

Power Crucibles: Each of these structures generates a defensive power field around the City of the Dead and also amplifies the Necron ability for self-repair and reconstruction. Unless all the Power Crucibles have been destroyed, the following rules apply for all units on the surface of the City of the Dead.

Defence Field: Units on the surface of the City of the Dead or docked with it, as well as the Tomb Ziggurat and the Power Crucible itself, have a 3+ invulnerable save against shooting attacks.

Massive Sprawling Fortification: When setting up a game that includes a Necron City of the Dead, it should be deployed anywhere on the table alongside the terrain, before any other Fortifications or models, and its placement should be agreed by all players before deploying any armies. Wherever the Necron City of the Dead is placed, its controlling player may deploy models chosen from *Codex: Necrons* or the Dark Harvest army list from *Imperial Armour Volume 12: The Fall of Orpheus*, as though it was part of their deployment zone. Models from any of the opposing armies involved in the game may not deploy within the bounds of the City of the Dead, even if it is within their deployment zone, or by using either the Infiltrate or Scout rules.



Gauss Bisector Field: Surrounding the Necron City of the Dead is a defensive barrier formed of flickering green gauss energy. Any trespasser foolish enough to step through the barrier is swiftly reduced to smoking chunks of flesh.

Any enemy model that moves onto or off of the Necron City of the Dead whilst any of its Power Crucibles are still active suffers an automatic hit using the following profile:

WEAPON	RANGE	STR	AP	TYPE
Gauss bisector field	-	4 ¹	5	Gauss ²

¹Add +1 to the strength of the hit for each additional Power Crucible after the first that is still active (for example, a City of the Dead with four active Power Crucibles inflicts Str 7 hits).

²See the Gauss rules on page 81 of Codex: Necrons.

Necron Strategic Asset: Particle Whip Overload (Strategic Resource)

A Necrons player in an Apocalypse game that has taken a Necron City of the Dead automatically receives this Strategic Asset in addition to any others granted to him.

They may use this strategic asset in their Shooting phase in any turn in which at least two Necron Monoliths are docked on the City of the Dead's Ziggurats. When used, the controlling player spends one Strategic Victory point in order to make a single shooting attack at BS 4, with the following profile:

WEAPON	RANGE	STR	AP	TYPE
Particle whip overload	Infinite	9/10/D*3/2/1*	Apocalyptic Barrage (3/5/6)*	Gauss

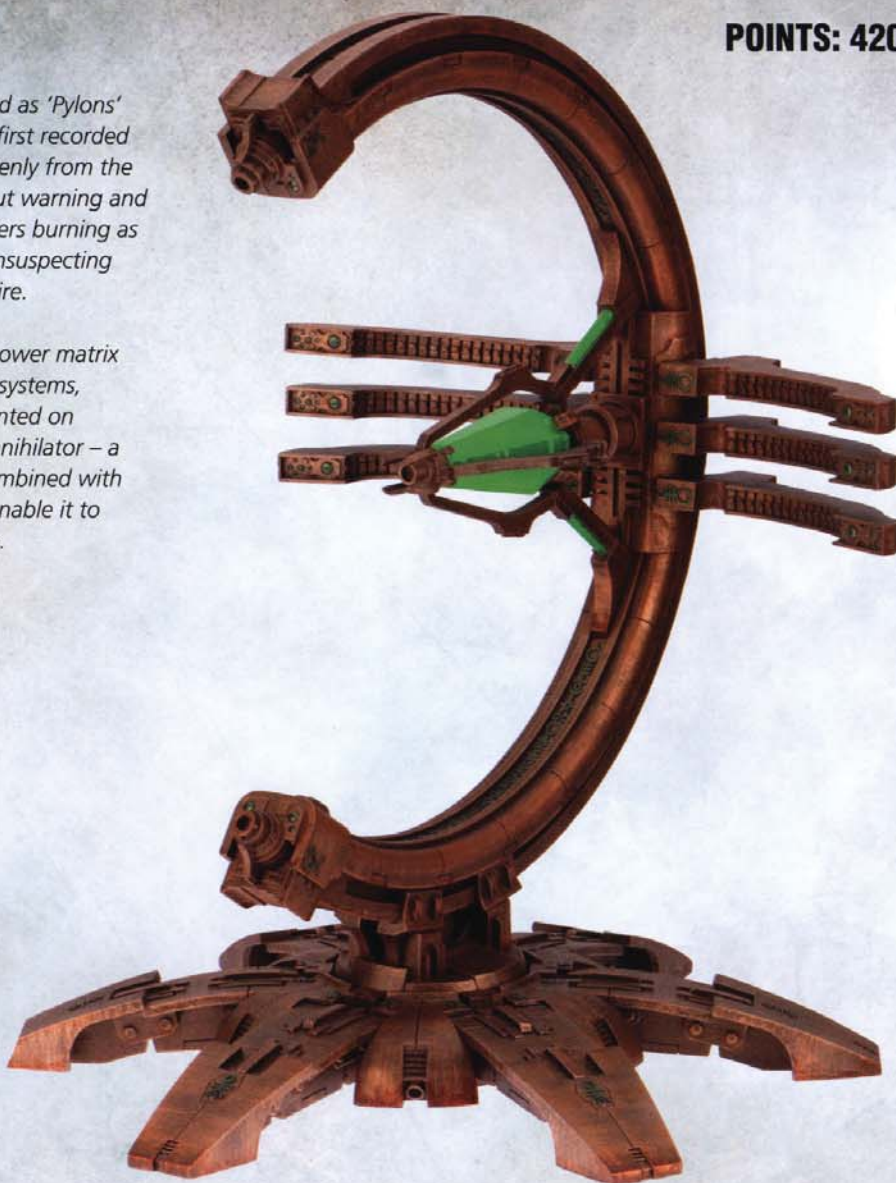
*The values used for the attack's Strength, AP and Apocalyptic Barrage are determined by the number of Necron Monoliths currently docked at the City of the Dead's Ziggurats. If two Monoliths are docked use the first number, if three are docked use the second number and if four are docked use the last number.

GAUSS PYLON

POINTS: 420

The mysterious Necron defence turrets, designated as 'Pylons' by those who originally encountered them, were first recorded on the uncharted world of WDY-272. Rising suddenly from the desert sands, the Gauss Pylons opened fire without warning and with devastating effect, tanks and armoured carriers burning as the crescent-shaped weapons tore through the unsuspecting Imperial Guard column whilst resisting all return fire.

The Gauss Pylon draws energy from the Necron power matrix before discharging it through hardwired weapon systems, including a version of the gauss flux arc also mounted on Monoliths. More fearsome is the Pylon's Gauss annihilator – a tight-beam version of the particle whip which, combined with sophisticated guidance and target-lock systems, enable it to engage ground troops and incoming aircraft alike.



BS	ARMOUR			HP
	Front	Side	Rear	
4	14	14	14	6

UNIT COMPOSITION

- 1 Gauss Pylon

UNIT TYPE

- Super-heavy vehicle (Immobile vehicle)

WARGEAR

- One Gauss annihilator, which can either fire a Focussed Beam or discharge a Flux Arc (choose which mode to use each time it is fired).

SPECIAL RULES

- Living Metal*
- Special Deployment
- Phase Shift Generator

*See Codex: Necrons for details.

WEAPON	RANGE	STR	AP	TYPE
Gauss annihilator (Focussed Beam)	120"	D	2	Primary Weapon 3, Skyfire, Interceptor
(Flux Arc)	18"	6	3	Heavy 2D6

Special Deployment: A Necron attack can be supported by Gauss Pylons teleporting to the surface. At other times, such as when defending a tomb world, dormant Gauss Pylons can suddenly rise up from the ground to engage any trespassers.

Gauss Pylons can deploy by Deep Strike. Because of the Pylon's size, it is not destroyed if there are enemy within 1" when it arrives. Instead, move any models that are in the way the minimum distance necessary to make space for the Pylon. A Gauss Pylon that lands in impassable terrain is not destroyed, but takes an immediate Glancing hit. Move the Gauss Pylon the minimum distance possible to avoid the terrain.

Phase Shift Generator: The Pylon itself and all Necron units with at least one model within 12" of the Gauss Pylon receive a 5+ invulnerable save.

NECRON PYLON NETWORK

BATTLE FORMATION

The grandest of the ancient Necrontyr tomb worlds are guarded by vast networks of living metal pylons. These unfeeling constructs rise from the desiccated sands whenever intruders dare to venture into

the realms of their slumbering masters, shrouded by the energy of the vast underground generators that power them, and obliterating the enemies of the Necrons.



1+



0-5

FORMATION

- 1+ Gauss Pylons
- 0-5 Sentry Pylons

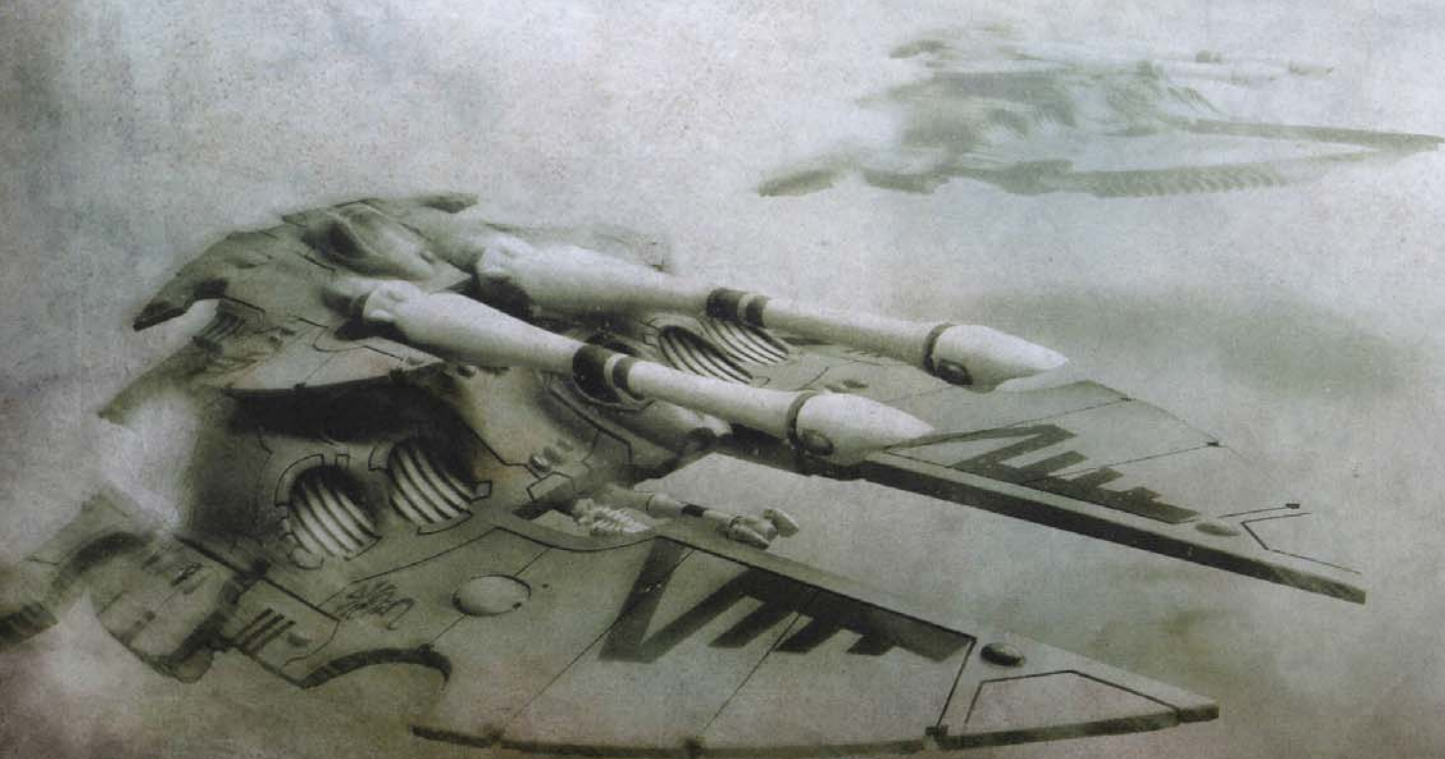
SPECIAL RULES

Special Deployment: All models in the formation can deploy using the Deep Strike rules, if any models do so then the entire formation must do so. Whether deployed by Deep Strike or set-up normally, all models in this formation must be placed within 12" of another model from this formation. Note that in order to use this special rule, any Sentry Pylons included in the formation must be upgraded to allow Deep Striking, otherwise the entire formation must deploy normally.

Dark Energy Web: A web of crackling energy surrounds a fully energised Necron Pylon Network, obscuring it from the primitive sensor devices of the younger races. Any model from this formation gains a cover save of 6+, increasing by -1 for each other model from the same formation within 12", up to a maximum of a 3+ cover save (eg, if a model is hit and has two other models from the formation within 12", it gains a 4+ Cover save).

ELDAR

The Eldar are an ancient and aesthetic race who once, long ago, ruled the galaxy. Now they are the scattered remnants of that 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.



COBRA

POINTS: 675

Whilst smaller vehicles form the mainstay of the Eldar's swift armoured vehicle formations, they also field several super-heavy vehicles. As with almost all Eldar vehicles, these armoured behemoths are anti-gravity skimmers whose size and raw firepower belies their grace upon the field of war. There are few, if any, Imperial vehicles that can match the sheer speed of these vehicles, allowing them to strike at the most vulnerable sections of their enemy's battlelines and withdrawing long before he can re-position his own heavy assets to counter them.

Of the more common Eldar super-heavy skimmers, the Cobra is by far the greater threat to the armoured vehicles of the younger races. Armed with a colossal D-Impaler, a weapon based on the technology used in the D-cannon but on a much greater scale, the D-Impaler

literally tears a hole in the fabric of reality, excising armour and internal components from enemy tanks with terrifying ease. Even the largest and most heavily armoured of vehicles possesses little protection against the eldritch energies of disruption weaponry and, when combined with the defensive capabilities of the Eldar holo-fields these tanks carry, they make the vehicle almost impossible to target as it moves, creating a potent super-heavy tank hunter.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	11	9

UNIT COMPOSITION

- 1 Cobra

UNIT TYPE

- Super-heavy vehicle
(Fast, Skimmer)

WARGEAR

- D-Impaler
- Shuriken cannon

SPECIAL RULES

- Eldar Titan Holo-fields*

*See Warhammer 40,000: Apocalypse.

OPTIONS

- The Cobra may replace its Shuriken cannon with a:
 - Scatter laser..... +10 points
 - Eldar missile launcher +15 points
 - Starcannon..... +20 points
 - Bright lance +30 points
- The Cobra may take the following upgrades:
 - Vectored engines† +40 points
 - Star engines† +30 points

† See Codex: Eldar for details.

See page 136 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
D-Impaler	36"	D	1	Primary Weapon 1, Massive Blast (7"), Distort Rift

Distort Rift: The D-Impaler ignores all active void shields and power fields on the target, but does not remove or destroy them. In addition, after the D-Impaler has fired, roll a D6. On the score of a 4+, leave the Massive

Blast (7") template in place until the beginning of the controlling player's next game turn. If any model either begins or ends its movement under the template, roll a D6. If the model is not a Vehicle it loses one wound on the roll of a 6 – no Armour saves of any kind may be taken against this wound. If the model is a Vehicle then it takes a Glancing hit on the roll of a 6. A Super-heavy vehicle or Gargantuan Creature is not affected by this lasting effect.

SCORPION

POINTS: 650

The Scorpion is amongst the largest vehicles capable of anti-gravitic movement and, like the Cobra, is designed for the sole purpose of hunting and killing the armoured vehicles of the younger races. However, unlike the Cobra, the Scorpion mounts twin long-range pulsars in a turret mount. These elegant weapons are the ultimate expression of Eldar laser weapons technology, able to strike pinpoint targets at range and burn through even the toughest armour. Whereas the Cobra relies on speed to close with and destroy its targets at point blank range, the Scorpion uses the manoeuvrability of its xenos engines to the full. Flitting from vantage point to

vantage point with an agility that should be impossible for such a large vehicle, the Scorpion can pick off the most threatening of an enemy's vehicles, and open up the path for smaller Eldar attack vehicles. As with all Eldar super-heavy vehicles, the Scorpion lacks the cumbersome layers of heavy armour favoured by other races, and instead utilises a holo-field as its primary defence against enemy fire. The holo-field shrouds the Scorpion in a cloak of phantom images and visual static that breaks up the image of the vehicle as it speeds across the battlefield, making it all but impossible to accurately target. It is only in the brief moments when the vehicle pauses to fire that the images coalesce, presenting a narrow window of opportunity for enemies to attack within.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	11	9

UNIT COMPOSITION

- 1 Scorpion

UNIT TYPE

- Super-heavy vehicle (Fast, Skimmer)

WARGEAR

- Twin-linked pulsar
- Shuriken cannon

SPECIAL RULES

- Eldar Titan Holo-fields*

*See Warhammer 40,000: Apocalypse.

OPTIONS

- A Scorpion may replace its Shuriken cannon with a:
 - Scatter laser..... +10 points
 - Eldar missile launcher +15 points
 - Starcannon..... +20 points
 - Bright lance..... +30 points
- A Scorpion may take the following upgrades:
 - Vectored engines †..... +40 points
 - Star engines †..... +30 points

† See Codex: Eldar for details.

See page 136 for additional weapons rules and profiles.

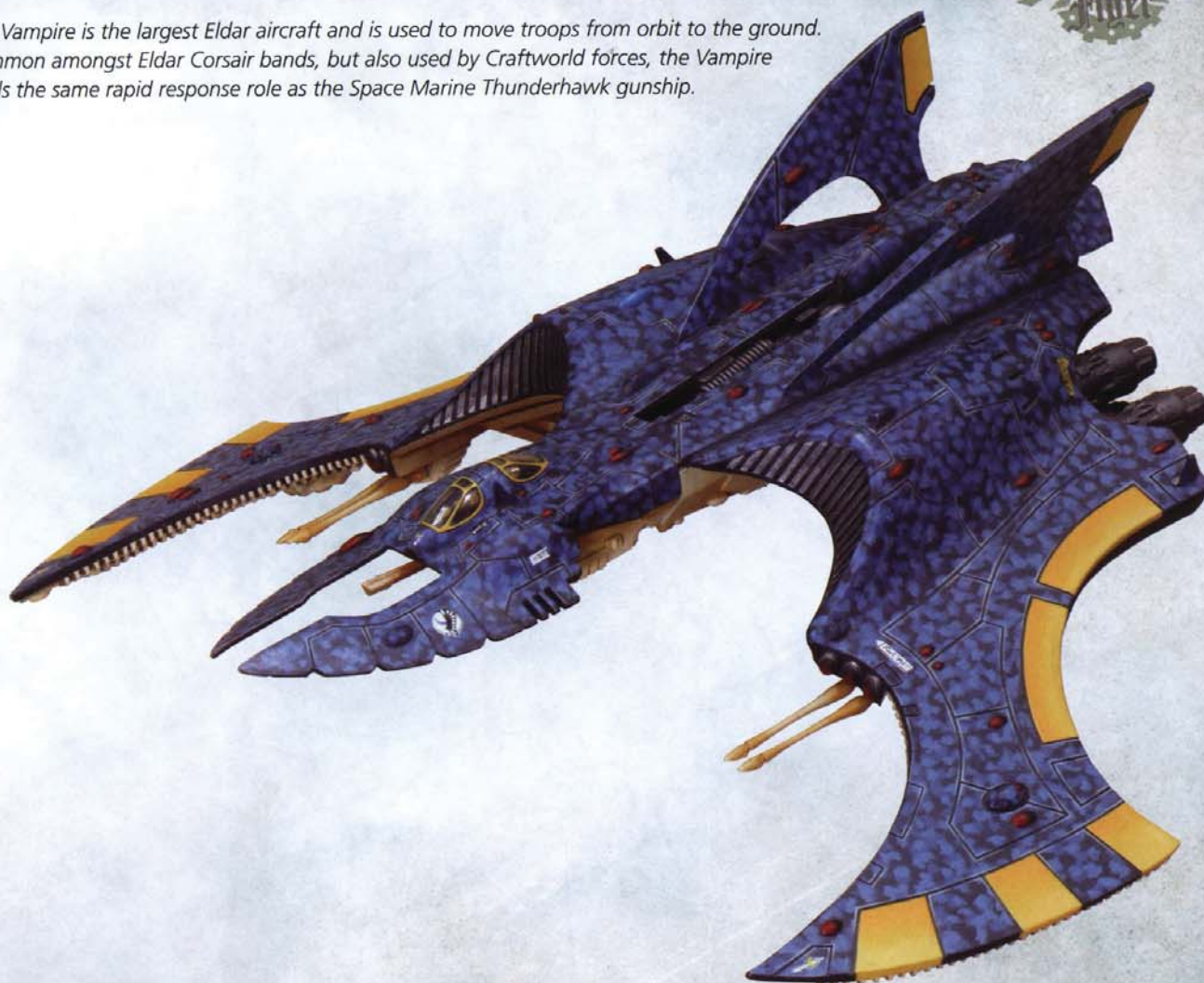
WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Primary Weapon 2, Large Blast (5")

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 is 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.



BS	ARMOUR			HP
	Front	Side	Rear	
4	11	11	11	12

UNIT COMPOSITION

- 1 Vampire Raider

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- Rear ramp. Up to three units may disembark from the Vampire Raider's rear ramp in a single turn.

WARGEAR

- Two wing-mounted twin-linked pulse lasers
- Nose-mounted scatter laser

SPECIAL RULES

- Strafing Run
- Supersonic
- Eldar Titan Holo-fields[†]

[†]See Warhammer 40,000: Apocalypse.

TRANSPORT CAPACITY

- The Vampire Raider has a transport capacity of 30 models.

OPTIONS

- A Vampire Raider may replace both its twin-linked pulse lasers with one of the following options*:
 - Twin-linked Phoenix missile launchers Free
 - A single centre-line mounted pulsar Free

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

See page 136 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	TYPE
Phoenix missile launcher	48"	5	3	Heavy 3

VAMPIRE HUNTER

POINTS: 730

The Vampire Hunter is a variant of the Vampire Raider, converted for use as a heavy ground attack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile launchers. The Vampire Hunter is a super-heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battlefields against large targets. They fly on missions to engage specific enemy targets, such as an attacking Titan, and each Vampire Hunter will usually have its own Nightwing fighter cover to

support their attack runs and to keep enemy aircraft at bay. Vampire Hunters are not a common aircraft and their specialised role means they are only deployed during large Eldar operations.

The Hunter is just one of several identified variants of the basic Vampire, usually carrying different armaments favoured by its Craftworld or corsair bands. Despite its heavy weapons load, the Hunter retains the Vampire's amazing manoeuvrability and speed and, like all Eldar aircraft, is protected by a holo-field.



BS	ARMOUR			HP
	Front	Side	Rear	
4	11	11	11	12

UNIT COMPOSITION

- 1 Vampire Hunter

UNIT TYPE

- Super-heavy Flyer (Hover)

* The Vampire Hunter may only use the Supersonic special rule when operating as a Zooming flyer.

WARGEAR

- One wing-mounted twin-linked pulsar
- One hull-mounted twin-linked Phoenix missile launcher
- Nose-mounted scatter laser

SPECIAL RULES

- Strafing Run
- Supersonic*
- Eldar Titan Holo-fields†

"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

† See Warhammer 40,000: Apocalypse.

LYNX

POINTS: 420

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 much 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 is a heavy armour unit, adept at bringing its

firepower to any tactical situation the Lynx, when observed, is 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 weapon. A rarer variant, armed with a sonic lance specialising in decimating supply columns and infantry forces, was also encountered during the Betalis III incursion.



BS	ARMOUR				HP
	Front	Side	Rear		
4	11	11	11		6

UNIT COMPOSITION

- 1 Lynx

WARGEAR

- Pulsar
- Shuriken cannon

UNIT TYPE

- Super-heavy vehicle
(Fast, Skimmer)

SPECIAL RULES

- Eldar Titan Holo-fields¹
- Sky-hunter

¹See Warhammer 40,000: Apocalypse.

OPTIONS

- A Lynx may exchange its pulsar for a:
 - Sonic lance 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 engines² +30 points
 - Vector engines² +40 points

² See Codex: Eldar for details.

See page 136 for additional weapons rules and profiles.

Sky-hunter: The controlling player may choose for the Lynx to gain the Flyer type at the beginning of any of their own Movement phases. The Lynx then immediately begins Zooming, and must continue to operate as a Zooming Flyer for the rest of the turn and follows all the rules for such vehicles. At the beginning of each subsequent friendly Movement phase, the controlling player may choose to have the Lynx stop operating as a Zooming Flyer and revert to a Fast Skimmer, as listed on its profile. Whilst the Lynx is operating as a Zooming Flyer, it may not fire any weapons.

WEAPON	RANGE	STR	AP	TYPE
Pulsar	60"	D	2	Primary Weapon 2, Large Blast (5")
Sonic lance	Hellstorm	X	2	Primary Weapon 1, Pinning, Soundquake ³

³Soundquake: To fire the sonic lance, place the Hellstorm template so that the narrow end is within 18" of the weapon, and the large end is no closer than the narrow end. Models under the template are wounded on a 3+ regardless of their Toughness. Against vehicles, the sonic lance is Strength 1 and rolls 3D6 for Armour Penetration.

WRAITHSEER

POINTS: 185

Many aeons ago, Eldar Warlocks of great power who passed into the spirit realm could be summoned to aid a Craftworld again. The Warlock's mortal spirit was contained within the wraithbone matrix of a Wraithlord, becoming 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. There are now very few Wraithseers on the Craftworlds, and it is believed that Eldar Spiritseers no longer have the knowledge or skill to re-animate them. As such they are precious indeed, each loss is keenly felt and rarely can they be risked upon the battlefield.

Armed with a wraithcannon, ghostspear and wreathed in eldritch energy, although ancient, a Wraithseer is still a potent foe. Marching at the head of a spirit host, wordlessly guiding their actions, the Wraithseers still retain many of their former powers and instinct for battle.



Warhammer
40,000

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

UNIT COMPOSITION

- 1 Wraithseer

UNIT TYPE

- Monstrous Creature (Character)

WARGEAR

- Ghostspear
- Wraithshield

SPECIAL RULES

- Fearless
- Ancient Doom*
- Spirit Mark*
- Psyker (Mastery level 1)

*See Codex: Eldar for details.

OPTIONS

- The Wraithseer may be armed with one of the following weapons:
 - Bright lance +20 points
 - Scatter laser +20 points
 - Eldar missile launcher (plasma & starshot missiles) +30 points
 - Starcannon +20 points
 - Wraithcannon +40 points
 - Shuriken cannon +15 points

See page 136 for additional weapons rules and profiles.

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 or Wraithblades as well. A Wraithseer may not be used to fulfil the mandatory HQ slot on a Force Organisation chart (and therefore you must always include another non-Wraithseer HQ selection in the army).

