

WARHAMMER

EPIC 40,000

ARMIES BOOK





Above: A detachment of the Imperial Guard defends an industrial installation from attack by Ork Goff forces.



Above: Dark Angels Space Marines square up to a Chaos Subjugator Titan.



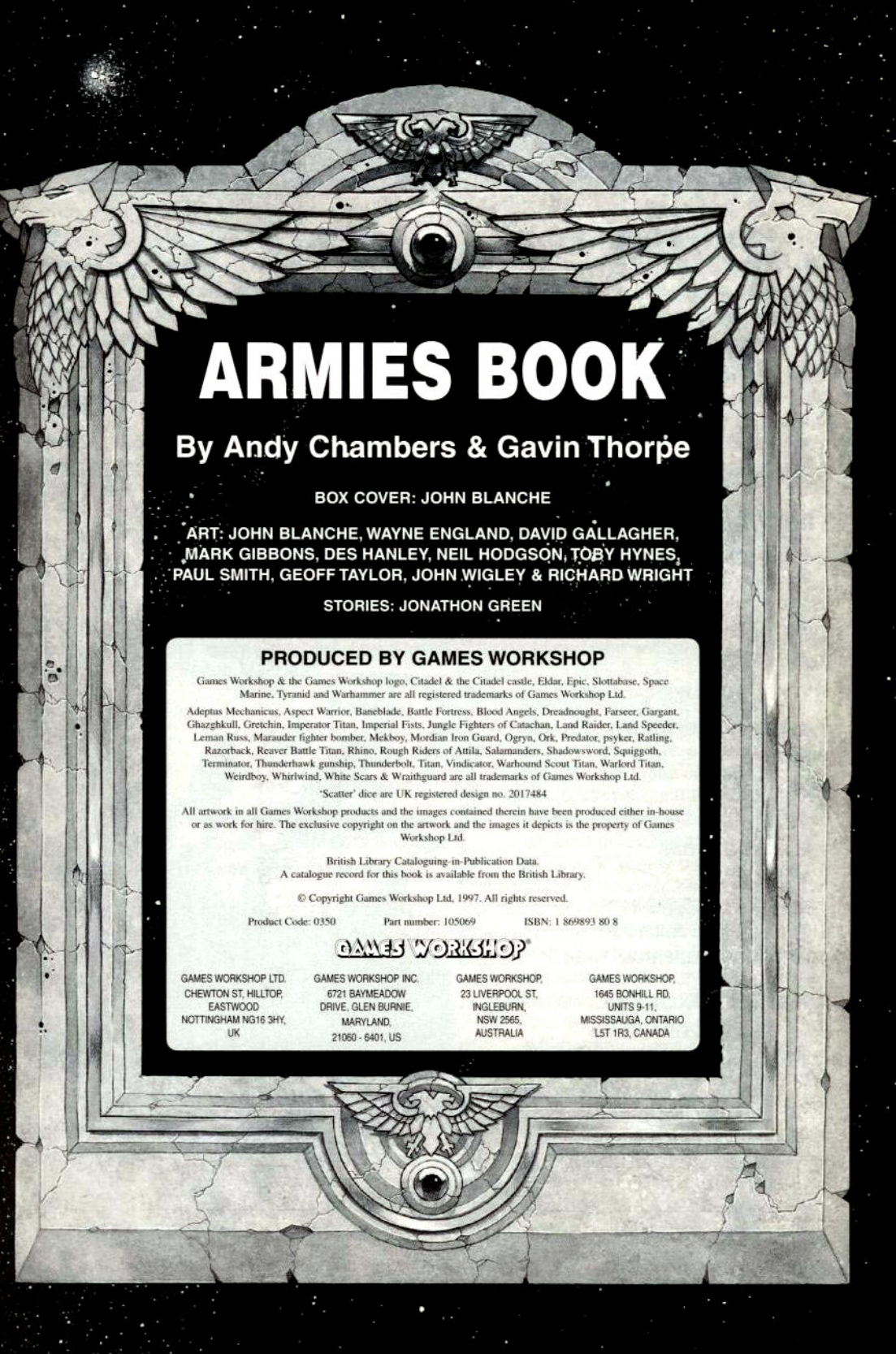
Above: A mighty Chaos horde rampages into battle across the sand dunes of a desert world wargames table.



Above: Predator tanks of the Imperial Fists Space Marine Chapter.



Above: Eldar Dreadnoughts and Warwalkers of Saim-Hann Craftworld clash with Blood Angels Space Marines.



ARMIES BOOK

By Andy Chambers & Gavin Thorpe

BOX COVER: JOHN BLANCHE

ART: JOHN BLANCHE, WAYNE ENGLAND, DAVID GALLAGHER,
MARK GIBBONS, DES HANLEY, NEIL HODGSON, TOBY HYNES,
PAUL SMITH, GEOFF TAYLOR, JOHN WIGLEY & RICHARD WRIGHT

STORIES: JONATHON GREEN

PRODUCED BY GAMES WORKSHOP

Games Workshop & the Games Workshop logo, Citadel & the Citadel castle, Eldar, Epic, Slottabase, Space Marine, Tyranid and Warhammer are all registered trademarks of Games Workshop Ltd.

Adeptus Mechanicus, Aspect Warrior, Baneblade, Battle Fortress, Blood Angels, Dreadnought, Farseer, Gargant, Ghazghkull, Gretchin, Emperor Titan, Imperial Fists, Jungle Fighters of Catachan, Land Raider, Land Speeder, Leman Russ, Marauder fighter bomber, Mekboy, Mordian Iron Guard, Ogryn, Ork, Predator, psyker, Ratling, Razorback, Reaver Battle Titan, Rhino, Rough Riders of Attila, Salamanders, Shadowword, Squiggoth, Terminator, Thunderhawk gunship, Thunderbolt, Titan, Vindicator, Warhound Scout Titan, Warlord Titan, Weirdboy, Whirlwind, White Scars & Wraithguard are all trademarks of Games Workshop Ltd.

'Scatter' dice are UK registered design no. 2017484

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright on the artwork and the images it depicts is the property of Games Workshop Ltd.

British Library Cataloguing-in-Publication Data.
A catalogue record for this book is available from the British Library.

© Copyright Games Workshop Ltd, 1997. All rights reserved.

Product Code: 0350

Part number: 105069

ISBN: 1 869893 80 8

GAMES WORKSHOP®

GAMES WORKSHOP LTD.
CHEWTON ST, HILLTOP,
EASTWOOD
NOTTINGHAM NG16 3HY,
UK

GAMES WORKSHOP INC.
6721 BAYMEADOW
DRIVE, GLEN BURNIE,
MARYLAND,
21060 - 6401, US

GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565,
AUSTRALIA

GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11,
MISSISSAUGA, ONTARIO
L5T 1R3, CANADA

CONTENTS

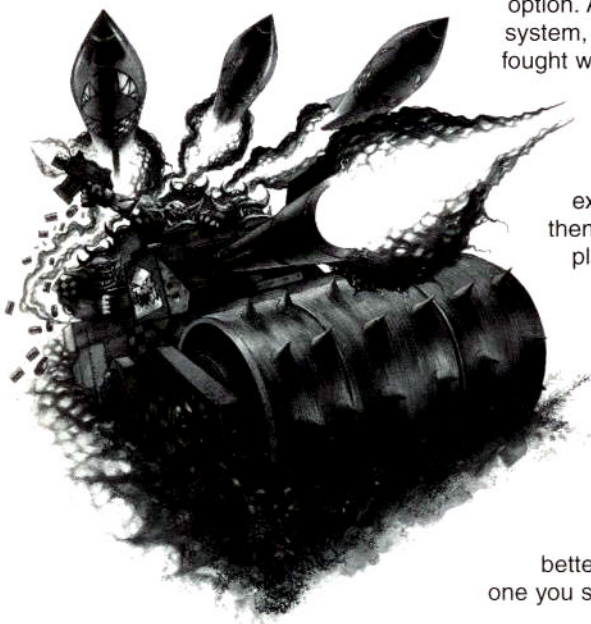
ARMIES & ENEMIES OF THE IMPERIUM	3
CHOOSING AN ARMY	3
COLLECTING AN ARMY	4
THE MINIATURES RANGE	6
HOW TO USE THE ARMY LISTS	7
SQUADS, MOBS & ALL THE REST	9
UPGRADES & SPECIAL ABILITIES	11
ALLIES	12
LIMITING DETACHMENT TYPES	13
FORCES OF THE IMPERIUM	14
THE IMPERIAL GUARD	14
INFANTRY	15
VEHICLES	16
ARTILLERY	17
WAR ENGINES	18
FLYERS – THE IMPERIAL NAVY	20
THE ADEPTUS ASTARTES	21
INFANTRY	21
VEHICLES	22
FLYERS	23
THE TITAN LEGIONS	24
WAR ENGINES	25
IMPERIAL GUARD SUMMARY	30
SPACE MARINES SUMMARY	31
ARMY OF THE IMPERIUM	33
WAAAGH THE ORKS!	41
WARLORD GHAZGHKULL & THE BATTLE FOR ARMAGEDDON	42
ORK SPECIAL RULES	44
INFANTRY	44
BIG GUNZ AND ROKKITZ	46
VEHICLES	46
FLYERS	47
ORK UNITS SUMMARY	48
WAR ENGINES	49
WAAAGH ORK ARMY LIST	53
THE ELDAR	58
ULTHWÉ THE DAMMED	59
FORCES OF THE ELDAR	60
INFANTRY	61
VEHICLES	64
FLYERS	65
ELDAR UNITS SUMMARY	66
WAR ENGINES	67
CRAFTWORLD ARMY LIST	70
CHAOS	76
WARMASTER HORUS	76
BLACK CRUSADES	77
FORCES OF DARKNESS	77
INFANTRY	78
DAEMONS	79
CHAOS CULTISTS	80
VEHICLES	80
CHAOS ARTILLERY	81
CHAOS UNITS SUMMARY	82
WAR ENGINES	85
CHAOS BLACK CRUSADE ARMY LIST	89
HIVE FLEET KRAKEN	95
THE HIVE MIND	95
THE BATTLE FOR ICHAR IV	96
TYRANID SPECIAL RULES	97
INFANTRY	98
VEHICLES	100
FLYERS	100
TYRANID UNITS SUMMARY	101
WAR ENGINES	102
HIVE FLEET ARMY LIST	105
DESIGNER'S NOTES	110

ARMIES AND ENEMIES OF THE IMPERIUM

Welcome to the Armies book. In this volume you will find all the rules and profiles you need to field an army in the war-torn universe of Epic 40,000. From the sophisticated Eldar to the brutal Orks, the Imperium of Humanity to the insidious threat of Chaos and the all-consuming menace of the Tyranid hive fleet, all the details are here.

CHOOSING AN ARMY

The first decision an Epic 40,000 commander faces is "Which army should I collect?" The best course of action is to go with any gut instinct you might have. Find an army that you find visually appealing, for a start. After all, you will have to spend some time painting the models and if you find the miniatures exciting the task will be much easier. Included in the box are two ready-made armies for the Space Marines and Orks. It's a good idea to get these assembled and painted up first so that you can start playing as soon as possible. Once you've had a few games and have a feel for the rules, you might want to think about expanding your collection. If you decide you really like one of the armies in the box a good way to bolster the ranks is by swapping miniatures with somebody else. If you decide you like the rough and ready Orks best, find a Space Marine player who will swap his Ork models for your Space Marines.

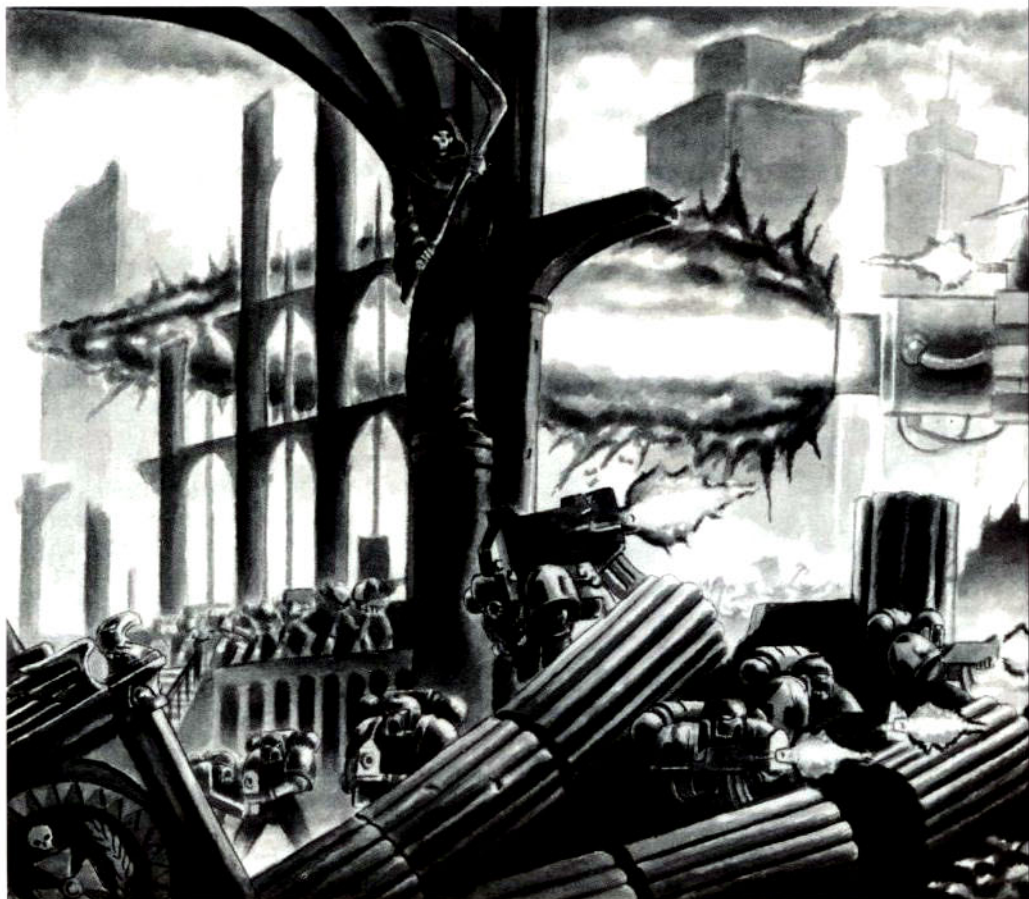


Talking to veteran gamers is also another option. Although Epic 40,000 is a new rules system, there are many players who have fought with the different races using other games systems, such as Warhammer 40,000, who will be able to give you an idea about the style of an army, even if they don't have the exact rules. If you like a swift, fluid force, then Eldar are an obvious choice as any player with a few battles under his belt will tell you. However, for solid, dependable troops, the army of the Imperium will probably be more to your liking. Whatever your choice, when it gets down to the crunch, it is you who is going to be fighting with the army so it is you who must make the final decision. No matter how much somebody tells you that one or another army is better, if you like an army then that's the one you should collect (you know best!).

COLLECTING AN ARMY

Epic 40,000's detachment system provides a simple and effective way to assemble your army. First of all, it's a good idea just to take the army list and make up some detachments. Don't worry about tactical considerations or what miniatures you will need – just get used to the way a particular army list works and how the various troops are represented. You can always go back and modify your choices later. When you have some detachments you're happy with you can then start buying and painting the miniatures to make up that detachment. It is almost inevitable that you will alter the composition of certain detachments in the light of various victories and defeats.

You can field a surprisingly diverse number of detachments with relatively few models, with subtle changes making fairly substantial differences to their battlefield role. In time you will hopefully have chosen many detachments which will each have their own history of battles and from which you can choose your army. There are sample detachments included for each of the armies and more will appear in issues of *White Dwarf* magazine. All the sample detachments in this book are real detachments that have proved their mettle in countless battles.



In the many battles we have fought during the playtesting of Epic 40,000, we have found that it is more satisfying to select your army from a wide choice of pre-created detachments rather than choosing each detachment from scratch for the next battle. For this reason you will find a number of Detachment cards included in Epic 40,000 which you can use to make a permanent record of your favourite detachments. Details of how to fill these in are given later. Using this method, it doesn't take long to select which of your detachments to bring to the battlefield.

CORE FORCE

For the purposes of actually starting your army, it's a good idea to choose a core force which will form the basis for your army. There should be a few detachments (about a 1,000 points and a war engine or two) which you think are essential to the army. For example, if you could never envision your army of the Imperium going to battle without an Imperial Guard Tank detachment with Leman Russ battle tanks and a Hellhound Flame Tank, this should be one of your core detachments. Concentrate on buying and painting these few detachments first and you will soon have a playable force. The two forces in the Epic 40,000 box make ideal starting points.



Choose one detachment at a time, paint it and then play a few battles so you can refine its composition depending on how well it performs. While you're playing battles you can assemble the other detachments in your core force as well, so there's no need to wait before you can start playing. We've seen plenty of exciting battles with only a few hundred points on each side (as in the Gogard's Last Stand scenario) so don't wait, get stuck in! Each race has one or two classic war engines which you should aim to include in your army as soon as you've started sorting out your core detachments. For example, the Reaver and Warlord Battle Titans of the Imperium are invaluable gun platforms, while it's a rare Eldar War Host that goes into battle without at least one Phantom Titan.



Once you have your core force assembled you'll probably want more. After a few battles with your Ork Horde, you'll know that a squadron of Fighter-bombers would be really handy. So, make up the detachment from the army list and collect the models. By adding a detachment at a time, your army will evolve along with your experience in battle. Sometimes, you'll need to go back and revise that core force when considering your new recruits. While it would be perfect if you could field every detachment you ever wanted, it's usually a good idea to mix and match vehicles and troops from different detachments. For example, if you had an Imperial Guard Tank detachment with six Leman Russ tanks included, you could always field them as support units for an Infantry detachment. This works well as long as you don't want to field both detachments at the same time. As mentioned earlier, you can field a wide range of tactically different formations with quite a small variety of units. As you continue to collect and paint detachments, perhaps from several different armies, you will be able to fight larger battles, and will have a wide selection of troops to choose from so your opponents will never quite know what to expect.

THE MINIATURES RANGE

The Citadel Miniatures Epic range is vast, encompassing a myriad of different troops, tanks and war engines. In Epic 40,000 game terms, the subtle differences between many of these various configurations is of little or no consequence. On the massive war-torn battlefields that Epic 40,000 represents, the differences between twin autocannons and a single battlecannon are so minor they become irrelevant. All that you need to know is that both these weapons have an equally devastating effect on the enemy. For this reason, many similar vehicles (and some infantry) have been placed in a 'catch-all' category that may encompass many marks and variants of a single vehicle, or a few similarly armed tanks.

A good example of this is the Ork Battlewagon. Every Battlewagon is an individual triumph of Ork ingenuity and design, but in terms of battle, they all have a similar effect. So, rather than produce exhaustive lists of which miniatures every category includes, the following unit descriptions simply give examples and indications as to what models you can use for a particular unit. Veteran gamers in particular will need to bear this in mind, as almost everything they already have in their army should, in some way, be usable with the Epic 40,000 rules (so don't write letters to us moaning that we've "Left out the Bubble Chukka Speedsta" or anything – it's a Speedsta with a Death Ray). Also note that some names have been changed (to protect the innocent...) but it should be easy to work out what your models are called now by looking at the rules and descriptions (this applies to the Eldar mainly). Well, that's it, let's have a look at those troops and tanks...

HOW TO USE THE ARMY LISTS

The units (tanks, infantry, etc.) in an Epic 40,000 army are organised into one or more formations called **detachments**. A detachment is composed of a variety of different models which move and fight together during a battle. Exactly what you can put in a detachment is explained in the detachment army lists for each race. There are generally several different kinds of detachment a race can field, but this is explained in more detail later.

DETACHMENT ARMY LISTS

Each detachment must be picked using a detachment army list for the appropriate race. Only units from the same detachment list can be placed together in the same detachment.

A detachment breaks down into three main sections: the detachment's **Command**, its **Main Force** and its **Support**. The list tells you what you can choose for the different sections and the points values of the units.

COMMAND

A detachment must include something to command it in order to form a detachment at all. The unit in command is the HQ and is always at the top of the chain of command for that detachment. A detachment may also include a psyker as part of its command. This is not essential to the command structure and in some armies (Orks for example) psykers are not actually in the chain of command at all.

MAIN FORCE

The main force is what makes up the bulk of a detachment. The main force units can only be chosen from the Main Force section of the detachment list. The entries in the Main Force list represent a whole range of things from squads or mobs of infantry to individual vehicles, vehicle squadrons and artillery batteries.

Each entry lists the number of units the squad consists of, its points cost and any upgrades (like heavy weapons or jump packs, for example) which are available for it.

The army list may contain certain rare units which are only available in limited numbers per detachment. This will be noted on the army list by the entry saying 'up to one, two (or whatever)'. Other than this it is up to you the player (and commander of course) to decide on the size of the detachments in your force.

SUPPORT

Support slots represent units which, unsurprisingly, are chosen to support the main force in a standard detachment. In practice this means that the Support section will include units which are not in the main force list. Generally the number of support units you may field is limited by the size of the main force. Details of how this works are given in the army lists for each detachment.



WAR ENGINE DETACHMENTS

Detachments for war engines and supreme commanders are slightly different from the standard ones for tanks and infantry. A war engine 'detachment' will often be one model if it is a Battle Titan or Gargant. However, super heavy tanks and the like can be grouped into larger detachments.

SUPREME COMMANDER DETACHMENTS

Supreme commanders are inspirational leaders who out-rank the commanders of individual detachments. Their presence can greatly affect an army's fighting ability as their magnificent commander leads by example, exhorting his troops to greater efforts. Each army list includes an entry for the supreme commanders that a race can have. Each commander and his bodyguard function as a separate (if small) detachment.

DETACHMENT CARD

It's convenient to write detachments down so that they can be used again, so we've included a standard Detachment card to fill out in conjunction with the army lists. The Detachment cards also include other game details such as its points value, morale value, reserve speed and break point. These are explained fully in the Special Rules section of the Battles Book. We've included enough lines to accommodate very large detachments – don't feel that you have to use them all! Detachment cards for specific races, particularly Tyranids, may look very different from this (examples of these are included later).

DETACHMENT NAME		POINT COST	
DETACHMENT TYPE		POINT COST	
PSYKER			
COMMANDER			
COMMANDER			
COMMANDER			

EPIC 40,000

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST

DETACHMENT MAIN FORCE					POINT COST
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

DETACHMENT SUPPORT					POINT COST
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

Important note. Regardless of where a unit is on the Detachment card it does not have to remain in proximity with units from the same or adjacent spaces when it is on the battlefield. There is no 'unit coherency' as such, only the advisability of sticking reasonably close to one's HQ.

SQUADS, MOBZ, PACKS AND ALL THE REST

In the army lists that follow there may be some terms you're unfamiliar with. So far all we've dealt with is detachments and units. However, in terms of organisation, units are normally combined together in larger formations, such as squads, which in turn are combined together to make up a detachment. The simplest example of this is the Space Marine squad. A Space Marine detachment is a group of squads. Each Space Marine squad consists of ten Space Marines. In Epic 40,000 the squad is split into two units, each represented by five Space Marine models on a single base. Each 'slot' of your army card may include one of these squads, not necessarily just one unit.

Remember that one unit is a single base of infantry, a vehicle, a piece of field artillery or three cavalry models on one base. These are always counted as units and their organisation within the army list does not affect this. The fact that a unit may be part of a larger squad does not affect the way it acts on the battlefield – there is no squad coherency to maintain (other than staying within 30cm of the HQ), transports may carry troops from other squads and so on. Some squads allow you to vary the number of units within it, such as Orks. An Ork squad (commonly known as a 'mob') is made up from one to four Ork units. If you choose to field four units of Orks these could be entered on one line of the Detachment card. Alternatively, you can fill two lines, each containing a mob of two units. At an extreme you could field four mobz, each of which is only five Orks strong, represented by a single Ork infantry unit in each slot.

DETACHMENT MAIN FORCE		POINT COST	DETACHMENT	
1	ORK BOYZ MOB (4 UNITS)	36	1	
2			2	
3			3	

DETACHMENT MAIN FORCE		POINT COST	DETACHMENT	
1	ORK BOYZ MOB (2 UNITS)	18	1	
2	ORK BOYZ MOB (2 UNITS)	18	2	
3			3	

DETACHMENT MAIN FORCE		POINT COST	DETACHMENT	
1	ORK BOYZ MOB (1 UNIT)	9	1	
2	ORK BOYZ MOB (1 UNIT)	9	2	
3	ORK BOYZ MOB (1 UNIT)	9	3	
4	ORK BOYZ MOB (1 UNIT)	9	4	
5			5	

Each of these Detachment cards shows 4 units of Ork Boyz. The way you fill in your Detachment cards alters the number of support troops you can take but makes no difference on the battlefield.

Although we've used the term squads, for extra character other terms may be applied. Daemons come in *packs*, field artillery is organised into *batteries*, Orks have *mobz*, Land Speeders come in *squadrons*, and so on. Whatever the particular term, the same rules apply.



Ork Pulsa
Rokkit



Space Marines



Ork Boarboyz



Land Raider

Each of these is a unit and to all intents and purposes acts independently within the detachment.

Each space on a Detachment card can be (and generally is) occupied by more than one unit. For example, in a Space Marine detachment you could choose a Space Marine squad comprising two units of Space Marines and a Rhino which only occupies a single space on the Detachment card, eg:

COMMANDER		COMMANDER	
DETACHMENT MAIN FORCE		POINT COST	
1	SPACE MARINE SQUAD (2 UNITS) + RHINO	37	1
2			2
3			3
4			4

The example detachments included in the following army lists also show you how this works in practice.

Ork Pulsa
Rokkit battery



Space Marine Tactical
squad



Ork Boarboyz mob



Land Raider squadron

Each of these is a squad, although they may have different names within the army list. Each is entered onto a single line on the Detachment cards.

UPGRADES AND SPECIAL ABILITIES

Some troops (especially commanders) may have several options for including individuals which will allow them to have a special ability (such as *Psyker*) or to upgrade to a different type of unit altogether (they may be riding in a tank or a bike, for example). In the army lists that follow these options are listed under the main entry and may be combined in any way you wish unless stated otherwise.

For example, an Inquisitor Lord supreme commander has the following entry:

Up to one Inquisitor Lord 50 points

Consists of 1 Space Marine unit (*Hero, Commander*)

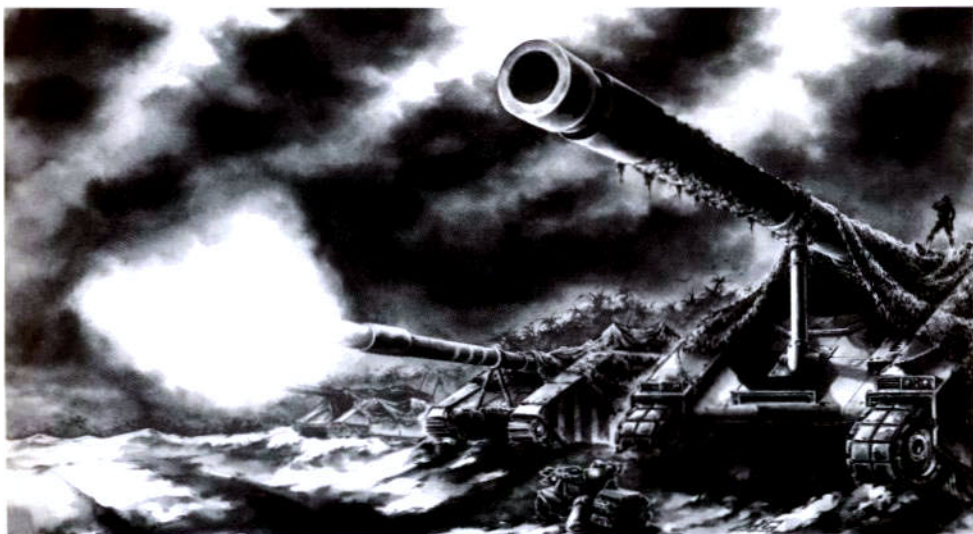
<i>Extra cost to:</i>	Mount in a Rhino*	+7 points
	Mount in a Chimera*	+14 points
	Mount in a Razorback*	+15 points
	Mount in a Land Raider*	+35 points
	Upgrade to Ordo Malleus Inquisitor (<i>Hero, Commander, Psyker</i>)	+10 points
	Upgrade to a Bike unit (<i>Hero, Commander</i>)*	Free
	Upgrade to a Land Speeder (<i>Hero, Commander</i>)*	Free

(* Choose one upgrade only)



If you wanted your Inquisitor Lord to be a member of the Daemon-hunting Ordo Malleus, mounted on a bike, his final profile would be:

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Inquisitor Lord (Bike)	35cm	15cm	1	2 (4)	4+	Hero, Commander, Psyker



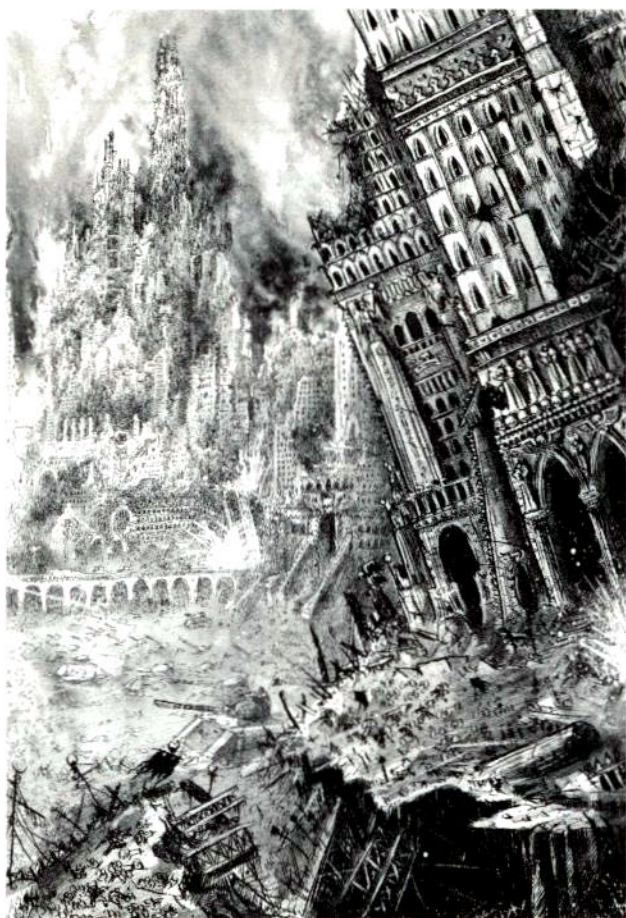
ALLIES

Although all the races in the galaxy of the 41st millennium have fought against each other during the Imperium's long history, temporary truces and alliances have been forged as well. For instance, many times have the Eldar united with the Imperium against a common foe, as seen during the Tyranid attack on Ichar IV. Similarly, Chaos Black Crusades often subjugate Ork worlds whose green-skinned inhabitants then ally themselves with the Chaos armies for the sheer prospect of fighting more battles.

In Epic 40,000 allies are represented in a very simple way. Each race is treated as a wholly independent army, with its own supreme commander, detachment restrictions and so on. Agree a points value for the battle and choose your armies from the following lists. Allies work best if you have different players commanding each army and we strongly recommend that you limit their use to battles involving more than two players. The problems of co-ordinating attacks between two different forces is very challenging in itself. When you have two or more people controlling your armies there's scope for a whole range of problems, from trying to support each other's troops and compensate for your ally's weaknesses, to timing your attacks so that your troops don't end up stuck in the middle of the battlefield in one large target for the enemy!

Of course, there's no reason why you can't field allies with only one player on each side, though you'll have to have a good reason for them being there. Even two or more players with the same race can act as allies, representing the problems of battlefield communication over a wide area. There's a long list of possibilities you can explore!

It's nice to come up with a short history to explain why your battles occur and allies play a part in this. Having allied armies allows you to collect and field a wide range of Citadel miniatures and add colour to your battles. However, the option for having allies isn't intended to allow players to field 'super' armies that incorporate the best troops of all the armies available. You must agree with your opponent before the



battle that allies are allowed and you should use common sense when selecting them. Allies really do help to create the atmosphere of the 41st millennium but shouldn't be abused to give you some overwhelming tactical edge in the game itself.

If you are using the Army Morale rule (as detailed in the Battles Book) you can add the totals together to get an 'allied army morale'. Alternatively, you can treat each race individually. If part of an allied force is reduced to zero morale it will retreat as fast as possible, leaving its erstwhile comrades to face the enemy alone. It's up to you which method you prefer.

The following armies may fight on the same side:

Army of the Imperium and Eldar.

Orks and Chaos.

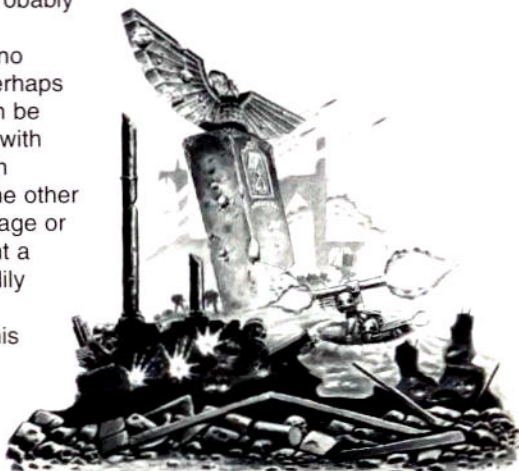
The Tyranids do not ally with anyone.

They simply consume anything and everything in their path!

This being said, in the course of Imperium's millennia-long history most forces have allied, or been duped or coerced into fighting on the same side at one time or another. For example during the dark days of the Horus Heresy many Imperial armies rebelled against the Emperor and fought beneath the banner of Chaos. Likewise, in several campaigns the Imperium itself has supported certain Ork clans in their wars against other races. The only race which has always stood alone is the alien and implacable Tyranids, and even they have subverted defence forces and fomented rebellions through insidious subjugation by their Genestealer vanguard.

