

# BATTLES IN THE AGE OF DARKNESS: WARLORD TRAITS

## SPACE MARINE LEGION WARLORD TRAITS

A Space Marine Legion Warlord may roll on one of the Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

### D6 Warlord Trait

#### 1 Bloody-handed

The Warlord and any unit with the Legiones Astartes special rule they join cause Fear.

#### 2 Master Tactician

After both sides are deployed but before which side gets the first turn is determined, the Warlord's side may redeploy one of their units within the limitations of the mission being played. This may place a unit that had been deployed normally into reserve, or bring a unit out of reserve.

#### 3 World Burner

The Warlord may nominate D3 units within their primary detachment, which these are must be marked down before the game begins. Any Template or Blast weapons possessed by these units gain the Shred special rule if they did not already have it.

#### 4 Paladin of Glory

The Warlord has the Fearless special rule, and both the Warlord and any unit with the Legiones Astartes special rule with models within 6" of the Warlord may add +1 to the Wounds score calculated to see if they win combat in the Assault phase.

#### 5 Void Walker

The Warlord gains the Adamantium Will special rule and one nominated infantry unit gains the Deep Strike special rule.

#### 6 Child of Terra

The Warlord and any unit they join with the Legiones Astartes special rule may re-roll any failed rolls of 1 To Wound in close combat.

## SOLAR AUXILIA REGIMENTS WARLORD TRAITS

A Solar Auxilia Regiment may roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

### D6 Warlord Trait

#### 1 Uncanny Survivor

The Warlord gains the Eternal Warrior special rule.

#### 2 Shattering Bombardment

While the Warlord is alive, select a single weapon in a unit within 6" of them in the Shooting phase that has the Ordnance special rule. That weapon counts as being twin-linked for this player turn.

#### 3 Bitter Blood

When fighting in a challenge, the Warlord gains the Hatred special rule.

#### 4 Blind Barrage

The Warlord's controlling player may choose to unleash a Blind bombardment at the start of the game. If this is done, all friendly Solar Auxilia units gain the Shrouded special rule for the duration of the first game turn only.

#### 5 Void Master

The Warlord gains the Stubborn special rule, and they and any unit they join gains the Move Through Cover special rule.

#### 6 Siege Master

At the start of the game, after deployment but before the game begins, nominate a single piece of terrain in the enemy's deployment zone (note that this cannot be a Fortification purchased for their army). The cover save provided by this terrain is lowered (ie, made worse) by -1 (eg, 5+ becoming 6+, etc).

## MECHANICUM WARLORD TRAITS

A Legio Cybernetica or Taghmata Omnisiah Warlord may roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

### D6 Warlord Trait

#### 1 Master of Mechanisms

Select one unit of Monstrous Creatures or a single vehicle squadron with at least one Armour value of 12 or higher in the same detachment as the Warlord. That unit gains the It Will Not Die special rule.

#### 2 Perfected Targeting

While your Warlord is alive, select a single weapon either they are carrying or that is on a unit within 6" of them in the Shooting phase with the Heavy type. That weapon counts as being twin-linked for this turn.

#### 3 Predictive Augury

The Warlord, and any unit they have joined, hits on a 5 or 6 when firing Overwatch.

#### 4 The Death of Flesh

All units within the detachment have the Preferred Enemy (Infantry – all types) while within 3" of an objective.

#### 5 Dread Rites

The Warlord, and any unit they join, both cause Fear and are immune to its effects, and have the Adamantium Will special rule.

#### 6 Battlefield Analysis

At the start of the game after deployment but before the battle begins, nominate a single piece of terrain in the enemy's deployment zone. The cover save provided by this terrain is lowered (ie, made worse) by -1 (5+ becoming 6+, and so on).

## QUESTORIS KNIGHT CRUSADE ARMY WARLORD TRAITS

A Questoris Knight Crusade Warlord must roll on the following table. They may not use the Warlord Trait tables in the *Warhammer 40,000* rulebook.

### D6 Warlord Trait

#### 1 Hell Rider

The Knight Warlord and all other Knights in their detachment within 12" gain +1" to their Movement and +1 on any To Wound and Armour Penetration rolls on the first turn of the game.

#### 2 Glorious Renown

Fear tests taken against the Knight Warlord suffer a -2 penalty to the Leadership value, while allied units within 12" may re-roll failed Morale checks.

#### 3 Favoured of Mars

One of the Knight Warlord's weapons, chosen by the owning player, gains the Master-crafted special rule.

#### 4 Lord of the Abyss

The Knight Warlord gains the Monster Hunter and Adamantium Will special rules.

#### 5 Puissant Commander

The owning player may add +1 to their Seize the Initiative roll in missions where this is relevant, and while the Knight Warlord is on the table, enemy Reserves rolls suffer a -1 modifier.

#### 6 Indomitable

The Knight Warlord gains the It Will Not Die special rule.