WEAPON	RANGE	STR	AP	TYPE
Ghostspear	-	User	2	Melee, Master-crafted, Sunder*

*This weapon may re-roll any failed Armour Penetration rolls it makes.

Wraithshield: The Wraithseer has a 5+ invulnerable save.

Wraithseer Powers: Wraithseers do not generate their Psychic powers using the standard rules, instead they have all three of the powers listed below:

• Foreboding: Warp Charge 1

Foreboding is a witchfire power with the following profile:

	RANGE	STR	AP	TYPE
Foreboding	18"	-	-	Assault 1, Enhanced Pinning†

†If this attack hits, then the targeted unit must take a Pinning test with a -2 Ld penalty.

• Enliven: Warp Charge 1

Enliven is a blessing that targets a single friendly unit of Wraithguard, Wraithblades or a single Wraithlord. Whilst the power is in effect, the target unit gains the Fleet special rule.

• Deliverance: Warp Charge 1

Deliverance is a blessing that targets a single friendly unit of Wraithguard, Wraithblades or a single Wraithlord. Whilst the power is in effect, the target unit gains the Feel No Pain (5+) special rule.

WARP HUNTER

POINTS: 145

The rarest of the Falcon modifications yet encountered by the Imperium's fighting forces is designated the Warp Hunter, a high-speed assault craft mounting a large D-Flail through its hull. Like the Fire Prism and Night Spinner, the Warp Hunter sacrifices its transport capacity for its change in weaponry.

Amongst the Eldar the Warp Hunter is considered a rather archaic vehicle and, given the nature of its weaponry, some Craftworlds seem to be reticent in fielding large numbers of them. Eldar Corsair bands, though, appear to have no such compunctions.

The D-Flail it mounts is another of the Eldar race's many unusual weapons. When fired, it projects several miniature spheres of warp energy, tearing its target apart and dragging its hapless victims to

a terrible death, exposed to the raw material of the Warp itself. Larger weapons are able to generate bigger spheres, but require vast amounts of energy to safely contain them, and so can only be mounted upon larger chassis. The largest such weapons are mounted upon the Cobra and the Phantom Titan.

Uniquely, by adjusting the weapon's warp/real space disruption focus and its warp core containment field generator, the Warp Hunter's D-Flail can briefly create an 'æther rift'. Projected a short distance in front of the vehicle, a seething mass of dark energy is unleashed which sweeps the enemy from its prow. In common with other Falcon variants, the Warp Hunter is also equipped with two shuriken catapults for close anti-infantry defence.



ARMOUR				
BS	Front	Side	Rear	HP
4	12	12	10	3

UNIT COMPOSITION

- 1 Warp Hunter

WARGEAR

- Twin-linked Shuriken catapults
- D-Flail

UNIT TYPE

- Vehicle (Fast, Skimmer, Tank)

A Warp Hunter is a Heavy Support choice for a Codex: Eldar army or an Eldar Corsairs army (See Imperial Armour 11: The Doom of Mymeara).

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:
 - Spirit stones[†] +10 points
 - Star engines[†] +15 points
 - Vectored engines[†] +15 points
 - Holo-field[†] +15 points

[†] See Codex: Eldar for details.
See page 136 for additional weapons rules and profiles.

WEAPON	RANGE	STR	AP	TYPE
D-Flail (Blast)	36"	7	3	Heavy 3, Barrage, Blast (3"), Distort
(Rift)	Template	7	3	Heavy 1, Distort

When firing the D-Flail, select one firing mode each time the weapon is fired and resolve the attack using the listed profile.

HORNET SQUADRON

POINTS: 70 PER MODEL

The Hornet is a small, single-seater attack craft deployed by Eldar armoured forces in a fast reconnaissance and raiding role. It can be found at the forefront of Eldar armoured attacks, speeding ahead of the main force of Falcons and Wave Serpents, often operating alongside other high-speed attack craft such as Jetbikes and Vypers.

A versatile vehicle, the Hornet can be fitted to effectively engage any target – from anti-infantry firepower with shuriken cannons and scatter lasers, through starcannon 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 complementing their *modus operandi*. The Craftworld of Saim-Hann has also been observed by the Ordo Xenos utilising large numbers of Hornets in support of their Wild Riders, bringing the agents of the Emperor's Inquisition to the conclusion that it was the Bonesingers of Saim-Hann who first developed the design, which has now spread to other Craftworlds.

Warhammer
40,000



BS	ARMOUR			HP
	Front	Side	Rear	
4	11	11	10	2

UNIT COMPOSITION

- 1-3 Hornets, forming a vehicle squadron

UNIT TYPE

- Vehicle (Fast, Skimmer)

SPECIAL RULES

- Scout
- Acute Senses
- Skimmer Assault

¹See Codex: Eldar for details.

WARGEAR

- Star engines
- Two Shuriken cannon

A Hornet squadron is a Fast Attack choice for a Codex: Eldar army or an Eldar Corsairs army (See Imperial Armour 11: The Doom of Mymeara).

OPTIONS

- Either Shuriken cannon may be upgraded to one of the following:
 - Scatter laser..... +5 points each
 - Eldar missile launcher (plasma & starshot missiles)..... +15 points each
 - Starcannon..... +5 points each
 - Bright lance..... +5 points each
 - Pulse laser..... +5 points each
- A Hornet may take any of the following upgrades:
 - Holo-field[†]..... +15 points
 - Vectored engines[†]..... +15 points
 - Spirit stones[†]..... +10 points

See page 136 for additional weapons rules and profiles.

Skimmer Assault: A vehicle with the Skimmer Assault special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn.

SKYREAPER CORSAIR RAIDING FORCE

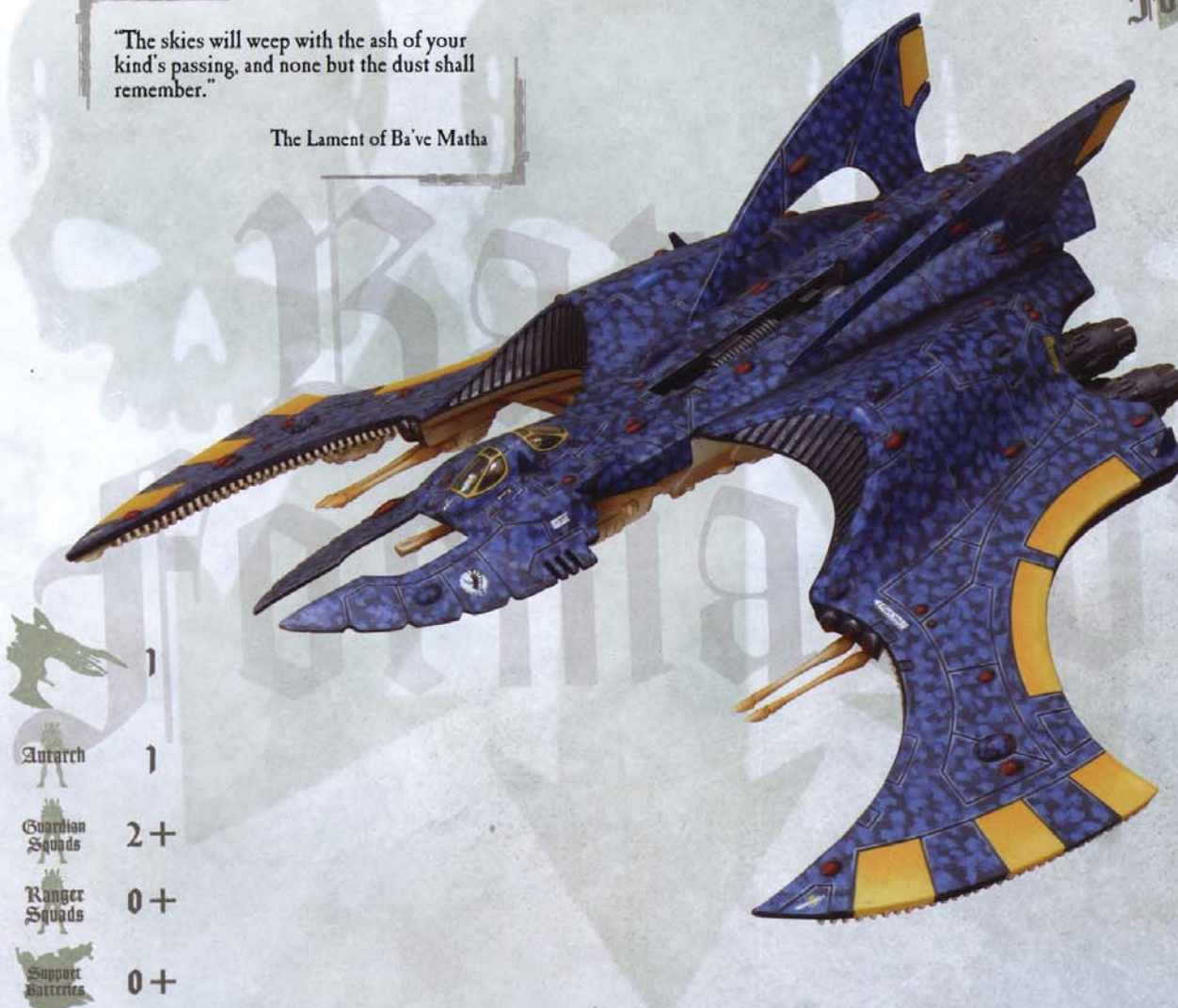
BATTLE FORMATION

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 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, whilst some Corsair bands are also believed to have links with other, far more sinister, allies.

"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



FORMATION

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

FORMATION RESTRICTION

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.

SPECIAL RULES

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, and they always use their standard, unmodified Leadership value for any Morale checks they are forced to take.

DARK ELDAR

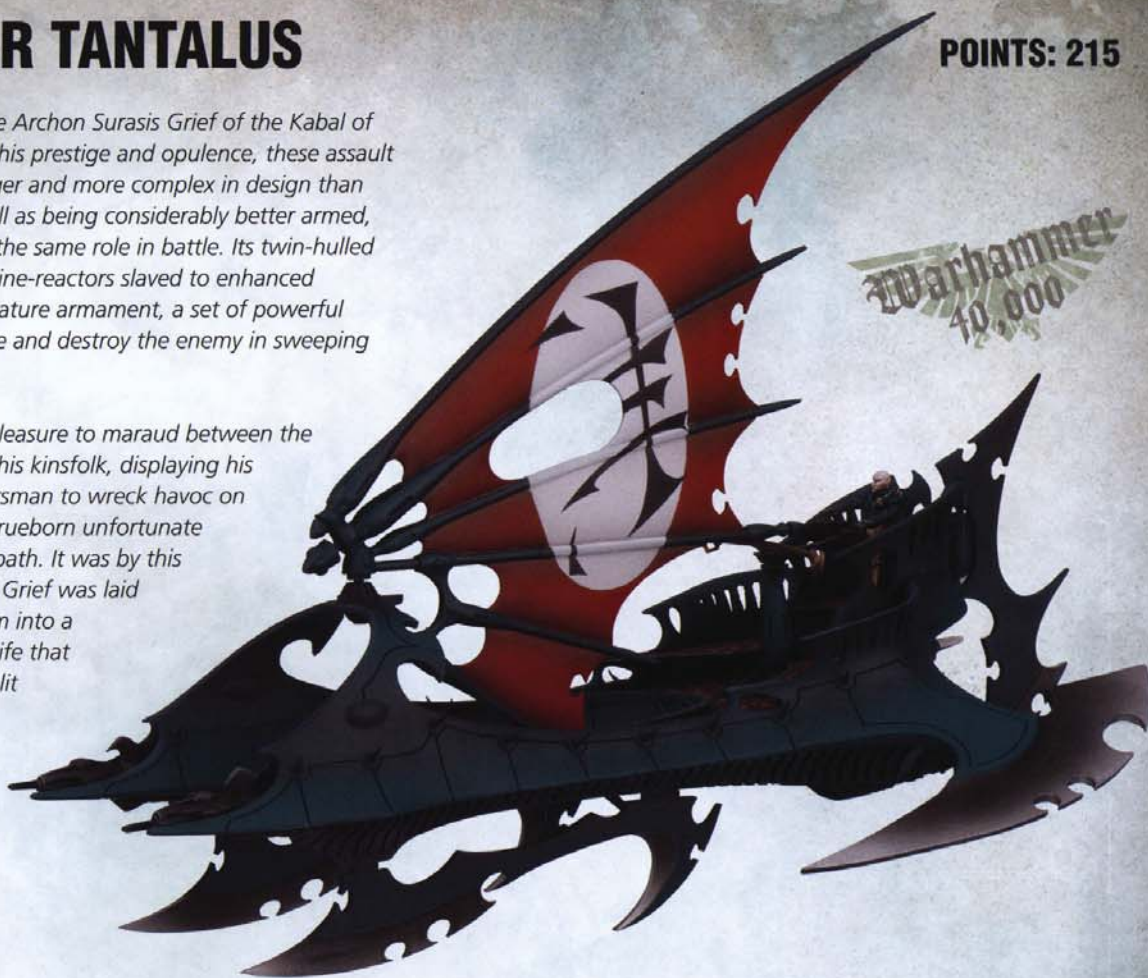
When the Eldar civilisation collapsed, a few survivors escaped into isolation, but others fell into darkness – consumed by their own base desires for violence and bloodthirsty cruelty. These are the Dark Eldar, pitiless raiders, pirates and slavers who prey upon the other races, dragging their victims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

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 they 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, whether 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 and slew him. 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.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	10	5

UNIT COMPOSITION

- 1 Tantalus

UNIT TYPE

- Vehicle (Skimmer, Fast, Open-Topped, Tank, Transport)

TRANSPORT CAPACITY

- The Dark Eldar Tantalus can transport 16 models.

WARGEAR

- Two pulse-disintegrators
- Enhanced Aethersails*
- Flickerfield*
- Scythevanes*

SPECIAL RULES

- Night Vision
- Deep Strike
- Aerial Assault

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

*See Codex: Dark Eldar.

A 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.

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 rending 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 Str 7 AP 2 hit with the Armourbane special rule is automatically inflicted and attacks the armour facing that the Tantalus approached from. In addition, any Ram attacks made by the Tantalus roll an additional D6 for armour penetration.

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.

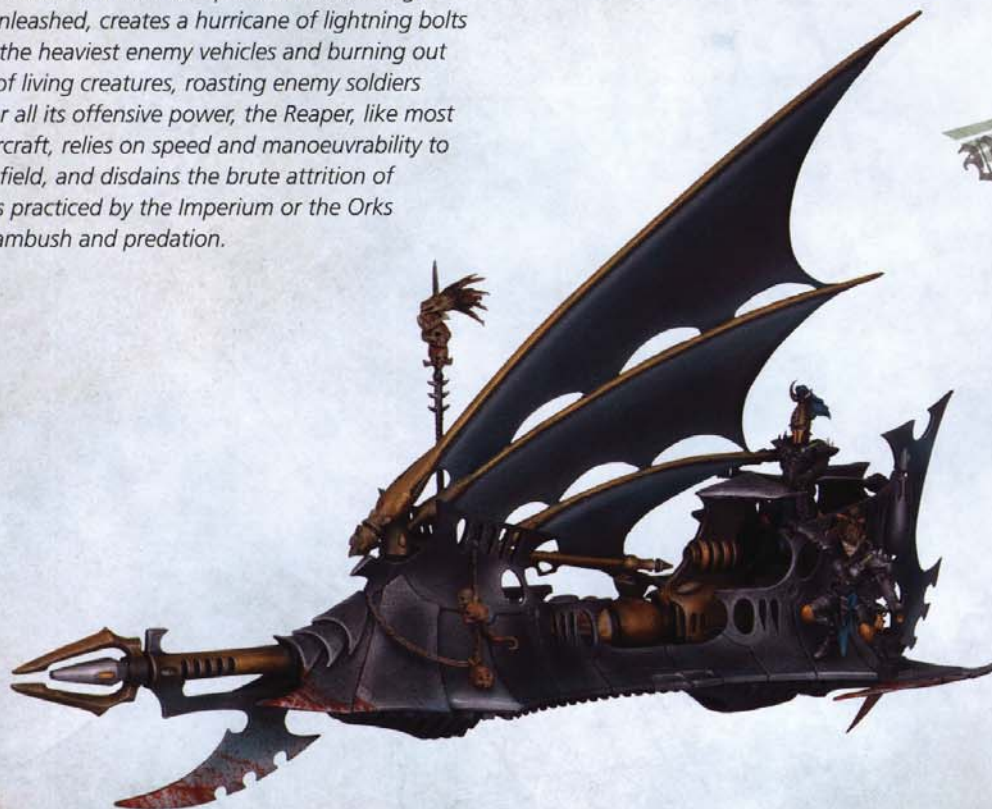
WEAPON	RANGE	STR	AP	SPECIAL
Pulse-disintegrator	36"	5	2	Heavy 6

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 itself which, when unleashed, creates a hurricane of lightning bolts 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 its 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.



ARMOUR

BS	Front	Side	Rear	HP
4	11	11	10	3

UNIT COMPOSITION

- 1 Reaper

WARGEAR

- Storm vortex projector
- Enhanced Æthersails

UNIT TYPE

- Vehicle (Skimmer, Fast, Open-Topped)

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: This 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 of the following fire modes you are using each time the weapon is fired:

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

Kill Shock: By concentrating the beam of energy, the storm vortex's power is greatly enhanced so that when it 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.

*See Codex: Dark Eldar.

A Dark Eldar Reaper is a Heavy Support choice in a Codex: Dark Eldar army.

SKYSCYTHE SLAUGHTER HOST

BATTLE FORMATION

The high spires of Commorragh are home to many airborne kabals. These fiendish brotherhoods spend their violent lives aboard the heaviest of the Dark Eldar skimmers – the Tantalus and the Reaper. They present a dire threat to both their own brethren and the inhabitants of Realspace, their razor-edged barges granting them the capability to raid wherever and whenever they please.

Battle Formation

Kabalite Warriors

2+



2+



1+

FORMATION

- 2+ Tantalus, with 1 unit of Dark Eldar Kabalite Warriors each.
- 1+ Reapers.

FORMATION RESTRICTIONS

The Kabalite Warriors must begin the game embarked on a Tantalus from this formation.

SPECIAL RULES

Spire-top Webway Portal: These portals exist at the highest reaches of the dark city of Commorragh, amongst the shadowy spires of the Dark Eldar's baleful home. Only the fleets of heavy skimmers possessed by the richest kabals can navigate such portals with ease, arriving in the skies of realspace, high above their unsuspecting victims.

This formation must begin the game in Strategic Reserve, and each vehicle will arrive using the rules for Deep Strike, except that it does not scatter and may move at Combat speed on the turn in which it enters play.

In addition, if the formation includes any Reapers, it may make a single Storm Shockwave attack, targeting any one enemy unit within 12" of any Reaper that is part of the Formation.

WEAPON	RANGE	STR	AP	TYPE
Storm Shockwave	12"	3*	4	Apocalyptic Barrage 1*, Haywire, Pinning

*Increase this value by +1 for each Reaper or Tantalus included in the Formation, to a maximum of 510 and Apocalyptic Barrage (10).

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.



MEGA-DREAD

POINTS: 175

The Mega-Dread is a hulking, armour plated monster of a walker, much larger and considerably more powerful than the more commonly encountered Killa Kans and Deff Dreads in the Orkish arsenal. Mega-Dreads are usually fitted with a combination of weapons including some, such as the Killkannon, which are simply too powerful for their smaller counterparts to carry, and Ripa claws – gigantic shear-bladed pincers able to rip open heavily armoured tanks like ripe fruit.

Some mekboyz specialize in building these eccentric creations, with no two being exactly alike. They fit enormous hydraulic power in a relatively compact frame, which makes them extremely flexible on the battlefield, as opposed to the much larger but less mobile Stompa which, while mounting a plethora of guns, is more akin to a walking fortress than a dreadnought in battle. Mega-Dreads are highly prized by Ork warbosses, many of whom are willing to hand over a fortune in teef to acquire them. Few Big Meks have the skill to create them and the competition to pilot these monstrosities is fierce. Orks that do so often go quite insane with joy over the damage their machines can inflict.



ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
4	2	10	13	13	11	2	3	3

UNIT COMPOSITION

- 1 Ork Mega-Dread

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Killkannon
- Ripa claw or kill saw
- Two big shootas
- Armour plates*

SPECIAL RULES

- Ramshackle Monster
- Ripa Claw

*See Codex: Orks for details.

OPTIONS

- The Mega-Dread may replace its killkannon with an additional:
 - Ripa claw or kill saw (granting it +1 Attack) Free
- The Mega-Dread may replace its ripa claw or kill saw for one of the following (reducing it by -1 Attack):
 - Additional killkannon..... + 35 points
 - Supa-skorcha..... Free
- The Mega-Dread may replace one or both of its big shootas for:
 - Skorcha Free
 - Rokkit launcha..... +5 points each
 - Kustom mega-blastas +10 points each
- The Mega-Dread may take any of the following:
 - Grot riggas +5 points
 - Mega-Charga +15 points

See page 137 for weapons details and profiles.

A Mega-Dread is a Heavy Support choice for a Codex: Orks army or an Ork Dread Mob army (see Imperial Armour 8: Raid on Kastorel-Novem).

Ramshackle Monster: The Mega-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.

Mega-Charga: This item may be used only once per game. Its use can be declared at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1, the Mega-Dread is immobilised (no saves of any kind may be taken against this damage, but the vehicle does not lose any Hull Points because of it). On any other result, the Mega-Dread gains the Fleet special rule for the duration of the turn in which the Mega-Charga was activated.

WEAPON	RANGE	STR	AP	TYPE
Killkannon	24"	7	3	Ordnance 1, Large Blast (5")
Supa-skorcha	Template	6	3	Assault 1
Ripa claw	-	10	2	Melee, Sunder [†]
Kill saw	-	10	2	Melee, Shred

[†]This weapon may re-roll any failed Armour Penetration rolls it makes.



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.

ARMOUR								
WS	BS	S	Front	Side	Rear	I	A	HP
4	2	10	13	13	11	2	3	3

UNIT COMPOSITION

- 1 Kustom Meka-Dread

UNIT TYPE

- Vehicle (Walker)

WARGEAR

- Fixin' claws
- Two rippa claws or kill saws
- Grot Riggers

SPECIAL RULES

- Ramshackle Monster
- Rage

OPTIONS

- The Kustom Meka-Dread must take one of the following options:
 - Mega-Charga +15 points
 - Rokkit-bomm racks +35 points
 - Kustom force field +75 points
- The Kustom Meka-Dread may exchange one of its rippa claws (reducing its Attacks by -1) with one of the following:
 - Big Zzappa +15 points
 - Shunta +25 points
 - Rattler kannon +10 points

See page 137 for weapons details and profiles.

A Kustom Meka-Dread is a Heavy Support choice for a Codex: Orks army that contains at least one Mega-Dread, and a HQ choice in an Ork Dread Mob army (see Imperial Armour 8: Raid on Kastorel-Novem).

Mega-Charga: This item may be used only once per game. Its use can be declared at the start of any Movement phase, after which the controlling player should roll a D6. On the roll of a 1, the Meka-Dread is immobilised (no saves of any kind may be taken against this damage, but the vehicle does not lose any Hull Points because of it). On any other result, the Meka-Dread gains the Fleet special rule for the duration of the turn in which the Mega-Charga was activated.

Kustom Force Field: All models, friendly and enemy, within 6" of a Meka-Dread equipped with a kustom force field gain a 5+ Cover save against shooting attacks.

Fixin' Claws: A Meka-Dread equipped with Fixin' claws counts as having a set of Mek's Tools (and may attempt to fix itself, when not affected by either a Crew Stunned or Crew Shaken damage result, as well as other vehicles). In addition, the Fixin' claws grant the Meka-Dread the Rage special rule (already included in the Meka-Dread's profile).

Ramshackle Monster: The Kustom Meka-Dread has a 5+ invulnerable save.

WEAPON	RANGE	STRENGTH	AP	TYPE
Kill saw	-	10	2	Melee, Shred
Rippa klaw	-	10	2	Melee, Sunder ²
Rokkit-bomm racks	48"	5	4	Heavy D3, Barrage, Blast (3"), Out of Ammo ¹
Shunta	24"	8	4	Heavy 1, Blast (3"), Sunder ²

¹After it has been fired, roll a D6. On a score of a 1-2, the weapon is out of ammunition and may not fire again during this game.

²This weapon may re-roll any failed Armour Penetration rolls it makes.

"Just as we, adepts of the Cult Mechanicus, see the glorious Titan as a pure expression of the divine Machine, it seems that the lowly Orks also view their clanking dreadnoughts and gargants as expressions of their own gods. What, I ask you, do these smoke spewing, ramshackle toys tell us of the Ork gods?"

Magos Sibnus Cairnthal

"Our Engineeseers tell me that the Orks' vehicles are no threat, that they are badly constructed, ugly monstrosities. That may well be true but, by the Emperor, those machines terrify me every time I see them!"

Colonel Avris Jantec, 18th Orphean Fusiliers

Warhammer
40,000



'KUSTOM' BATTLE FORTRESS

POINTS: 355

Ork battle fortresses are huge armoured vehicles; monstrosities bristling with weapons and covered in armour plates, and these war machines are often large enough and mean enough to give any enemy, short of a Scout class Titan, pause for thought in combat. Any Ork vehicle of sufficient size will be called a battle fortress by the Orks. As with the work of many mekboyz each trying to out-do each other, and many quite insane even by Ork standards, there is very little standardisation as to their shape, size or armament, although there is some rough distinction based on weapons fit such as the relatively small 'Goreburnas' to the huge heavy gun armed 'Skullhamma' battle fortresses. These classifications are more to do with their intended role rather than any set design on the Orks' part, with the likes of a 'Death Rolla' intended to crush

enemy infantry to paste and the 'Rokkitspitta' being little more than a massive tractor platform with dozens of warheads crammed dangerously on it like a fireworks display.

More elaborate and heavily 'kustomized' battle fortresses are just as common, however, as the 'named' variants and while some are almost accidental in design, being the product of whatever the builders had on hand or could scavenge from the battlefield, others are conglomerations of cut and shut salvaged tanks, and some are little more than dangerously overgrown battle wagons or purpose built to the often crazed designs of the Big Mek. All that matters to most Orks, however, is that battle fortresses are "Big, 'ard, dead shooty and can carry lotz of ladz!".

BS	ARMOUR				HP
	Front	Side	Rear		
2	14	13	11		9

UNIT COMPOSITION

- 1 Battle Fortress

UNIT TYPE

- Super-heavy vehicle
(Open-topped)

TRANSPORT CAPACITY

- The Battle Fortress has a transport capacity of 30 Orks.

ACCESS POINTS

- If the Battle Fortress has an 'Ard case, it has three access points: left side doors, right side doors and a top hatch.

