

IMPERIAL ARMOUR

UPDATE 2006



WARHAMMER
40,000

EXPANSION

**NEW VEHICLES FOR
WARHAMMER 40,000**

IMPERIAL ARMOUR

VOLUME 3: THE TAROS CAMPAIGN

This book provides detailed information on the Taros campaign. Tau and Kroot forces face Imperial Guard regiments from Tallarn and Elysia, supported by the Raptors Space Marines, in a bitter war for possession of the arid desert-world of Taros.

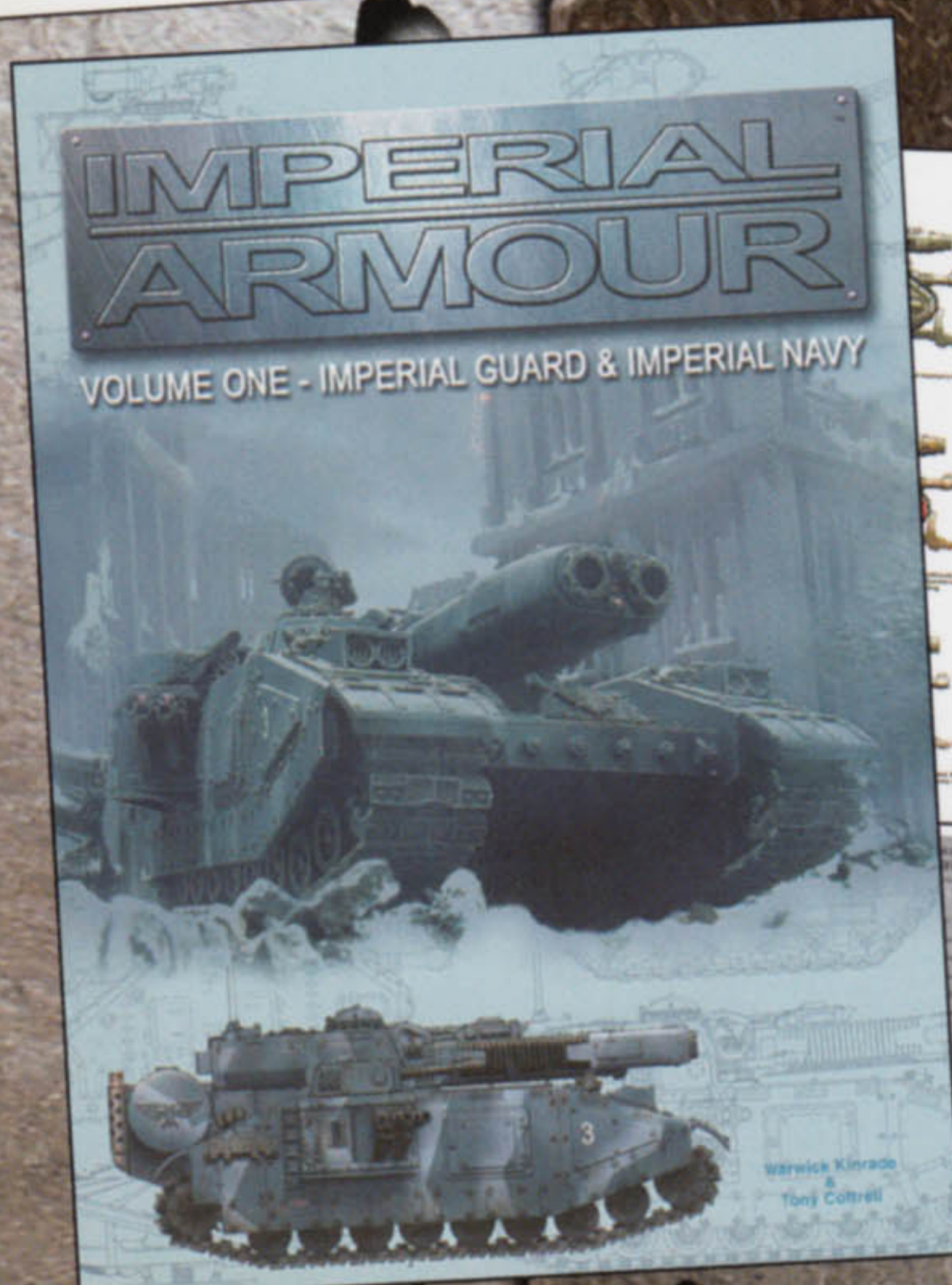
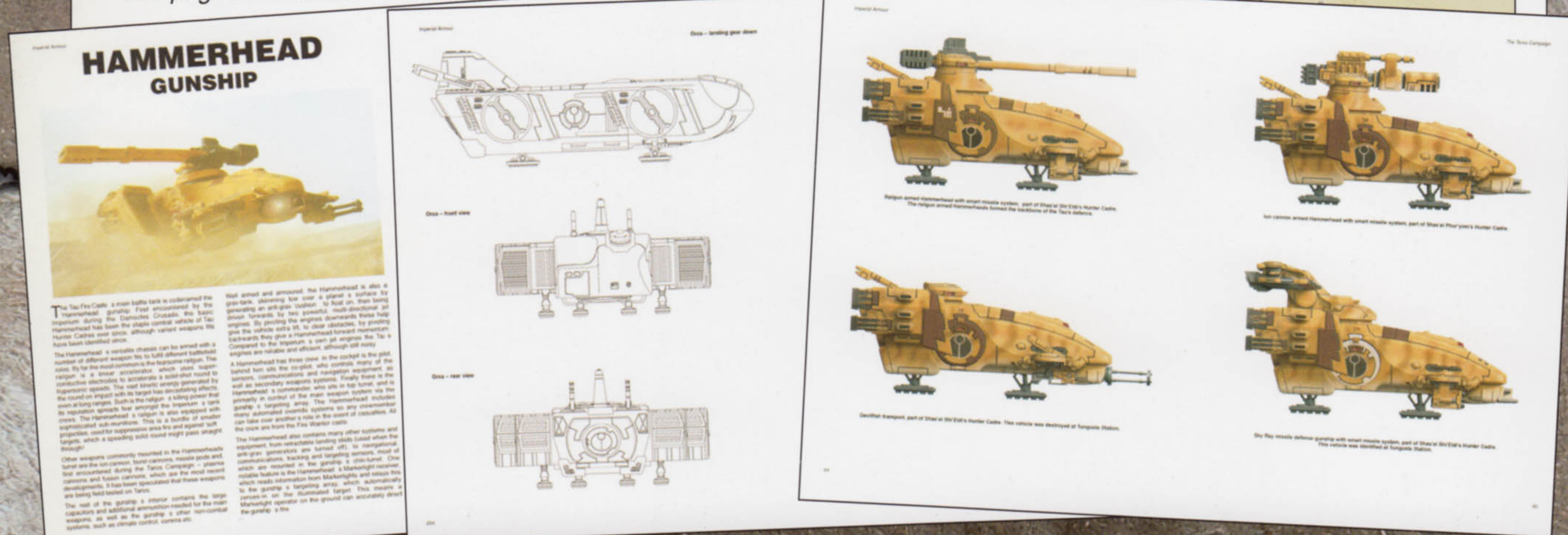
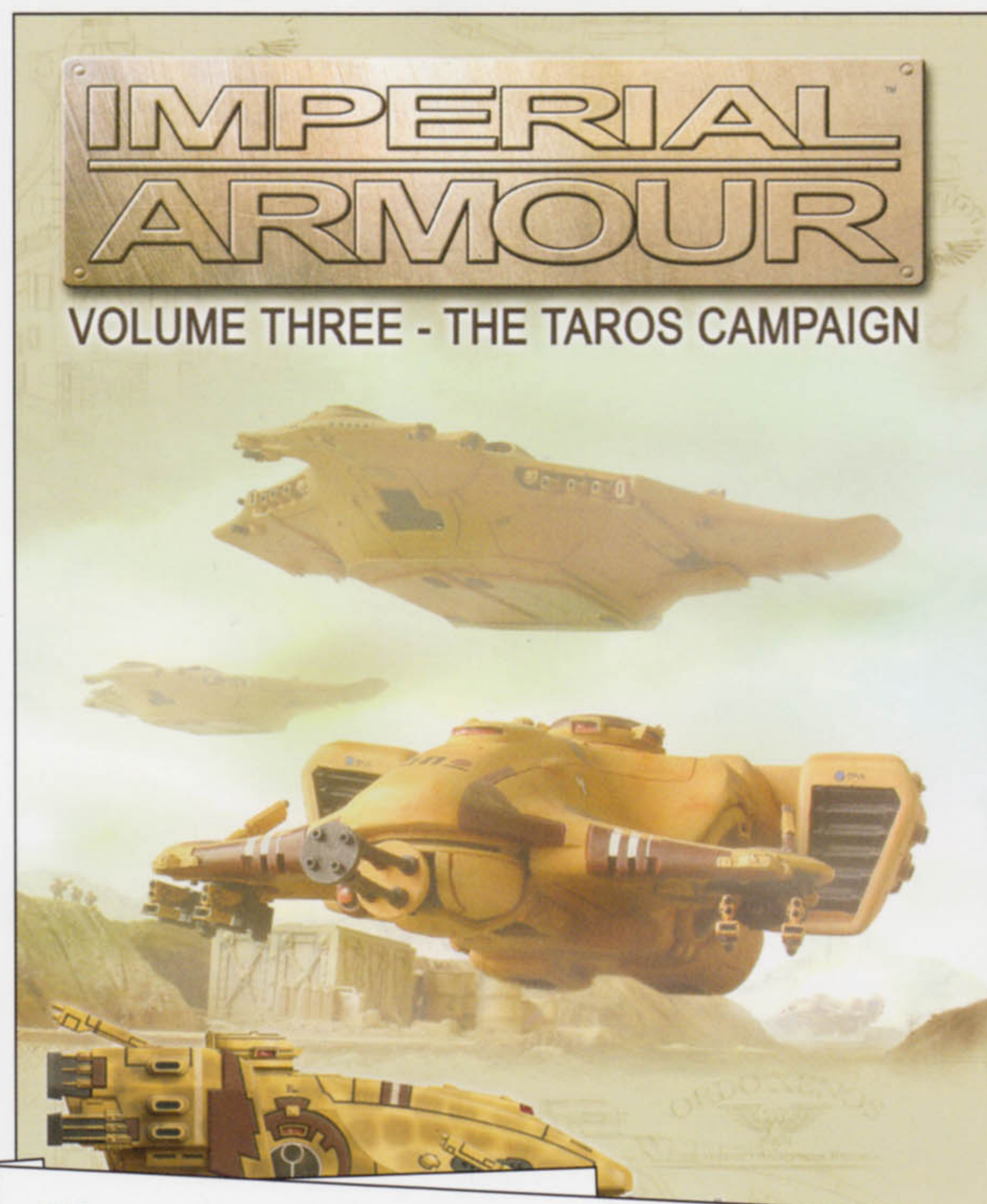
It contains information, in exacting detail, on the vehicles, aircraft, spacecraft and creatures deployed by the Tau forces and their allies. It also contains information on new vehicles for the forces of the Imperium. Alongside the history of the Taros campaign, there is background, technical specifications, illustrations, interior details and colour schemes as well as rules for using all these vehicles in games of Warhammer 40,000.

Heavily illustrated with colour and black and white pictures, full colour vehicle profiles and troop portraits, technical drawings, plus unit organisation charts and tactics to add new depth and character to the Warhammer 40,000 universe.

There is an army list for the Elysian Drop Troop regiments, additions to the Tallarn Imperial Guard units and Tau auxiliary forces, and rules for using the Tau forces in games of Epic Armageddon.

This book provides a definitive overview of the Tau Empire at war, their troops and armoured fighting vehicles, and those of their enemy. A must for Warhammer 40,000 enthusiasts.

320 pages Hardback.



ALSO AVAILABLE
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IMPERIAL GUARD AND IMPERIAL NAVY**

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IMPERIAL GUARD

ENCLOSED BASILISK



The Basilisk is the standard Imperial Guard artillery piece; a self-propelled field gun designed for medium to long-range artillery support for units in the front line. It is produced in vast numbers on forge worlds across the Imperium, and is issued to most Imperial Guard regiments. This variant of the standard Basilisk encloses the rear fighting platform for additional crew protection.

BASILISK					
	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	120	12	10	10	3

Type: Tank

Crew: 4. Imperial Guard

Weapons: The Basilisk is armed with an Earthshaker cannon and a hull-mounted heavy bolter.

Options: The Basilisk may be given any of the following from the Imperial Guard Codex: Camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to fire indirectly as described in the special rules below at a cost of +25 pts.

Heavy Support: The Basilisk is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Indirect Fire: The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (ie, Guess ranges) weapons with a range G36"-240". Note the minimum Guess range is 36".

ENCLOSED MEDUSA



The Medusa is a siege weapon, used for short range artillery fire, to attack fortress walls and buildings. Unlike the Basilisk it cannot fire barrages indirectly, but fires directly at its targets, blasting them with heavy siege shells. This means it is exposed to enemy return fire. Lack of ammunition capacity is another drawback of the Medusa, which is now regarded as an aging weapon, whose time has passed.

MEDUSA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Medusa	155	12	10	10	3

Type: Tank

Crew: 4. Imperial Guard

Weapons: The Medusa is armed with a Medusa siege gun and a hull-mounted heavy bolter.

Options: The Medusa may be given any of the following from the Imperial Guard Codex: Camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Heavy Support: The Medusa is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Medusa Siege Gun

Range: 36" Strength: 10 AP: 2 Special: Ordnance1/Blast

Siege Shells: A Medusa can fire siege shells instead of normal rounds, they use the normal blast template. Roll 2D6+10 when rolling for Armour penetration for the Medusa siege gun against bunkers, adding the dice scores together, instead of 2D6, and pick the highest.

BOMBARD



Bombards are amongst the largest artillery routinely fielded by the Imperial Guard. Issued to heavy and siege artillery compnaies, the Bombard lobs huge shells in devastating barrages.

Lacking mobility, and requiring a long time to reload between each shot, the Bombard is usually deployed well to the rear of Imperial Guard units. It is used for sustained bombardments of static targets. Once deployed a Bombard battery is most effective if left in position, begininng a relentless pounding of enemy targets. Launching huge rounds over long distances, the plunging fire of a battery of Bombards can quickly reduce walls, buildings and strong points to rubble.

More information about Bombards can be found in Imperial Armour 3: The Taros Campaign.

BOMBARD					
	Points	Front Armour	Side Armour	Rear Armour	BS
Bombard	145	12	10	10	3

Type: Tank, Open-topped

Crew: 5. Imperial Guard



Weapons: The Bombard is armed with a heavy siege mortar.

Options: The Bombard may be equipped with the following vehicle upgrades from the Imperial Guard Codex: Camo-netting, extra armour, hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Bombard may be equipped with siege shells for an additional +10 pts.

Heavy Support: A Bombard is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Slow: Due to the weight of its weapon the Bombard can only move slowly. A Bombard is limited to a maximum move of 6" per turn. A Bombard cannot move and fire in the same turn, it must remain stationary to fire.

Bombard Heavy Siege Mortar

Range: G36"-240" Strength: 8 AP: 3 Type:Ordnance1/ Massive Blast

Indirect Fire: The heavy siege mortar always fires indirectly at targets it can't see. Bombards are always Barrage weapons with a range of 36"-240". Note the minimum Guess range is 36".

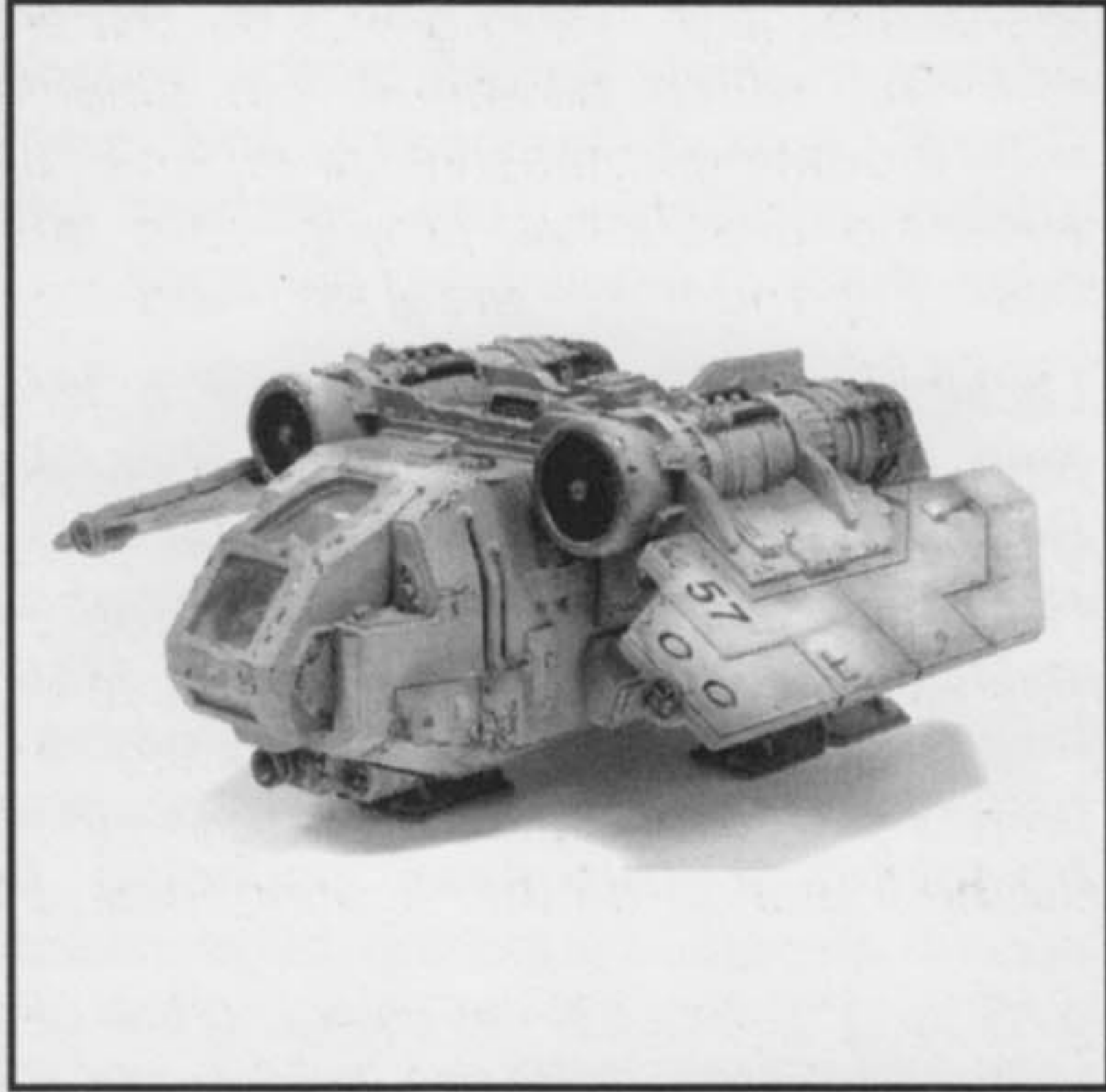
Slow Rate of Fire: The Bombard takes a long time to reload its huge shells. It can only fire once every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

Massive Blast: The Bombard uses its own massive blast template. You will need to make a 7" diameter template to represent the explosion of a bombard shell. In all ways this is treated as an ordnance template, deviating etc as per the normal rules – it just effects a larger area.

Siege Shell: A Bombard may be equipped with siege shells. When rolling to penetrate buildings or bunkers, roll 2D6 and add both dice's results together.

Dedicated Ammunition Vehicle: Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombard's dedicated ammunition vehicle. The Trojan counts as part of the same Heavy Support choice as the Bombard itself. Any vehicle upgrades for the Trojan must be paid for as normal. The Trojan is still worth its normal Victory Points should it be destroyed.

ARVUS LIGHTER



The Arvus is a small transport and cargo shuttle, commonly used by the Imperial Navy. It is not a combat vehicle, but can be used to transport men if required, operating as a stand-in assault boat.

The Arvus is a solid and reliable work-horse, squat, durable and able to carry a heavy load for its size. For more information on the Arvus see Imperial Armour 4: The Anphelion Project.

ARVUS					
	Points	Front Armour	Side Armour	Rear Armour	BS
Arvus	75	10	10	10	3

Type: Flyer, orbital lander

Crew: 1. Imperial Navy

Weapons: None.

Options: The Arvus may take the following Imperial Navy Aircraft upgrades: Ejector seat, flares or chaff launchers, armoured cockpit, illum flares.

Transport: The Arvus can transport up to 12 models. Remember that Ogryn take up two spaces each. The Arvus is always selected as a transport upgrade for another unit and only transport the unit it was bought for. Independent characters that join a unit with an Arvus may also be transported.

Transport Option: The Arvus is a transport option for the following Imperial Guard squads: Command squad, Infantry squad, Fire Support, Anti-Tank, or Mortar team or Special weapons support team, hardened veterans, Storm Troopers, Ogryns, ratlings, Techpriest Engineer and retinue. It may also carry an Inquisitor and retinue, or Inquisitorial Storm Troopers.

Access Points: 1. Rear ramp.

Fire Points: None.

AQUILA LANDER



The Aquila is one of the Imperial Navy's personal shuttles, used for transporting commanders and other VIP's between ships, and from ships in orbit to a planet's surface.

As a shuttle it is not a combat vehicle. The Aquila is only lightly armed for self defence, and can carry a commander and a small bodyguard unit or retinue.

AQUILA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Aquila	110	11	11	10	3

Type: Flyer, orbital lander

Crew: 1. Imperial Navy

Weapons: The Aquila lander has a single nose-mounted heavy bolter.

Options: The Aquila lander may upgrade its heavy bolter to a multi-laser for +10 pts, or an autocannon for +15 pts.

May take the following Imperial Navy Aircraft upgrades: Ejector seats, flare or chaff launcher, armoured cockpit, illum flares, distinctive paint scheme or decals.

Transport: May carry one character and up to 6 other men.

Transport Option: The Aquila lander is a Transport option for an Imperial character and his retinue or bodyguard (see rules below).

Access Points: 1. The Aquila has a single door as an access point for the passengers.

Fire Points: 0

SPECIAL RULES

VTOL Hover Mode: After arriving on the table the Aquila can choose to engage its VTOL hover mode and remain on the table. The Aquila uses its pinion thrusters to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering it may fire its weapons.

For the purposes of being fired at, treat the Aquila as a moving skimmer whilst in hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Aquila is immobilised then it is destroyed. Whilst hovering it cannot be attacked in close combat (it is too high off the ground), unless the attackers can fly or have jump packs, in which case it can be assaulted as if it was a moving vehicle.

At the end of its own turn the Aquila may disengage VTOL hover mode, using its main thrusters, and fly off. It now reverts to being a flyer. It will return in the enemy turn on a 2+ as per the normal Flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

WARHOUND TITAN

WARHOUND					
	Points	Front Armour	Side Armour	Rear Armour	BS
Warhound	450+wpns	14	13	12	4

Type: Super-Heavy Tank

Void Shields: 2

Speed: Normal

Crew: 4. Adeptus Titanicus

Structure Points: 3

Weapons: A Warhound must take two weapons from the following list for the points cost given: Plasma Blastgun +180 pts; double-barrelled Turbo-laser +210 pts; Inferno gun +180 pts; Vulcan Mega-bolter +180 pts.

Options: None

SPECIAL RULES

Minimum Range: A Warhound may not target units within 12".

Agile Vehicle: The Warhound is fast and manoeuvrable (for a Titan!), but its long strides do not have the straight line speed of the fastest vehicles. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It must move in a straight line, but can pivot up to 90° at the end of its move.

Targeting: As a Super-Heavy vehicle the Warhound can target different units with its weapons.

Void Shields: Each void shield counts as having an Armour Value of 12. If the Titan has any Void shields operating then roll to penetrate the void shield rather than the vehicle. If a hit scores a glancing or penetrating hit then the void shield is overloaded and taken down - no additional damage is caused. Only when a Titan has no void shields left do you roll against its own Armour Value and then roll for damage for glancing or penetrating hits as normal for a Super-Heavy vehicle. Void shields have no effect in close combat.