# BATTLES IN THE AGE OF DARKNESS: SPACE MARINE LEGIONS WEAPONS

(Also see the Space Marine Legions Weapons & Wargear Special Rules and Taghmata Weapons quick reference cards for a summary of the special rules listed below)

## RANGED WEAPONS

| Weapon                       | Range     | Str | AP | Type                                                                         |
|------------------------------|-----------|-----|----|------------------------------------------------------------------------------|
| Accelerator autocannon       | 48"       | 7   | 4  | Heavy 6, Rending, Rapid Tracking <sup>1</sup>                                |
| Archaeotech pistol           | 12"       | 6   | 3  | Pistol, Master-crafted                                                       |
| Autocannon                   | 48"       | 7   | 4  | Heavy 2                                                                      |
| Avenger bolt cannon          | 36"       | 6   | 3  | Heavy 7                                                                      |
| Battlecannon                 | 72"       | 8   | 3  | Ordnance 1, Large Blast (5")                                                 |
| Boltgun                      | 24"       | 4   | 5  | Rapid Fire                                                                   |
| Boltgun special ammunition   |           |     |    |                                                                              |
| (Kraken bolt shells)         | 30"       | 4   | 4  | Rapid Fire                                                                   |
| (Scorpius bolt shells)       | 24"       | 4   | 5  | Heavy 1, Rending, Shred                                                      |
| (Tempest bolt shells)        | 18"       | 3   | 6  | Rapid Fire, Blast (3")                                                       |
| Bolt pistol                  | 12"       | 4   | 5  | Pistol                                                                       |
| Combi-bolter                 | 24"       | 4   | 5  | Rapid Fire, Twin-linked                                                      |
| Combi-flamer                 | Template  | 4   | 5  | Assault 1, One Use                                                           |
| Combi-meltagun               | 12"       | 8   | 1  | Assault 1, Melta, One Use                                                    |
| Combi-plasma gun             | 24"       | 7   | 2  | Rapid Fire, Gets Hot, One Use                                                |
| Conversion beamer            | Up to 18" | 6   | -  | Heavy 1, Blast (3")                                                          |
|                              | 18"-42"   | 8   | 4  | Heavy 1, Blast (3")                                                          |
|                              | 42"-72"   | 10  | 1  | Heavy 1, Blast (3")                                                          |
| Cyclone missile launcher     |           |     |    |                                                                              |
| (Frag)                       | 48"       | 4   | 6  | Heavy 2, Blast (3")                                                          |
| (Krak)                       | 48"       | 8   | 3  | Heavy 2                                                                      |
| Deathstorm frag launcher     | 48"       | 5   | 4  | Heavy 1, Blast (3"), Pinning                                                 |
| Deathstorm krak launcher     | 48"       | 8   | 3  | Heavy 2                                                                      |
| Demolisher cannon            | 24"       | 10  | 2  | Ordnance 1, Large Blast (5")                                                 |
| Dreadhammer siege cannon     | 24"/48"   | 10  | 1  | Ordnance 1, Massive Blast (7"), No Cover Saves Allowed                       |
| Dual reaper autocannon       | 36"       | 7   | 4  | Heavy 4, Twin-linked                                                         |
| Earthshaker cannon           | 36"-240"  | 9   | 3  | Ordnance 1, Barrage, Large Blast (5")                                        |
| Electromagnetic storm charge | -         | 3   | 4  | Bomb 1, Haywire, Large Blast (5"), Concussive, One Use                       |
| Executioner cannon           | 36"       | 7   | 2  | Heavy 3, Blast (3")                                                          |
| Fellblade accelerator cannon |           |     |    |                                                                              |
| (HE shell)                   | 100"      | 8   | 3  | Ordnance 1, Massive Blast (7")                                               |
| (AP shell)                   | 100"      | 9   | 2  | Heavy 1, Blast (3"), Armourbane                                              |
| Flamer                       | Template  | 4   | 5  | Assault 1                                                                    |
| Flamestorm cannon            | Template  | 6   | 3  | Assault 1                                                                    |
| Graviton cannon              | 36"       | *   | 4  | Heavy 1, Concussive, Large Blast (5"), Haywire, *Graviton Pulse <sup>2</sup> |
| Graviton gun                 | 18"       | *   | 4  | Heavy 1, Blast (3"), Concussive, Haywire, *Graviton Pulse <sup>2</sup>       |

| Weapon                          | Range     | Str | AP | Type                                                                                                   |
|---------------------------------|-----------|-----|----|--------------------------------------------------------------------------------------------------------|
| Grenade harness                 | 8"        | 3   | -  | Assault 2, Blast (3"), One Use                                                                         |
| Grenade launcher                |           |     |    |                                                                                                        |
| (Frag)                          | 24"       | 3   | 6  | Rapid Fire, Blast (3")                                                                                 |
| (Krak)                          | 24"       | 6   | 4  | Rapid Fire                                                                                             |
| Hand flamer                     | Template  | 3   | 6  | Pistol                                                                                                 |
| Havoc launcher                  | 48"       | 5   | 5  | Heavy 1, Blast (3"), Twin-linked                                                                       |
| Heavy bolter                    | 36"       | 5   | 4  | Heavy 3                                                                                                |
| Heavy bomb                      | -         | 6   | 4  | Bomb 1, Apocalyptic Barrage (6), One Use                                                               |
| Heavy conversion beamer         | Up to 18" | 6   | -  | Heavy 1, Large Blast (5"), Firing Calibration <sup>3</sup>                                             |
|                                 | 18"-42"   | 8   | 4  | Heavy 1, Large Blast (5"), Firing Calibration <sup>3</sup>                                             |
|                                 | 42"-72"   | 10  | 1  | Heavy 1, Large Blast (5"), Firing Calibration <sup>3</sup>                                             |
| Heavy flamer                    | Template  | 5   | 4  | Assault 1                                                                                              |
| Heavy stubber                   | 36"       | 4   | -  | Heavy 3                                                                                                |
| Hellstrike missile              | 72"       | 8   | 3  | Ordnance 1, One Use                                                                                    |
| Hyperios missile launcher       | 48"       | 8   | 3  | Heavy 1, Skyfire, Interceptor, Heat Seeker <sup>4</sup>                                                |
| Icarus lascannon                | 96"       | 9   | 2  | Heavy 1, Interceptor, Skyfire                                                                          |
| Icarus quad lascannon           | 96"       | 9   | 2  | Heavy 2, Interceptor, Skyfire, Twin-linked                                                             |
| Inferno pistol                  | 6"        | 8   | 1  | Pistol, Melta                                                                                          |
| Irak-cleanser                   | Template  | 2   | 5  | Assault 1, Fleshbane, Rad-phage <sup>5</sup>                                                           |
| Irradiation engine              | Template  | 4   | 3  | Heavy 1, Fleshbane, Rad-phage <sup>5</sup> , Torrent                                                   |
| Kheres assault cannon           | 24"       | 6   | 4  | Heavy 6, Rending                                                                                       |
| Kraken penetrator heavy missile | 36"       | 8   | 1  | Heavy 1, One Use, Armourbane                                                                           |
| Lascannon                       | 48"       | 9   | 2  | Heavy 1                                                                                                |
| Laser destroyer                 | 36"       | 9   | 1  | Ordnance 1, Twin-linked                                                                                |
| Lightning gun                   | 18"       | 7   | 5  | Heavy 1, Shred, Rending                                                                                |
| Magna-melta                     | 18"       | 8   | 1  | Heavy 1, Melta, Large Blast (5")                                                                       |
| Master of Signal bombardment    | Unlimited | 8   | 3  | Ordnance D3, Large Blast (5"), Barrage                                                                 |
| Medusa phosphex shell           | 36"       | 5   | 2  | Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire <sup>6</sup> , Lingering Death <sup>7</sup> |
| Medusa siege gun                | 36"       | 10  | 2  | Ordnance 1, Barrage, Large Blast (5")                                                                  |
| Meltagun                        | 12"       | 8   | 1  | Assault 1, Melta                                                                                       |
| Missile launcher                |           |     |    |                                                                                                        |
| (Frag)                          | 48"       | 4   | 6  | Heavy 1, Blast (3")                                                                                    |
| (Flakk)                         | 48"       | 7   | 4  | Heavy 1, Skyfire                                                                                       |
| (Krak)                          | 48"       | 8   | 3  | Heavy 1                                                                                                |