WARGEAR

- One turret-mounted kannon
- Two turret-mounted Zzap guns

SPECIAL RULES

- Crushing Weight¹

FIRE POINTS

- If the Battle Wagon has the 'Ard case² upgrade, then two transported Ork models may fire from each side and two from the rear.

¹See page 6 for details.

²See Codex: Orks for details.

OPTIONS

- The Battle Fortress may have any of the following upgrades:
 - 'Ard Case² +25 points
 - Up to four Grot Sponsons +5 points each
 - Boarding plank² +10 points
- The Battle Fortress may also have one of the following:
 - Grabbin Klaw² or Wreckin' Ball² +15 points
- The Battle Fortress may have any of the following:
 - Three Grot Bomms (one use each) +20 points each
 - or three Supa-Rokkits (one use each) +15 points each
- The Battle Fortress may replace any of its kannon or Zzap guns with:
 - A lobba, kannon or another Zzap gun Free!
(This means it may have three big gunz in any combination at no extra cost).
- The Battle Fortress may be given up to a total of four extra pintle-mounted weapons chosen from the following list:
 - Big shoota +5 points each
 - Skorch +5 points each
 - Rokkit launcha +10 points each
 - Twin-linked big shoota +15 points each
 - Twin-linked rokkit launcha +20 points each
- Instead of replacing its turret-mounted big gunz for another big gun for free, they may be upgraded to an even bigger gun! Any one of them may be upgraded to one of the following:
 - Killkannon +35 points
 - Big lobba +25 points
 - Big-Zzappa +30 points
 - Flakka-gunz +35 points
 - Supa-kannon³ +65 points
 - Supa-lobba³ +45 points

³For each supa-kannon or supa-lobba chosen, the Battle Fortress' transport capacity is reduced by ten.

See page 137 for weapons details and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Killkannon	24"	7	3	Ordnance 1, Large Blast (5")
Big lobba	48"	6	4	Ordnance 1, Large Blast (5"), Barrage
Big-Zzappa	48"	2D6	2	Heavy D3
Supa-kannon	60"	9	3	Primary Weapon 1, Large Blast (5")
Supa-lobba	48"	7	4	Ordnance 1, Massive Blast (7")
Flakka-gunz	48"	7	4	Assault 4, Skyfire, Interceptor

"Dis ere battle fort is da finest example o' good old fashioned Orky no-wots you is gonna find. Itz got extra shootaz, extra burnaz, one o' dem shiny new kannon — an' I scaled up all dem Grot gunnas inside dem little turrety fings on da side so dey can't sneak off wen fings gets a bit messy. Just mind an' sling 'em sum grub wen da fightin' is done, or dey ll stink da whole fing out."

Bossmek Garfang



KILL KRUSHA TANK

POINTS: 275

Kill Krushas 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 have a heavily armoured 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 tank's main gun, the krusha kannon, which gives it its name is its most noteworthy feature however. A heavy bore, high velocity weapon capable of firing a variety of shells, it has quickly gained a well deserved reputation for making the Kill Krusha a highly dangerous and unpredictable opponent with the Imperium's own armoured regiments. As well as standard explosive rounds known as 'boom shells', easily equal in power to an Imperial Earthshaker shell, the krusha kannon can use armour-piercing 'tankhammas' to blast apart enemy vehicles, shrapnel-filled 'scrap kanisters' to rip through swathes of enemy infantry and incendiary 'blast burnas' which can drench fortifications with enough burning chemicals to roast alive anyone caught inside. In addition to its heavy main gun,

individual Kill Krushas sport a variety of shootas and rokket launchas largely arrayed according to the whim of the meks who built it and, while not intended as a troop transport, Ork boyz will do their best to hang off the outside of the notoriously speedy tank in order to get into the fight as fast as possible.

The first Kill Krushas were believed to have been produced by the infamous Murda-Meks of Tigrus, and it is only one of the numerous wagon and tank designs to have come from this blight on the galaxy. Once an Imperial Forge World, Tigrus was overrun by the Orks of Arrgard the Defiler in M35 and has been churning out weapons and war machines for the highest Ork bidder ever since, spreading the design of the Kill Krusha to numerous Waaagh!s and warbands across the galaxy, and into the hands of other big meks who have tried to build their own and 'improve' the design. It is said that the Overfiend of Octarius has placed a standing order with Tigrus' Murda-Meks for as many Kill Krushas, Bowel Burnas and Deth Rams as they can make to fight in his ongoing war against the Tyranids of Hive Fleet Colossus, in which his savage empire is embroiled in conflict.

ARMOUR				
BS	Front	Side	Rear	HP
2	14	12	10	7

UNIT COMPOSITION

- 1 Kill Krusha

UNIT TYPE

- Super-heavy vehicle

TRANSPORT CAPACITY

- The Kill Krusha has a transport capacity of 12 models.

WARGEAR

- Turret-mounted krusha kannon

SPECIAL RULES

- Engine Damage*
- Super-charged Engine*
- Tank Riders*
- Crushing Weight*
- Loader Gubbins

* See page 6 for details

OPTIONS

- The Kill Krusha may be given up to a total of five extra weapons chosen from the following:
 - Big shoota +5 points each
 - Skorcha +5 points each
 - Rokkit launcha +10 points each
 - Twin big shoota +10 points each
 - Twin rokket launcha +15 points each
- The Kill Krusha may be equipped with up to two:
 - Grot bombs +20 points each
- The Kill Krusha may have up to two:
 - Grot sponsons +5 points each

See page 137 for weapons details and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Krusha kannon				
(Boom shell)	60"	8	3	Ordnance 1, Large Blast (5"), Loader Gubbins
(Tankhamma shell)	60"	10	2	Heavy 1, Armourbane, Loader Gubbins
(Scrap kanister)	Hellstorm	2	-	Heavy 1, Shred, Rend, Loader Gubbins
(Blast burna)	48"	4	5	Heavy 1, Massive Blast (7"), No Cover Saves Allowed, Loader Gubbins

Loader Gubbins: While the krusha kannon's Grot-served auto-loader gubbins are a miracle of Orky design, they don't always work as they should. Every time the kannon is fired, declare which kind of shell you are trying to use and roll a D6. If you roll a '1', then roll again on the following table:

D6	Result
1-2	Dud: The gun jams, the Grots get caught in the gears or the elastic breaks. No shot is fired this turn.
3-5	You mean 'dis one?': The kannon fires a boom shell regardless of the type the Ork kommander is bellowing for. Grots love da boom!
6	Not that way!: The shell is fitted in backwards or something equally catastrophic occurs. The Kill Krusha suffers an automatic Glancing hit and no shell is fired.

"Left, no my left you stinkin' Grot-swill, left! Load kanister! Fire! Fire! Roll right, crush them scuttlers. Faster! Faster! ...Hur... Hur... Hur... I loves it when you can hear tha spines splinta! ...Rotgul, rake em high! Give them bat-things the shootas! Rip em up! ...Quick, load me a Boomer, ready to repel boardas lads! Another swarm coming over da hill. Waaagh!"

Tankboss Irongob Haka,
the Battle of Badrok Plane,
the Octarian War



KILL BURSTA

POINTS: 350

'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, based as much on luck as good judgement by its gunners.



ARMOUR				
BS	Front	Side	Rear	HP
2	14	13	10	7

UNIT COMPOSITION

- 1 Kill Bursta

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Hull-mounted belly gun
- Twin-linked big shootas
- Grot Riggers (See Codex: Orks)

SPECIAL RULES

- Engine Damage*
- Super-charged Engines*
- Tank Riders*
- Crushing Weight*

TRANSPORT CAPACITY

- Kill Burstas have a transport capacity of 12 models.

* See page 6 for details

OPTIONS

- A Kill Bursta 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 rokket launcha +20 points each
- A Kill Bursta may be equipped with:
 - Up to two Grot Bomms +20 points each
- A Kill Bursta may have:
 - Up to two Grot Sponsons +5 points each
- A Kill 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

See page 137 for weapons details and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Belly gun	72"	7	3	Primary Weapon 1, Blast 3D6*
Bursta kannon	36"	D	2	Primary Weapon 1, Massive Blast (7")

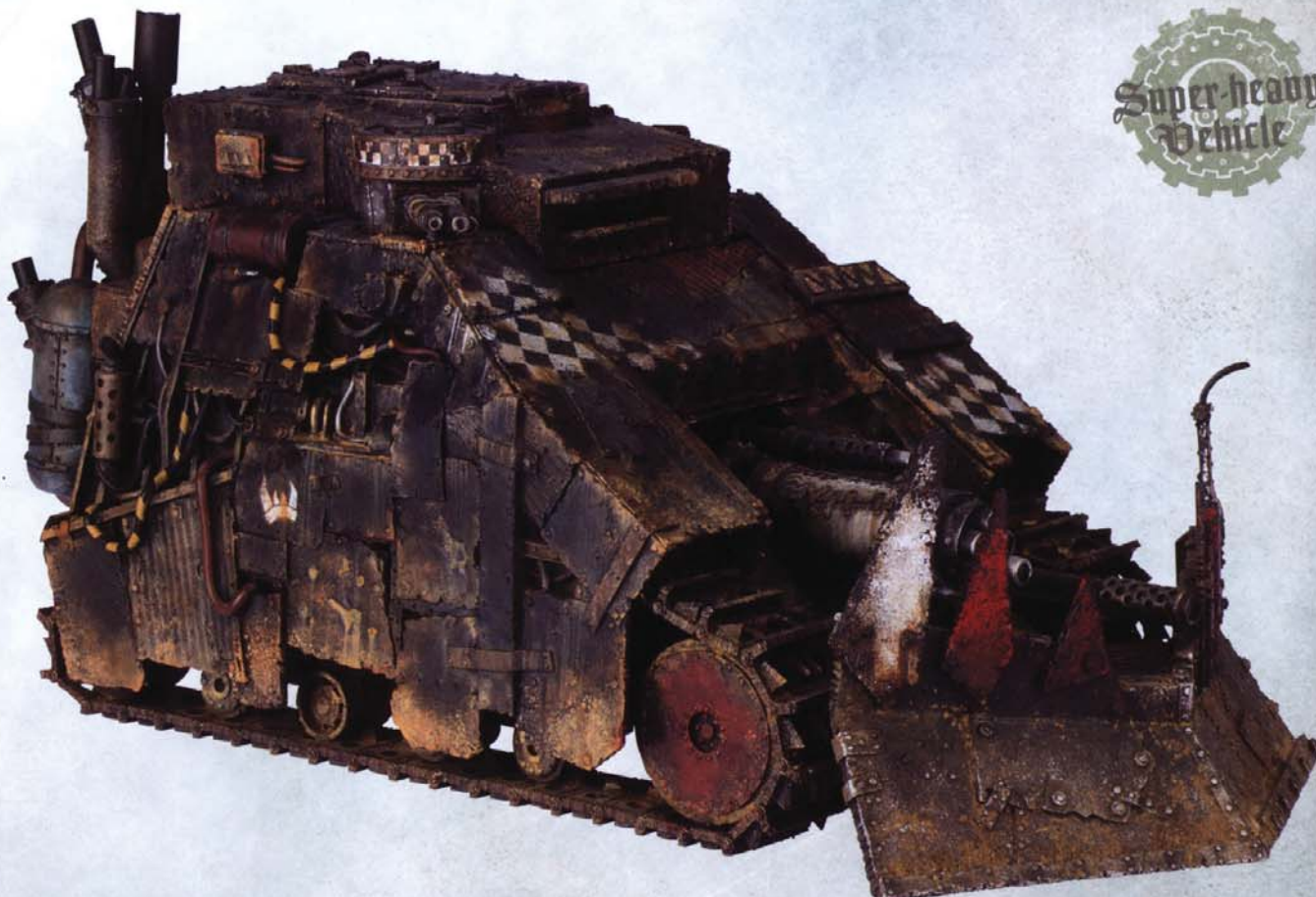
*Roll 3D6 to determine the radius of the blast when firing the Belly gun. Treat the area within this distance as if it had been covered by a Blast marker of the indicated size. Cover saves may be taken as normal.

KILL BLASTA

POINTS: 330

As with its near-twin, the Kill Bursta, the Kill Blasta is one of a new breed of Ork tank that has recently spread to numerous Orkish empires. Hulking, slab-sided machines that bear heavy armour and huge dozer blades, these vehicles embody the Orkish ideal: a big, noisy engine to get them into the fighting quickly, and lots of guns!

The Kill Blasta could not be more different to its fellows in armament though. 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.



BS	ARMOUR				HP
	Front	Side	Rear		
2	14	13	10		7

UNIT COMPOSITION

- 1 Kill Blasta

UNIT TYPE

- Super-heavy vehicle

WARGEAR

- Hull-mounted gigashoota
- Twin-linked big shootas

SPECIAL RULES

- Engine Damage*
- Super-charged Engines*
- Tank Riders*
- Crushing Weight*

TRANSPORT CAPACITY

- Kill Blastas have a transport capacity of 12 models.

* See page 6 for details

OPTIONS

- A Kill Blasta may be given up to two extra weapons chosen from the following:
 - Big shoota +5 points each
 - Skorch +5 points each
 - Rokkit launcha +10 points each
 - Twin big shoota +15 points each
 - Twin rokkit launcha +20 points each
- A Kill Blasta may be equipped with:
 - Up to two Grot Bomms +20 points each
- A Kill Blasta may have:
 - Up to two Grot Sponsons +5 points each
- A Kill Blasta may have:
 - Grot Gunners (increasing its BS to 3)..... +25 points

See page 137 for weapons details and profiles.

WEAPON	RANGE	STR	AP	SPECIAL
Gigashoota	48"	6	4	Heavy 6D6

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 smashas' 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 sized-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.

ARMOUR				
BS	Front	Side	Rear	HP
2	14	12	10	4

UNIT COMPOSITION

- 1 Lifta Wagon

WARGEAR

- Jury-rigged Lifta-droppa

UNIT TYPE

- Vehicle
(Open-topped)

TRANSPORT CAPACITY

- The Lifta Wagon has a Transport capacity of six models.

OPTIONS

- The Lifta Wagon may take any of the following:
 - 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
 - Deff Rolla* +20 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

*See Codex: Orks.

See page 137 for weapons details and profiles.

A Lifta Wagon is a Heavy Support choice for a Codex: Orks army or an army chosen from the Ork Dread Mob army list (see Imperial Armour 8: Raid on Kastorel-Novem).



JURY-RIGGED LIFTA-DROPPA

WEAPON	RANGE	STR	AP	SPECIAL
Jury-rigged Lifta-droppa	48"	-	-	Jury-rigged Lifta-droppa*

*To fire this weapon, select an enemy vehicle which began the game with no more than 4 Hull Points and roll To Hit. If the target is hit, roll a D6. On the roll of a 1, roll on the Jury-rigged Lifta-droppa Mishaps table that follows. If the score is a 2-5, then the target vehicle is thrown D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" away from any other model, and takes D3 Glancing hits as it is flung about by the Lifta-droppa beam. On the score of a 6, the target vehicle is thrown 2D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" away from any other model, and suffers an Explodes! result on the Vehicle Damage table.

Jury-rigged Lifta-droppa Mishaps!

- | | |
|------------|---|
| D6 | Result |
| 1 | Boom! The Lifta Wagon suffers an Explodes! result on the Vehicle Damage table. |
| 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). |

"Were they not filthy animals worthy only of destruction, I would be impressed by the sophistication of some aspects of Ork technology. They seem capable of instinctually grasping concepts that take others centuries of study to master. It is, perhaps, fortunate that on the whole they are such a primitive people, for I shudder to think what fate might befall the galaxy should Orks ever master their base urges and turn their energies towards a single goal."

Konmenthar Rethril, Eldar Corsair of the Howling Serpents band



BIG SQUIGGOOTH

POINTS: 180

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 avoids Squiggoths, as they are far too ponderous and slow for their taste!



Warhammer
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WS	BS	S	T	W	I	A	Ld	Sv
2	2	6	7	6	1	2	5	3+

UNIT COMPOSITION

- 1 Big Squiggoth

UNIT TYPE

- Monstrous Creature

SPECIAL RULES

- Trample
- Wild Rampage
- Monstrous Transport
- Orkish War Beast

OPTIONS

- The Big Squiggoth may be given one of the following weapons:
 - Kannon +20 points
 - Zzap gun +30 points
 - Lobba +25 points
- The Big Squiggoth may be upgraded to have the:
 - Snakebite Combat Drugs special rule..... +15 points

See page 137 for weapons details and profiles.

A Big Squiggoth is a Heavy Support choice for a Codex: Orks army.

Trample: When a model with this special rule charges, it inflicts D3+1 Hammer of Wrath attacks instead of one.

Wild Rampage: After a model with this special rule has lost at least one wound, it gains an additional D6 attacks at the start of any Fight sub-phase in which it is locked in combat with an enemy unit that contains more models than the number of friendly models involved in the same combat.

Monstrous Transport: A model with this special rule counts as an Open-topped transport vehicle, with a Transport capacity of 15 models, for the purposes of allowing Infantry models to embark and disembark from it. It follows all the usual rules for a Transport vehicle when embarking or disembarking Infantry models. This rule does not affect the model's attacks or movement, and does not bestow the ability to Tank Shock or Ram, or to use any other part of the Vehicle rules.

Orkish War Beast: As long as the Big Squiggoth is transporting at least five friendly models chosen from *Codex: Orks*, or is within 3" of a unit composed of at least five friendly models chosen from *Codex: Orks*, it gains the Fearless special rule.

Snakebite Combat Drugs: A model with this must roll on the following table after deployment, but before the first turn has begun:

D6 Result

- A potent mixture of stimulants ravages the Squiggoth's body, but provides no benefit other than angering the beast. The Big Squiggoth begins the game having already lost 1 wound (this result may only be applied to an individual Big Squiggoth once).
- The Orks daub the Squiggoth in a viscous red mixture that seeps into its flesh and energizes its muscles. The Big Squiggoth gains the Fleet special rule.
- A combination of drugs and a selection of razor-edged spikes and hooks hammered into the Squiggoth's flesh turn the beast into a living weapon. The Big Squiggoth may re-roll the dice when rolling for the random number of attacks provided by its Wild Rampage and Trample special rules.
- The vile concoction fed to the Squiggoth enrages the beast. The Big Squiggoth gains the Preferred Enemy (Infantry) special rule.
- The combat drugs dull the beast's ability to feel pain, allowing it to fight on, even when grievously wounded. The Big Squiggoth gains the Feel No Pain (5+) special rule.
- Roll two more D6, applying both results (re-roll any further results of 6).

GROT MEGA-TANK

POINTS: 70



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.

Warhammer
40,000

ARMOUR

BS	Front	Side	Rear	HP
3	12	11	10	3

UNIT COMPOSITION

- 1 Grot Mega-tank

UNIT TYPE

- Vehicle (Tank)

*See Codex: Orks for details.

WARGEAR

- Doza blade*
- Grot Riggers*

SPECIAL RULES

- All Aboard!
- Full Speed ahead!
- Rolling Scrap-pile

OPTIONS

- Each Grot Mega-tank has two heavy turrets which must each take one of the following weapons 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 weapons 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 any of the following upgrades:
 - Pintle-mounted shoota +5 points
 - Red Paint Job* +5 points
 - Wreckin' Ball* +10 points
- The Grot Mega-tank may have up to two:
 - Boom kanisters..... +10 points each

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

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 vehicle. 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. Alternatively 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.

Boom Kanisters: These are shrapnel bombs mounted on the sides which the Grots delight in firing off at anybody who gets too close. These weapons 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
Boom Kanister	10"	4	5	Large Blast (5"), Pinning, One Shot

See page 137 for weapons details and profiles.

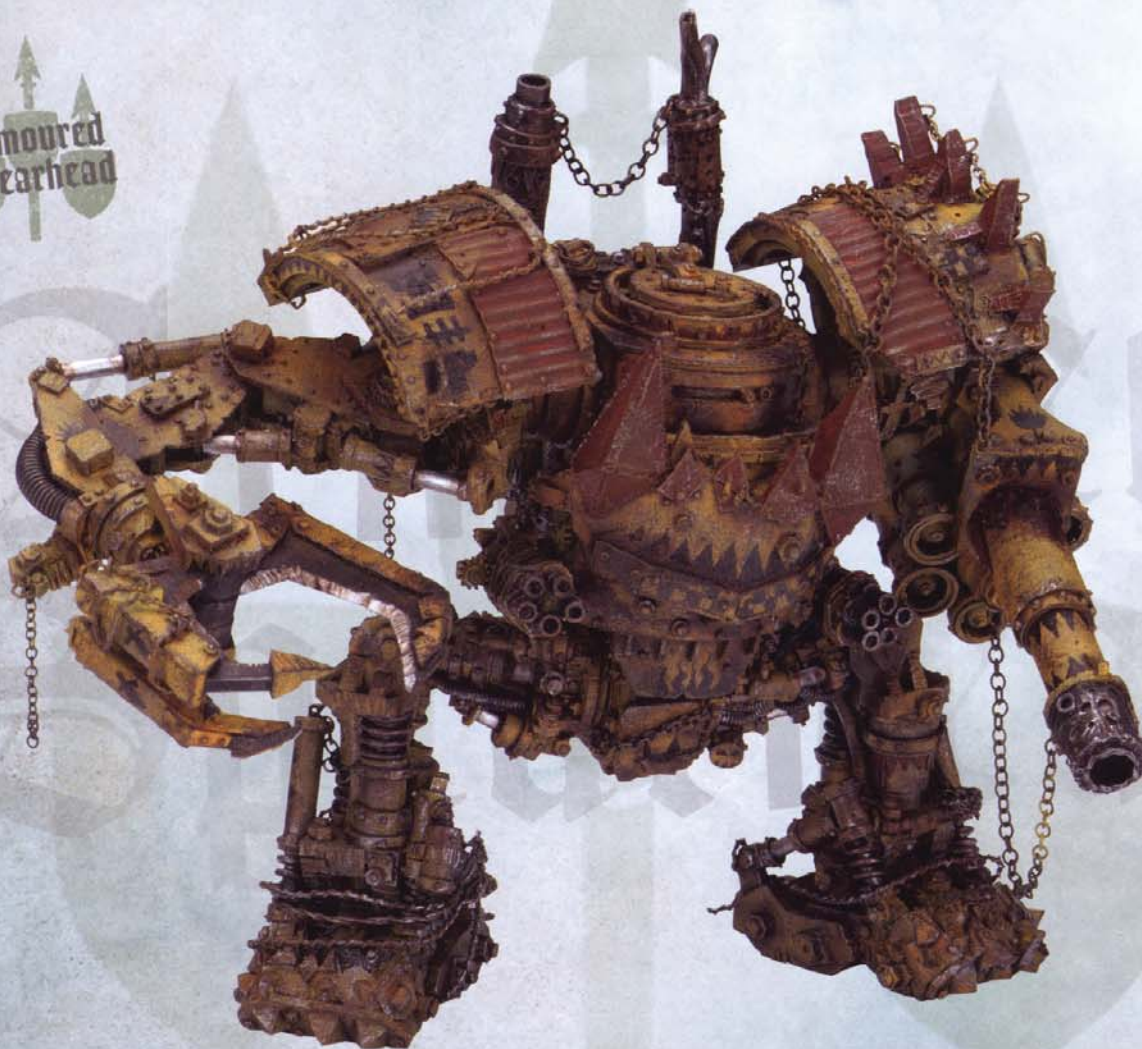
A Grot Mega-tank can be taken as a Fast Attack choice in any Codex: Orks army or Ork Dread Mob army (See Imperial Armour Volume 8 – The Raid on Kastorel-Novem for details) which also contains at least one Grot Tank Battle Mob.

MEGA-RIPPA KREW

ARMoured SPEARHEAD

Ork Mega-Dreads are lurching, smoke-belching monstrosities that epitomise the Ork ideals of savagery, power and toughness, and are more than capable of ripping apart enemy tanks as easily as a Warboss might a handy Grot. They are even more terrifying when used in large numbers and bound, however unreliable, into a single command, or 'krew' as, like a pack of rabid wolves, they can set their rippa claws to crushing, mangling and pulling apart armoured vehicles between them, all the better for the Meks to salvage later.

Mega-Rippa krews are particularly favoured by the Death Skull clan for just this reason; the quality and mass of the scrap their rampages leave behind offers a scavenger's bonanza (once the fires have been put out and the blood wiped off of course), and just about any Warboss or Big Mek with multiples of these machines can't resist sending them into action together, regardless of their clan, just to see the massive carnage they can inflict.



FORMATION

- 3-5 Mega-Dreads (these may have any combination of armament and equipment between them). One of the Mega-Dreads must be designated as the Krew Boss.

FORMATION RESTRICTION

Krew Boss: One Mega-Dread in the formation must be designated as Krew Boss, and is (nominally) in charge of the formation. All other Mega-Dreads in the formation must be deployed within 12" of the Krew Boss at the start of the game or, if coming on from Reserve, enter play from within 12" of the point on the table where the Krew Boss enters.

SPECIAL RULES

Cut & Slam: Mega-Rippa Krews specialise in ganging up on and tearing apart tanks, bunkers and just about anything else that gets in their way, even Titans when they get the chance! In any Assault phase where

multiple Mega-Dreads from this formation are in combat against a single structure, vehicle or Super-heavy of any kind, they may re-roll any failed attempts to penetrate their victim's armour.

KILL TANK SMASHA MOB

BATTLE FORMATION

Ork Kill Tanks are heavily armoured war machines that more than live up to their name. These slab-sided monsters are used en masse by the Orks in Smasha mobs for heavy assaults, relying on their speed, durability and massive firepower to plough into the middle of enemy armies, crashing bodily into fortifications and smashing their victims to a bloody paste.

Kill crews are often wildly enthusiastic about their jobs, as their Orkish love of mechanised violence and loud noises keep them firing their guns in the general direction of the enemy come shot or shell, and more insane yet are those Orks who choose to hang on outside for the ride!



FORMATION

- 3-7 Kill Tanks. These may be Kill Krushas, Kill Blastas or Kill Burstas, etc, one of which must be designated as the Battle Boss Tank.

FORMATION RESTRICTION

Battle Boss Tank: One Kill Tank in the formation must be designated as the Battle Boss Tank and is (nominally) in charge of the formation. All other Kill Tanks in the formation must be deployed within 18" of the Battle Boss at the start of the game or, if coming on from Strategic Reserve, enters play from within 18" of the point on the table where the Battle Boss enters.

SPECIAL RULES

Keep Firin': The mob specializes in driving straight into hellish fire and letting rip with its guns at all comers until they, the enemy or both of them are no more than smouldering wreckage. All Kill Tanks in the formation may re-roll To Hit rolls of a 1 as long as the Battle Boss tank remains mobile.

"Keep dem gunz firin' yooz stinkin' grotz! Da first wun o' yooz wot stops droppin' da boom on dem humics, is gonna be da next fng wot I'az loaded in dem gunz!"

Tank Boss Rizgor

TAU EMPIRE

The Tau are a young alien race who have only recently emerged as a potential 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.