At the start of its turn a Warhound can attempt to regenerate downed void shields. Roll a D6 for each downed void shield, it is regenerated on a roll of 6.

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Warhound. The enemy unit may still use the 'Death or Glory' special rule.

Leg Armour: A Warhound has its thickest armour protecting its vulnerable legs. Troops on the ground which assault a Warhound can usually only attack its legs or feet, and therefore all close combat attacks against a Warhound are resolved against Armour Value 14, regardless of which direction the attacks come from. Troops which have jump packs or that can fly ignore this rule and use the Armour Value of whichever facing they are attacking.

Titan Stomp! Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the Assault phase. The Titan has a Weapon Skill of 1, an Initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no Armour Save allowed against these attacks (except for Invulnerable Saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

Opponents that fight a round of close combat against the Warhound and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Titans never pursue or consolidate – they remain stationary.

Engineer Repairs: Every Titan has a Techpriest as part of its crew, aided by servitors and Servo-skulls to keep the Titan running smoothly. At the start of his turn the Engineer may attempt to repair damage to the Warhound. If the Warhound has its engines damaged, weapon destroyed or field destroyed, one of these defects (chosen by the Techpriest) is fixed on a roll of 5+. Note, the Techpriest is always aided by a Servitor dedicated to the task, so gains a +1 to the roll (on his own he would require a 6 to fix the damage).

Titans are huge walking war machines, protected within powerful void shields and mounting massive weapons of awesome destructive power. They are the Imperium's greatest fighting machines.

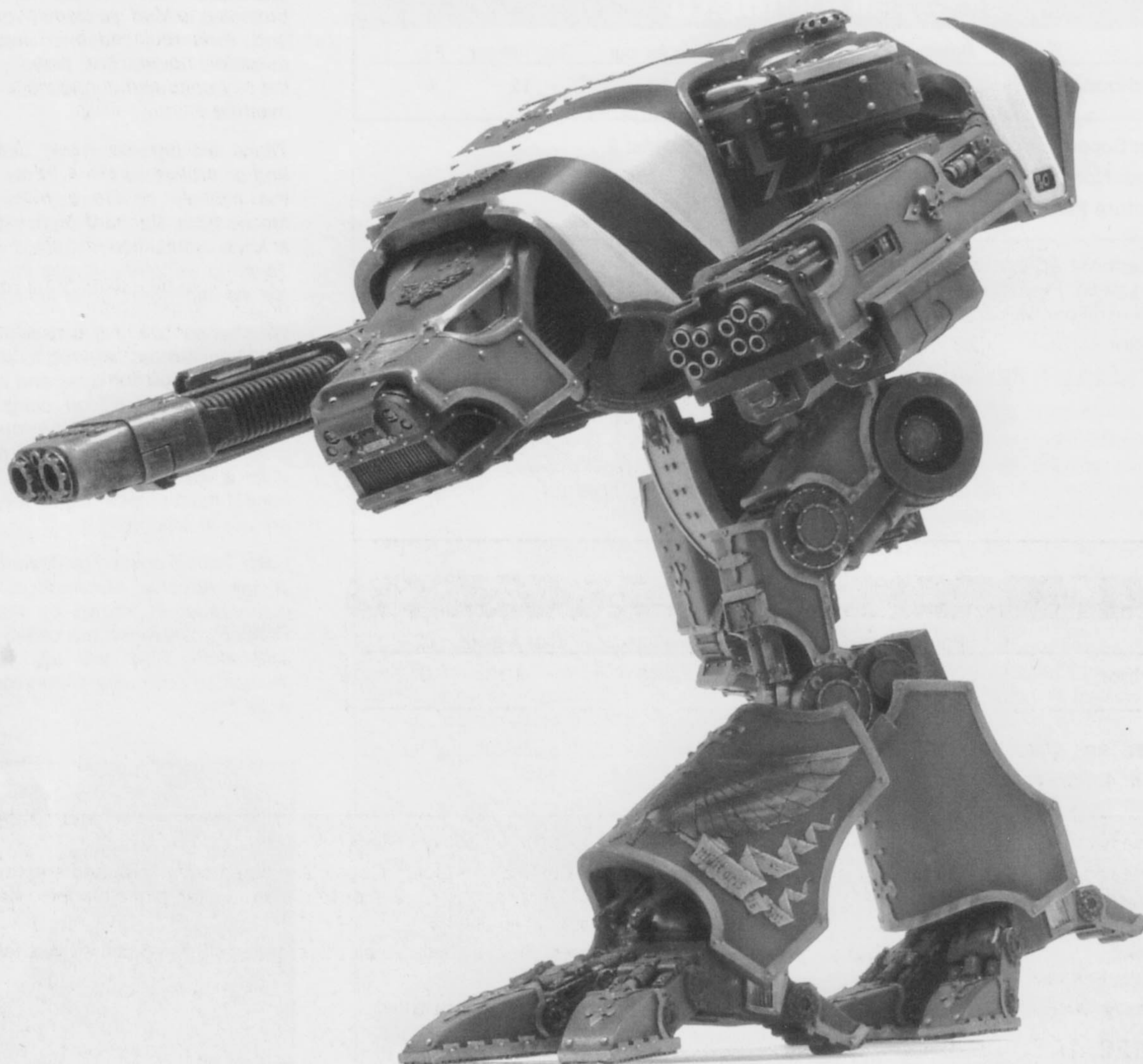
Titans are organised into Titan Legions and controlled by the Adeptus Titanicus, the military division of the Adeptus Mechanicus. Each legion has its base on a forge world, from where it sends out Titans to warzones across the galaxy, to aid the Imperium's other fighting forces.

Warhounds are the smallest class of Titan, sometimes referred to as a 'scout' Titan. They are the eyes and ears of the Titan Legions, and on campaign they range far ahead of the main battle groups. They are faster and more agile than a Reaver or Warlord Titan, but cannot match these mighty machines for armour or firepower.

Each Titan is crewed by devout members of the Adeptus Mechanicus. A Titan's commander is known by the rank of Princeps. Crewmen are called Moderatii, and each Titan will also include a Techpriest and several servitors as part of its crew.



Warhound Titan



TITAN WEAPONS

Turbo-laser	Range	Str	AP	Type
	12-72"	9	2	Heavy/1, Blast

Notes: The stat line is for a single barrelled turbo-laser. A double-barrelled Turbo-laser would be Heavy/2, a triple-barrelled would be Heavy/3, with the extra Blast templates treated as a barrage.

Plasma Blastgun	Range	Str	AP	Type
	12-54"	8	2	Ord1, Blast, Titan killer.

Note: If a target is under the centre hole of the Ordnance template, roll 2D6 for armour penetration and add the results together rather than choosing the highest.

Inferno Gun	Range	Str	AP	Type
	12-36"	7	3	Heavy/1, Massive Blast

Note: Any unit taking casualties from the Inferno gun must make an immediate fall back move as if it had failed a Morale check. The unit is not actually broken and does not have to regroup at the start of the next turn. There are no Cover Saves against Inferno gun hits.

Vulcan Mega-bolter	Range	Str	AP	Type
	12-36"	6	4	Heavy/10, Rending

Note: Any rolls of 6 to hit cause an automatic wound with no armour save (except Invulnerable Saves and Cover Saves). Against vehicles any Penetration roll of a 6 add a further D6 to the result.

GRIFFON



The Griffon is a close relative of the Basilisk and Medusa siege gun. The main cannon is replaced by a large mortar, used for indirect fire, close support for infantry units and during sieges to attack over the enemy's walls.

Whilst lacking the heavy firepower of larger artillery pieces, the Griffon is versatile: it can fire a wide variety of shells, from standard high explosive, to smoke, illumination and siege shells.

The vehicle has standard crew of four; a driver, commander in the front compartment, and a gunner and loader manning the mortar in the open-topped rear fighting platform.

GRIFFON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

Type: Tank, Open-topped

Crew: 4. Imperial Guard

Weapons: The Griffon is armed with a heavy mortar and a hull-mounted heavy bolter.

Options: The Griffon may be given any of the following from the Imperial Guard Codex: Armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be equipped with any of the following types of shell; Smoke shells +5 pts, illumination shells +5 pts, siege shells +5 pts, infernus shells +10 pts.

Heavy Support: The Griffon is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Griffon Heavy Mortar

Range: G12"-48" Strength: 6 AP: 4 Type: Ordnance 1/ Blast

High Explosive Shell: These are the standard shells and use the stat line given above.

Instead of firing a high explosive shell a Griffon may be equipped with one of the following types of shell instead.

Siege Shells: Griffon Siege shells use the smaller blast template instead of the ordnance blast template, but count as ordnance in all other respects. Roll 2D6+6 when rolling armour penetration for siege shells against bunkers and buildings, and add the dice together rather than picking the highest.

Illum Shells: Illumination shells are fired at night to light up the battlefield and allow friendly troops to find targets. Once fired high into the sky they burn slowly, drifting down to earth on a parachute.

If the Griffon fires an illum shell then for the rest of the Shooting phase any unit on the table can re-roll their Night Fighting roll for targeting the enemy. They must accept the second roll even if it is worse.

Of course a lighter battlefield for one side is also a lighter battlefield for the other. Your opponent may also re-roll Night Fighting targeting dice in his next Shooting phase.

Smoke Shells: Smoke shells are fired to hide friendly forces from enemy fire and create a smoke screen.

Choose a friendly unit within range to protect with a smoke screen. The smoke provides an infantry unit with a 5+ Cover Save. Place some cotton wool in front of the unit to represent the smoke screen. The unit protected by a smoke screen cannot fire through it themselves. If the smoke is fired to hide a vehicle, then it counts as if it had used smoke launchers – any penetrating hits become glancing hits.

Infernus Shells: The interior of an infernus shell is filled with a combustible substance, such as oxy-phosphor gel or thermite. This instantly burns, setting the target on fire.

An Infernus shell has the same effect as a high explosive shell, except any infantry unit that is hit must make an immediate Fall Back move to avoid the fire now burning.

SUPPORT SENTINEL



The Support Sentinel is a modification of the standard Sentinel, modified to carry heavy supporting firepower for Sentinel companies.

The most common variant is armed with a multiple rocket pod. Used for suppressing fire and anti-infantry saturation fire, the pod fires multiple small fragmentation rockets.

The second type of Support Sentinel is armed with a missile launcher, and is equipped with specialised targeting equipment, allowing it to fire indirectly.

0-1 SUPPORT SENTINEL SQUADRON

	Points	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open-topped.

Crew: 1. Imperial Guard.

Squadron: Consists of between 1 and 3 Sentinels.

Weapons: Each Support Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).

Missile launcher +30 pts

Multiple rocket pod +20 pts

Options: Sentinels may take the following vehicle upgrades: Armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Fast Attack: 0-1 Sentinel Support squadron is a Fast Attack choice for an Imperial Guard army. You must include at least 1 Sentinel squadron in your army to include a Sentinel Support squadron.

0-1 Support Sentinel squadron is a Fast Attack choice for an Elysian Drop Troop army.

SPECIAL RULES

Multiple Rocket Pod

Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are highly effective anti-infantry weapons used against swarms of lightly armed troops.

	Range: 24"	Str: 4	AP: 6	Type: Heavy2, Blast
Missile Launcher				
Frag	Range: G6-48"	Str: 4	AP: 6	Type: Heavy1, Blast
Krak	Range: 0-48"	Str: 8	AP: 3	Type: Heavy1

The frag missiles may use indirect fire. It is treated as a Barrage (ie, Guess range) weapon with a minimum range of 6". As a Barrage weapon the frag missiles always causes Pinning tests.

The missile launcher can also be fired in a direct fire role as normal without the minimum range.

Note: Support Sentinels are not used in a scouting role and do not benefit from the Sentinel's Scout special rule.

HELLHOUND

HELLHOUND					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	115	12	12	10	3

Type: Tank

Crew: 3. Imperial Guard

Weapons: Turret mounted inferno cannon and a hull-mounted heavy bolter.

Options: The Hellhound may be given any of the following from the Imperial Guard Codex: Camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Fast Attack: The Hellhound is a Fast Attack choice for an Imperial Guard army.

SPECIAL RULES

Inferno Cannon

Range: 24" Strength: 6 AP: 4 Special: Heavy1/ Template

When firing the inferno cannon, designate a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's BS. If you hit, then all models partially or whole under the template are hit. If you miss, they are each hit on a roll of 4+.



The Hellhound is a flamethrower tank built upon the chassis of the Chimera. Its passenger compartment is replaced by a large, armoured, fuel tank to supply its inferno cannon.

SABRE GUN PLATFORM

SABRE GUN PLATFORM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Sabre Platform	40	10	10	10	3

Type: Immobile

Crew: 2. Imperial Guard

Weapons: Twin-linked heavy bolters. Both Guardsmen have lasguns.

Options: The heavy bolters may be upgraded to an AA mount for +10 pts.

A platform may replace its twin-linked heavy bolters with twin-linked autocannons for +10 pts; this may be upgraded to an AA mount for an additional +10 pts.

A platform may replace its twin-linked heavy bolters with two twin-linked heavy stubbers for +10 pts; this may be upgraded to an AA mount for an additional +10 pts.

A platform may replace its twin-linked heavy bolters with twin-linked lascannons for +20 pts. These may not be AA mounted.

Heavy Support: You may take a Sabre gun platform battery as part of a Heavy Weapons platoon, in which case a battery of 1-3 gun platforms replaces a single Support unit.

SPECIAL RULES

AA Mount: If weapons are AA mounted, they may roll to hit aircraft using its normal BS of 3 rather than needing 6s to hit.

Damage: Treat the platform and crew as artillery and randomise hits between the weapon and the crew, as per page 56 of the Warhammer 40,000 rulebook. The platform has an Armour value of 10 all round, and any glancing or penetrating hits destroys it.



Sabre gun platforms are static heavy weapon positions deployed to defend important locations and are also used in a light anti-aircraft role.

The platform mounts twin-linked heavy weapons behind a gun shield, which helps protect the two man crew from enemy fire.

Sabre platforms are generally issued to Imperial Guard heavy weapon platoons

FORTRESS WALLS



Many Imperial cities, fortresses, outposts and garrisons are surrounded by strong curtain walls to protect them from the many perils of the galaxy. These massively strong bastions provide excellent protection for the troops within, and mount a large array of weapons to repel attackers.

Fortress Walls are divided into four different types of section; Walls, Towers, Gate Towers and the Gate. Each section has an Armour value of 14 on all facings and a number of hits (noted below). Each Penetrating hit automatically causes 1 hit. When a section has no hits left it is destroyed.

A Fortress section must be targeted separately from any unit occupying it. You must choose to either shoot at the Fortress section or a unit occupying it. Bastion-mounted Sentry guns may also be targeted separately from the rest of the section. For rules for Sentry guns see Imperial Armour volumes 1 or 2.

Wall section 50 pts each

Each Wall section has 4 hits.

A unit deployed onto the ramparts gain a 3+ Cover save.

A Wall section that is reduced to 0 hits is breached. A breached wall section becomes rubble, giving a 4+ cover save and is treated as difficult terrain. Any model on a wall section when it is breached takes a single wound (armour save as normal).

A Wall section can be upgraded to include a Wall bunker for +50 pts. A single unit can be deployed into the Wall bunker. Once inside they cannot be targeted or assaulted. If the Wall is breached then any unit inside the bunker is destroyed in the collapse.

Tower 75 pts each

Each Tower has 6 hits.

If a Tower that is reduced to 0 hits it is destroyed. Any weapons mounted upon it are destroyed. Any models inside the tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section.

Any Tower may be upgraded to include a flak turret with twin-linked long-barrelled autocannons on an AA mount for +75 pts

Any Tower may be upgraded to include a buttress-mounted Sentry gun with twin-linked heavy bolters at + 15 pts, or twin-linked lascannons at + 25 pts.

Gate 50 pts

A Gate has 4 hits.

A Gate that is reduced to 0 hits is destroyed. The Gate is now open and troops can move through it as normal.

A unit deployed onto the Gate's ramparts gain a 3+ Cover save. Each Gate must also have two Gate Towers.

Gate Tower 100 pts each

Each Gate Tower has 8 hits.

A Gate Tower that is reduced to 0 hits is destroyed. Any weapons mounted upon it are destroyed. Any troops inside the tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section.

A Gate Tower may be upgraded to include buttress-mounted Sentry guns with twin-linked heavy bolters at +15 pts, or twin-linked lascannons at +25 pts.

Scenario Note: When using the Fortress Walls in a game, build them first as a separate detachment to the defenders army. Once the Fortress has been constructed you will know how many points you have left to spend on the troops inside.

Example: The Fortress shown above has 4 Walls sections (2 with Wall bunkers), 2 Towers with flak turrets and heavy bolter Sentry guns, 2 Gate Towers with lascannon Sentry guns and a Gate. In all, it costs 930 pts. In a 2000 point game this would leave the defender 1070 pts to spend on his army to defend it.

SPACE MARINES

SIEGE DREADNOUGHT

Some Space Marine Chapters have equipped their Dreadnought armoured battle-brothers especially to take part in sieges, and to lead assaults upon fortified enemy positions. They are equipped with flamer weapons for clearing bunkers, and an assault drill arm for grinding through ferrocrete in a matter of seconds.

This arm also includes an in-built heavy flamer, so that once a hole has been created, the Dreadnought can pour super-heated promethium into a bunker or pillbox.

Siege Dreadnoughts are specialised equipment and are only deployed when the Chapter needs to break through a static defence line or during close quarters street-to-street fighting.



0-1 SIEGE DREADNOUGHT

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Dreadnought	120	4	4	6(10)	12	12	10	4	2

Type: Walker

Crew: 1. Space Marine

Weapons: The Dreadnought's left arm is equipped with an assault drill that has a built in heavy flamer. The Dreadnought's right arm is equipped with an Inferno cannon.

Options: The Dreadnought may take any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: Extra armour, searchlight or smoke launchers.

Elites: A Siege Dreadnought is an Elite choice for a Space Marine army.

SPECIAL RULES

Assault Drill with built in Heavy Flamer: The Dreadnought's assault drill is designed to punch through rock and reinforced ferrocrete, grinding its way through buildings, walls and bunkers. Once penetrated the heavy flamer can unleash a torrent of flaming promethium through the hole to incinerate those inside.

The assault drill acts like a normal Dreadnought close combat weapon. If it is used to attack a bunker or building, then roll 2D6 for penetration and add the dice together. If the Dreadnought penetrates a bunker/pillbox/building it may immediately make a heavy flamer attack against anybody inside (troops on a different level or in a different section of a large building cannot be attacked). Models inside a bunker are hit automatically.

Inferno Cannon

Range: 24" Str: 6 AP: 4 Type: Heavy1, Template

When firing the Inferno cannon, designate a target unit and place the normal flamer template so that it is at least partially over as many enemy members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Dreadnought's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.

The Dreadnought can only carry a limited amount of fuel for the Inferno cannon. After each shot roll a D6, on a 1 the Dreadnought is out of fuel and cannot fire its Inferno cannon again.

Wisdom of the Ancients: If the Chapter has the 'Wisdom of the Ancients' Trait the 0-1 restriction is lifted, and Siege Dreadnoughts may be taken as a Heavy Support choice as well as an Elites choice.

Wrecker: In City Fight games, the Siege Dreadnought may count as having the Wrecker stratagem.

THUNDERHAWK TRANSPORTER



The Thunderhawk Transporter is a variant of the standard Thunderhawk gunship. It replaces its troop carrying capacity with articulated arms for carrying vehicles, slung underneath its main fuselage. It is used to quickly move a Chapter's vehicles from a strike cruiser in orbit to the a planet's surface, or from one ground operation to another. During planetary assaults, Transporters fly non-stop missions, ferrying vehicles and supplies to the Space Marines on the ground.

A Transporter can carry two Rhinos (or Rhino-sized vehicles), or a single Land Raider. It is armed for self defence with multiple heavy bolters, but can carry additonal under-wing missiles as additonal firepower during a plantefall operation.

THUNDERHAWK TRANSPORTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Transporter	455	12	12	10	4

Type: Super-heavy flyer, Orbital lander

Structure Points: 3

Crew: 3. Space Marines

Weapons: 4 x twin-linked heavy bolters. All Thunderhawk transporters have a decoy launcher.

Options: A Thunderhawk transporter may carry up to 6 Hellstrike missiles for +10 pts per missile.

Transport: A Thunderhawk Transporter may carry 2 Rhinos or Rhino variants, or 1 Land Raider or Land Raider variant.

Rhino variants include: Predator, Razorback, Whirlwind, Vindicator, Damocles.

Land Raider variants include: Crusader, Prometheus, Helios.

Transport vehicles may contain any passengers they would normally be carrying. Vehicles and passengers must be paid for separately.

Super Heavy Detachment: As a Super-heavy Flyer the Thunderhawk transporter must be taken as a separate detachment. A detachment consists of 1-3 Thunderhawks or Thunderhawk Transporters which may be mixed in the same detachment.

SPECIAL RULES

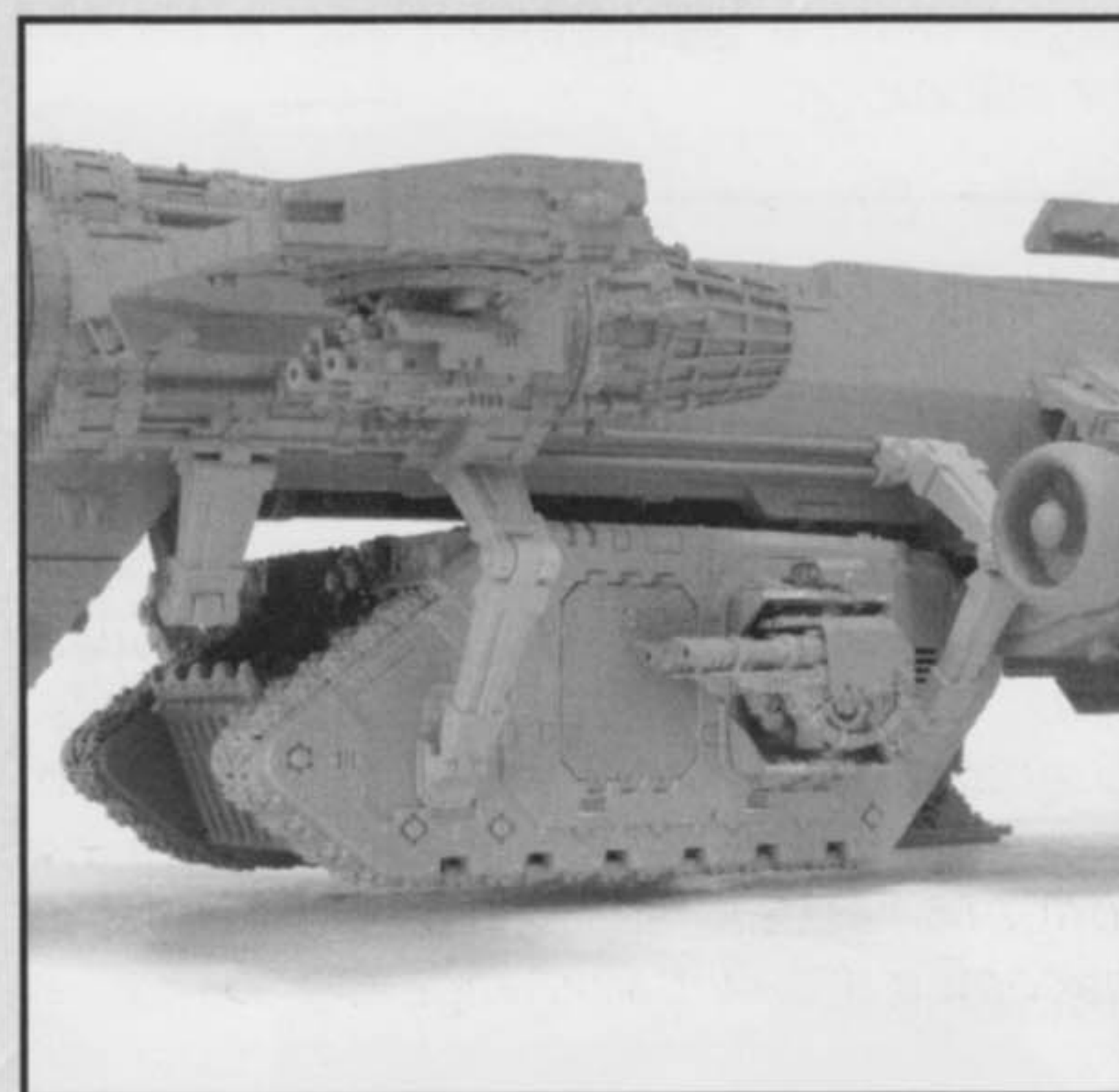
Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk transporter has thick ceramite shielding. This makes it resistant to melta (and melta-type) weapons. Melta weapons, including melta-bombs, never roll an extra dice for armour penetration due to being at half range.