| Weapon                     | Range   | Str | AP | Type                                                                                                                                                                  |
|----------------------------|---------|-----|----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Multi-laser                | 36"     | 6   | 6  | Heavy 3                                                                                                                                                               |
| Multi-melta                | 24"     | 8   | 1  | Heavy 1, Melta                                                                                                                                                        |
| Needle pistol              | 12"     | 2   | 5  | Pistol, Poisoned, Rending                                                                                                                                             |
| Neutron beam laser         | 36"     | 10  | 1  | Ordnance 2, Concussive, Shock Pulse <sup>8</sup>                                                                                                                      |
| Neutron laser battery      | 72"     | 10  | 1  | Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback <sup>9</sup> , Shock Pulse <sup>8</sup>                                                  |
| Phosphex bomb              | 6"      | 5   | 2  | Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire <sup>6</sup> , Linger Death <sup>7</sup>                                                                 |
| Phosphex bomb cluster      | -       | 5   | 2  | Bomb 2, Barrage, Bomb Cluster <sup>10</sup> , One Use, Blast (3"), Poisoned (3+), Crawling Fire <sup>6</sup> , Linger Death <sup>7</sup> , Deadly Cargo <sup>11</sup> |
| Phased plasma-fusil        | 24"     | 6   | 3  | Salvo 2/3                                                                                                                                                             |
| Photon thruster            | 48"     | 6   | 2  | Heavy 2, Lance, Blind, Gets Hot                                                                                                                                       |
| Plasma blaster             | 18"     | 7   | 2  | Assault 2, Gets Hot                                                                                                                                                   |
| Plasma blastgun (Rapid)    | 72"     | 8   | 2  | Primary Weapon 2, Massive Blast (7")                                                                                                                                  |
| (Overload)                 | 96"     | 10  | 2  | Primary Weapon 1, Apocalyptic Blast (10")                                                                                                                             |
| Plasma cannon              | 36"     | 7   | 2  | Heavy 1, Blast (3"), Gets Hot                                                                                                                                         |
| Plasma gun                 | 24"     | 7   | 2  | Rapid Fire, Gets Hot                                                                                                                                                  |
| Plasma pistol              | 12"     | 7   | 2  | Pistol, Gets Hot                                                                                                                                                      |
| Predator cannon            | 48"     | 7   | 4  | Heavy 4                                                                                                                                                               |
| Quad heavy bolter          | 36"     | 5   | 4  | Heavy 6, Twin-linked                                                                                                                                                  |
| Quad mortar (Frag)         | 12"-60" | 5   | 5  | Heavy 4, Barrage, Blast (3"), Shell Shock <sup>12</sup>                                                                                                               |
| (Shatter)                  | 36"     | 8   | 4  | Heavy 4, Sunder <sup>13</sup>                                                                                                                                         |
| Quad gun                   | 48"     | 7   | 4  | Heavy 4, Interceptor, Skyfire, Twin-linked                                                                                                                            |
| Quad lascannon             | 48"     | 9   | 2  | Heavy 2, Twin-linked                                                                                                                                                  |
| Rad missile                | 48"     | 4   | 3  | Heavy 1, Blast (3"), Fleshbane, Rad-phage <sup>5</sup>                                                                                                                |
| Reaper autocannon          | 36"     | 7   | 4  | Heavy 2, Twin-linked                                                                                                                                                  |
| Reaper autocannon battery  | 36"     | 7   | 4  | Heavy 4, Twin-linked                                                                                                                                                  |
| Rotor cannon               | 30"     | 3   | 6  | Salvo 3/4                                                                                                                                                             |
| Scorpius multi-launcher    | 48"     | 8   | 3  | Heavy 1, Barrage, Blast (3"), Rocket Barrage <sup>14</sup>                                                                                                            |
| Sniper rifle               | 36"     | X   | 6  | Heavy 1, Sniper                                                                                                                                                       |
| Space Marine shotgun       | 12"     | 4   | -  | Assault 2                                                                                                                                                             |
| Storm launcher (Kharybdis) | 24"     | 6   | 5  | Heavy 2, Pinning, Twin-linked                                                                                                                                         |
| Sunfury heavy missile      | 36"     | 6   | 3  | Heavy 1, Blind, Large Blast (5"), Gets Hot, One Use                                                                                                                   |
| Tempest rockets            | 60"     | 6   | 4  | Heavy 1, Sunder <sup>13</sup> , One Shot                                                                                                                              |
| Thunderhawk cannon         | 72"     | 8   | 3  | Primary Weapon 1, Massive Blast (7")                                                                                                                                  |