TIGER SHARK FIGHTER-BOMBER

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.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	10	6

UNIT COMPOSITION

- 1 Tiger Shark

UNIT TYPE

- Super-heavy Flyer

SPECIAL RULES

- Strafing Run
- Supersonic
- Drone Rack

WARGEAR

- One twin-linked ion cannon
- Two burst cannon
- One twin-linked missile pod
- Fourteen gun drones. These are held in a Drone Rack and are not Attached Drones. They may not make any attacks until deployed using the Drone Rack special rule.

OPTIONS

- The Tiger Shark may replace its 14 Gun Drones and the Drone Rack special rule with:
 - Six seeker missiles..... Free
- The Tiger Shark may take items from the **Vehicle Battle Systems** list (see *Codex: Tau Empire*, page 72).

See page 138 for additional weapons rules and profiles.

Drone Rack: The Tiger Shark may deploy its Gun Drones at any point during its Movement phase. It may only deploy a maximum of one squad of Gun Drones each turn, which must consist of up to 14 models, and these are treated as a single squad of Gun Drones from that point onwards for the remainder of the game.

To deploy a squad of Gun Drones, nominate any point over which the Tiger Shark moved, and deploy the squad as if it were Deep Striking onto that point, except that models do not take Dangerous Terrain tests and do not scatter.

"The humble drone is the greatest symbol of our growing dominion. They follow orders without question, work tirelessly and sacrifice themselves without hesitation when called upon. Truly, much can be learned from such devotion."

Ethereal Aun Vre of the Tau Empire

WEAPON	RANGE	STR	AP	SPECIAL
Ion cannon				
(Standard)	60"	7	3	Heavy 3
(Overcharge)	60"	8	3	Heavy 1, Gets Hot, Large Blast (5")
Burst cannon	18"	5	5	Assault 4
Missile pod	36"	7	4	Assault 2
Seeker missile	72"	8	3	Heavy 1, One Use Only

TIGER SHARK AX-1-0

POINTS: 660

A recent innovation first introduced by the Air Caste cadres during the Taros campaign, the AX-1-0 is the Tau Empire's response to the Imperium's largest war machines, the Titans. 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.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	10	6

UNIT COMPOSITION

- 1 Tiger Shark AX-1-0

UNIT TYPE

- Super-heavy Flyer

SPECIAL RULES

- Strafing Run
- Supersonic

WARGEAR

- One twin-linked heavy railgun
- Two burst cannon
- One twin-linked missile pod
- One networked markerlight

OPTIONS

- The Tiger Shark AX-1-0 may take:
 - Up to six seeker missiles..... +8 points per missile
- The Tiger Shark AX-1-0 may take items from the **Vehicle Battle Systems** list (see *Codex: Tau Empire*, page 72).

WEAPON	RANGE	STR	AP	SPECIAL
Heavy railgun				
(Solid shot)	110"	D	1	Primary Weapon 1
(Submunition)	110"	7	3	Primary Weapon 1, Apocalyptic Blast (10")
Burst cannon	18"	5	5	Assault 4
Missile pod	36"	7	4	Assault 2
Seeker missile	72"	8	3	Heavy 1, One Use Only

See page 138 for additional weapons rules and profiles.

ORCA DROPSHIP

POINTS: 300

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. An Orca hold can carry up to fifty-seven Tau Fire Warriors, their equipment and drones, and can provide command and control support from its command deck.



BS	ARMOUR			HP
	Front	Side	Rear	
4	12	12	10	6

UNIT COMPOSITION

- 1 Orca

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- Rear transport ramp

SPECIAL RULES

- Transport Ramp

WARGEAR

- One twin-linked long-barrelled burst cannon
- Missile pod
- Blacksun Filter*
- Disruption Pod*

TRANSPORT

- The Orca may transport 57 models. It may transport models with the type Jet Pack Infantry (Drone), and up to six Tau Battlesuits with the type Jetpack Infantry. These units take up transport capacity as normal.

OPTIONS

- The Orca may take items from the **Vehicle Battle Systems** list (see *Codex: Tau Empire*, page 72).

WEAPON	RANGE	STR	AP	SPECIAL
Long-barrelled burst cannon	36"	5	5	Heavy 6
Missile pod	36"	7	4	Assault 2

Transport Ramp: Up to four separate units may exit from the Orca's rear ramp each turn.

*See *Codex: Tau Empire*.

MANTA SUPER-HEAVY DROPSHIP

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 sixteen drone controlled burst cannons facing in all directions, the Manta is the Tau Empire'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.



ARMOUR				
BS	Front	Side	Rear	HP
4	13	12	11	30

UNIT COMPOSITION

- 1 Manta

UNIT TYPE

- Super-heavy Flyer (Hover)

ACCESS POINTS

- Rear transport ramp
- Lower transport deck elevator

WARGEAR

- Two heavy railguns
- Three twin-linked long-barrelled ion cannon
- One twin-linked missile pod
- Sixteen long-barrelled burst cannon
- Ten seeker missiles
- Networked markerlight*
- Blacksun Filter*
- Energy Shield

SPECIAL RULES

- Supersonic. The Manta may only use the Supersonic rule on turns in which it has chosen to Zoom instead of Hovering.
- AA Fire
- Transport Ramp
- Transport Elevator

TRANSPORT CAPACITY

- The Manta has two transport bays that are treated separately as to what they may carry into battle:
- The upper deck may only transport models with the Infantry unit type (this includes Jet Pack Infantry (Drone)) and has a transport capacity of 55 models.
- The lower deck has a transport capacity of 145 models (including models with the type Jet Pack Infantry (Drone) and up to eight Tau Battlesuits with the type Jet Pack Infantry. These units take up transport capacity as normal). It also has the ability to carry up to four non Super-heavy, non-flyer vehicles (which count as 30 models each). Transport vehicles being transported in this fashion may themselves carry units without those units taking up space on the Manta.

*See Codex: Tau Empire.

AA Fire: Due to its size, any enemy units that target the Manta do not need to make Snap Shots when it is Zooming and roll To Hit using their normal BS score even if they do not possess the Skyfire special rule.

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

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

Transport Ramp: Up to four separate units may exit from the Manta's rear ramp each turn.

WEAPON	RANGE	STR	AP	SPECIAL
Long-barrelled ion cannon	90"	7	3	Heavy 3
Heavy railgun (Solid shot)	110"	D	1	Primary Weapon 1
(Submunition)	110"	7	3	Primary Weapon 1, Apocalyptic Blast (10")
Long-barrelled burst cannon	36"	5	5	Heavy 6
Markerlight	36"	-	-	Heavy 1, Target Acquired
Seeker missile	72"	8	3	Heavy 1, One Use Only
Missile pod	36"	7	4	Assault 2

"The Greater Good demands that no obstacles stand in the way of the Tau. If we must, we will force your compliance at the point of a gun."

Shas'O R' alai to the defenders of Malanthar VII

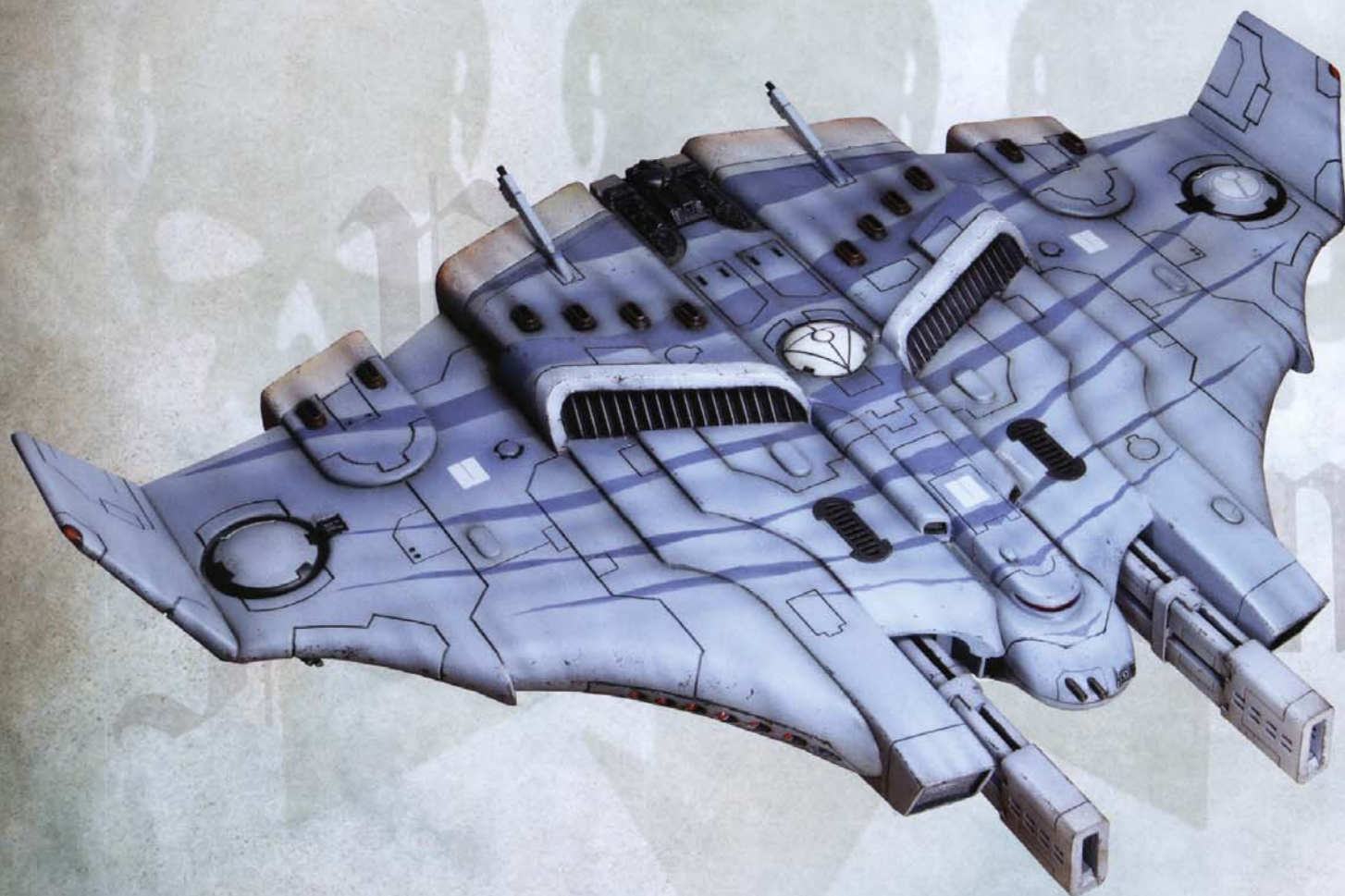


TAU TITAN-KILLER CADRE

BATTLE FORMATION

As the Tau Empire expands across the stars, it has quickly adapted its war machines and tactics to counter those of its new enemies. The AX-1-0 was created to destroy the Titans of the Imperium, a weapon for which the Tau had no equal.

Deployed in elite cadres and trained to target the weak spots of their chosen prey, these new weapons seek out the most powerful of the enemy's vehicles and destroy them in the name of the Greater Good.



2+

FORMATION

- 2+ AX-1-0 Tiger Sharks



SPECIAL RULES

Titan-killers: At the beginning of the game, after deployment, but before the first turn has begun, select one enemy Super-heavy vehicle or Super-heavy Walker as the Titan-killer Cadre's primary target. When a weapon fired by a model from this formation, with a Strength of D, strikes a void shield or power field on their primary target roll a D6.

On the result of a 1-3, the field absorbs the shot as normal. On a 4+, the shot drops the field and continues on – either striking the next power field or void shield, or the vehicle itself if no more shields remain. If the Titan-killer Cadre destroys their primary target, the controlling player gains D3 Strategic Victory points.



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: 535

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 has 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 and is 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 colossal beast's 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.

In those battles in which the Imperium's forces have encountered it, no specimens of a Scythed Hierodule have been recovered for research, and those creatures that have been killed have all but been destroyed by large weapons, leaving few remains for Ordo Xenos investigation.



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

UNIT COMPOSITION

- 1 Scythed Hierodule

UNIT TYPE

- Gargantuan Creature

WARGEAR

- Two sets of scything talons*
- Bio-acid spray

SPECIAL RULES

- Agile (See page 6 of this book).

*See Codex: Tyranids.

Agile: In any turn the Scythed Hierodule may choose to either:

- Fire a single weapon and Run in the same turn.
- or
- Fire no weapons and Run twice in the same turn.

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

MALANTHROPE BROOD

POINTS: 110 EACH

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. 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 have absorbed is then used to create even more complex creatures.



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

UNIT COMPOSITION

- 1-3 Malanthropes

UNIT TYPE

- Infantry

SPECIAL RULES

- Fleet
- Move Through Cover

WARGEAR

- Toxic Miasma*
- Toxin Sacks*
- Bonded Exoskeleton*
- Regeneration*
- Synapse Creature*
- Prey Adaption*

*See Codex: Tyranids.

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

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

HIEROPHANT BIO-TITAN BIOMORPH UPGRADES

The hordes of Tyranid creatures, unleashed as part of the various hive fleets that threaten to overwhelm vast swathes of the Imperium, are infinitely mutable, reshaped by the Hive Mind at its whim to suit any given battlefield. Hierophant Bio-titans are no exception, and have appeared to confront Imperial forces in a bewildering array of forms and shapes.

As with all of the creations of the Hive Mind, these mutated forms are all intended to wreak havoc upon those enemies encountered by the advancing hive fleets. From dense coats of razor-edged spines, fired by violent muscle spasms into the sky as crude, but effective flak barrages, to the ability to vomit forth a torrent of bio-plasma, the continuing invasion of the galaxy slowly forges each Hierophant into a more perfect engine of destruction. With the continuing advance of the hive fleets, sightings of these mutated Bio-titans are being reported with increased frequency.



The following rules present a selection of additional optional biomorphs for Tyranid Hierophant Bio-titans. Any Hierophant Bio-titan chosen from the *Apocalypse* expansion may select one of the options listed here, in addition to the wargear shown on page 163 of the *Apocalypse* expansion, for the points cost listed as follows:

OPTIONS

- Incendiary Ichor +25 points
- Swarm Incubation Chamber +50 points
- Spine-cloud Spray +40 points
- Bio-plasma Torrent +30 points
- Spore Mine Swarm Spitter +30 points

Incendiary Ichor: Some Hierophant Bio-titans have evolved so that the ichor that flows through their veins is so volatile that when exposed to the air it ignites, burning through the flesh and steel of those enemies foolish enough to assault the beast.

Whenever the Hierophant Bio-titan suffers an unsaved wound in the Fight sub-phase, centre a Large Blast (5") template over the model which caused the wound. All models, other than the Hierophant Bio-titan, underneath the template suffer an immediate wound themselves, with no armour saves of any kind allowed. Vehicles under the template suffer D3 Glancing hits instead. All wounds caused by this biomorph count for combat resolution.

Swarm Incubation Chamber: A slime-coated chamber within the bulging carapace of some mutated Hierophant Bio-titans allows them to carry other swarm creatures into battle in a dormant state. These creatures are then disgorged onto the enemy's frontlines as the massive Tyranid behemoth advances.

The Hierophant Bio-titan gains a Transport capacity of 20 models, and friendly units chosen from *Codex: Tyranids* may embark and disembark from it as though it was a Vehicle with the Transport type and Assault Vehicle special rule.

Spine-cloud Spray: As the Imperium learned to target Hierophant Bio-titans with salvos of hellstrike missiles launched by determined fighter wings, so to did the Hive Mind learn and adapt. Soon Hierophant Bio-titans were able to project clouds of deadly razor-edged spines into the sky to destroy the prey-creatures' fighter-craft.

WEAPON	RANGE	STR	AP	SPECIAL
Spine Cloud Spray	48"	7	5	Heavy 6, Skyfire, Twin-linked

Bio-plasma Torrent: Like their smaller kin, the Carnifex, some Hierophant Bio-titans are able to produce bio-plasma. However, the sheer size of a Bio-titan allows it to project the plasma over a much larger area, saturating enemy lines in burning phosphorescent bile.

WEAPON	RANGE	STR	AP	SPECIAL
Bio-plasma Torrent	Hellstorm	5	3	Heavy 1, Soul Blaze, Blind

Spore Mine Swarm Spitter: Housed within its thick carapace, this Hierophant has an array of powerful sphincters that can propel swarms of spore mines into enemy lines.

WEAPON	RANGE	STR	AP	SPECIAL
Spore Mine Swarm Spitter	120"	4	4	Apocalyptic Barrage (8)

HIERODULE STEELCRUSHER SWARM

BATTLE FORMATION

While the prey creatures of this galaxy place their trust in behemoths of lumbering iron and steel, the Hive Mind trusts only in the power of flesh. The Hierodule is one embodiment of this

principle, a living weapon of monstrous power, and when loosed upon the battlefield in numbers, it is capable of toppling any of the weak metal creations that oppose it.



1+

FORMATION

- 1+ Scythed Hierodules

SPECIAL RULES

Steelcrushers: If a model in this formation successfully charges a Super-heavy vehicle or Walker, it should roll once on the table that follows before beginning the Fight sub-phase. Add +1 to the result for each other model from the same formation that has Charged the same target, but note that only one roll on this table is made, even if multiple models from a Steelcrusher Swarm Charge the same Super-heavy:

D6 Result

- 1 No Effect:** The vehicle being charged is unaffected. Begin the Fight sub-phase as normal.
- 2-5 Staggering Impact:** The vehicle being charged suffers a Penetrating hit. Resolve this hit and then proceed to the Fight sub-phase.
- 6+ Thunderous Impact:** The vehicle being charged loses D3+1 Hull Points. If this causes the vehicle to suffer Catastrophic Damage, then the Scythed Hierodules may consolidate after resolving the explosion. Otherwise, proceed to the Fight sub-phase as normal.

WEAPONS SUMMARIES

SPACE MARINES

WEAPON	RANGE	STR	AP	TYPE
Autocannon	48"	7	4	Heavy 2
Blood fist	-	X2	2	Melee
Blood talons ¹	-	User	3	Melee, Shred, Specialist Weapon
Chainfist	-	X2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Cyclone missile launcher (Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast (5")
Dreadhammer siege cannon	24"/48" ²	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed
Fellblade accelerator cannon (HE shell)	100"	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100"	9	2	Heavy 1, Armourbane, Blast (3")
Flamestorm cannon	Template	6	3	Heavy 1
Frag cannon	Template	6	-	Assault 2, Rending
Graviton gun	18"	-	4	Heavy 1, Blast (3"), Haywire, Concussive, Graviton Pulse ³
Heavy bolter	36"	5	4	Heavy 3
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ⁴
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ⁴
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ⁴
Heavy flamer	Template	5	4	Assault 1
Hellstrike missile	72"	8	3	Ordnance 1, One Use Only
Hunter-killer missile	Infinite	8	3	Heavy 1

¹ See Codex: Blood Angels for additional special rules.

² The Dreadhammer siege cannon has two ranges, depending on whether it has remained stationary or not. If the vehicle on which the cannon is mounted moved in the preceding Movement phase, the weapon has a range of 24". If it did not, the range is increased to 48".

³ Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught under the Blast template must instead roll equal to or under their Strength score on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next player turn, thanks to the graviton flux.

WEAPON	RANGE	STR	AP	TYPE
Kheres pattern assault cannon	24"	6	4	Heavy 6, Rending
Lascannon	48"	9	2	Heavy 1
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked
Magna-grapple	12"	8	2	Heavy 1, Grapple ⁵
Magna-melta cannon	18"	8	1	Heavy 1, Large Blast (5"), Melta
Meltagun	12"	8	1	Assault 1, Melta
Mindstrike missile	72"	4	5	Heavy 1, Blast (3"), Psy-shock ⁶ , One Use Only
Multi-melta	24"	8	1	Heavy 1, Melta
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback ⁷ , Shock Pulse ⁸
Plasma blaster	18"	7	2	Assault 2, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot!
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Power fist	-	X2	2	Melee, Specialist Weapon, Unwieldy
Psycannon	24"	7	4	Assault 2 or Heavy 4, Rending
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Storm bolter	24"	4	5	Assault 2
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")
Thunderhawk cluster bomb	-	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use Only
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")

⁴ This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.

⁵ See Codex: Blood Angels.

⁶ See Codex: Grey Knights.

⁷ Feedback: If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

⁸ Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this type may only fire Snap Shots in the following game turn.

IMPERIAL GUARD

WEAPON	RANGE	STR	AP	TYPE
Aegis autocannon	96"	7	4	Heavy 2, Skyfire, Interceptor
Autocannon	48"	7	4	Heavy 2
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")
Chem inferno gun ¹	Hellstorm	1	2	Heavy 1, Poisoned (2+)
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast (5")
Double Earthshaker cannon ²	24"-240"	9	3	Primary Weapon 1, Massive Blast (7"), Twin-linked
Gorgon mortar	48"	4	6	Heavy 4, Blast (3"), Barrage, One Shot
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Hunter-killer missile	Infinite	8	3	Heavy 1, One Shot Only
Hydra autocannon	72"	7	4	Heavy 2, Skyfire
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Inferno gun ³	Hellstorm	7	3	Heavy 1
Lascannon	48"	9	2	Heavy 1
Macharius battle cannon	72"	8	3	Ordnance 1, Massive Blast (7")

WEAPON	RANGE	STR	AP	TYPE
Macharius Vanquisher battle cannon ⁴ (Blast shells)	72"	8	3	Ordnance 1, Massive Blast (7")
(AP shells)	72"	8	2	Heavy 1, Twin-linked, Armourbane
Neutron laser projector	72"	10	1	Primary Weapon 1 (roll each time the weapon is fired), Concussive, Feedback ⁵ , Shock Pulse ⁶
Omega pattern plasma blastgun (Pulsed bolts)	60"	7	2	Primary Weapon 3, Large Blast (5")
(Maximal)	72"	9	2	Primary Weapon 1, Massive Blast (7"), Meltdown ⁷
Praetor launcher ⁸ (Foehammer)	12"-120"	8	3	Ordnance 2, Barrage, Large Blast (5"), Twin-linked
(Firestorm)	12"-120"	6	4	Ordnance 2, Barrage, Massive Blast (7"), Twin-linked, Ignores Cover
(Pilum)	72"	9	3	Heavy 2, Twin-linked, Skyfire, Interceptor
Storm bolter	24"	4	5	Assault 2
Vulcan mega-bolter	60"	6	3	Heavy 15

¹ To fire the chem 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 chem inferno gun is then treated like any other template weapon.

² Cannot be used for direct fire and must be fired using the Barrage special rules with a minimum range of 24" (see the Warhammer 40,000 rulebook, page 34).

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.

⁴ May fire one type of shell in a given turn, the type of shell to be fired must be chosen before any dice are rolled. Any abilities allowing the vehicle to fire multiple shots will use the same shell type for all shots fired that turn.

⁵ Feedback: If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

⁶ Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this type may only fire Snap Shots in the following Game turn.

⁷ Meltdown: When firing a weapon with the Meltdown type, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers D3 wounds (only invulnerable saves may be taken against these wounds) – a vehicle or Super-heavy vehicle instead suffers D3 Glancing hits on a further roll of 1, 2 or 3.

Meltdown and weapons that do not roll to hit: Weapons that do not roll To Hit must roll a D6 for each shot immediately before firing. On a 2+, resolve the shot as normal. For each roll of a 1, the weapon suffers the effects of Meltdown (D3 wounds or Glancing hits, see above) and the shot is not fired.

Meltdown and re-rolls: If a model has the ability to re-roll its rolls To Hit for any reason, wounds or Glancing Hits are only inflicted if the To Hit roll re-roll is also a 1; it is also permissible to re-roll results of a 1 for weapons that do not roll To Hit, if a re-roll is available.

⁸ The Praetor may be fitted with three different munitions types, and the controlling player must select which one to use before the game begins. The Praetor may only use this munitions type during the game.

IMPERIAL NAVY

WEAPON	RANGE	STR	AP	TYPE
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Heavy bolter	36"	5	4	Heavy 3
Heavy bomb cluster	-	6	4	Apocalyptic Barrage (8), Bomb, One Use Only

WEAPON	RANGE	STR	AP	TYPE
Hellstorm bomb	-	7	3	Hellstorm*, Bomb, One Use Only
Hellstrike missile	72"	8	3	Ordnance 1, One Use Only
Lascannon	48"	9	2	Heavy 1

*Only one Hellstorm bomb may be dropped per bombing run. To use a Hellstorm bomb, use the standard bomb rules, but place the narrow end of the Hellstorm template at the impact point, and the wide end closer to the final position of the bomber than the narrow end.

TITAN WEAPONS

WEAPON	RANGE	STR	AP	TYPE
Apocalypse missile launcher	24"-360"	7	3	Primary Weapon 5, Apocalyptic Barrage
Double-barrelled turbo laser destructor	96"	D	2	Primary Weapon 2, Large Blast (5")
Gatling blaster	72"	8	3	Primary Weapon 6, Large Blast (5")
Inferno gun	Hellstorm	7	3	Primary Weapon 1
Laser blaster	96"	D	2	Primary Weapon 3, Large Blast (5")
Melta cannon	72"	10	1	Primary Weapon 1, Apocalyptic Blast (10"), Melta

WEAPON	RANGE	STR	AP	TYPE
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (9")
Titan power fist	-	D	1	Melee
Volcano cannon	180"	D	2	Primary Weapon 1, Massive Blast (7")
Vortex missile	12"-960"	D	1	Primary Weapon 1, Large Blast (5"), Vortex, One Use Only
Vulcan mega-bolter	60"	6	3	Heavy 15

ELDAR

WEAPON	RANGE	STR	AP	TYPE
Bright lance	36"	8	2	Heavy 1, Lance
D-Flail (Blast)	36"	7	3	Heavy 3, Barrage, Blast (3"), Distort
(Rift)	Template	7	3	Heavy 1, Distort
D-Impaler	36"	D	1	Primary Weapon 1, Massive Blast (7"), Distort Rift ¹
Eldar missile launcher (Starshot)	48"	8	3	Heavy 1
(Plasma)	48"	4	4	Heavy 1, Blast (3"), Pinning
Ghostspear	-	User	2	Melee, Master-crafted, Sunder ²

WEAPON	RANGE	STR	AP	TYPE
Phoenix missile launcher	48"	5	3	Heavy 3
Pulsar	60"	D	2	Primary Weapon 2, Large Blast (5")
Pulse laser	48"	8	2	Heavy 2
Scatter laser	36"	6	6	Heavy 4, Laser Lock
Shuriken cannon	24"	6	5	Assault 3, Bladestorm
Sonic lance	Hellstorm	X	2	Primary Weapon 1, Pinning, Soundquake ³
Starcannon	36"	6	2	Heavy 2
Wraithcannon	12"	10	2	Assault 1, Distort

¹ The D-Impaler ignores all active void shields and power fields on the target, but does not remove or destroy them. In addition, after the D-Impaler has fired, roll a D6. On the score of a 4+, leave the Massive Blast template in place until the beginning of the controlling player's next game turn. If any model either begins or ends its movement under the template, roll a D6. If the model is not a Vehicle, it loses one wound on the roll of a 6, no armour saves of any kind may be taken against this wound. If the model is a Vehicle, then it takes a Glancing hit on the roll of a 6. A Super-heavy vehicle or Gargantuan Creature is not affected by the Distort Rift.

