

WARHAMMER[®]
40,000

CHAPTER APPROVED



Warhammer 40,000 Annual 2004

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Crimson Fists Assault Marines deep strike behind enemy lines.



Black Legion Chaos Space Marines clash with White Scars Space Marines.



Andy Chambers, the Warhammer 40,000 Overfiend, acts as system head of the Warhammer 40,000 game. His many duties include overseeing the Chapter Approved column in White Dwarf, training the assistant games developers and trying to be both big and clever with variable degrees of success. Andy has played a big part in the evolution of Warhammer 40,000 with many credits to his name, including the second and third editions of Warhammer 40,000, Battlefleet Gothic, and more Warhammer 40,000 codexes than is entirely sane or healthy, most especially Codex: Orks and Codex: Tyranids.

So this annual shows Chapter Approved at the five-year mark of trying to confusticate and un-confusticate the Warhammer 40,000 game for the better. I know it says fourth book of the Astronomican but we didn't do an annual for a few years and, well, there was this previous book too and... well it all makes sense really. Strictly speaking, by the time you read this it'll be six years. Anyway, in that time Chapter Approved has been the place in White Dwarf to try out ideas, answer questions, correct mistakes and add new characters, armies and units to the ever-expanding Warhammer 40,000 universe.

As a continual open forum, Chapter Approved has brought a regular influx of proposals, suggestions and even whole Codexes from dedicated gamers all over the world. These have all helped to shape the way the Warhammer 40,000 game has moved as we've brought out new books and miniatures. It's given us somewhere to update rules where the players tell us we need to, make clarifications and suggest alternative ways of playing Warhammer 40,000 to try out. Suggested updates have been carried from Chapter Approved into updating the army books themselves and, where this is the case, we've then included them in Chapter Approved so players know what's happening. It's like the circle of life, or something, but all aimed at making sure Warhammer 40,000 never stagnates and always (usually) gets better.

As the game itself has evolved over recent years, so has the hobby. There is an ever-expanding network of clubs, tournaments, events, Outriders, Games Workshop stores and elite retailers working to bring players together and build on that common fascination we all have with creating exquisite armies and leading them to destruction. I've included a few pages in this book as a guide to who they are and where they can be found to give some tiny mark of acknowledgement to the great efforts they make to help everyone enjoy Warhammer 40,000 to the fullest.

Of course Warhammer 40,000 itself has expanded vastly now with the Black Library publishing excellent fiction set in the

Warhammer 40,000 universe, Forge World adding their quality resin-cast vehicles and terrain, and Fanatic giving support to other Warhammer 40,000 games such as Inquisitor, Necromunda, Battlefleet Gothic and Epic 40,000.



THE FOURTH BOOK OF THE ASTRONOMICAN

WHY DO A COMPILATION?
There are lots of reasons. One is accessibility; as the column's gone on it gets harder and harder to track down all of it, and it's easy to miss a few issues here and there. Another is that having to refer to a stack of White Dwarfs during a game or chop up your collection to put them in a binder is a pain. Yet another is that we get to take another look over the articles and update them in light of player feedback, or replace them with new material as appropriate.

IS ALL CHAPTER APPROVED MATERIAL OFFICIAL?

Yes and no! Chapter Approved was never intended to be just official amendments and errata for the Warhammer 40,000 game – that would make it very dull indeed. However, much of its content is army lists, Q&A and other expansions or clarifications which players naturally want to know if they come with the full force of rules-lawyering behind them, particularly in relation to tournaments and one-off games against new opponents.

PERSONALLY, I consider it essential to be able to publish new ideas and alternative ways of playing the game through Chapter Approved, and this was much of its original intent. The Warhammer 40,000 universe should remain a galaxy-sized sandpit to encourage and exercise the imagination of its players and not become straitjacketed into a chess board for tournament play. So in order to make it easier to identify which bits are which Chapter Approved articles are now organised into two types (an idea stolen from Jervis Johnson, like most of my better ones);

• **Trial Rules:** These are effectively proposed new rules which we feel need further testing and consideration by players before they become a permanent(ish) part of the Warhammer 40,000 game. It's generally best to assume that these will only be used by prior arrangement or a general agreement by a gaming group to adopt them as 'house rules'. Trial rules are ones which we feel have good effects on the game and can be recommended on that basis but may change the balance of power for certain armies and missions and/or alter game dynamics enough for surprises to occur. As such, tournament organisers and players meeting for the first time should specify which trial rules will be used. Once we've had enough feedback to update experimental rules and

feel confident that they're 'A Good Thing', they will be published as Chapter Approved.

• **Chapter Approved:** These are official modifications/clarifications/additions to the Warhammer 40,000 game. This is the default for anything that's in Chapter Approved if it's not noted as being experimental in some way. Note that even if something is Chapter Approved it may later get modified and updated in light of player feedback – it's not carved in stone as they say.

WHAT ABOUT THE OTHER CHAPTER APPROVED BOOKS?

The original hope had been to keep all the relevant material from previous volumes of Chapter Approved in each annual, but this has proved impossible due to constraints of being able to pick the thing up. As such, some material has been reproduced here and the remainder is available as downloads on the website:

www.games-workshop.co.uk/chapterapproved

In case of conflicts, the latest annual takes precedence over prior editions of Chapter Approved.

Even though we've made the book even bigger this time, to cram more material in, we had to forego printing a selection of the letters received here at the bunker, but rest assured we will be aiming to get some back into the next one.

WILL THERE BE MORE CHAPTER APPROVED ANNUALS?

Annual means 'yearly' so yes... yearly. (I just like that joke).

Bon appetit!

WHY IS IT CALLED THE FOURTH BOOK OF THE ASTRONOMICAN?

Because back in the early days of the first edition of Warhammer 40,000 there was a Chapter Approved column in White Dwarf and a book called Chapter Approved: The First Book of the Astronomican. In honour of those early pioneers in the dark universe of Warhammer 40,000 (long since killed off by Catachan Barking Toads, but that's another story!) we have decided to continue that tradition. That and the fact that it's a good title to steal of course!

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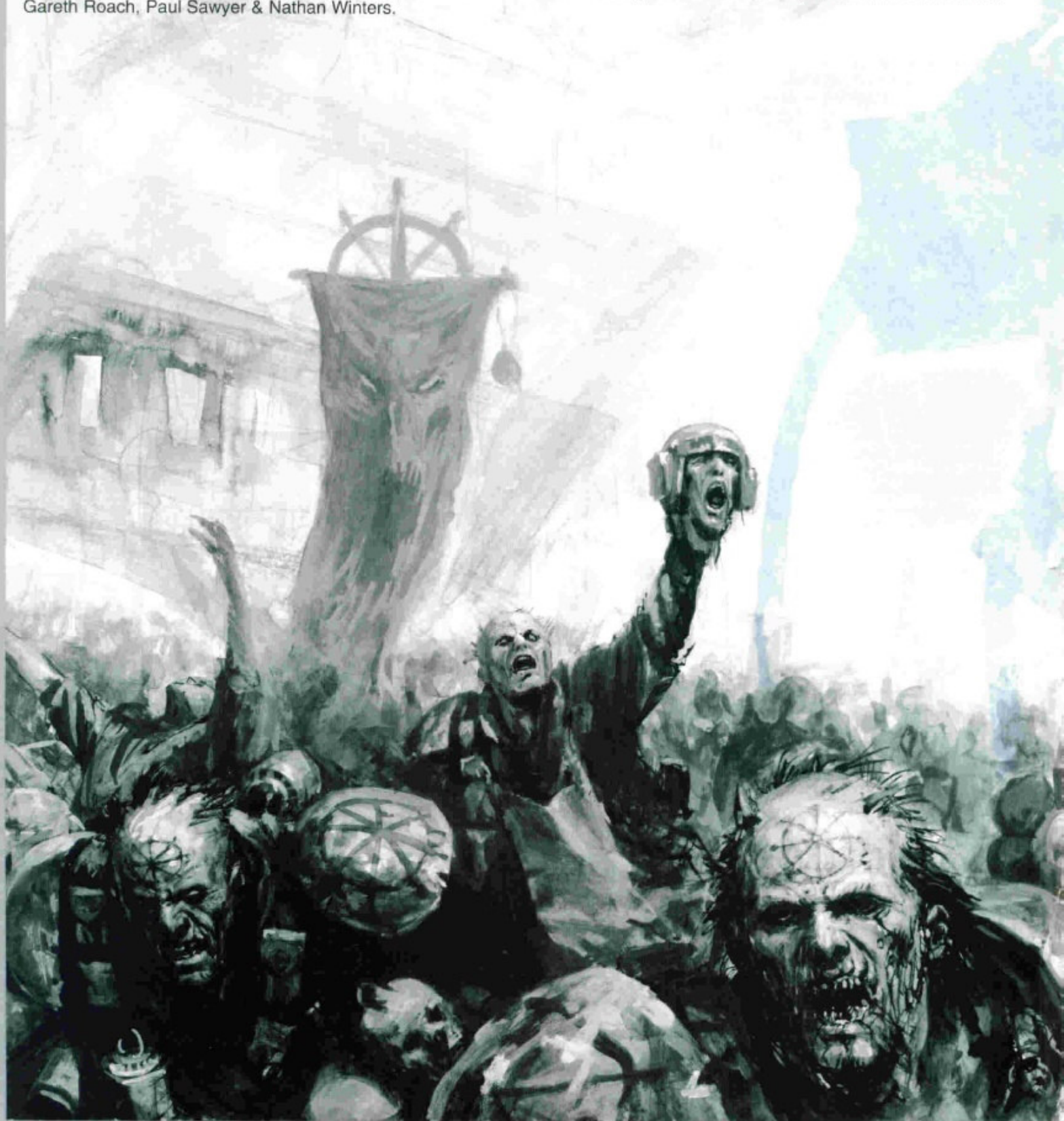
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CONTENTS

The seven different sections of this book are colour-coded for ease of reference. The colours below show which colour code refers to which section.

ARMY LISTS

The Cursed Foundings	4
Feral Orks	10
Imperial Guard Armoured Company.	17
Kroot Mercenaries.	32
Tyranid Seeding Swarms	40
Tau Rail Rifles	46
Mounted Daemonettes	47

MISCELLANEOUS RULES

Transport Vehicles	48
Vehicle Design Rules	58
Tyranid Monstrosities	78

SCENARIOS

Pitched Battle scenario.	84
Escalating Engagement scenario.	85

QUESTIONS & ANSWERS

Game Rules Questions & Answers	86
Codex: Chaos Space Marines Q & A	90
Codex: Necrons Q & A	96
Codex: Tyranids Q & A	98
Codex: Space Wolves Q & A	100

Codex: Tau Q & A	102
And They Shall Know No Fear.....	103

CODEX UPDATES

Codex: Space Marines	104
Codex: Armageddon	106
Codex: Orks	108
Codex: Blood Angels & Codex: Catachans ...	110
Codex: Eldar & Codex: Craftworld Eldar	111
Codex: Necrons.	112
Codex: Dark Angels	114
Codex: Dark Eldar	116

TRIAL RULES

Trial Assault rules	120
Trial Vehicle rules	132
Minor Psyker Powers	142

HOBBY INFORMATION

Tactica: Space Marine Tanks	146
Tactica: Speed Freeks.	150
The Gaming Club Network	156
Tournament Winners.	157
Outriders and Techpriests	158

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

UK

GAMES WORKSHOP,
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Games Workshop World Wide Web-site: www.games-workshop.com

Product Code: 60 03 01 99 008

ISBN: 1-84154-426-4

THE CURSED FOUNDING

by Andy Hoare, Graham McNeill & Phil Kelly

Back in White Dwarf 260, Index Astartes: The Cursed Founding provided a glimpse into the mysterious circumstances surrounding the inception of the ill-fated 21st Founding. There's been a fair amount of speculation regarding fielding those chapters known to be of the Cursed Founding, notably the Legion of the Damned, and also the Black Dragons. Rather than produce a new list that

would set out all there is to know about these mysterious chapters, I came up with a set of rules that would allow Space Marines players to use a Cursed Founding Chapter (or indeed a Dark Founding Chapter—there's little difference in game terms) of their own devising, but to give a few examples of named chapters they can use if they wish.

The Legion of the Damned is one such chapter, and the Apparitions special rule is used to define them. Of course, if you want to invent your own Cursed Founding Chapter and apply this 'Chapter Trait' to them, then be my guest. These rules are intended to encourage that sort of creativity, and the last thing I want to do is set out exactly how you should use and represent a force that is ultimately enigmatic and unknowable: that would spoil all the fun!

USING THE RULES

These rules have been designed to work in two ways. Firstly, you can use them to field an army of Cursed Founding Space Marines. This force will be smaller than a normal Space Marines army, being composed of troops with all manner of expensive upgrades and outlandish special abilities, but it will be limited in other respects. Where a 'Codex' Space Marines army has a wide range of options and tactics open to it, you may well find that your Cursed Founding force will have to rely on its special abilities to win the day, and this is part of the challenge of fielding the force.

The second way is to include Cursed Founding squads as allies in your Space Marines force. Any 'Codex' chapter may use these rules, ie, any chapter that is drawn entirely from Codex: Space Marines, with no modifications or variants.

These rules should be considered 'trial rules' at present, and you will need to check with your opponent that it's OK to use them. If you have any comments or questions regarding these rules then the best place to put them is on the Games Workshop community web forum, or you can write to Chapter Approved at the normal address.

www.games-workshop.com/Community/devforum.htm





The Legion of the Damned assault an Eldar position.

USING A CURSED FOUNDING SPACE MARINES ARMY IN WARHAMMER 40,000

If Cursed Founding Space Marines are to be fielded alone, the army should be chosen from the following list of units:

HQ	Space Marine Hero [†] , Command Squad [†] , Chaplain [†] , Librarian [†] , 0-1 Cursed Knights
ELITE	Dreadnought [†] , Abominations, 0-1 Terminator Squad [†] , 0-1 Terminator Assault Squad [†]
TROOPS	Space Marine Tactical Squad ^{††}
FAST ATTACK	Assault Squad, 0-1 Bike Squadrons [†]
HEAVY SUPPORT	Devastator Squad ^{††} , 0-1 Land Raider [†] , 0-1 Predator Annihilator [†] , 0-1 Predator Destructor [†] , 0-1 Vindicator [†] , 0-1 Whirlwind [†] .

* Due to the Cursed Founding Chapters' lack of resources, these units may not be mounted in Razorbacks.

† Rules, options and points values for these units can be found in Codex: Space Marines.

SPECIAL RULES

Ill-fated: Such is the ill fortune of the Cursed Founding Chapters that when fate works against them on the field of battle, all manner of tragedies may overtake them. Unless otherwise noted, Cursed Founding Space Marines do not benefit from the

'And They Shall Know No Fear' special rule. Furthermore, they may never deploy using the 'Drop Pods' special rule.

Outcasts: Armies consisting entirely of Cursed Founding Space Marines may occasionally fight in support of

Imperial authorities, but will never be joined or aided in their missions by Imperium forces. The army may not make use of Heroes of the Imperium forces, Grey Knights, Deathwatch, Assassins or any other allies.

Psychic Power – Howl of the Cursed: This psychic power is available to Cursed Founding Librarians and may be used upon a successful Psychic test. Every enemy squad with at least one model within 6" (line of sight is not required) of the Librarian must make a Morale check or fall back according to the normal morale rules. Units who ignore Morale checks are immune to this power. This power is used instead of shooting. Howl of the Cursed may not be used if the Librarian is engaged in an assault or is falling back. This power replaces the Space Marine Librarian's Smite power, at no additional points cost.

CURSED FOUNDING CHAPTER TRAITS

None can tell the number of Cursed Founding Chapters in existence, as all record of their creation has been expunged from Imperial archives. Those that have been witnessed in battle appear to possess distinct abilities and mutations.

When choosing your Cursed Founding Chapter you must decide on its overall character, and apply one of the traits listed below. These traits represent the side effects imposed upon the chapter during its inception, and often prove a curse and a blessing in equal measures. Note that all Cursed Founding Space Marines in the force must be upgraded in this way, as must all Cursed Founding vehicles if a points value is given for them.

THE BLACK DRAGONS

One of the many zygotes neophytes are implanted with is the Ossmodula. This small organ has a complex function within the body of a Space Marine. It monitors and secretes hormones affecting epiphysal fusion and ossification of the skeleton while at the same time, engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marines diet. Two years following implantation, the long-bones will have strengthened considerably and there will have been a general increase in the size of the recipient's skeleton. Extreme ossification of the chest cavity caused by growth of ribs forming a solid mass of inter-laced bone plates provides a Space Marine with an armoured layer to protect his secondary heart and lungs.

But the Ossmodula zygote of the Black Dragons functions in an abnormal way causing the growth of bony crests on the head, and blade-like protuberances from the forearm and elbow. Like the Death Company of the Blood Angels, warriors inflicted with such abnormal developments are formed into a separate fighting unit. Known as the Dragon Claws, they sharpen these additional protrusions to a killing edge, and sheath them in adamantium to turn them into deadly close combat weapons. This strains the tolerance of the Inquisition and there are many recorded instances of other Space Marines Chapters (notably the Dark Angels and Marines Malevolent) refusing to fight alongside them.

It is even rumoured that the Black Dragon Apothecaries deliberately encourage such growths, even going so far as to knowingly implant aberrant zygotes into some initiates. This is exceptionally dangerous, and the practice is forbidden by Imperial edict, but old traditions die hard as the ferocity of the Dragon Claws is much valued by the Chapter Masters.

CONVERTING BLACK DRAGON ASSAULT MARINES

Matt Hutson has converted his Space Marines by simply using the talons from the Tyranid Gaunt sprue to add the blade-like protrusions to the models' arms. To add variety to the models he has also used the bare arms from the Imperial Guard Catachan sprue. The bony crests on their heads have been created by sticking on some spikes, also from the Gaunts sprue.



Each Chapter is required to send 5% of its genetic material to the Adeptus Mechanicus on Mars. This 'tithe' serves two purposes: enabling the Adeptus Mechanicus to monitor the health of each Space Marine chapter, and store gene-seed with a view to founding new chapters. The Adeptus Mechanicus has on several occasions threatened the Black Dragons with military action unless it complies with this decree and even when the Chapter has submitted genetic data, its veracity has often been considered suspect as each sample provided has passed the most stringent genetic purity checks without fail. Without being able to prove anything, many Adepts believe that the Black Dragons submit genetic material culled from other sources. How this can be possible is unknown and the Adeptus Mechanicus is eager to fully investigate the medical practices within the Black Dragons.

Ossific Blades: The Black Dragons are a chapter who push the Inquisition to the limits of tolerance. Although they have fought alongside Imperial forces in conflicts as recent as the Third War for Armageddon, they rarely remain part of a standing force for long. Their heads and forearms sport bony crests and these obvious physical mutations make long-term cooperation with other Imperial bodies impossible.

The Dragon Claws squads of the Black Dragons are the most mutated members of the chapter, sporting an array of lethal sharpened blades covering their heads and forearms, which they use in addition to their normal weapons. Any close combat attack that rolls 6 to hit will inflict an automatic wound with no Armour save possible.

Points: +5 per model (Assault Squads and Abominations only).

THE MINOTAURS

The Minotaurs are a chapter that operate largely within the structure of the Imperial war machine, although the Inquisition and

the Ecclesiarchy have on numerous occasions attempted to investigate them. The Minotaurs, like all other Space Marines chapters are an autonomous organisation, and will therefore only answer a call to arms on their own terms. On many occasions, the Minotaurs have responded to a besieged world's pleas for aid faster than other forces, engaging the enemy in a massive frontal assault and then withdrawing when other chapters would consolidate their position in order to meet a counter-attack. It has been stated by several Imperial commanders that the Minotaurs are an unreliable and unpredictable force that they would prefer to avoid altogether in preference to more tactically balanced, if less assault-orientated allies.

The Minotaurs' most famous action, and the only one for which they have been officially recognised, was their assault on the Lamenters' fleet during the Badab Uprising. The Lamenters, thought also to be a 21st Founding Chapter, had sided with the rebel Astral Claws in the uprising, and the Minotaurs vented their full fury on their wayward kin in a series of savage boarding actions that severely depleted the Lamenters' numbers and forced their eventual surrender.

Berserkers: Some Cursed Founding Space Marines, such as the Minotaurs Chapter, are entirely consumed by a xenophobic hatred that far surpasses the righteous fury of a normal Space Marine.

All models gain +1 Attack, and will pass all Morale and Pinning tests, even those which are normally failed automatically.

Berserkers must assault the nearest enemy in range at the start of the Assault phase (including vehicles or creatures they cannot hurt).

If victorious in an assault they must Sweeping Advance unless any models are equipped with Terminator armour or they won due to 'moral high ground'.

Points: +10 per model; +20 per Dreadnought.

THE LEGION OF THE DAMNED

The Legion of the Damned is a legend amongst the Adeptus Astartes. Appearing as ghostly apparitions to aid beleaguered Space Marines, this mysterious force has intervened in desperate battles on numerous occasions. The legionnaires reportedly wear power armour painted black and adorned with symbols of death, skeletons writhing in the flames of purgatory being a dominant theme. Eyewitnesses report the visible areas of the Space Marines' flesh are in a state of decay, lending the legionnaires a horrific, charnel aspect.

The examination of starship debris recovered in the Maran sub-sector suggests a link between the Legion of the Damned and the fate of the Fire Hawks Chapter. The Fire Hawks were declared Lost in the Warp in 983.M41, twenty years after the entire chapter set out for Crow's World on a counter-invasion mission against the Eldar. The Inquisition are unsurprisingly keen to discover if the Legion of the Damned and the Fire Hawks are in fact one and the same chapter, and if so, how they gained their mysterious and deadly abilities.

Apparitions: The Legion of the Damned always deploys using the Deep Strike scenario special rule, except they do so *before the game begins*. The normal deployment order for the mission being

played is used, with the exception that Legion of the Damned squads may be set up anywhere on the battlefield, other than the opponent's deployment zone, (although they may scatter into it – remember that Deep Striking troops deviating onto enemy units are destroyed). Note that even the ghostly vehicles of the legion enter play in this manner, appearing as silent apparitions ferrying their charges to war.

In any mission that uses the Reserves and/or Deep Strike scenario special rule, all Legion of the Damned models Deep Strike when they become available; they do not enter play from random table edges. In this case, Deep Striking vehicles count as having moved over 6" for the purposes of firing weapons and being hit in an assault, and embarked passengers may not disembark. Squads with a transport vehicle must be embarked upon it when using this method of deployment.

In addition, these Space Marines receive a 6+ Invulnerable save due to their insubstantial nature. Their vehicles and Dreadnoughts receive a 6+ invulnerable save against enemy shooting, taken before Armour Penetration rolls are made.

Points: +5 points per model; +10 for vehicles and Dreadnoughts.

THE LAMENTERS

It has been speculated by some Imperial scholars that the inception of the Lamenters was an attempt to utilise the Sanguinius strain of gene-seed, breeding out the deficiencies known to mar that otherwise superior DNA. If such an experiment did in fact take place then its primary objectives seem to have been achieved, in that the Lamenters adhere to a strictly 'Codex' formation and the chapter does not field any Death Company. However, the Lamenters appear to have suffered from the most appalling twists of ill fortune and tragedy, and are undoubtedly stricken with a morose curse that is reflected in the bleeding heart and teardrop emblems adorning their power armour.

Two major incidents in the Lamenters' history illustrate their continued bad luck. In the last decade of the ninth century of the 41st Millennium, the Lamenters made the mistake of siding with the renegade Astral Claws Chapter in the Badab Uprising. It was later found that it was not any notion of rebellion against the Imperium that brought about the Chapter's involvement in the uprising. Rather, they viewed the Imperial attack on the Astral Claws, who the Lamenters had crusaded alongside during the Serpentine Straits Wars, as a challenge to the sovereignty and independence of the whole Adeptus Astartes.



In short, the Lamenters allowed their pride to dictate their actions, and those actions were ill considered in the extreme.

Following the Lamenters' involvement in the Badab Uprising, they were investigated and eventually granted the Emperor's forgiveness subject to a one hundred year long penitent crusade. The chapter's ill luck followed them however, as that crusade led them straight into the jaws of Hive Fleet Kraken. Today, barely three companies of the Lamenters are at large in the galaxy, and it would seem their curse of sorrow and ill fortune follows them still.

Aura of Doom: The aura of tragedy surrounding the Lamenters is a palpable thing, projected in waves before them and forcing their enemies back. Any enemy wishing to assault a Lamenters unit must pass a Leadership test in order to do so. If the test is failed the unit may choose an alternative target for the charge. Units which automatically pass Morale checks do not test.

Points: +3 per model; +8 per Dreadnought.

THE FLAME FALCONS

Next to nothing is known of the Flame Falcons Chapter, for they were declared Excommunicate within a century of their inception. Initial combat trials involving the chapter were a resounding success, and they were put on active service on the Southern Rim, based on their new homeworld of Lethae. Their first engagements, with Orks and Eldar pirates promised a great future for the chapter, as they were observed to be hardy and courageous, even for Space Marines.

It was at the battle of Raffenburg's World that things began to go awry for the Flame Falcons. At the height of the battle, their largest engagement at that point, the first company were observed to spontaneously immolate at the height of the fiercest fighting against the rebel forces. Fearing witchcraft, the chapter's commander reinforced the front line and sent for an Inquisitor who was accompanying the Imperial army. When it was reported by the reinforcing Space Marines that the members of the first company were not dead, but were in fact fighting with renewed savagery covered in flames to which they themselves were immune, the commander declared it a miracle, a gift sent from the Emperor.

The Inquisitor had a different opinion. Knowing that he could not assault the Flame Falcons immediately, he bided his time, witnessing the remainder of the chapter undergo the same change as the first company.

Upon the successful completion of the campaign, the Flame Falcons returned to Lethae in celebrant mood convinced, as they were, that their unique ability was a manifestation of the

Emperor's grace. Soon after, the Grey Knights, at the Inquisition's behest assaulted Lethae, ruthlessly destroying the cursed chapter. It is thought that a small number of Flame Falcons escaped that day, but of their fate, nothing whatsoever is known.

Immolation: The Brothers of the Flame Falcons Chapter are cursed with a terrible mutation that causes their bodies to become wreathed in flame. The Inquisition is particularly uncompromising in punishing these mutants wherever it encounters them.

The flames surrounding these Cursed Founding Space Marines render them difficult to target. As a result, they always receive a 5+ cover save from enemy shooting, and always count as occupying cover if they are charged by an enemy whilst in the open. However, no units other than Cursed Knights may take transport vehicles or be passengers in any other type of vehicle.

Points: +3 per model.

THE SONS OF ANTAEUS

The Sons of Antaeus are only officially recorded in one source; the chronicles of the Third Inter-Guild War of the Inca Sector of 850.M41 to 901.M41. The chapter is listed as having answered the pleas of the Guild Fathers for aid against pirate forces sponsored by business rivals, and according to the records acquitted themselves courageously before departing.

Since that time, a force matching their grey and black livery has been sighted by a number of chapters in the Ultima Segmentum, and these accounts have always made specific mention of the size and apparent hardness of these mysterious Adeptus Astartes. They are reportedly capable of surviving hits from weapons that would slaughter another Space Marine.

One such eyewitness account, submitted by Captain Rakman of the Subjugators Chapter, records an incident in which his force found itself under attack by the Eldar of the Void Dragons pirate fleet. Surrounded and under heavy fire by the pirates' ultra-rapid anti-grav vehicles, Rakman states that a force bearing the livery of the Sons of Antaeus appeared unexpectedly and attacked the enemy vehicles from behind. Forced to redeploy, the Eldar suddenly found themselves faced with the prospect of having to make a breakout. The Eldar Falcons and Wave Serpents made straight for the Sons of Antaeus, judging them the lesser of the two Space Marine forces. The incredulous Captain Rakman gives an amazing account of the Sons of Antaeus' stand in the face of a storm of Eldar firepower, against which the mysterious Space Marines stood seemingly impervious. The Subjugators were able to press their attack on the enemy rear as the Sons of Antaeus held the Eldar in place, and the pirates were destroyed in short order, caught between the immovable anvil of the Sons, and the irresistible hammer of the Subjugators.

Augmented Skeleton: During the inception of the Sons of Antaeus Chapter, its creators extensively modified the gene-seed in order to create Space Marines of exceptional durability and toughness. How they achieved this is unknown, whether their skeletal structure was enhanced with some artificial substance, or whether a more esoteric procedure was used. Less sympathetic observers point out that the chapter appears every bit as resilient as the Death Guard Traitor Legion.

Every model in the chapter has +1 Toughness added to its profile. Cursed Founding Space Marines (including bikers) with Augmented Skeleton still suffer an 'instant death' result from a Strength 8 or more weapon.

Points: +5 per Space Marine; +10 per model with more than 1 Wound.

USING CURSED FOUNDING SPACE MARINES AS ALLIES

The Cursed Founding Chapters rarely fight within the conventional military structure of the Imperium, as many of them are far too mutated for other forces to accept as anything akin to human. They will on occasion however, choose to fight alongside their former brothers, relieving beleaguered garrisons, aiding an encircled force and generally appearing where and when they are least expected. On these occasions, a commander may have no knowledge as to who the mysterious Space Marines were, as they will often disappear as inexplicably as they arrived.

Force Selection: Cursed Founding Space Marines may be chosen as allies for other Space Marines Chapters. Simply choose an army list entry from the Cursed Founding force selection box and apply a Cursed Founding Chapter Trait to it (all Cursed Founding allies must share the same Chapter Trait). Cursed Knights and Abominations are not available as allies. The squad remains in the same force organisation category. Before you choose any Cursed Founding allies you must first have filled the compulsory force selection choices from your main army. For example, in a Cleanse mission you must choose 1 HQ and 2 Troops from your main army before choosing any Cursed Founding allies. In addition, you may not have more units of Cursed Founding allies than you have Troops units in your main army. In the previous example, you would be able to take two units of allies.

NEW TROOP TYPES

0-1 CURSED KNIGHTS

These individuals are Space Marines who appear to have escaped their chapter's curse. They are strong, tall and proud in form and yet this veneer of perfection hides a curse often more extreme than that affecting their Brethren.

	pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Cursed Knight	28	4	4	4	4	1	4	2	9	3+
Cursed Knight Champion	+10	4	4	4	4	1	4	3	9	3+

Number/Squad: The Squad consists of 5-10 Cursed Knights.

Weapons: Bolter, or bolt pistol and close combat weapon.

Options: One Cursed Knight may have one of the following: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts. In addition, one Cursed Knight may be armed with one of the following: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Character: One Cursed Knight can be upgraded to a Cursed Knight Champion at an additional cost of +12 pts. The Champion has access to the armoury from Codex: Space Marines.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts.

SPECIAL RULES

'And They Shall Know No Fear': The Cursed Knights exist under a heavy weight of sadness and desperation, but despite this, they are above all Space Marines, and therefore servants of the Emperor. As such they are subject to the 'And They Shall Know No Fear' special rule, as described in Codex: Space Marines.

Genetic Corruption: Cursed Knights do not purchase a Chapter Trait, as they do not share the same genetic gifts and flaws as their brethren. Instead, they are subject to a far worse, and more unpredictable curse. To represent this, at the start of the battle, after both sides have set up but before the first turn takes place, roll a D6 and consult the table to the right.

ABOMINATIONS

Those Brethren suffering the worst extremes of the chapter's curse are often segregated from the main body of Space Marines. These Space Marines may be physically mutated and driven beyond the point of insanity, and the heat of battle will cause the curse to manifest itself in a horrific display of savagery and violence. They are frequently fielded together in squads where, should they fall prey to their self-destructive curse, they will at least take some of their enemy with them.

	pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Abomination	17	4	4	4	4	1	4	2	8	3+

Number/squad: 5-10 Abominations.

Weapons: Bolters, or bolt pistol and close combat weapon.

Options: The points cost for the Chapter trait is added to an Abomination's basic cost.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts.

SPECIAL RULES

Death Spasm: Each time an Abomination rolls a '6' to hit in close combat you must make an additional attack. You must keep rolling until no more 6's appear. However, if the result of any of these extra attacks is a 1 then the Space Marine undergoes an uncontrolled and potentially fatal mutation, changing form and strangling all those nearby with rapidly mutating protoplasmic appendages. For every one of the extra close combat hits that roll 1 to hit, the attack will be inflicted against the Abomination's squad instead of the enemy.

Fearless: So crazed are Abominations that they give no consideration whatsoever for their own safety on the battlefield. Abominations are Fearless, and therefore are assumed to automatically pass any Morale and Pinning tests they are required to make.

1 Berserk Rage! The warriors attack each other in an animalistic fury. Make an Armour save for each warrior, removing any who fail. Those who are removed will count as casualties for the purposes of calculating Victory points. Survivors are at +1 Strength.

2-5 Stable Mutation: All Knights are at +1 Strength and Initiative.

6 Created a Monster: The abilities of each Cursed Knight are temporarily enhanced to superhuman levels. Each Knight adds +1 to his Strength, Initiative and Attacks characteristics. Unfortunately, not even the Cursed Knights' constitutions can withstand this level of performance for long, and after the battle the Knights will die. Any Knights that survive the battle will count as casualties for the purposes of calculating Victory points.

CONVERTING ABOMINATIONS



Sean Turtle has modelled a Sons of Antaeus Abomination using parts from the Chaos Spawn to make the Space Marine look like he is suddenly mutating. To make him look big and tough, a characteristic of the Sons of Antaeus, he has used the arms from the Space Ork sprue.



To make a Black Dragon Abomination Matt Hutson has used parts from the Chaos Mutations sprue combined with parts from the Tyranid Gaunt sprue.

FERAL ORKS

by Space McQuirk,
Andy Chambers and Pete Haines

SPORED TO BE WILD

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet's inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.

All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet's surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

SURVIVAL OF DA BIGGEST

At first these tribes are small in number and are of little threat to the planet's inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks' development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.

DA TRIBE

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.



FERAL ORKS SPECIAL RULES

Feral Orks are of a similar mindset to their more prominent cousins and use the same special rules. They may have mixed armour within units, use choppas, utilise the Ork Mob rule, use Grot mobs for cover and invoke the Power of the Waaagh!

WYRDBOYZ

Wyrdboyz are reluctant psykers who live in dread of their heads exploding. They draw their power from the Waaagh! energies subconsciously released by other Orks' excited minds as they go to battle. This energy can grow to such an intensity within the Wyrdboy's mind that he is unable to control it, resulting in his brain bursting from his skull in an almighty blast. For this reason they prefer to stay away from battles, but the Feral Orks need their talents to make up for their lack of heavy weaponry and tend to insist that the Wyrdboy turns up. Despite being an Independent Character, unaccompanied Wyrdboyz are treated as one-model units and must test for Last Man Standing at the start of each turn.

'Eadbang: When using his powers, the Wyrdboy will never suffer an attack by Daemons from the Warp but, if he rolls a 2 or 12, suffers a Strength D6 hit as the barely contained energies build up to cause an 'Eadbang.

WYRDBOY POWERS

The Wyrdboy may choose to use one of the following powers per turn.

Psychic Vomit: Unable to contain the Ork energies any longer the Wyrdboy vents it forth in a stream of green psychogenic energy. Place the flamer template with the narrow end touching the Wyrdboy. Each model even partially under the template suffers an automatic Strength 4 hit.

Gork'll Get 'Em: The Wyrdboy's belief in Mork and Gork is so complete that it causes a manifestation of their power. This takes the form of a large green fist or foot descending from above. This counts as a shooting attack. The Ork Wyrdboy must be able to see his target, and rolls to hit as normal.