LIMITING DETACHMENT TYPES

Epic 40,000 is a very flexible system that allows a massive range of battles to be fought. By agreeing to limit certain detachment types before the battle a whole plethora of simple scenarios can be created. They might not all be totally balanced, but nobody said war was fair! For example, both players can agree to field war engines only, duelling it out with their races' largest war machines. Alternatively you can have one army fielding a disproportionate amount of flyers to represent a blitzkrieg attack with heavy air support – of course, your opponent will know this and probably invest heavily in some anti-aircraft guns. The choices go on, such as limiting each army to no more than a set number of war engines, or perhaps putting a cap on the amount of points that can be spent on them. You might like to fight a battle with only vehicles and war engines or perhaps with infantry and nothing else. Some players, on the other hand, think that certain troops give an advantage or choices should be limited in order to represent a 'typical' army. All of these options can be readily accommodated by the Epic 40,000 rules and army lists. However, you'll have to agree all this with your opponent beforehand. Remember, the galaxy is a vast place full of many strange worlds and stranger people, and almost anything can and will happen!



FORCES OF THE IMPERIUM

Spanning a million worlds, with a populace running into countless billions, the Imperium has been the bastion of humanity for over 10,000 years. Four hundred centuries have passed since mankind took its first few tentative steps into the stars and now much of the galaxy is under the sway of the immortal Emperor. Enemies constantly assail the Emperor's domain – Tyranids, Eldar, Orks and the ever-present threat of Chaos.

The Imperium must fight eternal battles against these menaces and also crush all rebellions, insurgencies, secessions and heresies from within its own ranks. These tasks fall to the vast armies and fleets of the Emperor, organisations so large and so widely scattered that even the Administratum of Earth are not able to tally the men and machines fighting in the thousands of crusades and warzones.

The armies which fight humanity's wars are drawn from three main fighting arms of the Imperium – the massive war engines of the Titan Legions, the regiments of the Imperial Guard and the elite Space Marine Chapters of the Adeptus Astartes. These three elements are sometimes used alone but more often they are forged together into a combined force which is as deadly a weapon as any commander could hope for.

THE IMPERIAL GUARD

This immense fighting force is the mainstay of the Imperium's ground forces. There are untold thousands of Imperial Guard regiments, most numbering many thousands of men and tanks. The huge resources of the Departamento Munitorium are entirely devoted to the arming of the Imperial Guard and even this massive organisation has no exact idea of the number of warriors filling the ranks. Imperial Guard regiments are raised to order, trained and equipped for specific battles and campaigns.

Each threat to the Imperium is allocated a catchment area of the surrounding star systems, from which numerous Imperial Guard regiments will be raised. The more serious the danger, the larger the catchment area. Some particularly hostile zones, such as the Cadian Gate from which the Black Crusades of Chaos pour forth, have standing orders to supply regiments on a regular basis, constantly feeding men and machines into an eternal war.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the *Tactica Imperium* lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example – feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.

INFANTRY

IMPERIAL GUARD

The bulk of an Imperial Guard regiment is made up of infantry, with the lasgun as their main armament. Although most squads usually have some form of heavy weapon, the bulk of the Imperial Guard's infantry firepower resides in its heavy weapons squads, which combine tank-busting lascannon with the devastating autocannon, heavy bolters and missile launchers. There are also specialist squads such as Rough Riders, diminutive Ratling Snipers and burly half-human Ogryns. These auxiliaries are committed to the battle line where and when they are most needed, but they are not normally part of the standard organisation of a regiment.

Most Imperial Guard detachments are commanded by two or three command squads, each led by a Lieutenant or Captain. Some Command squads also have a Primaris Psyker of the Scholastica Psykana assigned to them, providing valuable psychic assistance in combat. The Command squads receive their orders from the army Colonel, or in some cases the army may be led by a Commissar General if fighting against foes that can only be defeated with discipline and an unflinching devotion to the Emperor, like Tyranids or Chaos. Occasionally, a member of one of the Inquisitorial Orders may have overall command, especially if the war is being fought against rebel Imperial forces, a Chaos Black Crusade or another diabolic and heretical foe.

	Speed	Range	Firepower	Assault	Armour	Special
Inquisitor Lord*	10cm	30cm	1	3(6)	5+	Hero, Rapid Fire, Stubborn, Commander
Imperial Guard	10cm	30cm	1	1	3+	
Colonel*/ Commissar General*			As Imperial Guard			+ Hero, Commander
Heavy Weapon squad			As Imperial Guard			+ Heavy Weapons
Rough Riders			As Imperial Guard			+ Cavalry
Ratlings			As Imperial Guard			+ Infiltrators
Ogryns	10cm	15cm	1	4	5+	

*These units have several options in the army list.

VEHICLES – The Mailed Fist

As well as rank upon rank of infantry, the Imperial Guard also goes to war with vast columns of armoured fighting vehicles. These range from lightly armed Sentinel recon walkers to Leman Russ battle tanks. Each has its own part to play in the strategies of the Imperial Guard. Mechanised columns of infantry in Chimera armoured troop carriers can launch rapid assaults to grab vital objectives or counter-attack against an enemy offensive. Chimeras can be augmented in a variety of ways, with extra armour or alternative weapons, creating variants to suit many roles. These are supported by Griffon mortars, which lay down a covering bombardment of heavy mortars. Deadly Hellhound flame tanks are brought into play when the Imperial Guard assaults an enemy position. The hissing, roaring blaze of their Inferno cannons gives invaluable support at close quarters. The Leman Russ battle tank is the mainstay of any Imperial Guard armoured attack, bristling with lascannon, battle cannon and heavy bolters for a flexible mix of anti-tank and anti-personnel weaponry. For siege work and defensive actions, most Imperial Guard Colonels rely on squadrons of Demolisher support tanks, whose heavy cannon, though short-ranged, can hold off foes who outnumber them many times over.

Although the role of reconnaissance is usually fulfilled by the swift Rough Riders, some regiments prefer to put their trust in mechanised walkers known as Sentinels. Although not heavily armed or armoured like a Leman Russ, when used in sufficient numbers these scouting machines can also be used to make lightning strikes against weak enemy positions. These hit and run attacks have been used to great effect in many campaigns over the millennia.



	Speed	Range	Firepower	Assault	Armour	Special
Leman Russ battle tank	25cm	45cm	3	1	6+	
Demolisher support tank	15cm	15cm	4	1	6+	Close support
Chimera armoured carrier	25cm	45cm	1	1	5+	Transport (2)
Hellhound flame tank	20cm	15cm	3	1	5+	Close support
Griffon mortar	25cm	30cm	Barrage	0	5+	Artillery
Sentinel recon walker	20cm	30cm	1	1	4+	

ARTILLERY

The huge, sprawling battlelines of the Imperial Guard sometimes stretch for hundreds of miles. Behind the main line are the support echelons, ranks of supplies divisions, armoured reserve units and the fearsome Guard artillery, pounding the Emperor's foes into submission with a steady downpour of shells and rockets. Imperial Guard artillery is split into two broad categories.

Heavy artillery includes such devastating weapons as the Basilisk assault gun. The heavier **siege artillery** covers such awesome weapons of destruction as the Bombard, with its massive siege cannon and the Manticore rocket launcher. Finally, there are the one-shot Deathstrike missile launchers. These carry huge Vortex missiles, similar to those mounted on the carapaces of Battle Titans. These are the ultimate tank hunters, able to crush squadrons of enemy tanks or inflict crippling damage on war engines with a single deadly shot.

Although not specifically artillery, the Hydra flak tank is quite often used in conjunction with artillery batteries, as they are frequently under attack from enemy flyers. A Hydra's rapid-firing quad autocannon fills the sky with a seething curtain of flak to bring down flyers, or shred opposing ground forces if they get too close.



	Speed	Range	Firepower	Assault	Armour	Special
Heavy Artillery	15cm	90cm	Barrage	0	5+	Artillery
Siege Artillery	10cm	45-125cm	Hvy Barrage	0	5+	Artillery
Deathstrike missile launcher	15cm	U/L	-	0	5+	Vortex Missile
Hydra flak tank	15cm	30cm	3	1	5+	Flak

IMPERIAL GUARD WAR ENGINES

While the Titan Legions supply the Imperium with its mightiest war engines, the Imperial Guard maintains its own companies of Baneblade and Shadowsword super heavy tanks. These mammoth machines carry a prodigious amount of firepower in the case of the multi-turreted Baneblade, or the huge, long range plasma or laser cannon of the Shadowsword. Heavily armoured and implacable, Baneblades and Shadowswords are deployed to grind through the toughest enemy defences or form a wall of blessed steel at vulnerable points along the battleline. Imperial Guard regiments are often commanded from gigantic mobile command centres called Leviathans. Though seldom used in offensives Leviathans carry their own formidable armament and are heavily protected by void shields.

IMPERIAL LEVIATHAN



Leviathans are mobile command centres, co-ordinating the attack and lending their heavy firepower where it is most needed. Within its huge armoured hull, squads of Imperial Guard stand ready to pour into battle, bolstering a weak point or exploiting enemy errors.



SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	4	8	6	6

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Doomsday Mega-Cannon	Front	60cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
2 x Turret Batteries	All Around	45cm	6 each	—

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Leviathan is immobilised for the rest of the turn.
3	Tracks Damaged	+1 Point	The Leviathan is immobilised until the damage is repaired.
4	Turret Battery Damaged	+2 Points	One of the turret batteries may not be fired until it is repaired.
5	Mega-Cannon Damaged	+2 Points	The Mega-Cannon may not be fired until it is repaired.
6	Hull Damaged	+3 Points	The Leviathan is immobilised for the rest of the turn and its Armour value is permanently reduced to 5+.
7	Tracks Destroyed	+3 Points	The Leviathan is permanently immobilised.
8	Transport Decks Damaged	+3 Points	The Leviathan is immobilised for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Fire	+4 Points	The Leviathan only moves at half Speed and suffers 1 extra point of damage at the end of each rally phase until the fire is put out by being repaired.
10	Multiple Fires	+4 Points	D6 fires break out (see <i>Fire</i> above).
11	Systems Damage	+4 Points	All the Leviathan's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Internal Explosion	Wrecked Internal explosions tear through the Leviathan, killing all the crew and leaving the war engine a smoking wreck.
4-5	Magazine Explosions	Destroyed The weapon magazines explode, destroying the Leviathan and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Reactor Explosion	Destroyed The Leviathan's reactor explodes, destroying it in a huge inferno. Roll a D6 to hit any models within 2D6cm.

IMPERIAL SUPER HEAVY TANK

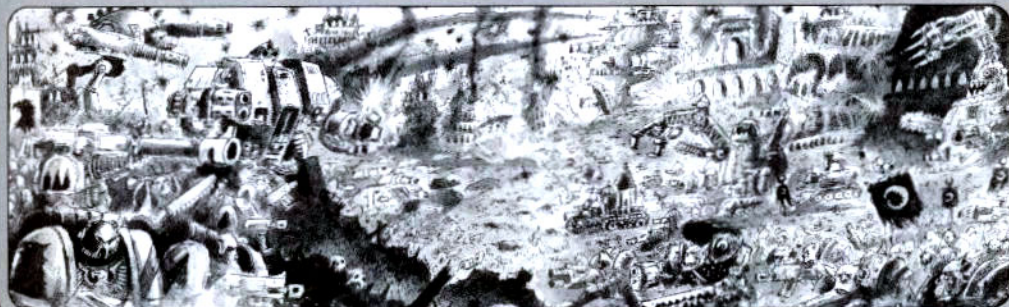
There are two main types of Imperial Guard super heavy tank. The first, the Baneblade and its variants, uses massed batteries of battle cannons and autocannons to bludgeon their way through their foe. In contrast, super heavy tanks such as the Shadowsword have a single Titan-busting weapon like a Volcano Cannon or Plasma Blastgun. They are used to engage enemy war machines at extreme range and deliver the killing blow once a foe's shields have been demolished.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	—	4	4	—

MAIN WEAPONS (Pick 1)		WEAPON TABLE			
	FIRE ARC	RANGE	FIREPOWER	NOTES	
Turret Guns	All Round	45cm	8	–	
Volcano Cannon/ Plasma Blastgun	Front	60cm	(1)	Death Ray. Always roll 1 dice needing a 2+ to hit. Hits always cause critical damage on war engines.	
SECONDARY WEAPONS		FIRE ARC	RANGE	FIREPOWER	NOTES
Sponson Turrets	All Round	30cm	2	Shadowsword only.	

2D6 ROLL	RESULT	CRITICAL DAMAGE TABLE	
		DAMAGE	NOTES
2	Engine Damaged	+1 Point	The super heavy tank may only move at half Speed until repaired.
3	Tracks Damaged	+0 Points	The super heavy tank is immobilised until the damage is repaired.
4	Weapon Damaged	+1 Point	All the super heavy tank's guns may not be fired until repaired.
5	Tracks Destroyed	+1 Point	The super heavy tank is permanently immobilised.
6	Systems Damage	+2 Points	The super heavy tank is immobilised and cannot fire its weapons until the damage is repaired.
7-12	Catastrophic Damage	See table below.	

1D6 ROLL	CATASTROPHIC DAMAGE TABLE	
	DAMAGE	NOTES
1-3	Internal Explosion	Wrecked Internal explosions tear through the war engine, killing the crew and leaving it as a charred hunk of metal.
4-5	Engine Explosion	Destroyed The super heavy tank explodes, creating a massive fireball. Roll one D6 to hit any models in contact with the war engine.
6	Magazine Explosion	Destroyed The magazine or power source explodes, destroying the war engine. Roll a D6 to hit other units within 5cm.



FLYERS – The Imperial Navy

Part of the massive organisational upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would any one commander have the ability to lead his force between the stars. Instead, the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone and it is Imperial Navy fighters and bombers that provide the ground troops with air support.

The two main aircraft sent into battle are the Thunderbolt fighter and Marauder fighter-bomber. Thunderbolts are useful interceptors, flying ahead of the Marauders shooting down or driving off the enemy's air cover. When the way is clear, the Marauders drop from the skies with a deafening roar of quad ramjets. As they reach their target they unleash a salvo of missiles and battle cannon fire, ripping apart armoured formations and mowing down infantry. When no Marauders are available, the Thunderbolt is quite capable of making attack runs itself, strafing the enemy with autocannon shells.

	Speed	Range	Firepower	Assault	Armour	Special
Marauder fighter-bomber	flier	30cm	5	2/2	5+	
Thunderbolt fighter	flier	15cm	2	3/2	5+	

Three Ork smokers swept down out of the sky and Jekklan's wingman dissolved into a fireball and a shower of debris. Jekklan wasted a precious second trying to crane his head about the cramped cockpit to spot his attackers before he realized they were virtually on his tail. He cut loose with his after burners and the archipelago of reefs and coral islands shot past beneath the blunt body of his Thunderbolt in a blur. Gunning the throttle Jekklan forced the control stick forward abruptly. The Imperial craft dived sharply towards the warm tropical sea.

Jekklan grimaced as the power dive thrust him back into his seat. His young wingman had always laughed at the ugly, ill-made Ork craft – he had been the one who christened them smokers because of their oily black contrails. But Jekklan knew that both the enemy planes and the Orks that flew them with such manic courage were tough enough to pull off manoeuvres their human opponents couldn't hope to survive. Sure enough the Ork Fighters, trailing their distinctive fossil fuel emissions, dived even more sharply to follow him.

Jekklan hauled back on the stick and suddenly the Thunderbolt levelled off again, its ram jets kicking up a shower of spray from the ocean. An island appeared on the scanners: it was only twenty clicks away. Banking, the adept pilot homed in on the forested peak, the smokers still in hot pursuit. Autocannon shells ripped past, exploding against a cliff face as Jekklan soared around the mountain peak in a perfectly-described parabola. Ferocious G-forces crushed his body again and for a moment he almost blacked out. Time seemed to slow and the tiny part of his mind not engaged with fighting for his life commended a heartfelt prayer to the Emperor and to the Thunderbolt he rode within.

And then he was out again on the other side, the Ork squadron dead ahead of him. It seemed as though the opposing fighters would certainly collide until with only a few, rapidly-decreasing metres to spare Jekklan yanked on his control column and flipped the Thunderbolt on its horizontal axis by ninety degrees. The smokers rocketed past, their leader disintegrating in a growing ball of fire as Jekklan's cannon found their target. The Thunderbolt rose abruptly, its pilot pulling back so far that he could see the surface of the sparkling waters flashing past beneath him through the top of his cockpit. Jekklan was now directly on his enemies' tail. One down, two to go.

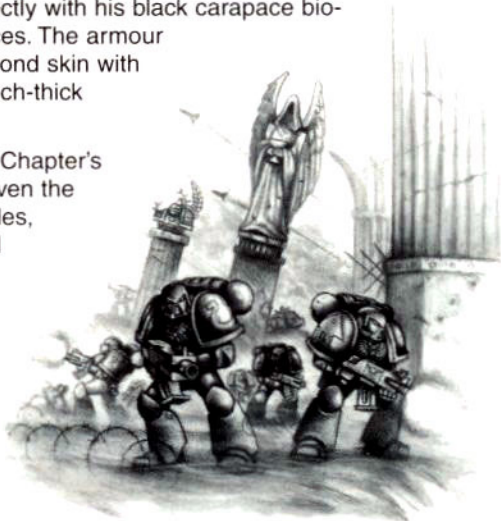
THE ADEPTUS ASTARTES

While the might of the Imperial Guard is often compared to a huge hammer blow, the Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. They are comparatively few in number – each Chapter operates with around a thousand warriors at one time. They fight with surgical precision, using their swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating their high command and capturing vital installations. They are also excellent terror-troops – the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines' tanks are geared towards this role also, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwinds, are rapid-moving, laying down a cover of supporting fire for the advancing armoured Space Marines. As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack of seemingly overwhelming odds, coming out at the end of battle battered but victorious.

INFANTRY – Space Marines

Each Space Marine represents the pinnacle of human genetic engineering and hypno-psychotherapy. Their bodies are enhanced by various implants and gene-manipulation from early childhood. Their senses are far better than a normal man's. Their reactions are lightning-fast while their hyper-tensile muscles make them strong enough to snap an ordinary human in two. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines know no fear and when even the bravest humans would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns. These supreme warriors are also armed and armoured with the best the Imperium can manufacture. The boltgun is an effective firearm in most hands, but when wielded by a specially-trained Space Marine it can cut down a swathe of enemies with a single burst. Each Space Marine wears ceramite and plasteel power armour which interfaces directly with his black carapace bio-enhancement via needle-like neural interfaces. The armour becomes a part of the Space Marine, a second skin with powered actuators, digital senses and an inch-thick ceramite exterior.

Even more deadly are the Terminators of a Chapter's First Company. They are veterans among even the battle-hardened Space Marines, with decades, even centuries, of experience. Their Tactical Dreadnought armour is like a small tank, forged millennia ago at the birth of the Imperium by technologies which have long since been lost. On the other end of the scale are the recruits of the Tenth Company, the Scouts. Their training is incomplete and their armour is not the same as a normal Space Marine, for they lack the final implant necessary to



interact with proper power armour. However, they are excellent recon troops and are able to infiltrate enemy positions, waylay supply convoys and capture communications installations and other strategically important sites.

In contrast to these rapid tactics are the more static Rapier Laser Destroyer and Tarantula Multi-cannon support weapons. These semi-intelligent, cyborg-operated gun platforms are best used in a defensive role, forming hard points that the enemy will break against and then flee as they are cut down by deadly accurate fire.

	Speed	Range	Firepower	Assault	Armour	Special
Space Marines	10cm	30cm	1	3	5+	Rapid fire, Stubborn
Chapter Master*			As Space Marine			+ Hero, Commander
Captain*			As Space Marine			+ Hero
Librarian*			As Space Marine			+ Hero, Psyker
Devastator squad			As Space Marine			+ Heavy Weapons, No Rapid fire
Assault squad			As Space Marine			+ Assault, Jump Packs
Terminators			As Space Marine			+ Save
Scouts			As Space Marine			+ Infiltrators
Support Weapons	10cm	45cm	anti-tank	0	4+	

**These units have several options in the army list.*

VEHICLES – Armoured Might

With the exception of the Scouts, each Company of a Space Marine Chapter has its own pool of armoured vehicles, most of which consists of Rhino transports. These form the mainstay of Space Marine assaults, transporting their cargo of super-warriors into the heart of the battle. The huge Land Raider fulfils this role for the First Company, its large armoured hull capable of transporting even the bulky Terminators. Its quad-linked lascannon also give a powerful punch against enemy tanks and war engines, providing heavy firepower to supplement the Space Marine squads it is transporting. The Whirlwind and Predator are variants based on the Rhino hull. The Whirlwind mounts a rapid-firing multiple rocket launcher, which lays down a withering hail of fire as the Space Marines advance. The Predator mounts a variety of different weapons, mixing the tank-busting lascannon with anti-personnel autocannon and heavy bolters. It provides a mobile firebase for the Space Marines to anchor on when launching an attack.

The Razorback is a relatively new addition to the armouries of the Adeptus Astartes. It is a compromise between the troop-carrying Rhino and the gun platform of the Predator. It has the capacity to carry a five-man combat squad of Space Marines, backed up with a lascannon and twin plasma guns. It is a flexible design which can spearhead the attack or work in support of more standard formations. The Vindicator, another Rhino variant, was primarily evolved for fighting in dense cover – thick jungle, urban conflicts and suchlike. Its hull-mounted cannon has a short range but is devastatingly effective at close quarters. When Space Marines close in for the kill, they are often supported by rolling salvos of massive Vindicator shells blasting apart the enemy.

Space Marines also utilise fast attack vehicles such as Bikes and Attack Bikes. The famed Land Speeder is another classic symbol of the Space Marines – a fast, heavily-armed light skimmer capable of launching devastating attack runs deep into enemy territory, using speed and anti-gravitic motors as its best defence.

When a Space Marine finally falls in battle, he may be fortunate enough to be installed into the adamantium shell of a Dreadnought. Thus his near-mortal injuries will be healed, but at the price of eternal confinement within his new armoured body. Dreadnoughts stride into battle blazing away with their heavy weapons, forming bastions in the midst of the Space Marines' attack.

	Speed	Range	Firepower	Assault	Armour	Special
Rhino	30cm	n/a	0	0	5+	Transport (2)
Land Raider	20cm	45cm	2 x anti-tank	2	6+	Transport (2)
Whirlwind	30cm	45cm	barrage	0	5+	Artillery
Razorback	30cm	45cm	1	1	5+	Transport (1)
Predator battle tank	30cm	45cm	2	1	6+	
Vindicator assault tank	25cm	15cm	3	1	6+	Close Support
Bike	35cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	
Land Speeder	35cm	30cm	2	1	4+	Skimmer
Dreadnought	15cm	45cm	2	4	6+	

Note: All Space Marine vehicles are Stubborn.

FLYERS – Thunderhawk Gunship

When the Space Marines arrive at a war zone they must deploy from orbit as rapidly as possible to maintain the element of surprise which plays such a major role in their effectiveness. To this end, Space Marine warships are equipped with hundreds of drop pods and vast hangar bays full of fast, deadly Thunderhawks. The contrails of these aircraft are often the only harbinger of a Space Marine assault. As the sleek war machines plunge down from orbit, each filled with 30 elite warriors, the foe knows that their fate has been sealed. They race across the battlefield with a deafening roar, the fire of enemy interceptors and anti-aircraft weapons pattering off their armoured hulls, bringing the Space Marines into the heart of the enemy. The initial shock of a Thunderhawk-based assault can often crush an army before any major fighting has taken place, swiftly breaking up rebellions and insurgencies as well as devastating alien forces. The Thunderhawks give the Space Marines great flexibility, allowing them to strategically redeploy their forces as and when a situation requires. The Thunderhawks provide the Space Marines with such a fast response rate that enemy counter-attacks or outflanking manoeuvres are often stifled in their infancy.

	Speed	Range	Firepower	Assault	Armour	Special
Thunderhawk gunship	flier	30cm	8	1/4	6+	Transport (6)

THE TITAN LEGIONS

Titans are immense fighting machines, towering monstrosities up to two hundred feet tall. They instil terror by their mere presence and little can equal their bristling arsenals of weaponry. Few enemies, apart from other Titans, can stand against them. Created during the founding of the Imperium, the Titan Legions have crushed the Emperor's foes in countless battles and wars. Protected by banks of void shield generators, Titans can soak up damage that would smash apart tank companies and infantry regiments. They march into the thick of battle with their guns blazing, gouging great holes in the enemy with a fusillade of rockets, shells and plasma, paying little heed to the troops advancing in their wake. The Titan Legions are maintained by the might of the Adeptus Mechanicus and are sent into battle only with the blessings of Mars itself. Each Legion is based on a forge world, and the forge worlds are spread throughout the Imperium so that at any given time at least one Titan Legion can respond to the call to arms. The Legions are an immensely powerful force in their own right, and the presence of Titans has decided the outcome of many campaigns during the long history of the Imperium.

THE CENTURIO ORDINATUS

Alongside the Titan Legions, the Adeptus Mechanicus also commands the might of the Centurio Ordinatus. This organisation controls immense war engines, which are specialised to fulfil very particular roles. Some, like Ordinatus Armageddon, mount a single huge cannon capable of blasting apart enemy war engines and fortifications. Others carry rack upon rack of huge missiles designed to spread wholesale devastation, as was amply demonstrated by Ordinatus Golgotha against the Ork horde of Warlord Ghazghkull Thraka. Some even mount experimental weapons such as the Sonic cannon put to use by Ordinatus Mars during the Horus Heresy, which shatter an enemy attack and leave the foe vulnerable to a counter-attack by other Imperial forces. These Ordinatus are deployed only sparingly, and many of them date back to the Great Crusade and have been meticulously maintained for millennia. They are seen as living icons of the Machine-God and the Cult Mechanicus reveres them as such.

After checking that everything on the bridge was orderly and to his liking, Princeps Hekate leaned back in his leather-bound command chair and concentrated on his other senses. The comm-link in his ear chattered reports from the various stations, the voices of the section commanders assuring him that everything was prepared for battle or that procedures were underway to ensure they would be. The panel in front of him was lit up with runes, bathing his face in a mixed glow of green and amber light. He smiled to himself, noting that none of the status runes were red, despite the pressures of readying the Imperius Dictatio in extreme conditions at short notice.

Finally he surrendered his physical senses and let his mind slip through the Mind Impulse Unit connecting him to the bestial sentience that was the Warlord Titan itself. It too confirmed the reports, and the Princeps felt the pulsing readiness of every system. His heart burned with the roaring of the plasma reactor, and his limbs tingled with suppressed energy.

Satisfied that all was well, Hekate thought the order to advance. With a battle shout echoing around them, the crew of the Imperius Dictatio brought its weapons up to attack position and the immense war engine took its first stride towards the enemy lines.

ADEPTUS MECHANICUS ORDINATUS

The massive specialised weapons of the Centurio Ordinatus have crushed the enemies of mankind for millennia. In countless campaigns the Ordinatus have swung the battle in favour of the forces of the Imperium.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	5+	—	8	4	—

MAIN WEAPONS (Pick 1)		WEAPON TABLE			NOTES
	FIRE ARC	RANGE	FIREPOWER		
Plasma Annihilator (3 x Death Ray)	Front	90cm	(3)		
Sonic Cannon (6 x Disrupt)	Front	60cm	(6)		
6 x Vortex Missiles (Fire max. one per turn)	Front	unlimited	(1)		
SECONDARY WEAPONS		FIRE ARC	RANGE	FIREPOWER	
Defence Turrets	All Round	30cm	2	—	

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Ordinatus is immobilised for the rest of the turn.
3	Tracks Damaged	+1 Point	The Ordinatus is immobilised until the damage is repaired.
4	Main Weapon Damaged	+2 Points	The main weapon may not be used until it is repaired.
5	Axle Snapped	+2 Points	The Ordinatus moves at half speed for the rest of the battle.
6	Hull Damaged	+3 Points	The Ordinatus is immobilised for the rest of the turn and its Armour value is permanently reduced to 4+.
7	Tracks Destroyed	+3 Points	The Ordinatus is permanently immobilised.
8	Control Cabin Damaged	+3 Points	The Ordinatus is immobilised for the rest of the turn. It can only fire if it does not move in the movement phase.
9	Fire	+4 Points	The Ordinatus is immobilised for the rest of the turn. The fire causes 1 extra point of damage each rally phase until the fire is put out by being repaired.
10	Multiple Fires	+4 Points	D6 fires break out (see <i>Fire</i> above).
11	Systems Damage	+4 Points	All the Ordinatus' systems are damaged by the hit. It is immobilised and may not fire any weapons until it is repaired.
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	NOTES
1-3	Internal Explosion	Wrecked Internal explosions tear through the Ordinatus, killing its crew and leaving the Ordinatus as a wrecked and useless hunk of metal.
4-5	Weapon Explosion	Destroyed The Ordinatus' weapon explodes, destroying the Ordinatus and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Reactor Meltdown	Destroyed The reactor explodes, destroying the Ordinatus in a huge fireball. Roll a D6 to hit any models within 2D6cm.

WARHOUND SCOUT TITAN

The Warhound Scout Titan provides the eyes and ears for a Titan Legion. Their high speed allows them to range far and wide, spying out the foe's movements and the lay of the land, directing the weight of the Titans' attack to where it would be most devastating. They also make great flanking forces, outpacing the enemy to attack from the sides and rear, sowing terror and confusion.



SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	2	4	12	—

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Weapon Batteries	Front	45cm	6 each	—

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Warhound is immobilised for the rest of the turn.
3	Right Arm Weapon Damaged	+1 Point	The weapon battery can't fire until repaired.
4	Left Arm Weapon Damaged	+1 Point	The weapon battery can't fire until repaired.
5	Systems Damage	+2 Points	The Warhound is immobilised for the rest of the turn. Speed and Firepower are halved until it is repaired.
6	Hull Damaged	+2 Points	The Warhound is immobilised for the rest of the turn and its Armour is permanently reduced to 5+.
7	Head Damaged	+2 Points	The Warhound is immobilised and may only fire one weapon until the damage is repaired.
8-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1	Leg Blown Off	Wrecked The Warhound reels before collapsing to the ground in a shattered heap. Anything in base contact takes D6 hits.
2-3	Head Blown Off	Wrecked The Warhound's head is smashed by the hit, sending it crashing to the ground. Anything in base contact takes D6 hits.
4-5	Massive Explosion	Destroyed The Warhound is blown off its feet by a tremendous detonation, sending it crashing to the ground and scattering debris. Roll a D6 to hit other units within 5cm.
6	Reactor Meltdown	Destroyed The Warhound suddenly explodes despite the crew's efforts to shut down the reactor. Any unit in base contact takes D6 automatic hits. Roll a D6 to hit any other unit within 2D6 cm.

REAYER BATTLE TITAN

The Reayer Battle Titan provides a mobile fire platform for an array of deadly weaponry. Its variable configuration allows it to be tailored to a wide variety of battlefield roles. It can combine Titan-hunting Volcano Cannons with the massed firepower of gatling blasters, lasblasters and rocket launchers.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	4	8	24	—

CARAPACE WEAPONS (Pick 1) WEAPON TABLE NOTES

Death Ray	Front	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Front	60cm	(1)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
Vortex Missile	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.
Multiple Rocket Launcher	Front	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Front	45cm	8	—

ARM WEAPONS (Pick 2) FIRE ARC RANGE FIREPOWER NOTES

Death Ray	Side	60cm	(1)	See Death Ray notes above.
Mega-Cannon	Side	60cm	(1)	See Mega-Cannon notes above.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights
Heavy Weapon Battery	Side	45cm	8	—
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Causes Catastrophic Damage against war engines if you win.

2D6 ROLL RESULT DAMAGE NOTES

2	Heavy Hit	+0 Points	The Reayer is immobilised for the rest of the turn.
3	Carapace Weapon Damage	+1 Point	The weapon may not be fired until repaired.
4	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
5	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Systems Damaged	+2 Points	The Reayer is immobilised for the rest of the turn. Its Speed and Firepower is halved until the damage is repaired (super heavy weapons require a 4+ to lock on).
7	Leg Damaged	+2 Points	The Reayer is immobilised until the damage is repaired. Its Speed is permanently reduced by 5cm to a minimum of 5cm.
8	Carapace Damaged	+3 Points	The Reayer's carapace weapon may not be fired until repaired. Add +1 to future rolls on the Critical Damage Table.
9	Hull Damaged	+3 Points	The Reayer is immobilised for the rest of the turn. Add +1 to future rolls on the Critical Damage Table.
10	Head Damaged	+4 Points	The Reayer is immobilised for the rest of the turn. The Titan's Assault value is halved, and the Titan may only fire one weapon until the damage is repaired.
11	Reactor Leak	+5 Points	One randomly selected weapon is destroyed by leaking plasma and the Reayer is immobilised for the rest of the turn.
12	Catastrophic Damage	See table below.	

1D6 ROLL DAMAGE NOTES

1-2	Leg Blown Off	Wrecked	The Reayer crumples majestically into a pile of flaming wreckage. Anything in base contact with the Reayer takes D6 hits.
3	Head Blown Off	Wrecked	The Reayer's head explodes and the Titan crashes to the floor. Anything in base contact with the Reayer takes D6 hits.
4-5	Massive Explosion	Destroyed	The Reayer is destroyed in a huge explosion. Roll a D6 to hit each unit within 5cm.
6	Reactor Meltdown	Destroyed	The Reayer is destroyed in a spectacular reactor meltdown. Any unit in base contact takes D6 hits. Roll a D6 to hit any other units within 3D6cm.