| Weapon                                 | Range   | Str | AP | Type                                                                                          |
|----------------------------------------|---------|-----|----|-----------------------------------------------------------------------------------------------|
| Turbo-laser destructor                 | 96"     | D   | 2  | Primary Weapon 1, Large Blast (5")                                                            |
| Vengeance launcher                     | 48"     | 5   | 4  | Heavy 2, Large Blast (5")                                                                     |
| Volcano cannon (Falchion)              | 120"    | D   | 2  | Primary Weapon 1, Large Blast (5")                                                            |
| Volkite caliver                        | 30"     | 6   | 5  | Heavy 2, Deflagrate <sup>15</sup>                                                             |
| Volkite carronade                      | 48"     | 8   | 2  | Primary Weapon 1, Haywire, Ignores Cover, Heavy Beam <sup>16</sup> , Deflagrate <sup>15</sup> |
| Volkite charger                        | 15"     | 5   | 5  | Assault 2, Deflagrate <sup>15</sup>                                                           |
| Volkite culverin                       | 45"     | 6   | 5  | Heavy 4, Deflagrate <sup>15</sup>                                                             |
| Volkite serpenta                       | 10"     | 5   | 5  | Pistol, Deflagrate <sup>15</sup>                                                              |
| Whirlwind launcher (Vengeance warhead) | 12"-48" | 5   | 4  | Ordnance 1, Barrage, Large Blast (5")                                                         |
| (Castellan warhead)                    | 12"-48" | 4   | 5  | Ordnance 1, Barrage, Large Blast (5"), Ignores Cover Saves                                    |
| (Hyperios warhead)                     | 48"     | 8   | 3  | Heavy 1, Skyfire, Interceptor, Heat Seeker <sup>4</sup>                                       |

## MELEE WEAPONS

| Weapon                          | Range   | Str        | AP  | Type                                                        |
|---------------------------------|---------|------------|-----|-------------------------------------------------------------|
| Anbaric claw <sup>1</sup>       | -       | 5          | 4   | Melee, Rending                                              |
| Breacher charge                 | Special | 8          | 2   | Melee, One Use, Blast (3"), Wrecker <sup>17</sup>           |
| Charnabal sabre                 | -       | As User    | -   | Melee, Rending, Duellist's Edge <sup>18</sup>               |
| Chainaxe                        | -       | As User    | 4   | Melee                                                       |
| Chainfist                       | -       | x2         | 2   | Melee, Armourbane, Specialist Weapon, Unwieldy              |
| Chainsword                      | -       | As User    | -   | Melee                                                       |
| Combat blade                    | -       | As User    | -   | Melee                                                       |
| Dreadnought close combat weapon | -       | x2         | 2   | Melee                                                       |
| Force axe                       | -       | +1         | 2   | Melee, Force, Unwieldy                                      |
| Force stave                     | -       | +2         | 4   | Melee, Concussive, Force                                    |
| Force sword                     | -       | As User    | 3   | Melee, Force                                                |
| Heavy chainsword                | -       | +2         | 5   | Melee, Two-handed                                           |
| Lascutter                       | -       | 9          | 2   | Melee, Unwieldy, Cumbersome <sup>19</sup>                   |
| Lightning claws                 | -       | As User    | 3   | Melee, Shred, Specialist Weapon                             |
| Machinator array <sup>1</sup>   | -       | +1         | 2   | Melee, Unwieldy, Shred, Armourbane                          |
| Paragon blade                   | -       | +1         | 2   | Melee, Murderous Strike <sup>20</sup> , Specialist Weapon   |
| Power axe                       | -       | +1         | 2   | Melee, Unwieldy                                             |
| Power fist                      | -       | x2         | 2   | Melee, Specialist Weapon                                    |
| Power lance                     | -       | +1/As User | 3/4 | Melee                                                       |
| Power maul                      | -       | +2         | 4   | Melee, Concussive                                           |
| Power sword                     | -       | As User    | 3   | Melee                                                       |
| Servo-arm <sup>1</sup>          | -       | 8          | 2   | Melee, Unwieldy                                             |
| Siege wrecker                   | -       | 10         | 2   | Melee, Concussive, Specialist Weapon, Wrecker <sup>17</sup> |
| Thunder hammer                  | -       | x2         | 2   | Melee, Concussive, Specialist Weapon, Unwieldy              |

# BATTLES IN THE AGE OF DARKNESS: SPACE MARINE LEGIONS WEAPONS & WARGEAR SPECIAL RULES

**<sup>1</sup>Rapid Tracking:** Targets may not take Jink saves against damage from this weapon.

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

**<sup>3</sup>Firing Calibration (Heavy Conversion Beamer only):** The power requirements and targeting calculations needed to effectively use this weapon means that it 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.

**<sup>4</sup>Heat Seeker:** A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

**<sup>5</sup>Rad-phage:** A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

**<sup>6</sup>Crawling Fire:** After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

**<sup>7</sup>Lingering Death:** When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles.

**<sup>8</sup>Shock Pulse:** Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this special rule may only fire Snap Shots on the following game turn.