Range 72" Strength 8 AP - Assault 1, Blast

PIGDOKS

Where normal Ork societies have a smattering of Mekks and Mad Doks these are not evident in Feral Ork society. Instead they have Ork specialists known as Pigdoks who specialise in the training, adaptation and healing of beasts. It has been argued that the Feral Orks' low technological base means that their survival is dependent on their effective use of the animals such as Boars and Squiggoths.

For battle, Pigdoks build special syringes with big red knobs which can be pressed to inject Cyboars with a high dosage of adrenaline stimulant. The effect is to make the beast more aggressive.

Before the game each Pigdok may attempt to dope one unit of Boarboyz, Squiggoths, Herdas or Madboyz. He succeeds on a roll of 6, modified if he is assisted by one or more Styboyz. If successful the unit affected gets +1 Strength for the duration of the game. A unit may only be doped once.

FERAL ORKS ARMOURY

In most cases characters are upgraded from ordinary troops. Where this is the case, the character keeps the basic weapons and wargear of the mob he's part of – for example, a Brute Nob has a Slugga and a Choppa. This doesn't prevent you from picking extra weapons for him from the Armoury, although the restrictions on the number of weapons that can be carried always apply.

Ork characters may have up to two single handed-weapons, or one single handed weapon and one two-handed weapon. You may also pick up to 40 points of extra wargear for each character from the Wargear lists (60 points for a Warboss). The full Wargear rules are on pages 34-37 of Codex Orks. You cannot take duplicate items for the same model, except for Grots and Squigs (up to a total of 3 – see Codex Orks page 7), and all wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Choppa	1 pt
Powerclaw (Warboss only)	30 pts
Slugga	2 pts

WARGEAR

Ammo runt	5 pts
Attack Squig	5 pts
Big horns/iron gob (Warboss & Nobz only)	5 pts
Bosspole (Warboss & Nobz only)	3 pts
Boar	5 pts
Cyboar (Warboss and bodyguard only)	15 pts
'Eavy armour (not if mounted on Cyboar)	8 pts
Frag Stikkbombz	1 pt
Flash furs/Skull trophies/Toof Necklace	2 pts
Grot Styboy (Pigdoks only)	5 pts
Krak stikkbombz	2 pts
Shiny bitz	3 pts
Squighound (Slaverz only)	5 pts
Super Cyboar (Warboss only)	30 pts
Waaagh! banner (max. one per army)	20 pts
Warpaint	3 pts
Wyrdboy stikk (Weirdboyz only)	5 pts

TWO-HANDED WEAPONS

Bangstick (Only if mounted on Boar or Cyboar)	5 pts
Big shoota	12 pts
Burna	12 pts
Grabba stick (Slavers only)	5 pts
Shoota	2 pts
'Uge choppa	5 pts
Rokkit launcha	8 pts

FERAL ORK JUNKA UPGRADES

Any Feral Ork vehicles may be fitted with the following additional equipment. Any upgrades chosen must be shown on the vehicle model. No duplicate upgrades may be taken for the same vehicle.

Armour plates	5 pts
Big grabber	5 pts
Boarding plank	5 pts
Bolt-on big shoota	10 pts
Reinforced ram	5 pts
Stikkbomb chucka (if warband contains Pigdok)	3 pts
Wrecker ball	5 pts

FERAL ORKS WARGEAR

In addition to items described in *Codex Orks*, the Feral Orks have some unique items of their own, which function as follows.

Bangstikk: Bangstikks are long poles with explosives strapped to the end. Used exclusively while mounted on a boar, they are not the most precise of weapons as they are woefully unbalanced. The bangstikk is used just like a krak grenade to attack vehicles and bunkers. However bangstikks double the D6 roll for penetrating armour, giving them an Armour Penetration of 6+(D6x2).

Boar: Rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook.

Cyboar: The rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook. A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider counts as being in 'heavy armour and gets a 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon granting the rider an additional close combat attack. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain are killed on 1-3, as the Cyboar has a tendency to butt rocks and trees.

Super Cyboar: A Warboss can instruct a particularly skilled Pigdok to upgrade his Cyboar into a monstrous combination of beast and machine. A Super Cyboar follows the same rules as a Cyboar, but it gives the Warboss a 3+ save

due to the massive amount of metal and armour plate. In addition, the Cyboar is fitted with what is commonly known as Da Big Red Knob. This is essentially an injector system which pumps stimulants into the Boar's system causing it to hurtle forward at an alarming rate. The Warboss will have the system linked up with all other Cyboars in his unit, so that when he presses the knob all the models in the unit advance with him. This allows the Cyboar riders to use the Fleet of Foot rules, advancing D6" instead of shooting during each Shooting phase.

Flash Furs, Skull Trophies, Toof Necklace:

Huntas who have managed to stalk and kill particularly powerful or dangerous prey will wear its pelt, or take its skull as a badge of honour. These count as two models when calculating mob size for Mob Size tests only.

Grot Styboy: A Grot Styboy is adept at tending to Boars and Cyboars and can provide valuable assistance for a Pigdok. When a Pigdok attempts to dope a unit he may add 1 to his dice roll for each Styboy assisting him.

Shiny Bitz: Feral Orks are superstitious in the extreme and will sometimes get the idea that an otherwise useless object is really a powerful



talisman. An Ork with shiny bitz may re-roll one failed Armour save once in the game.

Warpaint: Feral Orks often daub themselves in dyes and paints that the Wyrdboy has prepared in the hope that some of his latent psychic powers are absorbed in the mix. A model protected by warpaint is not affected by psychic powers on a D6 roll of 6+. The power still works, but any character that makes his save will be unaffected.

Wyrdboy Stikk: Wyrdboyz frequently carry copper staves to give themselves some protection against 'Eadbangs. When a Wyrdboy with a Wyrdboy Stikk suffers an 'Eadbang he may re-roll the Strength of the attack.

HEADQUARTERS



A Feral Ork Warboss is the strongest and most cunning Ork of his tribe. He must constantly fight challengers to

maintain his authority. When not fighting for his position, he leads his tribe on raids on other Feral Ork camps or any other communities in his vicinity. He will gather the best warriors of his tribe together into a warband, striking out on hit-and-run missions.



WARBOSS 60 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

Options: A Warboss may be given any equipment allowed from the Feral Ork Armoury.

Bodyguard: The Warboss may be accompanied by a Bodyguard (see entry below). If he has a Bodyguard then the Warboss and his Bodyguard are treated as a single unit during battle. Note that the Bodyguard does not count as a separate HQ choice (it does not use up an HQ 'slot').

Independent Character: Unless accompanied by his Bodyguard (see below), the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

WARBOSS'S BODYGUARD

NOB 20 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Nob	20	4	2	4	4	2	3	3	7	6+

Number: The Warboss may be accompanied by between 5 and 10 Nobz.

Options: The Nobz may be given any equipment allowed from the Feral Ork Armoury.

PIGDOK 10 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Pigdok	10	3	3	3	4	1	2	1	7	6+

Number: If the Warboss is accompanied by a Bodyguard he may also be accompanied by up to two Pigdoks.

Options: Pigdoks may be given any equipment allowed from the Feral Ork Armoury.

If a Warboss's retinue contains a Pigdok then all models (including the Warboss) may be mounted. If there is no Pigdok then no model may be mounted. If the Warboss is mounted on a super cyboar, then all members of the retinue must be mounted on cyboars.

0-1 WYRDBOY..... 50 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdboy	50	3	3	3	4	2	3	1	8	6+

Options: A Wyrdboy may be given any equipment allowed for Wyrdboyz from the Feral Ork armoury.

Minderz: The Warboss may use Brutes to make sure the Wyrdboy does what's expected of him. If the army contains a Brute mob of 10 or more Brutes then 2-5 of them may be detached to form a unit with the Wyrdboy. These cannot include Brutes with upgraded weapons or Brute Nobz.

Independent Character: Unless accompanied by Minderz (see above) the Wyrdboy is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

Psychic Abilities: See Wyrdboyz and wyrdboyz powers in the Feral Orks Special Rules section.



Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these Shamans, or Wyrdboyz as they are more commonly known, are bullied and used as just another potentially destructive weapon to carry into battle. In battle they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, channelling it into a powerful psychic burst.

ELITES

0-2 BRUTES..... 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Brute	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 20 Brutes.

Weapons: Slugga and choppa.

Options: Up to two models can have either a burna at +8 pts, or a rokkit launcha at +10 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Whilst the ability to shoot prey is essential to a Feral Ork tribe's survival, they still relish close combat. Some Feral Orks are far larger than the others and spend the vast majority of their time maintaining order within the hierarchy of the tribe, usually by means of their sheer brute size. They allow the other smaller Orks the privilege of hunting for them, taking the pick of the prey that the Huntas bring back.

TRAPPAS..... 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Trappas	10	3	3	3	4	1	2	1	7	6+
Nob	+10	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Trappas.

Weapons: The models in the mob may be armed with either a shoota or a slugga and choppa (you may have a mixture of weapons in the mob).

Options: You may give your entire unit of Trappas flash furs at a cost of +2 pts each.

Character: For an additional cost of +8 pts one of the Trappas may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.



Feral Orks do not have the same resources as normal Orks and are dependent on a select few highly skilled Orks to bring them food to eat and furs to wear. Many of these Orks band together into elite groups that call themselves Trappas. The Trappas have perfected the art of setting snares and digging staked pits in order to catch their prey, and are skilled at sneaking up to targets for the kill. These talents are also useful on the battlefield. Trappas often wear thick pelts of fur, skinned from particularly vicious animals they have caught as trophies.

SPECIAL RULES

Infiltrators: Trappas are Infiltrators and follow the special scenario rules for Infiltrators.

Slippery: Trappas sneak through cover easily, so they roll an extra D6 when rolling to see how far they can move through difficult terrain.

Set Traps: If the game is being fought using the Jungle Fighting rules, Trappas may set booby traps. Each unit of Trappas allows you to set three Booby Traps. These are bought at the cost below.

BOOBY TRAPS SPECIAL RULES

BOOBY TRAPS			
	Points	Str	AP
Bang Trap	20	7	3
Fire Bomb	20	4	5
Punji Pit	15	3	6

Set Up: Booby traps are set up using the special rules that can be found on page 21 of Codex: Catachans.

Ignore Cover Saves: All booby traps ignore cover saves.

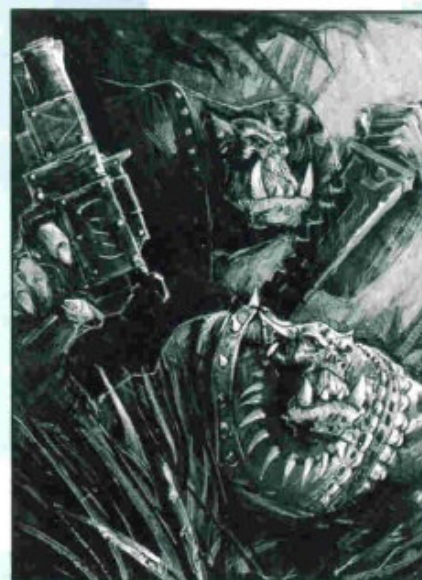
Pinning: Any unit that suffers one or more casualties from a booby trap must test for pinning.

Bang Trap: This is a large number of stikkbombz strapped crudely together and attached to a tripwire. The resultant explosion is a cataclysmic detonation of flying shrapnel that affects the model triggering the trap only.

Fire Bomb: Very similar in appearance to a bang trap, a fire bomb explodes in a shower of highly combustible liquid. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

Punji Pit: A simple, crude but effective trap; a small pit with sharp stakes placed at the bottom which is covered with various foliage. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

If you have a suitable terrain piece then this may be placed on the table to represent difficult terrain for the remainder of the game.





If a particularly skilled Pigdok lives within the tribe then he often spends his free time manufacturing bombs and explosives. Those Orks fortunate enough to possess a cache of stikkbombz group together in raids. Envied by most of the other Orks in the tribe these Stikk Bommas revel in the noisy destruction their deadly barrage can cause.

0-1 STIKK BOMMAS..... 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	3	3	3	4	1	2	1	7	6+
Nob	+13	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 5 and 20 Stikk Bommas.

Weapons: Slugga, close combat weapon, frag and krak stikkbombz.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

TROOPS



In order to survive the harsh habitats in which Feral Orks live, many group together in large mobs. Not yet skilled in the arts of hunting and trapping, these gangs of Orks rely on strength in numbers to protect themselves from predators (including other Orks). They hunt in large mobs, depending on the sheer number of their guns to kill enough prey. Competition within the gangs is fierce as food and supplies are limited. Only the strongest will acquire the best weapons and gain the larger portions of the kills.

HUNTAS..... 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hunta	9	3	3	3	4	1	2	1	7	6+
Nob	+11	4	2	4	4	2	3	2	7	6+

Mob: The mob consists of between 10 and 30 Huntas.

Weapons: Shootas.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of 12 pts one Hunta may be upgraded to a Nob. A Nob may choose any equipment from the Feral Ork Armoury.



A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry such as clubs or spears. The Ork raiding party will bring these wild Orks back to their tribe and over a period of time will teach them da proper Orky way. Before they are truly accepted in the tribe they must prove their strength in a raid using only the weapons they were found with.

WILDBOYZ..... 8 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Wildboyz	8	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: A Wildboy mob consists of between 10 and 30 Wildboyz

Weapons: Choppas and a hand weapon such as a club or dagger.

Character: The Wildboyz must always be accompanied by a Nob. The Nob may be given any equipment from the Feral Ork Armoury.



As with other Orks, Feral Orks are often accompanied into battle by groups of Gretchin.

GRETCHIN MOBS..... as in Codex Orks



Most Feral Orks have little concept of technology and occasionally their introduction to even the simplest mechanical devices will be too much for the Orks' small brains to handle. When this happens an Ork can become psychotic and lose what little rational thought processes he had in the first place. These Orks are known as Madboyz or Nuttas and are grouped together on the battlefield. Although unpredictable and erratic at times, they can prove extremely effective.

MADBOYZ..... 7 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Madboyz	7	3	3	4	4	1	2	2	7	6+
Pigdok	10	3	3	3	4	1	2	1	7	6+

Mob: The mob consists of between 5 and 20 Madboyz

Weapons: The Madboyz may be armed with either a shoota or a slugga and a choppa.

Character: The Madboyz may be accompanied into battle by a Pigdok. The Pigdok may be given any equipment allowed from the Feral Ork Armoury. See the Pigdok special rules.

Special Rules: Madboyz are fearless and ignore all morale and pinning tests. Other Orks keep their distance and will never mob up with them. At the start of each Ork turn roll a D6 for each unit not in an assault, on a roll of 1 the Madboyz are 'disturbed'. Roll on the table below.

MADBOYZ DISTURBED BEHAVIOUR TABLE

- 1 The Madboyz fight amongst themselves because they realise the other Madboyz are 'lookin' at 'em funny'. Roll 1 attack per Madboy in the unit and inflict these hits on the unit. The Pigdok (if any) does not have to join in but can be hurt.
- 2-3 One of the clouds is a striking image of an Ork god but the unit is split as to whether it's Gork or Mork who has appeared before them and begin a frantic argument. Count as pinned.

- 4-5 The confused gibbering of one of the Madboyz spreads through the unit until they are convinced of their doom. The Madboyz fall back, automatically regrouping at the end of the move. If caught in crossfire, the unit is destroyed.
- 6 The unit is overcome with images of heroism and decide to show the other Orks the true meaning of being Orky. They may move an additional D6" straight towards the nearest enemy unit in the Movement phase.

FAST ATTACK

BOARBOYZ 12 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boarboy	12	3	3	3	4	1	2	1	7	6+
Nob	+22	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of 5 to 10 Boarboyz. Boarboyz count as cavalry.

Weapons: Slugga and choppa or shootas. (You may have a mixture of weapons within the mob.)

Options: The entire mob may be equipped with frag stikkbombz at a cost of 1 point per model and krak stikkbombz at a cost of 2 points per model. If a Pigdok is included in the army then any of the Boars may be upgraded to Cyboars at a cost of 5 points per model.

Character: For an additional +22 pts one Boarboy may be upgraded to a Boarboy Nob. He may pick any wargear from the Feral Ork Armoury.

HERDA 9 points plus 5 per Squig

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Herda	9	3	3	3	4	1	2	1	7	6+
Squighounds	5	3	0	3	3	1	2	1	2	6+

Mob: The mob consists of 1 Herda and between 10 and 20 Squighounds.

Weapons: Slugga and choppa. The Squighounds are armed with huge teeth.

Character: The Herda may be given any equipment from the Feral Ork Armoury.

Special Rules: If the Herda is killed, the pack disperses at the end of the phase – treat them as destroyed.

JUNKAS 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Junkas	9	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Junka boyz

Weapons: The Junkas have either a shoota or a slugga and a choppa. The mob may contain a mix of differently armed Junkas.

Options: Up to one of the Junkas can have a big shoota at +12 points, a rokkit launcha at +10 points or a burna at +8 points.

Character: One of the Junkas may be upgraded to a Nob at an additional cost of +11 pts. The Nob may have any equipment allowed from the Feral Ork Armoury.

Transport: The mob must be mounted in a Junkatrukk at an additional cost of +30 pts. Junkatrukks may be fitted with any of the vehicle upgrades in the Feral Orks Armoury.

JUNKATRUKK				
	Front Armour	Side Armour	Rear Armour	BS
Junkatrukk	10	10	10	3

Type: Fast, open-topped.

Weapons: The Junkatrukk may be armed with one of the following: big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Special Rule: The poor lack of maintenance means that these trukks are liable to mechanical failure on a regular basis. Before the vehicle moves roll a D6. On a roll of 1 something has snapped, blown up or seized and the crew must spend the remainder of the turn repairing the damage. The vehicle may not move this turn.



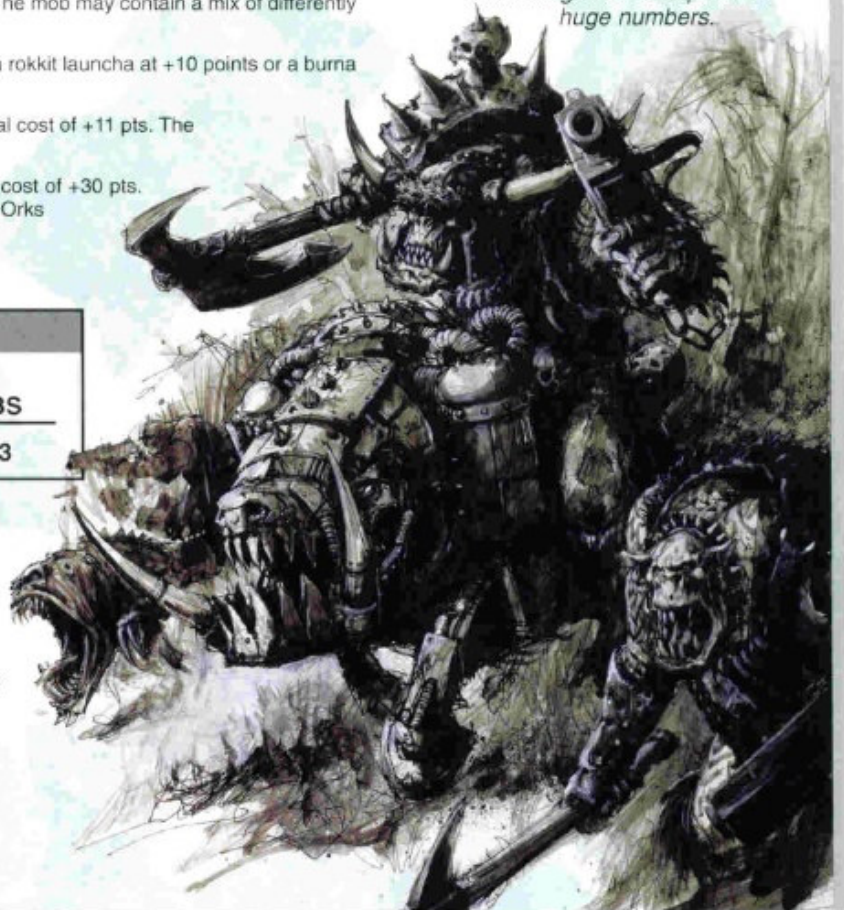
If an Ork is a particularly adept Trappa then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick.



Some Trappas in the tribe prefer to train vicious Squigs to become their own personal hunting pets. They take these beasts, who are loyal only to their master's whip, on hunting expeditions to track down prey or the occasional runaway Grot.



On rare occasions a lucky Feral Ork tribe may find damaged vehicles left by other forces. If their Pigdok is skilled enough they often manage to get the vehicle up and running using steam, pedal or even pure boar power. The Orks will then ride into battle clinging on to any spare space of their technological masterpiece in huge numbers.





Space McQuirk's Feral Orks swarm into the ranks of the Eldar, a looming Squiggoth on the horizon.

HEAVY SUPPORT



Squiggoths are the largest of the Squig breed. They vary in size from hippo to dinosaur, but are uniformly heavily-built quadrupeds with huge, fang-filled maws. Squiggoths are hunted for food by Feral Orks but can also be tamed if trapped while they are young. In combat, tamed Squiggoths are used as beasts of burden, carrying big gunz into battle on their broad backs.

SQUIGGOTH See Below

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Small (less than 6")	40	2	3	6	5	3	1	3	7	5+
Medium (6" to 9")	50	2	3	7	5	4	1	3	7	5+
Large (9" to 12")	65	2	3	8	6	5	1	4	7	4+
Massive (over 12")	90	2	3	9	7	6	1	4	7	4+

Mob: Squiggoths operate independently. They come in a variety of sub-species which differ considerably but will often be dinosaur-like in appearance.

Options: A small or medium Squiggoth must carry a single big gun. A large Squiggoth must carry two big guns. A massive Squiggoth must carry three big guns.

A big gun can be a twin-linked rokkrit launcha or big shoota at +20 points, a lobba at +30 points or a kannon at +30 points.

In addition all Squiggoths may carry up to twice as many Orks with shootas as they have wounds at +5 points each. These Orks may not disembark from the Squiggoth - they are all treated in the same way as vehicle crew

SPECIAL RULES:

The points value and statistics for a Squiggoth are solely dependent on its size. As each Squiggoth can be vastly different to the next a simple process of measuring the Squiggoth model from head to tail is used to determine its characteristics. All Squiggoths are fearless and ignore all morale and pinning tests.

Firing Platform: Because all weapons are fired from specially built howdahs and turrets atop the Squiggoth then all weapons may be fired even if the Squiggoth moves.

Monstrous Creature: Due to its sheer size and brute strength, the Squiggoth is a monstrous creature. It rolls 2D6 for Armour Penetration and ignores opponents' Armour saves in close combat.



LOBBA BATTERY

As Big Gunz Battery in Codex: Orks. May only include lobbas. May not include a Mek. Slaver may only choose from the Feral Ork Armoury.

IMPERIAL GUARD ARMoured COMPANY

by Pete Haines, Jervis Johnson & Graham McNeill

The Imperial Guard is a vast organisation of millions upon millions of men and war machines. By far the most common organisational unit of the Guard is the ubiquitous Infantry Company but there are several other types of company utilised. Equally important, though deployed in vastly fewer numbers are the Imperial Guard Armoured Companies.

An Imperial Guard Armoured Company consists almost entirely of armoured vehicles, with the only infantry included being those mounted in Chimeras, to keep up with the rapid advance of the tanks. A typical Armoured Company can consist of anything between twelve and twenty-four tanks and is primarily used to batter through enemy strongpoints, exploit a breakthrough or act as a mobile reserve to counter-attack advancing enemy.

An Armoured Company will often be used to spearhead attacks and, break through enemy lines. Special missions or objectives of an particularly critical nature are often entrusted to Armoured Companies, though they are unsuitable for holding ground or raids into enemy territory. Armoured Companies are specialised formations and how they are raised and integrated into an Imperial Guard army is quite different to a regular Imperial Guard regiment.

REGIMENTAL ORGANISATION

The Imperial Guard is a massive organisation, drawn from a million different worlds and brought together by the Departmento Munitorum through a rigorously enforced but incredibly arcane system of tithes. Most of the regiments raised for service in the Imperial Guard are infantry, which is not surprising as the one resource the Imperium has in abundance is manpower. However, while the Imperial

Guard is rightly regarded as a ponderous organisation which specialises in delivering bludgeoning hammer blows to an enemy rather than the decisive rapier-thrusts of the Adeptus Astartes, it still needs a way of breaking through defensive lines and taking the battle to the enemy.

Armoured Regiments are the assault arm of the Imperial Guard. Raised on industrialised worlds and equipped with unsophisticated but rugged vehicles they have been the weapon of choice for Imperial Guard Generals for as long as the Imperium has stood. An Armoured Regiment consists of several companies; normally there will be at least three but some regiments boast over a dozen. Because of the sheer power of tanks in action, Armoured Regiments normally split into their constituent companies in battle. A company of tanks can be allocated to an Infantry Regiment to provide close support or conversely operate on its own, supported in some cases by troops detached from infantry regiments in the same army.

It is rare for tanks and infantry to be officially part of the same regiment but once intermixed to fight it is common for secondments to become permanent, at least for the duration of a war or crusade. In all practical cases the Armoured Company is the level of tank formation most commonly encountered.

An Armoured Company will always have a commander operating either alone in his own tank or supported by an HQ Squadron of one or two more tanks. The Leman Russ Vanquisher is a popular choice as command tank as its long barrelled battle cannon is especially effective in the hands of a Veteran crew. The company will consist of three to six squadrons of tanks, each squadron having a command tank, and one to two other tanks. These will mostcommonly be Leman Russ tanks although Demolishers, Hellhounds and, Chimeras can be pressed into service.

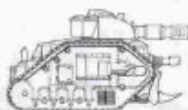
SUPPORT UNITS

Whilst the formal organisation of Armoured Companies contains only tanks some cross-attaching of units is commonplace. This is not based on any standard practice formalised in Imperial Guard manuals but is instead either improvised by experienced commanders or a necessity of battle.

The most common attachments are infantry from Steel Legion-style formations. (The Steel Legions are specifically an Armageddon unit but the term is used more widely to describe infantry units entirely mounted in Chimera transports). The Chimeras enable the infantry to not only keep up with the tanks but to add significantly to an armoured company's firepower. The infantry are invaluable in dense terrain where the risk of assault by

TANK COMPANY

COMMAND TANK



1ST SQUADRON

1



2



3



2ND SQUADRON

1



2



3



3RD SQUADRON

1



2



3



Order of battle of Alpha Company, 17th Brimlock Dragoons, at the start of the Damocles Gulf Crusade

enemy infantry is at its highest. Despite their power, tanks are vulnerable to attack by determined infantry. Eldar haywire grenades and Ork super-stikkbomz are both capable of defeating the most powerful armour and the threat alone will drastically slow armoured operations if there are no infantry supporting them.

In addition to normal Armoured Fist squads, Armoured Companies are frequently assigned support weapon squads, armed with lascannons, autocannons, missile launchers, heavy bolters and mortars. These squads are mounted in Chimera transports and can therefore be deployed in the thick of the action. They are especially valuable for the covering fire they provide, enabling the tanks of the Armoured Company to stay mobile and concentrated. Mortar teams are used to speculatively bombard concealing terrain ahead and to the sides of the line of march. Whilst the expenditure of ammunition seems frivolous, the number of times this fire uncovers enemy infantry lying in wait for the tanks justifies it many times over. Heavy bolters and autocannons can then be speedily deployed to cover the tanks. In the event enemy infantry try to get amongst them and manage to break through the Armoured Fist squads then these rapid firing heavy weapons can blast them at their most vulnerable as they rush the tanks. Missile launchers and lascannons are used to perform a tactic known as 'sword and

shield'. This involves the tanks of the Armoured Company engaging enemy tanks right in front of the concealed anti-tank teams. The tanks act as the shield, keeping the enemy armour busy while the anti-tank teams act as the sword and pick them off at leisure.

When it comes to reconnaissance Imperial tanks are too large and noisy to perform the job well. To fill this niche Armoured Companies are commonly assigned squadrons of Sentinel walkers. The Sentinel is the workhorse of virtually every Imperial Guard formation and it is the exception to the rule that all Armoured Companies include only tanks. Armoured Company commanders are always enthusiastic to secure Sentinel support and when they get it will do anything to avoid letting it go. The Sentinel has such excellent all-round capabilities that a tank formation acting independently is hamstrung without them. They excel at sniffing out the enemy, and having located them, are sufficiently well armed to support the tanks in the ensuing battle. Broadly speaking they are used in two roles: pure reconnaissance as described above and as tank hunters. While the Armoured Company's tanks roar forward Sentinels can occupy concealing terrain and fire accurately with their lascannons in support. Their flimsy armour is less of a disadvantage when the enemies' attention is fixed on the near-invulnerable Leman Russ. The other advantage of

Sentinels is that they can go virtually anywhere an infantryman can go but take their heavy firepower with them. They can find routes through difficult terrain for the tanks to follow and give a commander a means of finishing off an enemy when the tanks' firepower drives them deep into a wood or town.

Finally it is possible that artillery units will be assigned to an Armoured Company. This is actually very rare as artillery is at its best when set up a good distance from the enemy lines and is able to remain static and bombard continually. This method of fighting is diametrically opposed to the bludgeoning tactics of the Armoured Companies. Sometimes the artillery is transferred to act as improvised tanks to swell numbers and other times they are there because formations merge in the heat of battle without any real tactical reason. In either case Griffons and Basilisks are not entirely at home in armoured companies and will often find themselves doing jobs they would not normally be expected to do. In the scourging of Yntheil in M38.889 Griffons with dozer blades were used by the Narmerian Armoured Companies to clear enemy earthworks while the tanks provided covering fire, and during the fighting against Waaagh! Drojock in M40.472, Basilisks with armoured crew compartments served alongside the Antroch Lancers as battle tanks while storming the Vannen River fords. On other occasions the artillery have

The shimmering form of the wraithgate pulsed like a handful of diamonds scattered on a velvet cloth, the haunting echoes of distant songs resonating from light years away. Arenian Nuaeth, Farseer of Ulthwé, watched as yet another group of Eldar passed through the oily iridescence of the gate, through the webway, and returned to the Craftworld. He turned from the gate, his heart heavy that this world was being abandoned, yet unable to see any other course of action. The runes all pointed to its destruction at the hands of the Despoiler as his foul armies poured from the Eye of Terror. Faced with horrible death, Arenian knew that the only course of action was to abandon this planet to its fate.

But nothing in this universe was ever that simple. The Mon-Keigh, ever ignorant of the subtle workings of the galaxy sought to apprehend his people and interrogate them as to their reasons for abandoning their ancient homeland, though the signs were surely plain enough for even these blinkered barbarians to see. Even now their armies fought to prevent the Eldar's escape, but Arenian had positioned his Black Guardians to seal off the route that led to the site of this wraithgate, and was confident that they could hold back the unsophisticated Mon-Keigh back long enough for them to vacate this world.

A pair of heavily laden Wave Serpents skimmed slowly towards the gate, their movements much less graceful than usual. A Falcon glided behind them, its bright lance tracking left and right. Normally Arenian would be reluctant to allow such large vehicles access to a wraithgate, but there was simply no other choice.

It began as a barely noticeable tremor in the earth, a dance of pebbles across the dusty earth. A distant growl, like approaching thunder on the plains swelled from behind the hillside. Arenian turned, puzzled, and with a pulse of thought instructed the pilot of the Falcon to investigate. The noise grew in intensity, until Arenian suddenly realised what he was hearing. But it was impossible, how could they have overcome his Guardians so swiftly? Before he could utter a warning, a roaring steel behemoth crested the rise in front of the Falcon, jetting filthy oilsmoke from belching exhausts at its rear. A human officer waving a glowing sword rode in its open cupola and the spiked bulldozer blade on the hull of his vehicle smashed into the stricken vehicle, tearing through its curved hull like paper and driving its prow into the earth. The Mon-Keigh tank slammed down on top of the Falcon, its lumpen mass crushing the handcrafted Falcon to wraithbone splinters.

Screams were drowned out as a dozen more tanks came over the hill, guns firing and explosions ripping through the Eldar. A Wave Serpent exploded, smashing into the ground and ploughing the earth. Scattered return fire ricocheted from the hulls of the Mon-Keigh tanks as they roared downhill, stuttering blasts of gunfire whipping through the screaming Eldar. A streak of light slashed through the air, striking the turret ring of a tank and blowing it off in a booming explosion. The other tanks scattered, and Arenian saw lighter transport vehicles following behind, dismounted infantry jogging after them. An officer in a long greatcoat led them and the Farseer directed the full force of his will at the man, smiling grimly as he saw him convulse, blood pouring from every orifice in his head. He ducked as a spray of bullets raked the air above him and sprinted back towards the wraithgate as the Mon-Keigh tanks destroyed what remained of his people. Like voracious predators they rampaged, crushing and killing all before them and Arenian knew that they were doomed. He exerted his will and the wraithgate collapsed, the shimmering passage to Ulthwé closed, the Craftworld's survival more important than his own.

Arenian drew his witchblade and prepared to show these upstart Mon-Keigh what true pain was.



Tanks of the Emperor's Shield Armoured Company close in on the Tyranids of Jourmall Hive.

simply served to spread incoming fire more thinly and reduce the chances of real tanks being damaged.

An Armoured Company does not have any attached support vehicles or ammo carriers; these will normally be provided for an individual campaign by the Departamento Munitorum. Each squadron can contain a mix of vehicles, but the newer the regiment, the more likely they are to be the same. These lightly armed but very valuable vehicles will never be risked in combat if there is any other option. Their crews are not combat-hardened and are often made up of men who can only be trusted to labour rather than fight.

When units are assigned to support the Armoured Company from other formations such as infantry or artillery they are assigned to either a company commander or a squadron commander. This keeps the internal organisation of the armoured company constant and avoids confusing battlefield command with additional sub-units. It is acknowledged that tank commanders do not always know what is best for their support units so a degree of autonomy is acceptable. The sergeants of Armoured Fist units, for example, quickly learn what is needed of them and do not wait for an order to intercept enemy infantry.

ARMOURED COMPANIES IN BATTLE

Armoured Companies of the Imperial Guard are renowned for the speed and ferocity of their assaults, smashing through enemy positions with the thunder of their armoured vehicles. Their deployment is not undertaken lightly, for it is a logistical nightmare to co-ordinate so many vehicles together with their associated materiel, such as ammunition, fuel, food and water and all manner of sundries consumed at a frightening rate by an Armoured Company.

Whole convoys of fuel trucks follow in the wake of an Armoured Company, which in turn need to be guarded and fuelled, generating even longer supply chains.

When the full might of an Armoured Company is unleashed, there is little that can stand against it. Dozens of tanks roar forwards, their tracks churning the ground and cannons firing with the sound of thunder. The very earth trembles as these iron leviathans attack and only the most determined or foolish enemy will dare to stand against them. In the wake of the blitz of an Armoured Company's attack come the Infantry Companies, but there is usually very little for them to do but mop up the scattered remnants of broken, terrorised enemy soldiers. Ironically, despite being capable of such awesome destruction, armoured companies are unsuited for holding the ground they capture, relying on infantry to consolidate their gains.

As well as spearheading assaults Armoured Companies are also particularly effective as mobile reserves, breaking up enemy offensives that have burst through friendly forces. Enemy troops and armoured fighting vehicles that have battled through a first line of defence are typically disorganised and scattered – easy prey for a concerted counter-attack. Their speed allows them to react rapidly to the changing fortunes of the battlefield and often the sudden arrival of squadrons of heavy armour has turned retreat into attack. Such dramatic operations produce a different breed of Guard officer, one more used to flamboyant displays of heroism than the drudgery of common footsloggers. Used to the protection of several tonnes of steel and armaplas, many officers are prone to wilder excesses of courage than those who know that only a few thin layers of ablative material stand between them and death.