WARLORD TITAN

The Warlord is the mainstay of the Titan Legions. Its four massive weapon systems give it immense firepower and tactical flexibility, while its metres-thick armour and six void shield generators make it a virtually impregnable fortress.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	6	12	30	—

CARAPACE WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Front	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Mega-Cannon	Front	60cm	(1)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places an additional Blast marker on target.
Vortex Missile	Front	unlimited	(1)	Place Barrage template. Inflicts D6 Death Ray shots on each unit affected.
Multiple Rocket Launcher	Front	60cm	Heavy Barrage	Firepower = 1 in firefights
Heavy Weapon Battery	Front	45cm	8	

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Side	60cm	(1)	See Death Ray notes above.
Mega-Cannon	Side	60cm	(1)	See Mega-Cannon notes above.
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower = 1 in firefights
Heavy Weapon Battery	Side	45cm	8	—
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

2D6 ROLL	RESULT	CRITICAL DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Warlord is immobilised for the rest of the turn.
3	Right Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
7	Leg Damaged	+2 Points	The Warlord is immobilised until the damage is repaired. Its Speed is permanently reduced by 5cm to a minimum of 5cm.
8	Systems Damage	+2 Points	The Warlord is immobilised for the rest of the turn. Speed and Firepower are halved until the systems damage is repaired (super heavy weapons require a 4+ to lock-on).
9	Head Damaged	+3 Points	The Warlord is immobilised for the rest of the turn. It may only fire one weapon and has its Assault value halved until it is repaired.
10	Hull Damaged	+4 Points	The Warlord is immobilised for the rest of the turn. Add +1 to future rolls on the Critical Damage Table.
11	Reactor Leak	+5 Points	One randomly selected weapon is destroyed by a flashback and the Warlord is immobilised for the rest of the turn.
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	CATASTROPHIC DAMAGE	NOTES
1	Leg Blown Off	Wrecked	The Warlord is knocked back by the explosion and stumbles for a moment before crashing down. Anything in base contact takes D6 hits.
2	Head Blown Off	Wrecked	An explosion engulfs the Titan's head, toppling it to the ground. Anything in base contact takes D6 hits.
3	Multiple Explosions	Wrecked	The Warlord sways violently as explosions ripple through it. Debris scatters over a wide area. Any unit within 5cm takes 1 hit.
4-6	Reactor Meltdown	Destroyed	The Warlord is destroyed by a massive plasma reactor meltdown. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

IMPERATOR TITAN

Imperator Titans, largest of the massive Emperor class, are colossal war machines – mobile strongholds with enough weaponry to level a city. They are used to spearhead attacks against enemy fortifications and form strongpoints around which the Imperial army can muster. In their armoured bastions a whole detachment of troops can shelter from enemy fire before launching a well-timed assault to capture a vital position or mop up any survivors of the Emperor's destructive salvos.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	12	24	36	8

WEAPON TABLE				
WEAPONS BATTERIES	FIRE ARC	RANGE	FIREPOWER	NOTES
3 x Hvy Weapon Batteries	All Round	45cm	10 each	–
ARM WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Plasma Annihilator (3 x Death Ray shots)	Left Side	60cm	(3)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Hellstorm Cannon (3 x Mega Cannon shots)	Right Side	60cm	(3)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places +1 Blast marker on the target.

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Imperator is immobilised for the rest of the turn.
3	Heavy Weapon Battery Damaged	+1 Point	The weapon battery may not be fired until repaired.
4	Annihilator Damaged	+2 Points	The weapon may not be fired until repaired.
5	Hellstorm Damaged	+2 Points	The weapon may not be fired until repaired.
6	Systems Damage	+3 Points	The Imperator is immobilised for the rest of the turn. Speed and Firepower are halved until the system damage is repaired (each super heavy weapon shot requires a 4+ to lock on).
7	Shield Dome Fracture	+4 Points	The war engine is immobilised for the rest of the turn and its void shields may only be repaired on a 6+ for the rest of the game.
8	Flashback	+4 Points	The Imperator takes +4 damage points, as shown. Roll again on this chart and apply that result as well. If a second Flashback is rolled, it takes an extra D6 damage (for a total of D6+8).
9	Bastion Damaged	+5 Points	D6 random units being transported suffer a hit. The Imperator is immobilised until the damage is repaired and it has its transport capacity permanently reduced to 4. Any excess troops currently carried must disembark next turn.
10	Head Damaged	+5 Points	The Imperator is immobilised for the rest of the turn and its Assault and Firepower are halved until the damage is repaired (4+ lock on is required for each super heavy weapon shot).
11	Multiple Explosions	+2D6 Points	If a double 6 is rolled when rolling 2D6 for additional damage, roll on the Catastrophic Damage Table.
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	NOTES
1-4	Body Shattered	Wrecked
		The Imperator is rocked by a powerful blast. It crashes to the ground, scattering wreckage over a wide area. All crew and troops on board are killed. Units within 5cm take D6 hits.
5	Internal Explosions	Destroyed
		The Titan is destroyed by huge internal explosions. All its crew and transported troops are destroyed as well. Any unit in contact takes an automatic hit. Roll to hit any other units within 2D6cm.
6	Reactor Meltdown	Destroyed
		The Titan is destroyed by a huge meltdown explosion. Any units in base contact take D6 hits. Any other units within 4D6cm take a hit.



IMPERIAL GUARD SUMMARY



INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Inquisitor Lord*	10cm	30cm	1	3(6)	5+	Hero, Rapid Fire, Stubborn, Commander
Imperial Guard	10cm	30cm	1	1	3+	
Colonel*/ Commissar General*			As Imperial Guard			+ Hero, Commander
Heavy Weapon squad			As Imperial Guard			+ Heavy Weapons
Rough Riders			As Imperial Guard			+ Cavalry
Ratlings			As Imperial Guard			+ Infiltrators
Ogryns	10cm	15cm	1	4	5+	

*These units have several options in the army list.

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Leman Russ	25cm	45cm	3	1	6+	
Demolisher	15cm	15cm	4	1	6+	Close support
Chimera	25cm	45cm	1	1	5+	Transport (2)
Hellhound	20cm	15cm	3	1	5+	Close support
Griffon	25cm	30cm	Barrage	0	5+	Artillery
Sentinel	20cm	30cm	1	1	4+	
Heavy Artillery	15cm	90cm	Barrage	0	5+	Artillery
Siege Artillery	10cm	45-125cm	Hvy Barrage	0	5+	Artillery
Deathstrike	15cm	U/L	-	0	5+	Vortex Missile
Hydra	15cm	30cm	3	1	5+	Flak

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Marauder	flyer	30cm	5	2/2	5+	
Thunderbolt	flyer	15cm	2	3/2	5+	



SPACE MARINES SUMMARY



INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Space Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master*			As Space Marine			+ Hero, Commander
Captain*			As Space Marine			+ Hero
Librarian*			As Space Marine			+ Hero, Psyker
Devastator Squad			As Space Marine			+ Heavy Weapons, No rapid fire
Assault Squad			As Space Marine			+ Assault, Jump Packs
Terminators			As Space Marine			+ Save
Scouts			As Space Marine			+ Infiltrators
Support Weapons	10cm	45cm	anti-tank	0	4+	

*These units have several options in the army list.

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x anti-tank	2	6+	Transport (2)
Whirlwind	30cm	45cm	barrage	0	5+	Artillery
Razorback	30cm	45cm	1	1	5+	Transport (1)
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Bike Squadron	35cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	
Land Speeder	35cm	30cm	2	1	4+	Skimmer
Dreadnought	15cm	45cm	2	4	6+	
Rhino	30cm	n/a	0	0	5+	Transport (2)

Note: All Space Marine vehicles are Stubborn.

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Thunderhawk	flyer	30cm	8	1/4	6+	Transport (6)

Rammin spat out a mouthful of sand as Lieutenant Stenza helped him back to his feet. His head still dizzy from the blast, the Imperial Guard Colonel looked around to assess the damage. The immense Ork rocket had gouged a huge crater in the muddy ground and the debris of several Chimeras and Griffons lay tangled around the edge. Rammin signalled his depleted platoon to continue its advance. Men slowly picked themselves up and started trudging towards the distant trenches. The Colonel turned to his aide and gestured for the infra-red binoculars. Scanning across the horizon, Rammin could see the horde of greenskins pouring from the city walls, silhouetted against the leaping flames that consumed the city of Ragsburg.

A stillness drifted across the battlefield as the Ork attacks were directed elsewhere, and Rammin gave the order for the surviving troops to mount up in the remaining Chimeras and make a dash for a network of trenches half a mile towards the enemy. It was a tense minute as Rammin and his Command HQ bounced around in the back of the transport, wondering if a shell would come arcing out of the sky and smash them all to pieces. However, the journey was uneventful and as the transport reached the ruined command bunker it slowed to a stop, skidding slightly to one side in the drifting sand. Rammin and the rest of his command were out of the vehicles without wasting a moment, gratefully leaping down into the cover of the trenches, sending up plumes of dust and grit. As he walked along the line, Rammin caught snatches of scattered conversation. In one place, two Guardsmen laughed over a piece of graffiti scratched into a prop, incredulous that it was dated almost three years earlier. Rammin wasn't surprised, he'd been fighting on this forsaken planet since the start, almost seven years ago.

He recalled this trench line being dug, not by his regiment but by members of the Canadal VI. He had only been a Lieutenant at the time and despite four years of constant warfare with no real gains, he had still been confident that the war would be quickly resolved. It hadn't been, and Rammin tried to think when he had finally let go of his naiveté and faced the fact that he would probably spend his whole life here, one way or the other. It must have been the assault on Neuer Nostra, he decided, when he had lost his left eye. An inch further to the left and he would have been a corpse. Faced with his own mortality, Rammin had given up hope of victory and like so many others he was merely fighting to survive now.

The Colonel's comm-link crackled and he listened with a grimace as the order came in for him to continue his advance towards the city. Nodding to his HQ, he walked out of the bunker and summoned his officers, detailing the planned order of march. As he watched the brave soldiers of the Nightan XXV clambering up the trench ladders, he heard a distant scream-like whistling. Rockets plunged out of the dark sky trailing multi-coloured sparks and landed around the trench line. There were no explosions though, instead the impacting rockets sent out waves of greeny-blue energy which rippled like a shockwave through his men. The Guardsmen were thrown from their feet by the Pula fields and in places the trench walls caved-in. Even as the men picked themselves up, explosions began to tear through their ranks, pounding soldiers and tanks into oblivion. Many of them shouting in fright, the platoon, almost as one, leapt back into the comparatively better shelter of the trenches. There they huddled down tight, protecting themselves against the spraying rock and shrapnel. Ducking back into the command bunker, Rammin ordered his Comms Officer to request information and reinforcements. It was a relatively quiet five minutes before things started to really hot up.

The ground trembled violently and ash blown from the distant fires showered down from the remains of the roof, swathing Colonel Rammin and his bodyguard in a grey, choking mist. While the Imperial Guardsmen coughed and spluttered, the ground shook with another thunderous tumult, sending the soldiers reeling. Rammin steadied himself against the wreckage of a pillar, and gestured to his comms officer, Maska, who came running over, almost tripping as the floor trembled with another mighty impact.

"Find out where the hell that bombardment is coming from!" The Colonel wheezed as yet another ear-shattering impact sent a cloud of gritty dust swirling through the air. Just as Maska was switching on the comm-link the sky went even darker as some immense object eclipsed the twin moons. Maska's mouth dropped open in disbelief as he looked upwards and Rammin turned slowly to follow his gaze.

Towering above them, obliterating the passing glimpses of the distant stars, stood the massive form of a Warlord Titan. Huge searchlights on its hull swung across the Imperial lines, highlighting the ranks of artillery and Deathstrike missile launchers. The Titan's massive armoured head gazed towards the city. As its huge foot crashed down with another stride the source of the tremors was evident – the huge machine's step was making the ground reverberate. Rammin could now hear the piercing whine of tank-sized servos pushing the mighty war engine onwards as its weapon batteries tracked across the skies. The machine raised its other foot which swung over the Imperial Guardsmen to shatter the remnants of an old tithe building. The Titan opened fire on some distant target, its huge cannons pounding out a steady torrent of shells as the air itself vibrated with deafening blasts. A volcano cannon let forth a gargantuan burst of laser energy, blinding the Imperial Guard Colonel for an instant.

There was a slight lull before the comm-link crackled with static and a voice echoed through the shattered control complex.

"This is Princess Hekate of the Imperius Dictatio. You can start your advance now. The enemy is retreating."

ARMY OF THE IMPERIUM

Strategy Rating. The Army of the Imperium normally has a strategy rating of 4. This assumes Space Marines are fighting alongside Imperial Guard (including Imperial Navy aircraft) and/or Titans. If the force is completely made up of Space Marine detachments, its strategy rating is 5. If it comprises only Imperial Guard and/or Titan detachments, its strategy rating is lowered to 2.

IMPERIAL GUARD INFANTRY DETACHMENT

Command

You must choose at least one command squad.

Up to 3 Command Squads 32 points

Consists of 1 Imperial Guard unit

*** Note – If you choose Rough Riders, this is the only extra choice you may take.*

Extra cost to:

Include a Captain (*Hero*) +5 points

Include a Primaris Psyker (*Psyker*) +10 points

Mount in a Chimera +14 points

Upgrade to Rough Riders (*Assault, Cavalry*)** . +4 pts

Main Force

Choose up to **3** squads from the following list for each command squad chosen.

Imperial Guard Squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*) in one unit . +6 pts

Mount in a Chimera +14 pts

Imperial Guard Heavy

Weapon Squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 pts

Mount in a Chimera +14 pts

Rough Rider Squad* 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

*(*See notes below)*

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Ratling Squad 8 points

Consists of 1 Imperial Guard unit (*Infiltrators*)

Ogryn Squad 10 points

Consists of 1 Ogryn unit

Sentinel Squadron 8 points per unit

Consists of 1 to 5 Sentinels

Support Weapon Battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Leman Russ Battle Tank 32 points

Demolisher Support Tank 22 points

Griffon Mortar 19 points

Hellhound Flame Tank 12 points

Hydra Flak Tank 28 points

Notes: If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. Rough Riders may only be chosen as main force squads if the detachment includes at least one Rough Rider Command squad, otherwise they are chosen as support units.

Chain of Command:

Captain > Command squad > Any squad including a Commissar > Imperial Guard > Any other unit.

SPACE MARINE DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Space Marine Captain . 25 points

Consists of 1 Space Marine unit (*Hero*)

Extra cost to:

Mount in a Rhino*	+7 points
Mount in a Razorback*	+15 points
Mount in a Land Raider*	+35 points
Upgrade to jump packs (<i>Hero, Jump Packs</i>)*	Free
Upgrade to Bike unit* (<i>Hero</i>)	Free

(*Choose one upgrade only)

Up to one

Space Marine Librarian 35 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

Extra cost to:

Mount in a Rhino*	+7 points
Mount in a Razorback*	+15 points
Mount in a Land Raider*	+35 points
Upgrade to jump packs (<i>Hero, Psyker, Jump Packs</i>)*	Free
Upgrade to Bike unit (<i>Psyker, Hero</i>)*	Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

Space Marine

Terminator squad 19 points

Consists of 1 Space Marine unit (*Save*)

Extra cost to: Mount in a Land Raider +35 points

Space Marine squad 30 points

Consists of 2 Space Marine units

Extra cost to:

Mount in a Rhino	+7 points
Upgrade both units to Assault troops (<i>Assault, Jump Packs</i>)*	+4 points
Upgrade both units to Devastators (<i>Heavy Weapons</i>)*	+10 points

(* Choose one upgrade only)

Space Marine

Bike squad 10 points per unit

Consists of 1 to 3 Space Marine Bike units

Space Marine Scout Squad 16 points

Consists of 1 Space Marine unit (*Infiltrators*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Space Marine Land Speeder

squadron 20 pts per unit

Consists of 1 to 3 Land Speeders

Space Marine Attack Bike

squadron 10 pts per unit

Consists of 1 to 3 Attack bikes

Support Weapon battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Space Marine Dreadnought 27 points

Space Marine Land Raider 35 points

Space Marine Predator 27 points

Space Marine Razorback 15 points

Space Marine Whirlwind 26 points

Space Marine Vindicator 22 points

Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Captain > Librarian > Terminators > Space Marines > Any other unit.

SPACE MARINE ARMOUR DETACHMENT

Command

You must choose a commander

1 Detachment HQ (See notes) . . . +25 points

Up to 1 Space Marine Captain . . . 25 points

Consists of 1 Space Marine unit (*Hero*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit (*Hero*)* Free

(* Choose one upgrade only)

Up to 1 Space Marine Librarian . . . 35 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit (*Psyker, Hero*)* Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squadrons from the following list.

**Space Marine Land Speeder
squadron 20 points per unit**

Consists of 1 to 3 Land Speeders

**Space Marine Attack
Bike squadron 10 points per unit**

Consists of 1 to 3 Attack bikes

**Space Marine Land Raider
Squadron 35 points per unit**

Consists of 1 to 3 Space Marine Land Raiders

**Space Marine Predator
squadron 27 points per unit**

Consists of 1 to 3 Space Marine Predators

**Space Marine Whirlwind
squadron 26 points per unit**

Consists of 1 to 3 Space Marine Whirlwinds

**Space Marine Razorback
squadron 15 points per unit**

Consists of 1 to 3 Space Marine Razorbacks

**Space Marine Vindicator
squadron 22 points per unit**

Consists of 1 to 3 Space Marine Vindicators

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Space Marine Terminator squad 19 points

Consists of 1 Space Marine unit (*Save*)

Extra cost to:

Mount in a Land Raider +35 points

Space Marine squad 30 points

Consists of 2 Space Marine units

Extra cost to:

Mount in a Rhino +7 points

Upgrade both units to Assault troops

(*Assault, Jump Packs*)* +4 points

Upgrade both units to Devastators

(*Heavy Weapons*)* +10 points

(* Choose one only)

Space Marine

Bike squad 10 points per unit

Consists of 1 to 3 Space Marine Bike units

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of Command: Captain > Librarian > Land Raiders > Land Speeders > Any other unit.

IMPERIAL GUARD TANK DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Main Force

Choose up to **10** squadrons from the following list.

Leman Russ

Squadron 32 points per unit

Consists of 1 to 3 Leman Russ battle tanks

Demolisher

Squadron 22 points per unit

Consists of 1 to 3 Demolisher support tanks

Griffon Squadron 19 points per unit

Consists of 1 to 3 Griffon mortars

Hellhound Squadron . . . 12 points per unit

Consists of 1 to 3 Hellhound flame tanks



Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Imperial Guard squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar

(*Hero*) in one unit +6 points

Mount in a Chimera +14 points

Imperial Guard

Heavy Weapon squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 points

Mount in a Chimera +14 points

Sentinel Squadron 8 points per unit

Consists of 1 to 5 Sentinels

Support Weapon

battery 13 points per unit

Consists of 1 to 3 support weapons

Heavy Artillery unit 41 points

Siege artillery unit 54 points

Deathstrike missile launcher . . . 53 points

Hydra flak tank 28 points



Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Leman Russ tank > Any main force unit > Any other unit.

IMPERIAL GUARD ARTILLERY DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) +25 points

Main Force

Make up to **10** choices from the following list.

Heavy artillery unit 41 points

Siege artillery unit 54 points

Deathstrike missile launcher . . . 53 points

Griffon squadron 19 points per unit

Consists of 1 to 3 Griffon mortars

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.



Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Imperial Guard squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*)

in one unit +6 points

Mount in a Chimera +14 points

Imperial Guard

Heavy Weapon squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 points

Mount in a Chimera +14 points

Leman Russ squadron . 32 points per unit

Consists of 1 to 3 Leman Russ battle tanks

Hydra Flak tank 28 points

Chain of command: Any main force unit > Any other unit.

IMPERIAL TITAN LEGION DETACHMENT

War Engines

Make one choice only.

One or Two

Warhound Titans 200 points each

Reaver Titan 390 points

Warlord Titan 555 points

Adeptus

Mechanicus Ordinatus 200 points

Imperator Titan 900 points

Chain of command: NA

IMPERIAL GUARD SUPER HEAVY TANK COMPANY

Command

1 War Engine HQ See below

Notes: Select one war engine from the company to act as the HQ.

War Engines

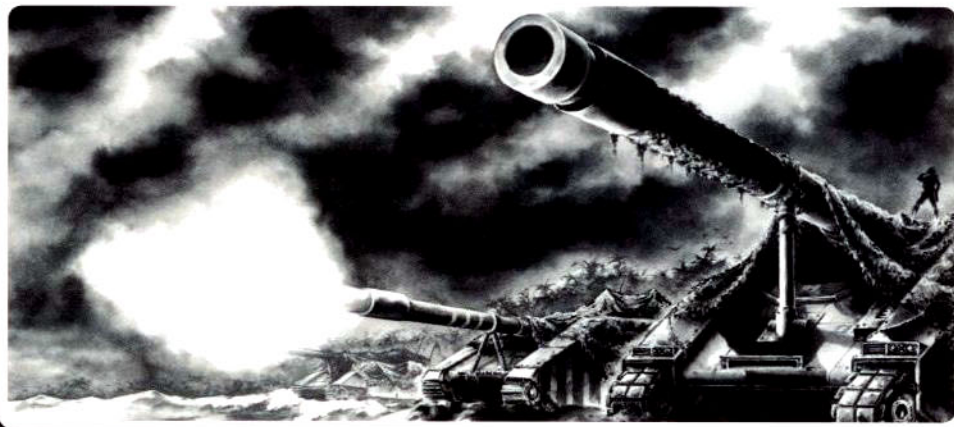
Make one choice only.

Leviathan 330 points

One to four

Super Heavy Tanks 110 points each

Chain of command: HQ > Any other war engine in the detachment.



IMPERIAL AIR DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) .. +25 points

Main Force

Make up to 10 choices from the following list.

Thunderhawk 80 points

Marauder 45 points

Thunderbolt 30 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Thunderhawks may only transport Space Marines.

Chain of command: HQ > Any other unit in the detachment.

SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander

Up to one Chapter Master 50 points

Consists of 1 Space Marine unit (*Hero, Commander*)

Extra cost to:	Mount in a Rhino	 +7 points
	Mount in a Razorback	 +15 points
	Mount in a Land Raider	 +35 points
	Upgrade to Jump Packs	
	(<i>Hero, Commander, Jump Packs</i>)	 Free
	Upgrade to a Bike unit (<i>Hero, Commander</i>)	 Free
	Upgrade to a Land Speeder	
	(<i>Hero, Commander</i>)	 Free

(Note – Choose one upgrade only)

Up to one

Imperial Guard Colonel 40 points

Consists of 1 Imperial Guard unit (*Hero, Commander*)

Extra cost to:	Mount in a Chimera	 +14 points
	Include a Primaris Psyker	
	(<i>Hero, Commander, Psyker</i>)	 +10 points
	Upgrade to a Leman Russ	
	(<i>Hero, Commander</i>)	 +26 points

(If you take a Chimera or a Primaris Psyker, you may not take a Leman Russ)

Up to one Imperial Guard

Commissar-General 40 points

Extra cost to:	Mount in a Chimera*	 +14 points
	Upgrade to a Leman Russ*	
	(<i>Hero, Commander</i>)	 +26 points

Up to one Inquisitor Lord 50 points

Consists of 1 Space Marine unit (*Hero, Commander*)

Extra cost to:	Mount in a Rhino*	 +7 points
	Mount in a Chimera*	 +14 points
	Mount in a Razorback*	 +15 points
	Mount in a Land Raider*	 +35 points
	Upgrade to Ordo Malleus Inquisitor	
	(<i>Hero, Commander, Psyker</i>)	 +10 points
	Upgrade to a Bike unit (<i>Hero, Commander</i>)*	 Free
	Upgrade to a Land Speeder (<i>Hero, Commander</i>)*	 Free

(* Choose one upgrade only)

Space Marine Bodyguard

You may choose up to one Space Marine bodyguard squad or squadron for a Space Marine Chapter Master or Inquisitor Lord.

Space Marine Terminator squad .. 19 points

Consists of 1 Space Marine unit (*Save*)

Extra cost to:	Mount in a Land Raider	 +35 points
----------------	------------------------	------------------

Space Marine

Bike squad 10 points per unit

Consists of 1 to 3 Space Marine Bike units

Space Marine Land Speeder

squadron 20 points per unit

Consists of 1 to 3 Land Speeders

Space Marine

Attack Bike squadron .. 10 points per unit

Consists of 1 to 3 Attack bikes

Imperial Guard Bodyguards

You may choose up to two Imperial Guard bodyguard squads for an Imperial Guard Colonel, Commissar General or Inquisitor Lord.

Imperial Guard squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:	Mount in a Chimera	 +14 points
----------------	--------------------	------------------

Imperial Guard

Heavy Weapon squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:	Mount in a Chimera	 +14 points
----------------	--------------------	------------------

Ogryn squad 10 points

Consists of 1 Ogryn unit

Rough Rider squad

consisting of 10 points

Consists of 1 Imperial Guard unit (*Cavalry, Assault*)

Notes: A Commander and his bodyguard form a single detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may re-roll their Leadership tests. If the Commander (not just his bodyguard) participates in an assault or firefight you may re-roll the dice for that combat.

Chain of command: Commander > bodyguard.

FORCE LAZARUS

Force Lazarus took part in the Armageddon campaign, during the Blood Angels attack on Ork Warlord Ghazghkull Thraka's camp. It is a tactically flexible detachment, capable of meeting many different opponents in a variety of situations.

EPIC 40,000

DETACHMENT NAME

SPACE MARINE DETACHMENT

PSYKER

COMMANDER

COMMANDER

COMMANDER

POINT COST

42

57

BROTHER LIBERIAN ANGELUS IN RHINO
CAPTAIN LAZARUS IN RHINO (DETACHMENT HQ - 25 POINTS)

RESERVE SPEED

15

HALF STRENGTH

15

MORALE VALUE

11

TOTAL POINT COST

502

DETACHMENT MAIN FORCE

POINT COST

37

37

37

47

47

30

7

8

9

10

1 SPACE MARINE SQUAD IN A RHINO

2 SPACE MARINE SQUAD IN A RHINO

3 SPACE MARINE SQUAD IN A RHINO

4 SPACE MARINE DEVASTATOR SQUAD IN A RHINO

5 SPACE MARINE DEVASTATOR SQUAD IN RHINO

6 SPACE MARINE BIKE SQUADRON 3 BIKE UNITS

DETACHMENT MAIN FORCE

POINT COST

60

27

27

27

27

27

6

7

8

9

10

1 LAND SPEEDER SQUADRON 3 LAND SPEEDER UNITS

2 SPACE MARINE DREADNOUGHT

3 SPACE MARINE DREADNOUGHT

4 SPACE MARINE PREDATOR

5 SPACE MARINE PREDATOR

UNIT

SPEED

RANGE

FIRE POWER

ASSAULT

ARMOUR

NOTES

SPACE MARINE 10 30 1 3 5

DEVASTATOR 10 30 1 3 5

RHINO 30 - 0 0 5

SPACE MARINE BIKE 35 15 1 2 4

STUBBORN

STUBBORN

STUBBORN

STUBBORN

UNIT

SPEED

RANGE

FIRE POWER

ASSAULT

ARMOUR

NOTES

LAND SPEEDER 35 30 2 1 4

DREADNOUGHT 15 45 2 4 6

PREDATOR 30 45 2 1 6

SKINNER

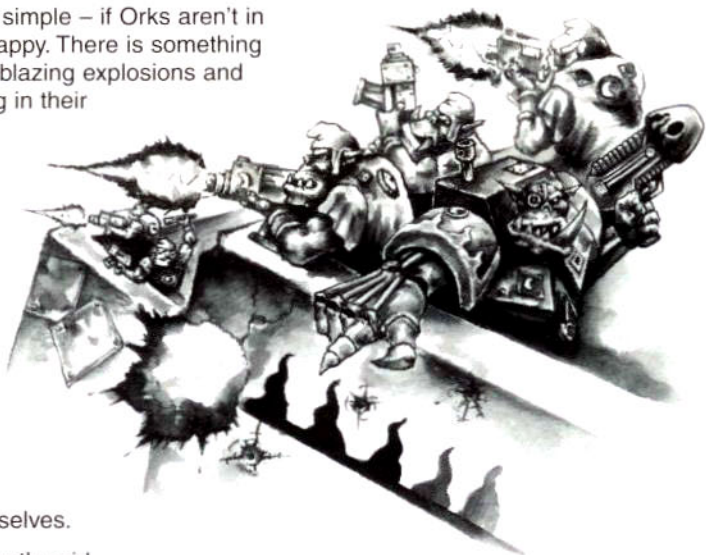
SKINNER

SKINNER

SKINNER

WAAAGH THE ORKS!

Orks live for war. It's that simple – if Orks aren't in battle they're not really happy. There is something about the din of war, the blazing explosions and the feel of a bolter kicking in their hands which stimulates their nervous systems and makes them feel more alive than at any other time. Even when they're not in battle, Orks amuse themselves with various psychotic leisure activities such as vicious pit fights, racing bikes and buggies at lethal speeds, and generally scrapping amongst themselves.



Although the Orks constantly raid neighbouring worlds, this is a minor threat when compared to the devastating ferocity of an Ork Waaagh! Occasionally an Ork Warlord will rise above the infighting and squabbling and weld together a vast army to rampage across the galaxy. As the Waaagh begins the Ork gods, Gork and Mork, begin to stir their children, instilling them with an even greater desire for battle. Things start slowly, the incidence of raids increases, the Orks start selecting their war leaders and the Mekboyz begin construction of strange weapons and vehicles without really knowing why, or where the ideas come from.

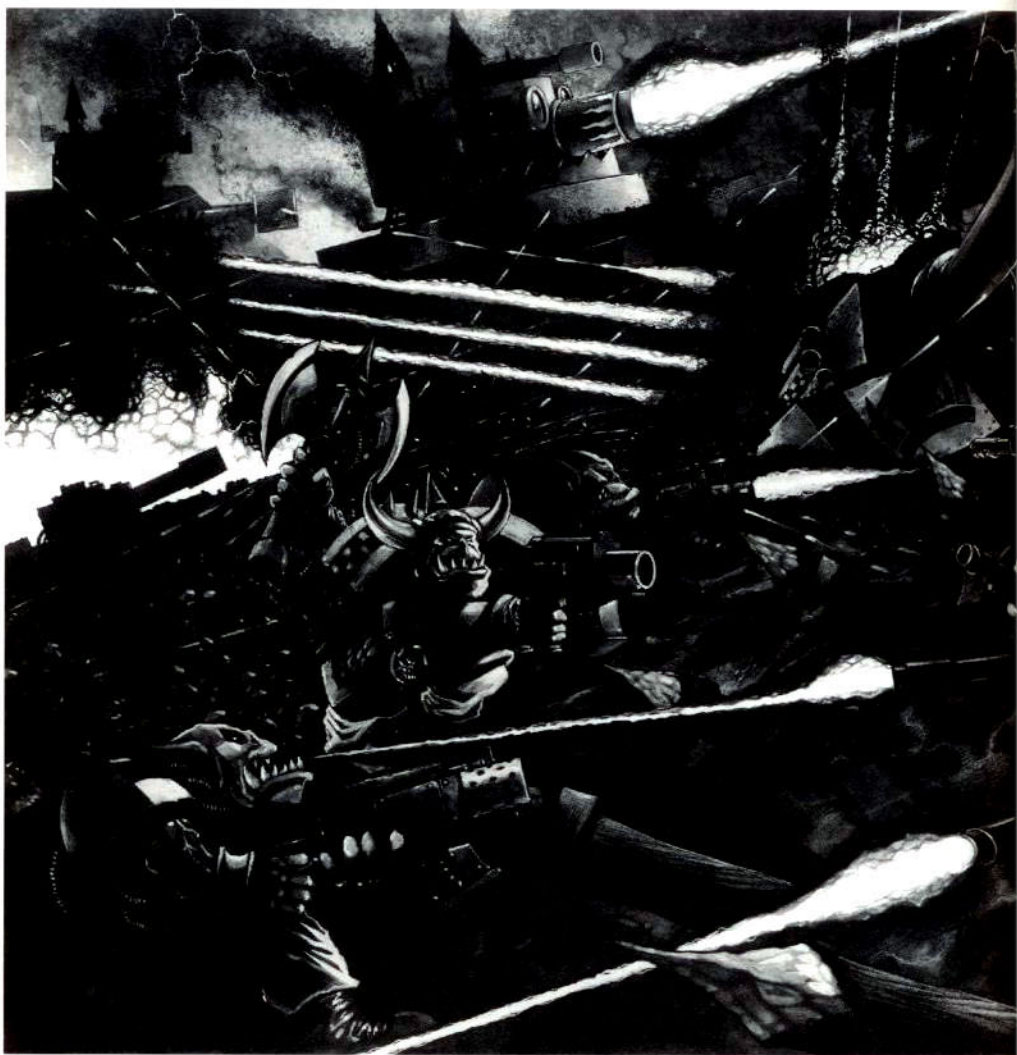
As the Waaagh gathers pace the Orks become more and more agitated, seeking out fresh enemies, using their traktor beams to latch onto the space hulks which occasionally drift through Ork space. The Orks from a particular area, which may be a single planet or a whole group of star systems depending on the power of the Waaagh, start to gather, coalescing in one place like a swarm. The Mekboyz start constructing ever larger war machines – Battle Fortresses and Gargants. The Orks' slaves churn out masses of weapons and armour, arming the Orks' massive mobz with bolters and stikk bomz. Then the green-skinned horde erupts into a war-frenzy, pouring forth across the galaxy like a green tide of destruction. Whole planets are razed, millions of captives are put to work in crude factories building even more weapons and vehicles, fuelling the massive Ork thirst for domination.