Decoy Flares: If the Thunderhawk transporter takes a glancing hit from enemy fire, then it may fire its decoy flares to re-roll the result. The second result must stand, even if it is better than the first. Decoy flares may only be used once per game.

Unloading Vehicles: Vehicles can disembark from the transporter very quickly. The Thunderhawk transporter lands using the normal orbital lander rules. Simply leave the vehicle or vehicles in place when the transporter takes off again. A landed vehicle may begin moving, shooting etc as normal in their own turn.

Loading Vehicles: An empty transporter can pick up a vehicle by using the Orbital Lander rules to land on top of a vehicle. It must then spend a complete turn on the ground whilst the clamps are secured. When the Transporter takes off it takes the vehicle (and any passengers) with it.

Any damaged vehicle that is removed from the battlefield by a Thunderhawk transporter is worth half its normal Victory Points value to its opponents. Note destroyed vehicles are still worth their full value for Victory Points.



ORKS

LOOTED RHINO



Orks use all kinds of captured and recovered vehicles, either looted from battlefields or built in Ork controlled Imperial factories. These vehicles will have anything 'un-Orky', such as weapons, radio, sensors, etc. removed and replaced with Ork equivalents. Gradually, Mekboyz will add more and more modifications until the vehicle no longer resembles the original, but becomes a new battlewagon.

LOOTED RHINO					
	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	2

Type: Tank

Crew: Orks

Weapons: Big Shoota

Options: The Big Shoota may be upgraded to one of the following: Rokkit Launcha for free, Scorcha for free, twin-linked Big Shoota + 5 pts, twin-linked Rokkit launcha + 8 pts.

A Looted Rhino may take any of the following upgrades as described in Codex: Orks: Armour plates, big grabber/wrecker ball/reinforced ram/boarding plank, bolt-on Big Shoota, grot riggers, searchlight, spikes n' blades, stik-bomb chuka, turbo-boosta, red paint job.

Transport Capacity: A Looted Rhino can carry 10 Orks.

Heavy Support: 1-3 Looted Rhinos are a Heavy Support choice for an Ork army.

SPECIAL RULES

Looted Vehicle: Make a Breakdown test for the Looted Rhino at the start of each turn. Roll a D6, on a 1 roll again on the table below:

D6	Result
1	May not move this turn; roll again on this table next turn.
2	May not move this turn.
4-6	Don't press that – Waaagh! The vehicle lurches forwards 2D6" straight ahead. Make Dangerous Terrain, Tank Shock tests, etc, as if the vehicle were moving normally. The vehicle counts as moving the distance rolled on the dice and may not make any further moves this turn.

BIG SQUIGGOTH



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.

BIG SQUIGGOTH										
	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Big Squiggoth	50	2	2	7	6	4	1	3	7	5+

Weapons: The Squiggoth is unarmed, but it has fangs and stomping feet.

Options: The Big Squiggoth may be armed with one of the following weapons; Kannon at +25 pts, Zzap gun at +40 pts, Lobba at +15 pts.

Transport: The Big Squiggoth may transport a single mob of up to 10 Orks, who ride in the howdah and hang onto the sides. Orks being transported may leave the Squiggoth as if they were exiting an open-topped vehicle.

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

SPECIAL RULES

Monstrous Creature: The Squiggoth is a monstrous creature. It rolls 2D6 for armour penetration and ignores opponents' Armour Saves in close combat.

GARGANTUAN SQUIGGOTH

Amongst Feral Ork tribes Pigdoks take great pride in competing to breed the largest Squiggoth. Some grow to elephantine sizes, so large they dwarf tanks and buildings. Whilst Squiggoths come in many shapes and sizes, all have large tusks, claws, fangs and a very bad temper!

Goaded by its Ork masters, riding in a howdah upon its back, the Squiggoth stomps into battle, the ground trembling beneath its massive feet. Being Orks the howdah is usually bedecked with heavy weapons, blazing in all directions as the howdah sways, pitches and rolls, accompanied by the whooping and cheering of its passengers.



GARGANTUAN SQUIGGOTH

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Gargantuan Squiggoth	200	2	2	10	7	8	1	4	7	4+

Weapons: The Squiggoth has no weapons except its huge tusks, fangs and stomping feet! Weapons may be mounted in the howdah.

Options: The Squiggoth maybe mounted with up to two of the following weapons for the points cost indicated: Kannon + 25 pts, Zzap gun + 40 pts, Lobba + 15 pts.

It may also be mounted with up to four twin-linked Big Shootas at +15 pts each

The Squiggoth may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Squiggoth can be equipped with up to five bolt-on Big Shootas at +10 points each. These must be fired by the Ork mob onboard.

Transport: A Squiggoth may carry up to 20 Orks in the howdah. Orks being transported may leave the Gargantuan Squiggoth as if they were exiting an open topped vehicle.

Heavy Support: A Gargantuan Squiggoth is a Heavy Support choice for an Ork or Feral Ork army.

SPECIAL RULES

Monstrous Creature: Due to its sheer size, the Squiggoth rolls 2D6 for vehicle armour penetration and ignores Armour Saving throws.

Tank Shock: Although it is not a 'Tank' a rampaging Squiggoth inspires the same fear. If a Squiggoth moves over a squad then treat it exactly like a tank. Make a Tank Shock test at -1 to the squad's leadership. Death or Glory applies as normal, failure resulting in the unlucky victim being squashed flat!

Lumbering: The Squiggoth is heavy and ponderous. It can move 6" and assault 6". All movement must be straight ahead and it may only make a single 45° turn at the end of its normal movement. The Squiggoth may only assault if the enemy it is to attack is directly ahead. The Squiggoth cannot perform a sweeping advance, but those in the howdah may fire any number of weapons no matter how far it moves.

Leaving Combat: A Gargantuan Squiggoth is too large to be pinned in combat. If it is assaulted, the Gargantuan Squiggoth can always move off in its Movement phase, just like a vehicle.

Fearsome: So large and fearsome is the Squiggoth that many enemies simply flee rather than fight it. Any enemy unit that wishes to assault the Squiggoth must take a standard Morale check. If the check is failed, the unit quails before the vast creature and may not make an assault that turn.

Wrecker: The Squiggoth is so large and heavy it crushes everything in its path, becoming more enraged and destructive the more heavily wounded it is. It can attack terrain features and immobilised vehicles it is in base contact with. Targets that will fit completely under an Ordnance template can be attacked. Roll a dice. If the score is greater than the Squiggoth's remaining Wounds the target is destroyed. If the result is equal to or less than the Squiggoth's remaining Wounds it survives.

GUN WAGON

GUN WAGON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Gun Wagon	70	12	11	10	2

Type: Tank, Open-topped

Crew: Orks

Weapons: Twin-linked Big Shootas.

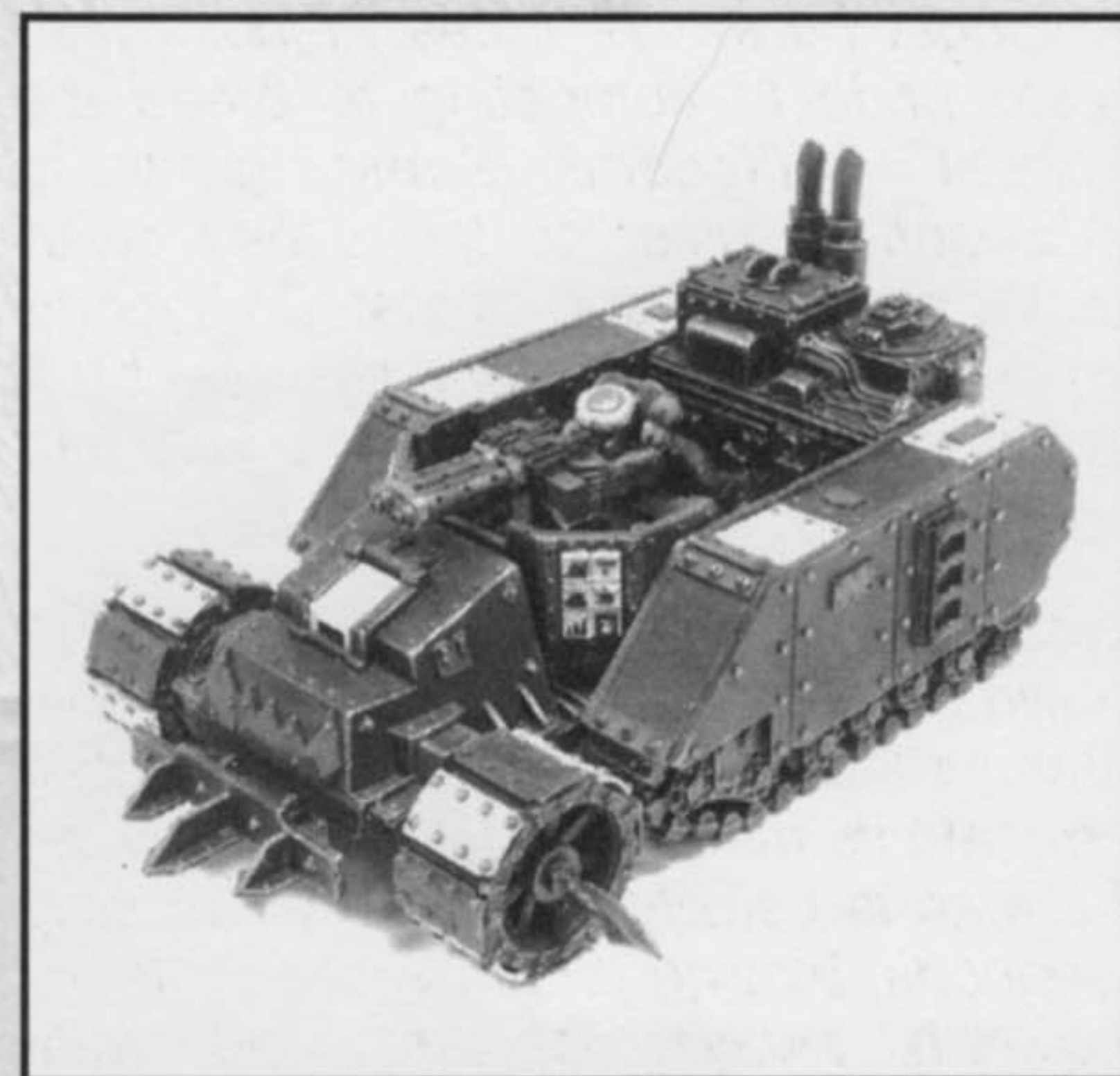
Options: The Gun wagon may replace its twin-linked Big Shootas with a Kannon for +10 pts, with a Zzap gun for +10 pts, a Lobba for +5 pts.

A Gunwagon may be given any of the following from the Ork Codex: Armour plates, big grabber, boarding planks, grot riggers, serachlight, red paint job, reinforced ram, spikes'n'blades, stikkbomb chukka, turbo-boosta, wrecker ball.

A Gun Wagon may be given an Armoured Top for +10 pts, meaning the vehicle no longer counts as Open-topped.

Transport Capacity: A Gun Wagon can carry 10 Orks.

Heavy Support: A Gun Wagon is a Heavy Support choice for an Ork army.



A Gun wagon is a half tracked weapons carrier, mounting a heavy weapon and capable of carrying a Boyz mob, who hang on to the sides as the vehicle races into battle.

BATTLE WAGON

BATTLE WAGON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Wagon	120	13	12	10	2

Type: Tank, Open-topped

Crew: Orks

Weapons: A Battle Wagon is armed with three twin-linked big shootas.

Options: A Battle Wagon may replace any of its twin-linked big shootas with either twin-linked rokket launchas or twin-linked scorchas for free.

The Battle Wagon may replace up to one of its twin-linked Big Shootas with a Lobba, Zzap gun or Kannon for +15 pts.

In addition the Battle wagon may be equipped with up to five bolt-on big shootas at +10 points each. These must be fired by the Ork mob onboard.

The Battle Wagon may be given any of the following upgrades from Codex Orks: Armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

Krusher: The Battle Wagon may be given a Krusher for +10 pts.

Transport Capacity: A Battle Wagon can carry 20 Orks.

Heavy Support: A Battle Wagon is a Heavy Support choice for an Ork army.

SPECIAL RULES

Krusher: If the Battle Wagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are cuaght and crushed and suffer a wound. Armour saves are taken as normal.



Battle Wagon is a generic term covering many varieties of large Ork armoured vehicles and tanks. The Orks themselves do not differentiate between types, to them any large armoured vehicle is a Battle Wagon, be it tracked, half-tracked or wheeled.

Each Battle Wagon, designed and built by a Mekboy, will grow over time. The Mekboy will continue to add new armour plates and extra weapons, increasing engine power, until a Battle Wagon grows large enough to become a Battle Fortress.

BATTLE FORTRESS



Large battle wagons are referred to as battle fortresses. These are huge armoured vehicles, bristling with weapons and firing platforms for the Ork Boyz onboard.

Like all Ork vehicles there is no standardisation and battle fortresses come in all sorts of shapes and sizes. Many are similar, because the Mekboys seem to work to the same basic, well-known designs, but occasionally a Mekboy will come along with radical new ideas. In the end, whatever the design, a battle fortress will always be a large, multi-story tank, heavily armed and carrying mobs of boyz.

The rules here represent a typical battle fortress, but there is no reason why a different battle fortress couldn't carry more boyz, or have different weaponry. Very large battle fortresses will have also more structure points.

BATTLE FORTRESS

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Fortress	325	13	12	10	2

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 2

Crew: Orks

Weapons: The Battle Fortress mounts a Kannon and two Zzap guns. It also has two twin-linked heavy shootas. It is also equipped with a Krusher.

Options: The Battle Fortress may replace either its Kannon or Zzap guns with Lobbas, Kannon or Zzap guns for free. This means the Battle Fortress can have three Big Gunz in any combination.

The Battle Fortress may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Battle Fortress can be equipped with up to five bolt-on big shootas at +10 points each. These must be fired by the Ork mob onboard.

The Battle Fortress may be given any of the following upgrades from Codex: Orks: Armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

Transport: The Battle Fortress can transport up to twenty Orks.

SPECIAL RULES

Targeting: Instead of picking one target for the Battle Fortress, pick a target for each of its weapons.

Battle Fortress Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Battle Fortress.

Lumbering Vehicle: The Battle Fortress can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90° at the end of the move.

Difficult Terrain: The Battle Fortress can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the Damage tables.

Krusher: If the Battle Wagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are cuaght and crushed and suffer a wound. Armour saves are taken as normal.

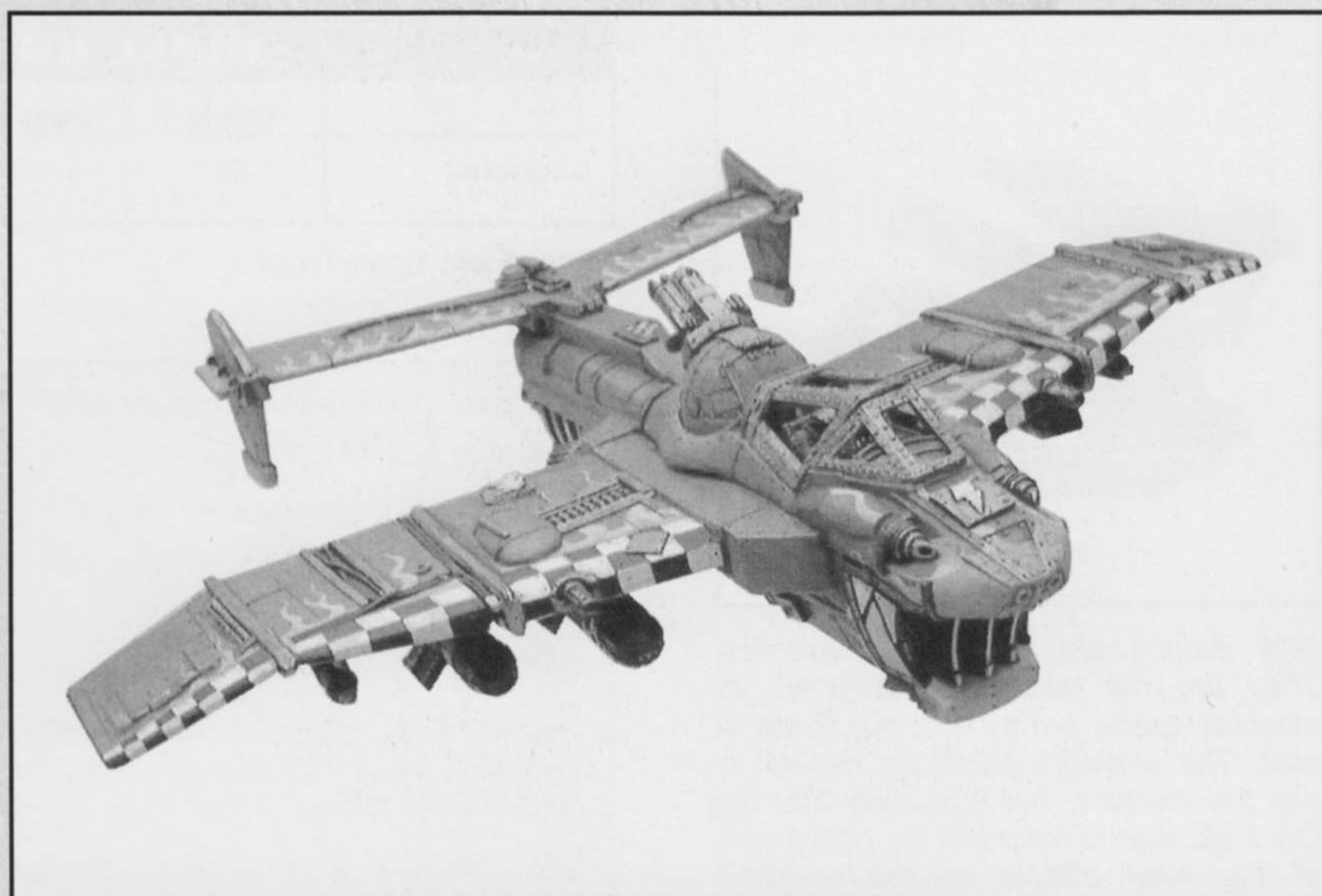
FIGHTA-BOMMER

Most Orks prefer to keep their feet firmly on the ground, in a belief that 'real' fighting only takes place there. Some unstable individuals develop a craving to fly through the air like a bird. The Orks call these creatures Flyboyz, and they form a sub-cult of the Speed Freaks cult.

It seems a Flyboyz' need for extra speed cannot be satisfied by ground vehicles, and they take to the skies in search of even greater exhilarations. Their reckless attacks and dive bombing seems to effect their brain patterns, as does the search for greater and greater speeds, enducing a state of manic euphoria. Other Orks generally consider them to be quite mad and most Flyboyz live in semi-exile from the tribal heirarchy, only associating with other Flyboyz, Gretchin slaves and the deranged Mekboyz who build and maintain their aircraft.

The aircraft itself is a triumph of Ork technology. Those Mekboyz with the knowledge of how to construct an aircraft often become obsessed by them, constantly building new ones, and tinkering with the engines for extra power. They can be found wandering Ork airfields muttering to themsleves about 'airflow dynamics' or 'thrust-to-lift ratios'. Their obsession produces highly effective aircraft, mostly based around a standard, well-proven design.

Ork aircraft come in various sizes, the smallest (and fastest) being single seater Fightas, with the larger Fighta-Bommer being a two seater aircraft with a larger payload. Other larger Bommers have also been encountered.



FIGHTA-BOMMER

	Points	Front Armour	Side Armour	Rear Armour	BS
Fighta-Bommer	200	10	10	10	2

Type: Flyer

Crew: Orks

Weapons: The Fighta-Bommer is armed with two twin-linked big shootas in its nose and wings. It also has twin-linked big shootas in a rear turret. It also carries 2 bombs, 2 big bombs and 2 rokkit.

Options: A Fighta-Bommer may replace both its big bombs with Grot Bombs for an additional +20 pts.

Heavy Support: A Fighta-Bommer is a Heavy Support choice for an Ork army.

SPECIAL RULES

Grot Bombs: A Grot Bomb is a guided missile. It is guided by its own gretchin pilot. A Grot bomb launched from a Fighta Bommer may targeted a different enemy unit from the rest of the Fighta-Bommer's weapons. It does not need to pass a target priority test to attack any enemy unit in range.