**<sup>9</sup>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.

**<sup>10</sup>Bomb Cluster:** A weapons system with the Bomb Cluster type may drop as many bombs as its user wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and further bombs dropped after that scatter in the same way as additional barrage blasts from a Multiple Barrage (see the Warhammer 40,000 rulebook).

**<sup>11</sup>Deadly Cargo:** If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

**<sup>12</sup>Shell Shock:** Due to the rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Ld penalty.

**<sup>13</sup>Sunder:** Attacks made with this special rule may re-roll failed Armour Penetration rolls.

**<sup>14</sup>Rocket Barrage:** In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3.

**<sup>15</sup>Deflagrate:** After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

**<sup>16</sup>Heavy Beam:** When the weapon is fired, draw a line from the end of the gun barrel up to the listed range of the weapon and 1" wide. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers, Swooping Monstrous creatures, and Flying Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.

If a vehicle transporting models suffers a penetrating hit from the weapon, those inside suffer D6 Str 4 AP- hits with the Deflagrate rule, in addition to any other effects. Casualties are assigned by the controlling player.

**<sup>17</sup>Wrecker:** Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

**<sup>18</sup>Duellist's Edge:** When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

**<sup>19</sup>Cumbersome:** A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

**<sup>20</sup>Murderous Strike:** Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death-causing wound separately to other wounds the attack inflicts.

<sup>†</sup>See the Taghmata Weapons quick reference card for additional special rules.

# BATTLES IN THE AGE OF DARKNESS: SOLAR AUXILIA WEAPONS

| Weapon                       | Range     | Str     | AP | Type                                                                         |
|------------------------------|-----------|---------|----|------------------------------------------------------------------------------|
| Archaeotech pistol           | 12"       | 6       | 3  | Pistol, Master-crafted                                                       |
| Atomantic imploder           | -         | D       | 1  | Ordnance 1, Blast (3"), Blind, Instant Death                                 |
| Auxilia lasrifle             | 30"       | 3       | -  | Rapid Fire                                                                   |
| (Collimator)                 | 36"       | 3       | -  | Heavy 2                                                                      |
| (Blast-charger)              | 18"       | 6       | 6  | Heavy 1, Charger Burnout <sup>1</sup>                                        |
| Baneblade cannon             | 72"       | 9       | 2  | Primary Weapon 1, Apocalyptic Blast (10")                                    |
| Blast pistol                 | 6"        | 5       | -  | Pistol, Twin-linked, Gets Hot                                                |
| Charnabal sabre              | -         | As User | -  | Melee, Rending, Duellist's Edge <sup>2</sup>                                 |
| Charonite claws              | -         | +1      | 3  | Melee, Flesh Ripper <sup>1</sup>                                             |
| Chem inferno gun             | Hellstorm | 3       | 2  | Heavy 1, Poisoned (2+), Pinning, Armourbane, Torrent (18") <sup>4</sup>      |
| Colossus bombard             | 24"-60"   | 6       | 3  | Ordnance 1, Barrage, Large Blast (5"), Ignores Cover                         |
| Darkfire cannon              | 60"       | 7       | 2  | Heavy 2, Lance, Blind, Gets Hot                                              |
| Demolisher cannon            | 24"       | 10      | 2  | Ordnance 1, Large Blast (5")                                                 |
| Demolition charge            | -         | 9       | 3  | Ordnance 1, Large Blast (5")                                                 |
| Dual battlecannon            | 72"       | 8       | 3  | Ordnance 2, Large Blast (5"), Twin-linked                                    |
| Earthshaker cannon           | 36"-240"  | 9       | 3  | Ordnance 1, Barrage, Large Blast (5")                                        |
| Electromagnetic storm charge | -         | 3       | 4  | Bomb 1, Haywire, Large Blast (5"), Concussive, One Use                       |
| Executioner cannon           | 36"       | 7       | 2  | Heavy 3, Blast (3")                                                          |
| Exterminator autocannon      | 48"       | 7       | 4  | Heavy 4, Twin-linked                                                         |
| Graviton cannon              | 36"       | *       | 4  | Heavy 1, Concussive Large Blast (5"), *Graviton Pulse <sup>5</sup> , Haywire |
| Graviton gun                 | 18"       | *       | 4  | Heavy 1, Blast (3"), Concussive, Haywire, *Graviton Pulse <sup>5</sup>       |
| Heavy chainblade             | -         | +2      | 5  | Melee, Two-handed                                                            |
| Hellstrike missiles          | 72"       | 8       | 3  | Ordnance 1, One Use                                                          |
| Hyperios missile             | 48"       | 8       | 3  | Heavy 1, Skyfire, Interceptor, Heat Seeker <sup>6</sup>                      |
| Icarus lascannon             | 96"       | 9       | 2  | Heavy 1, Interceptor, Skyfire                                                |
| Incineration charge          | -         | 5       | 4  | Ordnance 1, Massive Blast (7"), Ignores Cover                                |
| Inferno gun                  | Hellstorm | 7       | 3  | Primary Weapon 1, Torrent (18") <sup>4</sup>                                 |
| Inferno pistol               | 6"        | 8       | 1  | Pistol, Melta                                                                |
| Irradiation engine           | Template  | 4       | 3  | Heavy 1, Fleshbane, Rad-phage <sup>7</sup> , Torrent                         |