Luckily the billions of Orks spread through the galaxy spend so much time fighting each other that their desire for battle is generally sated unless they find themselves faced with an obvious threat. If all the Orks were ever to band together in a single Waaagh nothing in the galaxy would have the power to stop them.

WAAA-GHAZGHKULL AND THE BATTLE FOR ARMAGEDDON

One of the most deadly Waaaghs the Imperium ever faced was led by the infamous Ork Warlord Ghazghkull Mag Uruk Thraka. After suffering a nasty head wound, Ghazghkull became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of the greenskins. His rise to prominence was nothing short of meteoric – going from a simple warrior in the mob to being a Warlord commanding thousands of Orks in a startlingly short time.

Ghazghkull's wrathful gaze fell upon the Imperial hive world of Armageddon. The over-confident Planetary Governor, Overlord von Strab, underestimated the power of the huge Ork horde and soon Waaa-Ghazghkull had swamped the continent of Armageddon Prime. The remaining defence of the planet, and most of its industrial base, lay in Armageddon



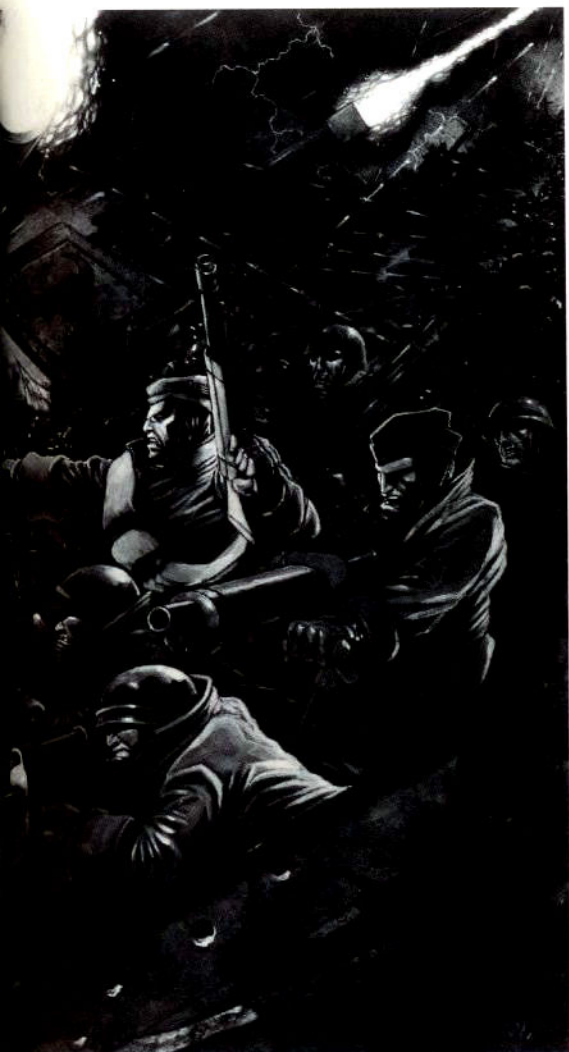
Secundus, separated from Armageddon Prime by dense jungles and mountains which von Strab considered completely impassable to the Orks. Imagine the horror of the Imperial Guard as the Gargants and Battlewagons poured from the hills to swamp their defensive line. As the Orks rampaged into Armageddon Secundus their forces split, heading for the different hives that now lay open to them. Millions of Imperial citizens died in the initial onslaught and even more were enslaved: columns of prisoners miles long trekked across the ashen wastes, the corpses of the old and infirm left in their wake. The sky was blackened by the smoke from burning hives and factories.

The Orks smashed apart the defenders of Helsreach port, overrunning Imperial lines under cover of a monstrous psychic storm brought into being by the Ork Weirdboyz. The hardest fighting took place around Hades Hive, where the Imperial defence was led by

Commissar Yarrick, a true Hero of the Imperium. Ghazghkull himself took command of the attack on Hades, vowing to tear apart every living creature he found until none were left to challenge his might. His fury at the defenders' tenacity grew as he tried everything to break the hive. But every plan, every assault was thwarted by the efforts of Yarrick until Ghazghkull was howling with frustration, killing his less talented subordinates almost as soon as they gained their positions.

As Ghazghkull fretted at Hades Hive the rest of the Waaagh headed for Acheron, the last remaining bastion of Imperial might to be attacked. However, just as von Strab's men vowed to sell their lives as dearly as possible as the Ork assault waves poured towards them, the scream of jets filled the air and the Ork horde was torn apart by a series of massive explosions. The sky was filled with Thunderhawks of the Blood Angels, Ultramarines and Salamanders Chapters whose furious attack smashed apart the Ork horde and scattered it. Despite the setback Ghazghkull continued to attack, finally overthrowing Hades and laying siege to Tartarus Hive. However, he was eventually thwarted by a daring orbital attack by the Blood Angels, who used drop pods to crush the heart of Ghazghkull's force.

Ghazghkull was thought to have been killed in the fighting around Tartarus, but he later reappeared leading an Ork horde on the world of Golgotha. He plans his



revenge on Yarrick for thwarting him and is rumoured to be gathering an even greater Waaagh, which he swears will not be stopped this time. Until then, the Imperium can only prepare and wait before the terrifying storm of Waaa-Ghazghkull is unleashed upon humanity again.

DA CLANZ

Ork society revolves around its clanz, which form the basic structure of Ork culture. Each clan has its own specific traits and values and an Ork raised in a particular clan will adopt its virtues and vices as well as its styles of clothing and reputation. There are many clanz, of which six predominate. Foremost amongst the clanz are the Goffs, who reckon they're the hardest of the Ork clanz. Goffs prefer to smash their enemies at close range, finishing them off in vicious hand-to-hand fighting. The Bad Moons are the richest of the Ork clanz and buy lots of snazzy equipment and guns. This is because Orks use teef (their own teeth!) as a currency and Orks of the Bad Moon clan grow their teeth faster than anybody else! The Snakebites are known as traditionalists, preaching the benefits of ancient Ork beliefs, relying on more natural forms of transport such as war boars and Squiggoths. Snakebites are known as ferocious fighters, the equal of any opponent in close combat.

In contrast are the Evil Sunz who seem to produce more Ork engineers and mechanics (known as Mekboyz or Mekaniaks) than any of the other clanz. They have lots of Warbikes and Buggies and many Evil Sunz end up joining the cult of Speed Freeks, spending their lives trying to go as fast as possible on the most outrageous vehicles imaginable. Then there are the Deathskulls, notorious thieves and looterz, who construct large, highly unreliable but potent weapons known as kustom combi-weapons. These are cobbled together from scraps and remnants left on battlefields, gathered up by their Snotling and Gretchin servants as booty of war. Lastly, there are the Blood Axes. Blood Axes see themselves as the most forward-thinking of the Orks. They unashamedly mimic the Imperium, wearing camouflage uniforms and re-fitting captured Imperial tanks. Many Blood Axes end up in the Stormboyz Korps, preferring a life of (fairly) rigid discipline, shiny boots and the chest-swelling tramp of feet as they march proudly to war.

ORK SPECIAL RULES

Ork armies rumble forward in an unstoppable mass, charging into the enemy with no regard for themselves. For this reason, at the start of the assault phase the Ork player may place any Initiative counters already removed back into the pot, thus increasing the chance that the Orks will have the initiative in the assault phase.

Strategy Rating: Orks have a strategy rating of 3.

INFANTRY – Da Boyz

Every Ork is a warrior of some sort or another, and the bulk of their armies are made up of infantry – da Boyz. Orks are seven feet tall when stretched to their full height, and almost twice as broad as a human. Their fanged mouths jut forward beneath their beady red eyes and their bodies are a mass of slab-like muscles. Orks love really noisy and obviously lethal weapons such as plasma guns and bolters and these form the main armament of most Ork Mobz. Some Boyz, such as Deathskull Looterz and the rich Bad Moons, carry even heavier weaponry into battle, laying down a hail of shells and missiles from their kustom combi-weapons to support their comrades. These are known as Shooty Boyz, because "Dere ded shooty!".

With typical Orky kunnin', certain members of the Blood Axe clan have learnt how to scout out the enemy, infiltrate the foe's army and perform ambushes and raids behind the lines. These are the Kommandos, one of the few specialist troops the Orks can muster. Stormboyz bear an uncanny resemblance to organised troops such as those within the Imperium. For this reason they are scorned by other Orks who see such organisation as un-Orky, but Stormboyz Kaptinz have led their Korps to many victories in the past and their willingness to use the quirky and often unreliable Ork jump packs make them valuable shock troops in the heat of battle. The Snakebites train vicious warboars which they ride into battle, giving the Orks a fast, hard-hitting cavalry element to complement the slower footslogging mobz. True to their nature, the Goffs give rise to especially hard individuals known as Skarboyz, whose prowess in hand-to-hand fighting is amongst the best the Orks can muster.

The hierarchy of the Orks is defined by size, strength and ferocity rather than charisma or intelligence (though some Ork Bosses display a certain amount of low cunning). The overall commander of the force is generally known as the Warlord and his direct subordinates (the mobz' commanders) are the Warbosses. Each Warboss has his retinue of Nobz who bellow orders at the Boyz. Promotion can be achieved in a number of ways. Generally it is done in battle, with the superior taking an unlucky shot to the head and the Warboss noticing a particularly burly Ork nearby who could bash heads together and get the ladz to do what they're told. When not at war, most disputes and advances of this nature are settled by a ritual pit fight. These can be to first blood or a knockout, but generally the two combatants fight to the death, usually using nothing more than their claws and fangs. The victor's scars will be a subject of pride and respect, and his authority will be unquestioned until someone else is brave enough to face them in the pit.

The Orks have a servant race, called Gretchin – smaller cousins who do all the running around, message taking and general dogs-bodying. In battle they may be lucky enough to loot or steal a blunderbuss or autogun and they are driven towards the enemy by Ork Runtherds. They form an effective skirmish screen and can even push the enemy back with their weight of numbers if they are lucky. However, they are generally destined to be simple cannon fodder...

	Speed	Range	Firepower	Assault	Armour	Special
Orks	10cm	30cm	1	2	4+	
Warlord*			As Orks			+ Hero, Commander
Warhead*			As Orks			+ Hero, Psyker
Warboss/Nobz*			As Orks			+ Hero
Weirdboy*			As Orks			+ Psyker
Shooty Boyz			As Orks			+ Heavy Weapons
Stormboyz			As Orks			+ Assault, Jump Packs
Kommandos			As Orks			+ Infiltrators
Boarz			As Orks			+ Assault, Cavalry
Skarboyz			As Orks			+ Assault
Gretchin	10cm	15cm	1	1	3+	

**These units have several upgrade options in the army list.*

Big Gunz & Rokkitz

Ork Mekboyz constantly create a plethora of bizarre weapons and tanks. Many of these are battlefield support weapons which move forward with the Boyz to lend some heavy firepower to the fight. They take all manner of shape and design, from the crude but effective Squig Catapults to the strange Traktor Kannonns, Smasha guns, Splatta kannons and Shokk Attack Guns. These are used to pound the enemy into submission from afar, before the weight of the Ork Boyz closes in to crush the enemy in a final brutal assault.

Another type of Ork artillery is the Pulsa Rokkit. These are fired into the middle of enemy formations and send out a huge pulsa field which knocks troops to their knees, hurls tanks sideways and generally halts the enemy advance. They are used to break up enemy attacks or soften up the Orks' adversaries before they swarm forward to cut them down with a storm of bolter fire and the ferocity of power axes.

	Speed	Range	Firepower	Assault	Armour	Special
Big Gunz	10cm	45cm	2	0	4+	Artillery
Pulsa Rokkit	10cm	45cm	Disrupt	0	4+	Artillery

VEHICLES – Da Bikes 'n' Buggies

As well as their unceasing love of warfare, some Orks have also developed a strange addiction to speed. These Speed Freeks principally come from the Evils Sunz clan, though not exclusively. They like nothing better than to roar into the heat of battle on their fast machines, tearing around at breakneck speeds. Like war itself, this seems to fulfil some deep requirement within the Orks' psyche and when they are not in battle Speed Freeks spend their time racing around the Ork settlements or tinkering with their machines to get that extra ounce of speed from them. Buggies include vehicles such as Ork Wartraks, and Scorchers as well as the ubiquitous War Buggies themselves. The Orks who ride the impressively armed Ork warbikes are known as Bikeboyz.

	Speed	Range	Firepower	Assault	Armour	Special
Bikeboyz	35cm	45cm	1	1	4+	
Buggies	35cm	30cm	1	1	4+	

Da Wagonz

Along with the Warbike and War Buggy, the primary vehicle for the Orks is the Battlewagon. As with all Ork constructions these vary wildly depending on the desires of the owner and the particular foibles of the Mekboyz who build them. Some are little more than a wheeled chassis with an engine and a gun while others are more like conventional tanks with armoured hulls, caterpillar tracks and turret-mounted cannons. Most Battlewagons feature outrageous close combat weapons, and are bedecked with spikes or armed with massive grabbing claws or lethal deff-rollaz. The most popular designs have a tendency to hang around, being copied by other Meks, and modified to incorporate the

latest innovative technology. The Ork Mekboyz call all these vehicles different (and outrageous) names like Gutrippas, Lungburstas, Bowelburnas, Gobsdashas - doubtless to persuade Warbosses of their great lethality, but Orks and just about everyone else just refer to them all as Battlewagons.

When the spirit of the Waaagh floods through Orkdom, most Meks also manage to nail together strange vehicles for themselves, creating highly destructive Speedstas that are protected by erratic force fields and which mount immense weapons such as Lifta-Droppas or Death Rays. Another variant of the Battlewagon is the Flakwagon, probably inspired in the distant past by the sight of Imperial Hydras blasting down squadrons of Ork Fighta-Bommerz. A Flakwagon's multiple guns can be elevated to fire at incoming aircraft, offering the Boyz some much needed protection against death from the skies.

Not all Battlewagons have wheels or tracks. Like most races in the 41st millennium, the Orks have developed their own peculiar Dreadnoughts. These clanking machines are piloted by a living Ork, mounting a variety of heavy weapons and crushing close combat grabbers. The massive walking war machines known as Stompas are a particular favourite for a Warboss who hasn't got enough teeth to field a proper, full-sized Gargant. Others aren't conventional vehicles at all but are employed in a similar fashion, such as the Squiggoths – mighty beasts that Orks of the Snakebites clan breed and then take into battle, riding in towering gun decks atop their broad backs.

	Speed	Range	Firepower	Assault	Armour	Special
Battlewagon	25cm	45cm	1	2	5+	
Mekboy Speedsta	30cm	30cm	1	1	6+	Weapon options
Dreadnought	15cm	45cm	1	3	5+	
Flakwagon	25cm	30cm	2	1	5+	Flak
Stompa	15cm	45cm	4	4	5+	
Squiggoth	15cm	30cm	2	D6*	5+	Rampage

* Roll the Assault value for Squiggoths at the start of each close combat.

FLYERS – Da Flyboyz

Although most Orks prefer to have both feet firmly planted on the ground, there are a few irrational individuals who have a craving to fly through the air like a bird. Most Flyboyz are Speed Freaks who just can't go fast enough while on land and so take to the sky for the exhilarating feeling of plunging groundwards at the speed of sound! They are generally considered to be quite, quite mad by the other Orks, but when the Fighta-Bommerz shoot down the enemy in a vicious dogfight, even the most die-hard Snakebite would have to admit that there is something very satisfying about raining death from above.

	Speed	Range	Firepower	Assault	Armour	Special
Fighta-Bommerz	flyer	15cm	Barrage	3/2	5+	

ORK UNITS SUMMARY

INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Orks	10cm	30cm	1	2	4+	
Warlord*			As Orks			+ Hero, Commander
Warthead*			As Orks			+ Hero, Psyker
Warboss*/Nobz			As Orks			+ Hero
Weirdboy*			As Orks			+ Psyker
Shooty Boyz			As Orks			+ Heavy Weapons
Stormboyz			As Orks			+ Assault, Jump Packs
Kommandos			As Orks			+ Infiltrators
Boarz			As Orks			+ Assault, Cavalry
Skarboyz			As Orks			+ Assault
Gretchin	10cm	15cm	1	1	3+	
Big Gunz	10cm	45cm	2	0	4+	Artillery
Pulsa Rokkit	10cm	45cm	Disrupt	0	4+	Artillery

*These units have several upgrade options in the army list.

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Bikeboyz	35cm	45cm	1	1	4+	
Buggy	35cm	30cm	1	1	4+	
Battlewagon	25cm	45cm	1	2	5+	
Mekboy Speedsta	30cm	30cm	1	1	6+	Weapon options
Dreadnought	15cm	45cm	1	3	5+	
Flakwagon	25cm	30cm	2	1	5+	Flak
Stompa	15cm	45cm	4	4	5+	
Squiggoth	15cm	30cm	2	D6	5+	Rampage

* Roll the Assault value for Squiggoths at the start of each close combat.

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Fighta-Bommer	flyer	15cm	Barrage	3/2	5+	

MEGA-GARGANT

Mega-Gargants are immense war engines, towering over the battlefield and raining death from their massive gun decks and cannon. They are more than just engines of destruction, they are the physical embodiment of the Ork spirit, colossal idols of Gork and Mork who bring destruction to their foe in a very explosive manner!

SPEED	ARMOUR	FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	24	36	—

HEAD & GUN DECKS		WEAPON TABLE			NOTES
	FIRE ARC	RANGE	FIREPOWER		
HEAD: Gaze of Gork	Front	30cm	(1)	Roll 2+ to hit on a D6. Hits always cause critical hits on war engines.	
3 x Gun Decks	Front	45cm	8 each	—	
TOWER WEAPONS	FIRE ARC	RANGE	FIREPOWER		
2 x Krooz Missulz	Front	unlimited	(1)	Place Barrage template, roll one anti-tank shot against affected units. May fire max of one per turn.	
Big Lobba	Front	45cm	Heavy Barrage	Firepower= 1 in Firefights.	
Weirdboy Tower	All Round	—	(1)	Psyker. May use Psychic Blast Fate cards and adds bonus in assaults and firefights.	
ARM WEAPONS	FIRE ARC	RANGE	FIREPOWER		
Mega-Cannon	Left Side	45cm	(1)	Place template. Roll to hit all units under it, ignoring Armour bonuses for cover. Each attack places +1 Blast marker on target.	
Close Combat Weapon	Right Side	—	(1)	Double Assault value against other war engines. Causes Catastrophic Damage against war engines if you win.	
MEKBOY WEAPONS USE 1 PER TURN	FIRE ARC	RANGE	FIREPOWER		
Death Ray	Left Side	45cm	(1)	Always roll 1 dice, needing +2 to hit. Hits always cause critical hits on war engines.	
Lifta-Droppa	Left Side	45cm	(1)	See p34 of the rulebook for weapon rules.	

2D6 ROLL	RESULT	CRITICAL DAMAGE	NOTES
2	Tracks Jammed	+1 Point	The Gargant is immobilised for the rest of the turn.
3	Gun Deck Damaged	+2 Points	One gun deck is damaged and may not fire until it is repaired.
4	Tower Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
5	Arm Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
6	Mekboy Weapon Damaged	+3 Points	One randomly located weapon may not be fired until repaired.
7	Head Damaged	+4 Points	The Gaze of Gork may not be fired until repaired.
8	Track Destroyed	+4 Points	Mega-Gargant is immobilised for the rest of turn and from now on may only move in the movement OR assault phase but not in both.
9	Flashback	+5 Points	There is a flashback into the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+5 Points	The Gargant moves at half speed until the fire is put out by being repaired. Causes +1 point of damage each rally phase until put out.
11	Raging Fires	+6 Points	D6 fires break out (see Fire above).
12	Catastrophic Damage	See table below	

1D6 ROLL	DAMAGE	CATASTROPHIC DAMAGE	NOTES
1-2	Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and kill its crew. The Gargant's hull is left a blackened and smoking wreck.
3-4	Inferno	Burning	A massive fire destroys the Gargant and crew. No unit can approach within 5cm. Roll again on this table next turn and apply the result counting a 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed	With a ground shaking roar the Gargant's magazine explodes destroying it and the crew. Debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	The Gargant is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit against any other units within 4D6cm.

GREAT GARGANT

The mightiest Warbosses command their Mekboys to build immense Great Gargants for them to take into battle. These beweaponed monstrosities move forward with da Boyz and the Battlewagons, using their huge guns to pound the foe into oblivion in typical Orky style.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	18	30	—

HEAD/SHOULDER WEAPONS WEAPON TABLE NOTES

Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	—
Right Shoulder Battery	All Round	45cm	3	—

ARM WEAPONS (Pick 2) FIRE ARC RANGE FIREPOWER NOTES

Heavy Weapon Battery	Side	45cm	8	—
Lifta-Droppa	Side	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then it is dropped. The dropped object loses all remaining Damage. Roll a D6 for things dropped on, on a 4+ they take a hit.
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

BELLY WEAPONS FIRE ARC RANGE FIREPOWER NOTES

Mega-Cannon	Front	45	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
-------------	-------	----	-----	---

2D6 ROLL DAMAGE RESULT CRITICAL DAMAGE TABLE DAMAGE NOTES

2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+3 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see Fire above).
12	Catastrophic Damage	See table below.	

1D6 ROLL DAMAGE CATASTROPHIC DAMAGE TABLE DAMAGE NOTES

1-2	Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and kills its crew.
3-4	Inferno	Burning	A massive fire destroys the crew and Gargant. No unit can approach within 5cm due to the heat. Roll again on this table at the end of next turn and apply the result counting 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed	The Gargant's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	Gargant is destroyed in a huge explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

GARGANT

Gargants are the pride of every Ork Warboss, who directs whole contingents of Mekboyz to build the largest, shootiest war engines they can. Each Gargant is a triumph of Orky tekology, a moving and fighting testament to the Orks' love of warfare and battle.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D3+3	12	20	—

WEAPON TABLE

WEAPONS (Pick 3)	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	8	—
Mega-Cannon	Front	45cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
Close Combat Weapon	Front	30cm	4	Double Assault against other war engines. Causes Catastrophic Damage against war machines if you win.
Lifta-Droppa	Front	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then dropped. The dropped object is automatically destroyed (i.e. loses all remaining Damage) Roll a D6 for thing dropped on, on a 4+ it takes a hit.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
5	Belly Gun Damaged	+2 Points	The weapon may not be fired until it is repaired.
6	Head Damaged	+2 Points	The Gargant is immobilised until the damage is repaired.
7	Flashback	+3 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
8	Fire	+4 Points	Gargant moves at half speed until the fire is put out by being repaired. Fire causes +1 point of damage per turn until put out.
9	Raging Fires	+4 Points	D6 fires break out (see Fire above).
10-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2 Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and its crew.
3-4 Inferno	Burning	A massive fire breaks out, killing the crew and engulfing the Gargant. Roll again on this table next turn, and apply the result, counting a 3 as Internal Explosions and 4 as Magazine Explosion.
5 Magazine Explosion	Destroyed	The Gargant's magazine explodes, destroying it and the crew. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6 Massive Explosion	Destroyed	The Gargant is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

ORK BATTLE FORTRESS

The largest Battlewagons are known as Battle Fortresses. These huge tanks come in various shapes and sizes, mounting a variety of improbably huge guns. The Skullhamma favours a few rapid-firing autocannons, while the Gibletrinder is known for its immense batteries of battle cannons. They storm into the fray unleashing a deadly torrent of shells, crushing troops and tanks beneath their massive grinding tracks.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	—	4	8	—

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gunz	All round	45cm	8	—

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Engine Damaged	+0 Points	The Battle Fortress may only move at half speed until repaired.
3	Tracks Damaged	+0 Points	The Battle Fortress is immobilised until the damage is repaired.
4	Gunz Damage	+1 Point	The Battle Fortress' gunz may not be fired until repaired.
5	Tracks Destroyed	+1 Point	The Battle Fortress is permanently immobilised.
6	Engine fire	+1 Point	The Battle Fortress moves at half speed until the fire is put out by being repaired. The fire causes an additional point of damage each turn.
7-12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Internal Explosion	Wrecked A series of internal explosions violently shakes the Battle Fortress. The crew are killed. The Battle Fortress is left a smouldering, twisted wreck.
4-5	Inferno	Burning The fuel ignites sending a blazing fireball high into the sky. The Battle Fortress is engulfed in flames. Roll again on the Catastrophic Damage table at the end of the next turn, and apply the result rolled, counting a 4-5 result as a Magazine Explosion.
6	Magazine Explosion	Destroyed The Battle Fortress' ammunition detonates, sending wreckage and shrapnel showering over the surrounding area. Roll a D6 to hit any other units within 5cm.



WAAAGH ORK ARMY LIST

ORK WARBAND

Command

You must choose a Warboss to act as detachment commander

Warboss 40 points

Consists of 1 Ork unit (*Hero*)

Extra cost to:

Mount on a Battlewagon** +14 points

Upgrade to a Stompa (*Hero*)* +24 points

Upgrade to Boarz (*Hero, Cavalry*)* +4 points

(* Choose one upgrade only)

Up to one Weirdboy 20 points

Consists of 1 Ork unit (*Psyker*)**

Extra cost to:

Upgrade to a Battlewagon (*Psyker*) ... +6 points

** A Warboss may have a Battlewagon as an additional unit, but a Weirdboy is a Battlewagon unit.

Main Force

Choose up to 10 mobs from the following list.

Ork Boyz Mob 9 points per unit

Consists of 1 to 4 Orks units

Extra cost to:

Upgrade all units

to Nobz (*Hero*)* +5 points per unit

Upgrade all units to Shooty Boyz

(*Heavy Weapons*)* +8 points per unit

Upgrade all units to Boarboyz

(*Cavalry, Assault*)* +4 points per unit

Upgrade all units

to Skarboyz (*Assault*)* +2 points per unit

(* Choose one upgrade only)

Up to one

Stormboyz Korps 12 points per unit

Consists of 1 to 4 Orks units (*Jump Packs, Assault*)

Up to one

Kommandos Mob 12 points per unit

Consists of 1 to 4 Orks units (*Infiltrators*)

Gretchin Mob 5 points per unit

Consists of 2 to 4 Gretchin units

Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

Battlewagons Mob 14 points per unit

Consists of 1 to 3 Battlewagons

Speed Freeks Mob 11 points per unit

Consists of 1 to 3 Buggies

Bikeboyz Mob 13 points per unit

Consists of 1 to 3 Bikeboyz units

Big Gunz Mob 14 points per unit

Consists of 1 or 2 Big Gunz or Palsa Rokkits

Stompa 32 points

Dreadnought 13 points

Squiggoth 18 points

Flakwagon 20 points

Notes: If the Warboss is eliminated the new HQ for the detachment will be the next unit in the chain of command.

Chain of command: Warboss > Nobz > Orks.

ORK KULT OF SPEED

Command

You must choose a Warboss to act as detachment commander

Warboss 40 points

Consists of 1 Bikeboyz or Buggy unit (*Hero*)

Extra cost to:

Upgrade to a Battlewagon (*Hero*) +5 points

Up to one Weirdboy 20 points

Consists of 1 Ork unit (*Psyker*)

Extra cost to:

Upgrade to a Battlewagon (*Psyker*) ... +5 points

Main Force

Make up to 10 choices from the following list.

Battlewagons Mob 14 points per unit

Consists of 1 to 3 Battlewagons

Speed Freeks Mob 11 points per unit

Consists of 1 to 3 Buggies

Bikeboyz Mob 13 points per unit

Consists of 1 to 3 Bikeboyz units

Notes:

If the Warboss is eliminated the new HQ for the detachment will be the next unit in the chain of command.



Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

Mekboy Speedsta 16 points

Extra cost to:

Upgrade to include Death Ray* +22 points

Upgrade to include Lifta Droppa* ... +22 points

(* Choose one only)

Ork Boyz mob 9 points per unit

Consists of 1 to 4 Orks units

Extra cost to:

Upgrade all units to Nobz (*Hero*)* +5 points per unit

Upgrade all units to Shooty Boyz (*Heavy Weapons*)* +8 points per unit

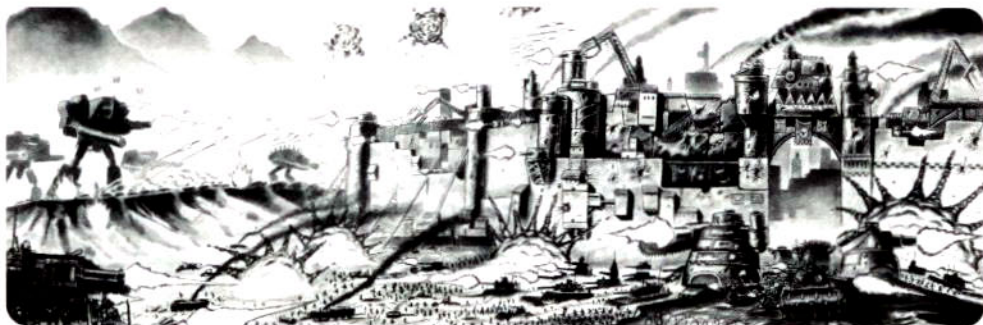
(* Choose one only)

Gretchin Mob 5 points per unit

Consists of 2 to 4 Gretchin units

Flakwagon 20 points

Chain of command: Warboss > Battlewagons > Buggies/Bikez > Nobz.



ORK WARLORD

Commanders

You may choose a total of up to one Commander.

Up to one Warlord 50 points

Consists of 1 Ork unit (*Hero, Commander*)



Extra cost to:

Mount on a Battlewagon* +14 points

Upgrade to Boarboyz unit
(*Hero, Commander, Cavalry*)* Free

Upgrade to Stompa
(*Hero, Commander*)* +24 points

Upgrade to Gargant (*Commander*)*
..... + the cost of one Gargant
from War Engines list.

(* Choose one upgrade only)

Bodyguard

You may choose up to four bodyguards for the Warlord.

Up to one Weirdboy Warphead ... 25 points

Consists of 1 Ork unit (*Hero, Psyker*)

Extra cost to:

Upgrade to a Battlewagon
(*Hero, Psyker*) +5 points

Ork Boyz Mob 9 points per unit

Consists of 1 to 4 Orks units

Extra cost to:

Upgrade all units
to Nobz (*Hero*)* +5 points per unit

Upgrade all units to Shooty Boyz
(*Heavy Weapons*)* +8 points per unit

Upgrade all units to Boarboyz
(*Cavalry, Assault*)* +4 points per unit

Upgrade all units
to Skarboyz (*Assault*)* +2 points per unit

(* Choose one upgrade only)

Stormboyz Korps 12 points per unit

Consists of 1 to 4 Orks units (*Assault, Jump Packs*)

Gretchin Mob 5 points per unit

Consists of 2 to 4 Gretchin units

Mercenary Ogryn Mob 10 points

Consists of 1 Ogryn unit (see Imperium list for stats)

Battlewagons Mob 14 points per unit

Consists of 1 to 3 Battlewagons

Speed Freeks Mob 11 points per unit

Consists of 1 to 3 Buggies

Bikeboyz Mob 13 points per unit

Consists of 1 to 3 Bikeboyz units

Stompa 32 points

Flakwagon 20 points

Notes: If the Warlord commands a Gargant it may be any type (Mega-, Great or plain old Gargant), but the Warlord's Gargant must be the most expensive one in the army and he may take no bodyguards (they're all crewing the Gargant). The Warlord's Gargant always has the maximum number of power fields.

A Commander and his bodyguard form a single detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may re-roll their Leadership tests. If the Commander (not just his bodyguard) participates in an assault or firefight you may re-roll the dice for that combat.

Chain of command: Warlord > Nobz > Orks

ORK GARGANTS

War Engines

You may make up to 1 choice from the following list.

- Gargant 300 points
 Great Gargant 430 points
 Mega Gargant 640 points

Chain of command: NA



ORK BATTLE FORTRESS MOB

Command

See below

Main Force

You may make up to 1 choice from the following list.

- One to five
 Battle Fortresses 85 points per unit

Notes: Select one war engine from the mob to act as the Boss.

Chain of command: Boss > Any other war engine in the detachment.

FLYBOYZ MOB

Command

You must choose a commander.

- 1 Detachment HQ (See notes) .. +25 points

Main Force

Choose up to 10 Fighta-Bommerz.

- Fighta-Bommer 30 points per unit

Notes: Any unit that is part of the detachment can be designated as the detachment HQ. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: HQ > Any other unit in the detachment.

BADRUK'S BOYZ

Badruk led his mob of trusty Boyz throughout the Ork invasion of Gehenna, and was finally defeated when the Waaagh was crushed by the Titans of the Legio Metalica. His ladz are sturdy and dependable, with a mix of good heavy weapons and some fast battlewagons to hitch lifts on so they can get to the battle quicker.