Range: 24-72" Str: 8 Ap: 3 Type: Heavy 1, Blast

FIGHTA

FIGHTA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Fighta	125	10	10	10	2

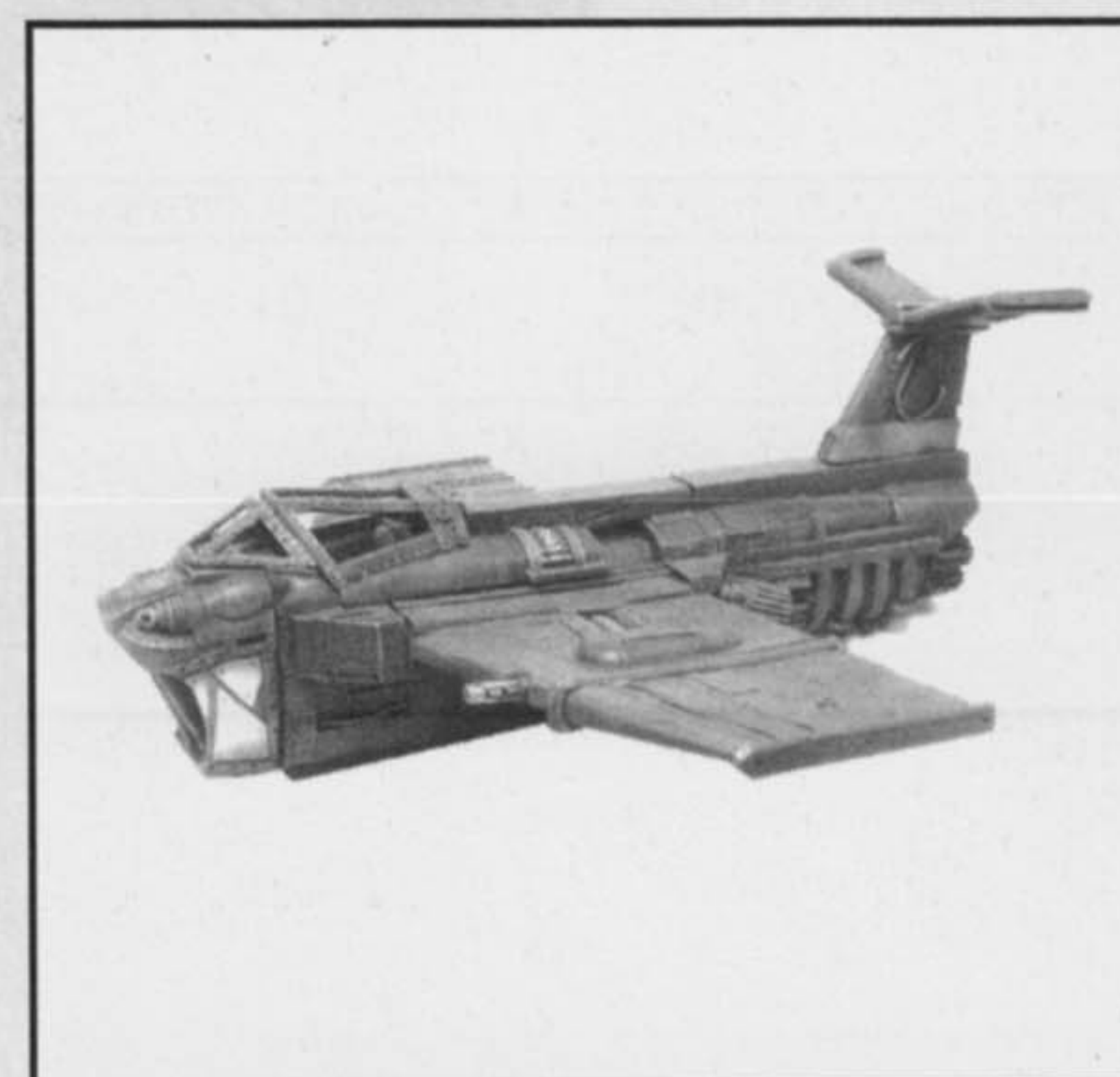
Type: Flyer

Crew: Orks

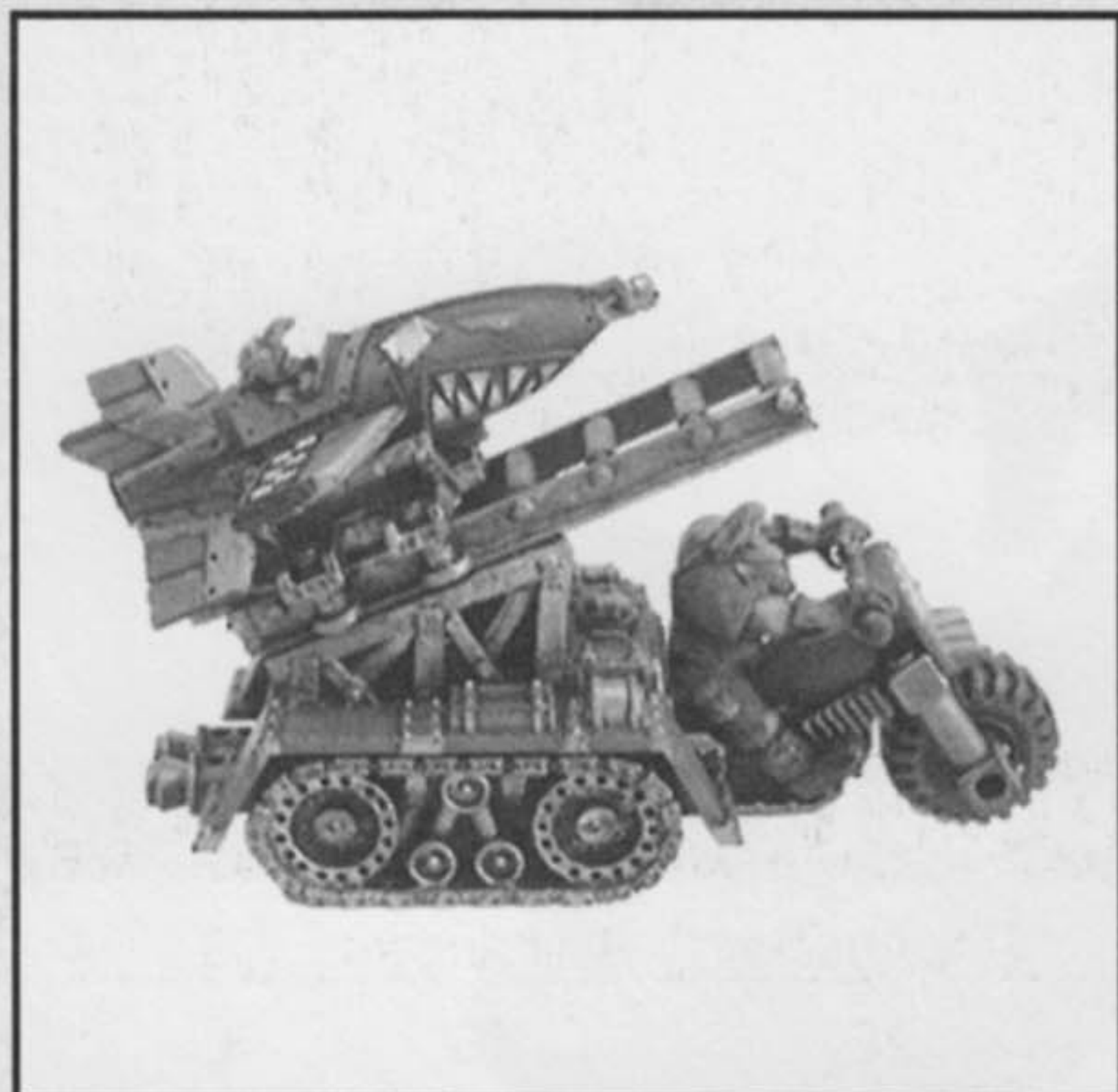
Weapons: The Fighta is armed with two twin-linked big shootas in its nose and wings.

Options: A Fighta may be armed with 2 rokkit for an additional +10 pts, or it may be equipped with 2 bombs for an additional +10 pts, or 2 big bombs for +20 pts.

Heavy Support: A Fighta is a Heavy Support choice for an Ork army.



GROT BOMB LAUNCHA



Grot Bombs are Ork guided missiles. They are not guided by targeters or machine-spirits, but by a single Gretchin pilot. The Gretchin sacrifices himself to aim the missiles, but it is likely that the Ork Mekboyz do not make the pilot aware of the fatal effects of the missile's detonation.

The launch ramp is commonly carried to battle on the back of a Wartrak, although they can also be mounted on other Ork vehicles.

GROT BOMB LAUNCHA

	Points	Front Armour	Side Armour	Rear Armour	BS
Launcha	35	10	10	10	2

Type: Fast, Open-Topped

Crew: Orks

Weapons: The Grot Bomb Launcha is armed with a single Grot Bomb.

Options: None.

Battery: A Grot Bomb Launcha battery consists of 1 to 3 Grot Bomb Launchas.

Heavy Support: A Grot Bomb Launcha battery is a Heavy Support choice for an Ork army.

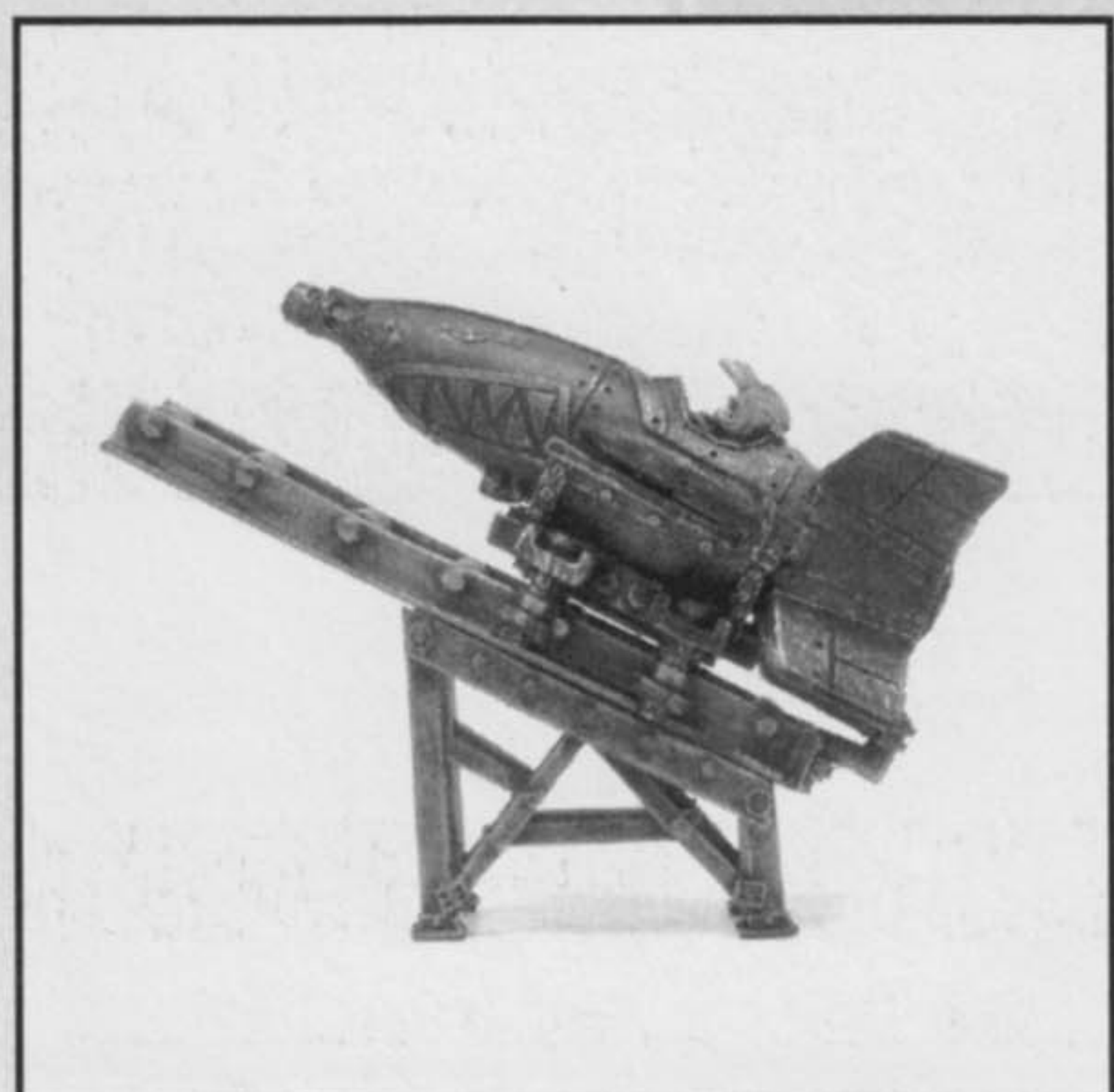
SPECIAL RULES

Grot Bombs: A Grot Bomb is a guided missile, piloted to its target by a Gretchin 'pilot'. each Grot bomb Luancha may only fire once per game, once its missile is launched it cannot fire another.

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

Range: 24-72" Str: 8 AP: 3 Type: Heavy 1, Blast

GROT BOMB LAUNCH RAMP



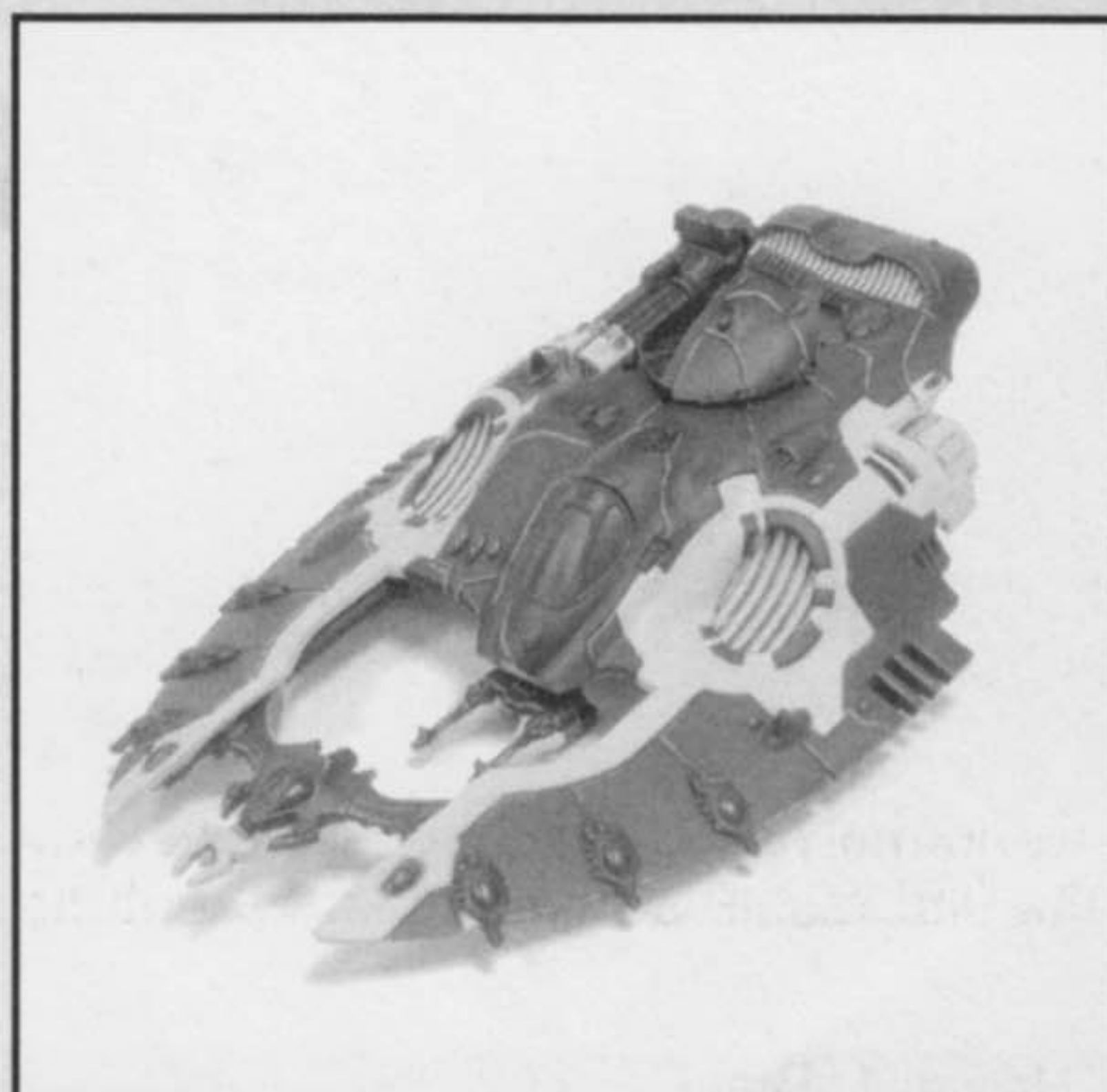
Grot Bomb Launch Ramp Vehicle Upgrade 20 pts

Range	Str	AP	Special
Guess 24-72"	8	3	Heavy 1, Blast

The following Ork vehicles may take one Grot Bomb Launcha as an Upgrade: Battle Wagon, Battle Fortress, Gun Wagon, any looted vehicle, Gargantuan Squiggoth.

ELDAR

WAVE SERPENT



The Wave Serpent is the Eldar's main troop carrier. Protected inside its sleek hull, a strike force of Aspect Warriors or Guardians can be transported quickly and safely to anywhere on a battlefield.

The Wave Serpent's energy projectors generate a rippling bow wave of force that disrupts incoming fire, protecting the vehicle and its cargo.

WAVE SERPENT					
	Points	Front Armour	Side Armour	Rear Armour	BS
Wave Serpent	90	12	12	10	3

Type: Skimmer, Tank, Fast

Crew: 2. Eldar

Weapons: A Wave Serpent has twin-linked shuriken catapults and one weapon from the following list: twin-linked shuriken cannons at +10 pts; twin-linked scatter lasers at +25 pts; twin-linked Eldar missile launchers at +30 pts; twin-linked star cannons at +35 pts; twin-linked brightlances at +45 pts.

Options: The twin-linked shuriken catapults may be upgraded to a single shuriken cannon for +10 pts.

Wave Serpent may be upgraded with vectored engines for +20 pts; star engines at +15 pts and spirit stones at +10 pts.

Transport: A Wave Serpent can transport up to 12 models. It can only transport up to 5 Wraithguard and 2 accompanying characters.

Transport Option: A Wave Serpent is a transport option for the following Eldar squads; Warlocks, Striking Scorpions, Fire Dragons, Wraithguard, Howling Banshees, Dire Avengers, Guardians, Dark Reapers.

SPECIAL RULES

Energy Field: A Wave Serpent is protected by an energy field. Any ranged attack against the vehicle from the front or side arc with a strength of greater than 8 counts as strength 8. In addition all ranged attacks never roll more than +1D6 for armour penetration (for example melta weapons at half range or ordnance only roll one dice). Close combat attacks, or attacks from the rear are unaffected by the energy field rule.

FIRESTORM



A rarely seen variant of the Falcon grav-tank, the Firestorm is armed for anti-aircraft defence, with multiple long barrelled scatter lasers which rake the sky with fire against approaching enemy aircraft.

0-1 FIRESTORM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Firestorm	190	12	12	10	3

Type: Skimmer, Tank, Fast

Crew: 2. Eldar

Weapons: A Firestorm has twin-linked shuriken catapults and twin-linked Firestorm scatter lasers.

Options: The twin-linked shuriken catapults may be upgraded to a single shuriken cannon for +10 pts.

The Firestorm may be upgraded with vectored engines for +20 pts; star engines at +15 pts and spirit stones at +10 pts.

Transport: A Firestorm can transport up to 6 models.

Heavy Support: A Firestorm is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Firestorm Scatter laser:

Range: 54" **Str:** 6 **AP:** 6 **Type:** Heavy 7, AA mount

SCORPION



The Scorpion is amongst the largest vehicles recorded as capable of anti-gravitic movement. Known to the Eldar as an Engine of Vault, it combines sophisticated and powerful weaponry with the Eldar's customary manoeuvrability and speed.

Protected by a holo-field and armed with two Pulsars, using similar technology to that of a Brightlance but four or five times the size, the Scorpion has earned nicknames like the Grave-maker and Deathsled from the Imperium's tank crews.

SCORPION					
	Points	Front Armour	Side Armour	Rear Armour	BS
Scorpion	650	12	12	11	4

Type: Super Heavy Tank, Skimmer, Agile

Crew: Eldar

Structure Points: 3

Weapons: The Scorpion is armed with twin-linked Pulsars and a turret mounted Shuriken cannon.

Options: The Shuriken cannon can be upgraded to any of the following for the additional points given: Scatter Laser at + 10 pts; Eldar missile launcher at +15 pts; Bright Lance at +30 pts; Star Cannon at + 20 pts.

SPECIAL RULES

Pulsar

Range: 60" Strength: 9 AP: 2 Special: Heavy 2, Blast, Lance

Eldar Field: The Scorpion is protected by an energy field. The field provides the Scorpion with a 4+ Invulnerable Save against glancing or penetrating hits. The field does not work against close combat attacks.

Agile Vehicle: Scorpions are quite fast and manoeuvrable, but do not have the straight line speed of a fast vehicle. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.



COBRA



The Cobra is another of the Eldar's Engines of Vaul, much like the Scorpion, but re-armed with a massive D-cannon. This is a weapon capable of tearing a hole through time and space, and allowing the Immaterium to flood into the material plane with terrible destructive force. The Cobra's weapon is designed to destroy large war machines, whose protective force fields are little defence against the D-cannons heinous energies. It has no other weaponry, as its only role is to seek out and destroy the largest enemy war machines.

COBRA

	Points	Front Armour	Side Armour	Rear Armour	BS
Cobra	575	12	12	11	4

Type: Super Heavy Tank, Skimmer, Agile

Crew: Eldar

Structure Points: 3

Weapons: The Cobra is armed with a Distortion cannon.

Options: None.

SPECIAL RULES

Distortion Cannon

Range: G48" **Strength:** X **AP:** 2 **Special:** Ordnance 1, Blast, Titan Killer

D-cannon: The D-cannon always wounds on a roll of 2+, and on a roll to wound of a 6 it inflicts Instant Death on the victim (regardless of its Toughness value). Against targets with an Armour value, a D-cannon always inflicts a glancing hit on a roll of 3-4 and a penetrating hit on a roll of 5 or 6. The Cobra's D-cannon ignores Imperial and Ork fields.

Titan Killer: Due to its size, the Cobra's Distortion cannon inflicts 1D3 Structure points damage on a target with structure points.

Eldar Field: The Scorpion is protected by an energy field. The field provides the Scorpion with a 4+ Invulnerable Save against glancing or penetrating hits. The field does not work against close combat attacks.

Agile Vehicle: Scorpion's are quite fast and manoeuvrable, but do not have the straight line speed of a fast vehicle. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It can turn freely as it moves, like most other vehicles.

REVENANT TITAN

REVENANT					
	Points	Front Armour	Side Armour	Rear Armour	BS
Revenant	395+wpns	12	12	12	4

Type: Super-heavy Tank, Skimmer

Structure Points: 3

Speed: Fast

Crew: 1. Eldar Steersman

Weapons: The Revenant must be armed with either two Pulsars for +360 pts, or two Sonic Lances for +220 pts. It always has a Revenant missile launcher. The Revenant always has Spirit Stones.

Options: None.

Super-heavy Detachment: As a Super-heavy vehicle the Revenant must be taken as a separate detachment. A detachment consists of 1-3 Revenants.

SPECIAL RULES

Eldar Fields: The Revenant is protected by an energy field. The field provides the Titan with a 4+ invulnerable save against glancing or penetrating hits from the front, side, rear, top or bottom. The field does not work against close combat attacks.

Fast Vehicle: The Revenant may move up to 6" and fire all its weapons. Up to 12" and fire one main weapon, or up to 24" and fire no weapons. As a Super-heavy vehicle it can fire at different targets with each of its weapons.

Engine Damage: As a fast vehicle, if the Revenant takes an engine damaged result it loses a D6 inches of movement instead of a D3. As a skimmer if it is reduced to 0 movement the Revenant is destroyed.

Spirit Stones: The essence contained within helps control the vehicle, even if the crewman is disabled. If the Titan suffers a 'Driver stunned' result, treat this as a 'Gun crew shaken' result instead.

Titan Stomp! Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the assault phase. The Titan has a weapon skill of 1, an initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no armour save allowed against these attacks (except for invulnerable saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

Opponents that fight a round of close combat against the Revenant and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Titans never pursue or consolidate – they remain stationary.

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are tank shocked by a Revenant. The enemy unit may still use the 'Death or Glory' special rule.

Pulsars: Pulsars are large, highly advanced weapons, with a highly focussed laser beam, firing a stream of powerful bolts.

Range: 60" **Str:** 9 **AP:** 2 **Type:** Heavy 2, Blast, Lance

A Pulsar treats all armour values of 12 or above as 12.

Sonic Lance: The Sonic Lance uses powerful resonant sonic waves to shatter its target apart. By combining the waves and focussing them on a target the energy increases rapidly, reaching a lethal pitch capable of destroying armoured vehicles, bunkers and killing infantry. The longer a Revenant can stay locked onto a target the greater the damage it will inflict, making the sonic lance particularly lethal to targets that cannot move to avoid the build-up of sound waves.

Range: 60" **Str:** 6* **AP:** 6 **Type:** Ordnance 1, Pinning

When firing the Sonic Lances roll to hit for both weapons, (the firer does not have to pick a target). If either of the Sonic Lances hit, draw a single line from one of the Sonic Lances in any direction. Any unit that the line passes through suffers D6 hits.

* If the Revenant is stationary add +1 to the Strength. If the target did not move last turn, or is immobile add +1 to the Strength. If both Sonic Lances hit then add a further +1 to the Strength.

Against targets with an Armour value roll to penetrate as normal using the Strength above.

Against buildings, bunkers and any immobile targets the Sonic Lance rolls 2D6 and add the dice together for penetration.

Revenant Missile Launcher: For close defence the Revenant is armed with large Eldar missile launchers on its shoulders. These are defensive weapons.

Range: 24" **Str:** 5 **AP:** 3 **Type:** Heavy 4

Eldar Titans are unrivaled in their sophistication and technology. The Titans of the Imperium are crude, slow and ungainly by comparison with the smooth grace of the Engines of Vaul. They have fluid, life-like movements.