Campaign: Hive Fleet Kraken incursion
Warzone: Radnar – Jourmall Hive
Formation: Emperor's Shield
Opposition: Tyranids

Following the battles on Ichar IV, Imperial forces were redeployed to contest the hive-world of Radnar. The area around Jourmall Hive was filled with Tyranid nests and the ability of the Tyranids to emerge anywhere in the vicinity made the region very difficult to attack. The Imperial lines surrounded the hive, a total distance of three hundred and forty miles and a six week bombardment was commenced. Tyranid spore mines inflicted heavy losses on the besiegers but ultimately it was the news that swarms were moving towards Jourmall from the other infested hives that prompted action. The Emperor's Shield Regiment, numbering nine full strength companies, was massed to break into the levelled hive-city. They included large numbers of tanks equipped with flamers, both Hellhounds and Leman Russ Demolishers, and as they reached the outer line of nests they used these to cleanse each in turn. Faced with a choice of frying in their holes or emerging the Tyranids swarmed to the surface. The tanks advanced in close formation leaving the smaller gaunts nowhere to go. Their tracks were stained with the beasts' foul ichor as whole broods were crushed beneath them. Ahead of the tank line a sea of flame rolled forward consuming even more Tyranids before they could even get to them. Every time a Carnifex or Tyranid Warrior brood emerged it was transfixed in a lattice of lascannon fire or pummeled by numerous battle cannon. The implacable advance of the Emperor's Shield shattered the control of the hive mind, preventing any sort of coherent response and, without any significant pause, continued to the far side of the hive site where the remnants of the swarm were herded to destruction against the lines of circumvallation.

THE TANK SQUADRON

Within the Imperial Guard the most common lower level formation is the squadron. This consists of three tanks, one of which is a command tank. Virtually every combination of armoured vehicle has at some time operated as a Squadron either by plan or necessity although the classic squadron consists of three Leman Russ battle tanks.

Line abreast

This formation involves the squadron command tank setting the line of march while the other two tanks accompany it to either side. All the guns can fire forward and the flanks of the command tank are covered. The weaknesses are that changes in direction from the command tank leave little time for the other tanks to adjust and the formation is very weak if engaged to flank where only one tank can bring its weapons to bear.



Echelon

Particularly useful when moving around an enemy strongpoint the echelon allows all weapons to be brought to bear in either direction. A simple turn left or right forms a new echelon advancing in a different direction. The flanks of the lead two tanks are partially protected but only from one side and the rear tank can be vulnerable. Each tank can offer supporting fire against assault to the tank in front.



Spearhead

Intended for general advance, this formation is superior to a standard line abreast as the command tanks flanks are still partially covered but now its sponson guns have a wider firing arc. Two tanks can direct their fire to either flank so the formation is stronger against flank attacks and any enemy assaulting the squadron leaders tank can expect to be engaged by the sponson weapons of the supporting tanks.



Column

Column is primarily used for moving along roads or between areas of difficult terrain. It leaves the tanks very vulnerable to flanking fire and limits forward firepower quite drastically. Generally this formation is only used when it is the only formation that fits the circumstances. When moving up on an enemy position though it does ensure that only the lead tank can be engaged guaranteeing that the supporting tanks can move out and engage when space allows.



One of the greatest heroes of the 3rd Armoured Company of the 124th Cadian regiment was Colonel Tamus Sirhan, commander of the Leman Russ battle tank, 'Anvilus Imperator'. Famed for always riding into battle with his hatch open and brandishing his family power sabre, he disdained those who cowered in their vehicles when there was the glory of dying enemies to behold. Ever eager to lead the charge of his vehicles, his company expended more fuel and munitions in the six-month Draxian Campaign, than the entire 235th Loackran regiment recorded in their three-year campaign to liberate the Lodwyn Belt. Colonel Sirhan remains the only warrior in the 124th Cadian to have won the Order of Macharius, following his actions at the Battle of Vrodken Ford, where he and his company fought and destroyed a Chaos Battle Titan. The Titan protected the one place where armoured vehicles could cross the River Astur and which led to the enemy rear echelons. Imperial forces had taken a fearsome pounding trying to cross the river with pontoon bridges and every attempt had met with failure. The commanders of the force were unaware of this location until Sirhan's tanks captured the forward elements of the enemy's recon company probing from the north and were able to extract information on how they could approach the Imperial positions unseen.

Sirhan immediately mounted up his tanks, commandeering fuel and shells earmarked for the 2nd Company and roared off to the north in search of the crossing. Dawn was breaking as his scout vehicles reported the presence of the ford, though they attracted heavy fire as they attempted to cross. Determined to exploit this ford, no matter the cost, Sirhan led his vehicles from their laager and drove his tank straight into the water. As the tanks reached the centre of the river, a thunderous tremor shook the ground and the towering shape of a Titan emerged from behind the sides of the river valley. Three Leman Russ were blown apart in as many seconds by the Titan's guns, before the rest were able to scatter and return fire. The behemoth's void shields flickered as shell after shell impacted, but none could penetrate its thick armour and another swathe of tanks exploded under its withering firepower.

Colonel Sirhan charged forwards, his tank belching smoke as it emerged from the river. Supporting infantry waited in the shadow of the titan, but as more and more tanks emerged from the river, the weight of their suppressive fire began to take its toll. The shells of the few tanks that had survived to close with the Titan were now close enough to bypass their foe's shields and armoured plates

cracked and ran molten beneath their repeated barrage. Realising that it had underestimated its foe, the titan began backing off, but Colonel Sirhan was not to be denied. He drove right up to the titan and unloaded his remaining ordnance into its weakening leg joint. His last shell detonated against the giant war machine's joint and, in a shower of flame and exploding metal shards, the titan collapsed on top of the Colonel's command tank, crushing him and his crew to death. The last, battered survivor of the company was able to vox regimental HQ and tell them what had happened. Within four hours flanking elements of the 124th Cadian Regiment had crossed the Astur and were able to catch their enemy completely by surprise, rampaging through their baggage and supply camps. Every one of the dead tank crews received the Medallion Encarmine and Colonel Sirhan was awarded the Order of Macharius, despite some officers' belief that he should be posthumously court-martialed.

While an extreme example, Colonel Sirhan is fairly typical of the mindset of the commanders of Armoured Companies:

daring, dramatic and dynamic, always leading from the front and contemptuous of cowards. The men and women who make up the soldiers of an Armoured Company see themselves as the elite companies of the Imperial Guard and are often disdainful of the lowly infantryman, all too often forgetting that all the different arms of the Imperial Guard must work together to achieve victory.

At the Battle of the Vasterloir Salient, Armoured Companies from the Jouran Dragoons counter-attacked the forces of the Ork Warlord, Grashtak the Arch-Murderer as they broke through the trenches of their Infantry Companies. So successful was the counter-attack that the commander of the company, Colonel Mitrofan Tesla, pursued the Orks through the no man's land separating the two armies, back to their own positions. In the mad haste of pursuit, Tesla allowed his tanks to become scattered and when the Orks rallied and counter-attacked his force, many were picked off by bands of Ork Tank Hunters. It was a testament to Tesla's skill that he was able to regain a measure of command and control over his company

Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver.

Captain Kurt - Hellhound commander

and fight his way back to the following Infantry Companies. Together with the supporting infantry, the Jourans were able to smash through the Ork lines and destroy hundreds of Ork warbands, breaking open the Salient and paving the way for ultimate victory in the campaign against the Orks.

While Armoured Companies are an extremely powerful shock force in battle, they rely - however much their commanders might disagree - on supporting units of artillery and infantry to operate at their most effective. The terror of an entire company of tanks crashing through a position should not be underestimated and many foes have had cause to rue the day they overestimated their ability to hold off the Armoured Companies of the Imperial Guard.



TACTICS OF THE ARMoured COMPANIES

Armoured Companies are not in action as much as infantry units. Infantry can be used in virtually any terrain, can be used to police rebellious populations, perform more menial digging and entrenching and provide garrisons on backwater worlds. Whilst an Armoured Company can be used in this way, and at a pinch

the crews can shoulder their lasguns and act as improvised infantry, it is really a waste. Their real role and best use is in major campaigns where their ability to deliver battle-winning attacks is legendary.

THE ARMoured COMPANY AS A SPEARHEAD

Because the Imperial Guard as a whole is operationally quite slow it is sometimes advantageous for their advance to be spearheaded by Armoured Companies. In this role they advance ahead of the main army in tight formations, often supported by Sentinel squadrons seconded from reconnaissance units. These formations will advance at maximum speed cutting holes in the enemy formations before pressing on without pause to isolate pockets of resistance which can then be mopped up by the more conventional Imperial Guard units advancing behind them. Massed armour is almost impossible to stop without the enemy committing their own mobile forces, thereby allowing the Imperial Guard to seize the initiative and force the enemy to fight a battle of attrition.

This approach is most effective when the line of attack is aimed at weak points in the enemy line. Overall the objective is not to destroy the enemy by direct action but to fragment them and get the armoured companies amongst second line formations disrupting supplies and over-running depots.

The key to success is how well the tanks are supported; lack of fuel and ammunition will often halt their advance long before the enemy are able to do so and counter-attacks launched against the sides of the line of march will drain the Armoured Company's strength and may cut them off entirely.

THE ARMoured COMPANY IN GRAND ASSAULTS

Often the Imperial Guard will be fighting on battlefronts stretching hundreds or even thousands of miles. The lethality of 41st millennium weaponry makes constant attack very expensive in lives and even the Imperial Guard cannot simply continue to throw men away attacking strongly held positions. The result will often be that the battle lines stagnate into gruelling trench warfare. Few enemies can sustain this type of battle against the Imperial Guard because of the massed supporting artillery that can be brought to bear. There comes a point in this type of battle though where the enemy have been weakened enough and a decisive blow needs to be struck.

Armoured Companies will be massed in several locations behind the front lines. There is rarely any attempt at deception, the sight of dozens of squadrons, wheeling and forming up is a demoralising one. As units will naturally disperse to minimise artillery casualties the sight of the Armoured Companies shaping to charge will force the enemy to mass their own firepower, making the final Imperial bombardment more deadly. The attack can actually be delayed while the tanks add their cannon to those of the artillery. When enemy units start dispersing or even falling back the signal will be given to charge.

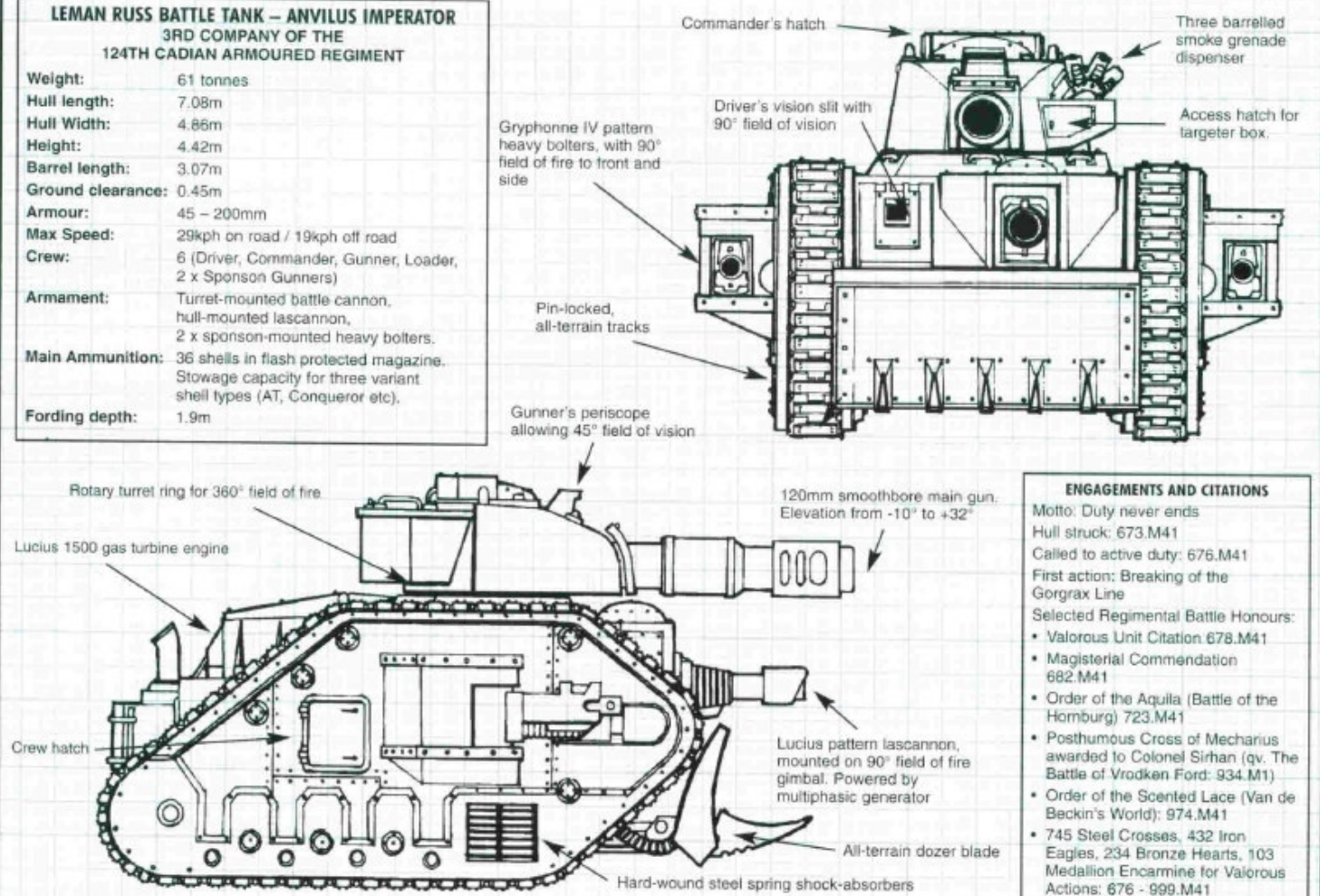
The tank attack will not be slowed by trenches, wire, shell holes or mud, the noise alone will freeze experienced warriors with fear and the relentless power of the charge will frequently crush the enemy front line for little or no loss. The tank charge will be supported by a general advance. Light artillery such as mortars can continue to fire as even if they are not on target their shells cannot harm the tanks. With the main defensive line overthrown the Armoured Companies will often revert to individual spearheads before moving on to secondary objectives.

Despise infantry if you must. Crush them under your tracks, by all means. But do not ignore them. Battlefields are littered with the wreckage of tanks whose crews ignored infantry.

Anon

LEMAN RUSS BATTLE TANK – ANVILUS IMPERATOR 3RD COMPANY OF THE 124TH CADIAN ARMoured REGIMENT

Weight:	61 tonnes
Hull length:	7.08m
Hull Width:	4.86m
Height:	4.42m
Barrel length:	3.07m
Ground clearance:	0.45m
Armour:	45 – 200mm
Max Speed:	29kph on road / 19kph off road
Crew:	6 (Driver, Commander, Gunner, Loader, 2 x Sponson Gunners)
Armament:	Turret-mounted battle cannon, hull-mounted lascannon, 2 x sponson-mounted heavy bolters.
Main Ammunition:	36 shells in flash protected magazine. Storage capacity for three variant shell types (AT, Conqueror etc).
Fording depth:	1.9m



ENGAGEMENTS AND CITATIONS

Motto: Duty never ends
Hull struck: 673.M41
Called to active duty: 676.M41
First action: Breaking of the Gorgax Line
Selected Regimental Battle Honours:
• Valorous Unit Citation 678.M41
• Magisterial Commendation 682.M41
• Order of the Aquila (Battle of the Hornburg) 723.M41
• Posthumous Cross of Mecharius awarded to Colonel Sirhan (qv. The Battle of Vrodden Ford: 934.M1)
• Order of the Scented Lace (Van de Beckin's World): 974.M41
• 745 Steel Crosses, 432 Iron Eagles, 234 Bronze Hearts, 103 Medallion Encarnine for Valorous Actions: 676 - 999.M41

USING THE ARMY LIST

The Armoured Company army list is structured in a rather different way to the army lists included in the Warhammer 40,000 rules and Codexes. It is split into two sections: the army list, and the vehicle inventory. You use the army list to pick the units that will make up your army, and the vehicle inventory to decide exactly what type of vehicle the unit is equipped with. The reason for using this seemingly arcane system is simply that many of the units in the army list can pick from a number of different types of vehicle, and if we included the vehicle details each time they appeared in the list (ie, we showed the details of the Leman Russ for each and every unit allowed to use it) then the army list would be two or three times as long – and rather repetitive to boot!

The army lists are used in conjunction with the Standard Mission force organisation chart. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose units you need to look in the relevant section of the list and decide which unit you want and how many models will be in the unit. The entry will also tell you what types of vehicle can be chosen for the unit from the vehicle inventory. Refer to the inventory to find the points cost of the vehicle and any upgrades you may want for it. Remember that you can't field models equipped with weapons or upgrades not shown on the model.

The total points cost for the unit is equal to the points noted for the unit in the army list, plus the points noted for the vehicle and any

upgrades you've taken in the inventory. Subtract this total from your army's total points, and then go back and make another choice. Continue to do this until you have spent all of your points. Then get ready to rumble!

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit and limitations (if any) on the maximum number you can take (eg, 0-1).

Profile: These are the characteristics of the unit type, including its points cost. Where the unit has different warriors, there may be more than one profile. As most of the units in the game are vehicle crew, the only important elements of the profile will be the points cost and the Ballistic Skill, as noted above.

Weapons: The unit's standard weapons. Like the profile, these will only be used by the crew of a vehicle if they are forced to dismount.

Unit Size: The number of models allowed in the unit, all of which count as a single choice on the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Options: Lists the different equipment and vehicles the unit may have. It may also include the option to upgrade one or more models in the unit to a special status.

Special Rules: This is where you'll find any special rules that apply to that unit.

VEHICLE INVENTORY ENTRIES

These are very similar to the army list entries and consist of the following:

Unit Name: The name of the unit and limitations (if any) on the maximum number you can take (eg, 0-1).

Profile: The front, side and rear Armour values of the vehicle, and its points cost.

Type: What type of vehicle it counts as under the Warhammer 40,000 rules (eg, skimmer, tank, etc).

Weapons: The vehicle's standard weapons.

Upgrades: Lists the optional weapons and vehicle upgrades which the vehicle may have.

Special Rules: Here you'll find any special rules that apply to that vehicle.

Designer's note

This revised version of the Armoured Company List has several purposes: -

- *It keeps a version of the list in the public domain so that fans of the armoured company can continue to use it.*
- *It is amended to keep it in line with Codex: Imperial Guard.*

In some cases this is advantageous (fewer limiting special rules, inclusion of Sentinels) and in other ways it is disadvantageous (no squadrons of tanks as a Troops choice, no Mechanised Infantry platoons). All in all the list has been moved on in a way that means should we get the opportunity to do a full Codex then it will be a shorter step from this list than previously.





IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found in *Codex: Imperial Guard*.

VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle. Upgrades marked with * cannot be used by Sentinels.

Armoured crew compartment	.20 pts
Camo netting	.1 pt
Extra armour	.5 pts
Hunter-killer missile	.10 pts
Mine sweeper *	.5 pts
Pintle heavy stubber *	.12 pts
Pintle storm bolter *	.10 pts
Rough terrain modification *	.5 pts
Searchlight	.1 pt
Smoke launchers	.3 pts
Track guards *	.10 pts

SINGLE-HANDED WEAPONS

Bolt pistol	.1 point
Plasma pistol	.10 points
Power weapon	.5 points
Storm Trooper Sergeants only	
Close combat weapon	.1 point

TWO-HANDED WEAPONS

Bolter	.1 point
Shotgun	.1 point
Storm bolter	.5 points

WARGEAR

Bionics	.5 points
Carapace armour	.5 points
Frag grenades	.1 point
Honorifica Imperialis	.25 points
No more than one per army	
Krak grenades	.2 points
Master-crafted weapon	.15 points
Medallion Crimson	.15 points
Melta bombs	.5 points
Surveyor	.2 points

What I cannot crush with words I will crush with the tanks of the imperial Guard!

Lord Commander Solar Macharius

IMPERIAL GUARD ARMoured COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	SV
Guardsmen	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet. Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armour: Front Side Rear			BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Destroyer Tank Hunter	14	12	10	3
Griffon	12	10	10	3
Hellhound	12	12	10	3
Leman Russ	14	12	10	3
Leman Russ Demolisher	14	13	11	3
Leman Russ Conqueror	14	12	10	3
Leman Russ Exterminator	14	12	10	3
Leman Russ Vanquisher	14	12	10	3
Salamander Scout Vehicle	12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon mortar*	G12-48"	6	4	Ordnance 1
Laser destroyer	72"	10	2	Heavy 1/Blast
Vanquisher Battle cannon	96"	8	3	Ordnance 1/Blast
Vanquisher AT shell	96"	8	3	Ord. 1; 2D6 Arm. Pen.

*These weapons have additional special rules. See the vehicle's entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellgun	24"	3	5	Rapid fire
Hellpistol	12"	3	5	Pistol
Inferno cannon	24"	6	4	Heavy 1/Template*
Lascannon	48"	9	1	Heavy 1
Lasgun/Autogun	24"	3	—	Rapid fire
Laspistol/Autopistol	12"	3	—	Pistol
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	—	Assault 2
Storm bolter	24"	4	5	Assault 2

*Consult the Warhammer 40,000 rulebook for more details on these weapons.

ARMoured COMPANY ARMY LIST

HQ

Command Tank40 points + vehicle

Unit Size: One vehicle. The Command Tank has a BS of 4.

Options: The Company Commander, and any Commissars assigned to the detachment, will ride into battle mounted in one of the following vehicles, bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Vanquisher, Leman Russ Exterminator, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

SPECIAL RULES

Comm-Link: Up to one Command tank may be designated as the Company Commander's vehicle, and has the 'improved comms' upgrade at no additional points cost.

ELITES

Tank Ace25 points + vehicle

Unit Size: One vehicle. The Tank Ace has a BS of 4.

Options: The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, *Leman Russ Conqueror*, *Destroyer Tank Hunter*.



Storm Troopers

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Storm Trooper Sergeant	10	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	+6	3	4	3	3	1	3	2	8	4+

Number/squad: Sergeant and between four and nine Storm Troopers.

Weapons: The Sergeant carries a hellpistol and close combat weapon. The Storm Troopers have hellguns with targeters. All squad members have frag and krak grenades.

Options: Up to two Storm Troopers may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts. Storm Trooper squads may have meltabombs at +4 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: If not using the Deep Strike or Infiltrate options, the squad must be mounted in a Chimera transport vehicle bought from the vehicle inventory.

SPECIAL RULES

Infiltrate/Deep Strike: Storm Trooper squads without a transport vehicle may either Infiltrate at +1 pt per model and/or Deep Strike at +1 pt per model, if the mission permits.



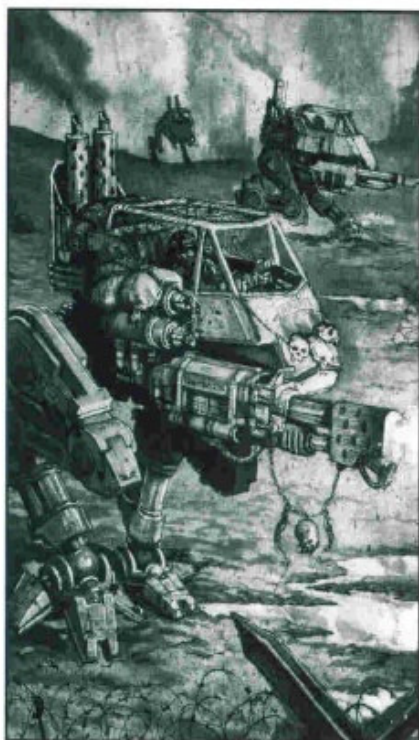
TROOPS

Tank Units

Number/Squad: One vehicle.

Options: For each Command Tank or Tank Ace, you may purchase 0-2 vehicles from the following list: Leman Russ, Leman Russ Exterminator, Leman Russ Conqueror. Each vehicle chosen in this way will count as one Troops choice on the Force Organisation chart.





Sentinel Squadron

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

Type: Walker, Open-topped. **Crew:** One Guardsman.

Squadron: A squadron consists of between one and three Sentinels.

Weapons: Each Sentinel in a squadron must be armed in accordance with one of the following configurations. (A squadron may contain several different patterns):

- Catachan pattern – heavy flamer (+5 pts)
- Mars pattern – multi-laser (+10 pts);
- Cadian pattern – autocannon (+15 pts)
- Armageddon pattern – lascannon (+20 pts).

Options: Sentinels may be fitted with any items allowed from the Vehicle Upgrades list opposite.

SPECIAL RULE

Scouts: Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this, any Sentinels in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take & Hold mission then your Sentinels would set up at the start of battle instead of being placed in reserve with the rest of the Fast Attack units. If you are playing a scenario where you can only deploy a limited number of units then any Sentinels you deploy are not counted against the limit for the scenario. In addition to this, after both sides have deployed, any Sentinels may make a 'free' move. The move happens before dice are rolled to determine who takes first turn. All of the normal movement rules apply.



Reconnaissance Section

Unit Size: One vehicle.

Options: The Reconnaissance section consists of one of the following vehicles bought from the vehicle inventory: Chimera, Hellhound, *Salamander Scout Vehicle*.



Armoured Fist Squad 60 pts + weapons + upgrades + transport

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	–	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+6	3	3	3	3	1	3	2	8	5+

Number/squad: Sergeant and nine Guardsmen.

Weapons: The Sergeant may have a laspistol and close combat weapon OR a shotgun OR a lasgun. Guardsmen have lasguns.

Options: Two Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the following weapons: lascannon at +25 pts, missile launcher at +15 pts, autocannon at +15 pts, mortar at +10 pts or heavy bolter at +10 pts.

One Guardsman not acting as heavy weapon crew may be armed with one of the following special weapons: meltagun at +10 pts; plasma gun at +10 pts; flamer at +6 pts; grenade launcher at +8 pts.

Any Guardsman not acting as part of a heavy weapon crew or using a special weapon may be equipped with a vox-caster at +5 pts.

The entire squad can be equipped with frag grenades at +1 pt per model or krak grenades at +2 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

Transport: The squad must be mounted in a Chimera transport brought from the vehicle inventory.

HEAVY SUPPORT

Support Tank Cost of vehicle

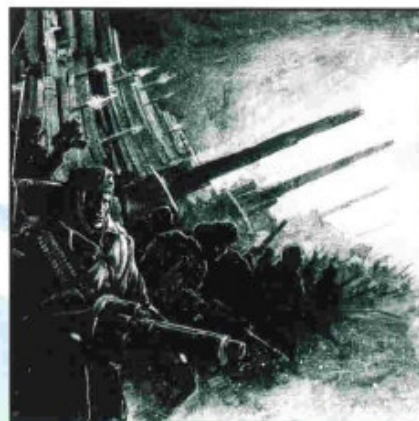
Unit Size: One vehicle.

Options: The Support Tank must be one of the following vehicles bought from the vehicle inventory: *Leman Russ Demolisher*; *Leman Russ Conqueror*; *Destroyer Tank Hunter*.

Artillery Vehicle Cost of vehicle

Unit Size: One vehicle.

Options: The Artillery Vehicle must one of the following vehicles bought from the vehicle inventory: *Basilisk*; *Griffon*.



VEHICLE UPGRADES

Armoured crew compartment	20 points
.....or 15 points for Sentinel	
Camo netting	1 point
Extra armour	5 points
Hunter-killer missile.....	10 points
Mine sweeper*	5 points
Pintle storm bolter*	10 points
Pintle heavy stubber*	12 points
Rough terrain modification	5 points
Searchlight	1 point
Smoke launchers	3 points
Track guards*	10 points

NOTES

*Pintle heavy stubber profile is range 36", Strength 4, AP6, Heavy 3. It may be fired in the same way as a pintle storm bolter. Upgrades marked with * cannot be used by Sentinels.*

Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the Hidden Set-up rules, vehicles carrying camo netting can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.

Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see the Warhammer 40,000 rulebook). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from play.

Extra Armour

Vehicles equipped with extra armour count 'Crew Stunned' results on the Damage tables as 'Crew Shaken' results instead.

Hunter-killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

Improved Comms

These upgrades take the form of long 'whip' aerials or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

Pintle Storm Bolter/Heavy Stubber

Pintle-mounted weapons are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. A pintle weapon can be fired when the vehicle is eligible to fire another non-ordnance weapon.

Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guard units in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the light shining in the dark.

Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle cannot fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Track Guards

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats 'Immobilised' results as 'Crew Stunned' instead, on a D6 roll of 4+. This result applies even if the vehicle has extra armour.

IMPERIAL GUARD ARMoured VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles as well. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company Commander.

BASILISK

	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	100	12	10	10	3



Type: Tank, open topped. **Crew:** Imperial Guard.

Weapons: The Basilisk has an earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

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

SPECIAL RULES

Indirect Fire: The earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".

CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

Options: A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Transport Vehicle: A Chimera can carry up to 12 models (count Ogryns or models in Terminator armour as two models). Independent characters that join a unit with a Chimera may also travel in it.



GRIFFON

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

Type: Tank, open topped. **Crew:** Imperial Guard.

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

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

SPECIAL RULES

Siege Shells: A Griffon may fire a siege shell instead of a normal round. Siege shells use the smaller Blast template instead of the Ordnance template but are ordnance in all other respects. Roll 2D6+5 when rolling for Armour Penetration for siege shells against bunkers, instead of two D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside a building on a 4+ instead of a 6.

HELLHOUND

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



Type: Tank.

Crew: Imperial Guard.

Weapons: Turret-mounted Inferno Cannon and hull-mounted heavy bolter.

Options: It may have any of the following: camo netting, extra armour, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

Inferno cannon. The Inferno cannon fires a lethal gout of flame over considerable distances. Its profile is as follows:

Range 24" Str 6 AP 4 Heavy 1, Template

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

Type: Tank, open-topped, fast. **Crew:** Imperial Guard.

Weapons: The Salamander is armed with an autocannon and a hull-mounted heavy bolter.

Options: A Salamander may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units, the crews of Salamander Scout vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulation given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

SALAMANDER SCOUT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3



DESTROYER TANK HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	170	14	12	10	3

Type: Tank

Crew: Imperial Guard.

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (see page 24 for statistics; fired using crew's BS; does not scatter).

Options: A Destroyer may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Tank	140	14	12	10	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The Leman Russ may be equipped with any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS VANQUISHER

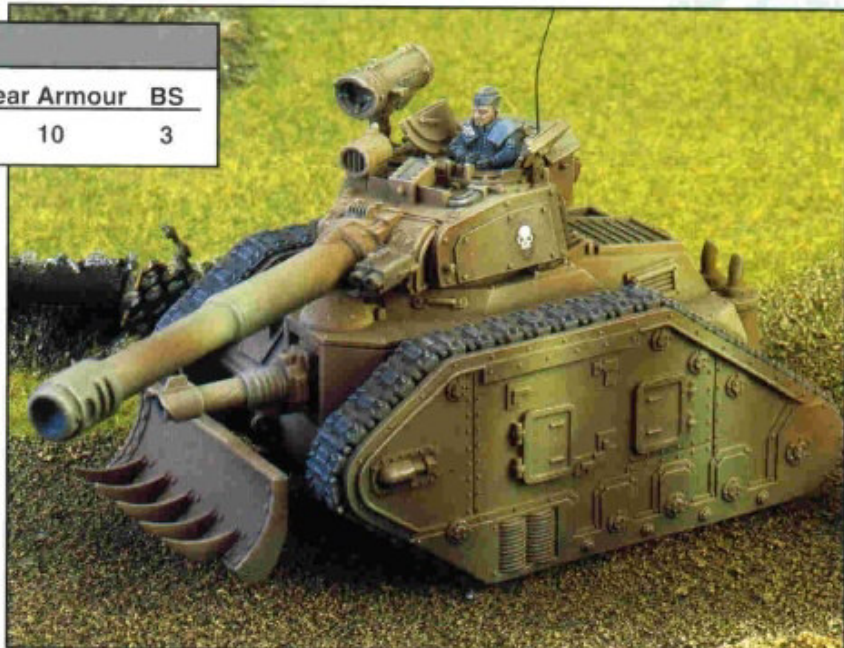
	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175	14	12	10	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.



SPECIAL RULES

Vanquisher Battle Cannon: This weapon has a longer range and, against vehicles, a special anti-tank Ordnance shot can be used. Instead of placing the Blast marker, roll to hit with the crew's BS. Hits cause 2D6 + Strength for armour penetration.

Veterans: For +20 points, the crew can be upgraded to Veteran status. At the start of the game, roll for one Vehicle Battle Honour from the Warhammer 40,000 rulebook.

LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120	14	12	10	3

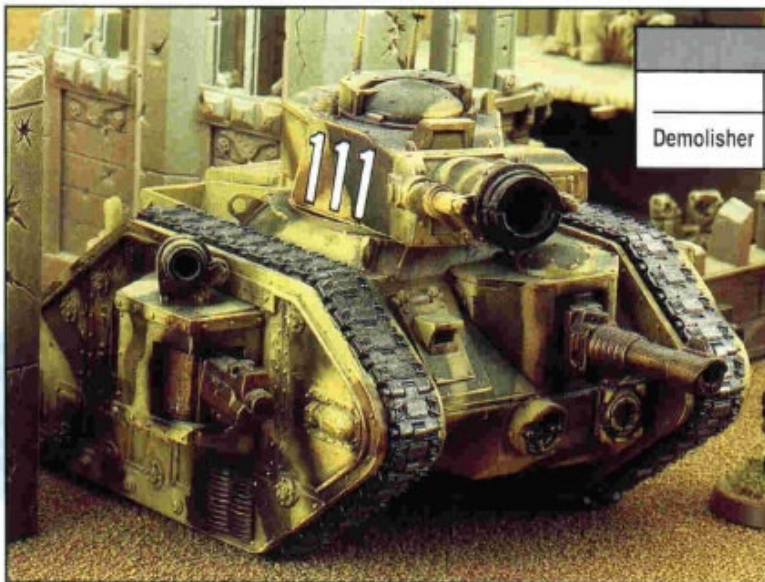
Type: Tank. **Crew:** Imperial Guard.

Weapons: The Leman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





LEMAN RUSS DEMOLISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	140	14	13	11	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts; multi-meltas at +30 pts; plasma cannons at +20 pts; heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	BS
Conqueror	145	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

All Conquerors have the Searchlight vehicle upgrade.