DETACHMENT NAME		BADRUK'S BOYZ	
DETACHMENT TYPE	ORK NOB	POINT COST	20
PSYKER	EDZAPPA		40
COMMANDER	WARBOSS BADRUK DA KROOL		
COMMANDER			
COMMANDER			

DETACHMENT MAIN FORCE		POINT COST
1	ORK BOYZ NOB: 4 UNITS	36
2	ORK BOYZ NOB: 4 UNITS	36
3	ORK BOYZ NOB: 4 UNITS	36
4	ORK BOYZ NOB: 4 SHOOTY BOYZ UNITS	68
5	STORMBOYZ KORPS: 4 STORMBOYZ UNITS	40
6	KOMMANDO NOB: 2 KOMMANDO UNITS	24
7		
8		
9		
10		

DETACHMENT MAIN FORCE		POINT COST
1	BATTLE WAGON NOB: 3 BATTLEWAGONS	42
2	BATTLE WAGON NOB: 2 BATTLEWAGONS	28
3	BATTLE WAGON NOB: 2 BATTLEWAGONS	28
4	BATTLE WAGON NOB: 2 BATTLEWAGONS	28
5	BATTLE WAGON NOB: 1 BATTLEWAGON	14
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	LINE	POWER	ASSAULT	ARMOUR	NOTES
ORKS	10cm	30cm	1	2	4+		
STORMBOYZ	10cm	30cm	1	2	4+		Assault Dump Packs
KOMMANDOZ	10cm	30cm	1	2	4+		Infiltrator

UNIT	SPEED	RANGE	LINE	POWER	ASSAULT	ARMOUR	NOTES
BATTLE WAGON NOB	25cm	45cm	1	2	5+		

RESERVE SPEED		HALF STRENGTH		MORALE VALUE		TOTAL POINT COST	
	10		17		9		440

WAAAGH

EPIC 40,000

THE ELDAR

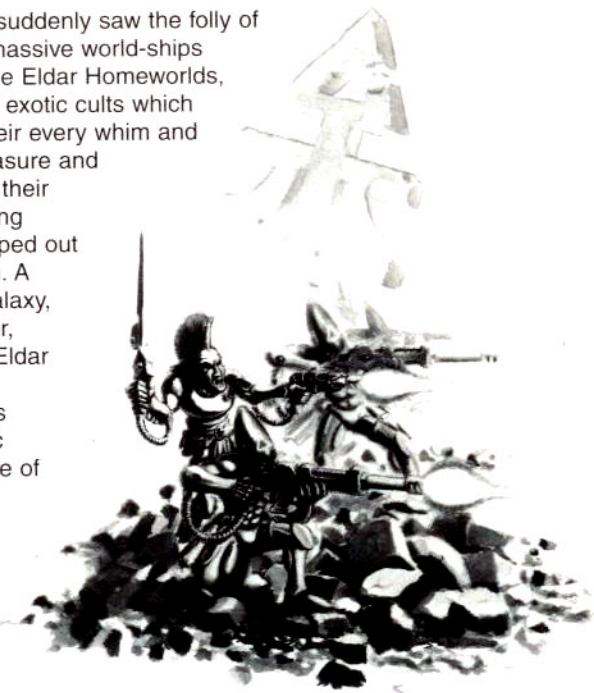
The Eldar are the most ancient of the dominant races of the galaxy. Their civilisation spans countless millennia and their technology is the most sophisticated and evolved. However, they are a dwindling race, scattered through the galaxy on their massive Craftworlds, battling against the eternal threat of utter extinction.

In the dim past, the Eldar were a flourishing race. Their technology allowed them to reign over a significant portion of the galaxy, rivalling the size and strength of the Imperium. Their unique understanding of the warp allowed them to construct the galaxy-spanning Webway – a series of portals and warp-tunnels which connected worlds to worlds. It bound their society and allowed them to cross vast interstellar distances with ease. But the success of the Eldar was also their downfall. With abundant resources and a lack of enemies, the Eldar life became dedicated to more cerebral pursuits. Art, literature and visual performances were studied in great depth, for the Eldar lifespan is many times longer than a human's. The Eldar psyche is given to extremes of emotion and they sought ever more pleasurable ways to pass their long years. The fall from enlightened existence to debauched hedonism was slow but inevitable. As they slipped into the grip of ever more depraved activities, there were some amongst the Eldar who foresaw the coming doom. The Exodites, as they came to be known, left the Eldar worlds to start new lives on feral, untamed planets. There they could purge their souls of excess in a ceaseless battle against the environment, purifying themselves with the physical struggle for survival in harsh conditions.

As the Eldar descent continued, their excessive thoughts grew in the warp. Their constant search for even more pleasure was fuelled by the developing entity that would become the Chaos God Slaanesh, the Prince of Pleasure. As the foetal god grew in power, it fed off the extravagances of the Eldar and in return fuelled them with an ever greater desire for satisfaction. This vicious circle continued, with Slaanesh growing in power, yet not quite achieving the full consciousness of the other Chaos Gods.



Towards the end some of the Eldar suddenly saw the folly of their existence, and set to building massive world-ships called Craftworlds to escape from the Eldar Homeworlds, which had devolved into a myriad of exotic cults which battled with each other, indulging their every whim and fantasy in a nightmarish orgy of pleasure and violence. As the Craftworlds started their flight, Slaanesh awoke. With a birthing scream that crushed planets and wiped out stars, the new Chaos God was born. A psychic wave poured through the galaxy, eradicating everything it passed over, creating a massive flux around the Eldar Homeworlds. A vast area of space, thousands of light years across, was sucked into the warp by this psychic implosion, creating the immense Eye of Terror which is now the haven of billions of Chaos followers. The Craftworlds that had delayed their departure for too long were dragged into the warp to be devoured by the ravening hunger of the newly-born Slaanesh.



Now the surviving Eldar Craftworlds and the few Exodite planets are all that remains of the once vast Eldar domains. The Eldar themselves follow a strict path of study and learning, regulating themselves so that the excesses of the Fall will never be repeated. For all that they have fallen far from their original greatness, the Eldar civilisation is still a mighty force to be reckoned with. Their technology and psychic mastery is rivalled only by a few individuals. Within even the smallest Craftworld resides immense power, the remnants of a race that once controlled the stars themselves.

ULTHWÉ THE DAMNED

All Eldar abhor Chaos and all that it represents and they reserve a particular dread for the creature they created, the deity Slaanesh. Each Eldar carries a spirit stone to trap his soul upon his death so that it may be kept safe from the Great Enemy. An Eldar soul that is left to be absorbed into the warp will be devoured by Slaanesh, for the Prince feeds off those who were its creators.

Of all the Craftworlds, Ulthwé is the most closely associated with Chaos. The Craftworld of the Damned lies in proximity to the Eye of Terror and must constantly guard against incursions from the immaterial realm. In terms of knowledge about the forces and manifestations of Chaos, Ulthwé is second only to the Black Library, a legendary repository of forbidden knowledge guarded by the Eldar Harlequins. In its constant battle against the dark armies of the Chaos Gods, Ulthwé has studied its foe for over ten millennia. However, by its very nature Chaos corrupts all that encounters it. To understand Chaos is to risk contamination by it, and the Farseers of Ulthwé must exercise caution in their studies lest they succumb as their ancestors did.

The Eldar's greatest strength is their mastery of the warp and it is also their greatest peril. Many Webway portals on Ulthwé are sealed by powerful runes and curses, for they lead to the Crone Worlds where the Eldar's dark brethren now worship the Chaos Gods. By their divinations and scrying the Farseers of Ulthwé tap into energies which stem from Chaos and their proximity to the Eye of Terror makes this more hazardous than for other Craftworlds. The other Eldar, and particularly the Exodites, do not wholly trust Ulthwé, constantly looking for the first telltale signs of corruption. However, the Eldar of Ulthwé are perhaps the best prepared to deal with the temptations of Chaos, as they constantly battle against their ancient foe.

The infinity matrix of Ulthwé, its guiding intelligence, is the most powerful of its kind with a vast knowledge and wisdom that spans thousands of generations. With its help, the Farseers of Ulthwé have averted many catastrophes that could have destroyed the Eldar in the future, intervening at critical stages to assure the continued survival of the race. Ulthwé remains the Eldar's greatest weapon against Chaos but if it should fail its loss will be their greatest woe.

FORCES OF THE ELДАР

In some aspects of warfare, the Eldar have no rival. Their creation of the psychoplastic known as Wraithbone allows them to create sophisticated weapons and vehicles which resonate with their own psychic energy. Wraithbone can be used to house spirit stones, letting the souls of the dead interact with the systems connected to it. Thus many Eldar vehicles have their own sentience, a guiding conscience which can interact with its living crew. This gives Eldar machines a great deal of speed and manoeuvrability and with their mastery of anti-gravitic drives makes Eldar vehicles the fastest and most flexible in the galaxy. The Eldar strengths lie in evasion and avoidance, preferring to strike at their enemies and then melt away before any retaliation. The Eldar cannot win wars of attrition, they are relatively few in numbers and must strike swift and hard before retiring to safety from where they can launch further attacks.

ELDAR SPECIAL RULES

The following special rules apply to Eldar armies because of their unique character and comparatively limited resources.

A Dying Race: The Eldar are not a numerous people and every loss in battle brings them a step closer to extinction. Wherever possible they must recover the spirit stones of the fallen to place in their Craftworld's infinity matrix.

The Eldar must deduct the morale value of any detachments reduced to half strength from their army morale as normal. In addition, if a detachment is wiped out (or if a war engine is wrecked or destroyed) the Eldar's army morale is reduced by an additional D3 points to represent the fact that the spirit stones are lost forever.

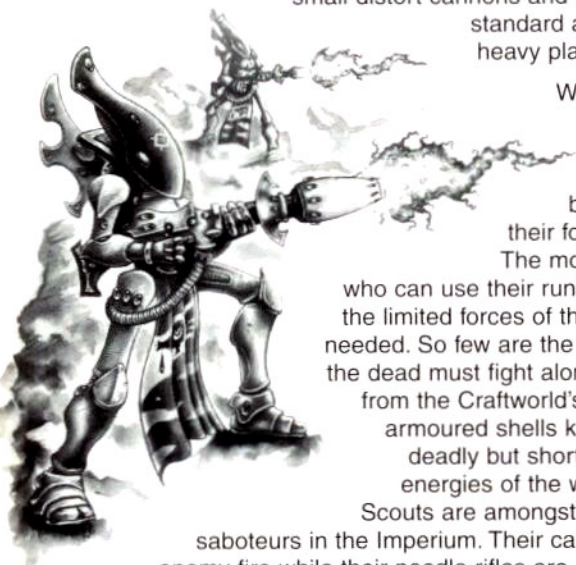
Detachment Cards: Eldar detachments are smaller than those of other races because of their desperate lack of numbers. To illustrate this Eldar Detachment cards are slightly different from the standard ones. We haven't been able to include a separate pad of Eldar Detachment cards due to lack of space, however you will find a blank Eldar detachment card on page 75 which you can photocopy. Alternatively you could simply write the details onto a standard Detachment card and leave the unused spaces blank.

Strategy Rating: Eldar have a strategy rating of 5.

INFANTRY – Guardians

Deep in the heart of every Craftworld is a sealed chamber. Inside, upon a smouldering throne, sits an Avatar of the Bloody-handed god – Kaela Mensha Khaine – a bloodthirsty embodiment of divine fury and ancient hatred. When the Eldar go to war, a psychic disturbance resonates through the wraithbone core, reverberating with the waking of the Avatar. In a long ceremony the Avatar is brought to full life, sending a shattering surge of anger and hatred resounding through the Craftworld instilling the ancient thirst for blood into the Eldar Warriors. With the awakening of the Avatar, the Aspect Warriors and Guardians don their armour, perform their rites of sacrifice and prepare for war.

The Guardians make up the bulk of the Eldar's fighting forces and are drawn from the citizens of the Craftworld, for every Eldar is trained and ready to fight if need be. Squads are assembled from the populace and led by those who have trodden the Path of the Warrior and have past experience in battle. Equipped with shuriken catapults, they can unleash a hail of fire which scythes through the enemy. Guardian crews also man the floating support platforms which mount a devastating selection of weaponry, including small distort cannons and vibro-cannons as well as more standard armaments such as lascannon and heavy plasma guns.



Warriors who later tread the Path of the Seer are known as Warlocks and they are trained to use their psychic abilities in battle, hurling blasts of warp energy or protecting their forces with psychic shields and wards.

The most powerful psykers are the Farseers who can use their runes to predict the future, able to direct the limited forces of the Eldar to where they are most needed. So few are the Eldar that when they go to war even the dead must fight alongside them. Spirit stones are taken from the Craftworld's infinity matrix and implanted in armoured shells known as Wraithguard. They carry the deadly but short-ranged wraithcannon which uses the energies of the warp to destroy their targets. Eldar Scouts are amongst the most skilled infiltrators and

saboteurs in the Imperium. Their cameleoline cloaks conceal them from enemy fire while their needle rifles are deadly to almost any living creature.

	Speed	Range	Firepower	Assault	Armour	Special
Avatar	15cm	n/a	0	8	6+	Save, Rampage, Commander
Guardians	15cm	15cm	2	1	3+	
Farseer			As Guardian			+ Hero, Psyker
Warlock			As Guardian			+ Psyker
Wraithguard	10cm	15cm	anti-tank	3	6+	
Scouts	15cm	30cm	1	1	4+	Infiltrators
Support platform	10cm	45cm	anti-tank	0	4+	

ASPECT WARRIORS

One of the disciplines the Eldar employ to control their heightened psyche is the Eldar Path. Each Eldar dedicates themselves to a particular area of expertise until they have totally mastered it, when they will move onto another. One of these is the Warrior Path, where the Eldar learn to control and use their negative emotions such as hatred and anger. Those on the Warrior Path are known as Aspect Warriors as each takes on a particular aspect of the war god Kaela Mensha Khaine. There are many different Aspects but there are some that have shrines on almost every Craftworld. There are the devastating close combat specialists of the Striking Scorpions and Howling Banshees, while the heavily armed and armoured Dark Reapers, with their deadly missile launchers, prefer to unleash death from afar. Then there are the Swooping Hawks whose winged

Kalliath stood in a human town, whose name he did not know, and gazed at the scene of carnage around him. The crystalline eyes of his helmet gave the whole vista a blood-red tint. Shattered Leman Russ tanks and the massive hull of a Baneblade lay tangled amidst a mountain of Tyranid and human bodies. Red piles of flesh concealed hillocks of bone and chitin and the ground was ankle-deep in blood and other liquids. In the summer heat the stench was overpowering. Stepping lightly aboard his Vyper, the Farseer signalled to the pilot and the machine quickly accelerated across the bloodstained forum. Here and there the few survivors of the Tyranid onslaught gathered in shocked groups. The distraught humans wailed in despair and clung to each other in their grief. Some of the more foolhardy tried to salvage weapons from the fallen Imperial Guardsmen. Others cast terrified glances into the skies, wary of another wave of horror dropping from the clouds to consume them.

Ahead of Kalliath a squadron of Wave Serpents glided into the red-slicked precinct. Squads of Striking Scorpions and Howling Banshees dismounted and ran into position in the shattered shells of the human constructions. To the south a swarm of jetbikes hovered in the warm summer breeze, awaiting orders. Slowly the red-armoured Guardians who made up the bulk of the force herded the survivors into what little cover remained. Using graceful gestures and a few whispered words they guided the stunned humans to places of relative safety.

The Vyper glided to a halt outside what used to be the town hall. Corpses littered the Dictatorium's ancient stone steps, casualties of both the humans and the vile, unnatural monstrosities of the Great Devourer. Centuries of town leaders striding to their throne had worn the steps thin and here and there acidic venom had distorted them into molten floods of rocky slurry. Dismounting gracefully, Kalliath stood by the old building and waited. He absent-mindedly traced the features of a snarling gargoyle that dribbled a mix of blood and venom into a steaming puddle by his feet. Abruptly, the Farseer turned on his heel. A single jetbike came swooping down the street, dodging through the twisted wrecks to stop next to the Farseer. The rider turned towards his commander and through the external speakers in his suit issued his report.

"There are many more, great Farseer. They are amassing like a waiting tide behind the ridge towards the sea. There are also massive creatures, whose legs bestride buildings and whose limbs are hung with weapons of destruction. They will come soon. We few cannot hope to stand against them. What should we do?"

"What would you have us do? We cannot abandon these poor desperates to the attentions of the Kraken, like their own soldiers did. No, we cannot, it would stain our souls forever."

"But what would our deaths serve? When we fall before the Great Devourer the humans will be preyed upon all the same."

"The result is not important, it is the attempt which is required. My castings have shown me the way. When the humans' warriors arrive, they will find evidence of our battle on their behalf. Their leaders will feel indebted and when Kaladon requests their aid they will send help. We must die here so that our cousins in the mountains might live. Do not question my wisdom again."

As the Guardian bowed acquiescence and rode off, Kalliath pondered their fate. He smiled to himself, content in the knowledge that what he was about to do was right and proper. It was a destiny ordained for him since his birth. The mighty wisdom of Saim-Hann had proved itself again. Still shaking his head in wonderment at this new revelation, he started issuing orders for the defence of a human town whose name he did not even know.

packs allow them to fly through the air with the grace of a bird, striking deep into the enemy army before withdrawing to strike somewhere else. Seen by some as the most sinister and deadly Aspect, the Warp Spiders use the Eldar's excellent knowledge of warp technology to warp themselves across the battlefield before tearing apart their foes with their horrifying death spinners.

Sometimes an Eldar will become trapped on a particular Path, unable to let go of their life to divert themselves to study another area. Those stuck on the Warrior Path are supreme fighters who have exceptional armour and wield ancient Eldar weapons. They are known as Exarchs and are regarded with a mixture of awe and fear by other Eldar.

	Speed	Range	Firepower	Assault	Armour	Special
Aspect Warriors	15cm	15cm	1	4	4+	
Swooping Hawks/ Warp Spiders			As Aspect Warriors			+ Jump Packs
Dark Reapers			As Aspect Warriors			+ Heavy Weapons
Exarch			As Aspect Warriors			+ Assault

WARRIORS OF THE LAUGHING GOD

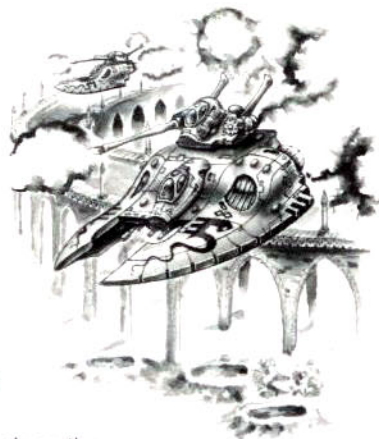
One other of the Eldar gods survived the cataclysm of the Fall along with Kaela Mensha Khaine, the mysterious deity known as the Laughing God. The followers of this strange master are known as Harlequins and their role in Eldar society is not fully understood, even by the Eldar themselves. They perform tasks such as guarding the Webway and it is they who maintain the infamous Black Library which does not exist in the material realm but within the fabric of the Webway, where the secrets of Chaos can be found. What other roles they perform even the Eldar do not know, but their arrival at a Craftworld is an omen of change, though whether for good or bad only time tells. They certainly have their own reasons for fighting when they do, and do not share their secrets with other Eldar.

The Harlequins treat war as a performance, and don brightly coloured suits and ever-changing holo-masks when they go to battle. They are fearsome shock troops whose great speed belies a strength and ferocity few can match. Amongst their ranks are those who possess even more deadly powers, such as the Death Jesters with their heavy shrieker cannon and the enigmatic Solitaires who live amongst the other Eldar for centuries before revealing their true selves. The Shadow Seers are potent psykers, rivalling the power of the Farseers while each Harlequin Troupe is led by the Great Harlequin, a vessel for the power of the Laughing God himself.

	Speed	Range	Firepower	Assault	Armour	Special
Harlequins			As Aspect Warriors			
Great Harlequin			As Aspect Warriors			+ Hero
Shadow Seer			As Aspect Warriors			+ Hero, Psyker
Death Jester			As Aspect Warriors			+ Heavy Weapons
Solitaire			As Aspect Warriors			+ Assault

VEHICLES – Swift Death

Eldar vehicles follow the doctrine of speed combined with deadly firepower. Their Wraithbone hulls are resilient, but it is in their speed and anti-gravitic motors that their greatest strength lies. The standard grav tank of any War Host is the Falcon. Its turret and hull mounted weaponry can punch a hole through most armour and it has the capacity to transport a squad of Guardians or Aspect Warriors into the heart of conflict. The Wave Serpent is a more dedicated troop carrier which is surrounded by a shimmering energy field, warding off enemy attacks before it is pulsed forward to smash aside tanks and scatter infantry squads as a prelude to disgorging its cargo of warriors.



The Eldar take even more specialised vehicles to war, such as the Night Spinner which propels a cloud of lethal monofilament webs into the air. As they drift down the enemy must scatter lest they be caught in a mist of wires that slice through armour and flesh with equal ease. The Fire Prism's sophisticated cannon gathers energy through a massive crystal prism, which it focuses and unleashes in a series of devastating blasts that punches through the thickest armour and slays squads of enemy infantry. Sophisticated sensor and tracking arrays allow the Fire Prism to blast opposing flyers out of the sky, making it as great a threat for airborne foes as ground based troops.

Like other races, the Eldar also employ a variety of walkers, such as the Dreadnought which has no living crew but is instead controlled by a powerful spirit stone. The War Walker has a living crewman who is protected by a small power field. Its speed and two heavy weapons make it excellent at striking at the flanks of the enemy, constantly harassing the foe with punishing volleys of scatter laser fire and lascannon blasts.

The swiftest of the Eldar vehicles are the small but deadly Jetbikes. With their twin shuriken catapult or shuriken cannon they can cut down the foe in swathes. The larger Vyper mounts a powerful heavy weapon, giving Jetbike squadrons a powerful, long range punch against even the toughest foes. The speed of Jetbikes and Vypers allows them to foray deep into enemy territory, capturing objectives and threatening the rear of the opposing army.

	Speed	Range	Firepower	Assault	Armour	Special
Falcon grav tank	30cm	45cm	2	1	5+	Skimmer, Transport (1)
Wave Serpent	30cm	30cm	Disrupt	2	6+	Skimmer, Transport (2)
Night Spinner	30cm	90cm	Disrupt	1	5+	Skimmer, Artillery
Fire Prism	30cm	45cm	anti-tank	1	5+	Skimmer, Flak
Dreadnought	20cm	45cm	2	4	6+	
War Walker	20cm	45cm	2	0	6+	
Jet Bikes	40cm	15cm	2	1	4+	Skimmer
Vyper Jet Bikes	40cm	30cm	2	1	4+	Skimmer

FLYERS – Rulers of the Sky

With their unequalled grasp of anti-gravitic technology, it is unsurprising that Eldar aircraft are the most swift and agile to fly over the battlefields of the 41st millennium. The Night Wing is a deadly interceptor which can swoop on its prey in an instant, using batteries of lascannon to blast the enemy out of the skies. The psychosonic charges of the Phoenix bomber send out an almost unstoppable wave of energy that shatters the nervous system of living creatures and overloads electronic circuits of vehicles and war engines.

Lastly are the huge Vampire raiders. Favoured by Eldar pirates, these descend from orbit at many times the speed of sound, cleaving thorough the skies with the ease of a bird of prey. The Vampire carries squads of troops within its armoured hull which it can ferry into the hardest fighting or deploy deep behind the enemy army.

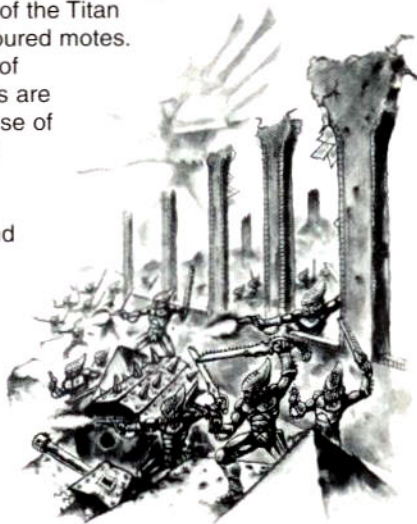
	Speed	Range	Firepower	Assault	Armour	Special
Night Wing Interceptor	Flyer	15cm	2	4/2	5+	
Phoenix Bomber	Flyer	30cm	6	2/2	5+	
Vampire Raider	Flyer	30cm	6	1/2	5+	Transport (4)

WAR ENGINES

Eldar war engines are unrivalled in their sophistication and technology. The huge machines of other races are crude and ungainly when compared to the smooth grace of the Engines of Vaul and the fluid, lifelike movements of Eldar Titans. They are unmatched in other ways too, using image-distorting holo-fields to misdirect enemy shots rather than void shields and power fields which attempt to shunt off enemy attacks with raw energy.

Holo-fields

Eldar Titans are protected by a holo-field which is projected from wings mounted atop their carapace. This fractures the image of the Titan making it appear to be a swirling, dancing cloud of coloured motes. It is very hard to target an Eldar Titan with any degree of certainty and even the most advanced tracking systems are thwarted by the swirling energies of a holo-field. Because of this Eldar Titans receive a 2+ saving throw against any and all hits they take, rather like a unit with the *Save* special ability does. Note that this save applies to all attacks, even ones that normally ignore void shields and power fields and it applies to hits suffered in close combat. However, Eldar Titans are very lightly constructed compared to the metres-thick armour of an Imperial Titan or the regenerative abilities of Tyranid bio-Titans. For this reason, any hit which is not saved by the holo-fields automatically causes a critical hit. Note that attacks which normally cause critical damage automatically (Death Rays for example) do not cause any additional critical hits – there's only so much damage a single shot can inflict!



ELDAR UNITS SUMMARY

INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Avatar	15cm	-	0	8	6+	Save, Rampage, Commander
Guardians	15cm	15cm	2	1	3+	
Farseer			As Guardians			+ Hero, Psyker
Warlock			As Guardians			+ Psyker
Wraithguard	10cm	15cm	anti-tank	3	6+	
Scouts	15cm	30cm	1	1	4+	Infiltrators
Support platform	10cm	45cm	anti-tank	0	4+	
Aspect Warriors	15cm	15cm	1	4	4+	
Swooping Hawks/ Warp Spiders			As Aspect Warriors			+ Jump Packs
Dark Reapers			As Aspect Warriors			+ Hvy Weapons
Exarch			As Aspect Warriors			+ Assault
Aspect Warriors			As Aspect Warriors			
Great Harlequin			As Aspect Warriors			+ Hero
Shadow Seer			As Aspect Warriors			+ Hero, Psyker
Death Jester			As Aspect Warriors			+ Hvy Weapons
Solitaire			As Aspect Warriors			+ Assault

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Falcon	30cm	45cm	2	1	5+	Skimmer, Transport (1)
Wave Serpent	30cm	30cm	Disrupt	2	6+	Skimmer, Transport (2)
Night Spinner	30cm	90cm	Disrupt	1	5+	Skimmer, Artillery
Fire Prism	30cm	45cm	anti-tank	1	5+	Skimmer, Flak
Dreadnought	20cm	45cm	2	4	6+	
War Walker	20cm	45cm	2	0	6+	
Jet bikes	40cm	15cm	2	1	4+	Skimmer
Vypers	40cm	30cm	2	1	4+	Skimmer

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Night Wing	Flyer	15cm	2	4/2	5+	
Phoenix	Flyer	30cm	6	2/2	5+	
Vampire	Flyer	30cm	6	1/2	5+	Transport (4)

PHANTOM TITAN

Eldar Titans are very different to those used by the Imperium. Tall and slender, they move with a smooth agility and grace unachievable by human Titans. They benefit not only from the experience of their crews (who are brought up with the Titans from birth) but from the collective consciousness of a large spirit stone which contains the ghosts of many Eldar. Titans are built around a wraithbone core which permits the spirits contained within to flow freely through the whole machine. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes it a deadly fighting machine.

SPEED	ARMOUR	HOLOFIELD	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	5+	2+ save	8	30	—

WEAPON TABLE					
WING MOUNT WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES	
2 x Weapon Battery	Front	45cm	4 each	—	
ARM WEAPONS PICK 2	FIRE ARC	RANGE	FIREPOWER	NOTES	
Pulsar	Side	60cm	D6	D6 x anti-tank shots.	
Distortion Cannon	Side	45cm	(1)	Roll D6x5. If score equals or beats the target's basic speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. Other targets are destroyed.	
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.	

2D6 ROLL	RESULT	CRITICAL DAMAGE	NOTES
2	Unexpected Hit	+0 Points	The Phantom is immobilised for the rest of the turn.
3	Right Wing Weapon Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Wing Weapon Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
7	Holo-field Damaged	+2 Points	The Phantom's wing is damaged, affecting the Titan's holo-fields. The holo-fields will not work until repaired.
8	Systems Damaged	+2 Points	The Phantom is immobilised for the rest of the turn. Its holo-fields stop working until repaired.
9	Wraithbone Damaged	+2 Points	The wraithbone core is cracked, damaging the link between the crew and the spirit stone. The Phantom is immobilised until the damage is repaired and halves its Speed permanently.
10	Head Damaged	+3 Points	The Phantom's spirit stone is cracked and some of the incumbent souls are sucked into the warp. The Phantom is immobilised and may only fire one weapon per turn until the head is repaired.
11	Power Source Damage	+3 Points	The Phantom's holo-fields will not work for the rest of the turn. The Phantom is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	See table below	

1D6 ROLL	DAMAGE	NOTES
1-3	Spirit Stone Destroyed	Wrecked
4-5	Massive Explosion	Destroyed
6	Crystalline Implosion	Destroyed

The Phantom is stunned by a heavy blast. For the first time in its life it starts looking more like a machine than a living being. It crashes to the ground. Anything in base contact takes D6 hits.

The Phantom is destroyed by an explosion that rips its body apart. Any unit within 5cm takes 1 hit.

The Phantom's power source is hit and the crystalline structure implodes. As the twisted wreck falls to the ground uncontrolled energies arc off its surface. Any unit in base contact takes D6 hits. Roll to hit any other unit within 3D6cm.

REVENANT TITAN

Revenant Titans are extremely fast using their long legs and small jump jets to move across the battlefield with astonishing speed. Their twin pulse lasers can cut through foes many times their own size, as well as devastating detachments of smaller adversaries.

SPEED	ARMOUR	HOLOFIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
25cm	5+	2+ Save	4	10	—

WEAPON TABLE

BODY WEAPON	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	4	—
ARM WEAPON	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Pulse Laser	Left/Right Side	45cm	D3	D3 x anti-tank shots (each).

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Unexpected Hit	+0 Points	The Revenant is immobilised for the rest of the turn.
3	Body Damaged	+1 Point	The weapon may not be fired until repaired.
4	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
6	Systems Damaged	+2 Points	The Revenant is immobilised for the rest of the turn. Its holofield stops working until the damage is repaired.
7	Wing Damaged	+2 Points	The Revenant's wing has been damaged, affecting the Revenant's holofields. The holofields will not work until the wing is repaired.
8	Wraithbone Damaged	+2 Points	The wraithbone core is cracked, damaging the link between the crew and the spirit stone. The Revenant is immobilised until the wraithbone is repaired and halves its Speed permanently.
9	Power Source Damaged	+2 Points	The Revenant's holofields will not work for the rest of the turn. The Revenant is immobilised and may only fire one weapon per turn until the damage is repaired.

10-12 Catastrophic Damage See Table Below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2 Leg Blown Off	Wrecked	The Revenant is knocked sprawling by the blast, swaying violently before falling over. Anything in base contact takes D6 hits.
3 Head Blown Off	Wrecked	The blast throws the Revenant off balance, causing it to crash to the ground. Anything in base contact takes D6 hits.
4-5 Massive Explosion	Destroyed	The Revenant is destroyed by an explosion that blows wreckage over a wide area. Roll a D6 to hit any unit within 5cm.
6 Crystalline Implosion	Destroyed	The Revenant's complex crystalline power source is shattered, destroying the Titan and unleashing a wave of raw energy. Any unit in base contact takes a hit, roll a D6 to hit any unit within 2D6cm.

ENGINES OF VAUL



The Cobra and Scorpion super heavy grav-tanks are amongst the largest vehicles capable of anti-gravitic movement. Their sophisticated weaponry combines with a manoeuvrability unmatched by the super heavy tanks of other races. This makes them some of the deadliest war engines of the 41st millennium, combining the twin ideals of strength and speed.



SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm (Skimmer)	5+	-	4	4	-

WEAPON TABLE					
MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES	
Distort Cannon (Cobra)	Front	45cm	(1)	Roll D6x5. If score equals or beats the target's basic speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. Other targets are destroyed.	
Pulsar (Scorpion)	All Round	60cm	D6	D6 anti-tank shots.	
SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES	
Hull Weapons	All Round	30cm	2	-	

CRITICAL DAMAGE TABLE			
2D6 ROLL	RESULT	DAMAGE	NOTES
2	Emergency Landing	+0 Points	The war engine is immobilised for the rest of the turn.
3	Grav-Drive Damaged	+1 Point	The war engine is immobilised until the Grav-Drive is repaired.
4	Weapons Damaged	+1 Point	All the war engine's weapons are inoperative until repaired.
5	Power Plant Damaged	+1 Point	The war engine is immobilised and its weapons are rendered inoperative until the powerplant is repaired.
6	Grav-Drive Destroyed	+2 Points	The war engine is permanently immobilised.
7-12	Catastrophic Damage	See table below	

CATASTROPHIC DAMAGE TABLE			
1D6 ROLL	DAMAGE	NOTES	
1-3	Internal Explosions	Wrecked	A series of internal explosions destroys the war engine and kill its crew. The war engine is left a blackened, smoking wreck.
4-5	Weapon Detonation	Destroyed	The war engine's weapons power source explodes, killing the crew and unleashing a blast of raw energy. Roll a D6 to hit any unit within 5cm.
6	Gravitic Implosion	Destroyed	The war engine's drives implode, sucking nearby troops into an energy maelstrom. This causes an automatic hit on any models within 5cm.

CRAFTWORLD ARMY LIST

ELDAR WAR HOST

Command

You must choose a commander

Up to one Farseer 50 points

Consists of 1 Guardian unit (*Hero, Psyker*)

Extra cost to:
Mount in a Falcon* +29 points
Mount in a Wave Serpent* +28 points
Upgrade to a Vyper (*Hero, Psyker*)* +15 pts

1 Detachment HQ (See notes) +25 points



Main Force

Make up to 5 choices from the following list.