The Revenant uses image distorting Eldar fields, projected from its rear wing, to confuse enemy targeters. This holo-filed is the Titan's principle defence, as its wraithbone construction is comparatively lightweight, helping to increase the Revenant's speed and manoeuvrability.

It is extremely fast, using its long legs and jump jets to move across the battlefield with astonishing speed. It is armed with either two pulsars, capable of cutting through most armour at long ranges, or two sonic lances, which generate lethal sound waves. It also has a shoulder mounted, rapid firing missile launcher for close defence.

The Titan is crewed by a single Eldar Steersman. He is aided in controlling the war machine by many spirit stones containing the essence of former pilots.

Revenant



NIGHTWING

The Nightwing is the Eldar's principle aircraft used in the fighter/interceptor role. The Nightwing is a superb example of its type. Very fast, highly manoeuvrable, well armed and well protected: it is a major threat to any enemy aircraft over a battlefield. A Nightwing is easily capable of out manoeuvring and killing most aircraft in the sky. Imperial Navy pilots hate the Nightwing, and value a confirmed Nightwing kill above any other.



NIGHTWING					
	Points	Front Armour	Side Armour	Rear Armour	BS
Nightwing	285	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Nightwing is armed with twin-linked Shuriken cannons in the nose and twin-linked Bright lanes under the fuselage.

Options: None.

Heavy Support: The Nightwing is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Shuriken Cannons

Range: 36" **Strength:** 6 **AP:** 5 **Special:** Heavy 3

Eldar Field: The Nightwing is protected by an energy field. The field provides the Nightwing with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. The field does not work against close combat attacks.

PHOENIX

The Phoenix is a slightly larger, but more heavily armed, ground attack and support aircraft. Highly versatile, with an array of different weapons, the Phoenix lacks the awesome speed of the Nightwing, but is still a superb aircraft.

Working with the Nightwings these two aircraft can provide an Eldar warhost with air superiority over any battlefield.

PHOENIX					
	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	350	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked Shuriken cannons in the nose, a pulse laser under the fuselage and twin-linked Phoenix missile launchers in the wings.

Options: None.

Heavy Support: The Phoenix is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Phoenix Missile Launcher

Range: 48" **Strength:** 5 **AP:** 3 **Special:** Heavy 3

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. The field does not work against close combat attacks.

VOID DRAGON PHOENIX

VOID DRAGON PHOENIX					
	Points	Front Armour	Side Armour	Rear Armour	BS
Void Phoenix	360	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Void Dragon Phoenix is armed with twin-linked Shuriken cannons in the nose, twin-linked star cannons under the fuselage and twin-linked Phoenix missile launchers in the wings.

Options: None.

Heavy Support: The Void Dragon Phoenix is a Heavy Support choice for an Eldar army or a Dark Eldar army.

SPECIAL RULES

Phoenix Missile Launcher

Range: 48" **Strength:** 5 **AP:** 3 **Special:** Heavy 3, Pinning

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. The field does not work against close combat attacks.



The Void Dragons are a large and well equipped Eldar corsair band. Formed by those Eldar who have left their home craftworlds and walked the Path of the Outcast, raids by the Void Dragons are a constant threat to the space lanes and far flung colonies of the Imperium.

They use a variant of the standard Phoenix, armed with two star cannons under the fuselage.

NIGHT SPINNER

NIGHT SPINNER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Night Spinner	135	12	12	10	3

Type: Fast, Skimmer, Tank

Crew: Eldar

Weapons: The Night Skimmer is armed with two turret-mounted Shadow Weavers and twin-linked shuriken catapults.

Options: The Shuriken catapults can be upgraded to a single Shuriken cannon for +10 pts.

Night Spinners may be upgraded with vectored engines at +20 pts, star engines at +15 pts, holo-fields at +35 pts and spirit stones at +10 pts.

Transport: The Night Spinner may carry a single unit of infantry of up to 6 models. It may not carry a Wraithguard unit.

Heavy Support: The Night Spinner is a Heavy Support choice for an Eldar army.

SPECIAL RULES

Shadow Weavers

Range: G60" **Strength:** 6 **AP:** - **Special:** Heavy 1, Blast, Pinning

The Night Spinner carries two Shadow Weavers which fire as a battery.

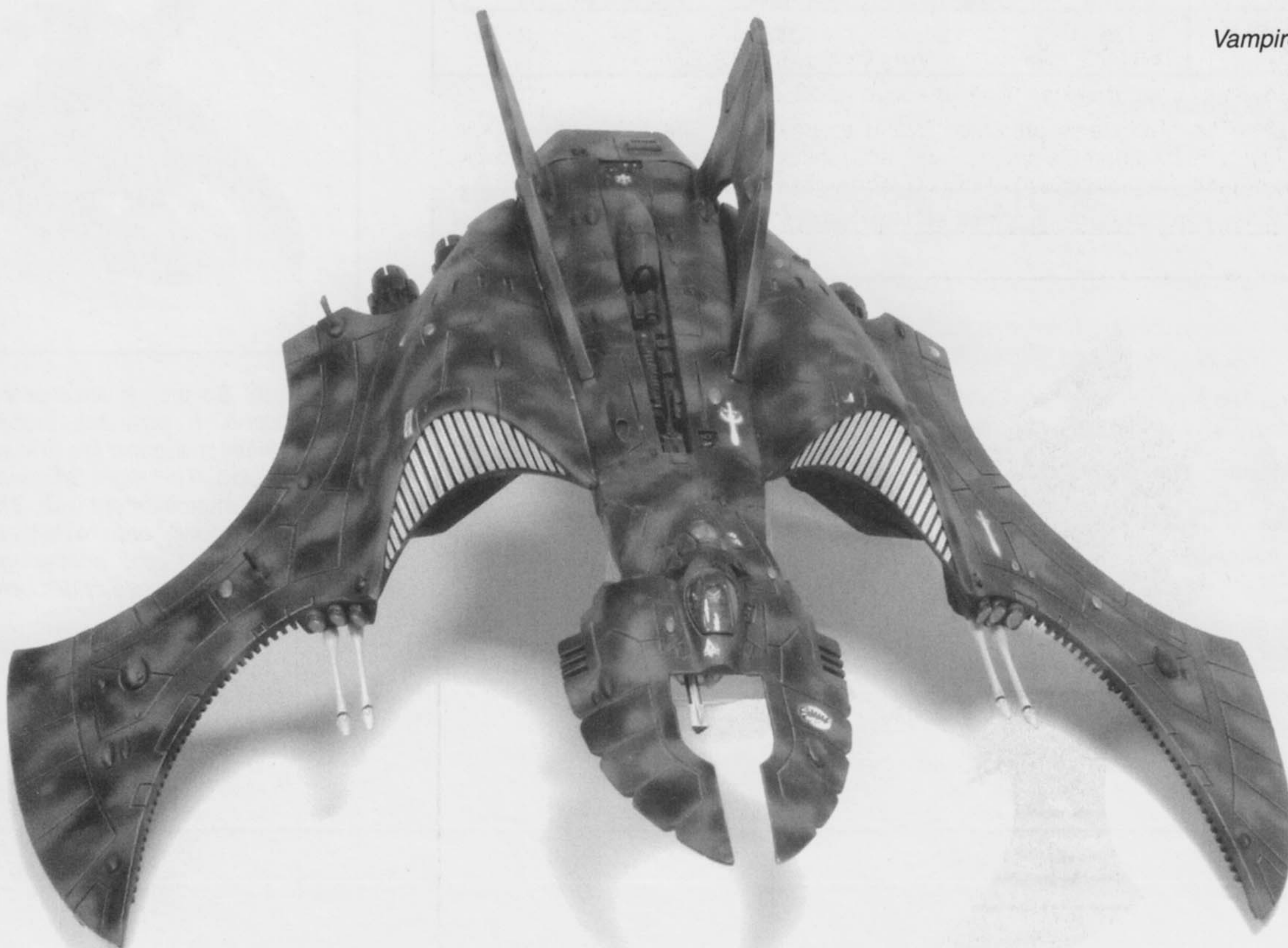


The Night Spinner is another variant of the Falcon. It provides mobile, long range, indirect support fire to fast moving Eldar attacks. The Night Spinners launch a cloud of monofilament web. This cloud then drifts down onto a target, slicing through armour and scattering enemy forces who must move or risk being cut to shreds.

Phoenix



Vampire Raider



VAMPIRE RAIDER

VAMPIRE RAIDER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Vampire	730	10	10	10	4

Type: Super-Heavy Flyer, Orbital Lander

Structure Points: 3

Crew: Eldar

Weapons: The Vampire Raider is armed with two twin-linked pulse lasers in the wings, and a scatter laser in the nose.

Options: A Vampire Raider may replace both its twin-linked pulse lasers with twin-linked Phoenix missile launchers for +80 pts. If this upgrade is taken then the Vampire's transport capacity is reduced to 20 models.

A Vampire Raider may replace both its twin-linked pulse lasers with a single, centre-line mounted pulsar for +200 pts. If this upgrade is taken then the Vampire's transport capacity is reduced to 20 models.

A Vampire Raider may replace both its twin-linked pulse lasers and all its transport capacity with twin-linked pulsars and twin-linked Phoenix missile launchers. This upgrade turns a Vampire Raider into a Vampire Hunter. The upgrade is free.

Transport: The Vampire can carry up to 30 models. It may carry Wraithguard, which count as 2 models each. It may carry support weapon platforms, which count as two models plus their crew. It may not carry an Avatar or Wraithlord.

Heavy Support: The Void Dragon Phoenix is a Heavy Support choice for an Eldar army or a Dark Eldar army.

SPECIAL RULES

Phoenix Missile Launcher

Range: 48" **Str:** 5 **AP:** 3 **Type:** Heavy 3, Pinning

Pulsar

Range: 60" **Str:** 9 **AP:** 2 **Type:** Heavy 2, Blast, Lance

A Pulsar treats all armour values of 12 or above as 12.

Eldar Field: The Vampire is protected by an energy field. The field provides the Vampire with a 4+ invulnerable save against any glancing or penetrating hits from the front, side or rear. The field does not work against close combat attacks.

The skies above a battlefield are a crucial aspect of war. 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 air war.

The Vampire is the largest Eldar aircraft. It is a transport aircraft used to move troops from orbit to the ground. It is common amongst Eldar corsair bands, but also used by craftworld forces, the Vampire fulfills the same rapid response role as the Space Marine's Thunderhawk gunship.

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



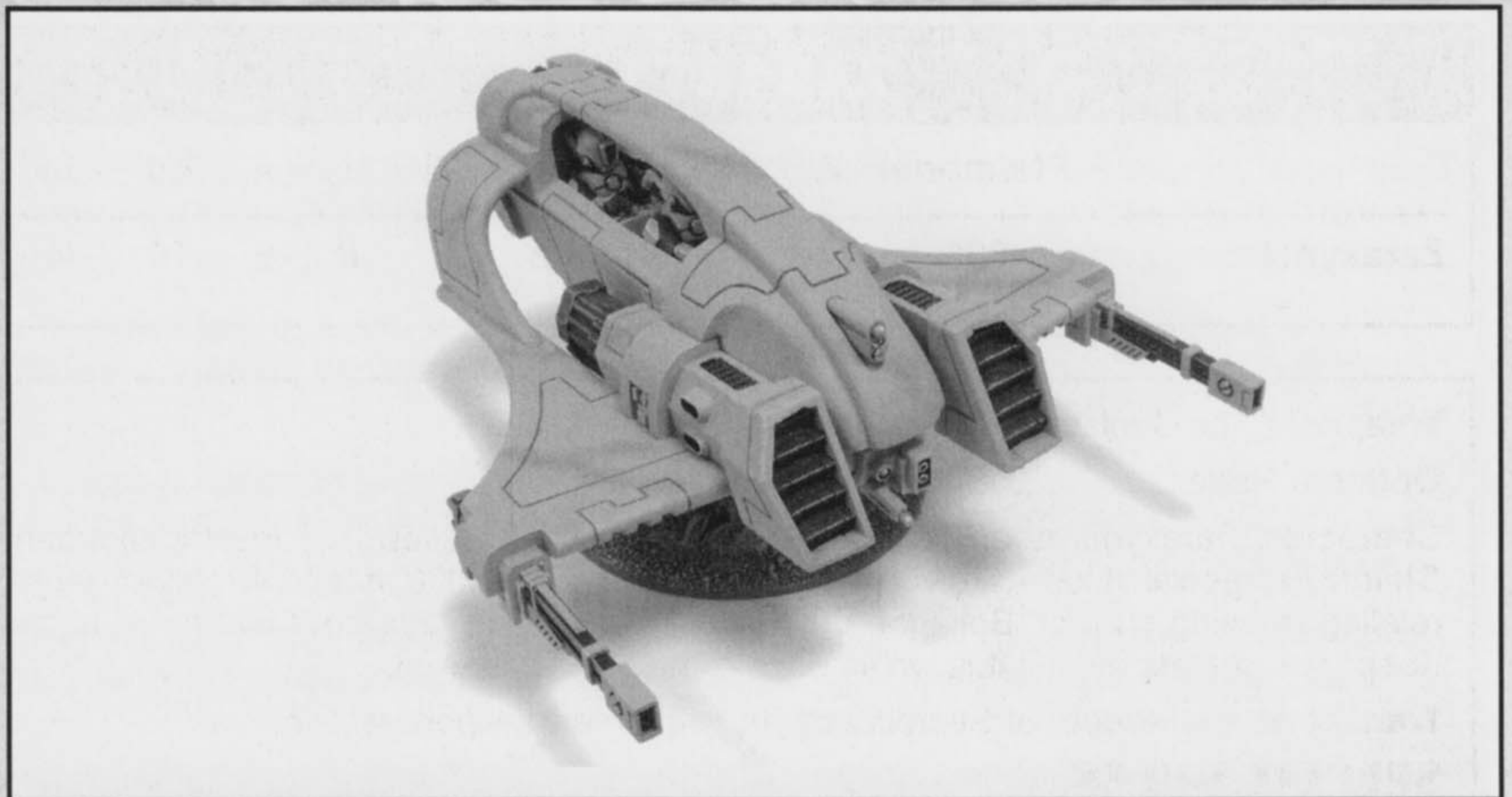
Vampire Hunter



PIRANHA XT-42

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

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



PIRANHA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Piranha	70	11	11	10	3(4)

Type: Skimmer, Fast, Open-topped

Crew: 2. Tau Fire caste

Team: A team consists of 1-3 Piranha XT-42s.

Weapons: Each TX-42 is armed with twin-link fusion blasters. All TX-42's are equipped with a targeting array.

Options: A TX-42 may replace its fusion blasters with twin-linked missile pods for free, or twin-linked plasma rifles for +12 pts, or twin-linked rail rifles for +10 pts.

A TX-42 may take the following vehicle upgrades from Codex Tau Empire: Sensor spines, blacksun filter, flechette discharger, decoy launchers, disruption pod, seeker missiles.

Fast Attack: A TX-42 Team is a Fast Attack choice for a Tau army.

DX-4 TECHNICAL DRONE



The Tau utilise many different types of drones to perform mundane or dangerous tasks, or to act as personal servants to high ranking Tau officials. Drones can carry a wide variety of equipment, from shield generators to weaponry, to communications equipment and markerlights. The DX-4 is a technical drone, carrying repair and sensor equipment to assist Tau commanders and Fire Warrior teams on the battlefield.

Using the DX-4 Technical Drone: The Technical Drone can be used in variety of ways by a Tau player. As a Cityfight Stratagem it can be used to mark the Observation point and Medicae facility. Attached to a Fire Warrior team it marks them as Combat Engineers.

You can also use it to represent Tau Infantry Wargear. Place the drone alongside a battlesuit with hardwired wargear to represent its blacksun filter, drone controller, multi-tracker or target lock. The drone cannot be targeted and is only removed when the battlesuit is destroyed.



ZARAKYNEL

ZARAKYNEL

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Zarakynel	666	10	3	7	8	6	8	6	10	-/4+

Weapons: The Souleater Sword.

Options: None.

Character: Zarakynel is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of its sheer size it is always possible to fire at the Keeper of Secrets even if it is within 6" of another viable target.

Transport: The Keeper of Secrets may not ride in a transport vehicle.

SPECIAL RULES

Possession: The Keeper of Secrets must possess another model to enter the battlefield. See the Daemon special rules for more details.

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

Fearless: The Keeper of Secrets never take Morale checks, never falls back and cannot be Pinned.

Monstrous Creature: Huge, powerful and imbued with the energies of the Warp, the Keeper of Secrets rolls 2D6 for Armour Penetration and ignores opponent's Armour Saves in close combat.

Invulnerable: The Keeper of Secrets is an unnatural creature, made of the very stuff of Chaos itself and is therefore difficult to destroy. It may make a 4+ Invulnerable Save against all wounds it takes, even those that would normally permit no save.

Living Icon: Such is the power of Zarakynel that it counts as an Icon of Slaanesh, so lesser daemons can be summoned adjacent to it.

Master Sorcerer: Zarakynel is a master sorcerer and has the following minor psychic powers of Slaanesh; Fuelled by Pain, Beam of Slaanesh, Touch of Slaanesh and She who Thirsts. Note, it may only use 1 psychic power per turn.

The Mark of Slaanesh: The Keeper of Secrets has the Mark of Slaanesh, giving it the Warp Scream special ability.

The Souleater Sword: Zarakynel's daemonic weapon is the Souleater, a long, slender blade of terrible power, which thirsts for souls of the innocent. No hits made with the Souleater will ever be worse than a 4+ to wound, regardless of relative Strength and Toughness. Wounds from the Souleater also ignore invulnerable saving throws.

*Bringer of Torments, the Souleater,
Unholy One, the Angel of Despair.*

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

The name of Zarakynel is written large in the Ordo Malleus' Grimoire of True Names, ever since the Sherilax Incursion, when the Pleasure Cults of Sherilax rose up in violent rebellion against the repression of the Planetary Governor. The sadistic violence of the cult members pleased their God greatly, and he cast forth his Angel of Despair to lay ruin to the planet. Led by Zarakynel the cultists ultimately overran the Governor's palace, and the fate of the defenders was too horrific to contemplate!

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 she kills to eternal torment at the whims of Slaanesh.

Keeper of Secrets – Zarakynel



Bloodthirster – An'ggrath



AN'GGRATH THE UNBOUND

*Guardian of the Throne of Skulls,
Most favoured of Khorne, Lord of
Bloodthirsters, the Deathbringer.*

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

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

AN'GGRATH										
	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
An'ggrath	888	10	3	10	8	8	5	7	10	2+/4+

Weapons: Axe of Khorne, Lash of Khorne

Options: None

Character: An'ggrath is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of its sheer size it is always possible to fire at the Bloodthirster even if it is within 6" of another viable target.

Transport: The Bloodthirster may not ride in a transport vehicle.

SPECIAL RULES

Possession: The Bloodthirster must possess another model to enter the battlefield. See the Daemon special rules for more details.

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

Fearless: Bloodthirsters never take Morale checks, never fall back and cannot be Pinned.

Monstrous Creature (and some!): The Bloodthirster is huge and powerful. It rolls 2D6 for Armour Penetration and ignores opponent's Armour Saves in close combat.

Invulnerable: The Bloodthirster is an unnatural creature, made of the very stuff of Chaos itself and is therefore difficult to destroy. It may make an Invulnerable Save against all wounds it takes, even those that would normally permit no save.

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

Living Icon: Such is the power of the Bloodthirster that it counts as an Icon of Khorne, so lesser daemons can be summoned adjacent to it.

Daemonic Flight: The Bloodthirster has wings. It may move as if he had a jump pack. Because of its strength and power it does not have to take a test if it lands in difficult terrain.

The Mark of Khorne: The Bloodthirster bears the Mark of Khorne, giving him +1 attack (already included in his stat line) and the Blood Frenzy special rules.

Blood Frenzy: The Bloodthirster must charge if there is an enemy in range at the start of the Assault phase.

If victorious in an assault it must make a sweeping advance.

May not join a unit. Always operates as an independent character.

Rage of Khorne: Consumed by a lust for battle, its rage builds until it is released in the first frenzy of close combat. The Bloodthirster gets +D3 extra attacks for charging instead of the normal +1.

Axe of Khorne: The Axe of Khorne contains the bound spirit of another daemon, imbuing it with an insatiable bloodlust. Hits from the Axe of Khorne ignore Armour Saves. In addition, any to hit roll of 6 allows the Bloodthirster to make an additional attack. As long as he keeps rolling 6s you can keep making additional attacks.

Lash of Khorne: As well being an additional close combat weapon the Lash of Khorne can be used as a ranged attack in the Shooting phase, with the following profile:

Range	Str	AP	Type
12"	7	3	Assault/2

DREADCLAW

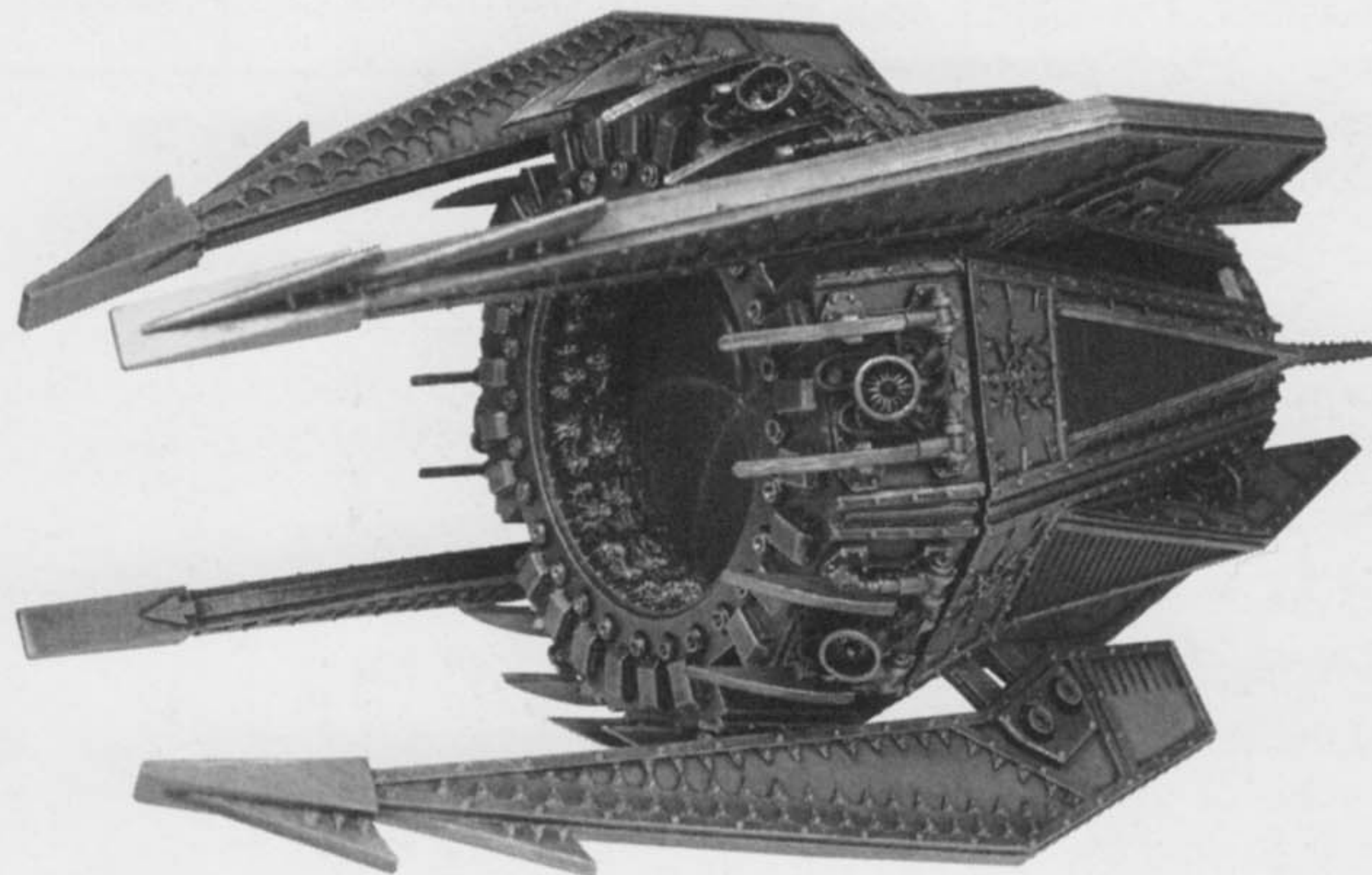
Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. It was equipped with an advanced Machine Spirit similar to that of the Land Raider tank and was capable of landing on a designated target without any intervention from the passengers and then acting in general support totally autonomously. The construction was flawed however. When interfaced with the array of navigational augurs and logic engines, the Machine Spirit began to develop a dangerous level of self-awareness, bordering on the psychic. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the Techpriests, created superstitious rumours that the Machine Spirits were in some way tainted. A detailed investigation into the construction of the Dreadclaw was prevented only by the outbreak of hostilities.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor. The Imperial Navy was prevented from ordering their immediate withdrawal because of opposition from the Adeptus Mechanicus. However, unofficially many captains simply jettisoned their Dreadclaws in the Warp. After an incident aboard the Legate Peracles in the Battle for Terra, the Dreadclaw was only evident in the Traitor fleets, where its talon-like profile earned it the nickname 'Touch of Death' amongst opposing captains.