² Sunder: This weapon may re-roll any failed Armour Penetration rolls it makes.

³ Soundquake: To fire the sonic lance, place the Hellstorm template so that the narrow end is within 18" of the weapon, and the large end is no closer than the narrow end. Models under the template are wounded on a 3+ regardless of their Toughness. Against vehicles, the sonic lance is Strength 1 and rolls 3D6 for Armour Penetration.

DARK ELDAR

WEAPON	RANGE	STR	AP	TYPE
Pulse-disintegrator	36"	5	2	Heavy 6
Storm vortex projector (Blast)	24"	5	4	Heavy 1, Haywire, Pinning, Concussive, Large Blast (5")
(Beam)	36"	7	3	Heavy 1, Haywire, Concussive, Kill Shock ¹

¹ Kill Shock: When this weapon hits a model with an Armour value, it makes D3 rolls on the Haywire table (see the Haywire special rule, page 37 of the Warhammer 40,000 rulebook) instead of just one. Additionally, against targets with a Toughness value, it inflicts Instant Death on its target on a To Wound roll of 5+, regardless of the target's Toughness.

ORKS

WEAPON	RANGE	STR	AP	TYPE
Belly gun	72"	7	3	Primary Weapon 1, Blast 3D6 ¹
Big lobba	48"	6	4	Ordnance 1, Large Blast (5"), Barrage
Big shoota	36"	5	5	Assault 3
Big Zzappa	48"	2D6	2	Heavy D3
Boom kannister	10"	4	5	Large Blast (5"), Pinning, One Shot
Bursta kannon	36"	D	2	Primary Weapon 1, Massive Blast (7")
Flakka-gunz	48"	7	4	Assault 4, Skyfire, Interceptor
Gigashoota	48"	6	4	Heavy 6D6
Grot bomm	72"	8	3	Ordnance 1, Large Blast (5"), Barrage, Twin-linked, One Use Only
Grot sponson	24"	4	5	Assault 2, Grot Gunner ²
Grotzooka	18"	6	5	Heavy 2, Blast (3")
Jury-rigged Lifta-droppa	48"	-	-	Jury-rigged Lifta-droppa ³
Kannon (Frag)	36"	4	5	Heavy 1, Blast (3")
(Shell)	36"	8	3	Heavy 1
Killkannon	24"	7	3	Ordnance 1, Large Blast (5")
Kill saw	-	10	2	Melee, Shred

WEAPON	RANGE	STR	AP	TYPE
Krusha kannon (Boom shell)	60"	8	3	Ordnance 1, Large Blast (5"), Loader Gubbins ⁴
(Tankhamma shell)	60"	10	2	Heavy 1, Armourbane, Loader Gubbins ⁴
(Scrap kannister)	Hellstorm	2	-	Heavy 1, Shred, Rend, Loader Gubbins ⁴
(Blast burna)	48"	4	5	Heavy 1, Massive Blast (7"), No Cover Saves Allowed, Loader Gubbins ⁴
Kustom mega-blasta	24"	8	2	Assault 1, Gets Hot!
Lobba	48"	5	5	Heavy 1, Blast (3"), Barrage
Rattler kannon	24"	4	6	Heavy 2D6, Jam! ⁵
Rippa klaw	-	10	2	Melee, Sunder ⁶
Rokkit-bomm racks	48"	5	4	Heavy D3, Barrage, Blast (3"), Out of Ammo ⁷
Rokkit launcha	24"	8	3	Assault 1
Shunta	24"	8	4	Heavy 1, Blast (3"), Sunder ⁶
Skorcha	Template	5	4	Assault 1
Supa-kannon	60"	9	3	Primary Weapon 1, Large Blast (5")
Supa-lobba	48"	7	4	Ordnance 1, Massive Blast (7")
Supa-skorcha	Template	6	3	Assault 1
Supa-rokkit	Infinite	8	3	Heavy 1, Large Blast (5"), One Use Only
Zzap gun	36"	2D6	2	Heavy 1

¹ Roll 3D6 to determine the radius of the blast when firing the Belly gun. Treat the area within this distance as if it had been covered by a Blast marker of the indicated size. Cover saves may be taken as normal.

² Grot Gunner: A weapon with this type always resolves its To Hit rolls at BS3, regardless of the BS of the vehicle they are mounted upon. In addition, they may always fire at a different target to any other weapons fired in the same turn and are not required to fire Snap Shots due to movement by the vehicle on which they are mounted, or due to Crew Shaken or Crew Stunned damage results.

³ Jury-rigged Lifta-droppa: Select an enemy vehicle which began the game with no more than 4 Hull Points and roll To Hit. If the target is hit, roll a D6. On a 1, roll on the Jury-rigged Lifta-droppa Mishaps table on page 116. On a 2-5, the target vehicle is thrown D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" from any other model, and takes D3 Glancing hits as it is flung about by the Lifta-droppa beam. On a 6, the target vehicle is thrown 2D6" in a random direction (roll a Scatter dice, re-rolling any Hit results), stopping if it moves to within 1" away from any other model, and suffers an Explodes! result.

⁴ Loader Gubbins: While the Krusha kannon's Grot-served auto-loader gubbins are a miracle of Orky design, they don't always work as they should. Every time the kannon is fired, declare which kind of shell you are trying to use and roll a D6. If you roll a '1', then roll again. On a 1-2, the gun jams and no shot is fired this turn. On a 3-5, the kannon fires a boom shell regardless of the type the controlling player wishes to fire. On a 6, the Kill Krusha suffers an automatic Glancing hit and no shell is fired.

⁵ Jam!: 2D6 are rolled each time the rattler kannon is fired to determine the number of shots fired. If this roll results in a double 1, the weapon is treated as though it had been affected by a Weapon Destroyed result on the Vehicle Damage table, but suffers no loss of Hull Points. Note that a Mek may attempt to repair this damage as normal.

⁶ Sunder: This weapon may re-roll any failed Armour Penetration rolls it makes.

⁷ Out of Ammo: After it has been fired, roll a D6. On a score of a 1-2, the weapon is out of ammunition and may not fire again during this game.

NECRONS

WEAPON	RANGE	STR	AP	TYPE
Focussed death ray ¹	24"	10	1	Heavy 1
Gauss annihilator (Focussed beam)	120"	D	2	Primary Weapon 3, Skyfire, Interceptor
(Flux arc)	18"	6	3	Heavy 2D6

¹ To fire the focussed death ray, nominate a point on the battlefield anywhere within its range, then nominate a second point within 3D6" of the first. Draw a straight line (considered to be 1mm in width) between the two points. Every unit (friendly or enemy)

WEAPON	RANGE	STR	AP	TYPE
Gauss exterminator	120"	9	2	Heavy 2, Gauss, Interceptor, Skyfire
Heat cannon	36"	10	1	Heavy 2, Blast (3"), Melta

underneath the line suffers a number of hits equal to twice the number of models underneath the line.

TAU EMPIRE

WEAPON	RANGE	STR	AP	TYPE
Burst cannon	18"	5	5	Assault 4
Heavy railgun				
(Solid shot)	110"	D	1	Primary Weapon 1
(Submunition)	110"	7	3	Primary Weapon 1, Apocalyptic Blast (10")
Ion cannon				
(Standard)	60"	7	3	Heavy 3
(Overcharge)	60"	8	3	Heavy 1, Gets Hot, Large Blast (5")

WEAPON	RANGE	STR	AP	TYPE
Long-barrelled burst cannon	36"	5	5	Heavy 6
Long-barrelled ion cannon	90"	7	3	Heavy 3
Markerlight	36"	-	-	Heavy 1, Target Acquired
Missile pod	36"	7	4	Assault 2
Seeker missile	72"	8	3	Heavy 1, One Use Only

CHAOS

WEAPON	RANGE	STR	AP	TYPE
Autocannon	48"	7	4	Heavy 2
Axe of Khorne	-	User	2	Melee, Decapitating Blow ¹ , Specialist Weapon
Blade of decay	-	User	1	Melee, Contagion ² , Specialist Weapon
Bloodlash of Khorne	12"	7	3	Assault 2
Butcher cannon	36"	8	4	Heavy 4
Chainfist	-	X2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Contagion spray	Template	1	3	Heavy 1, Poisoned (2+)
Flamestorm cannon	Template	6	3	Heavy 1
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Heavy bolter	36"	5	4	Heavy 3
Heavy conversion beamer				
	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ³
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ³
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ³
Heavy flamer	Template	5	4	Assault 1
Hellmaw cannon	Template	6	3	Assault 1
Hellstrike missile	72"	8	3	Ordnance 1, One Use Only
Hunter-killer missile	Infinite	8	3	Heavy 1
Impaler	12"	8	3	Assault 1, Impaler ⁴
Iron claw	-	X2	2	Melee, Specialist Weapon, Unwieldy
Lascannon	48"	9	2	Heavy 1
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked
Magna-melta cannon	18"	8	1	Heavy 1, Large Blast (5"), Melta
Mawcannon				
(Vomit)	Template	6	4	Assault 1
(Phlegm)	36"	8	3	Assault 1, Large Blast (5")

WEAPON	RANGE	STR	AP	TYPE
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma blaster	18"	7	2	Assault 2, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot!
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Rancid vomit	Template	5	3	Assault 1, Poisoned (3+)
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Rot cannon	36"	6	3	Ordnance 1, Large Blast (5"), Rending
Scorpion cannon	36"	6	3	Heavy 10
Siege claws	-	User	2	Melee, Shred, Smash ⁵
Storm laser	36"	6	3	Heavy D3+2
Soulburner	24"	4	4	Assault 1, Blast (3"), Rending
Soulburner cannon	24"	10	2	Primary Weapon 1, Large Blast (5"), Ignores Cover Saves
Soulburner petard	24"	5	5	Ordnance 1, Large Blast (5"), Rending
The Executioner's Axe	-	User	2	Melee, Two-handed, Fleshbane, Decapitating Blow ¹
The Souleater sword	-	User	1	Melee, Souleater ⁶ , Specialist Weapon
Thunderhawk	72"	8	3	Primary Weapon 1, Massive Blast (7")
Thunderhawk cannon	-	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use Only
Thunderhawk cluster bomb	-	6	4	Heavy 1, Bomb, Apocalyptic Barrage (6), One Use Only
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")
Warp sword	-	User	3	Melee, Master-crafted, Specialist Weapon

¹ Decapitating Blow: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

² Contagion: A model that suffers an unsaved wound from this weapon must immediately pass a Toughness test or suffer an additional wound with no armour saves or cover saves allowed.

³ This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless rule or if the carrying model is a vehicle, etc.

⁴ Impaler: An impaler attack always hits on a 4+. If it inflicts a successful Penetrating hit on a Vehicle, or an unsaved wound on a Monstrous Creature which survives the attack, then the target is dragged 2D6" towards the Blood Slaughterer in a straight line. If this places the target in base contact with the Blood Slaughterer, then it counts as having

charged the target. Models may not be dragged through impassable terrain, vehicles or Monstrous Creatures/Gargantuan Creatures, in these cases the model stops 1" away from the obstruction. Buildings, Super-heavy vehicles, Gargantuan Creatures and Flyers are unaffected by the Impaler's special rules.

⁵ When a building or transport takes a Penetrating hit from a siege claw Smash attack, any units inside suffer D6 heavy flamer hits for each heavy flamer the vehicle has, in addition to any other damage caused.

⁶ Souleater: At the end of any Fight sub-phase in which this weapon has inflicted an unsaved wound, roll a D6. On the roll of a 2+, the bearer gains an additional wound, up to a maximum of 10. This may take the bearer above their starting maximum number of wounds.

WAR ZONE: VRAKS

Treachery and heresy have taken hold on the fortress world of Vraks.

Once an impregnable bulwark, surrounded by thousands of kilometres of defence lines – the Citadel of Vraks has fallen to forces controlled by the Traitor-cardinal Xaphan. Once a trusted Imperial servant, Xaphan has turned his back on the Emperor in favour of darker masters and gathers their servants to him.

The Imperium cannot ignore the loss of Vraks' vast supplies of arms and munitions, and calls upon the might of the Death Korps of Krieg to break down the Citadel and drag Xaphan forth for judgement.



THE KILLING FIELDS OF VRAKS

Vraks, once an impregnable fortress and armoury world, maintaining the Imperium's defences along the edge of the Eye of Terror, fell not to the massed armies of the Dark Gods, but to the hubris of a single man: Cardinal-Astral Xaphan. An eighteen year crusade, involving thirty-four regiments of the Death Korps of Krieg, twenty-two Titans of the Legio Astorum and five separate Chapters of Space Marines was fought to retake Vraks, a war that utterly devastated it, rendering it uninhabitable and of no further value to the Imperium, and many generals and scholars lay the blame for the successes of Abaddon's 13th Black Crusade on the loss of this crucial defensive position in the Imperium's defences around the Eye of Terror.

RISE OF A FALSE PROPHET

Cardinal-Astral Xaphan began his swift rise through the ranks of the Adeptus Ministorum as a humble preacher, chosen early in his career as a protégé by the then Cardinal-Astral Borja. With the death of his master in 804.M41, Xaphan rose to the lofty heights of head of the Adeptus Ministorum in the Scarus Sector and began a long pilgrimage to its many worlds, and untold millions of Imperial subjects, he would be assuming spiritual authority over. Later Imperial histories list this as potentially where the earliest stirrings of his heresy began; that a lifetime dealing with the minutiae of Ministorum councils paled in comparison to the adulation of world after world. He allowed members of his private council to convince him that, in the hinterlands of the sector he could exert real power, stirring populations to action and embarking on a grand crusade to cleanse it of heretics and xenos. These early dreams of glory soon became simple excuses for his attempts to grasp at power within the Imperium – beginning with the seizure of Vraks, with its stockpiles of munitions and vast garrison.

After taking up residence on Vraks, it took little effort for Xaphan and his cronies to stir up the oppressed indentured worker population into a religious frenzy. Soon he commanded a host of the frateris militia, as well as much of the garrison, through proxy commanders whose loyalty he had suborned from the planetary prefect. It was an attempted assassination, a failed move by the Ordos Hereticus, intended to draw the reign of this troubling new Cardinal to a quick close, that lit the fires of rebellion. In a short, but violent, civil war, Xaphan took full control of the world of Vraks, burning out those symbols of Imperial authority that he could not suborn or corrupt.

THE LONG SIEGE

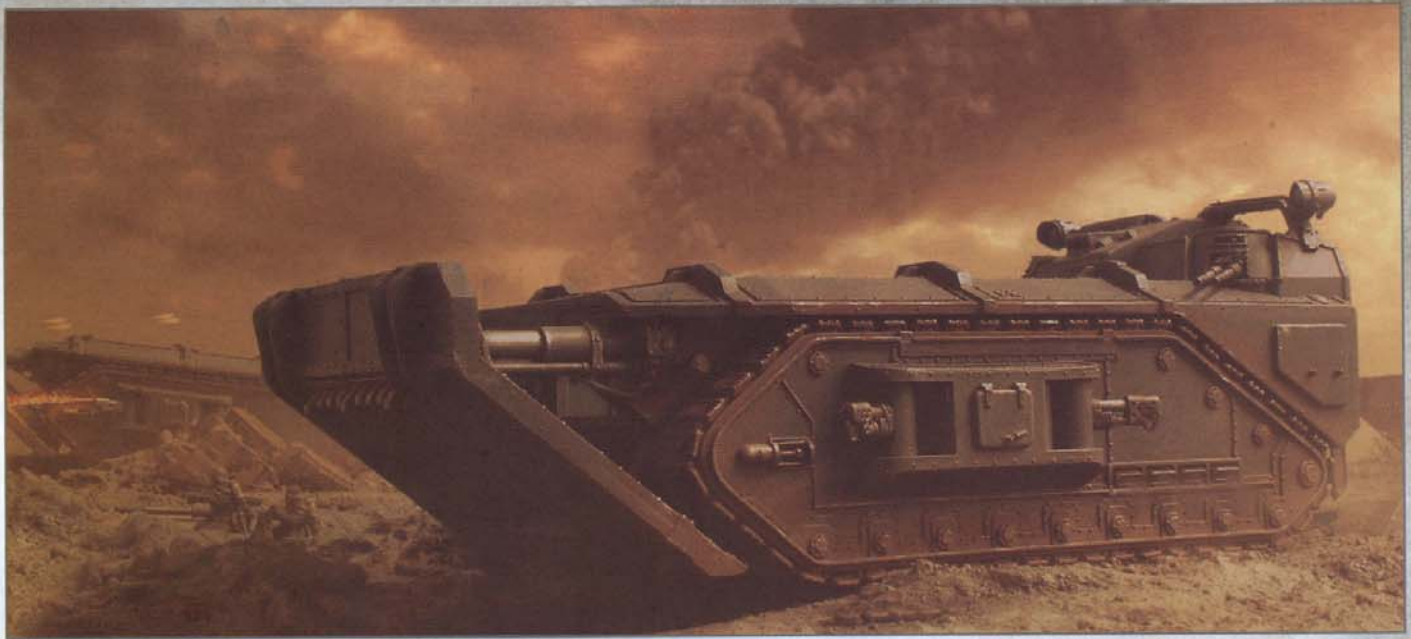
While Xaphan loosed a storm of misguided fervour on Vraks, the Imperium absorbed news of his rebellion and slowly formed its response. That response was the 88th Imperial Siege Army, over thirty regiments of tanks, men and artillery from the grim world of Krieg, dispatched to Vraks to put an end to Xaphan's heretical regime.

Arriving in-system many months after the initial uprising, the task force's transports approached the far side of Vraks, avoiding the fortified defence laser batteries that guarded both the Citadel that served as Vraks' capital, and the nearby star port, to disembark the vast Imperial army onto the rebellious planet's uninhabited wastelands. They then began a long year of preparations, and as the engineers of the Adeptus Mechanicus laboured to construct an immense servitor-guided railroad to move men and supplies from the safe landing zones to the front lines, the fighting men of the 88th Imperial Siege Army were prepared and trained for the war on Vraks.

In the time it took for the Imperial forces to ready themselves, the rebel forces were not idle. Xaphan ordered his followers to prepare for war, arming the work-gangs and rebellious militia troops with the contents of Vraks' vast armouries, and the planet's population of Ogryn labourers were conscripted and reduced to mindless killing machines through the use of crude augmetic implants and proscribed combat drugs. Those indentured workers not inducted into the militia were swiftly put back to work, this time reinforcing Vraks' already impressive fortifications.

Imperial records show that the war to re-conquer Vraks finally began at 166813.M41, as the massed Krieg regiments, their preparations now complete, unleashed the thunderous firepower of thousands of artillery





cannon on the first line of the enemy's defences. The Death Korps soldiers began the first assault on the heels of the opening bombardment, phalanxes of Gorgon assault carriers advancing into the teeth of the enemy's guns. Thousands died in the attack, though no ground was gained, and the Krieg regiments were forced back, leaving their fallen to rot in no-man's land. Months of bitter, bloody fighting followed, with both sides launching costly assaults across the corpse strewn wasteland and exchanging artillery fire.

The fall of Fort A-453 to a near suicidal Death Korps assault finally forced a breach in the first defence line, after almost a year of non-stop trench warfare. In response, Krieg infantry poured through the hole in the enemy's defences and fast moving squadrons of Death Riders began to slaughter the fleeing militia troops as they pulled back to the next defensive line.

With their defences breached, renegade units up and down the first line began pulling back before the vengeful Imperial soldiers could surround and annihilate them. They retreated to the second of Vraks' great defence lines which was, if anything, more heavily fortified than the first defence line, and threw back all attempts to breach it. The sombre men of Krieg, meanwhile, moved past the broken first defence line, and began digging new trenches.

MAMON

While most Imperial scholars paint the rogue Cardinal Xaphan as the prime architect of the Vraks rebellion, the man himself was set upon the path to heresy at the urging of his closest advisors. Chief among these was a young Ministorum functionary by the name of Mamon, who had insinuated himself into Xaphan's confidence, subtly encouraging his desire for power, whilst cloaking it in the guise of a righteous crusade against the hordes of heretics and xenos that he assured the Cardinal infested the Scarus Sector. It was Mamon who founded the 'Disciples of Xaphan', skilled fighters recruited from the Cardinal's most zealous followers. These men would become the core of his army; cruel enforcers and elite shock troops, they would also be among the first to follow their masters into eternal damnation and the worship of Chaos.

In the end, as Chaos began to overwhelm Vraks and its would-be overlords, Mamon was duly rewarded for his corrupting influence by Nurgle, the vile god of pestilence and decay, who granted the fallen priest the dubious honour of becoming a Daemon Prince of his plague-ridden court.

For seven years, the Death Korps regiments besieged the second massive defence line, the Citadel of Vraks still distant on the horizon. Seven years of gruelling trench warfare as the Imperial Guard slowly advanced, trench-by-trench upon the enemy. Whole regiments of Earthshaker cannon, towed by fleets of Centaur artillery tractors, duelled with ancient Minotaur artillery tanks retrieved from Vraks' arsenals by Xaphan's fanatical legions and turned against their creators. The bitter war on Vraks, being fought on the doorstep of the Eye of Terror, inevitably gained the attention of the renegade Space Marine warbands who plagued the sector. One such warband, comprising Chaos Space Marines of the Alpha Legion, under the command of Arkos the Faithless, was eager to exploit the opportunity it represented. Infiltrating Vraks with ease, they presented themselves to Xaphan, who eagerly accepted their aid.

Attacks by the Alpha Legionnaires quickly threatened to turn the tide of the war and undo the Krieg regiments' hard-fought gains. Lord Commander Zuehkle, commander of the 88th Siege Army, requested aid from the Adeptus Astartes to counter this new threat, and that request was answered by a strike force of Dark Angels. Five companies from the Chapter staged a daring assault on Vraks' primary star port, in the shadow of the Citadel itself. The infamous warriors fought overwhelming odds, and a brutal counter-attack was launched against Arkos and his brethren to destroy the star port, to cut off Vraks from any further heretical allies that could assist them.

The attack was successful, despite the Dark Angels taking heavy casualties. However, as they refused to co-operate with the Krieg regiments, the 88th Siege Army was unable to capitalise on the victory. After destroying the star port, the Dark Angels departed Vraks, considering their mission complete and leaving the continuing siege to the Imperial Guard. Weakened by almost nine years of grinding attritional warfare, the 88th Siege Army paused its attacks in order to build up replacement troops and ammunition for an overwhelming assault on the second defence line.

The attack was presaged by a mighty four day bombardment of enemy positions, the constant firing of thousands of cannon lit the sky at night and filled the days with thunder. Once the guns finally fell silent, soldiers on both sides knew what it must mean, and scrambled to their assigned positions, ready for battle. For eight days the Krieg Line Korps threw themselves against the defences Xaphan's fanatics had laboured to build, hammering them with a relentless tide of men and tanks until a breakthrough was made, heedless of the cost in men and equipment that was paid. Despite the sacrifices made to topple the second defence line, the battered Krieg regiments now faced the final, and most fortified, of the defence lines.

THE BATTLE OF SHATTER RIDGE

The Battle of Shatter Ridge was a savage confrontation that occurred during the last stages of the war for Vraks, as the 88th Imperial Siege Army besieged the Citadel of Vraks. The battle was joined during one of the massive Imperial assaults on the Citadel's walls, undertaken under the cover of a dawn twilight shrouded in chemical fog, as it was unexpectedly met in no man's land by a huge renegade counter-assault of hellish war engines and heavy tanks, resulting in one of the largest Titan battles of the war.

The Imperial forces in the field consisted of a powerful Legio Astorum (Warp Runners) Ventarii Titan Maniple supported by heavily armoured elements of the Krieg 8th Assault Korps. The Chaos forces opposing them were made up of corrupted Titans from the much-feared Legio Vulcanum, leading a counter-attacking spearhead of renegade super-heavy, mobile ordnance and Armoured Fist squads, and for one of the first times during the fighting on Vraks, an infernal Brass Scorpion of Khorne.

IMPERIAL FORCES



Invigila Alpha



Praetorian



Avernus Maxima



Triarii-Dexter



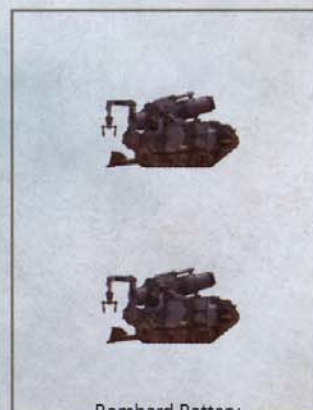
Canis Secundus



Shadowsword Detachment



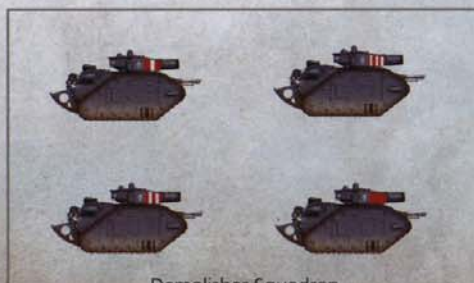
Stormsword Detachment



Bombard Battery



Macharius Detachment



Demolisher Squadron



Grenadier Assault Force

The battle was short but costly for both sides, with the Chaos forces using the cover of the poisonous fog to advance swiftly and engage at close quarters where their furious assault wreaked havoc on the Krieg. The Imperium's Titans were swift and skilled enough to respond to the enemy's tactics, and reopened the gap between the two forces. Their devastating turbo-laser fire quickly accounted for the destruction of a Chaos Reaver, a Warhound and numerous tanks, forcing the Traitors' withdrawal from the field. The Imperial victory was a pyrrhic one, however, as they had lost a Warhound themselves and sustained heavy damage to the rest of their Titan force, while the Krieg contingent had been all but wiped out.

The Battle of Shatter Ridge: Using the forces shown below (which amount to roughly 10,000 points per side) as a guideline, you can re-stage your own Battle of Shatter Ridge and decide for yourselves whether the forces of the Imperium or the renegade armies on Vraks should be the Victor! Use the Race to Destruction Apocalypse mission (found on page 42 of the *Warhammer 40,000: Apocalypse* expansion), in conjunction with the Corrupted Vraks Unnatural Disaster table (presented as part of this War Zone) and as large a battlefield as you can manage, sparsely dotted with suitable scenery to represent the war-torn landscape of Vraks.