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

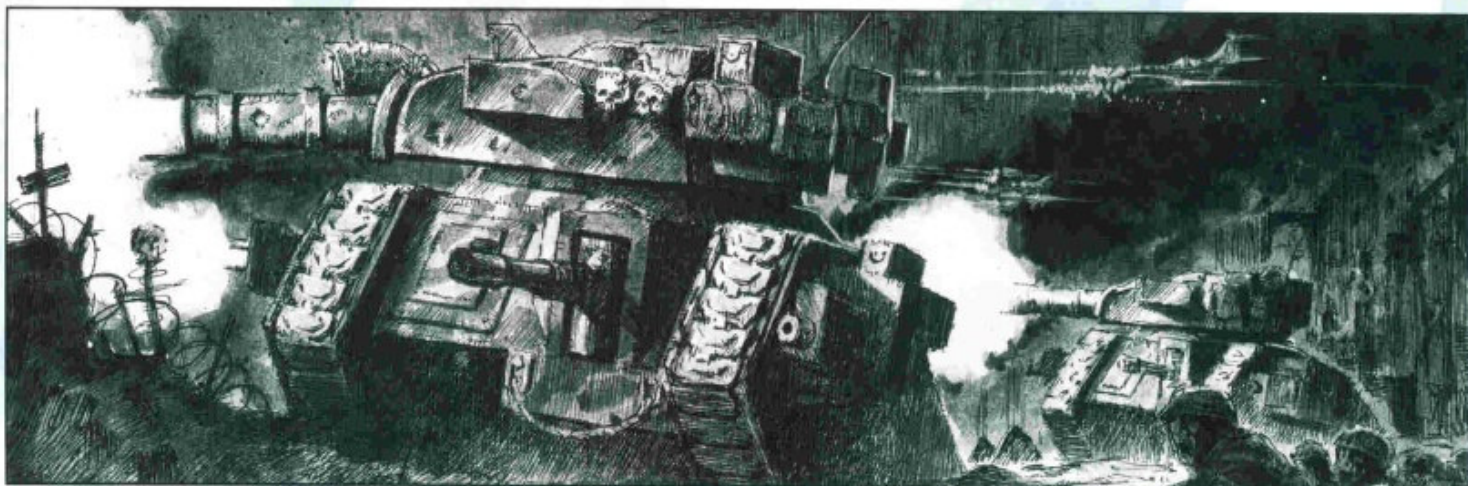
The tank may be given any of the following upgrades: camo-netting, extra armour, hunter killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, track guards, smoke launchers.



SPECIAL RULES

Conqueror Cannon: The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the vehicle to fire whilst on the move, making this Leman Russ variant more mobile when leading an assault.

	Range	Strength	Penetration	Shots
Conqueror Cannon	48"	7	4	Heavy 1/Blast



KROOT MERCENARIES by Andy Hoare

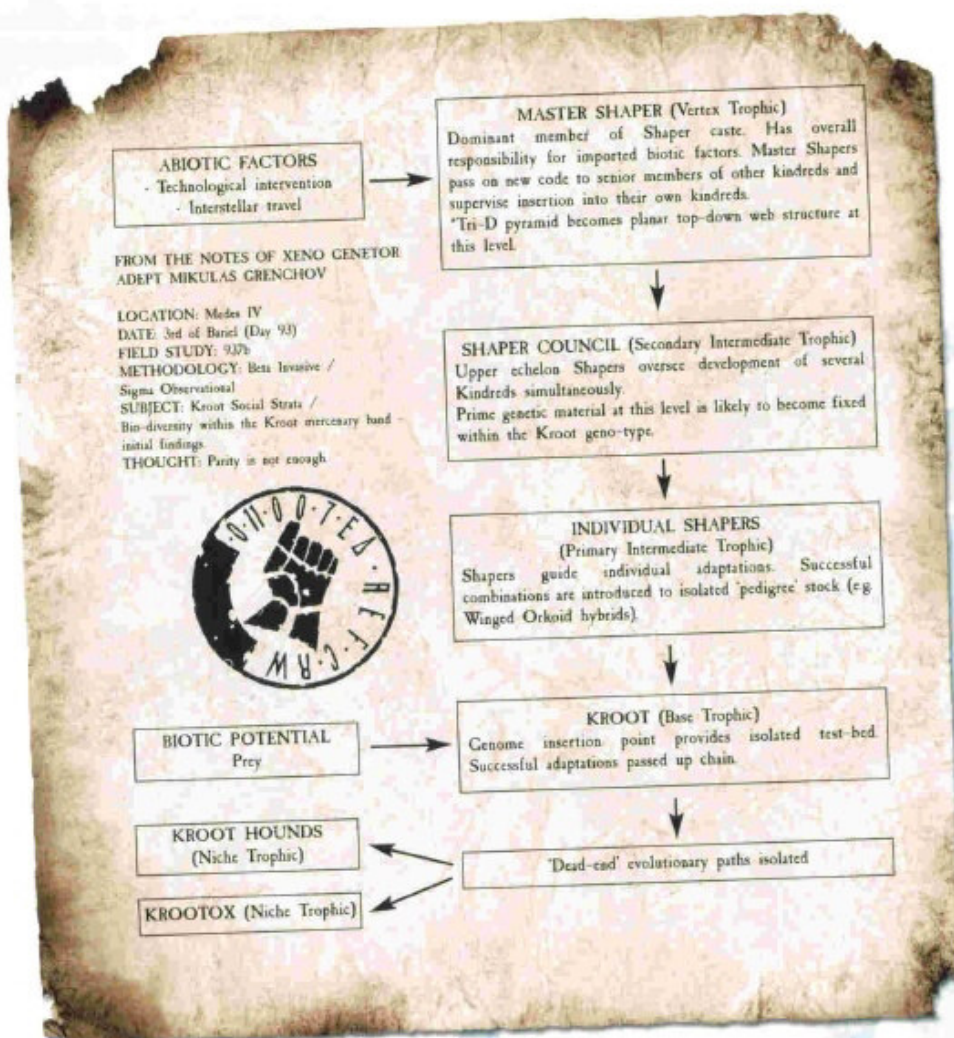
"Do not reject out of hand the mercenary. Consider that each one of these scum is worth three to you: one more on your side, one less on your foe's side, and one more worker in your ordnance smithies."

Magnate-General Constantine Beaumont,
231st Viscount of the Argentium IV General Staff

The Kroot are expert jungle-fighters and trackers, who can be found fighting as mercenaries across the Ultima Segmentum and beyond. The majority of Kroot warriors fight as mercenaries in the armies of the Tau. Their integration into the Tau empire requires them to provide troops to the Tau military, and furthermore attempts to prohibit them from fighting alongside the armies of other races.

Kroot evolution depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. They do this through eating specific prey animals to ensure that the next generation take on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to a disastrous stagnation, as they have absorbed the traits of most of the creatures from within the Tau region. To collect as wide a range of characteristics as possible, they secretly despatch entire armies of mercenaries to fight alongside other races in order to expose themselves to creatures and environments not found in Tau space.

The result is that each of these mercenary bands develops separately to the mainstream of Kroot society. When they periodically return to the



Kroot home world of Pech, they bring with them a wealth of new traits to be absorbed by the race at large. These itinerant bands often appear radically different from the standard Kroot, having absorbed all manner of outlandish genetic data.

KROOT SOCIETY

Kroot society is based on the kindred, and each mercenary army mirrors this in its organisation. The kindred fulfils the battlefield role of a squad, but represents something far more fundamental. A kindred is an extended family group, who develop together under the direction of the Shaper; an individual who is able to guide the group down a particular evolutionary path by determining their diet.

Senior Shapers form councils, whose role is to oversee a group of kindreds, thus insuring a level of homogeneity within the species. An individual known as the Master Shaper, who sits at the top of this pyramid-shaped organisation and guides it in all matters, leads each council. Kroot mercenary armies are led by Master Shapers who seek the infinite variety of the galaxy, leading their kindreds into every warzone imaginable in an effort to absorb the abilities of the lifeforms occupying those war-torn areas.



KROOT MERCENARY SPECIAL RULES

There are two ways to use Kroot Mercenaries in your games of Warhammer 40,000. The first way is to use a number of Kroot squads as auxiliaries to your main force. In order to do this you must first have filled all of the compulsory force selection criteria applicable to the mission with your main army. Furthermore, you may not include more Kroot squads than you have Troops choices in your own army. For example, in a Standard Missions game you must take an HQ and two Troop choices for your army before filling any additional force organisation slots with Kroot Mercenaries. In this example, you could choose any two Kroot Mercenary squads. The following armies may **NOT** make use of Kroot Mercenaries:

Space Marines, Necrons, Sisters of Battle, Tau, Tyranids.

After all compulsory slots have been filled the following units may be added to your army from the Kroot Mercenaries list:

- 0-1 HQ choices
- 0-1 Elites choices
- 0-2 Troops choices
- 0-1 Fast Attack choices
- 0-1 Heavy Support choices

In games of 2,000+ points, instead of making the above additions, a second detachment may be chosen from the Kroot Mercenary list.

The second way to field Mercenary Kroot is as an army on their own. If you take this option you will be rewarded with a highly individual force tailored to your playing and modelling styles in a way few armies can match. Having said this, the Kroot are far and away better off fighting battles using the Jungle Fighting rules. In this respect they make an excellent adversary for the Catachan Jungle Fighters, and are quite capable of taking on just about anyone in this environment. Be warned though, if you field a Kroot Mercenary army in 'normal' conditions you will need quite a lot of troops; especially if you plan a headlong charge into Space Marine bolter range!

Strategy Rating: To represent the fact that the Mercenaries fight when and where someone else tells them to, they use the following chart to determine Strategy Rating when fighting on their own:

D6 roll	Strategy Rating
1-3	1
4-5	2
6	3

Eaters of the Dead: Kroot are extremely voracious carnivores and will often let a defeated enemy escape while they feast on the flesh of the fallen. Master Shapers and Shapers, and squads led by them **MUST** consolidate, as it is their responsibility to ensure that the bodies of the fallen enemy are not wasted.

Fieldcraft: Kroot are naturally adept in arboreal environments and gain +1 to their cover save in woods or jungles. Kroot in woods or jungles do not have to make a difficult terrain test, they can always make a normal move. If they do not move in the Movement phase, they may see and shoot through 12" of woods or jungle terrain rather than the 6" that would normally be the case.



Mercenary Kroot advance through a rocky valley.

Infiltrate: If the squad does not contain a Krootox, it may infiltrate if the mission permits it. See the Warhammer 40,000 rulebook for the Infiltrate scenario special rules.

Kroot Hounds and Krootox: Some squads may have Kroot Hounds or Krootox attached. They count as a single unit and must keep normal coherency. Both Kroot Hounds and Krootox gain the benefit of the adaptations and rules of the parent Kroot unit.

KROOT HOUND SPECIAL RULES

Release the Hounds: Whilst the Kroot themselves rarely pursue a beaten enemy, the Kroot Hounds will pursue viciously for a while before returning to their unit. If the enemy fall back from close combat with a Kroot unit, each Kroot Hound will inflict a single automatic Strength 4 hit.

KROOTOX SPECIAL RULES

Attached Herd: Krootox whose parent Kindred falls back will accompany it. If all the Kroot Warriors on foot in unit are wiped out, the Krootox will disperse and are removed as casualties. Krootox will move with their parent unit at the same speed, each staying within 2" of a Kroot.

Note: The Krootox only has a Toughness of 3 for determining whether a weapon is capable of inflicting an instant kill, so weapons of Strength 6 or higher will kill them outright. In practice the blast will have killed the Kroot rider, leaving the Krootox to wander off harmlessly. Remove the model as a casualty.

HYPERACTIVE NYMUNE ORGAN ADAPTION

Certain kindreds can purchase the hyperactive nymune organ adaptation at an additional points cost. This ability allows the model to Fleet of Foot. In the shooting phase you may declare that a model is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in that shooting phase. This move is unaffected by difficult terrain or any other shooting restrictions.

SIGNATURE EVOLUTIONARY ADAPTATIONS

If you are fielding an army consisting entirely of Mercenary Kroot, rather than taking them as mercenaries for another force, then you may purchase a special Evolutionary Adaptation. You may choose a single Signature Evolutionary Adaptation for your Mercenary Kroot army. This represents the specific evolutionary path on which the

Master Shaper has led his band, directing them to feed on specific prey in order to gain the characteristics of the creatures native to the warzones in which the band must fight. Choose one adaptation from the list below, and apply it to every Kroot in the army. Krootox and Kroot Hounds do not benefit from these signature adaptations.

Bold: By concentrating on hunting prey known for its courageousness, the squad adds +1 to its Leadership characteristic, up to a maximum of 10.

Points cost: +1 per Kroot

Chameleon: Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into its surroundings. All models have a 6+ cover save when in the open.

Points cost: +1 per Kroot

Fast Reflexes: Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All models have +1 Initiative.

Points cost: +1 per Kroot

Nocturnal: The band has inherited excellent night vision, and may re-roll the dice to determine how far it can see in a Night Fighting Mission.

Points cost: +1 per Kroot

Ork Hybrid: Often referred to as 'Green Kroot', all models increase their Toughness by +1. Strength 8 is needed to Instant Kill models with this adaptation.

Points cost: +2 per Kroot
+5 per Shaper & Master Shaper

Sixth Sense: These Kroot display an unnerving ability to predict imminent danger. If targeted by any template, blast or ordnance blast weapon, models under the template count as being partially covered – therefore only hit on a D6 roll of 4+ (including flamer hits which do not usually allow partial hits).

Points cost: +2 per Kroot

SCENARIO SPECIAL RULES

In missions that use the Sentries scenario special rule, 8 Kroot warriors with no Evolutionary Adaptations are used as the sentries.

KROOT MERCENARY ARMOURY

Kroot mercenary armies fight alongside a score of races across a thousand war-zones. As payment for their services these Kroot often obtain weapons not available to them when fighting alongside the Tau.

Shapers and Master Shapers may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon, chosen from the list below. You may also pick up to 40 points of extra wargear for each Shaper, and 80 points for the Master Shaper. Items marked with an asterisk (*) may be taken only by a Master Shaper and Shaper Council members.

Those weapons not described in this army list may be found in the Warhammer 40,000 rulebook.

SINGLE-HANDED WEAPONS

Close combat weapon	1 pt
Bolt pistol	2 pts
Slugga	1 pts
Splinter pistol	1 pts
Shuriken pistol	2 pts
Power weapon	15 pts

WARGEAR

Melta bombs	6 pts
Krak grenades	2 pts
Frag grenades	1 pt
Auspex	2 pts

TOTEMS

Kroothawk totem* (max one per army, all-Kroot Mercenary armies only)	25 pts
Veneration charm	15 pts
Mark of the Favoured Child* (max one per army)	25 pts
Surefoot charm	10 pts
Blood of the Stalker	20 pts

TWO-HANDED WEAPONS

Bolter	2 pts
Splinter rifle	2 pts
Shuriken catapult	2 pts
Shoota	2 pts
Meltagun*	13 pts
Plasma gun*	15 pts
Flamer	6 pts
Storm bolter	5 pts
Eviscerator (a powerfist with 2D6 armour pen.)	25 pts



KROOT MERCENARY WARGEAR

KROOT RIFLE: A basic slug-thrower relying on chemical propellants and the transfer of kinetic energy, adapted by the Tau to fire a charged pulse round supplied by them. The Kroot rifle is fitted with blades near the muzzle and stock. These are a throwback to early traditional Kroot fighting staves. The incredible hand speed that a Kroot possesses due to its unique musculature makes these blades effective assault weapons and Kroot with Kroot rifles accordingly count as having an additional close combat weapon. The Kroot rifle is a two-handed weapon, and therefore cannot be combined with another weapon in close combat.



SPLINTER RIFLE: This two handed weapon is fitted with similar spikes to the Kroot rifle, and when used by the Kroot confers an extra attack in close combat. The same restrictions regarding the use of additional close combat weapons apply.

KROOT GUN: The Kroot gun is a larger, unwieldy version of the Kroot rifle, lashed to the back of the Krootox and fired in battle by the rider.

KROOT HUNTING RIFLE: This is a variant on the standard Kroot weapon, and counts as a sniper rifle. The additional close combat attack granted by the spiked attachments is lost.

Weapon	Range	Str	AP	Type	Notes
Kroot rifle	24"	4	6	Rapid Fire	See above
Kroot gun	48"	7	4	Rapid Fire	
Kroot hunting rifle	36"	X	6	Heavy 1	Sniper rifle

AUSPEX: An auspex is a short-ranged scanner used to detect hidden troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole squad may shoot.

These shots are taken before the game begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

TOTEMS

KROOTHAWK TOTEM: A fetish used in ancestor worship ceremonies providing foresight and wisdom. You may re-roll the dice to determine who gets the first turn of the game.

VENERATION CHARM: Valuable tools and possessions are often placed in the case of the Shaper's ancestors, who he prays will guide him in their use. A veneration charm must be applied to a specific weapon carried by the character, and counts the weapon as master-crafted. A master-crafted weapon follows the normal rules, except that you may re-roll one failed To Hit roll per turn for an attack made by the master-crafted weapon. Note that you may not master-craft grenades.

MARK OF THE FAVOURED CHILD: The ancestors have clearly marked this character as bound for great things. The character gains a 4+ Invulnerable save.

SUREFOOT CHARM: This charm often takes the form of a wind-chime or cluster of small bells adorning the Shaper's rifle barrel. The sound made by the charm, although unnoticeable to other races, allows the Shaper's kindred to follow his lead when stalking the enemy. The character and any squad he joins may roll two dice and pick the highest when rolling to Fleet of Foot using the hyper active nymune organ adaptation, picking the highest result to determine the distance moved.

BLOOD OF THE STALKER: Some kindreds daub themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. In missions where the Kroot can infiltrate, the character and his kindred may deploy D6" closer to the enemy than indicated in the scenario set-up instructions. For example, in a Recon mission, infiltrators may set-up anywhere outside of 18" from the enemy. The Blood of the Stalker allows the unit to deploy anywhere outside of 12" to 17" from the enemy, depending on the roll.

HEADQUARTERS

1 MASTER SHAPER 38 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	38	4	3	4	3	3	4	3	10	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Equipment: Kroot rifle. He may replace this with, or choose additional items from, the Armoury.

Options: The Master Shaper may be accompanied by up to 2 Kroot Hounds.

Independent Character: The Master Shaper is an independent character and follows all of the independent character special rules as given in the Warhammer 40,000 rulebook.

Evolutionary Adaptations: The nymune organ regulates the Kroot metabolism, and the Shapers often manipulate this in order to boost the energy levels of the warriors. The Master Shaper may receive the hyperactive nymune organ adaptation at +5 points. This allows him to use the Fleet of Foot rules.

If he is not accompanied by Kroot Hounds and has not taken the hyperactive nymune organ adaptation, he may be given wings at +15 points. See the Vulture Kindred entry for details of this adaptation.

Kroot Shamans

One of the roles of the Master Shaper within Kroot society is to provide a focus for the practice of ancestor worship. Those individuals with a particular gift may gain the blessings of their long-departed predecessors and manifest shamanistic powers.

If both players agree to their use then the Master Shaper may purchase Minor Psyker Powers, paying for them from his wargear allowance. Details of these powers can be found on page 142.

A Master Shaper rules over a mercenary band. He negotiates contracts with employers, leads his warriors in battle and directs their evolutionary development. He will often be armed with the most valuable equipment available, bartered or looted from the many warzones his band has served in.



0-1 SHAPER COUNCIL 30 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	30	4	3	4	3	3	3	3	9	5+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The Council consists of 3 to 5 Shapers.

Equipment: Kroot rifle. The Council members may replace their rifles with, or take additional items from, the Armoury.

Options: Two Kroot Hounds may be taken for each Shaper.

Evolutionary Adaptations: All Council members must receive the same adaptations.

The Council Members may receive the Hyperactive nymune organ adaptation at +4 points per member, allowing them to use the Fleet of Foot rules. The Kroot Hounds receive this adaption for free.

If the Council are not given the hyperactive nymune organ and are not accompanied by Kroot Hounds they may be given wings at +10 points per member. See the Vulture Kindred entry for details of this adaptation.

A Shaper Council sits below the Master Shaper in the chain of command within a mercenary band. Each Council member is responsible for a number of kindreds, coordinating their evolution with the other members of the band to obtain the desired mix of skills and abilities. The Council can be a fearsome adversary as, like the Master Shaper, they have access to a wide range of weapons and equipment.

ELITES

HEADHUNTER KINDRED 10 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	10	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at the cost of +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: Having fed upon the most poisonous of creatures, the entire kindred may choose to attack with either their basic strength, or their special poison attack (in any one player turn, they cannot mix attack types). If they choose to use their poison attack then they make a single attack (even if they assault) that wounds on a 4+ (armour saves are allowed as normal).

The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. All squad members must receive the adaptation.

These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. They are capable of spitting a highly corrosive acid at close range, burning the exposed flesh of their foes and causing horrific injuries.





The Stalker kindreds have sought out the stealthiest of predators living within the depths of the galaxy's jungle death worlds. By matching their skills against these creatures and eating the kills, they have become amongst the most deadly of ambush specialists to be found in any warzone.



STALKER KINDRED 11 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	11	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The kindred numbers 10-20 Kroot. 1-5 Kroot Hounds may be attached.

Equipment: Kroot warriors and Shapers carry Kroot rifles.

Options: The entire kindred (excluding Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The kindred has concentrated on hunting forest dwellers, and gained an expertise in wooded environments far in excess of their already prodigious fieldcraft. If the game is being played with the Jungle Fighting rules, the squad may set up using the Ambush rules found on page 20 of Codex: Catachans.

TROOPS



The Carnivore kindred represents the core of the Kroot Mercenary band. They are flexible in battle and their Shapers are always on the lookout for fresh foe whose special abilities they can inherit.



KROOT CARNIVORE KINDRED 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Kroot.

Equipment: Kroot rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

FAST ATTACK



The Kroot species has an avian ancestry, and these kindreds have resurrected this aspect of their evolutionary development by eating the flesh of winged hunters. Although not suited for extended flight, their wings allow them to spiral on the warm updrafts above the jungle canopy and then swoop down upon the heads of their enemies.



VULTURE KINDRED 12 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	12	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 10-20 Vulture Kroot.

Equipment: Each Vulture Kroot is armed with a Kroot rifle.

Options: The entire kindred may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: These Kroot have evolved small but functional wings that allow them to glide short distances. The squad moves as if equipped with jump packs, with the exception that they do not test for accidents when moving through woods or jungles. They may also Deep Strike if allowed to do so by the mission being played. In missions that do not use the Deep Strike scenario special rules, the kindred must deploy with the rest of the army.

SIGNATURE ADAPTATIONS

Having spent many years together fighting through the most hostile environments in the galaxy, many kindreds within a mercenary force inherit common characteristics. Through feeding on native fauna the whole force will gain attributes that bind them together and provide a strong sense of identity.

Signature Evolutionary Adaptations provide an opportunity to go to town modelling the unique abilities acquired by your mercenary band. The Ork Hybrid adaptation is an opportunity to combine elements of the Ork Boyz frame with parts

from the Kroot Carnivore set, really customising your force.

You don't have to apply these adaptations, however, as simply applying a bold, consistent colour scheme to your band will give the unified feel a Kroot band would have after fighting together on strange worlds for several generations. When applying an overall colour scheme, try to emphasise individual kindreds with slight variations. By way of an example, my Kroot are all painted Scaly Green, but each kindred has differently coloured spots, mottles and stripes.



KROOT HOUND PACK 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+
Kroot Hound	6	4	0	4	3	1	4	2	8	6+

Squad: The pack numbers 10-20 Kroot and 5-20 Kroot Hounds.

Equipment: Kroot warriors and Shapers carry Kroot rifles. Kroot Hounds fight with their teeth.

Options: The kindred (excluding the Kroot Hounds) may be equipped with frag grenades at +1 point per model.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

Evolutionary Adaptations: The entire squad may receive the hyperactive nymune organ adaptation at +2 points per member. This allows them to use the Fleet of Foot rules. Only the Kroot pay for the adaptation, and they must all receive it.



Some kindreds have access to a larger proportion of Kroot Hounds than others. These are often fielded as fast moving packs, with the Kroot warriors unleashing the wild creatures upon their foe.



TRACKER KINDRED 18 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Tracker	18	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot Trackers.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

SPECIAL RULES

Native Cavalry: The Knarloc ridden by the Tracker is a Kroot strain native to the jungles of Pech. The Trackers follow the rules given for cavalry in the Warhammer 40,000 rulebook, with the exception that they may always move through woods and jungles without the need to test for accidents due to moving through difficult terrain.

Native Trackers: The Trackers are expert at hunting their targets in the dense jungle undergrowth. Each model counts as being equipped with an auspex.

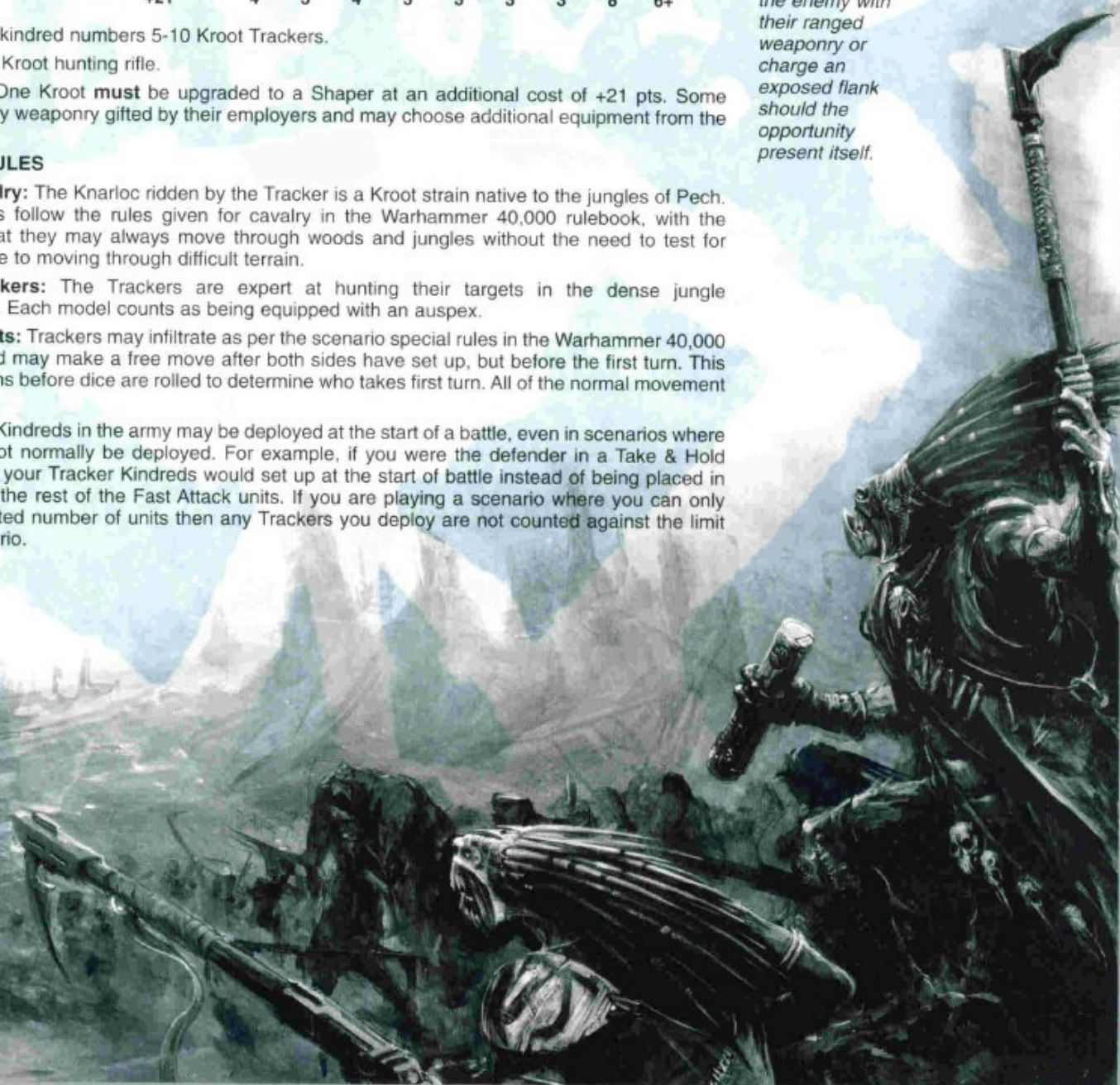
Native Scouts: Trackers may infiltrate as per the scenario special rules in the Warhammer 40,000 rulebook, and may make a free move after both sides have set up, but before the first turn. This move happens before dice are rolled to determine who takes first turn. All of the normal movement rules apply.

Any Tracker Kindreds in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take & Hold mission then your Tracker Kindreds would set up at the start of battle instead of being placed in reserve with the rest of the Fast Attack units. If you are playing a scenario where you can only deploy a limited number of units then any Trackers you deploy are not counted against the limit for the scenario.



Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield,

where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.



HEAVY SUPPORT



Some bands have access to the Kroot hunting rifle; a variant of the standard Kroot rifle adapted to fire longer range and more precise ammunition. These weapons are often fielded by small squads who can provide covering fire for their fellow Kroot as they advance across the battlefield.



Krootox Herders lead their charges into battle, laying down a devastating volley of fire from the Kroot guns mounted on the Krootox's back. They are also brutal close combat opponents who most enemy troops will avoid at all costs.



Being native to a world largely covered in forests and jungles, the Kroot have learnt the value of luring their foes into a well-prepared trap. They will often set up these stake-filled pits well in advance of a battle and draw their enemy towards them using a specifically selected 'bait' squad.

0-1 HUNTER KINDRED..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The kindred numbers 5-10 Kroot.

Equipment: Kroot hunting rifle.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

KROOTOX HERD..... 8 POINTS PER MODEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	8	4	3	4	3	1	3	1	8	6+
Shaper	+21	4	3	4	3	3	3	3	8	6+

Squad: The herd numbers 10-20 Kroot on foot and 3-5 Krootox.

Equipment: Kroot rifle. Krootox are armed with a Kroot gun.

Character: One Kroot **must** be upgraded to a Shaper at an additional cost of + 21 pts. Some Shapers carry weaponry gifted by their employers and may choose additional equipment from the Armoury.

PUNJI TRAPS 15 POINTS PER TRAP

	Str	AP
Punji Pit	4	6

Set Up: Punji traps are set up using the special rules that can be found on page 21 of Codex Catachans. Between 1 and 5 traps may be set up as a single Heavy Support choice.

Ignore Cover Saves: Punji traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a punji trap must test for pinning.

Special rules: Punji traps are generally a small pit containing sharp stakes and covered with foliage. Place the small Blast marker over the model that triggered the trap so that the hole in the marker is over the model. Any models fully under the Blast marker are hit automatically, and any partially under are hit on a 4+.



A Kroot Mercenary warband assists the Imperial Guard in staving off an Eldar assault.

MODELLING KROOT MERCENARIES

KROOT TRACKER

The idea for a mounted Kroot came from a suggestion by Vermis on the Warhammer 40,000 Games Development forum on the Games Workshop website, and it sounded so good I just had to try it. Half an hour later and the conversion had turned out really well, so I worked up the army list entry and there you go – democracy in action!

The conversion is really quite simple. You will need one of the plastic Cold Ones, a Krootox head, a Kroot Carnivore from the boxed set, and some green stuff. Clip off the Cold One's front legs to show the creature's avian ancestry, and remove the head, replacing it with the Krootox head.

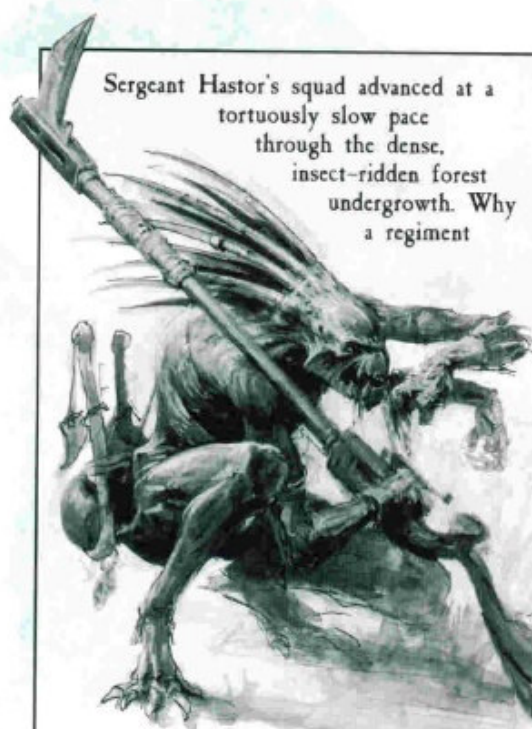


You'll need to fill the gaps around the neck and shoulders with some green stuff, and you might like to try modelling the scales. Next make a simple saddle using a rectangle of green stuff. The rider only needs a little conversion to make him sit properly on his mount – I just cut the left leg at the hip and repositioned it slightly back. I used a modelling knife to round off the soles of the rider's feet, as these will be visible when he's sitting atop the beast. The remainder of the conversion is simply a matter of assembling the rider and loading him up for a long scouting mission using the excellent accessories on the Kroot Carnivore frame. Remember to clip off the spikes on the rifle to indicate that the rider is armed with a hunting rifle.



VULTURE KROOT

This is a really simple conversion. Gently bend the model's legs so it appears to be either swooping down or about to launch itself into the air; either way try to keep the pose as dynamic as possible. The wings are from the Harpy from the Dark Elf range and just need to be mounted on the back at an angle consistent with the movement suggested by the positioning of the legs.



Sergeant Hastor's squad advanced at a tortuously slow pace through the dense, insect-ridden forest undergrowth. Why a regiment

founded on an arid mining world would be posted here, the sergeant didn't dare ponder; far be it for the non-commissioned ranks to fathom the workings of the Departmento Munitorum.

From further down the trail came a sudden outburst of angry shouts, soon turning to terrified screams.

Hastor ordered his squad forward, hearing the rest of the platoon on either side charging headlong towards the sounds of battle. The last scream died as Hastor and his squad broke through the line of bushes into a wide, sunbathed clearing. The entire squad came to a shocked halt as the guardsmen took in the scene before them.

Strewn about the ground were the bodies of the rebels. Crouched over each body was a tall, savage alien, and they seemed to be...

Someone vomited. Hastor levelled his lasgun at the nearest alien and his squad followed his unspoken order, nine lasguns each acquiring a target.

The nearest alien turned its blood-flecked face towards the sergeant, fixing its predatory gaze on him for what seemed an age. Finally it issued a long, sibilant hiss that in any language could only be considered a warning.

Hastor stumbled back, his squad raising their weapons...

"Hold your fire!" The captain came striding into the clearing, his command group spreading out and forcing the horrified guardsmen to lower their weapons.

"They're on our side!"

TYRANID SEEDING SWARMS

by Pete Haines

The Tyranid hive fleets have now been assailing the Imperium for 250 years. In this time, whole Chapters of the Adeptus Astartes have been lost in the maelstrom of battle along with countless millions of Guardsmen. But now deeper knowledge of the Tyranid way of war is being gathered, every fragment paid for with human flesh and blood.

One realisation has been that the swarms that descend from the hive fleets in the early stages of an attack are often significantly different from those that follow. The list in Codex Tyranids is designed to represent a typical swarm. This article, however, features a variant Tyranid list that deals with the first wave – the seeding swarms – the harbingers of doom to countless worlds and their cultures. Note that you will still need Codex Tyranids to use the seeding swarm.

Mycetic spores are more than just the Tyranid versions of drop pods, they are a vital part of their ecology. The Tyranids are a space-dwelling race but their prey is terrestrial.

Mycetic spores are one of a number of different spore types used to seed target planets. Some types affect the weather, others the flora and fauna, and some even introduce new species. Militarily, without mycetic spores the hive fleet's ships and their Norn Queens would have to risk planetary defences and waste valuable energy to feed. With mycetic spores the hive fleet can gather around the prey planet and bombard it with seeding swarms, only descending themselves when all resistance is crushed and all the juicy bio-matter is ripe for consumption. The release of seeding spores is analogous to a person pouring, sniffing and sampling a fine table wine before drinking it. The main course may be yet to come, but the meal has started.

Mycetic spores are not as sophisticated as drop pods, but the sheer numbers of spores dropped ensure that some will get through the planetary defences. As with any contested landing, the first few minutes are critical. If the seeding swarms can establish safe landing sites then Tyranid reinforcements can be directed to those locations and, in short order, massive concentrations of Tyranids can be built up ready for the hive mind's signal to attack. If, however, the seeding swarms can be defeated then there is nowhere safe for successive Tyranid swarms to land and planetary defences will continue to claim a high toll. With no chance to build up, the Tyranids that have landed can be counter-attacked and driven from the planet altogether.