The Dreadclaw is still used in two types of operation by Chaos forces. Planetary landings and for ship-to-ship boarding actions as an assault boat.

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

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



DREADCLAW

	Points	Front Armour	Side Armour	Rear Armour	BS
Dreadclaw	65	12	12	12	-

Type: Flyer, Orbital Lander, Drop Pod

Crew: None

Weapons: None. The Dreadclaw is unarmed.

Options: None.

Transport: The Dreadclaw can carry a single squad of up to 10 Chaos Space Marines. A Chaos Terminator counts as two Chaos Space Marines. A Dreadclaw can carry a single Dreadnought.

Transport Option: The Dreadclaw is a Transport option for the following squads: Chaos Lord and Retinue, Chosen, Possessed, Chaos Space Marines (of any type), Havocs, a Dreadnought.

SPECIAL RULES

Difficult Ground: Dreadclaws can be immobilised by landing in difficult terrain as normal.

Deploying the Dreadclaw: The Dreadclaw and any unit assigned to be transported by it will always begin the game in reserve even if the mission does not normally use the Reserves special rule. When the Dreadclaw becomes available from reserve it is deployed using the Drop Pods rules.

There are no fire points and the Dreadclaw's one access point is beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

CHAOS WARHOUND TITAN

Once a loyal servant of the Imperium, the machine spirit of the Warhound has been corrupted by the powers of Chaos, and has turned against its former masters. The Titan's soul and crew are now possessed by daemons, doomed to serve the Chaos Gods in battle for all eternity.

WARHOUND					
	Points	Front Armour	Side Armour	Rear Armour	BS
Warhound	450+wpns	14	13	12	4

Type: Super-Heavy Tank

Void Shields: 2

Speed: Normal

Crew: Daemonic Possession

Structure Points: 3

Weapons: A Warhound must take two weapons from the following list for the points cost given: Plasma Blastgun +180 pts; double-barrelled Turbo-laser +210 pts; Inferno gun +180 pts; Vulcan Mega-bolter +180 pts.

Options: None

SPECIAL RULES

Minimum Range: A Warhound may not target units within 12".

Agile Vehicle: The Warhound is fast and manoeuvrable (for a Titan!), but its long strides do not have the straight line speed of the fastest vehicles. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It must move in a straight line, but can pivot up to 90° at the end of its move.

Targeting: As a Super-Heavy vehicle the Warhound can target different units with its weapons.

Void Shields: Each void shield counts as having an Armour Value of 12. If the Titan has any Void shields operating then roll to penetrate the void shield rather than the vehicle. If a hit scores a glancing or penetrating hit then the void shield is overloaded and taken down - no additional damage is caused. Only when a Titan has no void shields left do you roll against its own Armour Value and then roll for damage for glancing or penetrating hits as normal for a Super-Heavy vehicle. Void shields have no effect in close combat.

At the start of its turn a Warhound can attempt to regenerate downed void shields. Roll a D6 for each downed void shield, it is regenerated on a roll of 6.

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Warhound. The enemy unit may still use the 'Death or Glory' special rule.

Leg Armour: A Warhound has its thickest armour protecting its vulnerable legs. Troops on the ground which assault a Warhound can usually only attack its legs or feet, and therefore all close combat attacks against a Warhound are resolved against Armour Value 14, regardless of which direction the attacks come from. Troops which have jump packs or that can fly ignore this rule and use the Armour Value of whichever facing they are attacking.

Titan Stomp!: Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the Assault phase. The Titan has a Weapon Skill of 1, an Initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no Armour Save allowed against these attacks (except for Invulnerable Saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

Opponents that fight a round of close combat against the Warhound and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Titans never pursue or consolidate – they remain stationary.

Daemonic Possession: The Titan does not have any crew, they have become possessed by a daemon. The daemon now controls the Titan and may ignore Gun Crew Shaken damage results from the Super Heavy vehicle damage tables.

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

TITAN WEAPONS

Turbo-laser	Range	Str	AP	Type
	12-72"	9	2	Heavy/1, Blast

Notes: The stat line is for a single barrelled turbo-laser. A double-barrelled Turbo-laser would be Heavy/2, a triple-barrelled would be Heavy/3, with the extra Blast templates treated as a barrage.

Plasma Blastgun	Range	Str	AP	Type
	12-54"	8	2	Ord1, Blast, Titan killer.

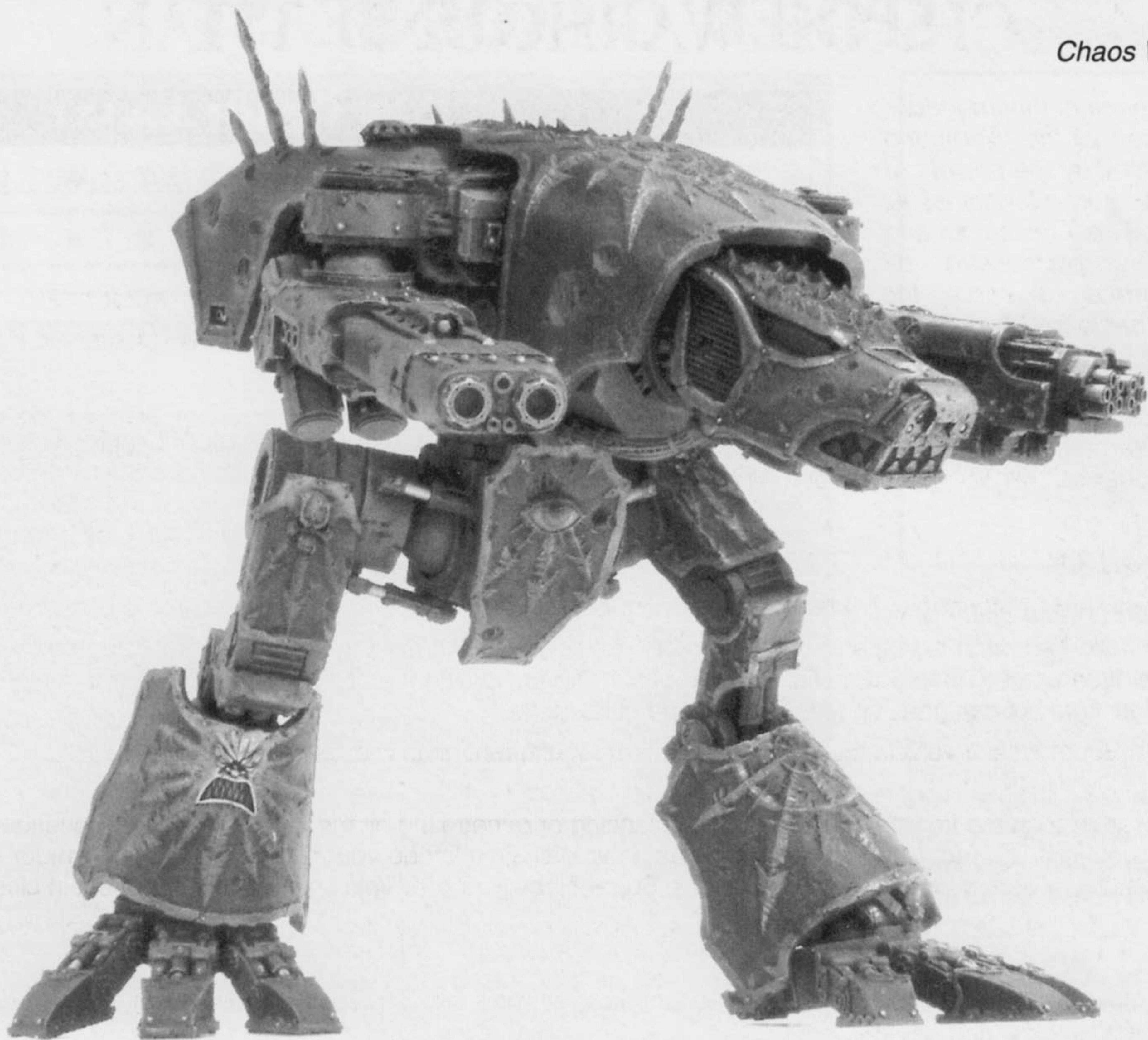
Note: If a target is under the centre hole of the Ordnance template, roll 2D6 for armour penetration and add the results together rather than choosing the highest.

Inferno Gun	Range	Str	AP	Type
	12-36"	7	3	Heavy/1, Massive Blast

Note: Any unit taking casualties from the Inferno gun must make an immediate fall back move as if it had failed a Morale check. The unit is not actually broken and does not have to regroup at the start of the next turn. There are no Cover Saves against Inferno gun hits.

Vulcan Mega-bolter	Range	Str	AP	Type
	12-36"	6	4	Heavy/10, Rending

Note: Any rolls of 6 to hit cause an automatic wound with no armour save (except Invulnerable Saves and Cover Saves). Against vehicles any Penetration roll of a 6 add a further D6 to the result.



GIANT CHAOS SPAWN

GIANT CHAOS SPAWN

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Giant Chaos Spawn	60	4	0	6	6	4	3	D6	9	3+

Number/squad: 1
Weapons: Teeth, claws, tentacles, bad breath, stingers etc...
Transport: A Chaos Spawn may not ride in a transport vehicle.
Heavy Support: 1-3 Giant Chaos Spawn are a single Heavy Support choice for a Lost and the Damned army (see Codex: Eye of Terror).
Elites: 1-3 Giant Chaos Spawn are a single Elite choice for a Chaos Space Marines army. They may be taken by a Death Guard, World Eaters, Emperor's Children or Thousand Sons army.

SPECIAL RULES

Random Attacks: Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling a D6 at the start of each Assault phase when they are fighting.
Fearless: Giant Chaos Spawn have long since lost any semblance of rational thought or sanity. As such it automatically passes any Morale checks or Pinning tests it is required to make.
Monstrous Creature: Huge and powerful, a Giant Chaos Spawn rolls 2D6 for armour penetration and ignore their opponents Armour Saves in close combat.
Insanely Stupid: Make a Leadership test for the Giant Spawn at the start of the Chaos player's turn. If the test is failed the Spawn does not move that turn and may not assault. Spawn which are already in an assault don't have to take this test – they are not that stupid! Independent characters may not join a Giant Chaos Spawn. Giant Chaos Spawn may not claim table quarters or occupy objectives for the purposes of determining Victory Points.



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

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

SPINED CHAOS BEAST



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 Gods entertainment or possessed by ravenous daemons. Tormented and driven insane by its new hideous form, its soul driven 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.

SPINED CHAOS BEAST

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Beast	140	5	1	7	6	4	4	3	5	6+/5+

Number/squad: 1

Weapons: Large fangs and claws

Options: The Chaos Beast may be given a Mark of Chaos, as if it was an independent character. If given the Mark of Tzeentch it becomes a Sorcerer, but may only select the following psychic abilities for the points cost indicated in Codex: Chaos Space Marines: Doombolt, Minor Psychic Power, Wind of Chaos. If you take a Mark of Chaos, the Beast should be painted in an appropriate manner for its patron God.

The Chaos Beast may select up to 25 pts of Daemonic Gifts from the Chaos Armoury, paying points as for an independent character: Daemonic Essence, Daemonic Fire, Daemonic Resilience, Daemonic Speed, Daemonic Strength, Daemonic Venom, Daemonic Visage.

Character: A Chaos Beast is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook, except for the following. A Giant Spined Chaos Beast cannot join another unit. Because of its sheer size it is always possible to fire at a Giant Spined Chaos Beast even if it is within 6" of another viable target.

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

Heavy Support: A Spined Chaos Beasts is a Heavy Support choice for a Chaos Space Marines army or a Lost and Damned army (see Codex Eye of Terror). It may join a Deathguard, World Eaters, Emperor's Children or Thousand Sons army if it has the appropriate Mark of Chaos.

SPECIAL RULES

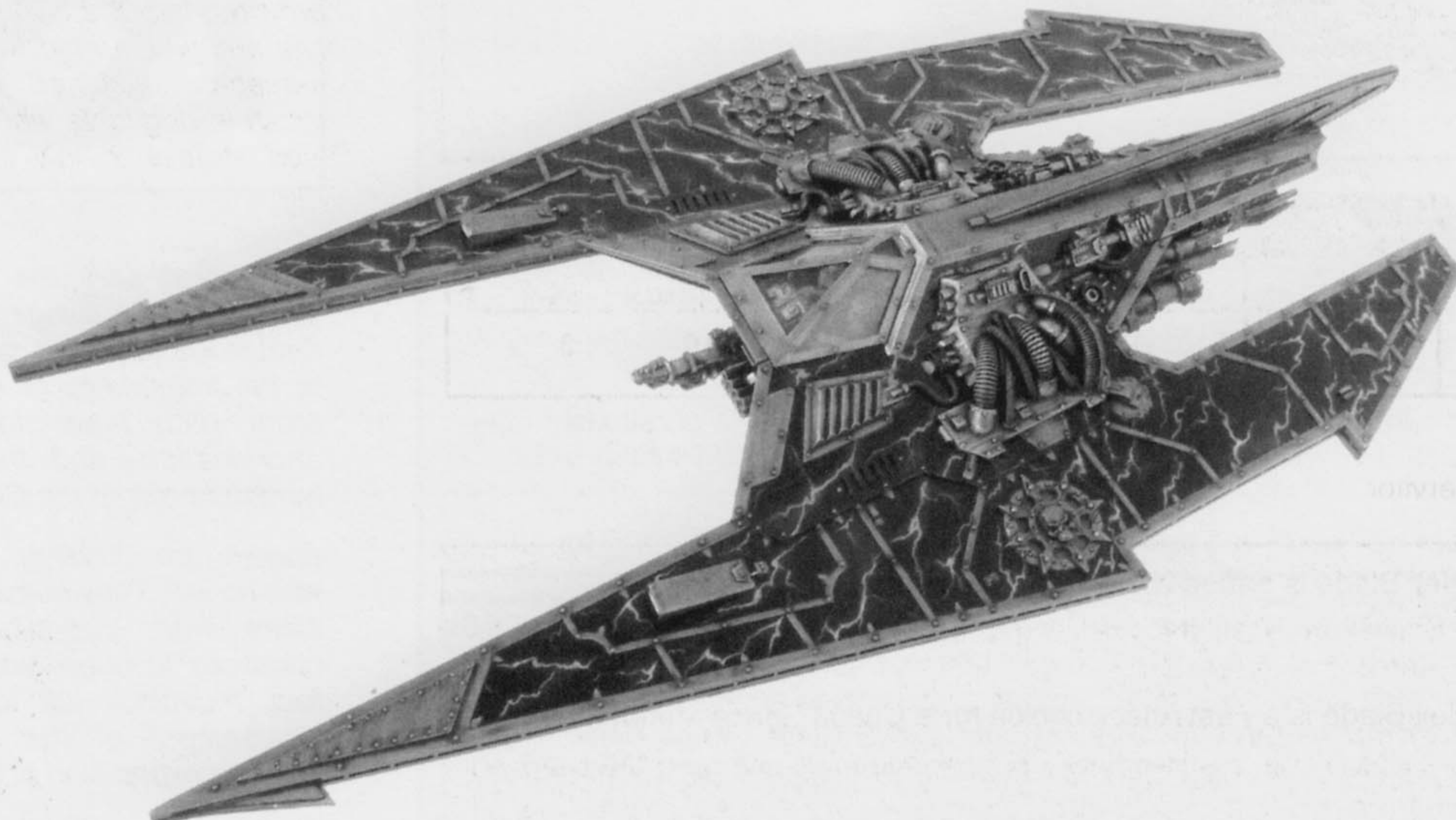
Fearless: A Spined Chaos Beast never takes Morale tests, never falls back and cannot be Pinned.

Monstrous Creature: Huge and daemonically powerful, the Spined Chaos Beast rolls 2D6 for Armour penetration and ignore their opponent's Armour Saves in close combat.

Invulnerable: Created from the raw stuff of Chaos, the beast is very difficult to stop. They may therefore make an Invulnerable Save of 5+ against all wounds they take, even those that would normally permit no save.

Daemonic: The Spined Chaos beasts is daemonic, and is effected by special rules that effect daemons, such as psycannons or the Grey Knights' Rites of Exorcism, Banishment and Destroy Daemon psychic powers.

Hell Talon



HELL TALON

HELL TALON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hell Talon	135	10	10	10	3

Type: Flyer

Crew: 3. Chaos Servitors

Weapons: The Hell Talon is armed with twin-linked lascannons and an autocannon.

Options: The autocannon may be upgraded to a Havoc launcher for free. In addition a Hell Talon may carry up to eight Incendiary bombs at +15 pts per bomb.

A Hell Talon may take the following vehicle upgrade from Codex: Chaos Space Marines. Daemonic Possession.

Heavy Support: A Hell Blade is a Heavy Support choice for a Chaos Space Marine army or a Lost and the Damned army.

SPECIAL RULES

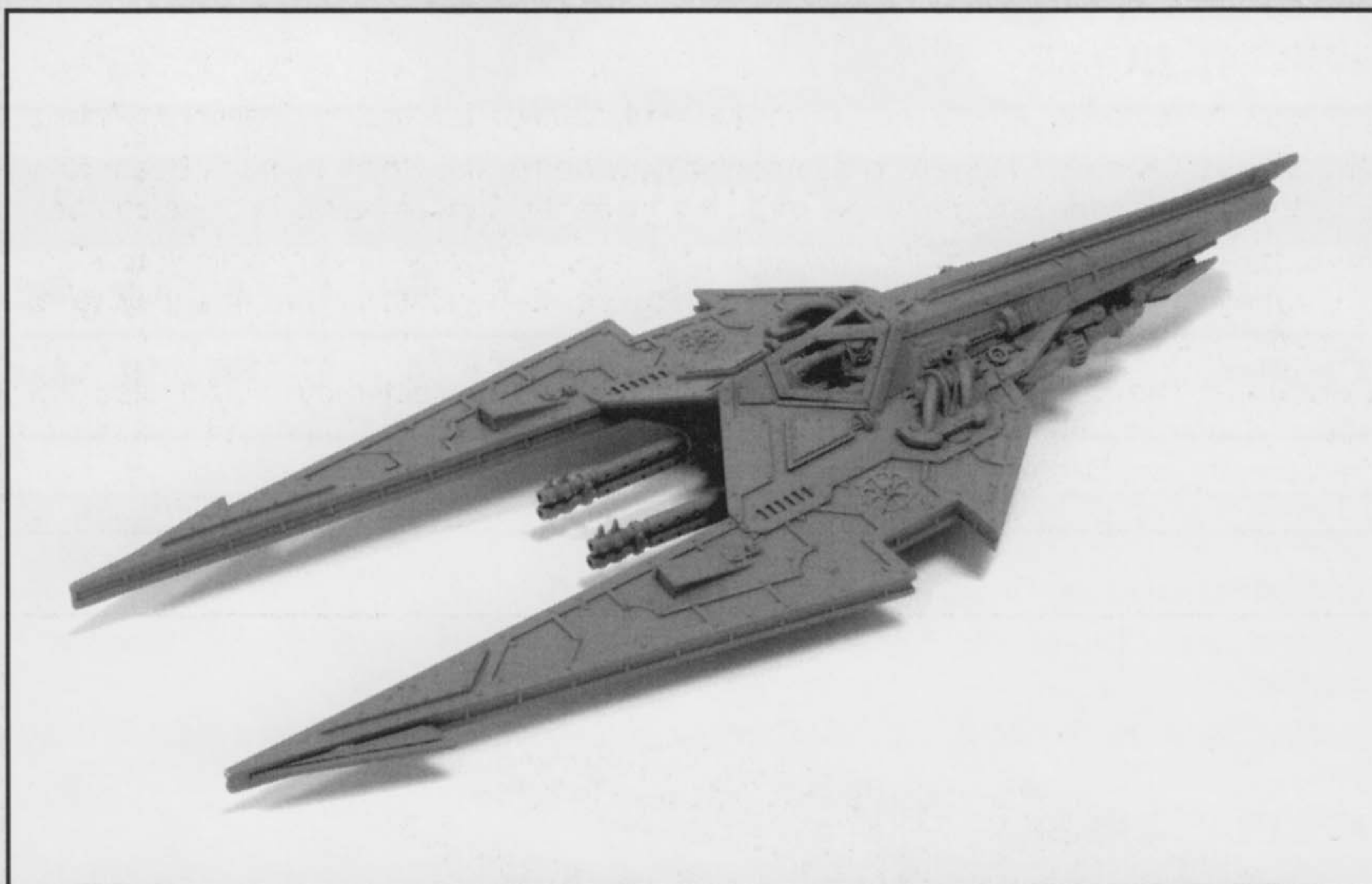
Incendiary Bomb	Range	Str	AP	Type
	G48"	5	4	Heavy/1, Blast, pinning.

After rolling for scatter all models partially or wholly under the template are hit. Ignore Cover Saves for models hit by incendiary bombs. Units which suffer casualties from an incendiary bomb must make a Pinning test.

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

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

HELL BLADE



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

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

HELL BLADE					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hell Blade	130	10	10	10	3

Type: Flyer

Crew: 1. Chaos Servitor

Weapons: The Hell Blade is armed with two twin-linked autocannons.

Options: A Hell Blade may take the following vehicle upgrade from Codex: Chaos Space Marines. Daemonic Possession.

Fast Attack: A Hell Blade is a Fast Attack choice for a Chaos Space Marines army.

Heavy Support: A Hell Blade is a Heavy Support choice for a Lost and the Damned army.