CHAOS RENEGADES



Nightmaw



World Burner



Skathraus



Woe of Malcus



Carnophage



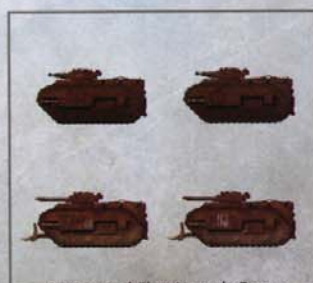
Gorescuttle



Stormblade Detachment



Malcador Squadron



Armoured Fist Assault Force



Vanquisher Squadron



Medusa Battery

THE FIRST BREACH

At 897814.M41, the 9th Company of the 261st Regiment was ordered to conduct a probing attack on the enemy position listed on the Krieg charts as Fort A-453. This was a series of bunkers, each linked by concealed underground tunnels and defended by multiple heavy bolters. The central bunker had at one point mounted an earthshaker cannon in its casement, but Imperial artillery had destroyed the gun some weeks earlier. The approach to the fort itself was warded by a deep anti-tank ditch and layers of razor wire and mines, a killing ground daunting to any attacking force.

The 9th Company attacked under cover of darkness, and an artillery barrage launched by quad launchers was brought up for the attack. The Krieg Guardsmen's unflinching determination got them past the initial barriers, despite taking heavy casualties from the emplaced heavy bolters and mines, and up to the first of the bunkers. Grenade blasts quickly cleared the militia defenders from the bunker, and the men of the 9th Company advanced into the fort, quickly becoming embroiled in a close range fire-fight with the remainder of the garrison as it was roused from sleep.

Despite being vastly outnumbered by the rebel fighters, Captain Tyborc of the 9th Company refused to abandon his position, the only breakthrough the Imperial army had created since the start of the invasion. His vox

operator dead in the shell-cratered wastes of no-man's land, Tyborc ordered one of his forty remaining men back to friendly trenches with word of the attack's success, and led his remaining men into the underground vaults below the bunkers.

For three days, Captain Tyborc and his men fought a desperate defence in the pitch black depths of the rebel fort, fighting off wave after wave of Vraksian militia fighters in vicious close quarter battles. By the third night of near constant fighting, they were down to eight wounded men, and all but out of ammunition, food and water. It seemed that their runner had failed to reach regiment's commanders, leaving them stranded behind enemy lines with no hope of rescue.

Unbeknown to the men of the 9th Company, the 88th Siege Army was well aware of their plight. All along the front, the 30th Line Korps was furiously attacking enemy positions, and a detachment of grenadiers and an armoured company had begun an assault on Fort A-453 on the morning of the third day of the 9th Company's holding action. On the morning of the fourth day, Tyborc and his men were relieved. Of the eight men who survived, none was without serious wounds and most had no ammunition left, having relied on captured enemy weaponry or bayonets and trench clubs. More importantly, the 88th Siege Army had broken the first line of defence, and began the first real advance since the beginning of the war.

A GATHERING OF MIGHT

The siege ground on, now within the shadow of the Citadel of Vraks' walls, as the tireless regiments of the Death Korps assaulted the final defence line, advancing in heavily armoured Gorgon assault carriers in the wake of earth-shattering artillery bombardments. Even deep beneath the surface of Vraks the war raged, in kilometre after kilometre of tunnels dug to undermine the rebels' defences, Krieg engineer detachments fought desperate battles in the dark, securing their mine-heads from counter-attacks by Xaphan's fanatical warriors.

Backed into a corner by the relentless advance of the Imperium's army, Xaphan turned to the only allies that remained to him. Arkos the Faithless bid his sorcerous advisors to send forth a summons, calling on Chaos Space Marine warbands who would battle the forces of the False Emperor to rally to Vraks and join their cause.

Within a few months, a great fleet of loosely allied warbands surged into Vraks' orbit and scattered the Imperial ships moored there, unleashing their cargo of traitorous Adeptus Astartes, their sub-human chattel and even great, warped Chaos Titans onto the planet. The followers of the Blood God roared forth and began to drive back the servants of the Emperor, whilst the disease-ridden servants of Nurgle spread across the wastes of Vraks, using the vast stores of chemical weapons, once safely stored in the Imperium's armouries, to pollute the land and slaughter the Death Korps soldiers who doggedly defended their trenches. The once monolithic trench war had become a shifting, mercurial battle, as lumbering formations of tanks and Death Korps soldiers tried to counter the swift attacks of the power armoured Chaos warbands.

In the face of this onslaught, other Imperial forces were swiftly diverted to Vraks to aid the war effort and counter Xaphan's heretical allies. Titan maniples deployed by the Legio Astorum strode across the corpse-strewn plains, duelling with their rivals of the traitorous Legio Vulcanum and blasting rebel positions apart with weapons larger than battle tanks. Lord-commander Zuehlke, who had led the 88th Imperial Siege Army up until this point, was relieved of his command and reassigned to other warzones. His replacement, Grand Marshal Kagori was charged with ensuring the Imperial forces victory.

Kagori set about re-organising and reinforcing the troops now under his command. Knowing that the depleted siege regiments might not prove adequate for the task ahead, he also dispatched messengers to seek allies amongst the Adeptus Astartes. After encountering a battle group of the Red Scorpions, returning from war in distant sectors, Kagori's representatives brought over a hundred battle brothers of that Chapter into the fray.

With his strategies set and allies secured, Kagori began the new offensive. Repeated attacks by massed waves of Imperial Guard infantry, backed by the massive firepower of the Legio Astorum, finally forced a breach in the final line of defences that surrounded the great Citadel. However, it was only the heroic orbital assault of the Red Scorpions that secured victory for the forces of the Imperium, who now stood upon the brink of victory, ready to begin the final assault upon the mighty Citadel of Vraks.

RIFTS IN THE WARP

With his forces poised to begin the final assault on the Citadel of Vraks, Grand Marshal Kagori received word that an Inquisitor Lord had arrived and demanded an audience. Even a man as powerful as Grand Marshal Kagori, commanding millions of Imperial soldiers, could not ignore the summons of an Inquisitor and he hurried to obey.

Hector Rex brought word from the Scarus Conclave, the Inquisitorial council for the Scarus Sector. Psychic auguries warned of a coming catastrophe on Vraks, of Daemons and death, and Inquisitor Lord Rex had travelled to Vraks to make sure such a thing did not come to pass. Under the authority of the Holy Inquisition he was to take command of the 88th Siege Army, which was to be inducted as an Inquisitorial force, and end the war on Vraks. Rather than step down from his post and move on to another war zone, Grand Marshal Kagori requested a transfer to a combat command on Vraks, as did many of his officers, a request which was quickly approved by the Inquisitor.

Soon an influx of new troops began to arrive on Vraks – Inquisitorial warbands and storm trooper cadres, as well as over thirty Inquisitors of the Ordo Malleus. However, Hector Rex's rivals within the Scarus Conclave felt his crusade on Vraks was a waste of resources, the grandstanding of a man aiming to make himself a hero, and moved to block his preparations. The

THE RED SCORPIONS

HERE WE STAND...

The Red Scorpions assault on the fortified bunkers of sector 57-44, was a classic Space Marine strike, utilising the super-human abilities of the power armoured battle-brothers of the Red Scorpions to the fullest. The attack also signalled the beginning of then Sergeant Carab Culln's rise to glory within the Chapter.

Sergeant Culln and four battle-brothers from his assault squad were dropped via Thunderhawk gunship, directly onto rebel positions. There the five Adeptus Astartes faced down hundreds of Vraksian soldiers, whilst deploying a teleportation homing beacon, allowing Commander Ainea and his elite Terminator bodyguard to teleport into the midst of the enemy and secure the area. The remaining elements of the Red Scorpions force roared across no-mans land in armoured Rhino transports to join their brethren, and the combined Red Scorpions force stood in the breach they had created for two days, destroying every counter attack thrown against them.

In the wake of the assault, as Imperial Guard units pushed forwards, setting up positions to begin the attack upon the Citadel itself, Sergeant Culln was honoured for the bravery and skill he and his men had displayed in the assault. It was far from the last time that Carab Culln would be honoured by the Imperium for his heroics in battle, nor the last time he would be called upon to fight on the war-torn planet of Vraks.

This is Veteran Sergeant Zhyr, commander of the 6th Tactical squad, 6th Company. Zhyr was part of the relief force who reinforced Culln's attack on the Vraksian defences.



vast bureaucracy of the Adeptus Administratum downgraded the priority of the war on Vraks, slowing its rate of ammunition and troop resupply, and forcing Inquisitor Lord Rex to look further afield for manpower. Detachments of the Red Hunters Space Marine Chapter were quick to answer his call, ancient allies of the Inquisition, alongside the Grey Knights, the silver fist of the Ordo Malleus.

His troops assembled, Hector Rex departed for Vraks, arriving to co-ordinate the armies manoeuvring to begin the assault on the Citadel. Firstly, the massed regiments of the Death Korps of Krieg needed to close the ring of men and tanks that was forming around the Citadel, the Inquisitor intended that no heretic should escape Vraks to plague the Imperium in some later battle. As fighting broke out along the regiments' advance, the Inquisition's fears were to come to pass.

As the 30th Line Korps pressed the attack on Armoury 59-44, a vital target if the Citadel was to be taken, the servants of Nurgle tore through the curtain of realspace, its very substance weakened by the constant bloodshed and poisoning of Vraks, and called forth a daemonic horde to drive back the Imperial host, a horde led by the immense Daemon Scabeiathrax. Only the intervention of Captain Stern of the Grey Knights was able to stem the tide of Chaos and throw back the daemonic legions, and Inquisitor Lord Rex knew full well it would only be a temporary respite while the renegades yet held out on Vraks.

Unknown to the Imperial army, as it surrounded the Citadel with the massed might of the Imperial Guard, many of the mortal soldiers who made up the vast bulk of the traitor Cardinal Xaphan's armies were in a state of panic. Decisive leadership from Xaphan had long since ceased, he had not ventured from the safety of his chambers deep within the Citadel in many years; it seemed that they had but two choices – surrender or die.

However, there were those amongst the traitor host who did not want to see the slaughter end until every possible soul had been wrung from Vraks. Chief amongst these was Zhufor, leader of the Skulltakers, the largest of the Khornate Chaos Space Marine warbands on Vraks. In a campaign of shocking brutality and startling political insight, Zhufor forged an alliance of all of the major warbands on Vraks, with himself at its head.

His first act was to drag Xaphan from his throne, casting him down and watching as the Dark Gods Xaphan had pledged himself to warped his body into a twisted, mewling Chaos spawn, before taking control of the war on Vraks. Harsh discipline was swiftly imposed on the wavering Vraksian armies, and Zhufor forced them back into the fray, uncaring of whether they slew the enemy or if the Imperial guns slaughtered his new minions. All that mattered was that blood continued to flow on Vraks.

Where the fighting on Vraks had been a slow, grinding affair in the past, battles of attrition and slow advances, now it shifted into a new form of war. Swift moving Chaos Space Marine warbands and unpredictable daemonic incursions threw the carefully planned Death Korps attacks into confused close range bloodbaths. The remaining renegade militia forces fought with the strength of the doomed, knowing that to retreat would be to guarantee their deaths in a manner far worse than anything the Imperial soldiers could inflict. As the tempo of war increased, so too did the appearance of the renegades' daemonic allies, and every step towards the walls of the Citadel was bought with the life-blood of many Imperial soldiers.

Even with the renegade army's renewed ferocity, the Imperial advance could not be denied. New allies arrived to bolster the 88th Siege Army's ranks, battle forces from both the Red Scorpions and Angels of Absolution Chapters of the Adeptus Astartes, answering Inquisitor Lord Hector Rex's call for reinforcements. With these new troops, the Citadel's defences began to

crumble, the Red Scorpions led the attacks at the St. Leonis Gate, while Death Korps engineers forced entry into the Citadel undercrofts from below and the Angels of Absolution Chapter launched a drop pod assault directly on the Citadel's central keep.

Many tales of glory can be told of this final assault: of how Hector Rex faced and defeated the immense Daemon lord An'ggrath, of how Chaplain Belphegor of the Dark Angels Chapter, accompanying the Angels of Absolution, destroyed the last of the Faithless warband and took Arkos the Faithless as his prisoner. Many more tales go unrecorded, desperate actions fought to rid Vraks of the taint of Chaos in the final days of the siege, but eventually the Imperium's army swept through the Citadel, and at a great cost in men and equipment, destroyed the remaining renegades.

The final battle was fought deep within the Citadel as Inquisitor Rex, Captain Stern and a force of Grey Knights and Inquisitorial troops teleported into the inner keep ahead of the main army to destroy the Warp portal the Chaos Space Marines had constructed. Zhufor and many of the other surviving Chaos Space Marines had already departed Vraks through the portal, abandoning the failing war on Vraks, and the Inquisitor and his Grey Knights allies could only vent their wrath on the daemonic guardians that had been left behind. With the Warp portal closed and the Chaos Space Marines fled, the war on Vraks was finally over.

THE PRICE OF VICTORY

At 414830.M41, the siege of Vraks was officially declared at an end. The campaign, which had been planned to last for twelve years, had become an eighteen years bloodbath that had seen the deaths of over fourteen million Imperial Guardsmen. Enemy casualties could not be easily calculated, but the victorious Imperial armies took few prisoners, all of whom were given over to the grim-faced Inquisitors of the Ordos Malleus and were never seen again.

Vraks itself had been devastated by the fighting. Nothing of value remained for the Administratum's servants to plunder, Vraks' infrastructure lay in ruins and its indentured workers had either been slaughtered in the war, or removed by the Inquisition. Even the great underground armouries had been rendered worthless; the supplies of arms and munitions long since used up by Xaphan's rebellious armies.

Abandoned minefields, unexploded shells and dormant fields of toxic chemicals had turned the wastelands of Vraks into a hellish and deadly landscape, and many within the Inquisition feared that the world might still be at risk from daemonic influence after the horrors unleashed upon it by Zhufor. In the end the planet was abandoned and interdicted, by order of Lord Inquisitor Hector Rex. Automated beacons were set in orbit to ward away all those who might come across the planet, and Vraks was declared lost to the Imperium.

WAR ZONE: VRAKS – RULES OF ENGAGEMENT

The fortress world of Vraks is riven by war, its very ground poisoned and desecrated by the horrors perpetrated on its battlefields. The following rules are intended to allow players to fight their own battles set upon Vraks' cursed surface.

On the following pages are new environmental rules, Apocalypse missions, Strategic Assets, Finest Hours and profiles for some of its more important heroes and heretics.

The missions and additional rules in this section are intended to represent the great war to retake Vraks from the traitor-Cardinal Xaphan, and the conditions in which the combatants fought. The Assets and Finest Hours allow players to recreate the strategies and heroics of the main protagonists of the Vraksian wars.

Note that all of these rules, Assets and missions are intended to be used in Apocalypse games set as part of the Vraks wars, and may not be balanced for use outside of that arena.



WAR ZONE: VRAKS – UNNATURAL DISASTERS

Vraks has always been an inhospitable world, covered by endless plains of dust and rock, and plagued by electrical storms that can kill an unprotected human, or disable armoured vehicles. However, with the destruction wrought by the war to retake Vraks, the endless shell-scarred plains filled with uncounted rotting corpses and the lingering clouds of forbidden chemical weapons, it became a truly horrific place to conduct the business of war. The coming of Chaos only worsened the situation, with Warp rifts and daemonic incursions occurring as the conflict moved towards its climax.

The following tables should be used with the rules for Unnatural Disasters on page 38 of *Warhammer 40,000: Apocalypse*. When playing games during the Early and Mid war phases of the campaign, use the Wastelands of Vraks table. When playing games in the Late war phase, use the Corrupted Vraks table.

WASTELANDS OF VRAKS DISASTER TABLE

D3+Turn	Effect
2-3	<p>Sudden Downpour: The weather on Vraks is highly volatile, and sudden rain storms that turn the dust plains into a quagmire of stinking, fetid mud are a common occurrence.</p> <p>The Master of Disaster rolls a dice for each Infantry unit that is in open ground. On a 4+, an affected unit is Pinned. On a 6, an affected unit is Pinned and is treated as though it had just moved into Dangerous terrain (and must test to see if any units are wounded).</p>
4-5	<p>Electrical Storm Strike: The most extreme example of Vraks' turbulent weather is the lightning storms that often wrack the wastes. These storms are powerful enough to decimate columns of troops caught in the open, and melt the armour and circuitry of armoured vehicles.</p> <p>The Master of Disaster places an Apocalyptic Barrage template, arranged in a pattern of their choosing, anywhere on the table, and then scatters it 2D6". All Infantry models under the template must pass an Initiative test or they will suffer a single Str 8 AP 2 hit. Vehicle models under the template suffer D3 Haywire attacks instead.</p>
6+	<p>Corpse-rot Outbreak: Corpses-strewn foxholes and shell craters proved the perfect incubators for the most horrific of Nurgle's diseases on the battlefields of Vraks. Often a unit seeking shelter from the rain of artillery exposed itself to these silent killers.</p> <p>To resolve a Corpse-rot outbreak, the Master of Disaster rolls a D3 and places that many Large Blast (5") markers anywhere on the table, scattering each 2D6". All models in a unit with at least one model under the marker's final position, take a Str 2 AP 5 hit with the Ignores Cover Saves and Fleshbane special rules. After any initial casualties have been removed, the outbreak may spread – any unit that has not been affected by the Corpse-rot Outbreak, within 6" of a unit that has lost one or more wounds in this Corpse-rot Outbreak must take a single Toughness test using the majority Toughness value of the unit. If this test is failed, then all models in the unit take a Str 2 AP 5 hit with the Ignores Cover Saves and Fleshbane special rules. Repeat this process until either every unit has taken a Toughness test to resist the Corpse-rot, or no more units are within range of an affected unit, but note that no unit may be affected more than once by the same Corpse-rot Outbreak.</p>

CORRUPTED VRAKS DISASTER TABLE

D3+Turn	Effect
2-3	<p>Death-fog: With the deployment of proscribed chemical weaponry by both sides, the battlefields of Vraks were made more deadly by the poisons that soaked into the ground, which Vraks' hostile environment regularly transformed into a deadly fog.</p> <p>The Master of Disaster places a single Large Blast (5") marker anywhere on the battlefield. Roll the Scatter dice and 2D6, moving the template a number of inches equal to the dice result in the direction indicated by the Scatter dice (re-roll any Hit results on the Scatter dice). Any model under either the initial marker position, or any point on the table the marker passes over when it is moved, takes a single Str 2 AP 5 hit with the Ignores Cover Saves and Poisoned (4+) special rules.</p>
4-5	<p>Warp Rift: As the malefic influence of the lords of Chaos grew on Vraks, the very fabric of reality became unreliable, with Warp rifts becoming a common occurrence.</p> <p>The Master of Disaster places two Massive Blast (7") markers anywhere on the table, scattering each 2D6". Any units which are completely covered by one of the markers are redeployed underneath the other marker. Units with at least one model underneath one of the markers must take a Leadership test. If this test is failed then they are redeployed with the same number of models underneath the other marker, and the remaining models in coherency with those under the marker. Redeployed models may not be placed in combat with any enemy units, and must remain 1" away from all other units, as per the standard rules. If any redeployed models cannot be placed on the table due to terrain, or other units, then they are removed as casualties.</p>
6+	<p>Daemonic Incursion: All too often during the final battles for Vraks, the fell creatures that dwelt in the Warp were able to tear through the fabric of reality for a brief moment, rending any unfortunate creatures within reach of their amorphous talons.</p> <p>The Master of Disaster places an Apocalyptic Mega-blast marker anywhere on the table. The marker is then scattered D6+6". All units with at least one model under the template are attacked by the Daemons of the Warp. Units with at least one model under the inner ring of the Mega-blast marker suffer 4D6 attacks, resolved as Weapon Skill 5 close combat attacks, with a Strength of 6, AP 3 and the Rending special rule. Units with at least one model in the middle ring, and no models in the inner ring, suffer 3D6 attacks, resolved as Weapon Skill 5 close combat attacks, with a Strength of 6, AP 3 and the Rending special rule. Units with at least one model in the outer ring, and no models in the inner or middle rings, suffer 3D6 attacks, resolved as Weapon Skill 5 close combat attacks, with a Strength of 6, AP 3 and the Rending special rule.</p>

WAR ZONE: VRAKS — FINEST HOURS

If the following special characters, or characters used to represent these personalities, are included in an army and are one of that army's Warlords, or its Warmaster, then they use the following special rules when called upon to take their Finest Hours. These special rules are in addition to the normal benefits of a Finest Hour, and are intended to represent the unique talents and tactics of the protagonists of the Vraksian wars.

THE SKULLTAKER

Zhufor, Lord of the Skulltakers, Last Despot of Vraks

Drawn to Vraks by the years of carnage enacted in order to remove Cardinal Xaphan from power, Zhufor rules the Skulltakers warband. His force of personality, and talent for butchery, quickly secured him lordship over all of the Chaos Space Marines gathered on Vraks. With such a force under his command, he eventually supplanted Xaphan as overlord of Vraks, plunging that benighted world into new depths of slaughter.

In addition to the usual effects, if Zhufor kills an enemy model with the Character sub-type during his Finest Hour, all friendly models that can draw a line of sight to the combat he is a part of gain the Fearless special rule until the beginning of the next Renegade turn.

NEVER WHERE YOU EXPECT

Arkos The Faithless

Arkos the Faithless was one of the key architects of Vraks' descent into the worship of Chaos, and leader of the Faithless Alpha Legion warband. On the battlefield he was a master of surprise raids and unexpected counter-attacks, always appearing where his forces could cause the most damage.

Arkos the Faithless may only call his Finest Hour on a turn in which he is currently in Strategic Reserve. He must declare that he is using his Finest Hour at the beginning of the turn, before any models have been moved, and the following applies:

In addition to the usual effects, Arkos the Faithless and any unit, or formation, he is a part of are immediately deployed on the battlefield using the Deep Strike rules, except that they will not scatter and may move and declare Charges as normal.

DAEMONBANE

Inquisitor Lord Hector Rex

As the situation on Vraks worsens, and his worst fears come to pass, Inquisitor Rex knows that in the coming battles he will face the most terrible of the Warp's denizens in combat. Should he fail in this ultimate test of his ability as an Inquisitor, then the world of Vraks – and perhaps the entire sector, will surely fall with him.

If any Gargantuan Creature is on the battlefield that has the Daemon Lord special rule when Hector Rex calls his Finest Hour, the following applies:

In addition to the usual effects, Hector Rex gains the Rampage special rule, and a 3+ invulnerable save against all wounds caused by a single model with the Daemon Lord special rule, chosen when he calls his Finest Hour. Also, any unsaved wounds caused by Arias on the chosen Daemon Lord model become D6 wounds instead.

TILL THE BITTER END

Colonel Tyborc

Beginning his career as a lowly sergeant, Tyborc swiftly rose to become a legend amongst his fellow Krieg guardsmen after his heroic, four day defence of the newly captured Fort A-453. Seriously wounded on over a dozen occasions, Tyborc was always at the forefront of fighting, inspiring those he led to amazing feats of tenacity in the face of overwhelming resistance.

Colonel Tyborc can be represented by any Company Commander chosen from either *Codex: Imperial Guard* or the Death Korps of Krieg Siege Regiment army list. There can only ever be one Colonel Tyborc in any given battle. He may only call his Finest Hour when within 6" of a Strategic Objective, and the following applies when he does so:

In addition to the usual effects, Colonel Tyborc, any unit he is part of and any Death Korps of Krieg Infantry units within 6" of the same Strategic Objective as Colonel Tyborc gain the Feel No Pain (3+) special rule. Colonel Tyborc also gains the It Will Not Die special rule.

WAR ZONE: VRAKS – HEROES AND HERETICS

INQUISITOR LORD HECTOR REX 175 POINTS

An Inquisitor Lord with centuries of service to the Imperium, Hector Rex took command of the final stages of the war on Vraks when Inquisitorial auguries forecast the outbreak of a daemoniac incursion on Vraks. The siege of Vraks' Citadel was to prove a great challenge for Inquisitor Rex, ending with his famous duel with the Daemon Lord An'ggrath – whom he was able to banish back into the Warp only at a terrible cost.

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord Hector Rex	4	4	4	3	3	4	4	10	2+

UNIT COMPOSITION

- 1 (Unique)

UNIT TYPE

- Infantry (Character)

WARGEAR

- Artificer armour
- Bolt pistol
- Psybolt ammunition
- Storm shield
- Arias
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Massive Physique

SPECIAL RULES

- Independent Character
- Stubborn
- Psyker (Mastery level 2)

Massive Physique: Lord Rex is a huge man and a skilled fighter. This grants him bonuses to his profile which have already been included above.

Arias: Arias is an ancient relic which has the following profile:

WEAPON	RANGE	STR	AP	TYPE
Arias	-	User	3	Melee, Force, Slayer* (Daemon & Daemon Lord)

**Slayer: This rule is often presented as Slayer (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then it gains the effects of Slayer against all enemies. A weapon or model with the Slayer special rule will wound any target of the type specified by the rule on a 2+, regardless of the model's Toughness value. If it hits them, the target takes any saves normally.*

In this case, Arias automatically wounds models with the Daemon or Daemon Lord special rules on a 2+ and, as it is a Melee weapon, can only do so in close combat.

Psychic Powers: For the purposes of these Psychic powers (see *Codex: Grey Knights*, page 25) Hector Rex and his retinue counts as friendly models chosen from *Codex: Grey Knights*:

- Sanctuary
- Smite
- Dark Excommunication

Retinue: As an Inquisitor, Hector Rex allows you to include a unit of 3-12 Henchmen in your army as an Elites choice that does not take up a force allocation slot, chosen from the options shown in *Codex: Grey Knights* (see page 90).

Hector Rex is a HQ choice for a Codex: Grey Knights army.

NECROSIOUS THE UNDYING 160 POINTS

Necrosius commanded one of the many warbands of Chaos Space Marines drawn to the fighting on Vraks, by Arkos the Faithless' psychic summons. Necrosius and his fellow servants of Nurgle took great pleasure in corrupting the sky and soil of Vraks through the use of forbidden chemical weapons and foul sorcery, bringing many of his daemoniac children into the fray.

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

UNIT COMPOSITION

- 1 (Unique)

UNIT TYPE

- Infantry (Character)

WARGEAR

- Power armour
- Force sword
- Bolt pistol with plague bolts
- Krak grenades
- Frag grenades
- Blight grenades

SPECIAL RULES

- Independent Character
- Champion of Chaos
- Veterans of the Long War
- Fearless
- Feel No Pain
- Mark of Nurgle (Toughness bonus already included in profile)
- Plague Zombies (see *Codex: Chaos Space Marines*, page 61)
- Master of the Dead
- Psyker (Mastery level 2)
- Warlord

Plague Bolts: Necrosius' bolt pistol uses the following profile:

WEAPON	RANGE	STR	AP	TYPE
Plague bolts	12"	4	5	Pistol, Poisoned (4+)

Psychic Powers: Necrosius has the following psychic powers from *Codex: Chaos Space Marines* (see page 71): Nurgle's Rot and Gift of Contagion. He also knows the following power:

Wasting Disease (Warp Charge 1): This is a focussed witchfire power that does not require a To Hit roll and automatically hits the target. Damage from Wasting Disease is resolved with the following profile:

WEAPON	RANGE	STR	AP	TYPE
Wasting Disease	24"	3	2	Assault 1, Fleshbane.