No two hive fleets are exactly alike and no two swarms from the same hive fleet need be exactly the same.

Subject to this, seeding swarms have some similarities because of the job they do. If you think of a swarm as a single large predator then, if it is a complex swarm relying on several

genus operating almost symbiotically, it can be hamstrung by planetary defences upsetting its balance. Even against a planet with minimal planetary defences, heavy losses can be incurred, so the creatures in the first swarms down have to be robustly simple in their approach.

If robustly simple sounds right up your street, read on, because the seeding swarm is a different type of Tyranid army. It relies on the most numerous creatures in the swarm – those that occupy the Troop slots on the Force Organisation chart. Heavy losses during planetfall are cancelled out by launching successive waves, with each subsequent brood having the same role as its predecessor. If one is destroyed the next will replace it. Other broods manifest a chemical imbalance that ensures that they are unusually hyperactive. They are faster, stronger and even more ferocious than their kindred, but the rate at which they expend their energy causes them to burn out within minutes of their landing. These plays are represented in game terms by some changes to the way the



mission to be played is selected, variations in army composition and, most importantly, two special rules which characterise seeding swarms.

SEEDING SWARMS – CHOOSING A SCENARIO

The seeding swarm has a Strategy rating of 4. This means that when determining the scenario category the Tyranid seeding swarm player will roll four dice and select the highest rather than simply rolling a single dice. If the seeding swarm player gets to choose the scenario then the Tyranids will automatically be the attackers and the scenario category will be *Battle*. Page 129 of the Warhammer 40,000 rulebook explains the rules for choosing a scenario and mission more fully.

All three Battle scenarios use the Deep Strike special rule. This is detailed on page 132 of the Warhammer 40,000 rulebook. All models in Tyranid seeding swarms MUST arrive on the table by this method with two exceptions: broods with the Infiltrate ability may deploy conventionally in accordance with the mission rules. Lictors may use *Secret Deployment* as described in Codex Tyranids.

Mariner Weiss heard the screams above the roar of the storm and crash of the waves around the ship. He checked the emergency transmitter for the fifth time and found it was still inoperative, before drawing a laspistol and opening the communications cabin door. Five metres away from him along the hallway a growling Hormagaunt sat on the chest of an armsman, gnawing at his throat. To Weiss it looked like the worse parts of a wood scorpion and a redback-hunting lizard, only ten times bigger.

With a hiss it turned and leapt. Weiss slammed the door but to his dismay the creature had got its claws between the door and the frame. Weiss jabbed his laspistol into the gap and fired frantically until the snarling stopped, he then carefully opened the door and fired two more shots into the twitching monstrosity. Stepping gingerly past it he made his way carefully to the main deck to report to the captain.

Across the night sky the engorged clouds dispensed an endless torrent of viscous green globules which pulsed as they fell.

The Faithful Traveller was 400 clicks out from Mhakkan and still some 700 clicks from its destination port, Kirishi, in the middle of the roughest, coldest ocean on the planet. The spores had been dropping for the three days during which the Faithful Traveller had been at sea. They had listened to the broadcasts but it had never occurred to them that they could be in danger this far off the coast.

Even here, though, the crew was falling to the Tyranids. Unknown viral conditions, fevers brought on by the oppressive, unseasonable temperatures and finally the horror of facing the Hormagaunts released when a spore hit the ship. After the one he had killed there were still nine unaccounted for lurking in the depths of the super-freighter. Other things were in the ocean too – the engineers reported scratching noises against the hull. Even the water was changing, a sickly purple crust spread for miles across the ocean like a mauve plague. Weiss saw Captain Balfour and doubled towards him trying to stay icy calm, but he couldn't shake the thought that this wasn't their planet any more.



The Tyranid broods swarm from all directions, pouring from mycetic spores into the Space Wolves' firebase.

For other scenario categories if there is a Deep Strike option in the scenario then it may only be used by Tyranids such as Gargoyles, that can Deep Strike as part of their normal profile. Other broods are set up as specified for the mission. These missions can be considered to represent the seeding swarm being attacked when it is already on the ground.

SEEDING SWARMS – COMPOSITION

Seeding swarms use the following units from Codex Tyranids:

HQ

0-1 Hive Tyrant, Tyrant Guard may accompany the Hive Tyrant but cannot be an HQ choice themselves.

HQ OR ELITES

Tyranid Warriors.

ELITES

Tyranid Warriors, Lictors (no more than one Lictor per brood).

TROOPS

Hormagaunts, Termagants, Genestealers.

FAST ATTACK

Gargoyles, 0-1 Raveners.

HEAVY SUPPORT

0-1 Zoanthropes (no more than one Zoanthrope per brood), 0-2 Carnifex.

The only Tyranid models excluded from a seeding swarm are Biovores, Ripper Swarms, Old One Eye and The Red Terror. Biovores are not included as the hive fleet will already have saturated the target planet with a spore mine preparatory bombardment if the mission calls for it. Ripper Swarms will come later when organised resistance is crushed and the business of consuming the planet's bio-matter is begun.

If you use a personalised Hive Fleet you may still use it as a seeding swarm. If you have a new genus of Hive Tyrant or Carnifex then you may use 0-1 Hive Tyrant and 0-2 Carnifexes as shown on the Seeding Swarm Composition chart. Ripper Swarms never feature in seeding swarm forces so cannot be used. New genus's of Tyranid Warrior or Gaunt can be used freely in whatever category of the force organisation chart Codex Tyranids specifies (see Hive Fleet List Force Organisation on pg38).

The twin suns were blotted out by Tyranid spores. Thousands of deafening, wet detonations sounded as the pulsating spores slammed into the ground and split apart like overripe fruit. Sergeant Reilly rolled onto his front and wiped mud and sticky ichor from his eyes. He watched in disgust as the spore that had landed in the midst of his squad oozed a glistening amniotic fluid from the myriad cracks in its outer shell. Reilly knew the drill. He'd destroyed spores like this before. He unsnapped a Krak grenade from his combat webbing and pushed himself to his feet as the spore began to ripple with inner life. This was when the creatures were vulnerable, before they had a chance to break free of their protective cocoons.

The rest of the squad began picking themselves up as Reilly shouted,

"Fire in the hole!" His arm drew back to plunge the grenade home when a three fingered claw ripped through the spore's outer membrane and punched through the sergeant's chest, bursting from his back in a shower of blood and bone. A blur of motion, almost too quick to follow and the creature was free. Its talons and claws tore through the squad as its mutated adrenal sacs pumped horrifying vigour through its alien metabolism. Within seconds the infantrymen were dead, shredded strips of bloody flesh, no longer recognisable as human. The genestealer did not pause to savour its handiwork, the chemicals thundering through its body drove it onwards in a frenzy of slaughter.

Soon it would be dead, but until then it would exist only to kill. The perfect predator.

FEROCITY

Some broods may be mutated to maintain terminally-high adrenaline levels. This state is induced quite deliberately by the hive mind to turn a brood into even more vicious killers than normal.

Any normal Troops choice can be selected to be **Ferocious**. To do this they replace a Fast Attack choice on the Force Organisation chart. The Troops choice is now a Fast Attack choice, leaving the vacated Troops choice free and reducing the number of Fast Attack choices remaining by one. A unit may not be both *Ferocious* and *Without Number* (see later).

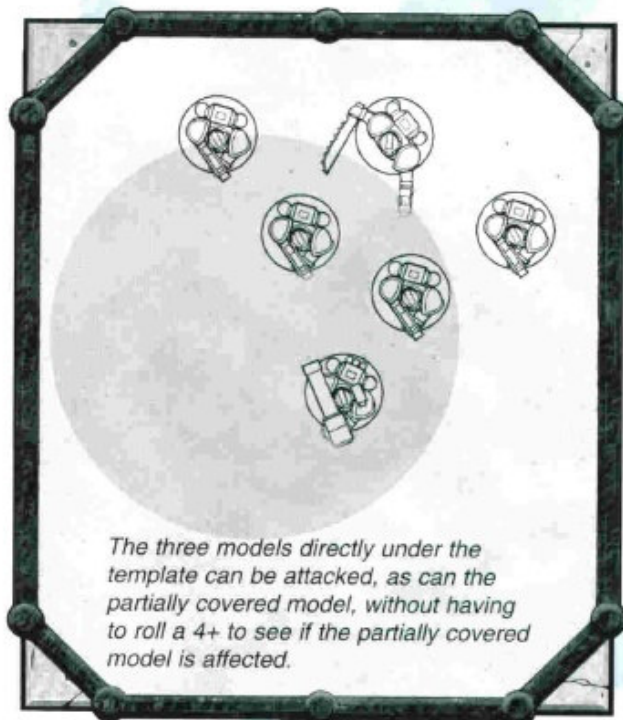
The effect of *Ferocity* is boosted Strength and speed (+1 Strength, +1 Initiative). *Ferocious* troops move in a blur, their bodies wracked with uncontrollable shaking and their eyes lit by berserk rage.

Ferocious troops must assault if there are any targets in range and must perform a sweeping advance instead of consolidating whenever the option exists.

When a brood is subject to *Ferocity* the normal proviso that Deep Striking troops are destroyed if they land within 1" of an enemy model does not apply. When deploying a *Ferocious* unit using the

Deep Strike rules, any enemy models that are also under (or partially under) the large template may be attacked in close combat. This is done in the Assault phase and is conducted normally with the Tyranids counting as charging. Such is the *Ferocious* troops' state of agitation that they burst from the spore almost as soon as it lands and leap on the nearest enemies without hesitation.

This is shown in the diagram below. The large circle shows the Ordnance template used to deploy the Deep Striking Tyranids.



The three models directly under the template can be attacked, as can the partially covered model, without having to roll a 4+ to see if the partially covered model is affected.



A ferocious brood of Genestealers instantly pours from the shattered remains of a mycetic spore.

Tyranids cannot live long in such an agitated state and *Ferocious* broods suffer appalling attrition due to biological system failure. At the end of each Assault phase of the Tyranid player's turn, whether the unit has been in close combat or not, resolve a Strength 2 hit on each boosted brood member, with no Armour save. These tests do not begin until the brood is actually on the table.

Whilst the negative effects of augmented *Ferocity* is potentially crippling, these broods are able to swiftly overwhelm key positions while other Tyranids are still emerging from their mycetic spores, their sacrifice opening up the defences for those that follow. If the Tyranids are not arriving by mycetic spore then they deploy normally, but otherwise follow the *Ferocity* rules.

WITHOUT NUMBER

Any normal Troops choice can be selected to be *Without Number*. To do this they replace a Heavy Support choice on the Force Organisation chart. The Troops choice is now a Heavy Support, leaving the vacated Troops slot free and reducing the number of Heavy Support choices remaining by one. A unit may not be both *Ferocious* and *Without Number*.

Without Number has the effect of making the brood the first of a series of waves, each consisting of an identical brood. *Without Number* broods are always subject to the Sustained Attack special rule (see page 137 of the rules). When the brood is destroyed or if it is falling back and the Tyranid player chooses to remove it, then an identical brood re-enters play during the next Tyranid turn, arriving by

mycetic spore. The replacement brood can therefore Deep Strike even if this is not allowed in the scenario being played. If the scenario allows Sustained Attack anyway then *Without Number* broods re-enter play using the Deep Strike rules rather than coming on the table edge.

If one of the incarnations of the *Without Number* brood is lost while performing a Deep Strike then its replacement arrives in the following turn.

TACTICS

A seeding swarm arrives from reserve in a piecemeal fashion, so early on in the game you will have to play according to what arrives. Taking a Lictor and some Genestealers to deploy conventionally can be quite effective as it gives the enemy something to focus on and ensures that at least part of your force is immediately available.

Because you will be landing amongst the enemy, firepower is not as important as normal, a seeding swarm

The first Chimera skidded to a stop. Clay's squad dismounted while the rest of the Company roared on. Sergeant Clay formed them up facing the power station administration building in a loose skirmish order and began to advance. Mycetic spores had penetrated the planetary defences and landed in and around the hydro-electric facility. The upper floor of the administration building had a gaping hole in it; the squad's job was to check it out. They had barely got within 500 paces when a horde of fanged and clawed Hormagaunts leapt from the building's upper windows and bounded at them. The Guardsmen obeyed their training and Sergeant Clay's terse orders – firing short controlled bursts from their lasguns as the Hormagaunts closed. They were too many and too fast to be stopped by lasguns alone though, and the Chimera added its heavy weapons to the salvo, ripping a hole in the brood just as the squad's heavy bolter coughed into life. The surviving Hormagaunts still

came on and were tensing for a final leap when they were enveloped in roaring gout of fire from the squad's flamer. A last Hormagaunt, its hide blackened, made it through the fire and leapt forward landing before a Guardsman, plunging both of its sword-like talons through his torso with a triumphant hiss. Before it could move Sergeant Clay's chainsword swept across its chest knocking it on its back while he calmly put four bolt pistol rounds through its head.

"There you go lads, not so tough eh?" beamed the Sergeant but there was no answer from his squad. Following their gaze he saw another brood as large as the last dropping from the building while yet another seemed to be massing within. Even Nathaniel Clay, twelve years a veteran, hesitated briefly before his stoic sense of duty reasserted itself. "We may need to put some overtime in today men," he said, with a feral grin. "Fire!"



A terrifying Tyranid seeding swarm pours in from all sides as the mycetic spores rain down upon the Ultramarines' battle line.

can get away with being armed solely with tooth and claw but it will need some monstrous creatures or loads of rending claws to deal with enemy tanks.

The hive mind's Leadership is essential to sustain the swarm through the heavy losses it will doubtless take. Don't skimp on Synapse creatures because the consequence of running out is a lot of Morale checks against very low Leadership. Early in the game you may only have a single Synapse brood or creature on at any moment in time. If so, concentrate on keeping them out of the line of fire but within Synapse range of the lesser creatures.

Broods taken as Heavy Support with the *Without Number* rule are very useful and can be hurled into combat secure in the knowledge that they will be back. Large Hormagaunt broods are ideal choices in this regard. Their combat abilities are formidable, being more than a match for Imperial Guard and Eldar Guardians. With an advantage in numbers they can even threaten Space Marines – remember

Space Marines have got to fail their armour saving throws some time!

Ferocious broods are marked for death the moment they are selected, so it does not pay to invest too many points in them. They are great for tying up dangerous enemy units who are in the strongest defensive positions. If they arrive later then they become really useful reinforcements as their spores drop right into ongoing combats or onto enemy fire bases. Small broods of Genestealers can be particularly useful in this role as in their boosted state they are able to lay waste to pretty much anything they can jump on before they die out themselves.

So how do we balance it all up? The best way of showing the true potential of the seeding swarm menace is via an army list. I designed the following list to be representative of a seeding swarm and a swift glance should show how scary this variant of the Tyranids can be. I have used the standard Tyranid list with no biomorphed genuses although there is no reason not to use your own hive fleet. The seeding

swarm is in fact absolutely ideal for a hive fleet that specialises in hordes of the smaller critters.

I have selected one HQ – a very tough Hive Tyrant whose presence should cause a lot of worry. As he is quite likely to appear in the middle of the enemy forces the Psychic Scream should be effective. When playing against Andy Chamber's swarm recently I was impressed by the way Warp Field protected his Tyrant from my missile launchers, so I have casually stolen the idea. There are times when a venom cannon, for all its three shots at Strength 8, just isn't the tool for the job, so I have selected Warp Blast to frighten Space Marines and punish anyone grouping together too tightly.

I really like the new Tyranid Warriors so I have included three broods as Elite choices. I have found the safest place for a Tyranid Warrior is often in *mêlée* rather than being a target, so I have equipped them all with rending claws to ensure that they can hurt well-armoured enemies. Venom cannons



are the only Tyranid guns with decent range so I included one in each brood. Devourers are great close-up and I reasoned that there would be times emerging from a mycetic spore when a hail of death might be useful.

Due to the seeding swarm rules, I knew that I would be using lots of troops and decided to stick to Genestealers and Hormagaunts. The plan is to land in numbers and get into mêlée very quickly. Three Hormagaunt broods make up my Troops selections and I included a mutant Hive Node in each of them. The vagaries of Reserves and Deep Strike being what they are, it is quite possible that these broods will have to operate away from the hive mind for some time, so having a Leadership value of 10 will help prevent them from adopting instinctive behaviour when I least want it.

Two Hormagaunt broods were selected as Heavy Support to benefit from the *Without Number* rule. These will ensure that the swarm will keep coming and that even on the last move of the game there may be more

Tyrannids arriving. The other Heavy Support pick HAD to be a Carnifex as these rampaging monstrosities have the capacity to rip, rend and tear their way through virtually anything. Even the normally invulnerable Land Raider is just so much food packaging to the Carnifex, so it is certain to draw masses of fire.

For Fast Attack choices I took a standard Gargoyle brood, primarily so that I had a few more things to shoot with on landing, and also because with their bio-plasma the Gargoyles can be surprisingly dangerous. For the other two choices I took Genestealer broods with the *Ferocious* rule. There will inevitably be games where the decision point is whether one or two firebases can be held. The Genestealers will be hurled at the firebases. I don't expect them to live but I do expect them to get their claws bloody very quickly. Ideally the damage done by these broods will be sufficient to give the hordes of Hormagaunts and Tyranid Warriors the chance to get the job done.

As is often true with armies lacking firepower, by giving your opponent lots of difficult target choices you maximise the chance of them getting it wrong at the key time. In this army the Tyrant, Tyranid Warriors and Carnifex are what will really worry an opponent. Everything else is really a decoy but a potentially deadly decoy if not treated with the proper respect.

I make no claims that the seeding swarm is invincible, indeed I can tell you for certain that it isn't. What I do claim is that it's the type of army that will have your opponent watching the game from behind the sofa and developing a tendency to look up a lot, just in case. All in all, seeding swarms have terrifying potential, but throwing your broods at a planet is a gamble that could cost you. The resultant battle is likely to be intense and brutal.

What more could you want? Have fun.

Pete

HIVE FLEET CANTHARIDAE: SEEDING SWARM

HQ

Hive Tyrant with scything talons & venom cannon; Warp Blast, Warp Field & Psychic Scream. **158 pts**

ELITE

3 Tyranid Warriors

Two with devourer & rending claws, one with venom cannon & rending claws. **120 pts**

3 Tyranid Warriors

Two with scything talons and rending claws, one with venom cannon & rending claws. **111 pts**

3 Tyranid Warriors

Two with scything talons and rending claws, one with venom cannon & rending claws. **111 pts**

TROOPS

9 Hormagaunts

with Hive Node mutant **100 pts**

9 Hormagaunts

with Hive Node mutant **100 pts**

9 Hormagaunts

with Hive Node mutant **100 pts**

FAST ATTACK

6 Genestealers

Ferocity **96 pts**

6 Genestealers

Ferocity **96 pts**

9 Gargoyles

90 pts

HEAVY SUPPORT

16 Hormagaunts

with Hive Node mutant
Without Number **170 pts**

10 Hormagaunts

with Hive Node mutant
Without Number **110 pts**

Carnifex

with venom cannon and scything talons **133pts**

TOTAL 1,495 pts

TAU RAIL RIFLES



To the disgust of the Imperium the Tau are constantly improving their technology. Driven by the need to serve the greater good Water caste scientists and Earth caste workers have laboured ceaselessly to further refine their formidable rail gun technology. The result is the rail rifle, a version of the rail gun light enough to be used by a Tau warrior on foot without the aid of a battlesuit.

At this stage the rail rifle is undergoing field trials with specialist units. It may one day be issued more widely or it may be refined further before being mass-produced. The relatively slow rate of fire, the bulk of the weapon and the currently unstable targeting mechanism still do not meet the stringent demands of the Ethereal and Fire Castes. Even so it is a lethal weapon using a linear accelerator to fire a solid slug at extreme velocity. In the Tau armoury only Broadside armour has been found to offer any protection against it and it will mortally wound even the larger Tyranid bio-organisms. The impact is such that a target will frequently be hurled backward by its terrifying power and this combined with the distinctive whine of the hypervelocity slug has been seen to have a demoralising effect on the enemy.

Components were scattered across the range as the target drone was utterly shattered. From the firing steps Shas'O Vir'la Mc'drek radiated satisfaction. Beside the tall commander the slim form of Aun'vre Tolku Va'Shant was impassive and inscrutable. With a curt gesture he signalled for the exercise to be repeated.

Before him were two members of the Water Caste and one Fire Warrior. One of the Water Caste, Por'El'Bork'an'Kassad, bowed elegantly and smoothly reprised his prepared speech on the qualities and applications of the new rail rifle, focusing his attention on the Ethereal like a child desperate for its parents' praise. His colleague, a technician, operated the controls to activate another target drone. The Fire Warrior loaded a fresh power cell into the rail rifle as Kassad reminded everyone that although the rifle came pre-loaded with a hundred rounds of trilium-tipped solid darts the energy requirements of the weapon were too great to be met solely by the integrated power cell. The cartridge cell provided enough surplus power for a single shot, although this slowed the weapons rate of fire adequate compensation was to be found in the penetration and stopping power of the shot.

The target drone hummed up from its silo and began an erratic flight across the range. The Fire

PATHFINDER TEAM (TAU: SHAS'LA)

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shas'la	12	2	3	3	3	1	2	1	7	4+
Shas'ui	+10	2	3	3	3	1	2	2	8	4+

Team: Consists of 4-8 Pathfinders.

Equipment: Pulse carbine with markerlight target designator.

Options: Pathfinders may carry photon grenades at an additional cost of +1 point per model and EMP grenades at an additional cost of +3 points per model. Up to 3 Pathfinders in a team (but not the Team Leader or Shas'ui) may replace their pulse carbine and markerlight with a rail rifle at a cost of +10 points each. If desired these models may further upgrade their rail rifles with the experimental hardwired target lock interface at +7 points. All rail rifle users must be upgraded if any are.

Character: One Pathfinder Shas'la may be upgraded to a Shas'ui team leader at an additional cost of +10 points. The Shas'ui may be given extra equipment from the Tau Armoury.

SPECIAL RULES

Bonded: A team may be bonded by the Ta'lissera at an additional cost of +10 points for the whole team.

Forward Scouts: Pathfinders operate ahead of the main Tau lines identifying targets for Broadside and Crisis teams to eliminate. In scenarios where some troops start in reserve and others on table, Pathfinders always deploy on table. Pathfinders may make a normal move after deployment but before the first turn to get into a forward position. This move may include disembarking from the Devilfish.

Rail Rifles: Pathfinder teams have recently begun to augment their normal weaponry with rail rifles which have the following profile:

Rail Rifle Range 36" Strength 6 AP3 Heavy 1, Causes Pinning.

Target Lock Interface: When the target lock interface is used the Pathfinder counts as having a hard-wired target lock, but the rail rifle will suffer from the 'get hot' weapon rule in the same way as plasma weapons. If the interface is not fitted or if all members of the unit engage the same target this does not happen.

Transport: Pathfinders must select a Devilfish troop carrier at an additional cost of +80 points.

Warrior hefted the long, rectangular rifle and adjusted a dial on the side of his helmet where a flex from the weapon's sighting mechanism was plugged into his external interface node. Kassad continued to explain that the improved target lock allowed a team leader to designate different targets to all members of his unit equipped with the device enabling multiple enemies to be suppressed. It was clear to the experienced Mc'drek that the bulk of the weapon made manual sighting awkward, this slightly offended his warrior sensibilities but he had long since learned that technology was his greatest ally in battle.

The Fire Warrior aimed and fired, there was a brief screech as the dart sped to its target, struck it centrally with such force that it was not only smashed but scattered all over the range. Mc'drek beamed again and glanced at the Aun'vre to bask in his approval but the Ethereal's attention was on the Fire Warrior marksman. After the shot had been fired the Shas'ui had swayed and tumbled backward. He gripped his helmet and tore it off, dropping the prototype rail rifle to the ground. The onlookers were horrified as the Fire Warrior sought to tear out his hardwired target lock interface with his bare hands before stiffening and crashing to the floor. Mc'drek knelt by him but drew back when Va'shant spoke.

"Do not bother, he is dead." Turning to the paling Kassad he continued.

"The interface is still malfunctioning, the weapon's power requirements are leaking into the targeting mechanism and causing fatal feedback. You had promised that this error had been corrected."

The tone was factual not accusational but even so Kassad fell to his knees.

"We have reduced the defect incidence three-fold exalted one. In time it will be corrected but the weapon does all that you have asked of it."

Mc'drek stood over the cowed Por, his hand on the hilt of his bonding knife.

"You dare supply a weapon that will kill my warriors? What do you connivers know of the battlefield, of honour, of courage, why..." Va'shant's hand was on his shoulder.

"You are right of course Mc'drek. Still we will soon need such a weapon to protect all our castes. Perhaps the price is one we must bear, to serve the greater good."

The anger drained from Mc'drek. He nodded.

"Aye, for the greater good."

MOUNTED DAEMONETTES OF SLAANESH

Through clouds of musk-scented mist ride the Daemonettes of Slaanesh, their dark, desire-laden eyes always casting about for their next victim. Mounted on swift-striding Daemon Fiends of Slaanesh the sinuous grace of these predators belie their speed and deadliness.

Mounted Daemonettes of Slaanesh may be used by a Chaos Space Marine army or a Lost and the Damned army, provided that they are able to take Slaanesh Daemons. A unit of Mounted Daemonettes takes up a Fast Attack choice on a Force Organisation chart.

Pts/Model WS BS S T W I A Ld Sv
28 4 0 4 3 1 4 1+2 8 5+

Number/squad 5-10

Weapons Claws, lash tails and fangs (all included in profile above)

SPECIAL RULES

Summoned. Mounted Daemonettes are always summoned to the battlefield, see the Summoning rules on page 12 of Codex: Chaos Space Marines for more details.

Invulnerable. Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They all have the daemonic aura ability and have a 5+ Invulnerable save.

Instability. Daemons are subject to Daemonic Instability on page 12 of Codex: Chaos Space Marines. See the Instability rules for more details.

Spawn of Slaanesh. Mounted Daemonettes have Warp Scream and Daemonic Talons (extra attack included in the profile above). Also their riding beast confers Daemonic Mutation (extra attack included in the profile above) and Daemonic Speed.

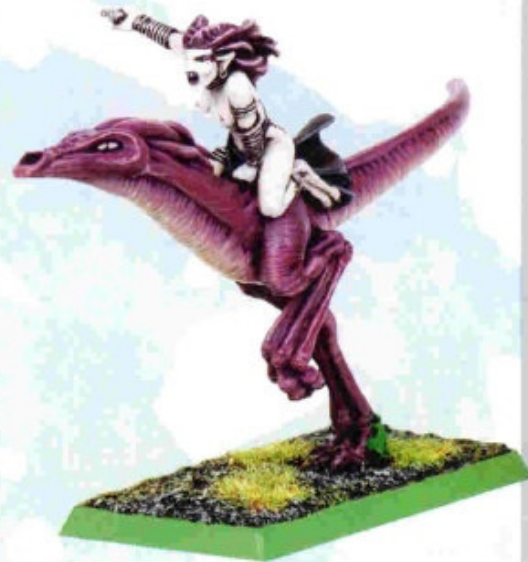
Warp Scream is a piercing, disorientating shriek that reduces the Initiative of enemy in close combat by -1.

Daemonic Talons is a gift which confers a pair of close combat weapons on the Daemonette. These claws can penetrate any armour and inflict wounds on the toughest of foes.

In this case Daemonic Mutation refers to the whipping lash of a tail possessed by the

riding beast which is used to inflict exquisite agonies on the Daemonette's victims.

Daemonic Speed confers the ability to move like cavalry, as detailed in the Warhammer 40,000 rulebook.



The 14th Company of the 410th Mordian Iron Guard came to a gentle rise and swept up in perfect order. As they reached the top they came to a halt even before Captain Dechoff could yell the order.

Ahead of them was a low valley full of waving, waste-deep violet fronds, the bodies of dozens of Mordians lying amongst the blooms. The knife-shaped leaves had pierced them so that they now hung there as securely as if they had been shot while crossing razorwire. On the other side of the valley was a low entrenchment, all along it sprang the banners of the enemy each defying reason with its blasphemous images and unspeakable slogans.

Dechoff was taking no chances, he had no idea what danger lay in the field ahead of them but recognised the insignia of the 5th Company on the corpses and knew they had been good soldiers.

'Flamers, clear me a path, first, second and third platoon, assault columns, follow the flamer paths. Fourth, fifth and sixth platoon, covering fire. Mortars, target the centre of the ridge, autocannon on overwatch, be ready for any surprises. Fourteenth Company, for the Emperor, advance.'

The splendidly uniformed troops went into action with their customary élan. The violet leaves curled away from the roaring flames and smouldered darkly when struck, a path was cleared though. The assault columns moved forward and into a ragged volley from the opposite hill, lasfire mingled with slug throwers. Men fell but the returning precision volleys from their supporting platoons raked the Chaos emplacements drawing disturbingly ecstatic screams from the enemy.

Through the roar of weapons fire came a distant jingle of delicate bells and chimes, a warm wind washed down the valley tinged with a sweet, cloying scent. Mordians either gagged or stood transfixed. The fire from the heretic lines stopped completely as they sensed the approach of their mistresses. The stillness was cut by a grating, rending din as etheric claws slashed through the skein of reality.

A black, ragged scar was torn along the ridge as dark lights played around the blasphemous banners of the heretics. Beyond the rift was a glimpse of the realm of madness, despair and nightmare and leaping through it came the daemons of Chaos.

They were at once beautiful and loathsome. Svelte, pale, exotic daemon-women mounted on sinuous, hissing steeds. They wore deadliness and terror like a cloak. Some Mordians saw a vision out of hell that was uncomfortably seductive, others saw their darkest desires made manifest. The damned troop of daemonettes spurred forward through the sea of purple flowers, the razor-sharp leaves grazing the flanks of the beasts and the thighs of their riders like gentle caresses. In response the riders gave voice to a deep-throated moan that rolled ahead of their advance, slowing time as in a dream and clouding the minds of the unfortunate Mordians.

There was no time to react, the supporting autocannons, safely ensconced behind the lines only began to fire as the lead daemonettes reached the Mordian assault platoons. The daemonettes and their mounts were a blur wreathed in the viscera of their victims. Men moved in slow motion compared to them and with each lash of a tail or sweep of a claw a broken wreck of a soldier fell.

Captain Dechoff roared at the reserve platoons to counter-attack but the horror in the valley was too much even for the Iron Guard and squad by squad they began to fall back. Men who would willingly plunge into battle with hulking Orks, were chilled to their souls by the daemonettes. Despite Dechoff's imploring the retreat became a rout.

Dechoff knew how the regimental Commissar would view this shameful defeat but looking at the victorious daemons feeding on the still-warm hearts of the fallen and the way the burnt, trampled purple blooms reared up, impaling the freshly slain he resolved that he would never see this scene in his dreams. Dropping his laspistol, his spirit broken beyond repair he began to walk helplessly down into the valley toward the waiting daemon-women.

TRANSPORT VEHICLES



By Pete Haines

Imperial Guard players have doubtless been inspired by Codex: Armageddon to try out the rules for Steel Legion mechanised infantry. Unlike the more conventional infantry forces found in Codex: Imperial Guard, Steel Legion infantry platoons are all mounted in Chimera transport vehicles. The lure of the extra mobility and scary additional firepower, not to mention the rather splendid Steel Legion figures, has doubtless seduced many former footsloggers into transferring over to the mechanised infantry.

But this wasn't enough, oh no! As the Chimera was at the very heart of the Steel Legion idea, we decided that it was time for a bit more realism. The way vehicles are handled in the main Warhammer 40,000 rules was by

necessity kept simple, but now that the Codexes are out we have a far clearer idea of precisely which vehicles we are dealing with and what they ought to be able to do. The result of this was the detailed rules for the Chimera.

The effect was a set of rules which forced passengers to use the rear ramp to get in and out rather than squeezing through vision slits, that made use of the hull lasguns on the Chimera model and demonstrated the dangers of going into action with the top hatch open in order to squeeze in an extra heavy weapon shot. Add on to this a special rule to capture the Chimera's amphibious qualities and voilà – a more characterful Chimera emerged.

The rules were left optional, though, because it didn't seem sporting to make the Chimera the only transport vehicle to be affected in this way. Well, the time has come to extend this approach to the other enclosed transport vehicles. The rules detailed in this article cover all transport vehicles in the Warhammer 40,000 game and should be used in games where all the players involved are aware of them. It is generally good practice to take some time before starting a game to agree what the terrain effects will be and sort out any rules interpretations. The vehicle rules, along with any other Chapter Approved topics, can be sorted out then so there are no nasty surprises for anyone.

Now the question you are probably asking is "why amend the way transports work?" Well, as mentioned earlier, with these rules you will find that the individual characteristics of different transport vehicles start to come through. Have a look at these examples:

1) The ramp in the Land Raider is perfectly placed to allow it to drive right up to an objective and disgorge its passengers directly onto an enemy position. Even if the crew are shaken or stunned, the Machine Spirit will keep the tank on target. By contrast, the passengers aboard a Rhino must first disperse to the sides and/or rear of the vehicle before moving up. Also it can be readily stopped by enemy fire prior to attaining its objective.

2) Eldar vehicles are encouraged to speed to a drop zone, touch down momentarily while their fleet-footed charges disembark, and then resume speed and altitude immediately after.

3) The Chimera provides valuable protection for its vulnerable human cargo, allowing most of the squad to fight effectively from within the vehicle while boosting their firepower and survivability considerably. This serves to further differentiate the Chimera from the Rhino where the emphasis is placed far more on getting the embarked Space Marines or Sisters of Battle into action rather than cooping them up in the vehicle.



Ork Speed Freaks regard their trukks and Battlewagons as home and fall back to them in preference to notional concepts such as 'their own lines'.

GENERAL RULES CLARIFICATION

Before getting stuck into a vehicle-by-vehicle analysis, there are a few things to clarify about transports in general:

Partial embarkation: Units may not be split with some of their number inside a vehicle while others are outside. If an independent character is with the unit, he may embark or disembark separately from the unit if desired.

Embarking after close combat: A unit consolidating after hand-to-hand combat must use one of the access points specified if they wish to re-embark. As partial embarkation is not allowed, the whole unit must be able to embark for any of them to do so.

Embarking while falling back: Whilst Ork Speed Freeks can fall back to their vehicles and embark, this is not an ability shared by other transported troops. With the exception of Speed Freeks, units

may not embark during a fall back move. If and when they regroup then they may return to their vehicle.

Emergency Exit: When a vehicle suffers a destroyed result and its passengers bail out they must use the access points specified for the vehicle. By way of clarification, when a vehicle explodes no further harm befalls the passengers beyond the normal risk described in the crew and passenger note in the Damage Rolls section on page 87 of the Warhammer 40,000 rulebook.

OK, that's the technical bit over with; now on to the transports. Each transport vehicle is explained in terms of three key features:

Access Points: Access points are those parts of the model that a unit has to be within 2" of to embark and can disembark within 2" of. Inevitably conversions and customisations will make a difference on a model-to-model

basis. If this is the case then a brief discussion with your opponent before the game should prevent any problems arising.

Fire Points: Fire points are vehicle openings that can be used to fire from without reducing the vehicle's protective qualities. Remember that it is possible to fire heavy weapons from a transport vehicle if the fire point rules for the vehicle permit but NOT if the vehicle moves. Similarly, passengers with rapid fire weapons are considered to be moving if the vehicle is moving. In all cases a fire point can only be used if it is possible to draw a line of sight to the desired target.