| Weapon                          | Range     | Str     | AP | Type                                                                                                                                                        |
|---------------------------------|-----------|---------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Kinetic grenade                 | 24"       | 4       | 5  | Assault 1, Blast (3")                                                                                                                                       |
| Kinetic piercer missile         | 48"       | 6       | 2  | Heavy 1, Armourbane, Heat Seeker <sup>8</sup> , One Use                                                                                                     |
| Kraken penetrator heavy missile | 36"       | 8       | 1  | Heavy 1, Armourbane, One Use                                                                                                                                |
| Lascannon                       | 48"       | 9       | 2  | Heavy 1                                                                                                                                                     |
| Laser destroyer array           | 48"       | 9       | 1  | Ordnance 1, Twin-linked                                                                                                                                     |
| Laspistol                       | 12"       | 3       | -  | Pistol                                                                                                                                                      |
| Lightning gun                   | 18"       | 7       | 5  | Heavy 1, Shred, Rending                                                                                                                                     |
| Lucifex                         | 6"        | 2       | 5  | Pistol, Fleshbane, Rad-phage <sup>7</sup>                                                                                                                   |
| Machinator array                | -         | +1      | 2  | Melee, Shred, Unwieldy, Armourbane                                                                                                                          |
| Mauler bolt cannon              | 24"       | 6       | 3  | Heavy 3, Pinning                                                                                                                                            |
| Medusa siege gun                | 36"       | 10      | 2  | Ordnance 1, Barrage, Large Blast (5")                                                                                                                       |
| Multi-laser                     | 36"       | 6       | 6  | Heavy 3                                                                                                                                                     |
| Needle pistol                   | 12"       | 2       | 5  | Pistol, Poisoned, Rending                                                                                                                                   |
| Neutron beam laser              | 36"       | 10      | 1  | Ordnance 2, Concussive, Shock Pulse <sup>8</sup>                                                                                                            |
| Paragon blade                   | -         | +1      | 2  | Melee, Murderous Strike <sup>9</sup> , Specialist Weapon                                                                                                    |
| Phased plasma-fusil             | 24"       | 6       | 3  | Salvo 2/3                                                                                                                                                   |
| Phosphex bomb cluster           | -         | 5       | 2  | Bomb 2, Barrage, Bomb Cluster, Blast (3"), One Use, Poisoned (3+), Crawling Fire <sup>10</sup> , Lingering Death <sup>11</sup> , Deadly Cargo <sup>12</sup> |
| Photon gauntlet                 | 12"       | 5       | 2  | Assault 2, Blind, Gets Hot                                                                                                                                  |
| Photon thruster                 | 48"       | 6       | 2  | Heavy 2, Lance, Blind, Gets Hot                                                                                                                             |
| Plasma blaster                  | 18"       | 7       | 2  | Assault 2, Gets Hot                                                                                                                                         |
| Plasma blastgun (Rapid)         | 72"       | 8       | 2  | Primary Weapon 2, Massive Blast (7")                                                                                                                        |
| (Overload)                      | 96"       | 10      | 2  | Primary Weapon 1, Apocalyptic Blast (10")                                                                                                                   |
| Power blades                    | -         | As User | 2  | Melee, Rending                                                                                                                                              |
| Precision bombardment           | Unlimited | 9       | 2  | Ordnance 1, Barrage, Pinning, Large Blast (5")                                                                                                              |
| Quad gun                        | 48"       | 7       | 4  | Heavy 4, Interceptor, Skyfire, Twin-linked                                                                                                                  |
| Quad heavy bolter               | 36"       | 5       | 4  | Heavy 6, Twin-linked                                                                                                                                        |
| Quad mortar (Frag)              | 12"-60"   | 5       | 5  | Heavy 4, Barrage, Blast (3"), Shell Shock <sup>13</sup>                                                                                                     |
| (Shatter)                       | 36"       | 8       | 4  | Heavy 4, Sunder <sup>14</sup>                                                                                                                               |

| Weapon                  | Range    | Str | AP | Type                                                         |
|-------------------------|----------|-----|----|--------------------------------------------------------------|
| Quad multi-laser        | 36"      | 6   | 6  | Heavy 6, Twin-linked                                         |
| Rad/Irad-cleanser       | Template | 2   | 5  | Assault 1, Fleshbane, Rad-phage <sup>7</sup>                 |
| Rotor cannon            | 30"      | 3   | 6  | Salvo 3/4                                                    |
| Servo-arm               | -        | 8   | 2  | Melee, Unwieldy                                              |
| Siege wrecker           | -        | 10  | 2  | Melee, Concussive, Wrecker <sup>15</sup> , Specialist Weapon |
| Stormhammer cannon      | 60"      | 9   | 2  | Primary Weapon 1, Massive Blast (7"), Shred, Pinning         |
| Stormsword siege cannon | 36"      | 10  | 1  | Primary Weapon 1, Apocalyptic Blast (10"), Ignores Cover     |
| Sunfury heavy missile   | 36"      | 6   | 3  | Heavy 1, Blind, Large Blast (5"), Gets Hot, One Use          |
| Tempest shell           | 24"      | -   | 6  | Assault 1, Haywire                                           |
| Vanquisher battlecannon | 72"      | 8   | 2  | Heavy 1, Armourbane                                          |
| Volcano cannon          | 120"     | D   | 2  | Primary Weapon 1, Large Blast (5")                           |
| Volkite caliver         | 30"      | 6   | 5  | Heavy 2, Deflagrate <sup>16</sup>                            |
| Volkite charger         | 15"      | 5   | 5  | Assault 2, Deflagrate <sup>16</sup>                          |
| Volkite culverin        | 45"      | 6   | 5  | Heavy 4, Deflagrate <sup>16</sup>                            |
| Volkite demi culverin   | 45"      | 7   | 5  | Heavy 5, Deflagrate <sup>16</sup>                            |
| Volkite serpenta        | 10"      | 5   | 5  | Pistol, Deflagrate <sup>16</sup>                             |
| Vulcan mega-bolter      | 60"      | 6   | 3  | Heavy 15, All Power to Weapons! <sup>17</sup>                |

**<sup>6</sup>Heat Seeker:** Jink saves may not be taken against attacks with this special rule.

**<sup>7</sup>Rad-phage:** A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

**<sup>8</sup>Shock Pulse:** Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this rule may only fire Snap Shots on the following game turn.