Master of the Dead: Whilst Necrosius is present on the battlefield, all Plague Zombie units (see the Renegades and Heretics: Servants of Decay army list on page 181 of *Imperial Armour Volume 7: The Siege of Vraks – Part Three*, and *Codex: Chaos Space Marines*, page 61) gain the Furious Charge special rule.

Warlord: When Necrosius is used as an army's Warlord, he does not roll on the Warlord Traits table. Instead he gains the following trait:

Intimidating Presence: Enemy units within 12" of Necrosius must use their lowest Leadership value, not the highest.

Necrosius is a HQ choice for a Codex: Chaos Space Marines army or a Renegades and Heretics: Servants of Decay army.



ZHUFOR THE IMPALER, LORD OF THE SKULLTAKERS 175 POINTS

Arriving on Vraks as one petty warlord among many, Zhufor's facade of berserk anger hides a cunning intellect. He quickly rose amongst the ranks of his peers, using a combination of brutal violence and canny politicking to bring all of the many Chaos warbands on Vraks under his dominion. Only Arkos the Faithless and his Alpha Legion brethren remained outside of his control, and even they stood aside as Zhufor deposed the false-cardinal Xaphan and seized the throne of Vraks for himself. As Despot of Vraks, Zhufor presided over the final stages of the bloody conflict on that world, wringing every last drop of blood and precious trophy-skull from the Imperial army before abandoning his conquest when defeat became unavoidable.

	WS	BS	S	T	W	I	A	Ld	Sv
Zhufor	7	5	5	4	3	5	4	10	2+

UNIT COMPOSITION

- 1 (Unique)

UNIT TYPE

- Infantry (Character)

WARGEAR

- Terminator armour
- Skulltaker chainaxe*
- Claw of Demnos*

SPECIAL RULES

- Independent Character
- Champion of Chaos
- Fearless
- Eternal Warrior
- Mark of Khorne
- Furious Charge
- Adamantium Will
- Warlord

**Note that as he has more than one Melee weapon, Zhufor must choose which one to attack with when he comes to strike blows – he cannot mix and match the abilities of several different Melee weapons in the same Fight sub-phase.*

Claw of Demnos: The Claw of Demnos uses the following profile:

WEAPON	RANGE	STR	AP	TYPE
Claw of Demnos (Close combat)	-	x2	2	Melee, Specialist Weapon, Unwieldy
(Ranged)	24"	4	5	Assault 3

Skulltaker Chainaxe: This uses the following profile. In any Assault phase in which Zhufor chooses to attack with the Skulltaker chainaxe, he gains +2 Attacks for that phase:

WEAPON	RANGE	STR	AP	TYPE
Skulltaker chainaxe	-	User	4	Melee, Two-handed

Skulltakers Bodyguard: Zhufor may be accompanied by a squad of Chaos Terminators. This squad is chosen as normal, except that it must take the Mark of Khorne. Both Zhufor and the Chaos Terminators count as a single HQ choice, and Zhufor must be deployed as part of the squad, though he may leave it after the game has begun as per the rules for Independent Characters.

Warlord: When Zhufor is used as an army's Warlord, he does not roll on the Warlord Traits table. Instead he gains the following trait:

Legendary Fighter: An army that includes Zhufor gains 1 Victory point for each enemy character slain by him in a challenge.

Zhufor the Impaler is a HQ choice for a Codex: Chaos Space Marines army or Renegades and Heretics: Servants of Slaughter army.

ARKOS THE FAITHLESS, SCION OF ALPHARIUS 130 POINTS

Ever-ready to exploit any opening in the defences of the Imperium that he has fought for millennia, Arkos was the first of his brethren to offer his services to Xaphan. Arkos' intent was always to betray the Cardinal, using the war as a means to bleed the armies of the Emperor and hone the fighting skills of his warband. When the time came, Arkos stepped aside and allowed Zhufor to drag Xaphan away to his fate, abandoning his ally as he had done to countless others. However, Arkos was brought low by the brothers of the Angels of Absolution Chapter, cornered and captured as the various Chaos factions began to desert Vraks and its failing war. His final fate is unknown to any outside the Dark Angels Chapter and their Successor brethren.

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

UNIT COMPOSITION

- 1 (Unique)

UNIT TYPE

- Infantry (Character)

WARGEAR

- Power armour
- Combi-melta
- Dark blade
- Frag grenades
- Krak grenades
- Aura of Dark Glory (Chaos Reward)

SPECIAL RULES

- Independent Character
- Son of Alpharius
- Counter-Attack
- Veterans of the Long War
- Champion of Chaos

WARLORD TRAIT

- Devious Tactician

Devious Tactician: A player using Arkos the Faithless as their Warlord may re-roll the dice when determining which player selects their deployment zone and when attempting to Seize the Initiative.

Son of Alpharius: Any squad joined by Arkos gains the Counter-attack special rule. If Arkos leaves the squad or is removed as a casualty then he no longer provides them with this benefit.

Dark Blade: The Dark Blade is an ornate power weapon with the following profile:

WEAPON	RANGE	STR	AP	TYPE
Dark Blade	-	+2	3	Melee, Rending

Arkos the Faithless is a HQ choice for a Codex: Chaos Space Marines army or Renegades and Heretics army.



WAR ZONE: VRAKS – STRATEGIC ASSETS

These Strategic Assets are intended to represent unique assets employed in the Vraksian wars, and the style of warfare that dominated the fighting. They should only be used in conjunction with the Vraks war zone rules.

Ranging Barrage [Strategic Resource]

Imperial or Renegade

An artillery battery fires a salvo intended to allow distant observers to place long range fire onto the same target.

Play this Asset at the start of the controlling side's Shooting phase. Select any one squadron of friendly vehicles with at least one weapon with the Barrage type. After this weapon fires, and all damage it causes is resolved, leave any one template used by the squadron's Barrage weapons in place, and make an attack using the following profile (centre any one segment of the Apocalyptic Barrage template over the template used by the chosen squadron's Barrage weapon):

WEAPON	RANGE	STR	AP	TYPE
Long range artillery	-	9	3	Apocalyptic Barrage (4)

Chemical Warfare [Strategic Resource]

Imperial or Renegade

Both sides of the Vraks conflict employed horrific chemical weapons, long forbidden to line troops and kept in secure storage, in desperate attempts to break the years-long stalemates that developed in the war to retake Vraks.

Play this Asset at the start of the controlling side's Shooting phase. Select any one unit, vehicle or Super-heavy vehicle with a weapon that has the Blast, Large Blast, Massive Blast, Apocalyptic Barrage special rules, or whose range is Template. When any member of the chosen unit, vehicle squadron or individual model fires the chosen weapon, it gains the Fleshbane and Gets Hot! special rules for the duration of the Shooting phase.

This asset is not discarded after it is played, and may be used again on the following turn, but may only be used once per turn. Each use of this Asset costs one Strategic Victory point.

A Schedule to Keep

Death Korps of Krieg

The Adeptus Munitorum set the 88th Siege Army strict deadlines for the conquest of Vraks. Failure to adhere to their rigid timetable would see the army's ammunition and reinforcements cut to a trickle, and likely doom every Imperial soldier on the surface of Vraks.

Play this Asset at the beginning of the Imperial side's Movement phase. For this phase, every friendly Death Korps of Krieg model on the table gains the Fleet special rule.

Tunnel Warfare

Imperial or Renegade

Beneath the soil of Vraks, both Imperial and Renegade engineers carved vast networks of tunnels and fought deadly wars in their pitch-black depths, in order to grant their side an advantage in the fighting above.

Play this Asset at any point in either side's turn. The controlling player may bring any one Infantry unit that is not part of a Battle Formation or High Command into play from Strategic Reserve using the Deep Strike rules. This unit will not scatter, and if placed within 1" of an enemy unit, both units are locked in combat, and it is considered to have charged the enemy unit, gaining the appropriate bonuses during the next Assault phase.

Burn The Ground, Blacken The Sky

Chaos Space Marines

The many warbands of Chaos Space Marines that flocked to Vraks came for only one reason, to kill and destroy. They cared not for the Cardinal's goals, or the state of the planet once they had finished slaughtering and killing the servants of the false Emperor.

Whenever a player from the side which has chosen this Asset is selected as the Master of Disaster, they may discard this Asset to roll twice with a D6 (+ the number of turns played) on the Vraks Unnatural Disaster table in use for the mission being played and apply both results, instead of rolling normally. If both rolls yield the same result, the Master of Disaster may re-roll one of the results or apply the same result twice! If the Master of Disaster elects to re-roll, they must accept the second result even if it is worse than the first.

Consecrated in Blood and Death

Chaos Daemons

By the unholy efforts of the Chaos Space Marines, whose malicious use of chemical weapons had poisoned the land upon Vraks, the Daemons who clawed their way into realspace upon Vraks were much strengthened.

Discard this Asset at the beginning of any of the Renegade side's turns. Until the beginning of the following Renegade turn, all friendly models chosen from *Codex: Chaos Daemons* that enter play that turn using the Deep Strike rules increase the invulnerable save granted by the Daemon special rule to a 3+ invulnerable save, and roll 3D6 when making Daemonic Instability tests, keeping the two lowest results.

Sanction Extremis [Strategic Resource]

Grey Knights

Well versed in combating the nightmare inhabitants of the Warp, the Grey Knights know full well that sometimes the only solution to a daemonic incursion is the application of overwhelming firepower.

Discard this Asset to allow any one friendly unit of Grey Knights Space Marines to make a single shooting attack with the following profile, instead of any other shooting attacks this turn:

WEAPON	RANGE	STR	AP	TYPE
Orbital Psy-strike	Unlimited	8	3	Massive Blast (7"), Soulblaze

Xaphan the Saviour

Renegade

Many amongst the renegade armies on Vraks looked upon Xaphan as their saviour, still believing that they fought the enemies of the Imperium in a holy crusade. When enemy shells rained down upon them, they called out to Xaphan to strengthen their resolve and deliver them from death.

Discard this Asset at any point to grant all Infantry models in any one friendly Imperial Guard or Renegades & Heretics formation the Fearless and Feel No Pain (6+) special rules until the start of the Renegade side's next turn.

Angels of Death

Red Scorpions, Dark Angels, Angels of Absolution or Red Hunters

Time and time again, the Imperial army on Vraks called upon the warriors of the Adeptus Astartes to perform daring strike missions, targeting the most heavily protected of renegade positions. The Emperor's Angels of Death met every challenge, destroying any rebel forces foolish enough to oppose them, regardless of their own casualties.

Play this Asset at the beginning of any Imperial turn. Place the Apocalyptic Barrage marker anywhere on the table, and select up to five Space Marine units from Strategic Reserve. Deploy one unit on each segment of the Apocalyptic Barrage template, as if they had deployed using the Deep Strike rules (although the template does not scatter).

Until the beginning of the next Imperial turn, all units deployed in this fashion gain the Fearless special rule.

WAR ZONE: VRAKS – APOCALYPSE MISSIONS

These missions chart some of the major engagements of the war on Vraks. When playing an extended campaign or series of games set within War Zone Vraks, players are encouraged to either create their own missions, or use the basic missions included in *Warhammer 40,000: Apocalypse* to supplement these missions.

THE RENEGADE VRAKS DEFENCE FORCE

Many of the missions included in this section will specify that one side or another should use an army consisting of Renegade units, representing the legions of traitor PDF troops that the false Cardinal Xaphan gathered about him. In order to properly represent these Renegade armies on the battlefield, players can choose to either use models from Forge World's

Renegade Militia range, and the army list included in Imperial Armour Volumes 5-7 – The Siege of Vraks Parts 1-3, or use a standard Imperial Guard army chosen from *Codex: Imperial Guard*. In either case, it is also appropriate to include Imperial Guard tanks and Super-heavy vehicles as part of a Renegade Apocalypse army, especially older vehicles such as the Minotaur and Malcador pattern battle tanks. Xaphan's minions removed many such mothballed vehicles from the armouries buried beneath Vraks and turned them upon the servants of the Emperor during the war.

In all cases, when using a Renegades army it is important to make your opponent aware of what any stand-in or unusual units are represented on the battlefield.

MISSION ONE: THE FIRST BREAKTHROUGH

After almost a year of constant siege warfare, the Imperial Guard invasion force had made little headway in its drive on the grand Citadel of Vraks. It was not until a probing attack managed to bypass Fort A-453 defences that a chink was revealed in the renegades' armour. The commanders of the 88th Siege Army rushed reinforcements to Fort A-453, hoping to force a breach in the defence line.

THE ARMIES

Select two armies using the rules in Fighting an Apocalypse Battle section (see page 18 of *Warhammer 40,000: Apocalypse*). One army must be composed of Imperial Guard units and the other should be composed of Renegade Militia units. The Renegade army must include one Massive Fortification and four Fortifications.

Both the armies in this game should be around 5,000-7,000 points in total, with both sides using approximately equal sized forces.

THE BATTLEFIELD

Unlike many games, this mission uses two different tables. The Main table should be at least 8' x 6' and is divided into deployment zones as shown on the deployment map. Set up terrain for the battle in any mutually agreed manner, favouring the use of craters, battlefield debris and ruins when choosing which terrain pieces to place.

The Secondary table should be composed of at least four, and up to nine, Zone Mortalis tiles. The Secondary table could also be represented using the corridors from the Space Hulk boxed game, or an appropriately arranged table using wall sections from the players' own terrain collections.

DEPLOYMENT

The Imperial side deploys its forces first. These forces are deployed in the No-man's Land zone on the Main table, as shown on the deployment map, and the Imperial side may deploy as many units as can be fitted within the zone (the No-man's Land zone should be no wider than 12"). The Imperial side must also deploy 1-4 units of Infantry anywhere on the Secondary table (this may include a single Warlord). All remaining Imperial units are placed into Strategic Reserve. The Imperial side may not take any Fortifications or Massive Fortifications.

Once the Imperial side has finished deploying, the Renegade side deploys at least four Fortifications in the Outer Defence zone, and at least one Massive Fortification in the Inner Defence zone. The Renegade side may also deploy 1-4 Infantry units on to the Secondary table. Any remaining units may either be deployed in the Inner or Outer Defence zone, or placed into Strategic Reserve. When deploying Fortifications and Massive Fortifications, none may be placed within 24" of another Fortification or Massive Fortification.

FIRST TURN

The Imperial side has the first turn.

GAME LENGTH

The battle continues until the time limit is reached (see *Warhammer 40,000: Apocalypse*, page 21).



VICTORY CONDITIONS

The side who has the most Strategic Victory points at the end of the game wins the battle. If both sides score an equal number of points, then the battle is a draw.

All Fortifications and Massive Fortifications deployed by the Renegade side count as Strategic Objectives, and are controlled by occupying the Fortification. If a Fortification is destroyed, it no longer counts as a Strategic Objective.

In addition to the Fortifications, a single Strategic Objective is deployed on the Secondary table by the Imperial side, and is controlled using the standard rules.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Strategic Assets, Strategic Objectives*, Strategic Reserves, Strategic Victory Points, Vraks War Zone, Probing Attack, Secondary Table.

**The Strategic Objectives used in this mission vary slightly from the standard rules. See the Victory Conditions of this mission for details.*

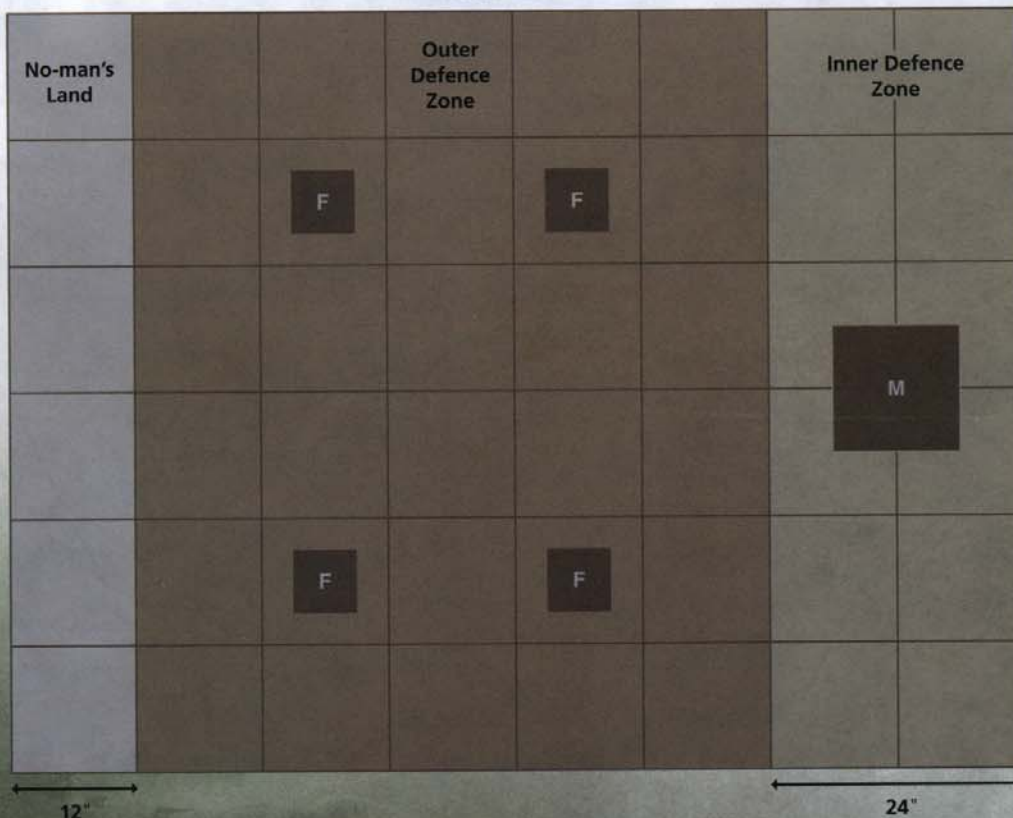
Vraks War Zone: All of the additional rules from the Vraks War Zone apply to this battle – use the Wastelands of Vraks Unnatural Disaster table.

Surprise Attack: For the first Game turn, any Renegade unit who makes a Shooting attack must pass a Leadership test or be limited to firing only Snap Shots. For the purposes of this special rule, all Renegade vehicles without a Leadership value are counted as having Ld 8.

Secondary table: The Secondary table represents the warren of underground tunnels that connects the various bunkers of Fort A-453. Any unit who is currently occupying a Fortification on the Main table may enter the Secondary table instead of moving. Remove the unit from the Main table and place it at any point on any edge of the Secondary table.

Any unit with at least one model on any edge of the Secondary table may shift to the Main table instead of moving. Remove the unit and place it so that it occupies one of the Fortifications on the Main table. If no Fortifications have any space available, then place the unit as though it had just disembarked from one of them. If all Fortifications are occupied by enemy units then in order to shift to the Main table, the unit being moved across must first assault an enemy unit occupying one of the Fortifications, treating it as though they are assaulting an enemy whilst within a multiple part building (see the *Warhammer 40,000* rulebook, page 92). If the attacking unit wins, place it on the Main table as though it had disembarked from the Fortification occupied by the unit it attacked, otherwise leave it in place on the Secondary table.

Main Table



Secondary Table



M = Massive Fortification
F = Fortification

MISSION TWO: HERE WE STAND

The second of the great defensive fortification lines that were ranged about the central Citadel proved even more formidable than the first. Composed of thousands of individual bunkers and trenches, and mounting a terrifying array of fixed weaponry, it had repulsed all attempts by the Death Korps to breach it. In the end, it was a near-suicidal attack by the Red Scorpions Space Marines that finally shattered its defences, allowing the Guardsman to flood through and lay siege to the final ring of defences.

THE ARMIES

Select two armies using the rules in the Fighting an Apocalypse Battle section (see page 18 of *Warhammer 40,000: Apocalypse*). The Imperial army must be divided into two sections. The first section is the Assault Force, and should be comprised solely of Space Marine units, representing the Red Scorpions assault force, and should be no more than one third of the total size of the army. The second section is the Reserve Force, and may be composed of a mix of Space Marine and Imperial Guard units, and should be at least two thirds of the total army size.

The opposing army should be composed mainly of Renegade Militia units, representing Xaphan's fanatical followers. The Renegade army must include at least one Massive Fortification, and may include Chaos Space Marine allies, representing Arkos the Faithless' Alpha Legion warband.

Both the armies in this game should be around 5,000-7,000 points in total, with both sides using approximately equal forces.

THE BATTLEFIELD

Set up terrain for the battle in any mutually agreed manner, favouring the use of craters, battlefield debris and ruins when choosing which terrain pieces to place. The table itself should be at least 8' x 6' in size and is divided into three zones, as shown on the deployment map opposite. The first zone, No-man's Land, should cover roughly one third of the table. The second zone, the Defence Zone, should comprise the middle third of the table. The last zone, the Scoring Zone, makes up the remaining third of the table.

DEPLOYMENT

The Imperial side deploys its Assault Force first, deploying all units anywhere in the Defence Zone, as shown on the deployment map opposite.

Once these units are all deployed, the Renegade side must deploy its Fortifications into the Defence Zone, and may deploy any other units into either the Defence Zone or the Scoring Zone. Any units the Renegade side chooses not to deploy are placed into Strategic Reserve.

Once all Renegade units have been deployed, the Imperial side may deploy any of the units that form its Reserve Force into the No-man's Land. Any units that the Imperial side chooses not to deploy are placed into Strategic Reserve instead.

FIRST TURN

The Imperial side takes the first turn.

GAME LENGTH

The battle continues until the time limit is reached (see *Warhammer 40,000: Apocalypse*, page 21).



VICTORY CONDITIONS

The side who has the most Strategic Victory points at the end of the game wins the battle. If both sides score an equal number of points, then the battle is a draw.

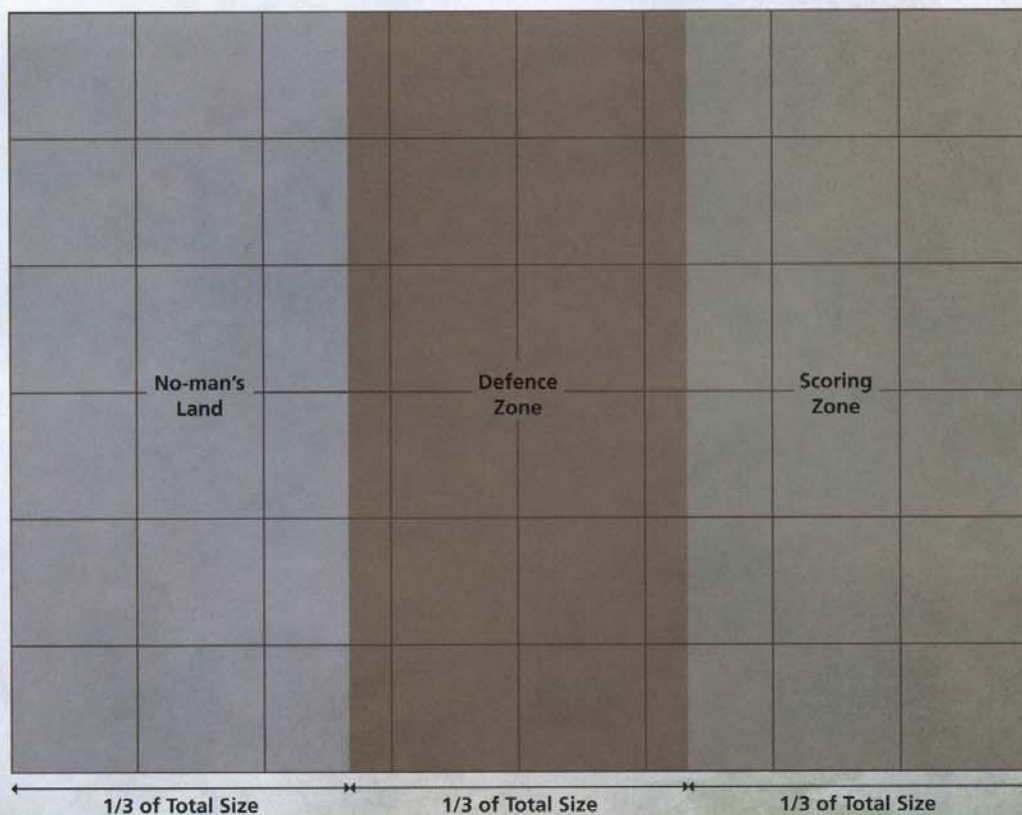
When setting up the table, each side must set up a single Strategic objective in the Scoring Zone – which must be at least 24" away from any other Strategic Objective. These Objectives are worth twice as many points as usual: 2 SVPs at the end of the first session, 3 at the end of the second and so on.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Strategic Assets, Strategic Objectives*, Strategic Reserves, Strategic Victory Points.

**The Strategic Objectives used in this mission vary slightly from the standard rules. See the Victory Conditions of this mission for details.*

Vraks War Zone: All of the additional rules from the Vraks War Zone apply to this battle – use the Wastelands of Vraks Unnatural Disaster table.



MISSION THREE: THE DAEMON AND THE INQUISITOR

At the height of the final battle, as the forces of the Imperium stormed the Citadel of Vraks, Inquisitor Hector Rex came face to face with the Daemon Lord An'ggrath. This titanic battle was to decide the ultimate fate of Vraks, for if the valiant Inquisitor could not defeat the vile Daemon, it would surely decimate the unprotected men of the Imperial Guard and turn Vraks into a realm of slaughter, dedicated to its master, Khorne.

THE ARMIES

Select two armies using the rules in Fighting an Apocalypse Battle section (see page 18 of *Warhammer 40,000: Apocalypse*). The Imperial army may be composed of any units that were present in the Late War stage of the Vraks conflict – primarily this will be Space Marine, Imperial Guard and Grey Knights units.

The Renegade army should be composed mainly of Renegade Militia, Chaos Space Marine units and Daemons of Chaos units, representing the corrupted core of the renegade armies on Vraks in the last days of Zhufor's rule. The Renegade army must include at least one Gargantuan Creature with the Daemon Lord special rule – this model must be kept off the board, and can only be brought into play using the Daemonfall Strategic Asset – which the Renegade army receives in addition to any other Strategic Assets it is entitled to.

Both the armies in this game may be of any size agreed by all players before the beginning of the game, with both sides using approximately equal forces.

THE BATTLEFIELD

Set up terrain for the battle in any mutually agreed manner, favouring the use of craters, battlefield debris and ruins when choosing which terrain pieces to place. The table itself should be at least 8' x 6' in size and is divided into two deployment zones, each separated from the other by at least 48", as shown on the deployment map opposite.