Eldar Guardian squad 8 points per unit

Consists of 1 or 2 Eldar Guardian units

Extra cost to:
Mount in a Falcon* +29 points per unit
Mount in a Wave Serpent* +28 points
Include a Warlock in up to one unit (*Psyker*) +10 points
Upgrade to a Jetbike unit* +7 points per unit

Scouts Squad 10 points per unit

Consists of 1 to 2 Eldar Scouts units

Aspect Warrior squad 10 points per unit

Consists of 1 Aspect Warrior unit

Extra cost to:
Upgrade to have jump packs* +4 points
Upgrade to have heavy weapons* +10 points
Mount in a Falcon** +29 points
Mount in a Wave Serpent** +28 points
Include an Exarch (*Assault*) +1 point
Include a Warlock (*Psyker*) +10 points

(* Choose one only. ** Note – You may not take a Falcon and a Wave Serpent)

Falcon 29 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the War Host's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command:

Farseer > Any unit including a Warlock > Any unit including an Exarch > Any Aspect Warrior Unit > any other unit.

Support

Make up to 5 choices from the following list, but you may not exceed the number of choices made on the main force list.

Aspect Warrior squad 10 points per unit

Consists of 1 Aspect Warrior unit

Extra cost to:
Upgrade to have jump packs* +4 points
Upgrade to have heavy weapons* +10 points
Mount in a Falcon** +29 points
Mount in a Wave Serpent** +28 points
Include an Exarch (*Assault*) +1 point
Include a Warlock (*Psyker*) +10 points

(* Choose one only. ** Note – You may not take a Falcon and a Wave Serpent)

Wraithguard squad 19 points per unit

Consists of 1 Wraithguard unit

Extra cost to:
Mount in a Falcon* +29 points
Mount in a Wave Serpent* +28 points
Include a Warlock (*Psyker*) +10 points

Falcon 29 points

Vyper 22 points

Dreadnoughts 28 points per unit

Consists of 1 or 2 Eldar Dreadnoughts

War Walkers 24 points per unit

Consists of 1 or 2 War Walkers

Support Platform battery 15 points per unit

Consists of 1 to 3 Support platforms

Night Spinner 41 points

Fire Prism 35 points

Wave Serpent 28 points

ELDAR HARLEQUINS

Command

You must choose a commander.

Up to one Great Harlequin 45 points

Consists of 1 Harlequins unit (*Hero*)

Extra cost to:

Upgrade to a Vyper (*Hero*) +15 points

Up to one Shadow Seer 55 points

Consists of 1 Harlequins unit (*Hero, Psyker*)

Extra cost to:

Upgrade to a Vyper (*Hero, Psyker*) . . . +15 points

Main Force

Make up to 5 choices from the following list.

Harlequin squad 10 points per unit

Consists of 1 or 2 Harlequins units

Extra cost to:

Mount in a Wave Serpent** +28 points

Include a Solitaire (*Assault*)* +1 point

Include a Warlock (*Psyker*)* +10 points

Include a Death Jester*

(*Heavy Weapons*) +10 points

Upgrade to Jet Bikes** +5 pts per unit

(* Choose one only. If you take one of these options, you may not take Jet Bikes.)

(** You may not take a Wave Serpent and Jet Bikes.)

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.



Chain of command:

Great Harlequin > Shadow Seer > Any unit including a Solitaire/ Warlock/Death Jester > Any Harlequin Unit.

ELDAR TITANS

War Engines

You may make up to 1 choice from the following list.

One or Two Revenant Scout Titans 185 points each

Phantom Titan 380 points

Extra cost to: Upgrade to a Warlock Titan (*Psyker*) +10 points

Chain of command: N/A

ELDAR ENGINES OF VAUL

Command

See below

Main Force

You may make up to 1 choice from the following list.

**One to three Cobra or Scorpion
super heavy grav-tanks 110 points per unit**

Notes: Select one War Engine to act as the HQ.

Chain of command: HQ > Any other war engine in the detachment.

ELDAR FLEET

Command

You must choose a commander

1 Detachment HQ (See notes). +25 points

Main Force

You may choose up to 5 aircraft from the following list.

Night Wing Interceptor . . 40 points per unit

Phoenix Bomber 50 points per unit

Vampire Raider 60 points per unit

Notes: Any unit that is part of the detachment can be designated as the detachment HQ. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: HQ > Any other unit in the detachment.



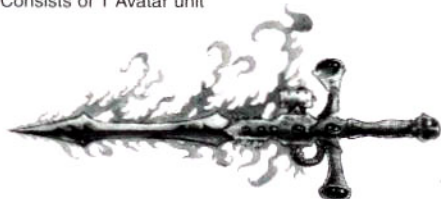
ELDAR COMMANDER

Commanders

You may choose a total of up to two commanders.

Up to one Avatar 40 points

Consists of 1 Avatar unit



Up to one Farseer 50 points

Consists of 1 Guardian unit (*Hero, Psyker, Commander*)

Extra cost to:

Mount in a Falcon* +29 points

Mount in a Wave Serpent* +28 points

Upgrade to a Vyper* (*Hero, Psyker, Commander*) +15 points

(* Choose one upgrade only)

Bodyguard

You may choose up to four bodyguards for a Commander.

Eldar Guardian squad ... 8 points per unit

Consists of 1 or 2 Eldar Guardian units

Extra cost to:

Mount in Falcons* +29 points per unit

Mount in a Wave Serpent* +28 points

Include a Warlock
in up to one unit (*Psyker*) +10 points

Upgrade to a Jetbike unit* +7 points per unit

(* Choose one only)



Aspect Warrior squad .. 10 points per unit

Consists of 1 Aspect Warrior unit

Extra cost to:

Upgrade to have jump packs* +4 points

Upgrade to have heavy weapons* +10 points

Mount in a Falcon** +29 points

Mount in a Wave Serpent** +28 points

Include an Exarch (*Assault*) +1 points

Include a Warlock (*Psyker*) +10 points

(* Choose one upgrade only. ** Note – You may not take a Falcon and a Wave Serpent.)

Wraithguard squad 19 points per unit

Consists of 1 Wraithguard unit

Extra cost to:

Mount in a Falcon* +29 points

Mount in a Wave Serpent* +28 points

Include a Warlock (*Psyker*) +10 points

(* Choose one only)

Dreadnought 28 points

Falcon 29 points

Vyper 22 points

Notes: Each Commander and his bodyguard forms a separate detachment.

Detachments which have their HQ within 30cm of the

Commander become Stubborn and may re-roll their

Leadership tests. If the Commander (not just his bodyguard) participates in an assault or firefight you may re-roll the dice for that combat.



Chain of command: Commander > Any unit including a Warlock > Any unit including an Exarch > Any Aspect Warrior Unit > Any other Bodyguard unit.

THE WIND RIDERS OF BIEL TAN

The Wind Riders' most notable action was against the Ork horde of Waaa-Narshak when, alongside Falcons of the Lords of Night detachment, they held off a massive Ork assault until Wraithguard and Dreadnoughts arrived to reinforce them. Their strikes around the Ork flank kept the enemy constantly off guard allowing the Falcons to punish their slow advance with volley after volley of devastating fire.



ELDAR® DETACHMENT CARD



DETACHMENT NAME	WIND RIDERS OF BIEL TAN
DETACHMENT TYPE	ELDAR WAR HOST
PSYKER	FARSEER BEL-ANNATH ON A VYPER
COMMANDER	

POINT COST	65

EPIC 40,000	40
RESERVE SPEED	8
HALF STRENGTH	7
MORALE VALUE	32.5
TOTAL POINT COST	

ELDAR DETACHMENT MAIN FORCE		POINT COST
1	GUARDIAN SQUAD: 2 TETBEKE UNITS	30
2	GUARDIAN SQUAD: 2 TETBEKE UNITS	30
3	GUARDIAN SQUAD: 2 TETBEKE UNITS	30
4	GUARDIAN SQUAD: 2 TETBEKE UNITS	30
5	GUARDIAN SQUAD: 2 TETBEKE UNITS	30

ELDAR DETACHMENT SUPPORT		POINT COST
1	VYPER UNIT	22
2	VYPER UNIT	22
3	VYPER UNIT	22
4	VYPER UNIT	22
5	VYPER UNIT	22

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
TETBEKE	40	15	2	1	4	SKINNER
VYPER	40	30	2	1	4	SKINNER

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

ELDAR® DETACHMENT CARD



DETACHMENT NAME
DETACHMENT TYPE
PSYKER
COMMANDER

POINT COST

EPIC 40,000

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST

ELDAR DETACHMENT MAIN FORCE

POINT
COST

1
2
3
4
5

ELDAR DETACHMENT SUPPORT

POINT
COST

1
2
3
4
5

UNIT SPEED RANGE FIRE POWER ASSAULT ARMOUR NOTES

UNIT SPEED RANGE FIRE POWER ASSAULT ARMOUR NOTES

CHAOS

Chaos is the bane of the 41st millennium. The threat of Chaos concerns the High Lords of Terra, the Farseers of the Eldar and even the crude thoughts of Ork Warlords. The horrifying forces that seethe through the warp are ready to pour forth without warning, bringing death and destruction to everything in their path. Chaos raiders reave forth from their twisted daemon worlds within the Eye of Chaos to bring carnage upon the hated Imperium of Man. Space hulks, brimming with monstrous Chaos beasts and the deranged supplicants of the dark gods, drift across the face of the galaxy at random, leaving ravaged corpse-worlds in their wake. Chaos reigns eternal within the warp and one day the brave warriors battling the unnatural tide of filth and darkness must falter. Then the raging insanity of Chaos will triumph across the galaxy.

WARMASTER HORUS

The ultimate triumph of Chaos almost came about at the dawn of the 31st millennium. The growing Imperium of humanity was plunged into devastating civil war when the Emperor's trusted Warmaster, foremost amongst the Space Marine Primarchs, Horus, turned his back on the Emperor and embraced the power of the Chaos Gods. The first act of the Horus Heresy was the virus bombing of Istvaan III. Twelve billion lives were ended in an instant in response to a small insurgency. A small force of loyalists managed to escape and warn the Imperium even as the Warmaster planned his next assault. From that point on, the fate of the galaxy hung in the balance. If Horus were successful the might of the Imperium would be his to command and Chaos would spread through the galaxy annihilating all opposition and tainting everything it touched.

As the Heresy grew, Horus led his core of fanatical Space Marine Legions towards Terra and a confrontation with the Emperor. All attempts to halt the Warmaster's progress towards Earth were foiled, either by the merciless, brutal attacks of Horus' army or by betrayal from within the ranks of the defenders. Soon Horus' vast armada circled in orbit over the Imperial Palace and the minions of Chaos swarmed down to attack the Emperor and his last guardians. To most the battle for the Imperial Palace and the events that followed have passed into myth during the last 10,000 years, but for some the fires of hatred and vengeance from that day still burn.

While the Emperor's defences crumbled around him, one chance for victory presented itself. As the battle raged below, the shields on Horus' battle barge were lowered, perhaps so that the renegade Warmaster could watch the final destruction of his one-time friend and master. Whatever the reason, the Emperor immediately led an attack by teleporting into the heart of Horus' warship, bringing with him Sanguinius and Rogal Dorn, two of his most loyal Primarchs leading forces of their trusted Space Marines. The battle raged on board Horus' ship, and finally the Emperor and Horus, the two mightiest beings in the Imperium, clashed with each other. The battle was hard and long fought, but the Emperor triumphed in the end, immolating the Warmaster with his inconceivable psychic powers.

The wounds inflicted by Horus left the Emperor mortally wounded and for the last hundred centuries he has been confined to the Golden Throne, feeding upon the souls brought to him to sustain his mind while a city-sized support system keeps his dying body in stasis. Following the death of Horus the Traitor Legions fled to the Chaos-tainted daemon worlds of the Eye of Terror, from where they still launch their raids of destruction to this day.

BLACK CRUSADES

The threat of Chaos is ever present. Chaos Raiders constantly ravage the galaxy and the insidious worship of the Chaos gods spreads from world to world in a plague of false belief. When the power of the warp waxes strong the forces of Chaos pour forth from the Eye of Terror in an unstoppable tide of horrors, swamping systems and eradicating entire planets. Each of these great Black Crusades is led by an immensely powerful Champion of Chaos or an immortal Daemon Prince who has spent centuries amassing his minions. These diabolic individuals, through subtle machinations and feats of martial prowess, manage to weld together the disparate forces of Chaos into a vast army. Chaos Space Marine Warmasters, such as the infamous Abaddon, lead their diabolical hordes on destructive rampages through the Imperium, in what is known as the Long War – the everlasting battle that has raged since the Horus Heresy was finally crushed. Even the Orks and the Eldar do not escape the attentions of Chaos. The Eldar Craftworld of Ulthwé drifts near the Eye of Terror and constantly fights battles against the hit and run attacks of Chaos raiders. The Ork domains are often descended upon by marauding Chaos armies, and are either brutally crushed or decide to throw their lot in with the Chaos hosts.

The Black Crusades sweep through many worlds, varying in intensity from swift fleets of raiders to massive armadas that engulf whole sectors and subjugate billions of people. Chaos Cultists rise from their hidden temples to ally with their mighty masters and swell the ranks of the Chaos horde even further. The carnage and destruction creates a massive flux in the warp and daemons gather, ready to break through into the material universe, wreaking havoc and terror to further their gods' aims. The Imperium maintains a constant guard against the Black Crusades, particularly around the Cadian Gate where the armadas of Chaos must navigate the permanent warp storms around the Eye of Terror to assail the Imperium. The Imperium has fought hundreds of wars around the Gate, the forces of Mankind striving to check the advancing Chaos armies before they can break through into the more heavily populated systems further from the Eye of Terror.

FORCES OF DARKNESS

There are a myriad minions of Chaos, some more powerful than others. When a Black Crusade erupts from the Eye of Terror, it may encompass followers of only one Chaos God or be an unholy alliance forged by many disparate troops with a common goal – the destruction of everything that opposes them. Wild, untrained Beastmen run before the brightly decorated Noise Marines. The sinister banners of the Black Legion flutter alongside the ragged pennants of Chaos Cultists. The hideous gibbering and moans of Nurgle's daemons are drowned out by the wrathful bellowing and war cries of the Khorne Bloodthirsters and the baying of Fleshhounds.

Strategy Rating. The Chaos army normally has a strategy rating of 3. This assumes Chaos Space Marines, Cultists and/or Daemons are present. If the force is completely made up of Chaos Space Marine detachments its strategy is increased to 5. If it comprises only Cultists and/or Daemon detachments its strategy rating is lowered to 2.

INFANTRY – Chaos Space Marines

The core of most Black Crusades are the Chaos Space Marine Legions. Many of these warriors fought in the Horus Heresy itself – twisted fighters who, through their unnatural existence in the Eye of Terror, have continued to vent their ancient hatred of the Imperium for over ten thousand years. They are the pinnacle of genetic engineering combined with the terrifying power of



Chaos – supreme warriors who are the bane of their foes. Amongst the ranks of the Chaos Space Marines there are some whose powers are even greater. The Khorne Berzerkers have a thirst for battle which can only be quenched by the most bloody of combats. They are always at the forefront of the battle, hurling themselves in hand-to-hand combat with whatever foe they can reach. Conversely, the Noise Marines of Slaanesh favour weapons of immense destruction, like the Blastmaster and Doom Siren. They shatter their foes from afar, tearing apart troops and vehicles with blasts of sonic energy.

Chaos Space Marine Warmasters are Champions of Chaos who have risen amongst their peers to command vast armies. Not only are they magnificent warriors, able to ruthlessly crush all opposition, but also their centuries, even millennia, of experience make them excellent strategic and tactical commanders. This applies to the lesser ranks of Chaos Champions as well: many are Company Captains and other powerful heroes who have fought their way to positions of power since the Horus Heresy. Perhaps most frightening of all are the Tzeentch Sorcerers, who are not only excellent warriors, but also wield the tremendous psychic powers granted to them by the Chaos God Tzeentch who is known as the Great Sorcerer. They use their unearthly powers to annihilate their foes with psychic blasts and to ward away the attacks of the enemy with psychic shields and mind controlling abilities.

	Speed	Range	Firepower	Assault	Armour	Special
Chaos Space Marines	10cm	30cm	1	3	5+	Rapid Fire
Berzerkers	As Chaos Space Marines					+ Rampage, Assault
Noise Marines	As Chaos Space Marines					+ Heavy Weapons, Stubborn, No Rapid Fire
Thousand Sons	As Chaos Space Marines					+ Stubborn
Veterans	As Chaos Space Marines					+ Infiltrators
Chaos Warmaster	As Chaos Space Marines					+ Hero, Commander*
Chaos Lord	As Chaos Space Marines					+ Hero*
Chaos Sorcerer	As Chaos Space Marines					+ Hero, Psyker*

* These units may have further abilities as chosen from the army list.

Daemons

Daemons are the true Children of Chaos. They are born from the raw power of Chaos and their form is shaped by its merest whim. The daemons of Khorne the Blood God are warlike, vicious creatures whose only wish is to hack and tear at the enemy with their deadly claws and razor-sharp fangs. The Daemonettes of Slaanesh, the Prince of Pleasure, are wholly different. They are sensuous creatures who revel in every experience of the flesh; hell-born abominations whose trilling laughter and sweet whispers echo through their foes' minds even as their massive claws rip them apart. Daemons are not physical, mortal beings in any sense. They are powerful adversaries, able to shrug off all kinds of damage and wounds that would crush lesser creatures. They are immune to all earthly toxins and poisons and their utterly alien bodies can simply ignore many weapons which would sear, burn, crush and maim mortal beings.

Some mighty Champions of Chaos are granted the gift of daemonhood by their dark masters, such as N'Kari and Doombreed who fought alongside Horus during the Emperor's attack on his battle barge. These Daemon Princes are mighty individuals, whose powers accumulate through aeons of bloodshed and worship. Some have wings and can skim across the battlefield blasting away with their psychic powers. Other are tremendous beasts, ripping apart their enemies with enormous fangs and tusks, gouging armour plates with mace-like tails and horns like scimitars. The mightiest of these creatures lead armies, ruling over their personal Daemonic legion.



	Speed	Range	Firepower	Assault	Armour	Special
Daemon Prince	15cm	n/a	0	6	6+	Save*
Bloodthirster	25cm	n/a	0	10	6+	Skimmer. Save. Rampage
Great Unclean One	10cm	15cm	2	8	6+	Save, Psyker
Keeper of Secrets	15cm	n/a	0	8	6+	Save, Psyker, Stubborn
Lord of Change	25cm	n/a	0	8	6+	Save, Psyker, Skimmer
Daemon	15cm	n/a	0	4	4+	Save
Bloodletter				As Daemon		+ Rampage
Flesh Hound/ Slaanesh Fiend				As Daemon		+ Cavalry
Flamers				As Daemon		+ Jump Packs
Daemonette/ Pink Horror/ Plaguebearer				As Daemon		+ Psyker

* Daemon Princes may have further abilities as chosen from the army list.

CHAOS CULTISTS

Even where the Imperial Cult is rigidly adhered to, there are some who are swayed by the power of Chaos. Secret cabals spring up even as the Inquisition ruthlessly purges sects and hidden organisations on hundreds of other worlds. Led by their Demagogue and his secret coven of manipulators, assassins and iconoclasts, a Chaos cult slowly grows in power, infiltrating every strata of society, from soldiers to factory workers, clerks to high ranking officials.

When the time is right, these insidious groups rise up in bloody revolt, attempting to oust the rightful rulers of the planet and throw their world at the feet of the Chaos Gods. Cultists perform secret rites in the heart of the Emperor's domain, summoning hideous daemons to aid them in their insane quest for domination. Many are discovered and swiftly executed by the Adeptus Arbites and Inquisition, but there are always others willing to trade their soul for the alluring promises of power and immortality.

Chaos cults offer sanctuary to the twisted Beastmen of Chaos. These individuals are tainted by the Dark Gods, not wholly man nor animal but an unnatural hybrid of the two. These foul creatures hide out in the most loathsome places, hoping to avoid the purges of zealous Imperial servants while they muster their strength to strike at those who would hunt them down. When a Chaos cult emerges into the light, the Beastmen creep from their noisome dens in ever greater numbers, swelling the strength of the cults even more.

	Speed	Range	Firepower	Assault	Armour	Special
Cultist	10cm	30cm	1	1	3+	
Demagogue			As Cultist			+Hero
Magus			As Cultist			+Psyker
Beastmen	10cm	n/a	0	2	4+	
Beastmen Champion		As Beastman				+Assault

VEHICLES

Like their loyalist counterparts, the Chaos Space Marine Legions employ many types of vehicles and war machines. However, their vehicles are often twisted mockeries of those employed by the Emperor's troops. Their crews become melded with their machine as living components which can never leave. Their hulls are bedecked with the icons and banners of their Chaos masters and even the structure of the tank may be warped so that they sprout horns, fanged maws, whirling blades and scythes.

	Speed	Range	Firepower	Assault	Armour	Special
Chaos Marine Bikers	35cm	15cm	1	2	4+	
Dreadnought	15cm	45cm	1	5	6+	Rampage
Land Raider	20cm	45cm	2 x anti-tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (2)
Predator	30cm	45cm	2	1	6+	

DAEMON ENGINES

Not all daemons gain a physical form when they enter the material realm. Some of them can only manifest themselves as spirits, entities capable of possessing a mind or inhabiting a machine. The ancient artificers of the Chaos Legions toil long and hard to create massive engines of destruction for these creatures to inhabit, mighty machines which are built out of adamantium and steel by millions of slaves. When the Black Crusade emerges from the Eye of Terror, rituals are performed to open the way for daemonic spirits to possess these machines, turning each vehicle into a living entity with a will of its own. The followers of the different Chaos Gods mould their creations according to their individual aims, the character of their masters and their own aesthetic values. Thus the Daemon Engines of Khorne bristle with crude cannon, snapping blades, saw-like close combat weapons and other lethal appendages. Khorne's followers are the most lethal inventors of Daemon Engines, building the awe-inspiring Brass Scorpions, Blood Reapers, Towers of Skulls, Cauldrons of Blood and the mighty Deathdealers.

The Daemon Engines of Nurgle, known fondly as Contagions by the god's worshippers, are even cruder, bearing huge catapults which sling noxious volleys of plague-encrusted offal at the foe. In total contrast are the sleek Hell-Scourges and Hell-Knights of Slaanesh. These graceful machines lope across the battlefield, striding into the heart of the opposing army before unleashing a devastating volley of fire from their cannon. Even more unlike Nurgle are the swift Firelord and Doomwing flyers of Tzeentch, their warp engines pushing them through the skies with a terrifying roar, as they drop their payload of warpfire and plasma on the helpless prey below. Behind them the Silver Towers drift over the heads of their allies, belching a relentless rain of sorcerous fire down upon the foe.

	Speed	Range	Firepower	Assault	Armour	Special
Khorne Engine	20cm	30cm	2	D3+3*	6+	Rampage
Nurgle Engine	20cm	30-90cm	Disrupt	1	5+	Artillery
Slaanesh Engine	25cm	45cm	3	2	5+	
Silver Tower	15cm	30cm	2	1	5+	Skimmer, Close Support
Doomwing	flyer	15cm	2	4/2	4+	
Firelord	flyer	30cm	Hvy barrage	1/3	5+	

* Roll the Assault value for Khorne Engines at the start of each close combat.

CHAOS ARTILLERY

Although the troops in a Chaos army generally excel at close quarter fighting, there is still a need for long range weapons of destruction. Commanders of the Iron Warriors Legion in particular favour massive siege guns like the Cannon of Khorne, while there are few troops who can withstand continual bombardment by the quad mortars of a Khorne Doomblaster.

	Speed	Range	Firepower	Assault	Armour	Special
Chaos Artillery	10cm	90cm	Hvy barrage	0	5+	Artillery

CHAOS UNITS SUMMARY

CHAOS SPACE MARINE UNITS – INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Chaos Space Marines	10cm	30cm	1	3	5+	Rapid Fire
Berzerkers	As Chaos Space Marines					+ Rampage, Assault
Noise Marines	As Chaos Space Marines					+ Heavy Weapons, Stubborn, No Rapid Fire
Thousand Sons	As Chaos Space Marines					+ Stubborn
Veterans	As Chaos Space Marines					+ Infiltrators
Chaos Warmaster	As Chaos Space Marines					+ Hero, Commander*
Chaos Lord	As Chaos Space Marines					+ Hero*
Chaos Sorcerer	As Chaos Space Marines					+ Hero, Psyker*

* These units may have further abilities as chosen from the army list.

CHAOS SPACE MARINE UNITS – VEHICLES

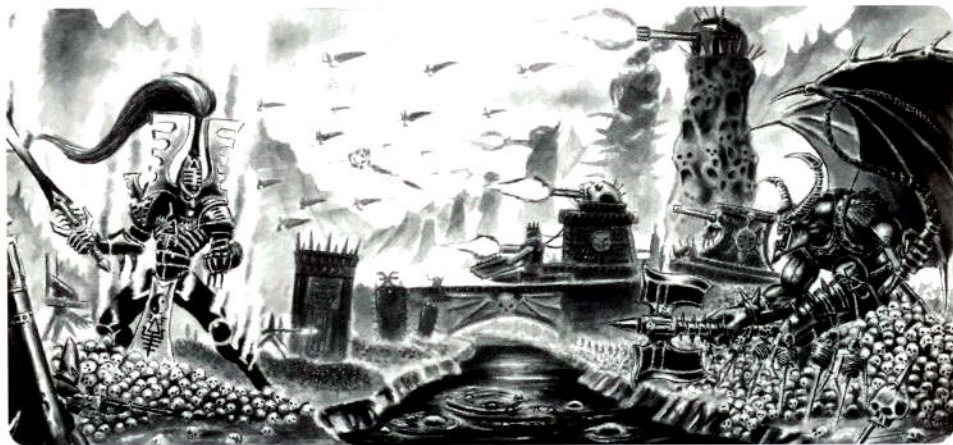
Unit	Speed	Range	Firepower	Assault	Armour	Special
Chaos Space Marine Bikers	35cm	15cm	1	2	4+	
Dreadnought	15cm	45cm	1	5	6+	Rampage
Land Raider	20cm	45cm	2 x anti-tank	2	6+	Transport (2), 2 anti-tank shots
Rhino	30cm	n/a	0	0	5+	Transport (2)
Predator	30cm	45cm	2	1	6+	
Khorne Engine	20cm	30cm	2	D3+3*	6+	Rampage
Nurgle Engine	20cm	30-90cm	-	1	5+	Artillery, Disrupt
Slaanesh Engine	25cm	45cm	3	2	5+	
Silver Tower	15cm	30cm	2	1	5+	Skimmer, Close Support
Doomwing	Flyer	15cm	2	4/2	4+	
Firelord	Flyer	30cm	Hvy barrage	1/3	5+	
Chaos Artillery	10cm	90cm	Hvy barrage	0	5+	Artillery

* Roll the Assault value for Khorne Engines at the start of each close combat.

CHAOS DAEMON UNITS – INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Daemon Prince	15cm	n/a	0	6	6+	Save
Bloodthirster	25cm	n/a	0	10	6+	Skimmer, Save, Rampage
Great Unc. One	10cm	15cm	2	8	6+	Save, Psyker
Keeper /Secrets	15cm	n/a	0	8	6+	Save, Psyker, Stubborn
Lord of Change Skimmer	25cm	n/a	0	8	6+	Save, Psyker,
Daemon	15cm	n/a	0	4	4+	Save
Bloodletter				As Daemon		+ Rampage
Flesh Hound/ Slaanesh Fiend				As Daemon		+ Cavalry
Flamers				As Daemon		+ Jump Packs
Daemonette/ Pink Horror/ Plaguebearer				As Daemon		+ Psyker

* Daemon Princes may have further abilities as chosen from the army list.



CHAOS CULTIST UNITS – INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Cultist	10cm	30cm	1	1	3+	
Demagogue			As Cultist			+Hero
Magus			As Cultist			+Psyker
Beastmen	10cm	n/a	0	2	4+	
Beastmen Champion		As Beastman				+ Assault

With the coming of dawn the blizzard abated. The first rays of Cocytus' distant sun brought a blinding brightness to the frost-white bleakness as Captain Crucius gazed out over the glacial plain at the degenerate traitors who had once been his brethren. Between flurries of snow the Ultramarine could make out the silhouette of the Banelord casting its mile-long shadow of death over the frozen expanse before it.

As the Blood God's army approached it totally transformed the pure, unsullied whiteness of this virgin world. The icy plain turned to black and red as the devoted hordes of Khorne pounded towards the regimented lines of the Space Marines. And where the foul, corrupted Daemon Engines of Chaos went the air was filled with sulphurous fumes and choking, oily black smoke. The advancing army shattered the snow-muffled peace of the ice wastes with the clanging of weapons on armour, the clanking and grinding of the ancient war machines, and the chants of the frenzied foot soldiers.

Looking like a tide of blood from where Crucius stood, Khorne's engines of destruction swept towards the loyal, steadfast forces of the Emperor. The Warhounds remained motionless, waiting, with the Ultramarines and their support weapons in stolid ranks at their colossal feet. The only sound was that of the Titans' weapons charging up to full power. And then when their warped enemy were in range the first of the Warhounds launched a salvo of searing plasma energy from the red-hot nozzles of its blastguns. Still a quarter of a mile away, steam geysered where the plasma ripped into ice and snow and a Doom Blaster exploded in a ball of crimson fire.

With a crack that echoed across the glacier like thunder, the Banelord let fire with its smouldering Havoc missiles, the blasts ripping through the Ultramarines lines, melting the brave soldiers inside their power armour where they stood. A Thunderhawk gunship plummeted towards the frozen plateau, the pitch of its engines dropping as it fell out of the cloudless sky. The burning gunship hit a jagged peak, smashing through it in a shower of rock and ice before crashing to the ground. Its hull crumpled and it ploughed through the solid surface of the glacier until it finally came to a grinding halt. For a moment the Thunderhawk remained still. A split second later its armoured body was torn apart as ruptured fuel tanks exploded, bringing a temporary thaw to the frozen battlefield.

Tattered war banners flapping in the icy wind, the rune-encrusted Banelord strode over the twisted and burning wreckage, the chants of the Berzerkers at its massive feet becoming an incoherent roar. These were joined by the skull-shattering report of monstrous weapons and the screams of the dying. The Chaos Titan bristled with an awesome array of armament. As well as the Havoc missiles and Hellfire Cannon numerous turrets and barbettes studded its armour. The mechanical monster's left arm was equipped with a devastating Doomfist, which Crucius could well believe was powered by the energy of the warp itself. For a moment the Ultramarines Captain was chilled by the thought that the mighty Daemon Engine might not be driven by men at all but by the spirit of some corrupted monstrosity of the warp.

With a searing hiss a blast of laser energy melted the ice in front of a column of Predators, obscuring the trundling tanks in a pall of steam. A Dreadnought lurched violently as a rocket detonated next to it while a Space Marine Whirlwind picked off one squad of renegade Marines after another with devastating efficiency.

Captain Crucius had never witnessed a battle on such a scale before. From his vantage point on the ridge overlooking the glacier he could see almost everything that was occurring in the mighty conflict. Away to his right another Banelord fired one salvo after another at a squadron of Leman Russ battle tanks, blasting great chunks out of the ice field and overturning the vehicles in the process.

Closer at hand the Ultramarines held out in hand-to-hand combat against foul daemons of the warp, drawn into the material universe by the violent blood-fury of the ravening Berzerkers. Brass-skinned Juggernauts stampeded towards an Ultramarines gun position. Ancient, battle-scarred Dreadnoughts ran amok, driven by an insane rage, slicing up men and machines with their iron clawed scourges. Well were they named the forces of Chaos and champions of disorder, Crucius thought.

Its assault cannon thundering away, a Space Marine Dreadnought mowed down a charging squad of Chaos Space Marines, avenging itself again for their ancient betrayal. A pulverising foot, as long as a Land Raider, descended on the war machine and crushed it into the ice. Oblivious to half the destruction it caused, like its patron deity, and uncaring about the rest, the monstrous war engine continued its relentless advance on the Ultramarines' position. The Banelord had the Blood God's blessing. It seemed that nothing could stop the most magnificent of Khorne's warp-spawned Titans.

Hefting his bolter into position Captain Crucius signalled to his unit to follow him and then plunged into the fray. 'For the Emperor and Macragge!' he cried, emptying the magazine of his gun into the foe as the evil horde swallowed him up.

He would not be remembered as an individual for his contribution to the Battle for Cocytus should the Emperor's forces prove victorious, for what was one man in a battle of such titanic proportions? But victory itself was no longer a certainty. The legacy of Purgatory would exact a high toll on the crumbling Imperium. There would be other Banelords to overcome, yet more battles to fight and another war to win. And should they fail, then all humanity would be damned.