**<sup>9</sup>Murderous Strike:** Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death-causing wound separately to other wounds the attack inflicts.

**<sup>10</sup>Crawling Fire:** After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

**<sup>11</sup>Lingering Death:** When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles.

**<sup>12</sup>Deadly Cargo:** If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

**<sup>13</sup>Shell Shock:** Due to the rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Ld penalty.

**<sup>14</sup>Sunder:** Attacks made with this rule may re-roll failed Armour Penetration rolls.

**<sup>15</sup>Wrecker:** Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

**<sup>16</sup>Deflagrate:** After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

**<sup>17</sup>All Power to Weapons!:** If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (either at the same target or at different ones).

**<sup>1</sup>Charger Burnout:** If a lasrifles is used with a blast-charger, it may not be used again at all until after the owning player's next player turn (in essence you must skip a turn firing the unit's lasrifles). In addition, after the blast-chargers are used, roll a D6. If a 1 is rolled, the blast-charger cell has fused and the option may not be used again in this game. Place a marker by the model to indicate this is the case. In the case of a unit with more than one model with this special rule, roll once and apply the outcome to the whole unit.

**<sup>2</sup>Duellist's Edge:** When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

**<sup>3</sup>Flesh Ripper:** Any rolls To Hit of a 6 should be separated out from the Hit pool and dealt with separately. These are treated as having AP 2 and the Instant Death special rule.

**<sup>4</sup>Torrent (18"): This uses the Torrent rule (see the Warhammer 40,000 rulebook), but with a Template range of 18" rather than 12".**

**<sup>5</sup>Graviton Pulse:** Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength 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 turn.

# BATTLES IN THE AGE OF DARKNESS: WEAPONS OF THE MECHANICUM

## TAGHMATA WEAPONS

| Weapon                            | Range     | Str        | AP | Type                                                            |
|-----------------------------------|-----------|------------|----|-----------------------------------------------------------------|
| Anbaric claw <sup>1</sup>         | -         | 5          | 4  | Melee, Rending                                                  |
| Corposant stave                   | -         | As User +1 | 4  | Melee, Two-handed, Concussive, Haywire <sup>2</sup>             |
| Darkfire cannon                   | 60"       | 7          | 2  | Heavy 2, Lance, Blind, Gets Hot                                 |
| Graviton imploder                 | 18"       | *          | 2  | Salvo 2/4, Concussive, *Graviton <sup>3</sup>                   |
| Heavy stubber                     | 36"       | 4          | 6  | Heavy 3                                                         |
| Hellex plasma mortar (Stationary) | 12"-48"   | 8          | 2  | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave <sup>4</sup> |
| (Fired on the move)               | 12"-24"   | 8          | 2  | Ordnance 1, Barrage, Large Blast (5"), Plasma Wave <sup>4</sup> |
| Irradiation engine                | Template  | 4          | 3  | Heavy 1, Fleshbane, Rad-phage <sup>5</sup> , Torrent            |
| Las-lock                          | 18"       | 4          | 6  | Assault 1                                                       |
| Lightning cannon                  | 48"       | 7          | 3  | Heavy 1, Rending, Shred, Large Blast (5")                       |
| Lightning gun                     | 18"       | 7          | 5  | Heavy 1, Shred, Rending                                         |
| Lucifex                           | 6"        | 2          | 5  | Pistol, Fleshbane, Rad-phage <sup>5</sup>                       |
| Machinator array <sup>6</sup>     | -         | +1         | 2  | Melee, Unwieldy, Shred, Armourbane                              |
| Mauler bolt cannon                | 24"       | 6          | 3  | Heavy 3, Pinning                                                |
| Maxim bolter                      | 12"       | 4          | 5  | Assault 3                                                       |
| Mitralock                         | 8"        | 4          | 6  | Assault 1, Shred                                                |
| Ordinator Bombardment             | Unlimited | 8          | 3  | Ordnance D3, Pinning, Large Blast (5")                          |
| Photon gauntlet                   | 12"       | 5          | 2  | Assault 2, Blind, Gets Hot                                      |
| Photon thruster                   | 48"       | 6          | 2  | Heavy 2, Lance, Blind, Gets Hot                                 |
| Pulsar-fusil                      | 36"       | 9          | 2  | Ordnance 4, Pinning                                             |
| Power blades                      | -         | As User    | 2  | Melee, Rending                                                  |
| Rad/irad-cleanser                 | Template  | 2          | 5  | Assault 1, Fleshbane, Rad-phage <sup>5</sup>                    |
| Rapid fire battlecannon           | 72"       | 6          | 3  | Ordnance 3, Large Blast (5")                                    |
| Reaper chainsword                 | -         | D          | 2  | Melee                                                           |
| Servo-arm <sup>7</sup>            | -         | 8          | 2  | Melee, Unwieldy                                                 |
| Shock lance (Melee)               | -         | D          | 2  | Melee, Swift Strike <sup>8</sup>                                |
| (Blast)                           | 18"       | 7          | 2  | Heavy 6, Concussive                                             |
| Thermal cannon                    | 36"       | 9          | 1  | Heavy 1, Melta, Large Blast (5")                                |
| Volkite incinerator (Beam)        | 10"       | 5          | 5  | Assault 2, Deflagrate <sup>9</sup>                              |
| (Blast)                           | -         | 6          | 2  | Melee, Instant Death, Prisoned <sup>10</sup>                    |