**The Conflict Zone: This is the circular area that is within a number of inches of the centre point of the table equal to half of the length of the shortest table edge. When checking to see if a model is within this zone, simply check its distance from the table's centre point. If it is within the appropriate number of inches then it is within the Conflict Zone.*

DEPLOYMENT

Both sides secretly bid the amount of time they want to take setting up. Bids must be in whole minutes. The secret bids are then revealed and the side who bid lowest deploys first (in the case of a tie, roll-off to see who deploys first). Both sides must complete their deployment within the amount of time that they bid – any units not deployed when this time limit is reached are placed into Strategic Reserve.

The side who deploys first may select one of the deployment zones, and may either deploy units anywhere within that zone or place them into Strategic Reserve.

Once the first side has deployed, the opposing side deploys in the same manner, and has an amount of time to deploy equal to the amount of time that they bid.

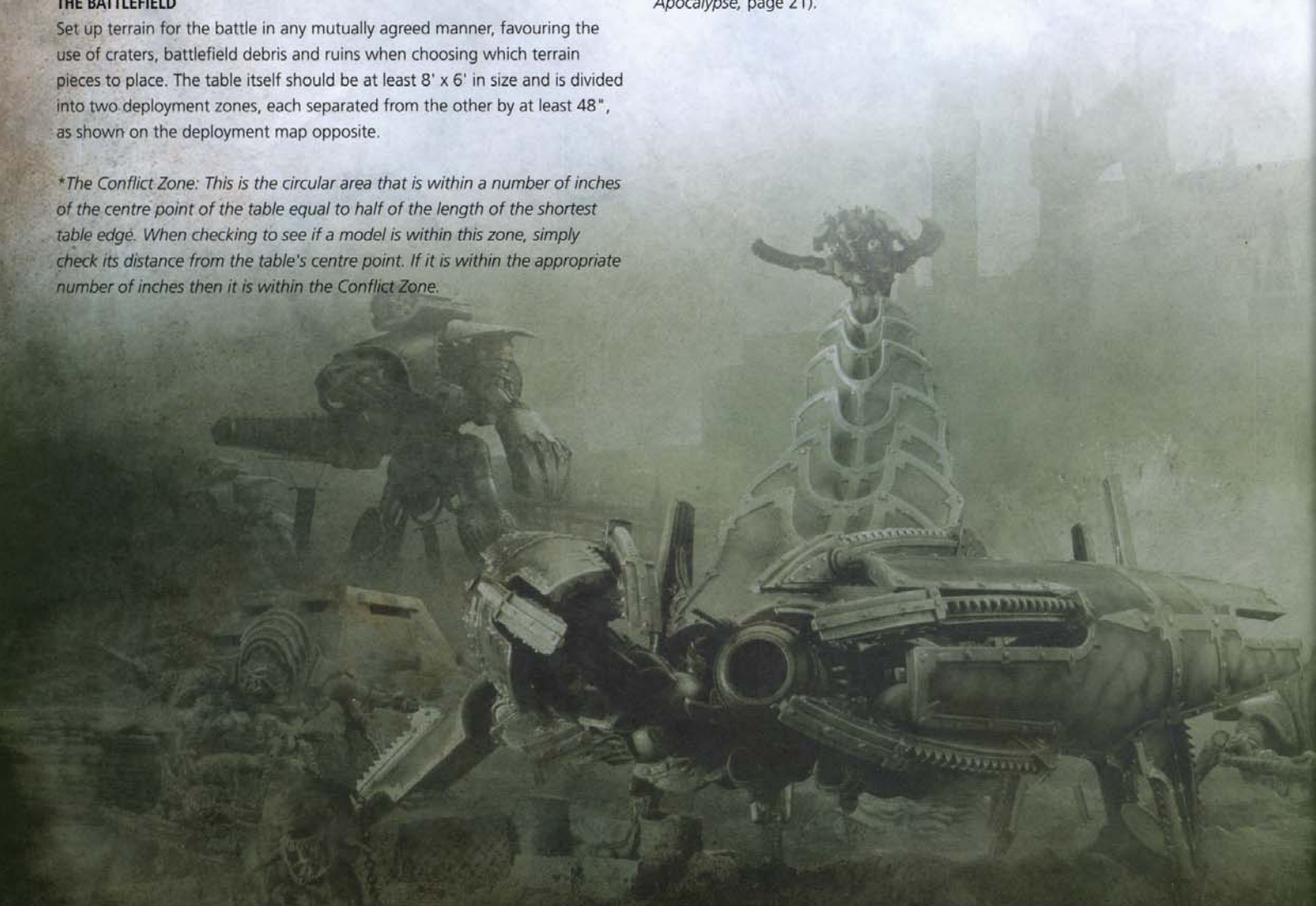
After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules. These supplementary deployments are not bound by any time limit.

FIRST TURN

The side who deployed first has the first turn, unless the opposing side can Seize the Initiative.

GAME LENGTH

The battle continues until the time limit is reached (see *Warhammer 40,000: Apocalypse*, page 21).



VICTORY CONDITIONS

The side who has the most Strategic Victory points at the end of the game wins the battle. If both sides score an equal number of points, then the battle is a draw.

Both sides gain Strategic Victory points for the following actions:

- The destruction of any Infantry unit within the Conflict Zone – 1 SVP
- The destruction of any non Super-heavy vehicle within the Conflict Zone – 1 SVP
- The destruction of any Super-heavy vehicle or Gargantuan Creature within the Conflict Zone – 3 SVP
- The Destruction of the opposing side's Icon of Victory – 6 SVP (increased to 9 SVP if the enemy Icon of Victory's last wound or Hull Point is removed due to an attack from the side which claims this objective's own Icon of Victory).

In addition, a single Strategic Objective is placed at the centre of the table. This provides Strategic Victory points as normal.

MISSION SPECIAL RULES

Divine Intervention, Finest Hour, Strategic Assets, Strategic Reserves, Strategic Victory Points, Strategic Objectives*.

**The Strategic Objectives used in this mission vary slightly from the standard rules. See the Victory Conditions of this mission for details.*

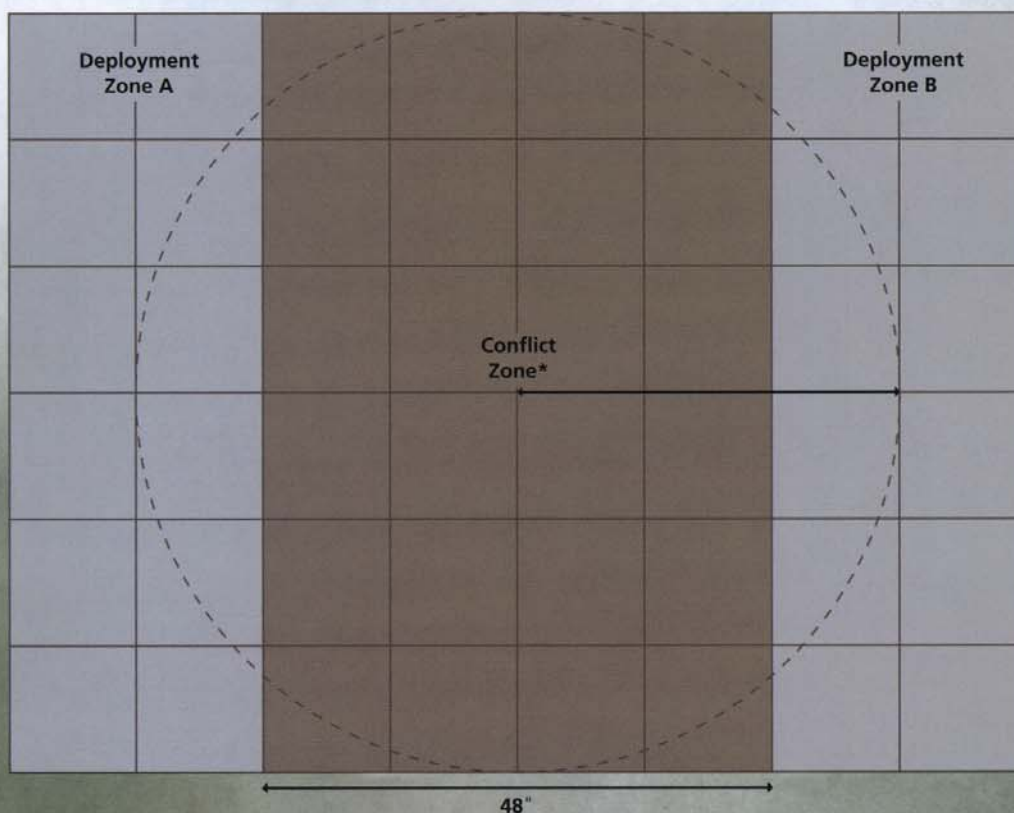
Vraks War Zone: All of the additional rules from the Vraks War Zone apply to this battle – use the Corrupted Vraks Unnatural Disaster table.

Icons of Victory: Before the start of the game both sides need to declare one of the models in their army to be their Icon of Victory. The Renegade army must select the Gargantuan Creature with the Daemon Lord special rule – this will enter play using the Daemonfall Asset. The Imperial side may choose any model in the army.

SPECIAL ASSET

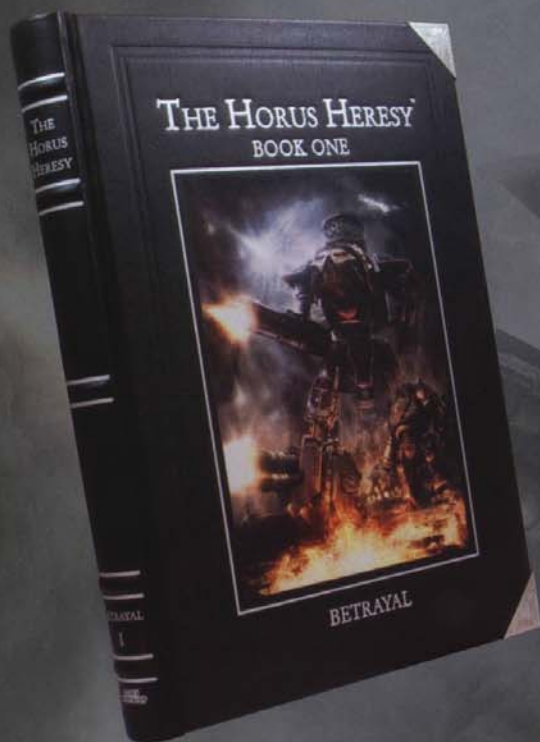
Daemonfall: The Renegade side may play this Asset at any point (including during the opposition's turn) while the opposition's Warmaster is within the Conflict Zone.

Once played, a single Gargantuan Creature with the Daemon Lord special rule must be deployed using the Deep Strike rules. As long as it is placed within 6" of the opposition's Warmaster the model will not scatter, but otherwise follows all the rules for a Deep Striking unit.



THE HORUS HERESY[®]

BOOK ONE - BETRAYAL



The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Isstvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One – Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



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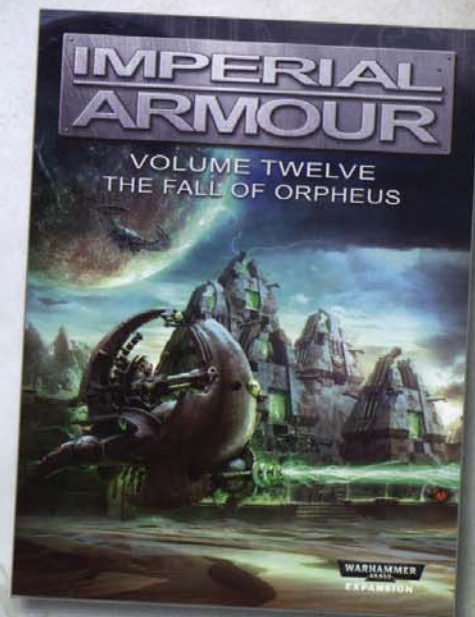
IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME TWELVE THE FALL OF ORPHEUS

At the dark reaches of the galaxy an ancient horror wakes. On the edge of the Segmentum Tempestus, the Orpheus Sector has stood as a bulwark against the outer darkness for millennia, but the terror that rises to engulf it now is beyond anything it has faced before.

From their cold tombs deep beneath dead and forbidden worlds, the Necron Overlords of the ancient Maynarkh Dynasty, tainted by madness and hungry for war, have risen. Their goal is the conquest of the Orpheus Sector, and already hundreds of worlds have fallen and billions have died before their seemingly unstoppable onslaught. The Imperium has not been slow to react, however, and a vast Crusade force has been rallied to battle. Included amongst its ranks are the superhuman warriors of the Minotaurs Chapter and the relentless armies of the Death Korps of Krieg.

In this book you will find a detailed history of the horrors of the Orphean War and the forces involved. This includes a new variant Necrons army list – The Dark Harvest, representing the forces of the tainted Maynarkh Dynasty alongside new Necron units such as the Canoptek Acanthrites, the Night Shroud Bomber and the mighty Tomb Citadel fortification. Also contained within this book is a new Death Korps of Krieg Assault Brigade army list, and updated background and units for the Minotaurs Chapter of the Space Marines, and rules for numerous Warhammer 40,000 Space Marine units such as the Spartan Heavy Assault Tank, the Storm Eagle Gunship and the Predator Infernus.



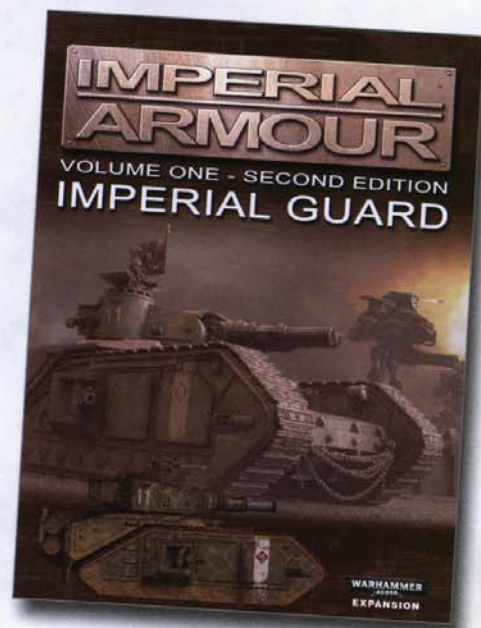
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IMPERIAL ARMOUR

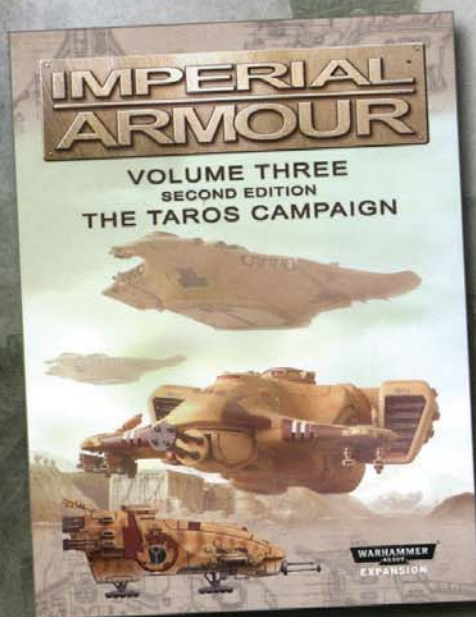
IMPERIAL ARMOUR – VOLUME ONE SECOND EDITION: IMPERIAL GUARD

Imperial Armour Volume One - Second Edition: Imperial Guard is a book dedicated to the fighting vehicles of the Imperial Guard; the steel-clad behemoths that rumble and clank their way across the battlefields of the far future, unleashing fire and shell at the enemies of Mankind. Inside this 294 page book, the full panoply of Imperial Guard armoured vehicles are displayed in exhaustive detail, including profiles and rules for over fifty tanks, support vehicles, artillery pieces and super-heavy vehicles, alongside extensive background material on these war machines, their munitions and manufacture.

In addition to this wealth of information, *Imperial Armour Volume One - Second Edition* also includes a full army list that allows you to field the sledgehammer of Imperial military might: the Armoured Battle Groups of the Imperial Guard. Alongside this are a selection of appendices presenting detailed information on a variety of topics, from the technical specifications of the ammunition used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commanders and heroes of the Imperium.



IMPERIAL ARMOUR – VOLUME THREE THE TAROS CAMPAIGN - SECOND EDITION



When the planet Taros secretly falls under the sway of the rising Tau Empire, its mineral resources are diverted from the Imperium's hungry Forge Worlds to feed the factories of the Tau. The Imperium's response is brutal and direct: the full force of the Emperor's armies is unleashed against the Tau Cadres on Taros. The bitter war that followed was to involve two Chapters of Space Marines, and Imperial Guard from the famed Elysian and Tallarn regiments before its end. This record chronicles that war – from its inception to its dire conclusion.

Imperial Armour Volume 3 – Second Edition: The Taros Campaign is the definitive reference for using Forge World's extensive range of Tau Empire armoured vehicles and battlesuits in your games of Warhammer 40,000 6th Edition. Included within are the profiles for every one of Forge World's Tau Empire units and characters, from the humble Heavy Gun Drone to the vast and imposing Manta, including those units that were deployed after the bloody conflict on Taros. This book allows you to unleash the full might of the Tau Empire against those who threaten its rise to power.

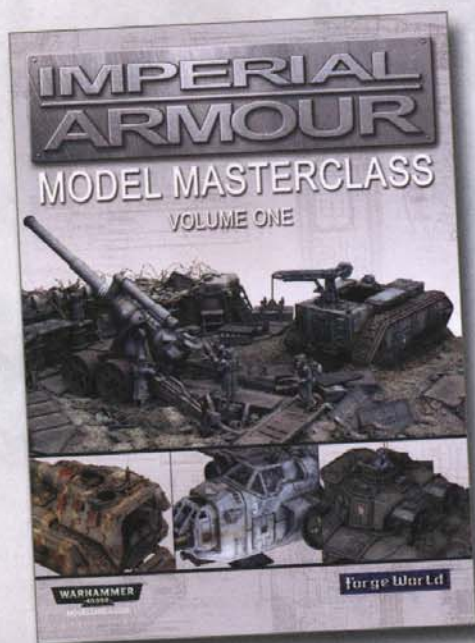
In addition to the wealth of information on Tau Empire vehicles, *Imperial Armour Volume 3 – Second Edition: The Taros Campaign* also includes a full campaign, with twelve scenarios detailing the war for the desert world of Taros. Alongside this is a complete army list allowing you to field Imperial Guard Elysian Drop Troop armies, as well as rules for representing Tallarn regiments in games of Warhammer 40,000 6th Edition.

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IMPERIAL ARMOUR

IMPERIAL ARMOUR – MODEL MASTERCLASS

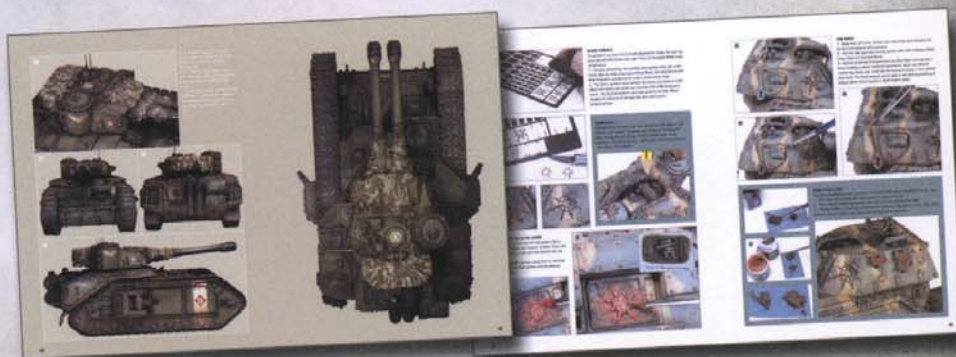
Whether you are building and painting a centrepiece model for your army or constructing a detailed diorama for display, Forge World's Model Masterclass books are packed with innovative techniques for construction and painting to help you create stunning models. All the techniques are demonstrated in step-by-step detail in extensive construction and painting sections that range from painting tanks to constructing a diorama, to building wargaming scenery and terrain.



VOLUME ONE

Featured in the first volume are construction and painting articles on the Renegade Medusa, Cadian Stormsword, Krieg Macharius, as well as the 'D-Battery, 45th Artillery Company' diorama, the Typha IV Imperial airbase, and the 'Siege of Vraks' terrain boards.

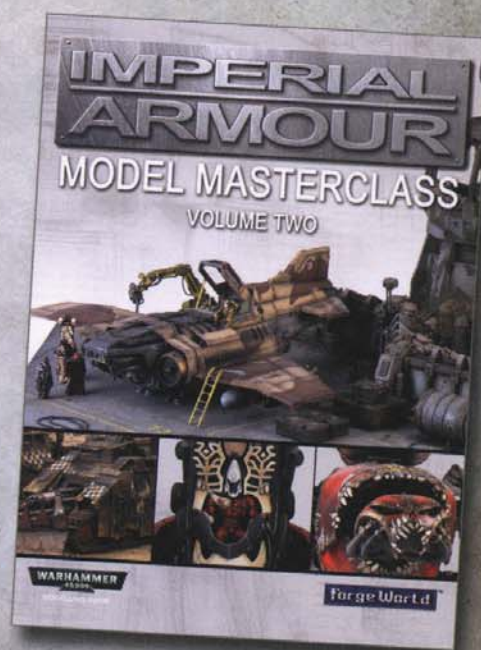
This book also contains detailed galleries of the Krieg Macharius Vanquisher, 'Marching to the Front' diorama, Krieg Malcador diorama, Marauder Destroyer, Marauder Bomber, Thunderbolt, Tau Barracuda and the Tau Tiger Shark AX-1-0.



VOLUME TWO

Inside this second volume you'll find construction and painting articles on the Chaos Great Brass Scorpion, Crassus Armoured Assault Transport, Renegade Valdor, Renegade Minotaur, Red Scorpions Land Raider Proteus, 'Blessed Be These Wings' diorama, as well as 'The Raid on Kastorel-Novem' and 'Encounter at the Balmaeus Ice Mines' terrain boards.

This book also contains detailed galleries of the Praetor Armoured Assault Launcher, Nurgle Blight Drone, Nurgle Plague Hulk, Chaos Reaver Titan, Imperial Reaver Titan, Vulture Gunship, Valkyrie Sky Talon, and the Red Scorpions Angstrom Incident Raiding Force.







IMPERIAL ARMOUR

APOCALYPSE

Imperial Armour: Apocalypse is the ultimate reference for using Forge World's extensive range of tanks, aircraft, fortifications and gargantuan creatures in cataclysmic games of Warhammer 40,000: Apocalypse. Contained within this tome are over 75 updated unit profiles, ready to be added to armies for both Warhammer 40,000 and Warhammer 40,000: Apocalypse, as well as 16 Warhammer 40,000: Apocalypse Formations, and additional rules and options for the immense Tyrant Hierophant Bio-Titan. From the hideously warped Chaos Reaver and Warhound Titans and the sprawling precincts of the Necron City of the Dead, to the lightning-fast Eldar Hornet, this book contains vital additions to the arsenal of every major faction embroiled in the eternal war for control of the galaxy.

Also included is an entire new War Zone for use with the Warhammer 40,000 rules, War Zone: Vraks. Charting the course of the bloody wars that followed the apostate Cardinal Xaphan's conquest of the Imperial fortress world of Vraks, this War Zone includes three full Apocalypse missions, as well as character profiles and Finest Hours for the war's key participants, and Strategic Assets and Unnatural Disasters unique to the Vraks conflict.

In order to use the book, you will also need a copy of the *Warhammer 40,000* rulebook, the *Warhammer 40,000: Apocalypse* expansion and the relevant Codex for your army.

Imperial Armour: Apocalypse includes profiles for the following Warhammer 40,000: Apocalypse and Warhammer 40,000 units:

SPACE MARINES

Fellblade Super-heavy Tank
Typhon Heavy Siege Tank
Cerberus Heavy Tank Destroyer
Spartan Assault Tank
Land Raider Proteus
Space Marine Contemptor Pattern Dreadnought
Blood Angels Contemptor Pattern Dreadnought
Space Wolves Contemptor Pattern Dreadnought
Space Marine Contemptor-Mortis Pattern Dreadnought
Deimos Pattern Relic Predator
Grey Knights Thunderhawk Gunship
Thunderhawk Transporter
Lucius Pattern Dreadnought Drop Pod
Thunderhawk 'Reaper Angelis' Assassination Force
'Iron Cyclone' Dreadnought Drop Strike

IMPERIAL GUARD

Crassus Armoured Assault Transport
Praetor Armoured Assault Launcher
Gorgon Heavy Transporter
Minotaur Artillery Tank
Macharius Heavy Tank
Macharius 'Vulcan'
Macharius 'Vanquisher'
Macharius 'Omega'
Malcador Heavy Tank
Malcador 'Defender'
Malcador 'Annihilator'
Malcador 'Infernus'
Valdor Tank Hunter
Imperial Fortress
Venatarii Reaver Titan Maniple
'Thunderstrike' Tank Destroyer Squadron
Gorgon Assault Phalanx
'Hell Raker' Assault Battery

IMPERIAL NAVY

Marauder Bomber
Marauder Destroyer
Imperial Navy Heavy Bomber Wing

CHAOS

Greater Brass Scorpion of Khorne
Chaos Reaver Battle Titan
Chaos Warhound Titan
Chaos Space Marine Thunderhawk Gunship
Chaos Storm Eagle Assault Gunship
Chaos Spartan Assault Tank
Chaos Relic Predator
Chaos Contemptor Dreadnought
Chaos Decimator Daemon Engine
Blight Drones
Blood Slaughterers of Khorne
Plague Hulk of Nurgle
Daemon Lord - Scabaiathrax the Bloated
Daemon Lord - An'ggrath the Unbound
Daemon Lord - Aetaos'rau'keres
Daemon Lord - Zarakynel
Mamon, Daemon Prince of Nurgle
Uraka 'The Warfiend', Daemon Prince of Khorne
Giant Chaos Spawn
Spined Chaos Beast
Blight Drone Infestation
Blood Slaughterer Onslaught

NECRONS

Tesseract Ark
Sentry Pylon
Necron Tomb Citadel
Necron Tomb Fortress
Necron City of the Dead
Gauss Pylon
Necron Pylon Network

ELDAR

Cobra
Scorpion
Vampire Raider
Vampire Hunter
Lynx
Wraithseer
Warp Hunter
Hornet Squadron
Skyreaver Corsair Raiding Force

DARK ELДАР

Dark Eldar Tantalus
Dark Eldar Reaper
Skyscythe Slaughter Host

ORKS

Mega-Dread
Kustom Meka-Dread
'Kustom' Battle Fortress
Kill Krusha Tank
Kill Bursta
Kill Blasta
Lifta Wagon
Big Squiggoth
Grot Mega-tank
Mega-Rippa Krew
Kill Tank Smasha Mob

TAU EMPIRE

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Tiger Shark AX-1-0
Orca Dropship
Manta Super-heavy Dropship
Tau Titan-Killer Cadre

TYRANIDS

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