KHORNE BANELORD TITAN

Khorne Banelords are twisted, psychotic remnants of Imperial Titans that turned traitor during the Horus Heresy. A Banelord's living crew has long since died or become melded with their weapons, leaving the Titan a living, raging machine with a monstrous thirst for carnage. Armed with devastating Havoc Missiles, a crushing Doomfist and other massive weapons, a Khorne Banelord can rampage through the opposing army like a living incarnation of war.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	6	12	30	—

HEAD/CARAPACE WEAPONS		WEAPON TABLE			NOTES
	FIRE ARC	RANGE	FIREPOWER		
Bloodletter Battlehead	Front	30cm	4	Weapon Battery.	
Carapace/Havoc Missile Rack	Front	60cm	Heavy Barrage	Firepower =1 in firefights.	
ARM WEAPONS (Pick 2)		FIRE ARC	RANGE	FIREPOWER	NOTES
Death Ray	Side	60cm	(1)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.	
Hellstrike Mega-Cannon	Side	60cm	(1)	Place Barrage template and roll to hit all units under it, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.	
Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower =1 in firefights	
Heavy Weapon Battery	Side	45cm	8	—	
Doom Fist (Close Combat Weapon)	Side	30cm	4	Double Assault value vs other war engines. Causes Catastrophic Damage against war engines if you win.	
TAIL WEAPON		FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	All Round	30cm	4	—	

2D6 ROLL	RESULT	CRITICAL DAMAGE TABLE	
		DAMAGE	NOTES
2	Knee Locked	+0 Points	The Banelord is immobilised for the rest of the turn.
3	Carapace Damaged	+1 Point	The weapon may not be fired until repaired.
4	Tail Damaged	+1 Point	The weapon may not be fired until repaired.
5	Right Arm Damaged	+2 Points	The weapon may not be fired until repaired.
6	Left Arm Damaged	+2 Points	The weapon may not be fired until repaired.
7	Head Damaged	+3 Points	The weapon may not be fired until repaired.
8	Reactor Damaged	+3 Points	No weapons may be fired for the rest of the turn.
9	Systems Failure	+4 Points	The Banelord now requires a roll of 6 to repair damage and restore void shields in the rally phase. This damage may not be repaired and lasts for the remainder of the battle.
10	Reactor Leak	+5 Points	Power output is reduced to a trickle. The Banelord halves its Speed, Assault and Firepower until the reactor leak is repaired (super heavy weapons must roll a 4+ to lock on).
11	Chain Reaction	Special	A series of explosions causes multiple damage. Roll twice on this table and apply both results.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE			
1D6 ROLL		DAMAGE	NOTES
1-2	Massive Explosion	Wrecked	The Banelord is knocked over by the force of an explosion. Anything in base contact takes D6 hits.
3	Multiple Explosions	Wrecked	Explosions rip apart the Banelord, spraying debris over a wide area. Units within 5cm take 1 hit.
4-6	Reactor Meltdown	Destroyed	A massive plasma reactor meltdown destroys the Banelord. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 3D6cm.

NURGLE PLAGUE TOWER

The massive mortars of the Nurgle Plague Tower blast the foe apart as its ramshackle frame trundles across the battlefield, crushing everything in its path. Inside its protective walls, the demented followers of Nurgle howl their praises to the Lord of Plagues before launching their purulent charge.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	5+	—	8	6	8

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	6	—
Mega-Cannon	Front	60cm	(1)	Place Barrage template and roll to hit all units underneath it. Ignore any cover benefits for the target. Each attack places a Blast marker on the target detachment.
Plague Mortar	Front	30-90cm	Barrage	Firepower=1 in firefights.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Wheel Locked	+0 Points	The Plague Tower is immobilised for the rest of the turn.
3	Hull Ruptured	+0 Points	D6 randomly determined units being transported take a hit.
4	Plague Mortar Damaged	+1 Point	The weapon may not be fired until repaired.
5	Weapon Battery Damaged	+1 Point	The weapon may not be fired until repaired.
6	Mega-Cannon Damaged	+2 Points	The weapon may not be fired until repaired.
7	Fire	+2 points	The Plague Tower moves at half speed and suffers an additional point of damage at the end of each rally phase until the fire is put out by being repaired.
8	Engine Damaged	+3 points	The Plague Tower is immobilised until the damage is repaired.
9	Axle Snapped	+4 points	Halve the war engine's Firepower if it moves in the same turn as it fires (roll a 4+ to lock-on with the Mega-Cannon). It may no longer move in the assault phase. This damage cannot be repaired.
10	Raging Fires	+5 points	D6 fires break out (See <i>Fire</i> above).
11	Tower Collapse	+6 Points	The Plague Tower is permanently immobilised and D6 randomly transported units take a hit. Survivors must dismount next turn.
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES	
1-2	Internal Explosion	Wrecked	A series of internal explosions destroys the Plague Tower.
3-4	Inferno	Burning	The Plague Tower is engulfed in flames, killing the crew. No unit may approach within 5cm due to the heat. Roll again on this table at the end of the next turn, and apply the result rolled, counting a 3 as Internal Explosions and 4 as Magazine Explosions.
5	Magazine Explosion	Destroyed	The Plague Tower's magazine explodes, killing the crew and belching corrosive, noxious gases into the air. Roll a D6 to hit any units within 5cm.
6	Massive Explosion	Destroyed	The Plague Tower is destroyed in a massive explosion. Any unit in base contact takes D6 automatic hits. Roll a D6 to hit any unit within 3D6cm.

KHORNE LORD OF BATTLES

Like the Banelord, the Lord of Battles is a machine-spirit dedicated to Khorne. Its daemonic soul howls with savage joy as it crashes into the enemy with its immense guns blazing. Its tank-sized Chainfist or Hellblade is easily capable of chopping down most opponents, though the Lord of Battle's thirst for war is never truly quenched, even by a veritable mountain of dead foes.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	—	8	14	—

HEAD/TORSO WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
--------------------	----------	-------	-----------	-------

HEAD: Weapon Battery	Front	30cm	2	—
----------------------	-------	------	---	---

TORSO: Weapon Battery	All Round	30cm	4	—
-----------------------	-----------	------	---	---

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
----------------------	----------	-------	-----------	-------

Doom Burner (Death Ray)	Side	60cm	(1)	Always roll 1 dice, needing 2+ to hit. Hits always cause critical hits on war engines.
-------------------------	------	------	-----	--

Mega-Cannon	Side	60cm	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
-------------	------	------	-----	---

Multiple Rocket Launcher	Side	60cm	Heavy Barrage	Firepower = 1 in firefights
--------------------------	------	------	---------------	-----------------------------

Death Storm (Heavy Weapon Battery)	Side	45cm	8	—
------------------------------------	------	------	---	---

Hellblade (Close Combat Weapon)	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.
---------------------------------	------	------	---	--

2D6 ROLL	RESULT	CRITICAL DAMAGE	NOTES
----------	--------	-----------------	-------

2	Track Locked	+0 Points	The Lord of Battles is immobilised for the rest of the turn.
---	--------------	-----------	--

3	Right Arm Damaged	+1 Point	The weapon may not be fired until repaired.
---	-------------------	----------	---

4	Left Arm Damaged	+1 Point	The weapon may not be fired until repaired.
---	------------------	----------	---

5	Head Damaged	+2 Points	The weapon may not be fired until repaired.
---	--------------	-----------	---

6	Torso Damaged	+2 Points	The weapon may not be fired until repaired.
---	---------------	-----------	---

7	Track Shredded	+3 Points	The Lord of Battles is immobilised until the damage is repaired.
---	----------------	-----------	--

8	Hull Breach	+3 Points	The war engine's shell is punctured and its spirit struggles to stay in the material universe. Halve the Firepower of the war engine until the damage is repaired (roll a 4+ to use super heavy weapons).
---	-------------	-----------	---

9	Reactor Damaged	+4 Points	The Lord of Battles may not move in the assault phase and has its Assault value reduced to 4 until the damage is repaired.
---	-----------------	-----------	--

10	Track Destroyed	+5 Points	The war engine is thrown sideways, spewing immense track links. It is immobilised for the rest of the battle and may not fire or use its close combat weapon this turn.
----	-----------------	-----------	---

11	Chain Reaction	Special	Roll twice on this table and apply both results.
----	----------------	---------	--

12	Catastrophic Damage	See table below.	
----	---------------------	------------------	--

1D6 ROLL	DAMAGE	NOTES
----------	--------	-------

1-3	Internal Explosions	Wrecked	A series of explosions ripples through the Lord of Battles, turning the war engine into a twisted heap of metal.
-----	---------------------	---------	--

4-5	Implosion	Destroyed	The sealed chamber containing the Lord of Battles' daemonic spirit is breached, causing a massive implosion as it returns violently to the warp. Any model in base contact with the war engine takes a hit.
-----	-----------	-----------	---

6	Massive Explosion	Destroyed	The Lord of Battles is destroyed by a massive explosion. Units in base contact takes D6 hits. Roll a D6 to hit other units within 2D6cm.
---	-------------------	-----------	--

SLAANESH SUBJUGATOR & QUESTOR TITANS

The Subjugator embodies the essence of Slaanesh: lithe, swift and deadly. Its Hellslicers rip apart foe many times its own size while the psychically-charged cannons leave a trail of charred wrecks and ashen corpses wherever they are fired. The Questor gallops towards its foe with its long, powerful legs, the daemonic spirits inside chattering and screaming with the sensations that battle brings. As the Castigator cannons are brought to bear, these shrieks turn to howls of elation as the foe are pummelled into dust by an unceasing torrent of shells.



SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
25cm	6	—	4	8	—

WEAPON TABLE				
ARM WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Castigator Cannon (Weapon Battery)	Front	45cm	4	Questor only
Hellslicer (Close Combat Weapon)	Front	—	—	Subjugator only. Doubles Assault value vs. other war engines. Causes Catastrophic Damage on war engines.
TORSO WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	6	—

CRITICAL DAMAGE TABLE			
2D6 ROLL	RESULT	DAMAGE	NOTES
2	Leg Jarred	+0 Points	The Titan is immobilised for the rest of the turn.
3	Torso Damaged	+1 Point	The weapon may not be fired or used until repaired.
4	Arms Damaged	+1 Point	The weapon may not be fired or used until repaired.
5	Leg Crippled	+2 Points	The Titan may not move in the assault phase if it moves in the movement phase. This damage may not be repaired.
6	Reactor Damaged	+2 Points	The Titan is immobilised and may not fire until the damage is repaired.
7	Chamber Breach	+2 Points	The Titan's daemonic spirit must use all its power to remain in the material universe. Until the damage is repaired, the Titan may not fire its weapons and halves its Assault value.
8-12	Catastrophic Damage	See Table below.	

CATASTROPHIC DAMAGE TABLE			
1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	A series of internal explosions destroy the Titan.
4-5	Implosion	Destroyed	The sanctified chamber containing the Titan's spirit is destroyed causing a huge warp hole to briefly appear. Any unit in base contact takes an automatic hit.
6	Reactor Meltdown	Destroyed	The Titan's reactor goes critical, turning the war engine into an expanding ball of plasma. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

CHAOS BLACK CRUSADE ARMY LIST

CHAOS SPACE MARINE DETACHMENT

Command

You must choose a Commander.

1 Detachment HQ (See notes) +25 points

Up to one Chaos Lord 25 points

Consists of 1 Chaos Space Marine unit (*Hero*)

Extra cost to:

Upgrade to Juggernaut of Khorne or

Steed of Slaanesh (*Cavalry*)* Free

Mount in a Rhino* +7 points

Mount in a Land Raider* +35 points

(*Choose only one option)

Up to one Tzeentch Sorcerer 35 points

Consists of 1 Chaos Space Marine unit (*Hero*,
Psyker)

Extra cost to:

Upgrade to Disc of Tzeentch

(*Cavalry, Skimmer*)* Free

Mount in a Rhino* +7 points

Mount in a Land Raider* +35 points

(*Choose only one option)

Main Force

Choose up to 10 squads from the following list.

Chaos Space Marine Terminator squad . . 18 pts

Consists of 1 Chaos Space Marine unit (Save)

Extra cost to:

Upgrade to Khorne Berzerkers

(*Rampage, Assault*)* +3 points per unit

Upgrade to Noise Marines (*Heavy Weapons*,

Stubborn, No rapid fire)* +9 points per unit

Upgrade to Thousand Sons

(*Stubborn*)* +2 points per unit

Mount in a Land Raider +35 points

Chaos Space Marine Bikers squad . . . 10 pts per unit

Consists of 1 to 3 Chaos Space Marine Bikers units

Chaos Space Marine squad 15 pts per unit

Consists of 1 or 2 Chaos Space Marine units

Extra cost to:

Mount in a Rhino +7 points

Upgrade to Veterans (*Infiltrators*)* +1 point per unit

Upgrade to Khorne Berzerkers

(*Rampage, Assault*)* +2 points per unit

Upgrade to Noise Marines (*Heavy Weapons*,

Stubborn, No rapid fire)* +6 points per unit

Upgrade to Thousand Sons

(*Stubborn*)* +1 point per unit

(*Choose only one option)

Support

Make up to 10 choices from the following list, but you may not exceed the number of choices made on the main force list.

Khorne Daemon Engine 26 points

Nurgle Daemon Engine 31 points

Slaanesh Daemon Engine 29 points

Chaos Artillery 50 points

Silver Tower 18 points

Chaos Space Marine Dreadnought . . . 24 points

Chaos Space Marine Land Raider . . . 35 points

Chaos Space Marine Predator 27 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Captain > Sorcerer > Chaos Terminators > Chaos Space Marines > Any other unit.

CHAOS CULTIST DETACHMENT

Command

You must choose a command squad.

Coven 32 points

Consists of 1 Chaos Cultist unit

Extra cost to:

Include a Demagogue (*Hero*) +8 points

Include a Magus (*Psyker*) +10 points

Mount in a Chimera +14 points

Main Force

Choose up to 10 squads from the following list.

Cultist squad 7 points per unit

Consists of 1 to 4 Cultist units

Beastman squad 5 points per unit

Consists of 1 to 4 Beastman units

Extra cost to:

Include a Beastman Champion

(Assault) +1 point per unit

Chain of Command:

Coven > Chaos Cultists > Any other unit.

Support

Make up to 5 choices from the following list, but you may not exceed the number of choices made on the main force list.

Sentinel Squadron 8 points per unit

Consists of 1 to 3 Sentinels

Support Weapon battery 13 points per unit

Consists of 1 to 3 support weapons

Leman Russ battle tank 32 points

Demolisher support tank 22 points

Griffon Mortar 19 points

Hellhound flame tank 12 points

Hydra Flak tank 24 points

Chimera transport 14 points

DAEMON DETACHMENT

Commander

You must choose a detachment Commander.

1 Detachment HQ (see below) +25 points

Daemons

Choose up to 5 Daemon Packs from the following list.

Khorne Daemon Pack

Consists of 1 to 5 Daemons from the following list.

Bloodthirster 29 points

Bloodletters - Daemon unit (Rampage) ... 11 pts per unit

Flesh Hounds - Daemon unit (Cavalry) ... 16 pts per unit

Nurgle Daemon Pack

Consists of 1 to 5 Daemons from the following list.

Great Unclean One 27 points

Plaguebearers - Daemon unit (Psyker) ... 15 pts per unit

Slaanesh Daemon Pack

Consists of 1 to 5 Daemons chosen from the following list

Keeper of Secrets 25 points

Daemonettes - Daemon unit (Psyker) ... 15 pts per unit

Fiends - Daemon unit (Cavalry) 16 pts per unit

Tzeentch Daemon Pack

Consists of 1 to 5 Daemons chosen from the following list

Lord of Change 27 points

Pink Horrors - Daemon unit (Psyker) ... 15 pts per unit

Flamers - Daemon unit (Jump Packs) ... 14 pts per unit

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command above. Rivalry between the Chaos Gods means you may not include Daemons of Khorne and Slaanesh or Tzeentch and Nurgle together in the same detachment.

Chain of command: Greater Daemon > Daemon

CHAOS ARMoured DETACHMENTS

You may choose up to one Chaos Armoured detachment for every Chaos Space Marine, Chaos Cultist or Daemon detachment in your army (including the Supreme Commander if there is one).

FLYER DETACHMENT

Command

You must choose a detachment Commander.

1 Detachment HQ (see below) +25 points

Main Force

Consisting of 1 to 5 Flyers

Firelords 53 points per unit

Doomwings 31 points per unit

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command.

Chain of command: Firelord > Doomwing

CHAOS ENGINE DETACHMENT

Command

You must choose a detachment Commander.

1 Detachment HQ (see below) +25 points

Main Force

Chaos Engine Detachment

Consisting of 1 to 10 Chaos Engines

Khorne Daemon Engine 26 points each

Nurgle Daemon Engine 45 points each

Slaanesh Daemon Engine 29 points each

Silver Tower 18 points each

Chaos Artillery 50 points each

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command.

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Chaos Space Marine squad 15 pts per unit

Consists of 1 or 2 Chaos Space Marine units

Extra cost to:

Mount in Rhino +7 pts

Upgrade to Veterans (*Infiltrators*)* +1 pt per unit

Upgrade to Khorne Berzerkers

(*Rampage, Assault*)* +2 pts per unit

Upgrade to Noise Marines (*Heavy Weapons, Stubborn, No rapid fire*)* +6 pts per unit

Upgrade to Thousand Sons

(*Stubborn*)* +1 pt per unit

**Choose only one option*

Chain of command: Detachment HQ > Any Main Force unit > Any other unit

CHAOS SPACE MARINE ARMoured DETACHMENT

Command

You must choose a detachment Commander.

1 Detachment HQ (see below) +25 points

Main Force

Chaos Space Marine Armoured Detachment

Consisting of 1 to 10 Chaos Space Marine vehicles

Chaos Space Marine
Dreadnought 24 points each
Chaos Space Marine
Land Raider 35 points each
Chaos Space Marine
Predator 27 points each

Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command.

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Chaos Space Marine squad . . . 15 points per unit

Consists of 1 or 2 Chaos Space Marine units

Extra cost to:

Mount in Rhino +7 points
Upgrade to Veterans (*Infiltrators*)* +1 pt per unit
Upgrade to Khorne Berzerkers
(*Rampage, Assault*)* +2 pts per unit
Upgrade to Noise Marines (*Heavy Weapons, Stubborn, No Rapid Fire*)* +6 pts per unit
Upgrade to Thousand Sons
(*Stubborn*)* +1 pt per unit

*Choose only one option

Chain of command: Land Raider > Predator > Chaos Space Marines

CHAOS WAR ENGINE DETACHMENT

Choose **one** of the following.

One or two Slaanesh Scout Titans

Subjugator Scout Titan 160 points each
Questor Scout Titan 135 points each

Nurgle Plague Tower 170 points

One or Two

Warhound Titans 200 points each
Reaver Titan 390 points
Khorne Lord of Battles 225 points
Warlord Titan 555 points
Khorne Banelord Titan 545 points



Chain of Command: NA

SUPREME COMMANDER

Commanders

You may choose a total of up to one Commander.

Up to one Chaos Space Marine

Warmaster 50 points

Consists of 1 Chaos Space Marine unit
(*Hero, Commander*)

Extra cost to:

Mount in a Rhino* +7 points*

Mount in a Land Raider* +35 points*

Upgrade to Juggernaut of Khorne or Steed
of Slaanesh (*Cavalry*)* Free

Upgrade to Disc of Tzeentch

(*Cavalry, Skimmer*) * Free

(*Choose only one)

Up to one Daemon Prince 45 points

Consists of Daemon Prince (*Commander*).

May choose up to 2 abilities out of the following list:

Assault + 2 points

Psyker +10 Points

Rampage +2 Points

Skimmer +3 Points



Chaos Space Marine Bodyguard

You may choose up to one Chaos Space Marine bodyguard squad for your Chaos Space Marine Warmaster or Daemon Prince.

Chaos Space Marine

Terminator squad 18 points

Consists of 1 Chaos Space Marine unit (*Save*)

Extra cost to:

Mount in a Land Raider +35 points

Upgrade to Khorne Berzerkers

(*Rampage, Assault*)* +3 points per unit

Upgrade to Noise Marines

(*Heavy Weapons, Stubborn*,

No rapid fire)* +9 points per unit

Upgrade to Thousand Sons

(*Stubborn*)* +2 points per unit

*Choose only one option

Chaos

Space Marine squad 15 points per unit

Consists of 1 or 2 Chaos Space Marine units

Extra cost to:

Mount in Rhino +7 points

Upgrade to Veterans

(*Infiltrators*)* +1 point per unit

Upgrade to Khorne Berzerkers

(*Rampage, Assault*)* + 2 points per unit

Upgrade to Noise Marines (*Heavy Weapons*,

Stubborn, No rapid fire)* + 6 points per unit

Upgrade to Thousand Sons

(*Stubborn*)* + 1 point per unit

*Choose only one option

Notes: The Commander and its bodyguard form a separate detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may re-roll their Leadership tests. If the Commander (not just his bodyguard) participates in an assault or firefight you may re-roll the dice for that combat.



BELOVED OF KHORNE

The following is an example of a detachment you can field using the Chaos Black Crusade army list.

Tarkha Grimsteel has led his ferocious Khorne Berzerkers into battle ever since the Horus Heresy. While the Daemon Engines of Khorne spit forth a hail of deadly fire, the frenzied Berzerkers charge at the enemy. There are few survivors after such a bloodthirsty onslaught.

DETACHMENT NAME		BELOVED OF KHORNE	
DETACHMENT TYPE		CHAOS SPACE MARINES	
PSYKER			
COMMANDER		TARKHA GRIMSTEEL (CHAOS LORD IN RHINO)	
COMMANDER			
COMMANDER			

DETACHMENT MAIN FORCE		POINT COST
1	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
2	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
3	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
4	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
5	KHORNE BERZERKER SQUAD: 2 UNITS IN A RHINO	41
6		
7		
8		
9		
10		

DETACHMENT MAIN FORCE		POINT COST
1	DAEMON ENGINE OF KHORNE	26
2	DAEMON ENGINE OF KHORNE	26
3	DAEMON ENGINE OF KHORNE	26
4	CHAOS SPACE MARINE PREDATOR	27
5	CHAOS SPACE MARINE PREDATOR	27
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
BERZERKER	10	30	1	3	5	
RHINO	30	-	0	0	5	RAPID FIRE RANGING ASSAULT
CHAOS LORD	10	30	1	3	5	TRANSPORT (2)
						RAPID FIRE. HERO

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
KHORNE DAEMON ENGINE	20	30	2	2	D3+3	6
PREDATOR	30	45	2	1	6	6

RESERVE SPEED		HALF STRENGTH		MORALE VALUE		TOTAL POINT COST	
20		11		8		389	

EPIC 40,000	
POINT COST	
52	

HIVE FLEET KRAKEN

The Imperium now faces its greatest threat since the Horus Heresy. It comes from another galaxy, drifting across the cold void between stars in pursuit of its ancient need – the horrifying Hive Fleet of the Tyranids. These creatures hunger after fresh genetic material to fuel their race, an ever-driving battle for survival and evolution that even now is slowly grinding through the Eastern Fringe of the Imperium, attacking, assimilating and stripping whole worlds in an everlasting conquest.

The Tyranids need this genetic material to evolve their technology. They do not use standard machines and equipment, instead every tool, every weapon and every member of their race is genetically engineered to perform a specific task, whether this is the awesome Tyranid Warriors or bacteria bred to cleanse the insides of a Hive Ship's internal organs. For unknown millennia the Tyranids have consumed everything in their path until their whole race has emerged as the ultimate predator, a being that devours worlds, star systems and possibly whole galaxies. The threat of the Tyranids is so alien, so utterly apocalyptic that nobody is safe, whether they are human, Ork, Eldar or any other race. The Tyranids make no distinctions, they have no loyalties, they unthinkingly destroy and absorb anything that they come across and while they endure every race in the galaxy must battle to prevent its own extinction.

THE HIVE MIND

Each organism within the Tyranid Hive Fleet is a living being, with its own consciousness. This may be as crude as a virus' need to reproduce itself or as complex as a fully developed sentient warrior's, with its own instincts, reactions and interpretations. Each of these untold billions of minds form one massive sentience known as the Hive Mind. It links each Tyranid creature, binds and runs their society, yet it is far more than the sum of its parts. The super consciousness of the Hive Mind is totally alien, it may not "think" in the same way a man might, and it is doubtful if it is even aware of minor details which confront the Hive Fleet. However, it does seem to be able to focus on particular individuals and groups, and from its vast depths stem the Tyranids' psychic powers. Where there is a large force of Tyranids, the Hive Mind's presence is strong and the single directive of the Hive Mind will over-rule the individual instincts of the creatures that are fighting. However, the link with the Hive Mind is destroyed by the death of its synapses, powerful creatures like Hive Tyrants, Dominatrix and Tyranid Warriors. With the synapses gone the other organisms will revert to their instinctive behaviour to



expand, reproduce and slay without motive or direction. The magnitude of the Hive Mind's power can only be guessed at, dwarfing the ancient wisdom of an Eldar Craftworld's infinity circuit and rivalling that of the Chaos Gods. As the Hive Fleet approaches, all warp travel in the area is rendered extremely hazardous and psychic communication by Astropaths is all but impossible. This psychic void is known as the Shadow in the Warp, a suitable guardian for a race known as the Great Devourer.

THE BATTLE FOR ICHAR IV

Ichar IV is one of the principal hive worlds of the Ultima Segmentum. Its massive manufactories and mines contribute hugely to the Imperium's defence and so it was with considerable alarm that the Imperium's military commanders realised that one tendril-like swarm of Hive Fleet Kraken was heading straight for the planet. However, worse was to come. An insidious Genestealer cult attempted to overthrow the governor of Ichar IV in a bloody rebellion and it was only when Space Marines of the Ultramarines Chapter were brought in to quell the insurgency that order was restored. However, the revolt had been costly, damaging many factories and weakening the already over-stretched defenders. And still Kraken came on, intent on devouring everything in its path, including Ichar IV.

Every available force was rushed to the planet, arriving even as the first Hive Ships began entering the Ichar system. The Eldar, particularly from Iyanden Craftworld which had already fought off another swarm, sent warriors to aid their Imperial allies against the menace of the Great Devourer. The first assault waves poured towards the Adeptus Mechanicus facility called Nemesis, while other attacks were directed at the outlying hives of Dief, Oceanos and Babylon. At Nemesis, the Imperial and Eldar forces were led by Marneus Calgar who, with the aid of the valiant Admiral Rath, had defeated the earlier threat of Hive Fleet Behemoth at the Battle of Macragge.

The Eldar held the Granikus River which protected the southern approaches to Nemesis, while the Ultramarines and Imperial Guard stood watch over the hive itself. The first terrifying assault was horrendous to behold, as thousands upon thousands of Tyranid creatures, many of them new genotypes never before encountered, poured from the orbiting Hive Ships in mycetic spores. The Eldar held the Granikus crossing, but were almost wiped out doing so, assailed by monstrous Carnifexes and Genestealers. Meanwhile, the sheer volume of Tyranids attacking from the north almost overwhelmed the Space Marines under Calgar's direct command, yet somehow the Tyranids were held back allowing the Ultramarines enough time to regroup and form a second defensive perimeter which held against the oncoming swarm. Only the Imperial Guard fared well, using their massive cannons to blast apart the Tyranids across the open terrain of the ash wastes, staining the grey slopes with the purplish blood of the Tyranids.

With their initial attack halted, the remaining Tyranids plummeted to Ichar IV, attacking the other hives. The space port of Midas managed to stem the flow of the attacking beasts, while the western hive of Cambria was almost overrun. There was bitter fighting across all three continents, yet somehow the Tyranids were held at bay, at a great cost to human and Eldar lives. After the sudden devastating assault had dissipated, the influence of the Hive Mind was weakened and hunt and destroy operations were begun, seeking out nests of Tyranid creatures surviving on their instincts in the wilds. Ichar IV had been saved, but nearly a billion lives had been ended during the conflict. And only one swarm from the vast entity that is the Kraken was stopped. In the chilling vacuum of space, who can tell how many more swarms lurk in the darkness, ready to pour forth their terrifying warriors in its everlasting thirst for the living...

TYRANID SPECIAL RULES

The unique properties of the Hive Mind and the single minded approach of the Tyranids to overwhelming and assimilating their opponents means that there are some special rules which apply to them. In addition some units don't have special rules but are called different things in a Tyranid force.

Synapse Creatures:

Tyranids always pass any Leadership tests they are required to make if a swarm has any Synapse creatures still alive. Test for Leadership as normal if a swarm has no surviving Synapse creatures.

In addition, a Tyranid detachment can never be broken if it still contains Synapse creatures. If the detachment loses a close combat or firefight it must retreat as normal, but the detachment is not marked as broken. This means it may be able to counter-attack those who tried to drive it off. Note that all Tyranid war engines count as Synapse creatures.

Hive Mind: The Tyranid unit nominated as the nexus of the Hive Mind is the equivalent of the swarm's HQ unit. The rules are identical for these Tyranid HQ's, they are simply called something different to suit their character. Note that a Hive Mind Nexus doesn't have to be a Synapse creature (but it usually is).

Supreme Commander: The Supreme Commander for Tyranid forces are the monstrous Dominatrix. You may choose a maximum of one Dominatrix per 2,000 points of the army. Due to the influence the Dominatrix has over lesser Tyranid creatures it acts as a Supreme Commander, but you may also re-roll the dice for close combat if the Dominatrix is supporting a close combat as well as if the Dominatrix is actually involved.

Objectives: Tyranids never use objectives, in any scenario. However, Tyranids always receive the full morale value for any opposing detachments they wipe out (or war engines they destroy), adding the wiped out detachment's morale value to the Tyranid's army morale when calculating morale in the rally phase.

Detachment Cards: Tyranid detachments have a slightly different Detachment card to the normal one, although you can simply use the standard one if you like by ignoring the support part of it. Restrictions on space precluded us from including a pad of Tyranid swarm cards but feel free to photocopy the one on page 109.

Strategy Rating: Tyranids have a strategy rating of 1.



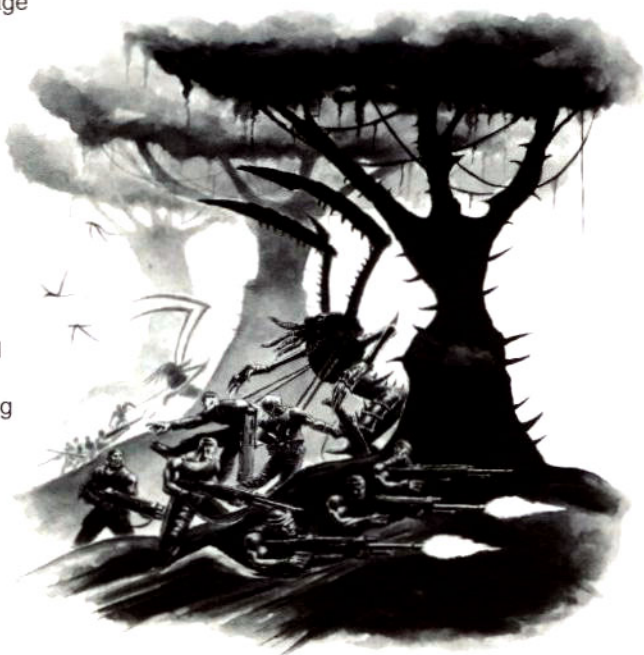
INFANTRY – Tyranid Warriors

The most numerous Hive Mind synapses are the Tyranid Warriors. These six-limbed creatures stand over twice the height of a man. They have vicious, sword-like claws to rip apart foes in close combat, as well as more manipulative limbs with which they wield devastating weapons such as the barbed strangler, venom cannon and deathspitter. The Tyranid Warriors form the core of almost every Tyranid swarm, using their powerful Hive Mind presence to guide the creatures around them.

Towering over even the Tyranid Warriors are the Hive Tyrants. It is speculated that these are a further evolution of Tyranid Warriors, as they share the same six-limbed characteristics. However, Hive Tyrants, as well as being horrendous foes both at range and in close combat, are also powerful psykers. They are able to tap into the vast energies of the Hive Mind to terrorise their foes and shrivel the minds of enemy psykers. Another evolution of the Tyranid Warrior gene-strand is the Zoanthrope. These creatures are not much more than physical vessels for the immense psychic powers of the Hive Mind. Though a powerful hand-to-hand opponent, the Zoanthrope mainly relies on its ravening Warp Blasts to eradicate the foe, while its psychic field protects it from the enemies' attacks.

Even more hulking and monstrous are the huge Carnifexes. With their four massive scythe-like claws, Carnifexes can tear apart tanks and sweep through whole units of the enemy. They can also spit forth balls of bio-plasma which explode with devastating effect, blasting vehicles and searing troops. Slightly smaller, but no less deadly, are the Lictors. They are the ultimate hunters, able to guide swarms to their prey using a scent trail of pheromones. Their vicious flesh hooks lash out to seize their prey before dragging them into the deadly embrace of their mantis-like claws. Their skin is covered in chameleonic scales, which shifts and changes colour to provide an effective camouflage wherever the Lictor may be hiding.

One of the Tyranids' most devastating creations are the insidious Genestealers. On the battlefield these swift, claw-armed creatures are used as shock troops, leaping into the heart of the enemy where they can cut down their foe with their razor-sharp fangs and talons. They are also used to infiltrate entire civilisations, using an ovipositor to implant their genetic material into an unwitting host. The unfortunate victim will shortly give birth to a Genestealer, frequently hybridised with characteristics of the host.



The Hybrid has a hypnotic protection that prevents the parent from killing it out of hand, and it in turn will impregnate other victims, until a flourishing cult is born. Genestealer cults gnaw away at the heart of society, infiltrating the military and other positions of power. When the Hive Fleet approaches the cult emits a psychic beacon drawing the Tyranids to their world. Meanwhile, the cult openly attacks the defenders, leaving them weakened for the final Tyranid assault, during which the cult will be subsumed into the fleet and the Hive Mind once again.

The Biovore is highly specialised, even within the ranks of the Tyranids. Inside its bloated carapace, it nurtures its symbiotic Spore Mines, which feed off nutrients provided by the Biovore. In battle the Biovore vomits forth clouds of Spore Mines which drift down onto the enemy, moving along in the breeze until they detect a non-Tyranid lifeform. Then they explode, shredding the target with shrapnel-like chitin debris, as well as causing massive disruption with a shower of alkalines, viruses and acido-compounds. Few troops are brave enough to advance in the face of such a horrifying death.

	Speed	Range	Firepower	Assault	Armour	Special
Tyranid Warriors	15cm	30cm	2	4	5+	
Hive Tyrant	15cm	30cm	2	6	6	Save, Psyker
Genestealers	15cm	n/a	0	6	4+	
Lictor	15cm	n/a	0	4	6	Infiltrators
Carnifex	15cm	30cm	2	4	6	Rampage
Zoanthrope	10cm	n/a	0	2	6	Psyker
Biovore	10cm	60cm	Disrupt	1	4+	Artillery

TERMAGANT GENE-STRAND

One of the most prolific Tyranid genotypes is the Termagant. These creatures form vast broods within the Tyranid swarm, and their particular evolution has been adapted in a number of ways to create distinct sub-species. The basic Termagant is six-limbed like most Tyranid infantry, carrying a variety of symbiotic weapons such as the fleshborer and spike rifle. They are fast and have sharp claws and teeth, and are covered by a chitinous shell which affords them some protection. In battle, their massed broods charge forwards, cutting down the enemy with deadly fire before swarming over the survivors, finishing them off with a final assault.