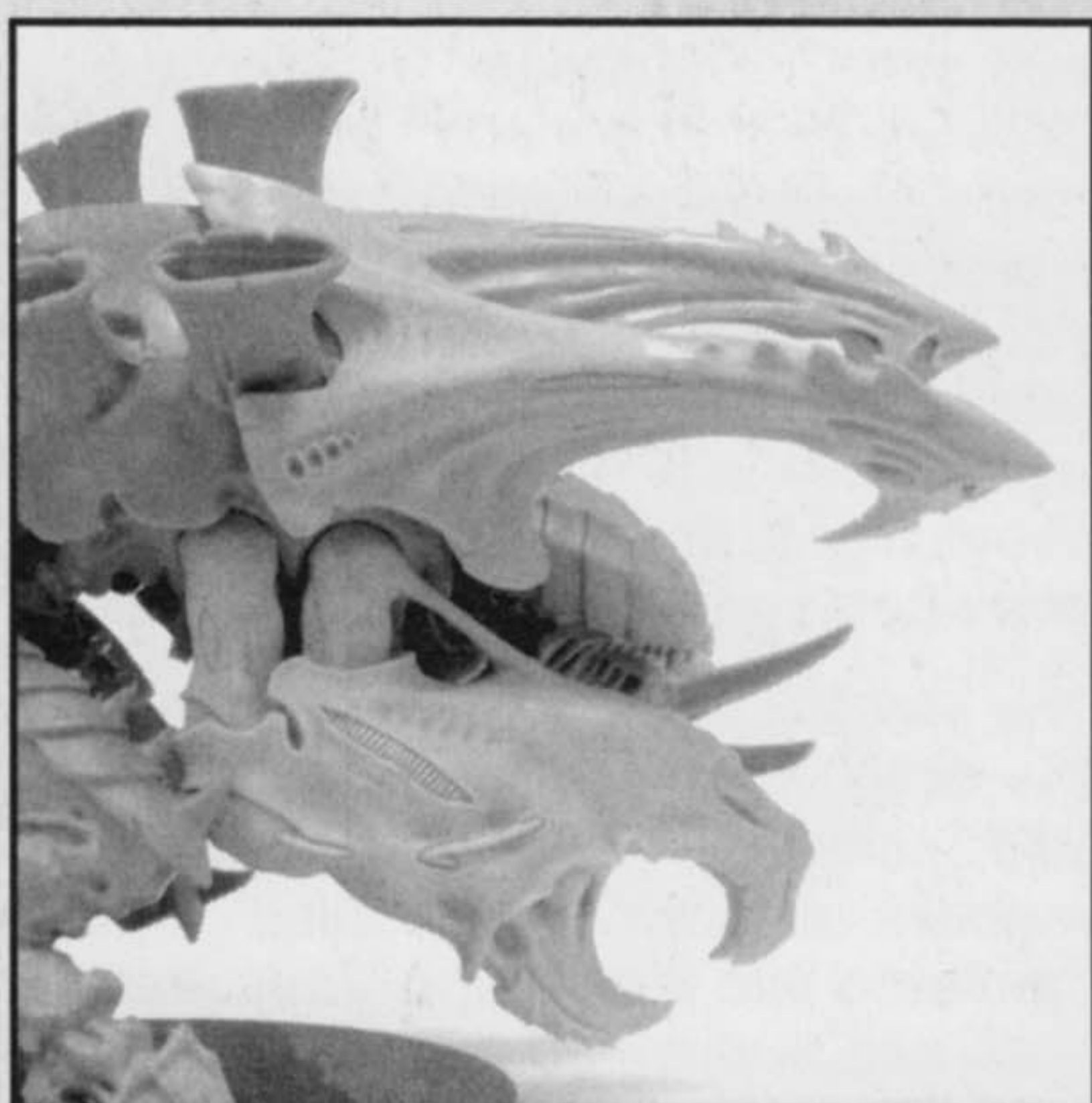
TYRANIDS

STONE-CRUSHER CARNIFEX

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

Armed with crushing claws, which can easily tear ferrocrete to rubble, as well as long rams on its carapace. When the Stone-Crusher charges it drives its rams through a wall, then using its immense strength, it pulls backwards to wrench the wall down.

Some Stone-Crushers have been seen wielding huge wrecker balls, suspended on strong sinews and muscle ligaments, to deliver an unstoppable blow to a wall, smashing a hole for following Tyranid creatures to assault through.



CARNIFEX

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Carnifex	179	3	2	10	6	4	1	D6	10	2+

Brood: 1 Carnifex.

Weapons: Crushing Claws, Rending Claws.

Biomorphs: Thornback, Tusked, Extended Carapace, Toxin Sacs, Tail Weapon - Scythe

Heavy Support: A Stone-Crusher Carnifex is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Fearless: Almost nothing can stop a rampaging Carnifex; they are Fearless. See page 74 of the Warhammer 40,000 rulebook.

Monstrous Creature: Huge and powerful, the Carnifex rolls 2D6 for Armour penetration and ignores their opponent's Armour Saves in close combat.

Wrecker: In Cityfight games the Stone-Crusher Carnifex may count as having the Wrecker stratagem.

NECRONS

PYLON



The mysterious Necron defence turrets, called pylons, were first encountered on the uncharted world of WDY-272. Rising suddenly from the desert sands the pylons opened fire without warning and with devastating effect.

The location of the weapons was logged and the Imperium launched an air strike against the pylon's exact location, but Navy pilots reported that the pylons were no longer at the location given, they had seemingly vanished into thin air.

Each pylon draws energy from the Necron power matrix and discharges it in one of two methods, either as a single powerful bolt or as a crackling discharge of coruscating lightning called a gauss flux arc. It may be able to utilise energy by other methods, but as yet these abilities remain unknown.

PYLON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Pylon	420	14	14	14	4

Type: Immobile

Crew: None

Structure Points: 2

Weapons: Particle Accelerator or Gauss Flux Arc Projector

SPECIAL RULES

Living Metal: The Pylon is constructed of the same living Necron metal as the Monolith, capable of self-repair and adapting its structure to resist incoming attacks. Attacks which count the target's Armour Value as being less than it really is (such as bright lancers and blasters) do not do so against the Pylon. Similarly, weapons that get additional Armour Penetration dice (such as chainfists, Monstrous Creatures or Melta weapons) do not get the extra dice against the Pylon. Ordnance weapons still roll 2D6 for Armour Penetration and select the highest score.

Deep Strike: A Necron attack can be supported by Pylons teleporting to the surface. When defending a tombworld dormant Pylons can suddenly rise from the ground to engage any trespassers. A Pylon may therefore be deployed by Deep Strike if the special rules for the mission being played allow it. 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 Pylon that lands in impassable terrain is not destroyed but takes an immediate glancing hit. Move the pylon the minimum distance possible to avoid the dangerous terrain. If the scenario does not use the Deep Strike special rule then the Pylon must set up with the rest of the army as normal.

Damage Effects: Roll to damage the Pylon on the Super-Heavy Tank Damage tables. As the Pylon has no crew these tables are modified as follows:

Gun Crew Shaken result means that the Pylon can not fire one of its weapon modes next turn. Which mode is chosen by the opponent. The other weapon mode may fire normally.

Driver Stunned and Engines Damaged both have no effect on the pylon, as it has neither a driver or an engine.

Each 'Field or Weapon Destroyed' result reduces the Gauss Flux Arc by -1 shot, and also reduces the Str of the Particle Accelerator by -1.

Firing Modes: The Pylon can be used in one of two ways, either as a Gauss Flux Arc Projector or as a Particle Accelerator. Choose which mode the pylon will use to fire before rolling any dice.

Gauss Flux Arc Projector

The Pylon unleashes blasts of energy arcing in all directions. It fires D6 shots at every enemy unit with a model within 12" of the Pylon's base.

Range: 12" **Str:** 5 **AP:** 4 **Type:** Heavy D6 per unit

Particle Accelerator

The Pylon focuses the energy into one particle beam, which carries a single powerful bolt. The Pylon's Particle Accelerator is a larger version of the particle whip, capable of engaging targets at very long ranges and responding to any threat, whether it be ground targets or incoming aircraft.

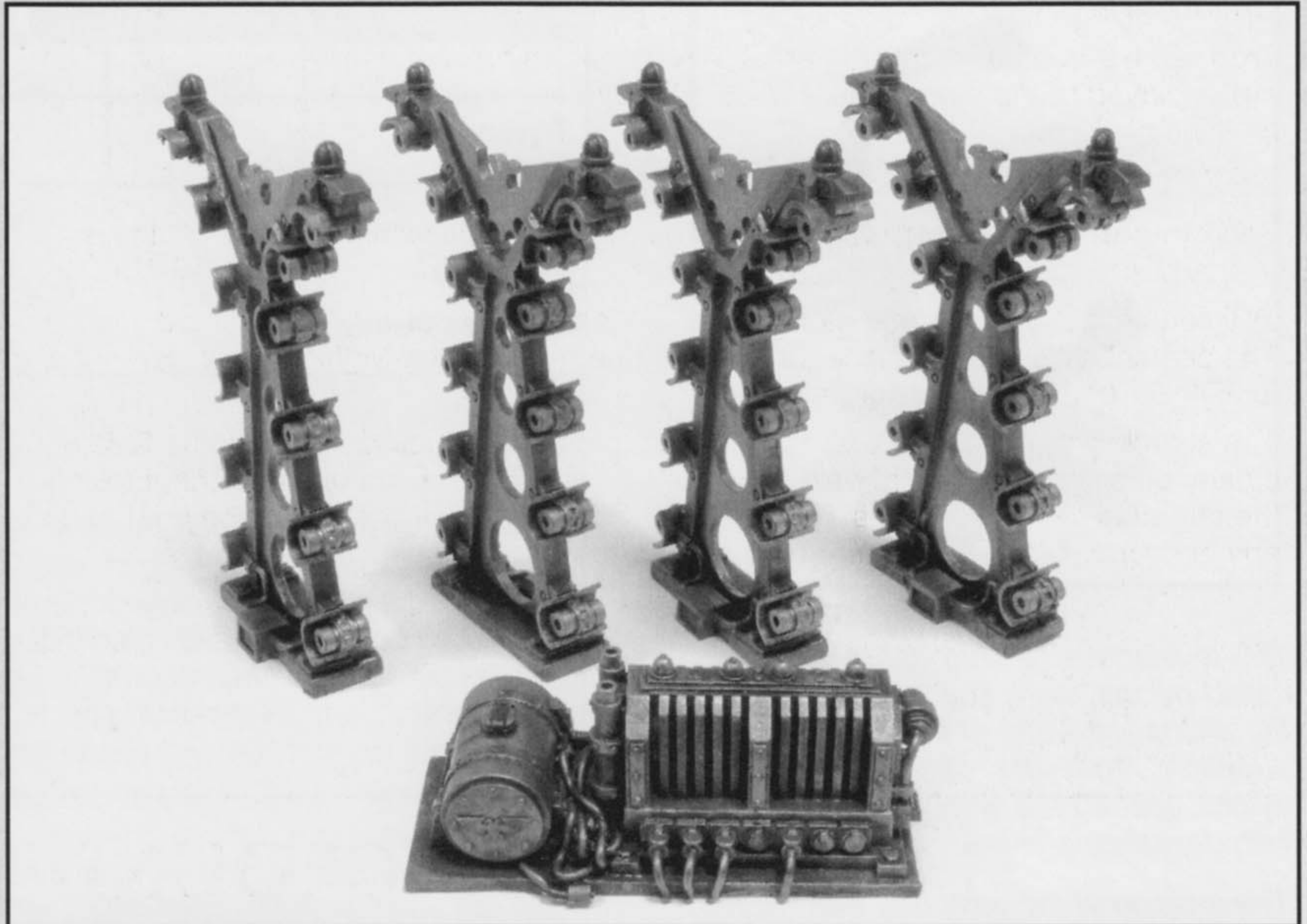
Range: 12-120" **Str:** 9 **AP:** 3 **Type:** Ord.1/Blast, AA mount, Titan-Killer

Any model under the hole in the centre of the template is hit with an AP1 attack. It is an Ordnance weapon and counts as an AA mount. Such are the weapons vast energies that it causes 1D3 Structure points of damage per hit.

EQUIPMENT

CONTAINMENT FENCE

Containment fences are only used to defend important locations. Due to the amount of power required to keep a fence activated they are not common, and only very sensitive areas use them. The fence generates a powerful forcefield to prevent anything passing through it. Anything that does try to pass through the forcefield is likely to be vapourized. The forcefield flows from pylon to pylon, each relaying the power, but the flow can be disrupted and a section will overload, creating a hole in the fence.



CONTAINMENT FENCE

Crossing the Fence: If any model in a unit tries to cross an activated containment fence then the unit will take D6 Strength 9, AP 2 hits. If a 6 is rolled, then the damage is still inflicted, but the section of fence overloads and stops working from now on. The unit may continue its move through an overloaded fence. If the fence does not overload then it remains impassable; the unit must halt and try again next turn. A monstrous creature that survives crossing the fence may continue its movement as normal.

Vehicles that cross the fence will take a single Strength 9 hit to the front. Roll 2D6 and choose the highest dice for penetrating the vehicle's front armour. If a 6 is rolled then the damage is still inflicted, but the fence overloads and stops working. Vehicles that survive crossing the fence may continue to move as normal.

Units that can fly, or have jump packs or jet packs, can move between pylons without being damaged, as they can simply pass over the force field.

Firing through the Fence: Such is the power of the fence that most of the energy of weapons fired through it will be absorbed. A unit hit by fire that passes through the fence gains a 3+ cover save. Vehicles count as an obscured target.

Shooting Pylons: Pylons may be targeted in the shooting phase. They have an Armour Value of 14 (due to the force field). Any glancing or penetrating hit destroys the pylon. If a pylon is destroyed then any sections of a fence it is generating are lost.

Assaulting Pylons: A unit that assaults a pylon takes D6 Strength 9 hits before resolving any attacks. Any hits from the fence count as power weapons. The pylon has an Armour Value of 14.

Fortifications: In a scenario where the Imperial Guard player can take fortifications, they can buy a containment fence. A containment fence costs 25 pts per pylon, and pylons must be positioned 12" apart. The fence itself must run in a straight line between pylons.

SEARCHLIGHT TEAM

SEARCHLIGHT TEAM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Searchlight	20	10	10	10	3

Type: Immobile

Crew: 2. Imperial Guard

Weapons: None. Both Guardsmen have lasguns.

Options: None.

Troops: 1-3 Searchlight teams are a Troops choice for an Imperial Guard army. They are deployed at the same time, but do not have to be deployed together, and operate as separate units.

SPECIAL RULES

Searchlight: Searchlights are only used during scenarios using the Night Fighting scenario special rules.

The searchlight is larger and more powerful than the normal vehicle-mounted version. The searchlight's targeting dice for spotting enemy units in a Night Fight is increased to 2D6x5, rather than the normal 2D6x3.

The searchlight allows one enemy unit spotted by the Searchlight team to be fired at by any other Imperial Guard units in range that also have a line of fire, without rolling the targeting dice themselves. However, the Searchlight team itself can be fired at by any enemy unit in the next turn, because they can see the light shining in the darkness.

Damage: Treat the searchlight and operators as artillery and crew and randomise hits between the searchlight and the crew, as per page 56 of the Warhammer 40,000 rulebook. The searchlight has an Armour Value of 10 all round, and any glancing or penetrating hit destroys it.



A searchlight team is a large, ground mounted searchlight for illuminating targets in darkness. Searchlights are often attached to heavy weapon platoons for finding ground targets and to illuminate targets for anti-aircraft fire. Searchlights can also be vehicle mounted.

LONG RANGE GROUND SCANNER

0-1 LONG RANGE GROUND SCANNER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Scanner	65	10	10	10	3

Type: Immobile

Crew: 1. Imperial Guard

Weapons: None. The Guardsman has a lasgun.

HQ: 0-1 long-range ground scanner is a HQ choice for an Imperial Guard army.

SPECIAL RULES

Scanner Modes: The scanner can be set up in one of two modes, as detailed below. You must decide which mode the scanner will be set up in before the game starts. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

Long-Range Sweep: With the scanner in this mode, enemy units will find it difficult to get close to the Imperial Guard's positions without being detected. Any enemy unit that wishes to Infiltrate must first roll a dice. On a 4+ they may Infiltrate as normal. On any other result they cannot Infiltrate and must be set-up as normal, with the rest of their army.

Short-Range Lock: The scanner locks onto an enemy unit, and targeting information is passed to a nearby Imperial Guard unit. Nominate an Imperial Guard unit within 12" of the scanner. Roll a dice. On a 4+ this unit can re-roll any To Hit dice that miss in the shooting phase. A unit with a vox-caster does not have to be within 12", but can be anywhere on the table. The Imperial Guard unit chosen to receive the targeting data can be changed each turn. The targeting data does not affect ordnance or barrage weapons.

Damage: Treat the scanner and operator as artillery and crew and randomise hits between the scanner and the crew, as per page 56 of the Warhammer 40,000 rulebook. The scanner has an Armour Value of 10 all round, and any glancing or penetrating hit destroys it.



Long range scanners are larger, more powerful versions of the hand-held scanners issued to officers and squad leaders. They are used to monitor the surrounding area for enemy movements and provide a wide array of useful data on enemy movements and locations, which can then be disseminated over the vox-network.

Once set up the scanner cannot be moved. Lengthy recalibrations make this impractical during a battle, and this limits the scanners usefulness on an open battlefield, but makes it a valuable piece of equipment as part of a static defence.

ANPHELION BASE



The Anphelion base is a standard modular construction, made by interlocking pre-constructed building units together. These modular buildings are manufactured to a standard pattern and used across the Imperium to rapidly build outposts for many different purposes. Phaeton pattern bases are used as military barracks, habitation blocks for colonists, laboratory complexes or administratum buildings. Despite their temporary nature, these buildings often become permanent constructions.

Once in position, locked in place by driving the support pistons into the ground, the buildings can be equipped as needed. Being used mainly on remote frontier worlds, the base usually needs its own defences. Autocannon-armed defence turrets are locked onto the roofs, or can be ground mounted close by. Other defences such as containment fences, gun emplacements and bunkers are positioned to defend the base. Landing pads, control and communications facilities are also added.

USING THE ANPHELION BASE

Fighting through the tight confines of the Anphelion base is brutal, short-ranged combat. There is little room for manoeuvre or tactics. This is the realm of short-ranged firepower and bold assaults. It will be swift and bloody. The Anphelion base adds a whole new dimension to games of Warhammer 40,000, as troops stalk through rooms, charge along corridors and desperately hold doorways. The roofs of the Anphelion base are removable, and this not only allows you to place miniatures inside, but also to hide forces within without your opponent knowing, until he enters the room or corridor, at which point the roof is removed and the horror of whatever is lurking inside is revealed.

Game Tip: The Anphelion base model has been designed so that the roof and doors block an opponent's view of what is inside. Players should agree that they will not look in rooms before their squads enter them, and should an opponent wish to deploy a unit in the Anphelion base, they can do so without their opponent watching. This will increase the tension caused by lurking infiltrators, which are only revealed when a door is opened and the roof removed. Alternatively, players can simply remove all the roofs and allow both players to see everything that is moving.

DEPLOYING IN THE ANPHELION BASE

Model Size

Only infantry can enter the Anphelion base. That is any model on a standard 25mm base. Some models on a 40mm base may enter the Anphelion base, such

as Terminators, Tyranid Warriors, Lictors, Ogryn and Swarms. In the end players will have to use their common sense here.

As an example, the model of the Lictor will not fit inside due to its large claws. This should not stop the model entering the building, as in real life it can fold its claws away, crouch and even crawl if it has to!

Some examples of models on 40mm bases that could not enter the base are; Tau Crisis and Broadside battlesuits, Necron Destroyers and any Cavalry models. Models on 65mm bases cannot enter the Anphelion base. No vehicles can enter the Anphelion base, except to enter a garage area through its main doors.

Deployment

A unit may deploy directly into the Anphelion base if it is in their deployment zone. In which case they may be deployed secretly, so that your opponent cannot see what is lurking inside until either you choose to reveal it (by moving them), or until his own forces enter that part of the complex.

Infiltrators may deploy into an Anphelion base complex, in which case also do this in secret. The unit remains secret until you choose to reveal the models (by moving them) or until an enemy unit reveals them by entering the area and the roof is removed.

MOVEMENT

Moving around inside buildings is considerable harder than moving in the open. There are many objects in the way, doors to open, every dark corner needs

checking, and distances are so short sprinting is impossible.

To represent the cramped conditions inside the Anphelion base, no model may use the Jump Infantry, Fleet or Beasts special rule. Inside the Anphelion base all models will move 6" and Assault 6". No other special movement rules may be used.

SHOOTING

To Hit

Inside the Anphelion base ranges will be short, and lines of sight difficult, but when firing along a corridor it is difficult to miss. All weapons fire inside the Anphelion base hit on a 2+, regardless of the firer's BS. This rule applies to all armies and weapons (very brutal I know!)

This only applies to units inside the Anphelion base firing at a target inside the Anphelion base. Shots taken from inside at a target outside, or the opposite way round, are resolved using normal BS's.

Cover Saves: Models in corridors are in the open and get no cover save. Models inside a room get a 6+ cover save from furniture and alcoves. Models sheltering at corners or junction get a 4+ cover save.

Blast weapons: A confined space contains and intensifies a weapon's blast, making it more powerful than in the open. No cover saves are allowed against blast weapons inside the Anphelion base. Barrage weapons cannot be fired inside the Anphelion base, due to the lack of headroom.

ASSAULTS

Stand and Fire

In such cramped conditions assaults will be commonplace, but rushing along a corridor or breaking into a defended room is very risky. If a unit is assaulted it may declare that it will 'Stand and Fire', blasting away at point-blank range as the chargers rush them, rather than fight in close combat. A squad may only stand and fire on the turn it is assaulted, not in subsequent turns, and may not stand and fire if it is already engaged in hand-to-hand combat with another unit.

A unit that declares it will 'Stand and Fire' foregoes its normal hand-to-hand attacks to take a shot from each engaged model (ie. if a model would have fought in close combat, it can stand and fire). The shot is resolved at double the model's normal Initiative (maximum of 10). Roll to hit as normal (using the defender's normal BS). Roll to wound and save as normal. Models which are killed are removed as per hand to hand combat casualties.

Models count as moving when they stand and fire. Any weapon with a template or blast cannot be used (including Assault weapons with a blast template). So, rapid fire weapons get 2 shots when standing and firing, assault weapons get their normal number of shots – making them highly effective in this environment, which

is what they are designed for! A flamer could not be used to stand and fire with because it has a template.

Example 1

A squad of five Space Marines, armed with 3 boltguns, a plasma gun and a missile launcher, are assaulted by a unit of 6 Genestealers and opt to stand and fire rather than fight in close combat.

The firing is resolved at Initiative 8 (double the Space Marines' 4), before the Genestealers attack at Initiative 6. They can fire 6 boltguns, and 2 shots from the plasma gun, but the missile launcher (being a heavy weapon) cannot fire. Needing 3+ to hit, 4 boltguns and 1 plasma gun shot hit. 2 boltguns and the plasma gun shot cause wounds. With no armour saves possible due to the weapons' AP values, 3 Genestealers are removed before they get a chance to attack. The Space Marine squad will not now fight back in hand-to-hand combat.

Example 2

A squad of Terminators, armed with 3 storm bolters, a heavy flamer and an assault cannon, are assaulted by 6 Genestealers and opt to stand and fire rather than fight in close combat.

The firing is resolved at Initiative 8 (double the Terminators' 4). They can fire 6 shots from the storm bolters and 4 shots from the assault cannon (Terminators can move and fire with heavy weapons). The heavy flamer cannot fire as it has a template. Needing 3 to hit, 4 storm bolter shots and 2 assault cannon shots hit. 2 storm bolter shots wound, killing 2 Genestealers, and both assault cannon shots wound, killing 2 more Genestealers. After firing, 2 Genestealers are left to attack the Terminators in close combat.

Sentry Guns

Sentry guns deployed in rooms or corridors may stand and fire just like a squad, resolve their stand and fire at Initiative 10. Sentry guns may fire heavy weapons. In Point Defence mode they may only stand and fire if they are assaulted from within their 90° arc. In Sentry mode they may stand and fire regardless of the direction they are assaulted from.

Hand-to-Hand Combat

Hand-to-hand combat is resolved normally. Due to the confined space it is likely that fewer models will be fighting than in the open, but remember models within 2" of a friendly model already engaged in hand to hand combat will also get to attack.

Note that the rooms and corners count as cover and therefore give the defender an Initiative of 10 (unless grenades are used during an assault). This represents the defenders hiding behind corners, doorways, in alcoves and using any furniture to their advantage.

Psychic Powers

Psychic powers can be used inside the Anphelion base as normal. For powers which use a template, the template should not extend beyond the walls. Only models inside the Anphelion base can be affected. The reverse is also true, so a psychic power used outside the Anphelion base cannot affect models inside the Anphelion base.