Notes: Finally, any special features of the vehicle are explained. Some of these have a direct effect on the game, others are included to provide some ideas for special scenarios or give a better perspective of the vehicle in question.

DISSEMBARKING FROM A WRECKED VEHICLE

When a transport vehicle is destroyed and the passengers bail out they must use the specified access points. If any enemy troops are in proximity then the disembarking troops are in great danger as they are almost helpless while clambering out of the wrecked vehicle.

Troops may not move within 1" of an enemy except in the Assault phase, so if a vehicle access point is blocked by an enemy model then it cannot be used. Any troops unable to disembark because of blocking enemy are either trapped in the burning wreckage or finished off as they stumble out. Either way they are killed. This also applies when a vehicle crew uses a crew escape mechanism to form a new unit after their vehicle is destroyed.



Ork Tankbustas assault the rear of the Chimera, blowing it apart...

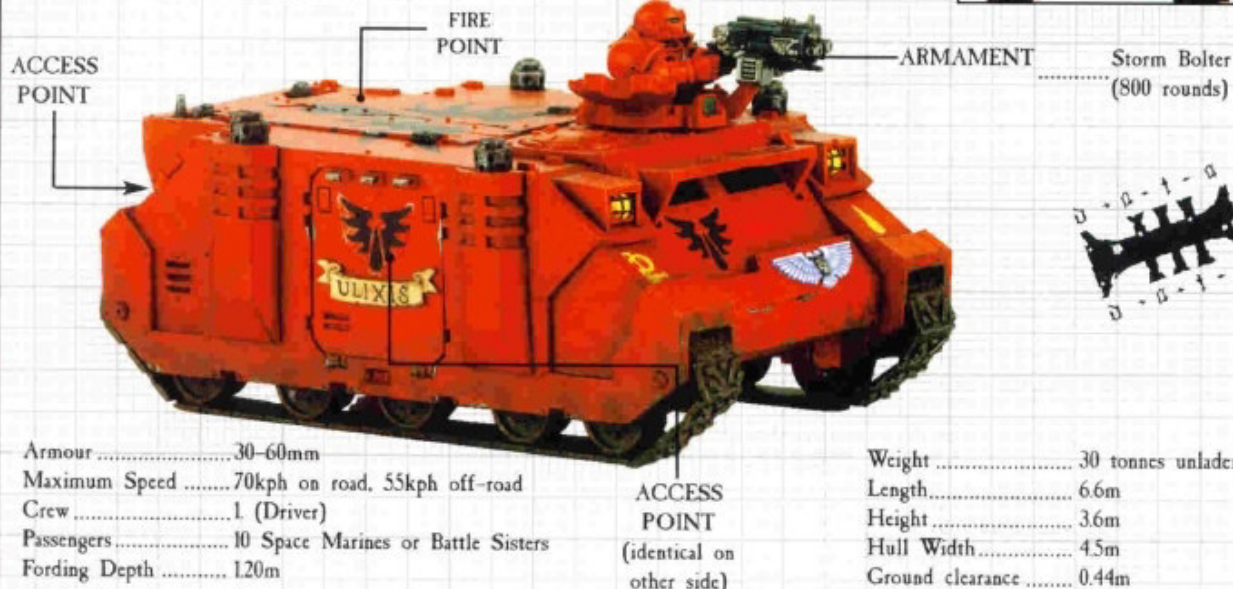


...the Guardsmen passengers have no hope of escape as the Orks block all exits.

RHINO APC

Models Patterns I to VI. Within each pattern type are literally hundreds of regional variations using local materials and engineering techniques.

Forge world of origin ... Virtually every industrialised world of the Imperium can produce Rhinos.



It had once been an occupied position. The gun emplacement had protected thirty of the Eldar's dark kin, but now resembled nothing so much as an abattoir. Shredded Eldar corpses lay strewn around, torn to pieces by an hour long bombardment from the Ultramarines' Whirlwinds nearly a thousand metres away. The fortifications were pock-marked with shrapnel hits, but were for all intents and purposes intact. Captain Invictus had vetoed the Imperial Guard Colonel's plan of shelling the position with Earthshaker cannons, realising that when the Dark Eldar counter-attacked, as he knew they would any minute, the Imperial forces would need this position. Four Space Marine Rhinos sped across the snow and ground to a halt beside the emplacement, the ceramite doors sliding smoothly back along oiled runners. Warm air from inside the vehicles condensed as the winter's chill rushed to fill the troop compartments. With practised precision the Space Marines disembarked from their vehicles, the Devastators immediately taking up firing positions. When the Dark Eldar attacked, they would find the Space Marines ready and waiting for them.

Fire Points - 1

The Rhino has a large hatch in its hull roof which can be used by up to two passengers as a fire point. Heavy weapons may be used, but not if the vehicle moved. Unless its passengers all wear power armour or better, as is normally the case with Space Marines or Sisters of Battle, this will leave the Rhino open-topped.

Access Points - 3

The Rhino has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

Notes

The Rhino is the most ubiquitous military vehicle in the Imperium and is renowned for its reliability and ease of maintenance. If a Rhino is immobilised then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how immobilisation occurs - enemy fire, difficult ground or supercharged engine failure - in all cases the problem may be something easily fixed.

If Orks select the Rhino as a looted vehicle they can utilise it in much the same way as described above. Passengers may not include any mega-armoured Orks, though, and use of the top hatch as a fire point will qualify the vehicle as open-topped.

RAZORBACK

Models IIIrb-VIrb
Forge world of origin: Razorbacks are produced everywhere that Rhinos are produced. many Chapters perform conversion work in their own workshops. Initially developed on Mars based on STC data.

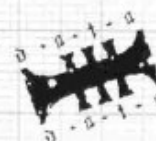
REAR ACCESS HATCH



ACCESS
POINT



ARMAMENT Variable configurations, most common patterns include: -
- twin-linked heavy bolters.
- twin-linked lascannon.
- lascannon and twin-linked plasma guns
- multi-melta.



Armour 30-60 mm
Maximum Speed 70kph on road, 55kph off-road
Crew 2 Driver, Gunner.
Passengers 6 Space Marines
Fording Depth 120m

ACCESS
POINT
(identical on
other side)

Weight 31.5 tonnes
Length 6.6m
Hull Width 4.5m
Height 4.95m including turret
Ground clearance 0.44m

Fire Points - 0

Most Chapters regard the Razorback as a compromise, accepting some loss of passenger capacity, compared to the Rhino, in return for greatly improved firepower. The hatch in the hull roof of the Rhino is therefore replaced by the turret housing, leaving no fire points for the passengers. The turret provides superior fire support for the squad and can optionally be augmented with a pintle-mounted storm bolter.

Access Points - 3

The Razorback has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

Notes

A Razorback looted by Orks cannot transport Nobs in mega-armour.

The Ork Killer Kan toppled backwards, thick black smoke spewing from its interior and rivulets of molten metal streaming from the plasma impacts. An injured creature struggled to free itself from the wreckage, roaring in anger. Brother Janus of the Imperial Fists swung the turret-mounted plasma guns around, searching for fresh targets as the Razorback sped forwards, crushing the remains of the Ork machine.

A solid wedge of Rhinos was charging forwards across the ash plain, billowing clouds of choking dust blotting out the sun. An entire Company hurtled towards the Ork held factory complex in Rhino APCs. Every second vehicle was a Razorback, providing the assault with much needed fire support. Lascannons, heavy bolters, plasma guns and multi-meltas laid down wave after wave of punishing firepower, preventing the Orks from picking off the Imperial tanks as they sped towards the complex.

Janus saw a mob of Gretchin dragging some kind of artillery piece forward into cover and cranked the turret around. White-hot bursts of plasma vaporised the first Gretchin, and the rest ducked hurriedly into cover as more searing bolts hissed around them. A lucky shot struck the ammo cart of the gun and blew it high into the air, lethal shrapnel killing everything nearby. Janus smiled as he watched burning Gretchin run screaming. The Rhinos halted and Space Marines began disembarking from their transports. Janus worked the plasma guns left and right, continuing to pour fire on the Ork positions, burning anything he could see as the Space Marines swept into the factory.

FALCON

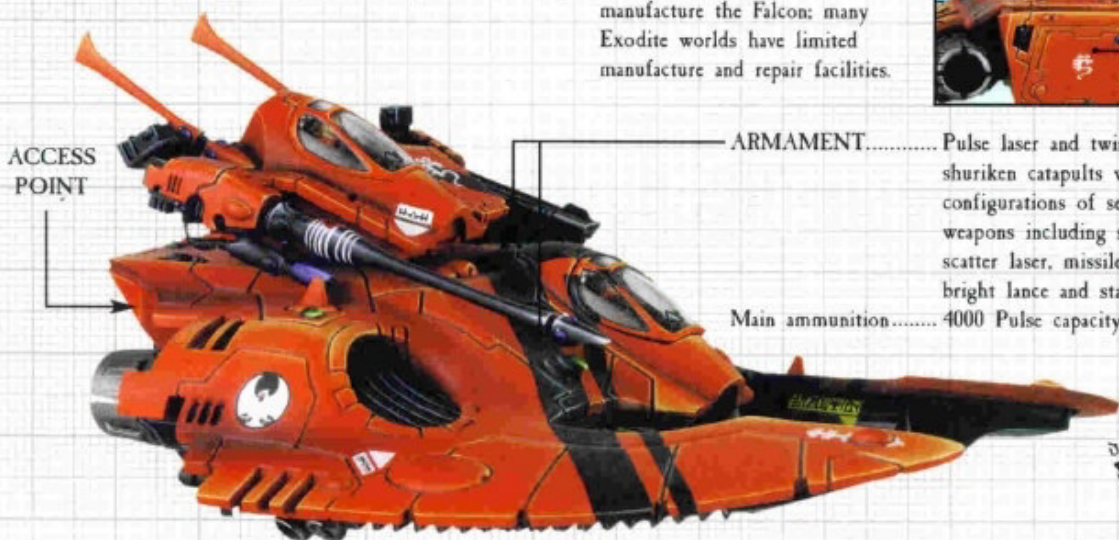
Models..... Multiple configurations reported.

Forge world of origin: All Eldar craftworlds manufacture the Falcon; many Exodite worlds have limited manufacture and repair facilities.

REAR ACCESS HATCH



ACCESS POINT

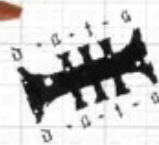


ARMAMENT..... Pulse laser and twin-linked shuriken catapults with variable configurations of secondary weapons including shuriken cannon, scatter laser, missile launcher, bright lance and starcannon.

Main ammunition..... 4000 Pulse capacity.

Armour..... 35-60mm
Maximum Speed..... 180kph at low altitude, 850kph at high altitude
Crew..... 2. Pilot, Gunner
Passengers..... 6 Eldar
Fording Depth..... Skimmer

Weight 20 tonnes
Length 9.63m
Hull Width..... 6.92m
Height..... 3.61m
Ground clearance Skimmer



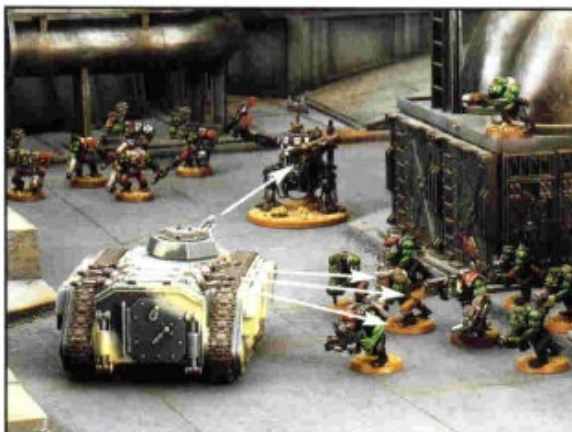
Fire Points - 0

The Falcon is a far more sophisticated vehicle than anything possessed by the Imperium. It has the ability to operate at high altitude and manoeuvre at dizzying speeds. The Falcon's passenger compartment is a sealed, pressurised environment from which the passengers can observe events outside the hull from a range of monitors. Such a vehicle has no place for crude hatches or firing slits, so passengers may not fire while embarked.

Access Points - 1

Passenger access is limited to the rear ramp.

Lush green fields sped below the two skimming Saim-hann Falcon grav-tanks as they hugged the contours of the land. Blurs of red and black, they smoothly banked around a rocky outcrop and rose to crest a wooded ridge. Bright sunlight glittered from the barrels of the skimmers' pulse lasers and shuriken cannons. While their kin fought the Mon-keigh on the eastern plains, the Falcons circled around the flanks to bring death from behind. Each carried a squad of Howling Banshees, Aspect Warriors whose skill in close combat was beyond compare. The Falcon pilots knew that the crude tanks of the Mon-keigh were manoeuvring in an attempt to intercept them, but their tracked vehicles were far too slow and clumsy. They would not be successful and the Eldar would triumph.



CHOOSING TARGETS

A vehicle carrying passengers does not have to fire at the same target as the unit it is carrying. This means that, for example, a Chimera can use its multi-laser and heavy bolter to engage an Ork Killer Kan while its passengers fire their lasguns at a Boyz mob.

WAVE SERPENT

Models Multiple configurations reported.

Forge world of origin:
Several Eldar craftworlds manufacture the Wave Serpent; some Exodite worlds have limited manufacture and repair facilities.



ARMAMENT Twin-linked shuriken cannons and twin-linked shuriken catapults with numerous alternative configurations.

Main Ammunition 5000 shuriken cannon salvos

Armour 35-60mm
Maximum Speed 180kph at low altitude, 850kph at high altitude
Crew 2. Pilot, Gunner
Passengers 10 Eldar or 5 Wraithguard and a Warlock
Fording Depth Skimmer

Weight 23.5 tonnes
Length 9.85m
Hull Width 7.1m
Height 3.61m
Ground clearance Skimmer

ASSAULTING A VEHICLE

When moving to assault a vehicle, the attackers must still move by the most direct route. This means that you can't run past the front of a vehicle and attack to the side.



Although the Orks would like to get to the rear access ramp before planting their tankbusta bombs they have no choice but to attack the front of the Chimera this turn.

Fire Points - 0

Like the Falcon, the Wave Serpent has much in common with an aircraft and no fire points are provided for passengers.

Access Points - 1

Passenger access is limited to the rear ramp.

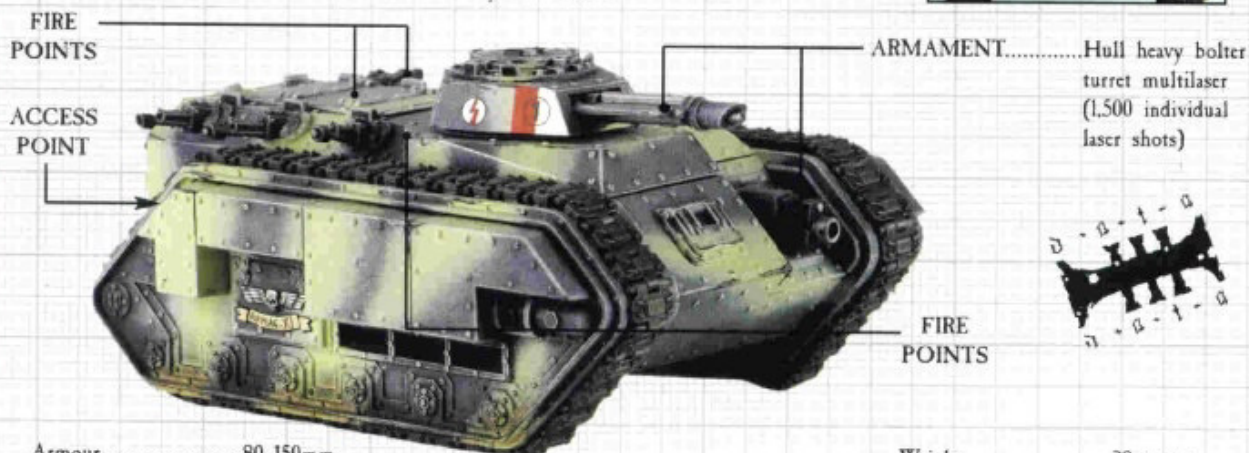
The canyons of the ruined city trapped the smoke, dust and noise of battle, turning each rubble-choked street into a hell of half-glimpsed shadows and phantoms. Trooper Korkin nervously licked his lips, glancing up the shattered street along the gunsight of his lascannon. There were reports of Eldar movements in this sector and he didn't want to suffer the same fate as 1st Platoon. They'd been found cut to shreds with the safeties still on their guns. He and Frederiks were positioned a hundred metres in front of their platoon, an early warning in case the decadent aliens came this way. The thought didn't comfort him much. Korkin cocked his head as a low humming penetrated the crash of distant artillery and he watched the smoke suddenly part as though brushed by an invisible hand. The sleek prow of an Eldar vehicle emerged seconds later. Korkin squeezed the trigger on the lascannon, watching as the powerful beam rippled as though travelling through water before it struck the fast-moving vehicle. Korkin's jaw fell open as the blast scored the vehicle's side, but did no further damage. A warm, electric sensation enveloped him as the Wave Serpent's energy field washed over him and he never saw the blow from the Striking Scorpion's chainsword that killed him.

CHIMERA

Models..... Patterns I-XVII

Forge world of origin: Mars, Gryphonne IV, Stygies VII, Ryza, Voss, M'Khand, Armageddon, Tolkan, Accatran, Triplex Phall, Graia, Metalicus, Vanheim, Phaeton and many other sites.

REAR ACCESS HATCH



Armour..... 80-150mm
Maximum Speed..... 70 kph on road, 55 kph off-road
Crew..... 3 2 Drivers, 1 Gunner
Passengers..... 12 Imperial Guardsmen or 6 Ogryns
Fording Depth..... Amphibious

ARMAMENT..... Hull heavy bolter turret multilaser (1,500 individual laser shots)



Weight..... 38 tonnes
Length..... 6.90m
Hull Width..... 5.70m
Height..... 3.72m
Ground clearance..... 0.45m

Corporal Deakins gripped the stock of his lasgun and tried in vain to stop himself from being jolted against the interior of the Chimera armoured troop carrier. The transport bounced over another ridge of frozen ground, sending his helmeted head slamming into a metal stanchion. He swore and cursed the driver of the transport. Rivers of melted snow pooled around his combat boots, sloshing about as the squad was carried across the hard packed ground. He looked around the compartment at the excited faces of 2nd Squad as they fired the hull lasguns. Sergeant Kobal was sitting at the back of the Chimera, seemingly untroubled by the jarring ride. His eyes were half shut, headphones pressed to his ear as he concentrated on hearing the vox-chatter over the deafening howl of the Chimera's powerful engine.

"Right lads!" bellowed Kobal, his voice easily cutting through the engine noise. "On your feet and get ready for disembarkation!"

Deakins could hear the engine noise deepen and the storm bolter open fire as the Chimera slowed to a speed that would allow them to safely dismount. With a squeal of hydraulics, the Chimera's back ramp began to drop. By the Emperor he was looking forward to this! He could feel his heart rate thud like a trip-hammer, his earlier discomfort and annoyance fading as he saw dozens of Chimera behind theirs slowing and deploying from column into line.

"Go! Go! Go!" shouted Kobal even before the ramp was fully lowered. As one, the ten man squad pounded down the ramp, jumping to the muddy snow that formed their wake. Quickly looking around he could see thousands of other troops pouring from their transports and a fierce pride swelled in his breast.

Fire Points - 2

The Chimera is fitted with six hull lasguns which can only be used by the passengers. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from then the Chimera counts as being an open-topped vehicle for the rest of that turn and all of the opponent's subsequent turn unless all passengers have a 3+ or better armour save.

Access Points - 1

Units being transported enter and exit via the access ramp at the back of the hull.

Notes

Chimeras are amphibious vehicles and treat water features such as rivers, streams, lakes or seas as clear terrain when they move.

IMMOLATOR

Models III-VIII

Forge world of origin: The Immolator is a conversion based on a standard Rhino, that can be produced in virtually any Sororitas workshop.

ACCESS
POINT



Armour 30-60 mm
Maximum Speed 70kph on road, 55kph off-road
Crew 2. Driver, Gunner
Passengers 6 Battle Sisters
Fording Depth 120m

ACCESS
POINT
(identical on
other side)

ARMAMENT.....Inferno Cannon
(20 shots)



Weight 32 tonnes unladen
Length 6.6m
Hull Width 4.5m
Height 4.7m (including
Inferno cannon)
Ground clearance 0.45m

Fire Points – 1

The Immolator is similar in principle to the Razorback except that its roof hatch is not compromised by the fittings for the Inferno Cannon. Up to two passengers can stand up in the top hatch and fire while embarked. The weapons fired may not draw a line of sight through the Inferno cannon however.

Access Points – 3

The Immolator has two side hatches and a rear ramp, any of which can be used as access points by the passengers.

Sister Aliesha sang lustily along with the devotional hymns reverberating from the loudspeakers attached to the hull of the Immolator tank as it neared the mob of men in the marble flagged square. Thinking they had the holy shrine surrounded, the rebel planetary defence troopers swarmed around the shrine of Our Lady of the Perpetual Martyr. Their raucous cries were drowned out by the singing of the charging Battle Sisters. Squads of Seraphim descended from the armoured buttresses of the vast cathedral, bolt pistols chattering a litany of death as the explosive bolts impacted deep into unarmoured flesh.

One of the rebel troopers recognised the armament of the Immolator as it rumbled steadily towards enemy lines. Shorn of the long-range firepower of the Adeptus Astartes tanks, the flamethrower tank required proximity to fulfil its role as purifier of the heretics. Autogun fire ricocheted from the front of the tank, and Aliesha heard a clank as the top hatch of the Immolator was thrown open. Sister Bacharia swung her heavy bolter out of the passenger compartment, sending a continual stream of large calibre explosive bolts into the heretics assailing the sides of the tank. They were close to surrounding her now. At Aliesha's signal, Sister Bacharia ducked back inside and closed the top hatch. Aliesha thumbed the button that fired up the ignition flame of the Inferno cannon and flexed her gauntleted fingers on the trigger mechanism. The holy fire of her weapon, blessed this very morning by the Canoness, would soon show these blasphemous fools the error of their ways.

LAND RAIDER

Models..... Patterns I-VII
Forge world of origin. Anvilus-9 was the source of many of the oldest Land Raiders but now they are produced in very small numbers on many forge worlds.

ACCESS POINT
(identical on other side)

ARMAMENT

Armour..... 91-95mm

(note that the composite construction consisting of 2 ceramite layers, 1 titanium/plasteel layer, 1 adamantium layer and 1 thermoplas layer is equal to 365mm of conventional steel armour).

Max Speed..... 51kph on road, 48kph off road.

Crew..... 2 Commander, Crewman

Passengers..... 5 Terminators or 10 Space Marines.

Crusader variant can carry 8 Terminators or 15 Space Marines.

FRONT ACCESS HATCH



ACCESS POINT

Sponson-mounted twin-linked lascannons.
Hull-mounted, twin-linked heavy bolters. (Godhammer Kz976 lascannon requires barrel replacement after 2000 firings).
Crusader variant: Two 'hurricane' pattern bolters, twin-linked assault cannon and multi-melta.

Weight..... 72 tonnes (unladen)
81 tonnes (fully laden)
Length..... 10.36m
Hull Width..... 6.10m
Height..... 4.11m
Ground clearance..... 0.45m

Fire Points - 0

The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. As such, the measure of protection provided by its massively armoured hull cannot be compromised by extraneous hatches and firing ports. The top hatches are for the use of the Land Raider's crew and cannot be used by passengers as firing ports.

Access Points - 3

The Land Raider has a large frontal access ramp and a hatch on each side of the hull, any of which may be used to embark or disembark.

Notes

There are two special features of the Land Raider (including the Land Raider Crusader) that are made possible by the resolute and implacable Machine Spirit.

Fire Control - The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system if not moving over 6". This shot may be against a different target to that engaged by the crew, and may only be used if the vehicle is eligible to fire a weapon. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina - If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means in a straight line) up to its maximum move.

The Land Raider is fully submersible to 36.57m. This does not mean that it won't throw a track on a reef or get bogged down in a river bed so they are immobilised as normal by difficult terrain.

Occasionally a Land Raider is fielded by the Orks as a looted vehicle. Generally the same rules apply. However, the Land Raider's transport capacity is limited to 5 mega-armoured Orks or 10 others. The Machine Spirit rules are not used for looted Land Raiders as the Orks cannot safely approach the Land Raider until the Machine Spirit has been disabled.

Chaos Land Raiders use the Machine Spirit rules, although they replace the Machine Spirit with something altogether more malign!

The Wordeaters Land Raider rumbled across the debris-strewn ground in the armoury's outer courtyard, crushing steel and stone beneath its armoured treads as small arms fire pattered harmlessly against its adamantium skin. Its hull-mounted heavy bolters raked the loyalist position, the mass-reactive shells cutting down Imperial Guardsmen by the dozen. A missile speared out from the barricades, smashing into the vehicle's side. The explosion rocked the Raider and slewed it sideways, but the tank rolled onwards, its thick, multi-layered armour absorbing the impact.

The Traitor Marine driver gunned the engine and drove the Raider straight over the top of the Imperial position, scattering Guardsmen and crushing those not quick enough to dodge the armoured leviathan. The tracks spun in the air, throwing up clouds of dust before the tank crashed down again. Its twin-linked laser cannons fired powerful lances of energy at the bronze doors of the armoury, blasting them from the building in a blossom of red flame. The Raider squealed to a halt, its front ramp dropping and a hail of combi-bolter fire spewing from within. The few



defenders that had survived the explosion were scythed down in a heartbeat. Terminators in blood red armour poured from the vehicle, through the shattered gateway and into the garrison's armoury. Resistance was futile.

OPEN-TOPPED TRANSPORTS

Open-topped transports, such as Dark Eldar Raiders, Ork Battlewagons and Ork Trukks, are not affected by the type of rules being introduced here but have been included for completeness and comparison (see the box on the right).

As you can see, these amendments flesh out the capabilities of each type of transport vehicle and make using them not only a little bit more challenging but also considerably more rewarding.

Have fun!

Fire Points	Troops carried in an open-topped vehicle may fire any weapons if it is stationary and any non-heavy weapons if it is moving 12" or less. This is exactly as stated on page 82 of the Warhammer 40,000 rulebook. Armoured Top: 2 Fire Points.
Access Points	As the passengers can leap over the side of the vehicle, any part of it may be used as an access point. Armoured Top: 1 Access point at rear.
Notes	Open-topped vehicles are extremely vulnerable to attack, this is compensated for by the ease with which passengers can fight from them.

Armoured Tops: Ork Speed Freeks sometimes convert open-topped vehicles with a crude armoured top. This alters the vehicle as shown in the table above.



The Orks disembark from the front of their open-topped battlewagon, plunging straight into the thick of the fighting.

By Jervis Johnson

Over the last year or so I've put together the following vehicle design system to allow players to include scratch-built and converted vehicles in their games of Warhammer 40,000. I must admit that I do this with trepidation, as my experience in the past is that some players see such systems as an opportunity to field the most beardy vehicles it is possible to imagine, just to give themselves some advantage in the games that they play. On the other hand, one thing I miss are the entertaining scratch-built and converted models we used to see in the old Rogue Trader days. This is understandable, as back when Rogue Trader was released (Rogue Trader being the title of the original version of the Warhammer 40,000 rules) there were very few models in the Citadel range, and so you were pretty much forced to use scratch-builds and conversions in order to be able to play at all. Now that there are so many models a player can use 'off the shelf', as it were, it's no surprise that this is what most players choose to do. The situation wasn't helped by the fact that the Rogue Trader vehicle design rules simply didn't work all that well and were subject to beardy excesses, and that the second edition vehicle rules were so complex that it was impossible for us to come up with a vehicle design system that worked at all, let alone one that was fair!

However, the advent of the new rules with their much cleaner vehicle rules has meant that I've once again been able to get on my old hobby-horse and have a go at coming up with a set of vehicle design rules that can really work.

I think you'll find that the rules, if used intelligently (ie, not just to try and win games), will offer you all kinds of opportunities to increase the scope, colour and character of your Warhammer 40,000 games. It will also, I hope, herald a return to those heady days when White Dwarf featured articles showing you how to scratch-build and convert new models for your army, and where most players had a vehicle or two that had started life as a Transformer, World War Two tank, or even a deodorant bottle (see below). So, have fun with the rules, and please, use them in the spirit in which they are intended.

THE MOST IMPORTANT RULE

As I've already mentioned, one of the primary aims of this article is to allow players to use models that they have scratch-built or converted themselves. They are not designed to allow players to plonk down a cardboard box and say something along the lines of "this box represents this vehicle what I came up wiv' last night." So, the most important rule of all is that a vehicle a player has designed himself must be represented by a painted, WYSIWYG model

('wysiwyg' = what you see is what you get), or it cannot be used at all!

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (ie, are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon" then another weapon that is identical must also count as a lascannon. Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!

One last point – in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

THE SECOND MOST IMPORTANT RULE – SHOW & TELL BEFORE YOU PLAY!

One thing that many players have asked about the VDR is 'When is it OK to use a vehicle designed with them?'



Space Marines bail out of their Land Raider, under fire from a previously unknown Dark Eldar vehicle.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS

Type:	Size:	Speed:

Weapons:	Special Options:	Vehicle Category:
		Structure points:

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CLOSE COMBAT VEHICLE DATAFAX

Name	Points/Model	Armour:							A
		WS	BS	S	Front	Side	Rear	I	

Type:	Size:	Speed:

Weapons:	Special Options:	Vehicle Category:
		Structure points:

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GRAV-ATTACK TANK

A little misty-eyed look back at the old days – before all the plastic vehicle kits came out, when all you had was Zoids, World War II tank kits and a lot of imagination.

Does anyone remember this old gem? The original Grav-Attack Tank as seen in WD95, built from a deodorant bottle by Rick Priestley himself!



Using Jervis' new vehicle design system even this old model can be used in the latest version of Warhammer 40,000.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Grav-Attack tank	165	12	11	11	3

Type: Tank	Size: Normal	Speed: Normal
---------------	-----------------	------------------

Weapons: 1 lascannon, 1 missile launcher.	Special Options: Skimmer	Vehicle Category: Heavy Support
		Structure points:

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Can you just turn up and use it in any game, or does it require an opponent's consent? And what about in tournaments?

My current thinking on this is that you must let your opponent know in advance about any VDR vehicles you will be using in your army for a game – in other words you must 'show and tell' before you can use it. This limits the use of VDR vehicles to pre-arranged games where the opponents know each other, and means that you can't really use them in 'pick-up' games in a club or store. At tournaments, it would be up to the tournament organisers if they allowed VDR vehicles in the games, and if they did allow them in, what limitations are applied.

Clearly, there are circumstances where the 'show and tell' rule might not apply. For example, amongst a close-knit gaming group you might decide to forgo the rule after a new vehicle has been used for a few times, while clubs or gaming stores may allow the use of certain VDR vehicles in their games. However, these are the exception rather than the rule, and in most circumstances you will need to show and tell an opponent about any VDR vehicles in your army when you arrange to play a game, and (most importantly) before your opponent has picked their army.

VEHICLE DESIGN STEPS

Basically there are nine steps you need to follow in order to add a new vehicle

to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed vehicle model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The nine steps are:

1. Pick Type
2. Pick Size
3. Pick Armour
4. Pick if open-topped or fully armoured
5. Work out Speed
6. Pick Weapons
7. Work out Characteristics
8. Pick Special Options
9. Work out Points Value

1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the

different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition, I've added in two new categories you can use; flyers and immobile.

Flyers: A flyer is basically an aircraft – ie, something that can fly along very fast in pretty much a straight line – as opposed to a skimmer which is more like a modern day helicopter. The rules for flyers are included in a special section at the very end of the vehicle design rules, to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

Immobile: Immobile vehicles are, as their name implies, vehicles that can't move, for example an anti-aircraft battery, or a defence laser site. They can have turrets and a crew to operate them, but unlike other vehicles they can't move from their starting location.

DARK ELДАР FLYING GUN – RAMPAGE

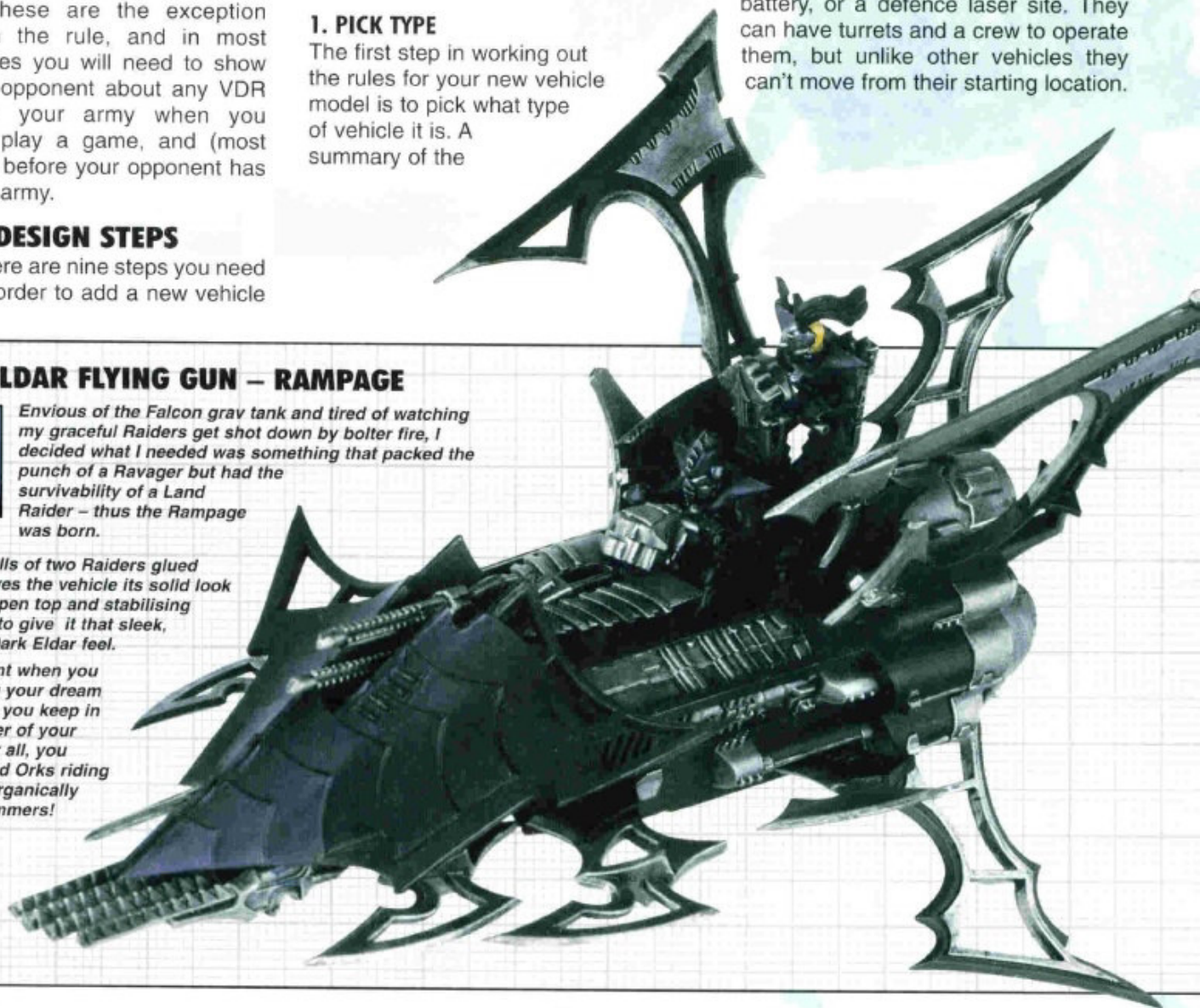


Nick Davis

Envious of the Falcon grav tank and tired of watching my graceful Raiders get shot down by bolter fire, I decided what I needed was something that packed the punch of a Ravager but had the survivability of a Land Raider – thus the Rampage was born.