The Hormagaunt is a more refined close combat beast, sporting elongated claws and powerful legs which allow it to bound across the ground at tremendous speeds. They are terrifyingly fast, able to cover a long distance in a few powerful leaps, spearing their foes with their claws and gnawing at flesh and bones with their razor-sharp fangs.

	Speed	Range	Firepower	Assault	Armour	Special
Termagants	15cm	15cm	1	2	3+	
Hormagaunts	20cm	n/a	0	3	3+	

VEHICLES – Living Tanks

As well as vaguely human-sized warriors, the Tyranids also breed immense creatures to fulfil the role of tanks. They have highly evolved symbiotic weaponry, which may consist of three or four different species created to perfectly interact with each other (with devastating and often explosive effect). For example the spine of an Exocrine sprouts a massive bio-cannon, which is powered by the muscular contraction of the head frill. This enables the Exocrine to hurl a lethal chitin projectile long distances, smashing apart the enemy even as the close combat Tyranid constructs close in for the kill. The Dactylis also uses similar muscular specialisation. Its forelimbs are designed to bend back to grasp the parasitic ammunition pods that feed off glands in its back. The tension is then explosively released and the arms snap forwards with a distinctive cracking noise, hurling their deadly charges far into the enemy.

In marked contrast to the long range firepower of the Dactylis and Exocrine are the Assault Spawn. This category includes several creatures logged by the Magoi Biologis, including Malefactors, Haruspex and Trygons. These creatures have short ranged bio-weaponry which they use to scythe through the enemy before they close in with massive claws and tank-sized mandibles to rip the enemy apart. Most Assault Spawn can also carry troops in internal cavities, or with modified skin and scales that allow other Tyranid creatures to cling onto them as they move. Assault Spawn are excellent linebreakers, smashing into the enemy to disgorge a swarm of malignant Tyranid horrors.

	Speed	Range	Firepower	Assault	Armour	Special
Exocrine	15cm	45cm	Anti-tank	2	6	
Dactylis	15cm	60cm	Barrage	2	6	Artillery
Assault Spawn	25cm	15cm	2	4	6	Rampage, Transport (2)

FLYERS – Harridans & Gargoyles

A massive shadow passes across the sun, leaving the battlefield in darkness. High in the air, immense creatures soar on the warm thermals of battle, waiting for the moment to swoop down on their hapless foes and rake them with bio-cannon fire and toxic spore clouds. The Tyranid Harridans are amongst the largest flying creatures in the galaxy, dwarfing the fighters and bombers of most other races. Their bellies seem to constantly writhe and it is only when they start sweeping down that enemy troops see the broods of hideous Gargoyles clustered to the Harridans' horny skins. These creatures are also modified from the Termagant gene-strand, with their upper limbs melding with their maws to produce vicious flamespurt weapons. Their lower limbs are all but atrophied and their leathery wings allow them to glide and fly with ease.

	Speed	Range	Firepower	Assault	Armour	Special
Harridan	flyer	30cm	6	1/5	5+	
Gargoyles	flyer	15cm	1	1/1	3+	

WAR ENGINES

Tyranid war engines are monstrous composite creatures, the size of buildings. The unique anatomy of the Hierodule and Hierophant bio-Titans allows them to clamber over buildings, wade through rivers and trample across forests with ease. This means they may ignore terrain types while they are moving and can cross dangerous and impassable terrain with no chance of getting stuck.

The Tyranid Dominatrix is one of the most potent psykers of the 41st millennium. They are able to unleash massive bursts of ravaging warp power to smash their foes and they are surrounded by a flickering aura of energy which can deflect the most lethal attacks. A Tyranid Dominatrix has a warp field saving throw, which works in the same way as the *Save* ability. This means that any hit the Dominatrix takes will be ignored if you can roll a 4+ on one dice. Note that this save applies to all hits, even against attacks that would normally ignore void shields or power fields.

TYRANID UNITS SUMMARY

INFANTRY

Unit	Speed	Range	Firepower	Assault	Armour	Special
Termagants	15cm	15cm	1	2	3+	
Hive Tyrant	15cm	30cm	2	6	6	Save, Psyker
Hormagaunts	20cm	n/a	0	3	3+	
Tyranid Warriors	15cm	30cm	2	4	5+	
Genestealers	15cm	n/a	0	6	4+	
Lictor	15cm	n/a	0	4	6	Infiltrators
Carnifex	15cm	30cm	2	4	6	Rampage
Zoanthrope	10cm	n/a	0	2	6	Psyker
Biovore	10cm	60cm	Disrupt	1	4+	Artillery

VEHICLES

Unit	Speed	Range	Firepower	Assault	Armour	Special
Exocrine	15cm	45cm	Anti-tank	2	6	
Dactylis	15cm	60cm	Barrage	2	6	Artillery
Assault Spawn	25cm	15cm	2	4	6	Rampage, Transport (2)

FLYERS

Unit	Speed	Range	Firepower	Assault	Armour	Special
Gargoyles	Flyer	15cm	1	1/1	3+	
Harridan	Flyer	30cm	6	1/5	5+	

TYRANID DOMINATRIX

The Dominatrix is a gargantuan composite creature of nightmarish proportions. This gigantic, bestial monstrosity is equipped with ripping claws and fangs, and a stunning profusion of symbiotic weaponry. Dominatrix are the brood queens of the Tyranids, acting as a powerful focus for the Hive Mind, instilling its merciless directives in the creatures around it.

SPEED	ARMOUR	WARP FIELD	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	4+ save	10	20	-

WEAPON TABLE

ATTACKS	ARC	RANGE	FIREPOWER	NOTES
HEAD: Breathe Fire	All round	15cm	Heavy Barrage	Firepower = 1 in Firefights.
Dorsal Cannon (Death Ray)	Forward	60cm	(1)	Always roll 1 dice, needing 2+ to hit. Hits always cause critical hits on war engines.
Energy Pulse	All Round	45cm	(3)	3 x anti-tank shots.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Flesh Wound	+0 Points	The Dominatrix is immobilised for the rest of the turn.
3	Staggered	+1 Point	The Dominatrix is moved D6cm away from the attack. Roll 1 dice to hit any unit the Dominatrix passes over.
4	Legs Damaged	+1 Point	The Dominatrix is immobilised until repaired.
5	Head Damaged	+2 Points	The weapon may not be fired until repaired.
6	Dorsal Cannon Damaged	+2 Points	The weapon may not be fired until repaired.
7	Warp Field Damaged	+3 Points	The Dominatrix gets no warp field save until the damage is repaired.
8	Energy Pulse Damaged	+3 Points	The weapon may not be fired until repaired.
9	Stunned	+4 Points	The Dominatrix is stunned by the blast. No weapons may be fired for the rest of the turn.
10	Deep Wound	+4 Points	The Dominatrix moves at half Speed until the wound is repaired. The wound causes an additional point of damage at the end of each rally phase until repaired.
11	Multiple Wounds	+4 Points	D6 deep wounds are suffered (see <i>Deep Wound</i> above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2	Terminal Bleeding	Killed The Dominatrix gushes ichor and bodily fluids as it dies in a sodden heap.
3-4	Nerve Core Collapse	Killed The Dominatrix howls horribly and falls to the ground twitching spasmodically. Roll for Catastrophic Damage again next turn, counting 3-4 as <i>Terminal Bleeding</i> instead.
5	Death Throes	Destroyed The Dominatrix dies hideously, lashing out in a blind rage before it finally stops moving. Roll a D6 to hit any unit within 5cm.
6	Synapse Overload	Destroyed The Dominatrix is torn to pieces in a flash of psychic energy. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 2D6cm.

HIERODULE

The Hierodule is the smaller of the Tyrannid bio-Titans, but it still towers over the battlefield like some vision of death. Their huge bio-weapons are capable of slaying whole columns of enemy tanks and infantry, while their razor-sharp claws provide them with an equally deadly armament against any war engine unlucky enough to get caught.

SPEED	ARMOUR	FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	—	12	25	—

Note: Bio-Titans are super mobile and may cross dangerous and impassable terrain with no chance of an adverse effect.

WEAPON TABLE

ARM WEAPONS (PICK 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Bio-Cannons	Right or Left Side	45cm	8	—
Cluster Spines	Right or Left Side	60cm	Heavy Barrage	Firepower= 1 in Firefights
Razor Claw	Right or Left Side	30cm	4	Double Assault value against war engines. Always causes Catastrophic Damage on opposing war engine if you win.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Absorbed	+0 Points	The Hierodule absorbs the impact, but moves at half Speed for the rest of the turn.
3	Flesh Wound	+1 Point	The Hierodule is immobilised for the rest of the turn.
4	Staggered	+1 Point	The Hierodule is moved D6cm away from the attack. Roll a D6 to hit any units which the Hierodule collides with.
5	Legs Damaged	+2 Points	The Hierodule is immobilised until the damage is repaired.
6	Severe Wound	+2 Points	The Hierodule may not fire any weapons for the rest of the turn.
7	Right Arm Damaged	+3 Points	The weapon stops working until it is repaired.
8	Left Arm Damaged	+3 Points	The weapon stops working until it is repaired.
9	Stunned	+5 Points	The Hierodule may not fire any weapons this turn.
10	Deep Wound	+5 Points	The Hierodule moves at half Speed until the wound is repaired. The wound causes +1 of damage in the rally phase of each turn until it is repaired.
11	Multiple Wounds	+5 Points	D6 Deep Wounds are suffered. (See <i>Deep Wounds</i> above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2	Internal Organs Ruptured	Killed Internal organs and entrails explode from the Hierodule's gaping wounds. It dies writhing amidst its own noxious body fluids.
3-4	Nervous Core Paralysis	Killed With a sudden violent spasm the Hierodule falls to the ground, twitching as it slowly dies. Roll for Catastrophic Damage next turn, counting a 3-4 result as <i>Death Throes</i> instead.
5	Death Throes	Destroyed The Hierodule dies shrieking and screaming, lashing out wildly before expiring in a heap. Roll a D6 to hit any unit within 5cm.
6	Massive Haemorrhaging	Destroyed The Hierodule slowly collapses as it sprays ichor and bile from its injuries. Roll a D6 to hit any units within 2D6cm of the Hierodule.

HIEROPHANT

Hierophants are the most gigantic monstrosities the Tyranids unleash during a planetary assault. Their spider-like forms can be seen trampling buildings while their bio-weapons carve a line of carnage through the enemy army, tearing apart opposing war engines with ease.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm	6	—	18	30	—

Note: Bio-Titans are super mobile and may cross dangerous and impassable terrain with no chance of an adverse effect.

WEAPON TABLE

HEAD WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Ripper Tentacles	Front	—	—	In close combat with another war engine, the tentacles wrap around one close combat weapon, preventing the opponent from using it.
ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Razor Claw	Right or Left Side	30cm	4	Double Assault value against other war engines. Always causes Catastrophic Damage on opposing war engine if you win.
Cluster Spines	Right or Left Side	60cm	Heavy Barrage	Firepower = 1 in Firefights.
Bio-cannons	Right or Left Side	45cm	8	—

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Absorbed	+0 Points	The Hierophant only moves at half speed for the rest of the turn.
3	Flesh Wound	+0 Points	The Hierophant is immobilised for the rest of the turn.
4	Staggered	+1 Point	The Hierophant is moved D6cm away from the attack. Roll a D6 to hit any units which the Hierophant collides with.
5	Legs Damaged	+2 Points	The Hierophant is immobilised until the damage is repaired.
6	Head Damaged	+2 Points	The weapon stops working until it is repaired.
7	Right Arm Damaged	+3 Points	The weapon stops working until it is repaired.
8	Left Arm Damaged	+3 Points	The weapon stops working until it is repaired.
9	Stunned	+4 Points	The Hierophant may not fire any weapons this turn.
10	Deep Wound	+4 Points	The Hierophant moves at half Speed until the wound is repaired. The wound causes +1 point of damage each turn until repaired.
11	Multiple Wounds	+5 Points	D6 Deep Wounds are suffered (See <i>Deep Wounds</i> above).
12	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-2	Internal Organs Ruptured	Killed Internal organs and entrails gush from the Hierophant's gaping wounds. It dies writhing amidst its own noxious bodily fluids.
3-4	Nerve Core Paralysis	Killed With a sudden violent spasm the Hierophant falls to the ground, twitching as it slowly dies. Roll for catastrophic damage at the beginning of the next turn, counting a 3-4 result as a 5 result.
5	Death Throes	Destroyed The Hierophant dies screaming, lashing out wildly before expiring in a heap. Roll a D6 to hit any unit within 5cm.
6	Massive Haemorrhaging	Destroyed The Hierophant slowly collapses into a sodden pile, gushing toxic liquids. Roll a D6 to hit any units within 2D6cm.

HIVE FLEET ARMY LIST

TYRANID SWARM LIST

Synapse Creatures

You must choose three Synapse creatures to control the swarm.

One Hive Tyrant 50 points

Consists of 1 Hive Tyrant unit.

One Tyranid

Warrior Brood 17 points per unit

Consists of 1 to 6 Tyranid Warriors units.

Broods

Choose up to 10 broods from the following list.

One Termagant Brood . . . 7 points per unit

Consists of 1 to 5 Termagant units

One Hormagaunt Brood . 7 points per unit

Consists of 1 to 5 Hormagaunt units

One Genestealer Brood . 10 points per unit

Consists of 1 or 2 Genestealer units

One Lictor Brood 17 points per unit

Consists of 1 to 3 Lictors

One Carnifex Brood . . . 26 points per unit

Consists of 1 to 3 Carnifexes

One Zoanthrope Brood . 15 points per unit

Consists of 1 to 3 Zoanthropes

One Biovore Brood . . . 20 points per unit

Consists of 1 or 2 Biovores

One Assault

Spawn Brood 24 points per unit

Consists of 1 to 3 Assault Spawn

One Exocrine Brood . . . 28 points per unit

Consists of 1 to 3 Exocrine

One Dactylis Brood . . . 32 points per unit

Consists of 1 to 3 Dactylis



Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Swarm's Hive Mind chain. If the original HQ is eliminated the next unit below on the Hive Mind chain becomes the new HQ. If all the Synapse creatures are destroyed the swarm must take Leadership tests as normal.

Hive Mind Nexus: *Hive Tyrant > Tyranid Warriors > Any other unit.*

TYRANID MYCETIC SWARM LIST

Synapse Creatures

You must choose three Synapse creatures to control the swarm.

One Hive Tyrant 50 points

Consists of 1 Hive Tyrant unit.

One Tyranid

Warrior Brood. 17 points per unit

Consists of 1 to 6 Tyranid Warriors units

Broods

Choose up to 10 broods from the following list.

One Termagant Brood . . . 7 points per unit

Consists of 1 to 5 Termagant units

One Hormagaunt Brood . . 7 points per unit

Consists of 1 to 5 Hormagaunt units

One Genestealer Brood . 10 points per unit

Consists of 1 or 2 Genestealer units

One Lictor Brood 17 points per unit

Consists of 1 to 3 Lictors

One Carnifex Brood 26 points per unit

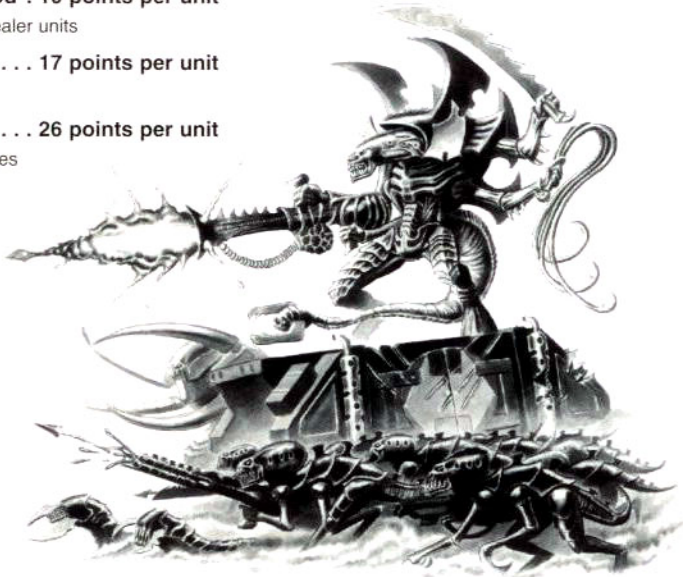
Consists of 1 to 3 Carnifexes

One Zoanthrope Brood . 15 points per unit

Consists of 1 to 3 Zoanthropes

One Biovore Brood 20 points per unit

Consists of 1 or 2 Biovores



Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Hive Mind chain. If the original HQ is eliminated the next unit below on the Hive Mind chain becomes the new HQ. If all the Synapse creatures are destroyed the swarm must take Leadership tests as normal.

A Mycetic Swarm always uses the Drop Pods special rules, found in the Scenario Rules section of the Battles Book. They can do this regardless of the scenario being played.

Hive Mind Nexus: *Hive Tyrant > Tyranid Warriors > Any other unit.*

TYRANID BIO-TITAN BROOD

Synapse Creatures

See below

War Engines

You may make up to 1 choice from the following list.

One Hierophant Bio-Titan 480 points

One or two Hierodule Bio-Titan . . . 325 points each

Notes: All Bio-Titans count as Synapse creatures so they pass Leadership tests automatically.

Hive Mind Nexus: NA.

TYRANID FLIGHT SWARM

Synapse Creatures

You must choose between one and three Synapse creatures to control the swarm.

One Harridan 50 points

Broods

Choose up to 3 broods.

One Gargoyle Brood 16 points per unit

Consists of 1 to 5 Gargoyle units

Hive Mind Nexus: Harridan> Gargoyles

TYRANID HIVE MIND SYNAPSE-NEXUS

You may choose a maximum of one Dominatrix per 2,000 points of the army. Because of the influence the Dominatrix has over lesser Tyranid creatures the Dominatrix acts as a Supreme Commander, but you may re-roll the dice for close combat if the Dominatrix is supporting the close combat as well as if the Dominatrix is actually involved.

Synapse-Nexus

One Dominatrix (Psyker) 490 points



HIVE SWARM PROMETHEUS

This Tyranid Swarm was part of an attack on the Imperial atmosphere mines on Harlam XI. The Tyranids swarmed through the streets of the airborne mining platforms killing everything they encountered.

TYRANID® DETACHMENT CARD

EPIC 40,000

RESERVE SPEED	10
HALF STRENGTH	16
MORALE VALUE	9
TOTAL POINT COST	445



BROODS TYPE: <u>TERMINANT</u> No. UNITS: <u>4</u> POINT COST: <u>28</u>	BROODS TYPE: <u>TERMINANT</u> No. UNITS: <u>4</u> POINT COST: <u>28</u>	BROODS TYPE: <u>TERMINANT</u> No. UNITS: <u>4</u> POINT COST: <u>28</u>	BROODS TYPE: <u>GENESTEALERS</u> No. UNITS: <u>2</u> POINT COST: <u>20</u>
SYNAPSE TYPE: <u>HIVE TYRANT</u> No. UNITS: <u>1</u> POINT COST: <u>20</u>	SYNAPSE TYPE: <u>TYRANT WARRIOR</u> No. UNITS: <u>3</u> POINT COST: <u>28</u>	SYNAPSE TYPE: <u>TYRANT WARRIOR</u> No. UNITS: <u>3</u> POINT COST: <u>28</u>	SYNAPSE TYPE: <u>TYRANT WARRIOR</u> No. UNITS: <u>3</u> POINT COST: <u>28</u>
BROODS TYPE: <u>ZOMANTHROPE</u> No. UNITS: <u>3</u> POINT COST: <u>45</u>	BROODS TYPE: <u>CARNIFEX</u> No. UNITS: <u>2</u> POINT COST: <u>52</u>	BROODS TYPE: <u>CARNIFEX</u> No. UNITS: <u>2</u> POINT COST: <u>52</u>	BROODS TYPE: <u>GENESTEALERS</u> No. UNITS: <u>2</u> POINT COST: <u>20</u>

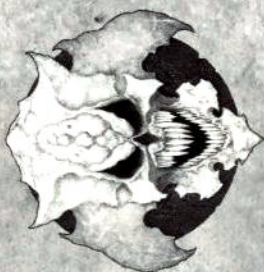
UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
HIVE TYRANT	15	30	2	6	6	SAVE PSYKER
TYRANT WARRIOR	15	30	2	4	5	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
TERMINANT	15	15	1	2	3	
GENESTEALER	15	-	-	6	4	
CARNIFEX	15	30	2	4	6	RAMPAGE
ZOMANTHROPE	10	-	-	2	6	PSYKER

TYRANID® DETACHMENT CARD

EPIC 40,000™

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST



BROODS		BROODS		BROODS		BROODS		BROODS		BROODS	
TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____
No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____
POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____
BROODS		SYNAPSE		SYNAPSE		SYNAPSE		BROODS		BROODS	
TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____
No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____
POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____
BROODS		BROODS		BROODS		BROODS		BROODS		BROODS	
TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____	TYPE	_____
No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____	No. UNITS	_____
POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____	POINT COST	_____

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

DESIGNER'S NOTES

There were a number of things we wanted to bear in mind when we set about writing the *Armies* book and started developing the profiles of the various machines of war and soldiers contained within its pages. The main factor, which is carried throughout the entire system, is that when it comes to the crunch this is a game about massive armies clashing, not a series of connected skirmishes between enemy squads. For this reason a degree of abstraction is necessary (and even desirable) to allow speed and simplicity of play.

One of the major bugbears of the old *Titanicus* system was the way it dealt with individual tanks and squads in too much detail. As explained briefly in the introduction, it doesn't matter too much what a squad or tank is actually armed with, it's just a measure of its potential when related to the other fighting units. So a five-man combat squad of Tactical Space Marines has the same firepower whether it might include a plasma gun, flamer, heavy bolter or missile launcher.

This has led to a very simple profile which sticks to what you need to know about a unit: how fast it is, how tough, how shooty and how hard it is in hand-to-hand combat. In addition to these basic statistics, we wanted a few 'across the board' special rules which could reflect the various abilities of different troops. Thus were born *Assault*, *Jump Pack*, *Heavy Weapons* and the other special abilities. Now there are no longer pages-long reference sheets to consult when you want to fire a cannon or assault the enemy. Within a surprisingly short amount of time you'll find that you can play *Epic* with hardly any reference to the books at all. Once you have those simple profiles in your head, you know almost everything you need to...

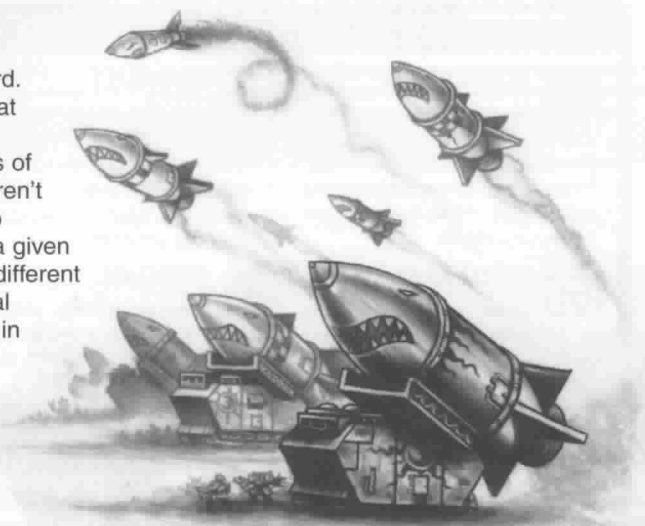
Another consideration was to make the troops comparable in effectiveness to their Warhammer 40,000 counterparts. Thus a Demolisher siege tank would have to compare to a Leman Russ battle tank in the same way as they match up in the larger scale. Even with a short profile and a few special rules it was

(and is) simple to create a great deal of subtle variations. Of course, the general idea is not to make each tank or unit totally different but to make sure their character and special abilities reflect the way they would be used en masse. For instance, an Imperial Guard Chimera and an Ork Battlewagon have similar profiles, but with a subtle change in the way they transport troops they behave and interact with the rest of the army in a significantly different way. This all mixes together to make a 'realistic' large scale battle in the Warhammer 40,000 universe.



ARMY LISTS

A mainstay of the old Titanicus games system was the Army card. These were used to regulate what could be included in your army, and in what proportions. In terms of making 'realistic' armies they weren't all that useful and they tended to ensure that almost any army of a given race would only be superficially different from all the others; every Imperial Guard Company had thirty units in it, Warhound Titans always ran around in pairs, and so on. With the more open army lists in Epic 40,000 we have tried to allow players to field almost any combination of troops, tanks and war engines, while still keeping to the character of each race. With the Main Force/Support limits we have hopefully maintained control over the more esoteric troops available without hamstringing the players' choices.



As mentioned in the introduction, the use of Detachment cards retains the most obvious benefit of the old Army Card system. It is very quick and simple to choose an army to play with when selecting it from pre-created detachments. If you have a file of different detachments you simply go through them and pick out the ones you want to use, up to the points value of the battle. You don't have to sit down and work out an army for every battle, and because of the way Fate cards are allocated and army morale is worked out, it's actually not worth painstakingly juggling things around to fit the allocated points exactly because what you gain on one hand is taken away on the other.

WARHAMMER 40,000 CODEX SERIES AND WHITE DWARF

Since we have included the five major races from the Warhammer 40,000 universe in this book, we have been limited to the amount of space we can dedicate to any given army and at best we have only been able to provide a rather broad background for each of the races. However, if you want more background material and sources of ideas, the range of Warhammer 40,000 Codex supplements provide additional details for all aspects of the Imperial Guard, Space Marine Chapters, Eldar, Orks, Chaos and Tyranids. Epic 40,000 can accommodate a great deal of adaptation and modification by players and the Codex series is a wonderful source of inspiration for scenarios, special troop types and other material such as colour schemes for painting, organisational details plus lots of other information.

As well as the Codexes, you should also keep your eye on issues of White Dwarf magazine. White Dwarf contains articles for Epic 40,000 to expand the scope of your battles, giving tactical advice, exploring new types of detachments and troops, as well as providing painting guides, modelling articles and lots of other useful and interesting information. And, remember, if there's some troop type or army choice not in this book you should have a go and send it in!

ORDER DICE SUMMARIES



MARCHING

May triple speed, no shooting, opponent uses the Marching column on the Firepower table. Marching units halve their Assault and Firepower values.



ASSAULT

May move normally in movement phase. Fire at half effect in shooting phase. Must move again in assault phase towards the enemy (and can enter close combat).



BROKEN

Become broken when lose close combat/firefight. Can only make 20cm Retreat move. Cannot shoot. Broken units must halve their Firepower and Assault values.



IMMOBILISED

Used to indicate immobilised war engines. Opponent uses appropriate column on Firepower table.



SPECIAL

Used to indicate orders such as Flak and Preparatory Bombardment. See the Special rules.



OVERWATCH

May move up to 5cm. May re-roll misses once when shooting.

SUPER HEAVY WEAPONS

Close Combat Weapon Double Assault value versus other war engines. Always causes catastrophic damage on war engines if you win.

Death Ray

Always roll one dice, needing 2+ to hit. Hits on war engines automatically cause critical damage.

Distortion Cannon

Roll D6x5. If total equals or beats target's speed, it causes a hit. Hits ignore shields and automatically cause critical damage on war engines.

Mega Cannon

Place Barrage template. Roll to hit all units affected by template (ignoring cover). Each attack places additional Blast marker on target.

Pulsar

Fires D6 anti-tank shots.

Ripper Tentacles

Stops enemy war engine from using one close combat weapon.

Lifta Droppa

Cannot pick up infantry. Lifts target if it beats its Damage on a D6. Target is moved 1cm for each point damage beaten by. When dropped, the target is destroyed, and anything underneath takes a hit on a 4+.

Vortex Missile

Place Barrage template. Roll D6 Death Ray attacks against each affected unit.

Pulse Laser

Fires D3 anti-tank shots.

OBJECTIVE SUMMARY

Take & Hold Adds 1D3 to your army morale in each rally phase.

Rescue Adds +1 to own army morale and deducts -1 from enemy's in each rally phase.

Bunker Deducts -5 from enemy's army morale when destroyed.

Capture Adds +D6 to own army morale if captured or deducts D6 army from enemy's army morale if destroyed.

Cleanse Add +1 to own army morale if there are no enemy closer and within 15cm in rally phase.

RESERVES TABLE

Detachment Speed: Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	
Up to 30cm	-	4+	4+	3+	3+	2+
Over 30cm	-	3+	3+	2+	2+	2+
Flyers	-	3+	2+	2+	2+	2+

ORDER DICE SYMBOLS



MARCH



BROKEN



ASSAULT



OVERWATCH



SPECIAL



IMMOBILISED

TERRAIN EFFECTS TABLE

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Intact Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Open Ground	0	No Effect	No Effect	No Effect
Roads	0	Add 5cm to unit's Speed if entire phase is spent on a road.		

No Effect = No effect!

Impassable = May not enter

Dangerous = Roll a D6 when you enter, or when you start to move if already in the terrain. On a roll of 1 the unit must immediately halt. If the unit is halted, roll the D6 again. The unit takes a hit if the second roll is also a "1". Hits can't cause criticals on war engines.

SUPER HEAVY WEAPONS

Anti-Tank	Roll a D6 to hit, target's Armour value counts as 4 (always roll 1 dice to hit, hitting on a 4+).
Barrage	Firepower equals number of units from target detachment under Barrage template.
Disrupt	Roll a dice: on a roll of 4+ place Blast marker on enemy. No casualties inflicted.
Heavy Barrage	Firepower equals number of units from target detachment under Barrage template x 2.

SPECIALISTS AND SPECIAL ABILITIES

Artillery	Artillery does not need a line of fire and can make a Preparatory Bombardment attack.
Assault	Assault units add +1 to their Assault value but Range is reduced to 15cm.
Cavalry	Double Speed, triple when charging in assault phase. Treat terrain as for vehicles. Add +1 to Armour (max. 6+).
Close Support	Count their Firepower value in close combat support instead of +1.
Flak	When on Special Orders fire at enemy flyers as they perform transport/ground attacks.
Heavy Weapons	+1 Firepower, increase Range to 45cm, but halve Assault (round up).
Hero	Heroes have a Save (see below) and their Assault value is doubled.
Infiltrators	Infiltrators are within command if within 60cm of HQ. They deploy up to 30cm outside normal deployment or add +30cm to their first move.
Jump Packs	Double Speed, triple when charging in assault phase. Ignore terrain when moving, but must test if starting or ending in dangerous terrain.
Psyker	Advantage in close combat/ firefight. Some Fate cards are directed through Psykers.
Rampage	Roll two dice to score hits in close combat. Rampage units are always caught by the enemy and destroyed if they lose a close combat.
Rapid Fire	Double Firepower when on Overwatch (does not apply to heavy weapons).
Save	Ignore any hit on a D6 roll of 4, 5 or 6.
Skimmer	Ignore terrain when moving. If starts or ends in dangerous terrain must take test. Skimmer can 'pop up' to trace a line of fire anywhere (and if targeted from anywhere).
Stubborn	Stubborn units may re-roll dice for any failed Leadership tests. The second roll counts.
Supreme Commander	Any detachment within 30cm of HQ becomes Stubborn. If Supreme Commander is in close combat or firefight, may re-roll the dice once.
Transport (x)	Transport units can carry X infantry units. Mounting or dismounting costs 5cm to both the transport unit and the infantry unit. Can mount and dismount in same turn. Troops in destroyed transport escape on a 4+.

SEQUENCE OF PLAY

1: Movement Phase

- Declare flyer missions
- Determine initiative
- First player moves
- Second player moves

2: Shooting Phase

- Determine initiative
- Vehicles and infantry shoot
- Determine initiative
- War engines shoot

3: Assault Phase

- Determine initiative
- First player assaults and firefights
- Second player assaults and firefights

4: Rally Phase

- Roll to remove blast markers
- Roll to rally broken detachments
- Repair war engine damage and shields
- Check victory conditions

BLAST MARKERS

Super Heavy Weapon Firepower Blast Markers

1 - 3	1 - 7	★
4 - 8	8 - 15	1 blast marker
9 +	16 - 23	2 blast markers
-	24 +	3 blast markers

★ 1 blast marker if you score any hits



CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply any of the modifiers below, the highest score wins.

Close Combat / Firefight Modifiers

Enemy has five or more blast markers	+1
Enemy has more blast markers	+1
Own side has more psykers	+1
Own assault/firepower total is higher	+1*
Assault/firepower value is twice the enemy's	+2*
Assault/firepower value is three times the enemy's	+3*
Assault/firepower value four or more times enemy's	+4*

* Apply the highest bonus only

CLOSE COMBAT RESULTS

The difference in scores	Combat Result	Score required for the Winner to kill	Loser to kill
1 blast marker	Narrow win	4+	4+
2 blast markers	Forced back	3+	4+
3 blast markers	Driven Off	3+	5+
4 blast markers	Hurled Back	2+	5+
5+ blast markers	Overwhelmed	2+	6+

TARGET

Marching

In Open

In Cover

FIREFIGHT TABLE

Vehicle or Infantry

-

-

Mobile War Engine *

Vehicle or Infantry

-

Immobilsed War Engine

Mobile War Engine

Vehicle or Infantry

FIREFIGHT

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

1
2
2
3
4
5
5
6
7
8
9
10
11
11
12
13
14
14
15

1
1
2
2
3
3
4
4
5
5
6
6
7
7
8
8
9
9
10
10

1
1
1
2
2
3
3
4
4
5
5
6
6
7
7
7
7
7
7
8

* When firing at immobilised war engines in the open number of dice rolled equals firepower