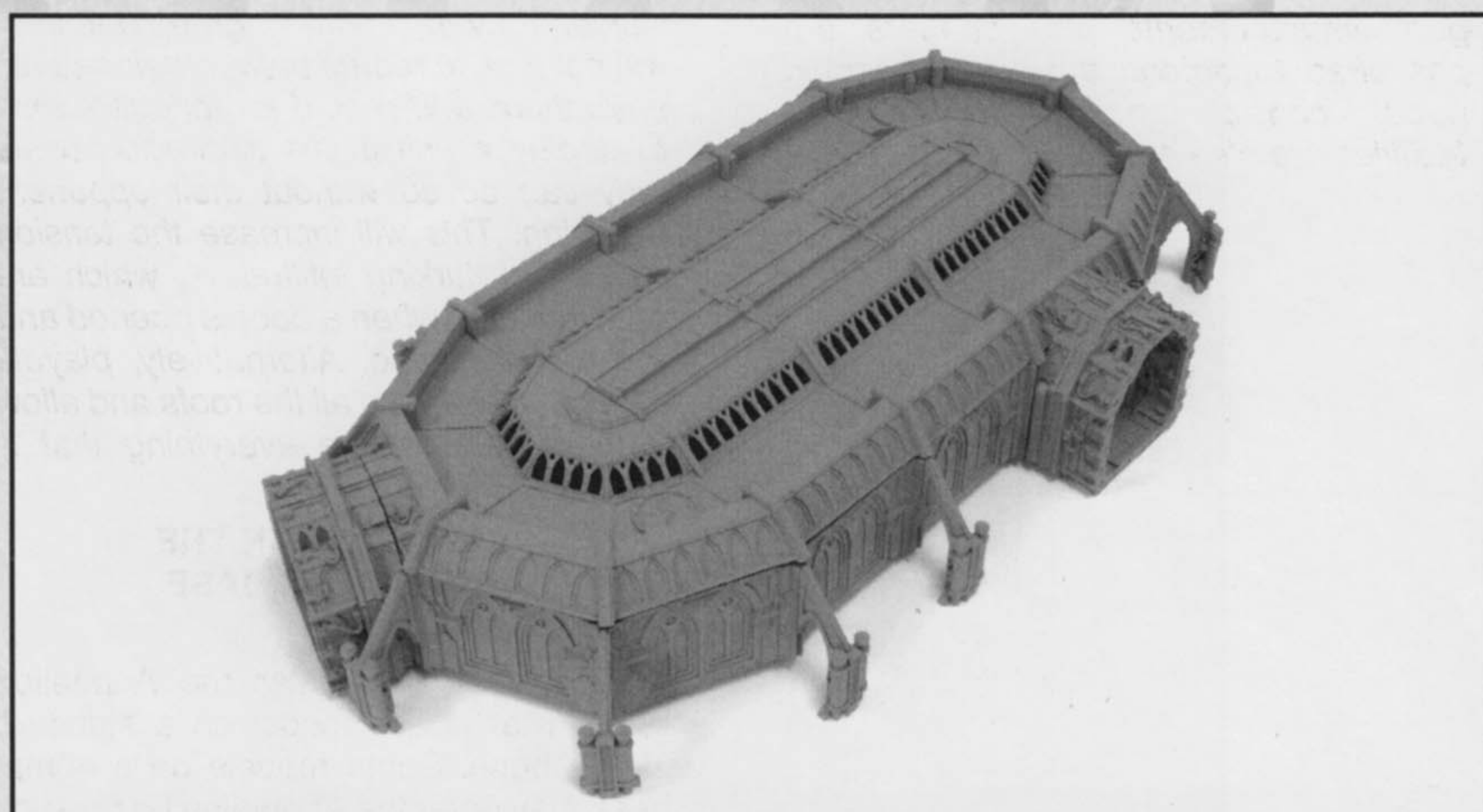
ATTACKING THE ANPHELION BASE

Doors

On the Anphelion base model closed doors may be sealed or unsealed. Neither player will know which until a model moves to within 1" of a door. Roll a dice. On a 6, the door is unsealed and opens (remove it from play). On a 1-5, it is sealed and must be destroyed.

To destroy a sealed door an attacker must inflict a single glancing or penetrating hit against the door's Armour Value of 12. The door is then removed from play. Doors may be fired at, or assaulted as if they were a stationary vehicle. Once destroyed, remove the door from play.

Game Tip: For ease of play do not glue the interior detail of furniture onto the model. This means if the room fills up with models, the furniture can be removed and placed on the side, to avoid damage to delicate parts, whilst any fighting is resolved. The furniture pieces can be replaced once the models have moved on.



BASE DEFENCE TURRET



BASE DEFENCE TURRET					
	Points	Front Armour	Side Armour	Rear Armour	BS
Defence Turret	80	11	11	11	3

Type: Immobile.

Crew: (1) Imperial Guard.

Weapons: Turret-mounted twin-linked long-barrelled autocannons, on an anti-aircraft mount.

Options: The turret may be given any of the following from the Imperial Guard Codex: Searchlight.

Troops: The Defence Turret is a Troops choice for any Imperial Guard army. It can be taken as part of the Anphelion base, or ground mounted separately.

SPECIAL RULES

Long-barrelled Autocannon

Range: 12"-72" **Strength:** 7 **AP:** 4 **Type:** Heavy 2, AA mount

Damage: As a static emplacement, any Immobilised damage result counts as an Armament Destroyed damage result.



SUPER-HEAVY VEHICLES

RULES FOR USING SUPER-HEAVY VEHICLES IN GAMES OF WARHAMMER 40,000

The battlefields of the 41st millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned! Super-heavy Tanks will dominate any game they are used in, and because of this it should be saved up for special occasions, rather than being wheeled out willy-nilly for every battle that is played.

USING SUPER-HEAVY TANKS

Super-heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described in the 40K rules. In addition, you may only include one Super-heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-heavy Tanks to large games of over 2000 points, as is appropriate for such rare and potentially devastating machines. Of course, players that wish to may ignore this restriction and use Super-heavy Tanks in smaller games, but only if they get their opponent's consent first. Super-heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-heavy Tank detachments and Super-heavy Flyer detachments consist up to three machines of (more or less) the same type. Baneblades and Shadowswords are considered similar enough to be mixed into the same detachment, as are Marauders and Marauder Destroyers.

STRUCTURE POINTS

Super-heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this, they must be given 2 or more Structure Points, which equate roughly to wounds for other models. Basically, the more Structure Points a vehicle has, the bigger it is.

ORDNANCE

Super-heavy vehicles may fire ordnance and still fire other weapons. They may fire ordnance even if they move.

TARGETING

Super-heavy vehicles can engage more than one target unit if desired. Instead of picking a target for the Super-heavy vehicle, pick a target for each weapon on the Super-heavy Tank. You must declare all of the Super-heavy vehicle's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

SUPER-HEAVY TANK SHOCK

Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Super-heavy Tank.

LUMBERING VEHICLES

Lumbering vehicles grind along at a slow and steady pace. They can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90° at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

WAR ENGINES AND DIFFICULT TERRAIN

Super-heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal.

However, if they roll a 1, they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the damage tables (see later).

CLOSE COMBAT ATTACKS

Super-heavy Tanks can Tank Shock an enemy in the Movement phase. If the enemy pass the Morale check, then the Super-heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that Super-heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemy's turn as normal). Being in close combat does not stop the Super-heavy Tank shooting, and it may fire at the unit it is assaulting if desired.

Super-heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the Super-heavy Tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-heavy Tank as close as possible to their starting location before they were 'barged'. Super-heavy Tanks can't barge other Super-heavy Tanks out of the way.

In the Assault phase, a Super-heavy Tank that Tank Shocked the enemy receives a number of bonus close combat attacks. These attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-heavy Tank's turn; if the Super-heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the Super-heavy Tank (ie, each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All Super-heavy Tank close combat attacks ignore Armour Saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a Super-heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Super-heavy Tanks may never pursue or consolidate – they remain stationary.

NEW WEAPON RULES

Co-axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.

SUPER-HEAVY TANK DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a Super-heavy Tank. Ordnance also rolls on these tables, not the Ordnance Damage tables.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot next turn (chosen by opponent).

3 Driver Stunned – May not move next turn.

4 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised; skimmers are destroyed).

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table opposite.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Driver Stunned – May not move next turn (Skimmers drift D6" straight ahead).

2 Engines Damaged – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers destroyed).

3 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

5 Major Damage – Lose -1 Structure Point and roll again on the Glancing Hit table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table opposite.

CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie, 7 for Imperial Guard). If the Ld test is passed, then the damage control systems on the Super-heavy Tank have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed, your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-3 Destroyed – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.

4-5 Explosion – Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected. Otherwise, as above.

6 Huge Explosion – The vehicle is vaporised in a huge explosion. Roll a D3 per original Structure Point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (Armour Saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.

GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

1 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

2 Gun Crew Shaken – One weapon may not shoot (chosen by opponent).

3 Pilot Shaken – Roll a D6 immediately. On a 1-3, the aircraft turns 45° left; on a 4-6, the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

4 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier.

5 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

6 Major Damage – Lose -1 Structure Point and roll again on the Penetrating Hits table. If reduced to '0' Structure Points then roll on the Catastrophic Damage table instead.

PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Pilot Shaken – Roll a D6 immediately. On a 1-3 the aircraft turns 45° left; on a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

2 Engines Damaged – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

3 Field or Weapon Destroyed – One weapon or field chosen by opponent is destroyed.

4 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Damage Points, roll on the Catastrophic Damage table instead.

5 Major Damage – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

6 Chain Reaction – Lose -1 Structure Point and roll again on this table. If reduced to 0 Structure Points, roll on the Catastrophic Damage table.

SUPER-HEAVY FLYER DAMAGE TABLES

Roll on the following tables for hits on a Super-heavy Flyer. As a flyer, all hits are Glancing. Ordnance also rolls on these tables, not the Ordnance Damage tables.

CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

1 Damage Control – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, ie, 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the Super-heavy Flyer have contained the damage, and 1 Structure Point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another Damage Control test, if you're lucky!).

2-5 Crash – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (Saving throws allowed). Vehicles are unaffected.

6 Huge Explosion – The flyer is vaporised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.

FLYERS

RULES FOR USING AIRCRAFT IN GAMES OF WARHAMMER 40,000

Imperial Armour introduces a new type of vehicle to the Warhammer 40,000 rules, called a Flyer. These vehicles are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that flyers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play.

FLYERS

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

ON-STATION!

Flyers always start the game 'on-station', ie. in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot or be shot at until it makes its attack run.

ATTACK RUN

A flyer makes its attack run after your opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move, (if several flyers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase). Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's Shooting phase, after he has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons, which may only target flyers if they are in an AA mount.

Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flier. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack is. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). Stunned and Shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffers a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

SECOND STRIKE

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player's turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1, the flyer doesn't return this turn, but you may roll again for it in your next player turn.

NEW WEAPONS

These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as mortars (G48", S4, AP6, Heavy 1 blast, pinning). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. Bombs costs 5 pts each.

Heavy Bombs: These work in the same manner as a normal bomb, but it has the effect of a Griffon mortar (G12-48", S6, AP4, Ordnance 1 blast). Heavy bombs cost 20 pts each.

Rockets: Rockets have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket carried may be used once per battle. Rockets cost 10 pts each.

Smart Bombs: A bomb or heavy bomb can be upgraded to a smart bomb for +50% cost. A smart bomb works in the same way as a normal bomb, except you may re-roll the Scatter dice if you don't like the first result (you must accept the second roll though!). To turn a bomb or heavy bomb into a smart bomb add +50% to its standard point costs.

ANTI-AIRCRAFT MOUNT

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers. For ordnance or barrage AA weapons, roll the Scatter dice – on a 'Hit' result the flyer is hit, otherwise the shot misses. Do not roll for scatter.

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

SUPER-HEAVY FLYERS

The Thunderhawk and Vampire are Super-heavy Flyers, and all of the rules that apply to Super-heavy Tanks apply to them also. Note that because they are flyers they can't Tank Shock enemy units or assault them! Because Thunderhawks and Vampires are Super-heavy units they must be taken in their own 'detachment', as described in the Super-heavy vehicle rules. A detachment can consist of between 1-3 aircraft. Note that any types of Thunderhawk or Vampire variant may be included in the same detachment.

ORBITAL LANDER

If a flyer is an orbital lander then it will fly down from orbit (or the sky) to land on the battlefield. When the flyer arrives from reserve it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table (or hover low). If it chooses to land troops, it may not shoot.

The passengers may disembark in the opponent's turn; place them within 2" of the access points. The flyer may now complete its attack run, taking off again and leaving the table in same manner as if it were completing an attack run (ie. it flies off the table in a straight line).

If new passengers wish to embark the flyer must land (or hover low) through its sides next turn. New passengers must move to the flyer and embark using the normal rules. Whilst landed, a flyer cannot move, but may shoot weapons like a normal vehicle. A flyer may not fire rockets or drop bombs whilst landed! If the flyer is fired upon whilst landed then the enemy roll to hit as normal, they do not need to roll 6s to hit.

A landed flier may take off again in any enemy turn, after the enemy has had their Shooting phase. It takes off and leaves the table in the same manner as completing an attack run.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy's movement phase the Valkyrie moves to the point it wishes to drop the Storm Troopers off. In the enemy shooting phase they can target the Valkyrie, requiring 6s to hit, adding 12" to the range and only scoring glancing hits. After this, the Valkyrie drops off its troops, who are placed within 2" of the access points. It then flies straight off the board. It may return next turn on a 2+ roll as per the Flyer rules.

VTOL HOVER MODE

Some flyers (such as the Valkyrie and Vulture) are able to hover in place, remaining over the battlefield rather than flying off after an attack run.

When the flyer halts it may declare it is entering VTOL hover mode. Resolve the enemy shooting phase as normal, but the hovering flyer is hit using the firer's normal BS. The hovering flyer may then fire as a normal flyer, or disembark passengers. Rather than leave the table as per the normal Flyer rules, it remains on the table. The flyer uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, a flyer may fire all its weapons.

For the purposes of being fired at, treat the hovering flyer as a moving skimmer whilst in Hover mode. It can be targeted using the firer's normal BS, but still add 12" to the range. All hits are treated as glancing hits. If the hovering flyer is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it is a moving vehicle.

At the end of its own turn the hovering flyer may disengage VTOL Hover Mode, using its main thrusters and fly off. It now reverts to being a flyer. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run. It will return in the enemy turn on a 2+ as per the normal flyer rules.

Example

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemy's turn. After the enemy Movement phase, the Valkyrie moves to the point it wishes to drop its troops off and declares it is activating VTOL hover mode. In the enemy Shooting phase they can target the Valkyrie, using their normal BS, adding 12" to the range and only scoring glancing hits. After the shooting, but before the Assault phase, the Valkyrie deploys its troops, who are placed within 2" of the access points. The Valkyrie then remains on the board, and can fire in its own Shooting phase before de-activating VTOL mode and leaving the board at the end of its turn. The Storm Troopers can move normally in their turn.

IMPERIAL ARMOUR

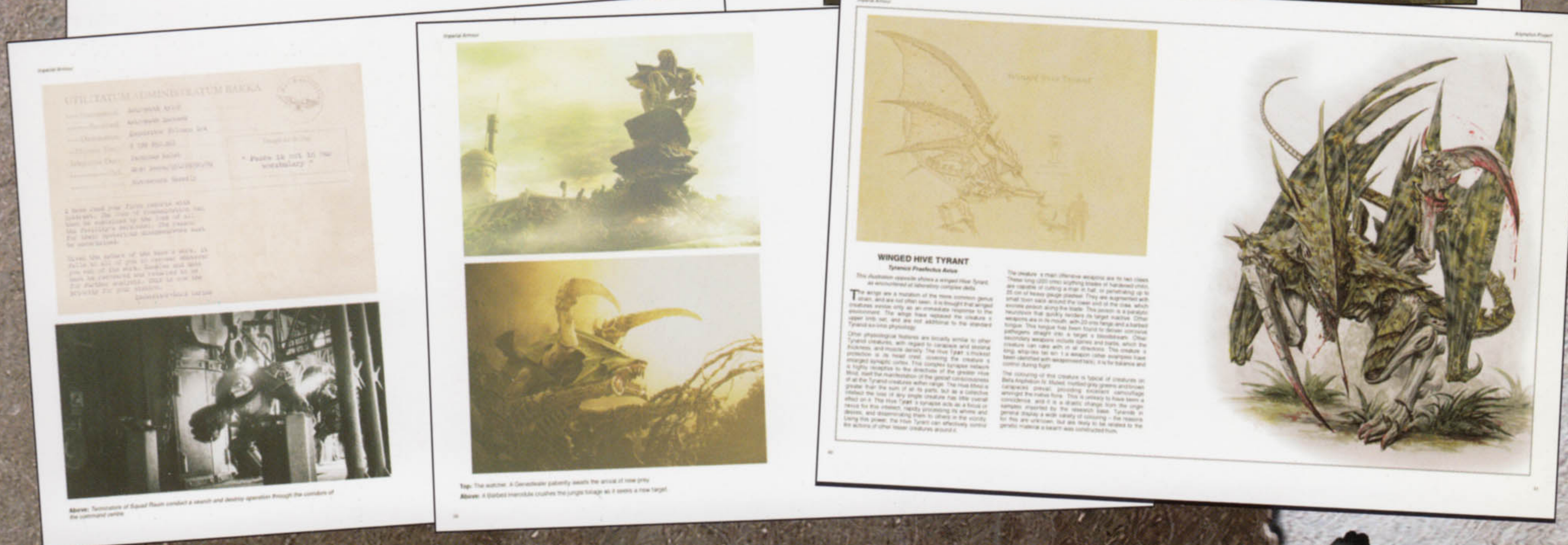
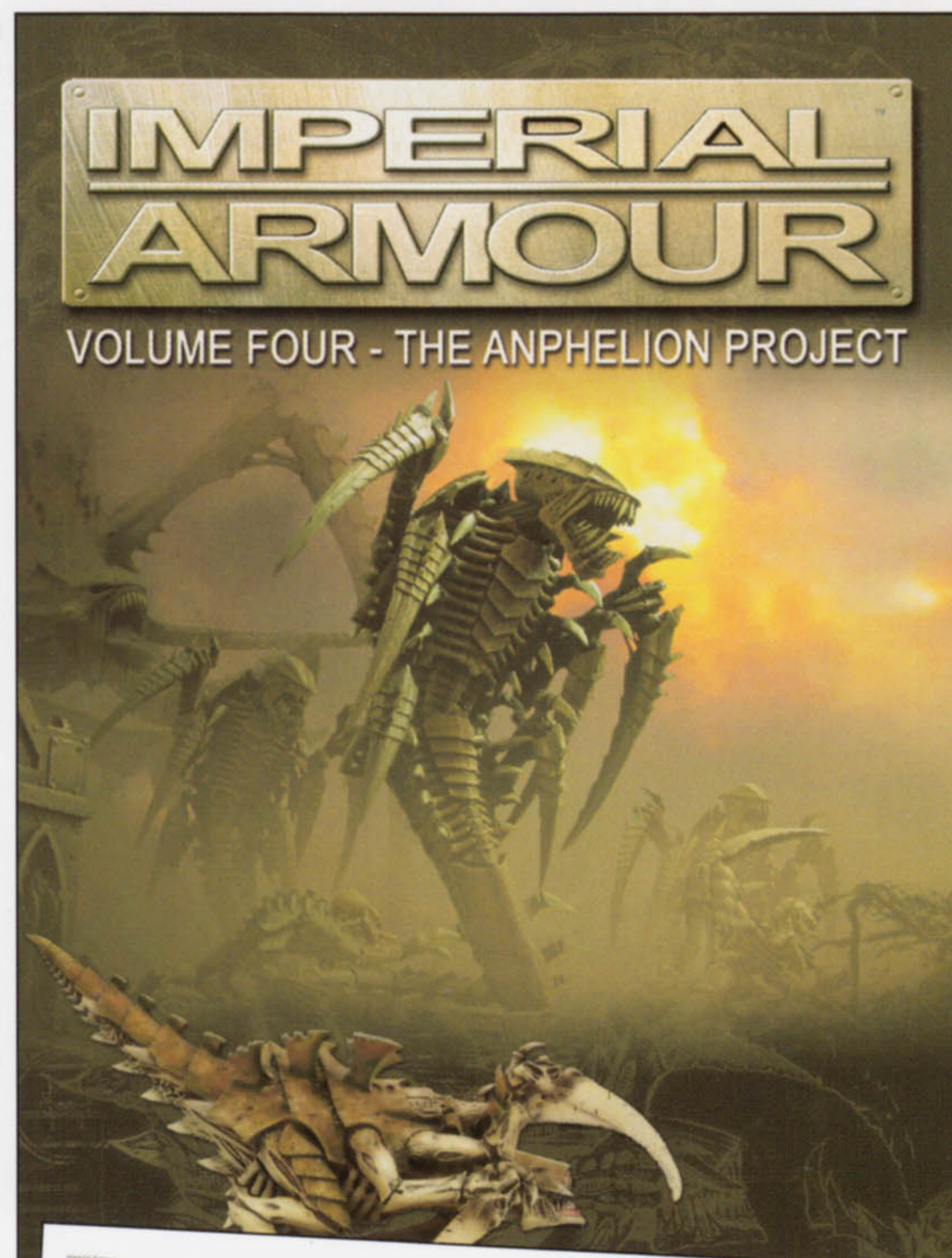
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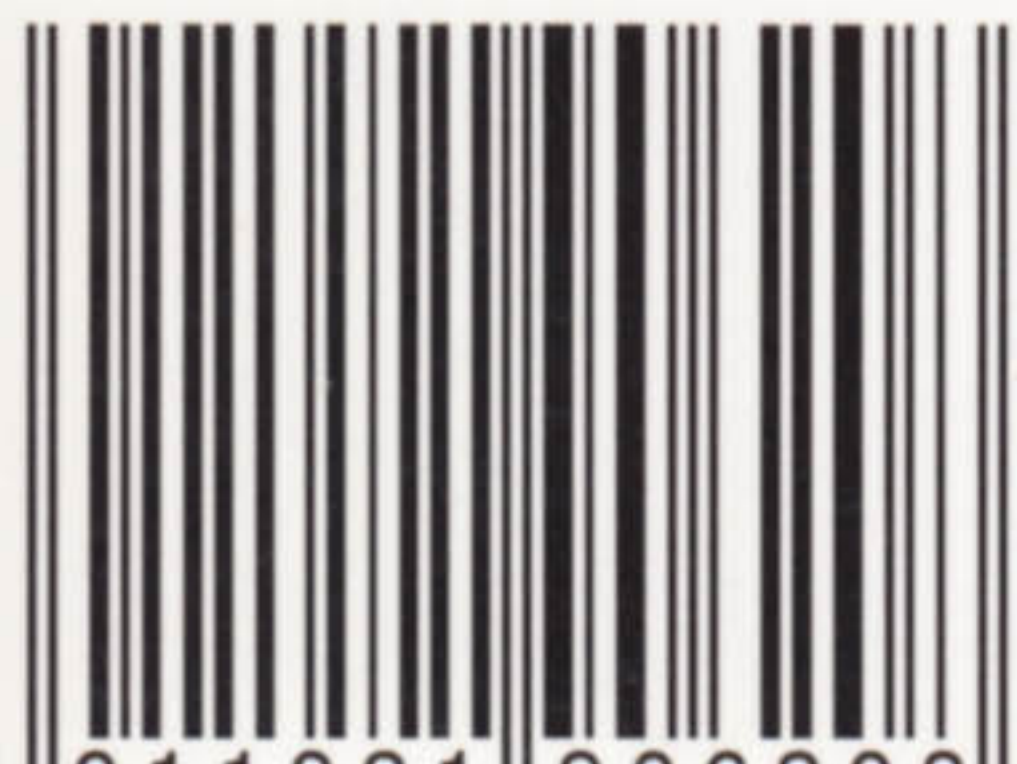
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