The twin hulls of two Raiders glued together gives the vehicle its solid look whilst the open top and stabilising wings help to give it that sleek, menacing Dark Eldar feel.

It's important when you are building your dream vehicle that you keep in the character of your army – after all, you wouldn't find Orks riding around in organically shaped skimmers!



VEHICLE TYPE SUMMARY

WALKER
TANK
VEHICLE
FLYER
IMMOBILE

2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, for example determining how many weapons it can carry.

Vehicles must be allocated one of the following sizes:

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, etc)
- War machines

War machines: Anything larger than 'normal' sized is a special type of vehicle known as a war machine (ie, Banblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main Vehicle Design rules with lots of 'ifs and buts' about war machines I've included all of the special rules that apply to them in a separate section later on.

TOTAL ARMOUR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	56(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armour twice when working out the total value (both values must be the same).

Size Guidelines: Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself – in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

Small vehicles: Should be smaller than a Rhino model, about 3-4 inches square or less.

War machines: Should be larger than a Land Raider, in other words larger than 5-6 inches square.

Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you have converted a Chimera into the 'Super Zappy

Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

3. PICK ARMOUR

All vehicles in Warhammer 40,000 have a set of Armour Values, even if they are not actually 'armoured vehicles' as such. In this step you must decide how much armour your vehicle has on each of its facings. Cross-reference the size and type on the chart above to find out how much armour the vehicle can have. The combined total of the vehicle's front, left, right and rear armour may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an Armour Value of up to 14, but the total of all its armour facings can't exceed 56.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Rampage	283	12	11	10	4
Type: Light Vehicle		Size: Normal		Speed: Fast	
Weapons: Twin-linked splinter cannons gatling Dark Lance (D3 shots).		Special Options: Skimmer & open-topped Energy field & save on front & side armour Against glancing & penetrating hits.		Vehicle Category: Heavy Support	
				Structure points:	

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I made the Rampage out of two Raider kits glued together, with additional firepower in the shape of splinter cannons from spare Dark Eldar Warrior kits.

At the time that the Rampage was being constructed, everyone in White Dwarf was having a go at building a vehicle, so plenty of other vehicle kit bits were available – hence the third engine (donated by a Falcon grav tank).

Armour Value Guidelines: Just as with size allocation, you should base the amount of armour you give a vehicle on its appearance; if a vehicle is clearly lightly armoured, or indeed not armoured at all, then you should not give it a high Armour Value. On the other hand, if it's covered in thick armour plate it should be well-armoured. Here are some guidelines as to what Armour Values you should allocate:

Armour 9: This should be reserved for non-military vehicles with no protection whatsoever, for example a car or truck.

Be aware that vehicles with this Armour Value are horribly vulnerable to enemy shooting.

Armour 10: Unarmoured or very lightly armoured military vehicles can have this Armour Value on any facing, and other armoured vehicles will have it for lightly armoured rear and side facings.

In addition, strongly built civilian vehicles can have this Armour Value. For example, a bulldozer could be Armour 10 rather than Armour 9 on most facings.

Armour 11-12: Lightly armoured vehicles will have this Armour Value on their front and side facings, while more heavily armoured vehicles may have side and rear armour facings with this value.

Armour 13-14: Only heavily armoured vehicles will have Armour Values this high, and then only on their front and side facings. Only incredibly tough and well-armoured vehicles have an value this high on their rear facing.

Eldar vehicles should not be given Armour Values of 13 or 14 as they rely on more sophisticated forms of protection than thick armour plate.

Existing Models: If your model is a converted Citadel vehicle, then it should generally have the same Armour Values as the model it was converted from.

You can add +1 to an Armour Value if you've added lots of extra armour, and knock a point off if you've significantly reduced the armour on a facing. As a rule of thumb, though, it's best to leave the values as they are.

4. PICK IF OPEN-TOPPED OR FULLY ARMoured

When designing a vehicle, you must decide whether it will be open-topped or fully armoured. When working out

ARMoured/OPEN-TOPPED VEHICLES		
TOTAL ARMOUR	OPEN-TOPPED	FULLY ARMoured
36-42	0	+20 points
43-46	0	+10 points
47-50	0	0
51-54	-10 points	0
55-56	-20 points	0

SPEED CHART					
	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	Walker	Normal	Normal	Flyer	Immobile
NORMAL	Walker	Normal	Normal	Flyer	Immobile
WAR MACHINE	Lumbering	Lumbering	Lumbering	Flyer	Immobile

the points value for the vehicle, look up the total armour of all four facings on the Armoured/Open-topped Vehicles table above and modify the points value appropriately. The points modifier is not used for flyers, which always count as being fully armoured.

5. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straightforward; just look it up by cross-referencing the vehicle's size and type on the Speed chart above to see what speed it normally has.

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

Agile Vehicles: Agile vehicles are quite fast and manoeuvrable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

Fast: The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook, ie, it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

Flyers: Flyers, like war machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

Immobile Vehicles: Immobile vehicles may not move!

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

Normal: These vehicles follow the standard Warhammer 40,000 vehicle movement rules, ie, they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

Walker: The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook, ie, it can move up to 6" and fire up to two weapons. If stationary, it can fire all its weapons.

6. WORK OUT WEAPONS

Now for the bit you've all been waiting for – arming the vehicle you've created. Weapons are picked from the list of weapons opposite. Weapons on a vehicle are limited to the weapons belonging to one race (ie, you can't mix and match weapons from different races on the same vehicle). In addition, you must use the weapons for the army's race which the vehicle is being made for (ie, a vehicle for an Eldar army must use Eldar weapons). Any race without a Codex may use Imperial vehicle upgrades until their own Codex comes out. Note that Tyranids use the Bio-vehicle rules later in this book to design their 'vehicles'. Also, Orks may not use 'captured' vehicles designed with the Vehicle Design rules for another race.

If you're using a converted Citadel model then it will be easy to decide

what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and, by the same token, any weapons shown on the model must be included on the datafax.

I've included the points values here as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

Weapon Options: Now, although the weapon lists includes suitable 'stand-ins' for most weapons that can be mounted on a vehicle model, it has to

be said that there are some weapons which aren't well represented.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modellers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon such as those we create when writing a Codex, but have the benefit of being flexible and very easy to use.

Use the Weapon Upgrade chart on the next page to determine what upgrades can be given to different sorts of weapons. The options that are available are listed in the Weapon Option chart on the next page, along with the effect they have on a weapon's points value.

Most options can be combined (ie, you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie, you cannot have a mega, mega lascannon).

However, note that the gatling and twin-linked upgrades may not be combined with the blast upgrade (a multi-barrelled blast weapon counts as a gun battery).

Add together the costs of the multiple upgrades. For example a twin-linked, long barrelled, gatling, mega weapon would cost $50+50+150+150 = +400\%$, or five times the weapon's original cost.

Blast: The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, the Blast marker is upgraded to an Ordnance blast. If it already has an Ordnance blast then you've wasted the points! This option may only be used for weapons on immobile vehicles or war machines.

WEAPONS CHART

IMPERIAL WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Assault cannon	+35	+25	-
Autogun*	+3	+3	-
Autocannon	+35	+25	-
Boltgun*	+4	+4	-
Flamer*	+10	+10	-
Grenade launcher*	+15	+10	-
Heavy bolter	+20	+15	-
Heavy flamer	+15	+15	-
Hunter-killer missile	+15	+10	-
Lasgun*	+3	+3	-
Lascannon	+35	+25	-
Meltagun*	+15	+10	-
Missile launcher	+40	+40	-
Mortar	+25	+25	-
Multi-laser	+35	+25	-
Multi-melta	+40	+30	-
Plasma cannon	+40	+30	-
Plasma gun*	+15	+10	-
Smoke launchers	+3	+3	-
Storm bolter*	+5	+5	-
Demolisher cannon	+50	+50	-
Whirlwind	+40	+40	-
Battle cannon	+50	+50	-
Griffon mortar	+40	+40	-
Inferno cannon	+30	+30	-
Earthshaker	+60	+60	-
Vanquisher cannon	+55	+50	-

DARK ELDER WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Blaster*	+15	-	-
Dark lance	+35	-	-
Destructor	+15	-	-
Disintegrator	+45	-	-
Shredder*	+15	-	-
Splinter rifle*	+4	-	-
Splinter cannon	+20	-	-
Stinger*	+10	-	-
Terrorfex*	+15	-	-

ELDER WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Bright lance	+40	+30	-
Missile launcher	+35	+25	-
D-cannon	+30	+30	-
Fusion gun*	+12	+8	-
Lasblaster*	+3	+3	-
Shuriken catapult*	+4	+4	-
Shuriken cannon	+25	+20	-
Starcannon	+45	+35	-
Scatter laser	+35	+25	-
Reaper launcher	+35	+25	-
Pulse laser	+40	+30	-
Flamer*	+10	+10	-
Wraithcannon*	+30	n/a	-
Vibro cannon	+40	+40	-
Death spinner	+15	+10	-
Prism cannon	+55	+45	-
Shadow weaver	+25	+25	-

CHAOS WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Combi-weapons			
Bolter-flamer*	+10	-	-
Bolter-meltagun*	+15	-	-
Twin bolter*	+5	-	-
Blastmaster	+30	-	-
Doom siren	+15	-	-
Sonic blaster*	+15	-	-

In addition, Chaos may use weapons from the Imperial list.

ORK WEAPONS

WEAPONS	BS 4	BS 3	BS 2
Big shoota	-	-	+15
Kombi-weapon			
Shoota/rokket launcha*	-	-	+10
Shoota/skorcha*	-	-	+12
Kustom mega-blaster*	-	-	+20
Rokkit launcha	-	-	+15
Skorcha	-	-	+15
Lobba	-	-	+30
Zzap gun	-	-	+30
Kannon	-	-	+35
Shoota*	-	-	+3

Costs for Necron and Tau weapons are to be found in the tables on pages 101 and 102 respectively.

IMPORTANT NOTE: Weapons marked with a '*' on this chart are small arms. Such weapons may NOT be given certain weapon upgrades as explained in the rules for this category.

Co-Axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

Twin-Linked Weapon: Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. The rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

Gatling Weapon: Gatling weapons are basically an even bigger version of a twin-linked weapon, with even more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 3D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

WEAPON UPGRADE CHART				
WEAPON UPGRADE	SMALL ARMS	BARRAGE	FLAMER	OTHER
BLAST	N	Y	N	Y
CO-AXIAL	Y	Y	Y	Y
GATLING	N	N	N	Y
GUN BATTERY	N	Y	N	N
LONG BARREL	N	Y	N	Y
MEGA-WEAPON	N	Y	Y	Y
SHORTER BARREL	N	Y	N	Y
SLOWER R.O.F.	N	N	N	Y
TITAN KILLER	N	Y	N	Y
TWIN-LINKED	Y	N	N	Y

WEAPON OPTION CHART	
WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+150%
GUN BATTERY	+50% cost of weapon for extra template. +100% cost if stacked.
LONG BARREL	+50% (+100% range 24" or less)
MEGA WEAPON	+150%
TWIN-LINKED	+50%
SHORTER BARREL	-25%
SLOW RATE OF FIRE	-25% per shot lost
TITAN-KILLER	+50%

Gun Battery: For barrage weapons only. The battery adds one extra template when firing a barrage. Batteries may be 'stacked', ie, 'Gun Battery (2)' would add +2 templates. Each extra template requires an additional gun barrel on the model.

Long Barrel: Long barrelled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example, a long barrelled autocannon would have a 72" range



Graham Davey

CHAOS BERZERKER DREADNOUGHT

The Marines inside Chaos Dreadnoughts have been trapped inside these walking tombs for thousands of years and, not surprisingly, have become barely controlled psychotics, dangerous to friend and foe alike. But what would happen if a Khorne Berzerker, already a murderous, blood-frenzied madman, was encased in a Dreadnought?

On a more practical note, I was also jealous of the Blood Angels' close combat specialist Furioso Dreadnought, and this seemed like a great opportunity to equal things up!

CLOSE COMBAT VEHICLE DATAFAX									
Name	Points/Model	WS	BS	S	Front	Side	Rear	T	A
Berzerker	181	4	4	5(10)	12	12	10	4	4
Type:	Walker		Size:		Normal		Speed:		Walker
Weapons:		Twin-linked boltguns		Special Options:		Ferocious		Vehicle Category:	
Plasma gun		Dreadnought close combat weapons						Heavy support	
								Structure points:	

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rather than its normal 48" range. Long barrelled weapons must be at least twice as long as the normal length for a weapon of their type. Note that the cost of a long barrel costs +100% when fitted to weapons with a basic range of 24" or less.

Mega Weapons: Mega weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega lascannon (for some reason mega weapons proved an extremely popular option with the testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to mega weapons. Mega weapons increase their Strength and Armour Penetration by one point each, so the mega lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1.

Shorter Barrel: The weapon's range is halved.

Slower Rate Of Fire: The number of shots is reduced by 1 or more to a minimum of 1.

Titan-Killer: May be applied to mega weapons only. Causes D3 Structure points of damage per hit, rolling separately on the Damage table for each point. Each hit will knock down one shield.

Close Combat Options: If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close

CLOSE COMBAT WEAPON CHART	
WEAPON	COST
CLOSE COMBAT WEAPON	+1 pt x WS x A
POWER WEAPON	+3 pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5 pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10 pts x WS x A

combat weapons are walkers but, as this may not be the case with scratch-built or converted models, we'll assume any vehicle can have them. Vehicles (apart from walkers) armed with close combat weapons can fight in close combat, but combat results are not worked out (ie, they get to fight but otherwise the rules for vehicles in close combat apply). The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

Small and normal sized vehicles may be given close combat weapons, power weapons, or Dreadnought close combat weapons. War machines may only be given war machine close combat weapons (see the appendix on war machines).

The cost of weapons carried is based on the Weapon Skill of the vehicle, and the number of Attacks it can make.

For example, Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on

working out characteristics, we can see that a Chaos vehicle gets a Weapon Skill of 4, and 1 Attack +1 for each close combat weapon. This gives Graham's Dreadnought 1 Attack, +2 for having two close combat weapons, and +1 for being ferocious, for a total of 4 Attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's Weapon Skill of 4, which equals 20, times the number of Attacks, which makes a total of 80 points.

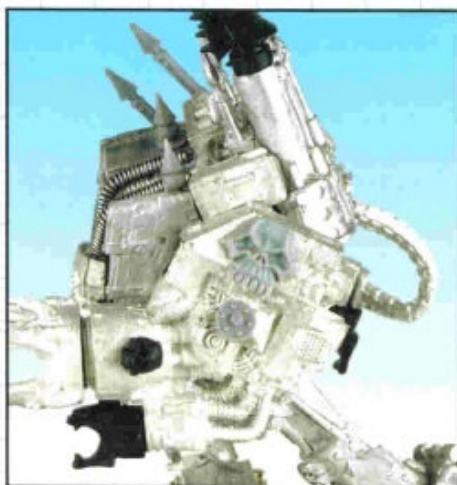
7. WORK OUT CHARACTERISTICS

The next thing that you need to do is record the race of the vehicle's crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart on the next page.

I used a Chaos Dreadnought body with Furioso arms and lightning claws from the old Bjorn the Fell-Handed model. One leg was bent back to get the running effect, and I bent down the toes of the raised foot.

The usual 'head' was clipped away and I replaced it with a banner top from the Uriah Jacobus model. The extra piping was made from bass guitar wire.



▲ I added lots of bits and pieces to complete the Chaos 'look'. There are Chaos Spiky Bits, Undead shield bosses, bike wheel hubs and bits from the Chaos Warrior kit. I also glued on the chain feed from the Space Marine heavy bolter model in place of one of the power lines.



▲ These Chaos gun muzzles work just as well as powerplant exhausts.

In order to bend the toes into their new position I carefully sawed part of the way through the metal.



▲ Chaos Dreadnoughts are chained up when not in battle for obvious safety reasons! I decided this one might have broken free.

RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

8. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being open-topped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token, a vehicle which clearly has one of these options should have it recorded on its datafax, so if you have a model that is obviously an open-topped vehicle then you have to take that option for it. Enough waffling, especially about such common-sense issues – here are the special options.

Amphibious Craft: Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (ie, boats or ships) may ignore the extra points normally charged for this upgrade.

Carriage: Allows vehicle to be towed (see the tow-bar special option). This option can only be given to immobile vehicles.

Codex Vehicle Upgrades: The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember that all vehicles must be WYSIWYG. See the appropriate Codex for descriptions and special rules.

Eldar Fields: The Eldar race is sophisticated and technologically advanced, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits (from shooting attacks only). They can be fitted to any Eldar vehicle that is at least of normal

size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per facing.

Ferocious: This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option doesn't cost any extra points *per se*, but the extra Attack must be taken into account when working out the cost of the vehicle's close combat weapons.

Imperial Fields: Imperial Titans and some other vehicles or fixed defence sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they need large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit (from shooting attacks only) and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to war machines.

Orbital Lander: This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

Ork Fields: Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms.

For the purposes of these rules they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one Structure point (see the War Machine rules later on) may have up to one field for each Structure point.

Recovery Vehicles: It's not uncommon to see vehicles that have been converted into armoured recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement.

An ARV can drag any destroyed or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

Skimmer: This vehicle is a skimmer.

Souped-Up Engine: Some vehicle engines can be souped-up to make them faster.

Flyers, immobile vehicles, and any vehicle with 51-56 points of armour may not be given souped-up engines.

War machines and walkers with souped-up engines always count as being agile.

Small and normal sized vehicles refer to the chart below. Cross-reference the amount of armour the vehicle has with the 'Ground' or 'Skimmer' column, as appropriate, to find out the vehicle's speed. For example, a skimmer with 46 points of armour is fast, while a ground vehicle with 46 points of armour would be agile.

Targeter: Vehicles often have a targeting matrix, optical enhancement system or other device to increase the

SOUPED-UP ENGINE VEHICLE SPEED

TOTAL ARMOUR	GROUND	SKIMMER
36-42	Fast	Fast
43-46	Agile	Fast
47-50	Agile	Agile
51+	NA	NA

chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gunsight on your model.

This upgrade can only be given to Imperial and Eldar weapons with a BS of 3. A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS.

Tow-Bar: Allows vehicle to tow other vehicles that have a 'carriage'. Whilst towing, a vehicle cannot move more than 6" a turn. To limber or unlimber a towed vehicle takes a full turn. Neither vehicle may move or fire while limbering/unlimbering is taking place.

Transport: This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal sized models. Vehicles with more than 1 Structure point (see the War Machine rules later on) may transport an extra five models for each Structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried.

Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch.

Vehicles being transported in another vehicle which is destroyed will also be destroyed. In addition, infantry being transported in a flyer that is destroyed are killed in the crash.

Tunnellers: Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing from below where the enemy least expects them.

Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

Wreckers: Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilised vehicles that are in base contact with the wrecker vehicle. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1D6. Larger targets cannot be affected in the time frame of the game.

9. WORK OUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation chart (ie, does it count as Heavy Support, Fast Attack, and so on). Working out the points cost is a somewhat arcane process, and requires the use of a calculator, but I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model through the points cost procedure, you should find that it comes in at more than the points listed for it in the army lists. This compensates for the fact that vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game.

To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for war machines and flyers.

DESIGNING VEHICLE VARIANTS

One thing that many players have tried to do with these rules is to use them to modify the characteristics of existing Warhammer 40,000 vehicles. This is fine in principle, just so long as it doesn't break the rule that all vehicles created using the Vehicle Design rules are 'wysiwyg' models. What this means for variants of existing vehicles is that

any and all changes you make need to be blatantly obvious, and the finished model must clearly be different from the 'standard model'. Although there are some examples of vehicle variants in the Codexes that have thicker armour which is not shown on the model per se (eg, the Leman Russ Demolisher), you are NOT allowed to do this when using the vehicle design rules to create your own vehicles, and any extra armour must be shown in some way on the finished model.

For example, say you decided to design a new version of the Leman Russ, with a gatling lascannon in the turret and a souped-up engine to make it agile. Such a model would need both modifications clearly shown upon it; it would need at least a triple-barrelled lascannon for the turret, and the rear engine casing would need to show the improved engine. Do both things and you'll clearly have a different Leman Russ variant, and the model would be legal as far as the Vehicle Design rules are concerned. Scrimp on either these things and you would be breaking both the letter and the spirit of the rules.

If you really have trouble with this concept, then take a look at some of the Forge World vehicle variants, and note how all of the changes to the standard rules for the vehicle are 'driven' by changes to the appearance of the vehicle. This concept lies at the heart of the GW hobby; what we do is 'model driven', in that the rules come from the models, not the other way around. Bear this in mind when designing variants of existing vehicles and you won't go too far wrong.

One final caveat to this section: if you find yourself designing a vehicle variant because of its effect in game terms rather than because you think it'll look great, then you still haven't quite understood the spirit in which these rules are written. 'Nuff said, I hope. Have fun!



Tammy Hays's modified Leman Russ rolls into position.

VEHICLE DESIGN SUMMARY SHEET

VEHICLE DESIGN STEPS

1. Pick type
2. Pick size
3. Pick armour
4. Pick if open-topped or fully armoured
5. Work out speed
6. Pick weapons
7. Work out characteristics
8. Pick special options
9. Work out Points Value & vehicle category

1. PICK TYPE

Vehicle Type Summary

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

2. PICK SIZE

- Small (ie, buggies, Land Speeders, Vypers, etc)
- Normal (ie, Rhinos, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

3. PICK ARMOUR

Add up the total cost of your armour facings, using the Cost of Armour chart. Remember to count the side armour twice and don't exceed the total armour limit for your vehicle listed on the Total Armour chart. Note: Count side armour twice when working out the total value (both values must be the same).

4. OPEN-TOPPED OR FULLY ARMoured?

Decide whether the vehicle is open-topped or fully armoured. Look up the total armour of all four facings on the Armoured/Open-topped Vehicles table and modify the points value. The points modifier is not used for flyers, which are always fully armoured.

5. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

6. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

7. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's BS.

8. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the Vehicle Upgrade chart.

Structure Points: War machines have 2 or more Structure points. These are discussed in more detail in the following pages. All you need to know is that each Structure point over 1 adds +100 pts to the vehicle's cost. For example, a vehicle with 3 Structure points would cost an extra 200 pts.

COST OF ARMOUR

Armour	Cost		
	F	S	R
9	0	0	5
10	0	10	10
11	5	15	20
12	10	20	30
13	20	30	40
14	30	40	50

TOTAL ARMOUR CHART

	WALKER	TANK	L.VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	56(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

ARMoured/OPEN-TOPPED VEHICLES

TOTAL ARMOUR	OPEN-TOPPED	FULLY ARMoured
36-42	0	+20 points
43-46	0	+10 points
47-50	0	0
51-54	-10 points	0
55-56	-20 points	0

COST OF SPEED

SPEED	Size of Vehicle		
	SMALL	NORMAL	W.MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

WEAPON OPTION CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+150%
GUN BATTERY	+50% cost for extra template. +100% cost if stacked.
LONG BARREL	+50% (+100% range 24" or less)
MEGA WEAPON	+150%
TWIN-LINKED	+50%
SHORTER BARREL	-25%
SLOW RATE OF FIRE	-25% per shot lost
TITAN-KILLER	+50%

CLOSE COMBAT WEAPON COST

WEAPON OPTION	COST INCREASE
Close combat weapon	+1 x WS x A
Power weapon	+3 x WS x A
Dreadnought close combat weapon	+5 x WS x A
War Machine close combat weapon	+10 x WS x A

RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

9. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organisation charts. See the Vehicle Category chart.

Normal sized tanks and light vehicles with no more than 50 points worth of weapons *and* the transport upgrade may be taken as transport vehicles by squads allowed to take transport upgrades. Otherwise they count as a Heavy Support choice. For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

War Machines: See the appendix on war machines later.

GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

VEHICLE UPGRADE CHART

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Carriage	+5 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts each
Ork fields	+15 pts each
Open-topped	-5 pts
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Tow-bar	+5 pts
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

VEHICLE CATEGORY CHART

	WALKER	TANK	L. VEHICLE	FLYER	IMMOBILE
SMALL	Elite	F. Attack	F. Attack	F. Attack	H.Support
NORMAL	H.Support	H.Support	See notes	H.Support	H.Support
WAR MACHINE	All war machine sized vehicles count as war machines				

WEAPONS CHART

IMPERIAL WEAPONS				WEAPONS				ELDAR WEAPONS			
WEAPONS	BS 4	BS 3	BS 2		BS 4	BS 3	BS 2		BS 4	BS 3	BS 2
Assault cannon	+35	+25	—	Griffon mortar	+40	+40	—	Bright lance	+40	+30	—
Autogun*	+3	+3	—	Inferno cannon	+30	+30	—	Eldar missile launcher	+35	+25	—
Autocannon	+35	+25	—	Earthshaker	+60	+60	—	D-cannon	+30	+30	—
Boltgun*	+4	+4	—	Vanquisher cannon	+55	+50	—	Fusion gun*	+12	+8	—
Flamer*	+10	+10	—	CHAOS WEAPONS				Lasblaster*	+3	+3	—
Grenade launcher*	+15	+10	—	Combi-weapons				Shuriken catapult*	+4	+4	—
Heavy bolter	+20	+15	—	Bolter-flamer*	+10	—	—	Shuriken cannon	+25	+20	—
Heavy flamer	+15	+15	—	Bolter-meltagun*	+15	—	—	Starcannon	+45	+35	—
Hunter-killer missile	+15	+10	—	Twin bolter*	+5	—	—	Scatter laser	+35	+25	—
Lasgun*	+3	+3	—	Blastmaster	+30	—	—	Reaper launcher	+35	+25	—
Lascannon	+35	+25	—	Doom siren	+15	—	—	Pulse laser	+40	+30	—
Meltagun*	+15	+10	—	Sonic blaster*	+15	—	—	Flamer*	+10	+10	—
Missile launcher	+40	+40	—	<i>Chaos may also use Imperial weapons.</i>				Wraithcannon*	+30	n/a	—
Mortar	+25	+25	—	DARK ELDAR WEAPONS				Vibro cannon	+40	+40	—
Multi-laser	+35	+25	—	Blaster*	+15	—	—	Death spinner	+15	+10	—
Multi-melta	+40	+30	—	Dark lance	+35	—	—	Prism cannon	+55	+45	—
Plasma cannon	+40	+30	—	Destructor	+15	—	—	Shadow weaver	+25	+25	—
Plasma gun*	+15	+10	—	Disintegrator	+45	—	—	ORK WEAPONS			
Smoke launchers	+3	+3	—	Shredder*	+15	—	—	BS4	BS3	BS2	
Storm bolter*	+5	+5	—	Splinter rifle*	+4	—	—	Big shoota	—	—	+15
Demolisher cannon	+50	+50	—	Splinter cannon	+20	—	—	Kombi-weapon			
Whirlwind	+40	+40	—	Stinger*	+10	—	—	Shoota/rkt. launcha*	—	—	+10
Battle cannon	+50	+50	—	Terrorfex*	+15	—	—	Shoota/skorcha*	—	—	+12
								Kustom mega-blaster*	—	—	+20
								Rokkit launcha	—	—	+15
								Skorcha	—	—	+15
								Lobba	—	—	+30
								Zzap gun	—	—	+30
								Kannon	—	—	+35
								Shoota*	—	—	+3

IMPORTANT NOTE: Weapons marked with a "*" on this chart are small arms. Such weapons may NOT be given certain weapon upgrades as explained in the rules for this category.

Costs for Necron and Tau weapons are to be found in the tables on pages 101 and 102 respectively.

APPENDIX ONE – WAR MACHINES...

As noted at the start of the Vehicle Design rules, any extremely large vehicles are collectively known as war machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War machine detachments consist of up to three war machines of (more or less) the same type.

Structure Points: War machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more Structure points, which equate roughly to wounds for other models. Basically, the more Structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

Energy Fields: Ork and Imperial war machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by war machines. A war machine can never have more than one protective field per Structure point.

War Machines and Difficult Terrain:

War machines can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 instead of being immobilised, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

Tank Shock and War Machines

Assaults: Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a war machine.

Ordnance: War machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: War machines can engage more than one target unit if desired. Instead of picking a target for the war machine, pick a target for each weapon on the war machine.

Close Combat Attacks: War machines can tank shock an enemy in the Movement phase. If the enemy pass their Morale check then the war machine moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that war machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop the war machine shooting, and it may fire at the unit it is assaulting if desired.

War machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the war machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the war machine. War machines can't barge other war machines out of the way.

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

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (ie, each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a Strength of 5 plus 1 for every 3 Structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and damage normally. All war machine close combat attacks ignore armour saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a war machine and fail to destroy the war machine (quite a



The Baneblade, an Imperial super-heavy tank, battles to escape an Eldar ambush led by an Eldar super-heavy grav tank – the Scorpion.

WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not the Ordnance damage tables.

GLANCING HITS

D6 Damage

- 1 **Gun Crew Shaken:** One weapon may not shoot next turn (chosen by opponent).
- 2 **Gun Crew Shaken:** One weapon may not shoot next turn (chosen by opponent).
- 3 **Driver Stunned:** May not move next turn (skimmers drift D6" straight ahead).
- 4 **Engines Damaged:** Knock D3" off the vehicle's Move (vehicles reduced to Move 0 are immobilised, skimmers are destroyed).
- 5 **Field or Weapon Destroyed:** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.
- 6 **Major Damage:** Lose one Structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic hits opposite.

PENETRATING HITS

D6 Damage

- 1 **Driver Stunned:** May not move next turn. (skimmers drift D6" straight ahead).
- 2 **Engines Damaged:** Knock D3" off the vehicle's Move (vehicles reduced to Move 0 are immobilised, skimmers destroyed).
- 3 **Field or Weapon Destroyed:** If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by the opponent is destroyed.
- 4 **Major Damage:** Lose one Structure point and roll on the Glancing Hits table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.
- 5 **Major Damage:** Lose one Structure point and roll on the Glancing Hits table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.
- 6 **Chain Reaction:** Lose one Structure point and roll again on this table. If reduced to 0 Structure points then roll on the Catastrophic Damage table.

CATASTROPHIC DAMAGE

D6 Damage

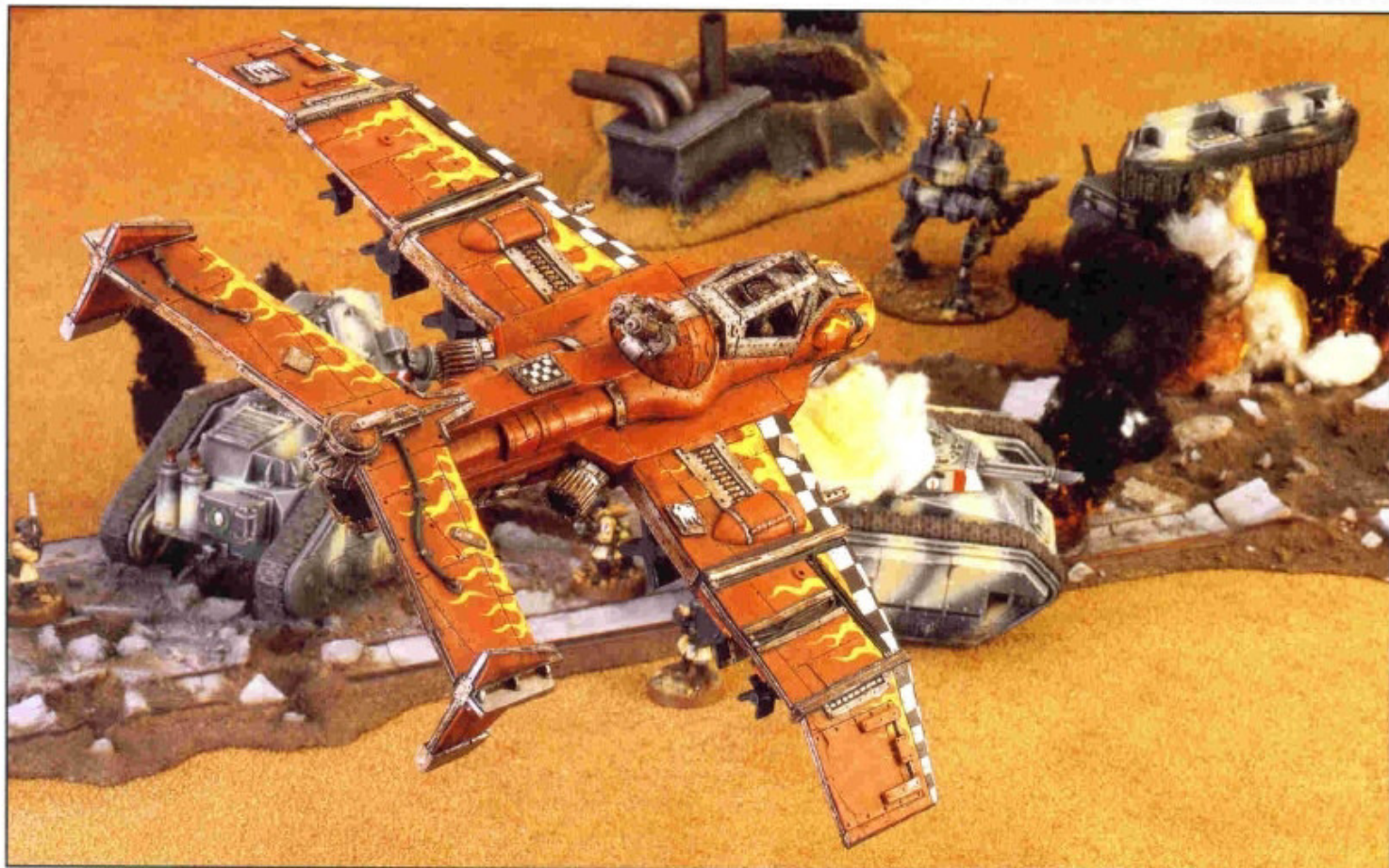
- 1 **Damage Control:** The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the damage and 1 Structure point is 'repaired'. If the test is failed your opponent must roll again on this table.
- 2-3 **Destroyed:** The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.
- 4-5 **Explosion:** Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. The war machine is destroyed, as above.
- 6 **Huge Explosion:** The war machine is vaporised in a huge explosion. Roll 1D3 per original Structure points to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.



likely occurrence!) automatically fall back unless they are a vehicle or another war machine. War machines may never pursue or consolidate – they remain stationary.

War Machine Close Combat Weapons: War machines that have close combat weapons may use them in addition to their bonus attacks. War machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the war machine's Weapons Skill and Initiative in section six of the Vehicle Design rules.

War machine close combat weapons give the war machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 Structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War machine close combat weapons may only be used against enemy vehicles, war machines and monstrous models.



An Ork Bomma makes its attack run.

APPENDIX TWO – FLYERS...

The Vehicle Design rules introduce a new 'type' of vehicle called a flyer. These are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers have to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play. Some examples of Warhammer 40,000 flyers are included in Epic 40,000 and Battlefleet Gothic.