**<sup>1</sup>Anbaric Claw:** A vehicle may trigger its Anbaric claw in any turn in which it is being attacked in the Assault phase, and at any point when it is either being rammed by another vehicle or is ramming an enemy vehicle itself, with the limitation that the Anbaric claw can only be used once per player turn. When the claw is triggered, it automatically strikes all units within 1" of the carrying vehicle's main hull, whether friend or foe (although models being transported inside vehicles are unaffected). If triggered during a Ram, it affects any other vehicles the carrier contacts, to the facing where contact takes place. The Anbaric claw inflicts D6 hits on any unit it strikes. If being used in the Assault phase, the Anbaric claw's effects are worked out at Initiative 10. If being used while a Ram is being conducted, its effects are simultaneous with working out damage caused by ramming.

**<sup>2</sup>Haywire:** For each successful hit against a target vehicle in close combat, roll once on the Haywire table (see the Warhammer 40,000 rulebook) instead of rolling for armour penetration normally.

**<sup>3</sup>Graviton:** The roll needed To Wound when firing this weapon is equal to the usual armour save of the target, to a minimum of 6+. When resolving a hit against a vehicle, roll a D6 for each hit rather than for armour penetration as normal. On each result of a 6, the target suffers an Immobilised result and loses a single Hull Point. This weapon has no effect on buildings.

**<sup>4</sup>Plasma Wave:** Successful cover saves against this weapon must be re-rolled.

**<sup>5</sup>Rad-phage:** A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

**<sup>6</sup>Machinator Array:** A machinator array adds +1 to its user's Toughness characteristic and provides the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying. A model with the Battlesmith special rule may add +2 to their Repair roll result if they are also equipped with a machinator array. A model equipped with a machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make.

**<sup>7</sup>Servo-arm:** A model with the Battlesmith rule may add +1 to their Repair roll result if they are also equipped with a servo-arm. A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make.

**<sup>8</sup>Swift Strike:** The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

**<sup>9</sup>Deflagrate:** After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

**<sup>10</sup>Prisoned:** The blast attack may only be used in close combat against models with the Infantry, Jump Infantry or Jet Pack Infantry types. In doing so the model makes only a single attack (regardless of any other factors).

# BATTLES IN THE AGE OF DARKNESS: WEAPONS OF THE MECHANICUM

## KNIGHTS WEAPONS

| Weapon                         | Range     | Str | AP | Type                                                                               |
|--------------------------------|-----------|-----|----|------------------------------------------------------------------------------------|
| Acheron pattern flame cannon   | Hellstorm | 7   | 3  | Ordnance 1                                                                         |
| Castigator pattern bolt cannon | 36"       | 7   | 3  | Heavy 8                                                                            |
| Graviton gun                   | 18"       | *   | 4  | Heavy 1, Blast (3"), Concussive, *Graviton Pulse <sup>1</sup> , Haywire            |
| Heavy bolter                   | 36"       | 5   | 4  | Heavy 3                                                                            |
| Heavy stubber                  | 36"       | 4   | 6  | Heavy 3                                                                            |
| (Bio-corrosive rounds)         | 30"       | 2   | 6  | Heavy 3, Poisoned (4+)                                                             |
| Hekaton siege claw             | -         | D   | 2  | Melee, Wrecker <sup>2</sup>                                                        |
| Lightning cannon               | 48"       | 7   | 3  | Heavy 1, Rending, Large Blast (5"), Shred                                          |
| Phased-plasma fusil            | 24"       | 6   | 3  | Salvo 2/3                                                                          |
| Questoris battlecannon         | 72"       | 6   | 3  | Ordnance 3, Large Blast (5")                                                       |
| Rad cleanser                   | Template  | 2   | 5  | Assault 1, Fleshbane, Rad-phage <sup>3</sup>                                       |
| Rapid-fire battlecannon        | 72"       | 8   | 3  | Ordnance 2, Large Blast (5")                                                       |
| Reaper chainfist               | -         | D   | 2  | Melee, Machine Destroyer <sup>4</sup>                                              |
| Reaper chainsword              | -         | D   | 2  | Melee                                                                              |
| Shock lance (Melee)            | -         | D   | 2  | Melee, Swift Strike <sup>5</sup>                                                   |
| (Shock blast)                  | 18"       | 7   | 2  | Heavy 6, Concussive                                                                |
| Tempest warblade               | -         | 10  | 2  | Melee, Sunder <sup>6</sup> , Tempest Attack <sup>7</sup> , Deflagrate <sup>8</sup> |
| Thermal cannon                 | 36"       | 9   | 1  | Heavy 1, Melta, Large Blast (5")                                                   |
| Volkite chieorovile            | 45"       | 8   | 3  | Heavy 5, Deflagrate <sup>8</sup>                                                   |

**<sup>1</sup>Graviton Pulse:** Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength 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 turn thanks to the gravity flux.

**<sup>2</sup>Wrecker:** Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

**<sup>3</sup>Rad-phage:** A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

**<sup>4</sup>Machine Destroyer:** When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.

**<sup>5</sup>Swift Strike:** The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

**<sup>6</sup>Sunder:** Attacks with this special rule may re-roll any failed Armour Penetration rolls.

**<sup>7</sup>Tempest Attack:** Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.

**<sup>8</sup>Deflagrate:** After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

## 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 |
| 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                                            |

| Weapon             | Range    | Str | AP | Type                                                |
|--------------------|----------|-----|----|-----------------------------------------------------|
| 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 |
| Vulcan mega-bolter | 60"      | 6   | 3  | Heavy 15                                            |