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

Starting The Attack Run: Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you

wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

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

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (ie, the shots can be assumed to have taken place as the

aircraft moved). However you must add 12" to the range measured, to represent the extra distance *upwards*. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (ie, all hits are glancing). *Stunned* and *Shaken* results on the normal Damage tables, and *Driver Stunned* and *Engine Damaged* results on the War Machine Damage tables stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

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

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

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

NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

Bombs: Bombs have the same effect as mortars (Guess 48", S4, AP6, Heavy 1 Blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

Big Bombs: These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (Guess 12-48", S6, AP4, Ordnance 1 Blast). They cost 20 points each.

ORK BOMMA

Available from Forge World, the Bomma is a very useful addition to a Speed Freaks army. Using the Vehicle Design rules you can apply rules to it and terrorise your opponents.

FLYER WEAPONS CHART

WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

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

Smart Bombs: A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the Scatter dice if you doesn't like the first result (you must accept the second roll though!).

Anti-Aircraft Mounts: An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you hit if the flyer is over the marker, but can't hit ground targets as well).

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

Orbital Landers: If a flyer is given the orbital lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land then it may not shoot.

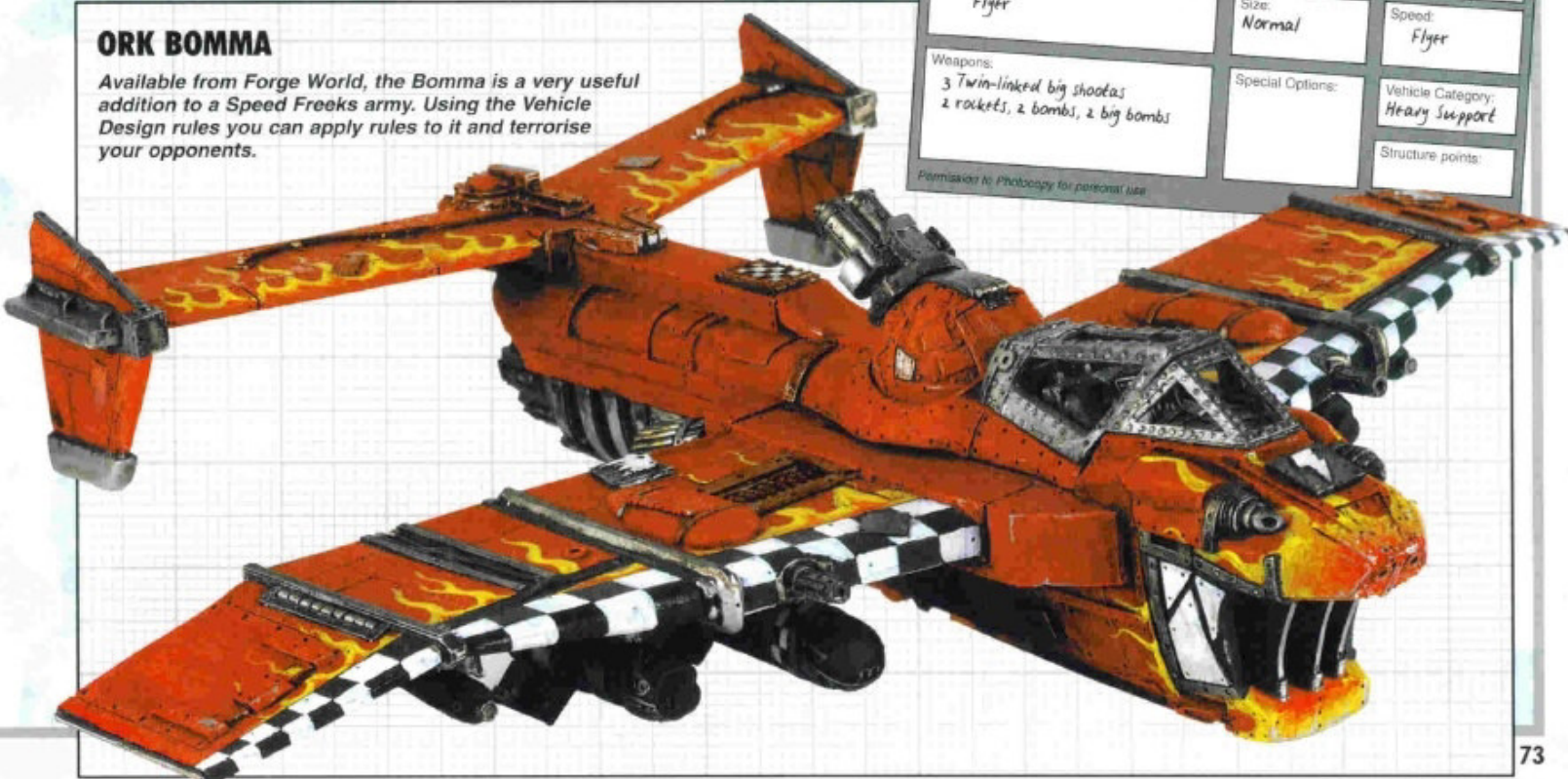
While it is landed, a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (ie, it flies off the table in a straight line).

VEHICLE DATAFAX

Name: <i>Early Bomma</i>	Points/Model: <i>201</i>	Front Armour: <i>10</i>	Side Armour: <i>10</i>	Rear Armour: <i>10</i>	BS: <i>2</i>
Type: <i>Flyer</i>	Size: <i>Normal</i>		Speed: <i>Flyer</i>		
Weapons: <i>3 Twin-linked big shootas 2 rockets, 2 bombs, 2 big bombs</i>		Special Options:			
		Vehicle Category: <i>Heavy Support</i>			
		Structure points:			

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IMPERIAL FIGHTER – THE LIGHTNING

Also available from Forge World, the Lightning Imperial Fighter is a must to keep enemy aircraft off your army, plus you can use it to strafe the enemy. We used the Vehicle Design rules to work out its stats.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Lightning	178	10	10	10	3
Type:	Size:		Speed:		
Flyer	Normal		Flyer		
Weapons:	Special Options:		Vehicle Category:		
1 lascannon, 1 long-barrel autocannon			Heavy Support		
		Structure points:			

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SUPER-HEAVY TANK – BANEBLADE

Available from Forge World, the Baneblade is a formidable model. With the Vehicle Design rules you can apply rules to it and dominate the battlefield.

VEHICLE DATAFAX					
Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Baneblade	632	14	13	12	3
Type:	Size:		Speed:		
Tank	War Machine		Lumbering		
Weapons:	Special Options:		Vehicle Category:		
3 Twin-linked heavy bolters, 2 lascannons, 1 demolisher cannon, 1 mega-battle cannon & co-axial autocannon			Heavy Support		
		Structure points:			
		3			

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NECRON VEHICLE DESIGN RULES

The Necron Vehicle Design Rules follow the normal Vehicle Design Rules with the following modifications:

Necrons may not use **Small vehicles**.

Necron vehicles may only be Tanks, Walkers or Immobile, and these may only be, normal or Ponderous (see below) speed. When calculating the points for a Ponderous vehicle, count the vehicle as Lumbering.

War Machine sized tanks must take the Skimmer special option, and may never be equipped with close combat weapons.

Necron vehicles may only take the following special options: Orbital Lander, Skimmer, Tunneller, plus any new special options listed below.

All Necron vehicles with Orbital Lander or Tunneller may only Deep Strike if allowed by the mission; they are unable to react quickly enough to enemy activity to Deep Strike in any other missions.

For the purposes of the Necron Warriors' 'Reserves' special rule, any vehicle equipped with a Power Matrix is treated in the same way as a Monolith.

Ponderous: Any Necron skimmer with a total armour value of 56 can move 6" a turn, and can if it wishes remain totally stationary. It will not drift if stunned or shaken and if immobilised will not crash like other skimmers, but will sink slowly to the ground and continue to fight from there. Once Immobilised the vehicle is no longer counted as a Skimmer.

Deep Strike: A Necron vehicle with a total armour value of 56 that is upgraded to an Orbital Lander or a Tunneller is not destroyed if there are enemy within 1" when it arrives by Deep Strike. Instead, move any models that are in the way the minimum distance necessary to make space for the vehicle.

VEHICLE SPECIAL OPTIONS

SEPULCHRE+50 pts (War Machines only)

The largest of Necron vehicles may carry a Sepulchre. The contents of this vault are unknowable, but the stygian horror exuded when it is unleashed is sufficient to cripple the will of any who witness it, and reduce the strongest of warriors to curled-up wrecks. Once per game turn, the vehicle may target a single enemy unit anywhere on the battlefield, and force that unit to take an Ordnance barrage Pinning test (i.e. at -1 to its Leadership). If the test is failed and the unit is assaulted while subsequently Pinned, it will be wiped-out rather than being able to defend itself as normal. The sepulchre cannot be disabled by a 'Weapon Destroyed' result and may be used even if the vehicle moves, is shaken or is stunned.

POWER MATRIX+60 pts (Tanks and Immobile vehicles only)

The vehicle is capable of focussing incredible, unearthly energies. The power matrix cannot be disabled by a 'Weapon Destroyed' result and may be used even if the vehicle moves, is shaken or is stunned.

The vehicle may use its matrix in one of the following ways each Necron Turn:

In the shooting phase it may discharge the matrix's energy as a particle whip.

or

The power matrix may be used to activate the vehicle's portal, in the Necron Movement phase as follows:

If a unit of Necron Warriors is eligible to enter play from reserve (see Warriors entry in the Codex) then they must emerge from the portal even if you would prefer to fire the particle whip. Only one unit of Warriors can enter play from each vehicle with a portal in a single turn. The Necron player can decide which.

If there are no eligible reserves, and a 'Necron' unit (Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths) and any Necron Lord that has joined such a unit is at least partially within 18" of the vehicle, they may phase-out and re-emerge from the portal as if they were disembarking from an access point on a stationary transport vehicle (even if the vehicle moved). The access point must be modelled on the front of the vehicle.

Any models in the unit that, although eligible to self-repair, failed their 'We'll be back!' roll at the start of the turn and were removed, may re-roll once as they emerge from the portal. If you intend to use the portal in this way during a turn, then leave models that failed to self-repair on their sides until the end of the Movement phase.

LIVING METAL+50 pts

The vehicle is made of living Necron metal which is not only self-repairing but is capable of adapting its structure to resist incoming attacks. Attacks which count the target's Armour Value as being less than it really is (such as bright lances and blasters) do not do so against the vehicle. Similarly, weapons that get additional Armour penetration dice (such as chainfists, monstrous creatures or melta weapons) do not get the extra dice against the vehicle. Ordnance weapons still roll two D6 for Armour Penetration and pick the highest score.

GAUSS FLUX ARC PROJECTORS ..+ 50 pts

Flux Arc projectors fire D6 shots at every enemy unit with a model within 12" of the Monolith. Each 'Weapon Destroyed' result applied against the projectors reduces the number of shots at each target by -1.

STAR PULSE GENERATOR+60 (War Machines and Immobile vehicles only)

A Star Pulse Generator may take many forms, from a static, ground-based pylon to the enormous batteries carried by the dreaded Tombships. In its ground-based form, its primary function is to beam the harvested life-energy of a world to the reaper-ships in orbit. As a weapon, it is primarily used in space, where its devastating energies are focused over many thousands of kilometres to achieve maximum effect. Occasionally, it is used on the battlefield, with the following profile.

Weapon	Range	Str	AP	Type
Star Pulse Generator	Unlimited	6	3	Ord 1/blast

Special Rules

A Star Pulse Generator is often served by a network of Power Matrix devices, each of which supplies a portion of their energies to augment the destructive properties of the pulse. For each vehicle within 12" of the generator equipped with a Power Matrix that does not use it that turn, the generator adds +1 to its Strength, up to a maximum of Strength 10.

SHROUDPoints equal to 25% of total vehicle cost

A Shroud system may be added to any Necron vehicle, wreathing the construct in a shifting miasma of impenetrable shadow. All shooting attacks made against the vehicle use the Night Fighting scenario special rule if it is not already in use.

NECRON WEAPON COSTS

WEAPONS	BS4	BS3	BS2
Gauss flyer*	+5	-	-
Gauss blaster*	+8	-	-
Gauss cannon	+40	-	-
Hvy Gauss cannon	+40	-	-
Gauss Flux Arc projectors	+50	-	-
Particle projector*	+20	-	-
Star Pulse Generator	+60	-	-

* These weapons count as 'small arms'. See the Vehicle Design Rules for details.



TAU VEHICLE DESIGN RULES

As we have covered everything from the unstable creations of Ork Mekboyz to the bio-Titans of the Tyrannids in the Chapter Approved Compilation, we thought we'd better give the Tau the same treatment. Messrs Haines and Kelly put their heads together, tweaked a few of the existing vehicle design rules, and voila, Tau commanders have the opportunity to build their own bizarre and inspired vehicles to support their hunter cadres.

The Tau Vehicle Design Rules follow the existing Vehicle Design Rules with the following exceptions:

- Only Small Tau vehicles may be Fast.
- Vehicles with a Transport capacity may only carry Drones (of all types), Fire Warriors or Pathfinders.
- All Tau vehicles are BS 3 (before upgrades). If the Targeting Array upgrade is taken, adjust the cost as shown on the table opposite.
- All Tau vehicles may take any Vehicle Upgrade from Codex Tau.
- Tau vehicles may only take the Orbital Lander, Skimmer, Transport and Tau Fields (as Imperial Fields) Special Options, and may take any of the Special Options listed below.
- Tau vehicles may never take a close combat option and cannot fight in close combat under any circumstances; even Tau walkers are treated as normal vehicles in close combat and therefore do not have Weapon Skill, Strength etc.

NEW VEHICLE SPECIAL OPTIONS

Landing Gear* (Skimmers only) 5 pts

Many alien skimmers have retractable landing gear that can swing down from the hull of the vehicle, enabling them to set down upon a level surface, either to disembark their passengers or to maximise the use of cover.

Vehicles with Landing Gear may opt to set down at the beginning of their Movement phase, although they must remain stationary that turn. They no longer count as Skimmers and therefore ignore all the Skimmer special rules (they are no longer destroyed on an immobilised damage result, they can be hit as a normal vehicle in close combat, etc) until the beginning of their next Movement phase. Vehicles with Landing Gear may not land in difficult or impassable terrain.

* NOTE: The Hammerhead and Devilfish both have this upgrade for free. This is an amendment to the existing rules published in Codex Tau.

Escape Pods (Tau Flyers only) 20 pts

The Air caste are so valuable to the Tau race that almost all of their airborne vehicles have a self-contained cockpit that can be ejected intact when the machine suffers irreparable damage. The pilots fly down to earth under the pod's own gravitic mobility.

If the Tau Flyer is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that it is off-table it is counted as being destroyed. If not, place 2 Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth zero Victory Points on their own, but their vehicle counts only as being damaged for Victory Points purposes whilst either of the crew is still alive or if they reach the table edge for any reason.

Drone Rack (Tau Flyers only) 10 pts + 12 per Gun Drone

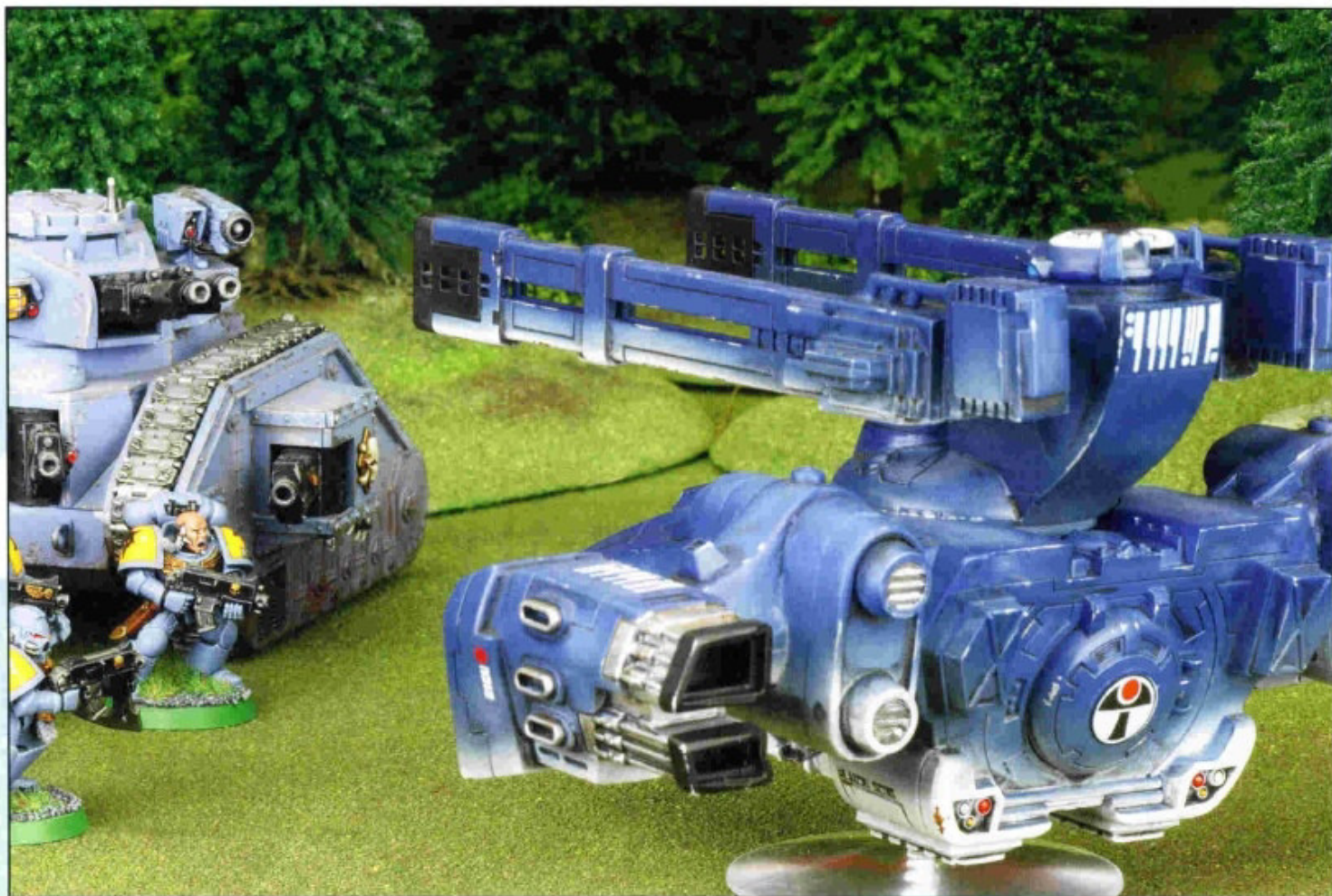
Many Tau flyers are fitted with specialised Drone Racks, to deploy a cloud of artificially intelligent Gun Drones whilst still in flight. The Drones then drift down into the enemy lines, sowing mayhem with their pulse carbines.

TAU WEAPON COSTS

WEAPONS	BS4	BS3
Flamer	+10	+10
Burst Cannon	+10	+5
Missile Pod	+35	+30
Plasma Rifle	+20	+15
Fusion Blaster	+15	+10
Railgun (with Submunitions)	+55	+45
Railgun (without Submunitions)	+45	+35
Smart Missiles	+25	+20
Pulse Rifle	+7	+7
Pulse Carbine	+7	+7
Ion Cannon	+40	+35

A Tau flyer can carry one squadron of Gun Drones in its Drone Rack. For each structure point the flyer has, it may carry an additional drone rack. This is in addition to any transport capacity purchased. The Drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn.





A Tau Swordfish makes an attack run on a Space Wolves Leman Russ.

VEHICLE DATAFAX

Name	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Swordfish	260	13	12	10	4

Type:
Tank, Skimmer

Size:
Normal

Speed:
Normal

Weapons:
1 Twin-linked Railgun (with submunitions), 1 twin-linked Missile Pod, 1 Burst Cannon.

Special Options:
Skimmer, Landing Gear

Vehicle Category:
Heavy Support

Structure points:

TAU SWORDFISH

Stephane Langlois is the creator of the Swordfish. He liked the high-tech look of the Tau and so decided to convert a new heavier type of Tau tank. The idea was to have a vehicle that could mount two big guns, making it look more dangerous and menacing on the battlefield.

Stephane sawed off the front wings to give it a more slender shape. He then used green stuff to fill the resulting gap. This was the trickiest part of the conversion. The frame for the turret was constructed using plasticard and then it was covered in sculpted green stuff to give a more suitable Tau look. The wings between the hull and the engines were two rocket launchers from an old kit, which represent the missile pods. Stephane then used plastic tubing to link the boosters to the hull. Green stuff was again used to cover the changes.



TYRANID MONSTROSITIES – A GUIDE TO SPAWNING



By Pete Haines

If you have ever fancied having a bio-Titan lead your swarms into battle or wanted to have your Genestealers hitch a ride into assault range atop a hulking Malefactor, you can now play at being Norn Queen and spawn the bio-construct of your choice.

The Tyranid swarm as presented in Codex: Tyranids focuses most closely on the common genotypes such as Tyranid Warriors and Carnifexes. As all players of Epic 40,000 will know, the Tyranids don't stop growing at Carnifex size and there are many other Tyranid creatures such as the Harridan and the Exocrine which could potentially have been included. These guidelines are intended to allow the design of both monstrous and gargantuan creatures (as large as war machines – see pages 92-93 for more

on these). Do not attempt to use these rules to create cheaper Hive Tyrants and Carnifexes – this isn't what the rules are for – systems for the personalisation of these creatures exist already in Codex: Tyranids. Use these rules for the really scarily large behemoths only.

Before you start though, remember that any creature created with these rules can only be used with your opponent's consent. This should not be an obstacle – it is intended to encourage players who create characterful creatures and deter those looking to evolve a guarantee of victory. Whatever you design, the model you use should be significantly different from any existing Tyranid model and the WYSIWYG principle ('what you see is what you get') applies.

STEP 1: ASSIGN A PROFILE TO THE CREATURE

All Tyranid creatures must have a profile; although they are potentially bigger than a tank, they are living flesh and blood. The table below shows the minimum and maximum values for each characteristic. These will all be reflected in the points values calculated later so don't worry too much about them for now, just allocate the values you feel are right.

ALLOCATING ATTRIBUTES

As a guide, remember that if you settle for the lowest practical attribute in each category your creature might actually turn out to cost a feasible number of points rather than costing the same as two armies in its own right. With this in mind, remember that no current Tyranid biped has more than Toughness 6 and

that Toughness 9 or 10 should be reserved for the larger war machine equivalent beasts. The table below sets practical limits for Toughness, based on the number of Mass points assigned to the creature. To give some guidance on the scale, a Hierophant Bio-Titan would have 9 Mass, a Dominatrix or Hierodule Bio-Titan between 4 and 6.

NO. OF MASS PTS	MAX. TOUGHNESS
1 or less	7
2-3	8
4-6	9
7+	10

GARGANTUAN CREATURES AND MASS POINTS

Speaking of war machine equivalents, these behemoths are referred to as **gargantuan** creatures to distinguish them from monstrous creatures. Any creature generated by this system is deemed to be a Tyranid monstrous creature and will therefore roll 2D6 for vehicle armour penetration and will ignore armour saving throws. To represent their immense bulk, gargantuan creatures must purchase additional **Mass points** to represent their enormous size. If any Mass points are assigned then a creature is considered to be gargantuan, there is no further cost associated with it. Mass points serve a similar purpose to war machines' Structure points.

When gargantuan Tyranids are attacked, the weapons used may be capable of hurting the part of them that they hit but may not actually damage the creature as a whole. A gargantuan creature's Mass points must be reduced to zero before any normal Wounds are taken.

BASIC PROFILE MINIMA AND MAXIMA

	Min	Max	Notes
WS	4	6	
BS	2	4	
S	5	10	*1
T	5	10	
W	3	5	*3
I	2	6	
A	1	3	*2
Ld	10	10	*4
Save	4+	2+	

*1 All creatures generated by this system count as Tyranid monstrous creatures.

*2 This represents the number of attacks used for calculating the number of ranged bio-weapon attacks the creature gets. This may be further increased for close combat purposes – see the section on close combat bio-weapons.

*3 A gargantuan creature (see definition) must have from 1 to 10 additional Mass points.

*4 May have Hive Mind powers chosen from the following list. The points cost is listed for each.

The Terror (5 points)

Compulsory if gargantuan.

Warp Blast (30 points)

If gargantuan, extend range to 60" for an extra +15 pts and may fire D3 shots for an extra +30 pts. If either improvement is taken, the version requiring a Psychic test is the only one that can be used.

Rng: 18"/60"; S:10; AP:2; Assault D3

Warp Shield (20 points)

If gargantuan, provides a 5+ invulnerable save for an extra 10 pts.

Catalyst (10 points)

If gargantuan, range is doubled for an extra +5 pts.

Synapse (10 points)

If gargantuan, range is doubled for an extra +5 pts.

Mass points are only lost due to serious wounds. The severity of the wound is only considered after a successful roll to wound has been made and a saving throw (if any) attempted. Certain weapons are more likely to inflict serious wounds. These include:

- Ordnance weapons;
- Massive weapons (used by other Tyranid constructs);
- Mega weapons (used by vehicles designed using the Vehicle Design rules);
- Weapons that normally inflict instant death (such as a wraith cannon)'. These are called 'lethal' weapons on the Wound Severity table above.

Any of these weapons with Strength equal to or greater than the creature's Toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's Toughness will inflict serious wounds on a 4+. This is summarised on the Wound Severity table above.

For example a Trygon with T8, W5 and 2 Mass is hit and wounded by a lascannon. Because it has Mass points, normal Wounds will not hurt it but serious wounds will. As the lascannon's Strength is greater than the Trygon's Toughness, it will inflict a serious wound on a 4+. If the same Trygon was hit by a battle cannon then it would automatically be a serious wound because, at Strength 8, the cannon matches the Trygon's Toughness and it is an ordnance weapon. An autocannon hit at Strength 7 does not match the Trygon's Toughness and will only inflict a serious wound on a 6.

WOUND SEVERITY TABLE

Ordnance, Massive,
Mega or Lethal' Weapon

Other
Weapon

Attack's S equal to or
greater than target's T.

Always a
serious wound

Serious wound
on a 4+

Attack's S less than
target's Toughness

Serious wound
on a 6

Serious wound
on a 6

'Weapons include Dark Eldar stingers, shrieker cannons, plague swords and plague knives, force weapons, wraith cannons, the Fleshy Curse (I'd hate to see the Chaos Spawn that that creates!), Drach'nyen, the Rod of Torment, Dire swords, Blades of Reason, etc. This list isn't complete so be careful. Weapons that inflict special damage, eg, the stun effect of a thunder hammer, only work if a wound is serious. Lethal weapons without a Strength value cause serious wounds only on the roll for a 6. Once a gargantuan creature has no Mass points left then all these weapons work normally.

Each serious wound inflicts 1 Mass point damage. When all of a creature's Mass points are gone then normal wounds are inflicted and the need to inflict serious wounds disappears.

STEP 2:

DETERMINE MOVEMENT TYPE

Tyranid creatures may be flyers (see Appendix 1) but will otherwise move as infantry with a normal speed of 6", a 6" assault move and the ability to fire one weapon whether moving or not. In this context 'infantry' may not be appropriate as the creatures concerned slither, writhe, leap and crawl, but the effect is the same. This means they move like normal infantry through difficult terrain. Remember that as they are Tyranid monstrous creatures, they will roll an extra dice to determine distance moved. Some creatures may also have additional Movement characteristics as follows:

CALCULATE CREATURE'S BASE COST

Creatures cost 50 points per point of Mass plus 10 points per Wound. This is then adjusted by a percentage based on the creature's Toughness and save (see the Creature Base Cost table).

So, for example, the Trygon mentioned earlier costs 100 for Mass plus 50 for Wounds for a sub-total of 150. This is then adjusted up 150% because it has a Toughness of 8 and has a save of 2+. The Trygon therefore costs 375 points.

CREATURE BASE COST TABLE

Base Cost Modifier (%)		Toughness					
		5	6	7	8	9	10
Save	4+	0	+10%	+25%	+50%	+100%	+150%
	3+	+10%	+25%	+50%	+100%	+150%	+200%
	2+	+25%	+50%	+75%	+150%	+200%	+300%



Sherman Bishop's scratch-built Trygon dwarfs this doomed commander from the Draco Legion Space Marine Chapter.

Fast. The creature is capable of extremely rapid movement and may move and assault 9". It may fire one weapon whether moving or not. This type of move is the same as that used by the Ravener in Codex: Tyranids and the Codex explains how the move is affected by difficult terrain, etc.

Agile. The creature leaps and bounds with a dexterity that belies its bulk. It may move 6" and assault 12". It may fire one weapon whether moving or not.

Winged. Winged creatures are different to flyers. Flyers can sustain altitude for hours whereas winged creatures are far more limited. Winged creatures may move 12" and assault 6". They may fire one weapon whether they move or not. They are treated as if they have jump packs for difficult terrain purposes.

Lumbering. A lumbering creature is ponderous in the extreme and slow to react to enemy to its flanks or rear. The creature can move 6" and assault 6". All movement must be straight ahead and the creature may only make a single pivot of up to 45° at the end of its normal move. The creature may only assault if the enemy it is to assault is directly ahead. It cannot perform a sweeping advance, but may fire any number of weapons whether moving or not.

Flyer. The creature can soar above the battlefield on huge wings and moves as described in Appendix 1: Flyers, and may fire one weapon on each pass over the battlefield.

If a creature is fast, agile or lumbering, increase its base cost by 25%, winged increases its base cost by 50%, or by 100% if it is a flyer. These extra points are calculated from the original cost.

Continuing the example of the Trygon, it is a normal creature, which leaves it still at 375 points. If by some chance it were a fast Trygon then 25% of its base cost (25% of 150 = 37.5) would be added to the running total of 375.

STEP 3: SELECT BIO-WEAPONS

A non-gargantuan creature must have two bio-weapons, a gargantuan creature must have two weapons and may have up to four. Some weapons count as being multiple picks if they are especially large. The total number of weapons includes both close combat and ranged bio-weapons, so choose carefully.

CLOSE COMBAT

There are four specific close combat weapons. Even if none of these are selected, there will still be a cost for the creature's close combat abilities from its basic profile.

Scything talons. May be selected once or twice. Each selection adds +1 Attack to the number on the basic profile for close combat only. If selected twice they count as two bio-weapons.

Rending claws. May be selected once. These work as described in Codex: Tyranids.

Razor claws. May be selected once. These are massive versions of rending claws that may only be used by gargantuan creatures. When a creature scores a glancing or penetrating hit, or a successful wound on an enemy vehicle, war machine, monstrous or gargantuan creature, it will inflict D3 serious wounds. If the target has no Mass left, surplus hits are applied to its Wounds total.

CLOSE COMBAT BIO-WEAPONS

Normal attacks:

No. of Attacks x Strength

Rending Claws:

No. of Attacks x Strength x 1.5

Razor Claws:

No. of Attacks x Strength x 3

These are further modified by the creature's Initiative and WS value.

Initiative 3: +10% **WS 4:** +25%

Initiative 4: +25% **WS 5:** +50%

Initiative 5: +50% **WS 6:** +100%

Initiative 6: +100%

If striking a monstrous creature, it will inflict D3 wounds. If striking a vehicle it will do D3 hits on the appropriate Damage table. If striking a war machine, it will inflict D3 Structure points damage in addition to any damage rolled on the War Machine Damage table on page 93.

Lash whip. Works in the same way as in Codex: Tyranids; if used by a gargantuan creature it becomes **ripper tentacles**. Ripper tentacles affect war machines, lash whips don't. Lash whips cost 10 points for non gargantuan creatures, or 10 x Mass points for gargantuan creatures.

The points cost for normal attacks, rending claws and razor claws are worked out on the Close Combat Bio-weapons table.

Returning once more to the Trygon, it has two sets of scything talons counting as two weapons. It does not take rending claws, razor claws or lash whips/ripper tentacles. Note that whether additional bio-weapons are

RANGED BIO-WEAPONS

WEAPON	STRENGTH						NOTES
	5	6	7	8	9	10	
Fleshborer	3	5	10	15	20	20	*1
Devourer	3	5	10	15	20	25	*1
Spinefist	3	5	10	15	20	25	*1
Deathspitter	10	15	20	25	30	30	
Barbed strangler	15	20	25	30	35	40	
Venom cannon	15	20	25	30	30	30	*1
Acid spray	10	15	15	20	20	25	*2
Spore Mine launcher	15 for one type of Mine other than Bio-acid					*2	
	20 for Bio-acid Mine type only						
	25 if any two Mine types						
	30 if all three Mine types						

All weapon points values are modified according to the creature's BS: **BS 3:** +25% **BS 4:** +50%

*1 These weapons are modified based on the number of attacks on the creature's basic profile: **2 Attacks:** +50% **3 Attacks:** +100%

*2 Not modified by creature's BS or Attacks, may not select upgrades.

chosen or not, all creatures must pay a price for the Attacks on their basic profile. The Trygon now has 4 Attacks (two from the profile and two from the scything talons) x 8 Strength x 1 = 32 points. It has Initiative 2 which has no effect on the cost of its attacks, but WS 4 which adds 25% making +8 points. This takes its running total to 415 points.

SELECT RANGED BIO-WEAPONS

The next step is to select the ranged bio-weapons with which to arm your new pet, remembering the limits on number of weapons and ensuring you have not used them all up with clawing and biting weapons.

When allocating Tyranid weapons it is important to bear in mind that, depending on your movement type, there will be a finite limit on how many you can fire. It is therefore normally wiser to select a single impressive bio-weapon than numerous low-powered ones. Also only take the Massive upgrade when absolutely necessary – all Tyranid weapons are linked to the Strength of the creature carrying them as a matter of course, so attaching them to large beasts will make them very powerful without further upgrading.

In order to cope with the full range of Tyranid unpleasantness an additional weapon type is required – the **acid spray**. It may only be used in conjunction with creatures generated using this system and may not be used with creatures from Codex: Tyranids.

Acid Spray

Template; Strength as creature/2 (round down); AP 3; Assault 1

The available ranged bio-weapons are listed in the Ranged Bio-weapons table, which specifies different costs based on the Strength of the wielder. Take the weapon's base cost this table, there are a number of other modifications that affect this cost which are expressed as percentages.

Additionally, weapons may be upgraded. There are four upgrades available that may be used individually or in combination. If a monstrous creature takes both non-gargantuan upgrades then the combined item counts as two weapons. If a gargantuan creature takes both gargantuan upgrades then the combined item counts as two weapons.

Total all the percentages that apply and modify the weapon's cost by the total.

Cluster

A cluster weapon features organic submunitions that spray acid or chitin shrapnel where it strikes. It gets a Blast

marker if it does not already have one. If it already has one then the Blast marker is upgraded to an Ordnance Blast marker. This upgrade is only allowed to a gargantuan creature. The upgrade adds 50% of the weapon's normal cost to its value.

Ranged

Weapons with the ranged upgrade are (surprise, surprise) able to fire further than normal. Often this will be due to more power in the muscle contractions or a longer 'barrel'.

Weapons with 12" range improve to 36"

Weapons with 18" range improve to 48"

Weapons with 24" range improve to 60"

Weapons with 36" range improve to 72"

The upgrade adds 50% of the weapon's normal cost to its value.

Spasm

The spasm power represents a sudden contraction of muscle that in turn triggers a ripple of further contractions. The effect is to allow a bio-weapon to be re-fired very quickly. A spasm weapon fires D3 times in a normal Shooting phase; if a normal version of the weapon being used gets multiple shots, this upgrade gives D3 times the number of multiple shots. This upgrade is only allowed to a gargantuan creature. The upgrade adds 100% of the weapon's normal cost to its value.

Weapons with a template must place additional templates touching the first in accordance with the rules for multiple barrages on page 58 of the Warhammer 40,000 rules.

Massive

Massive weapons are simply larger versions of normal weapons. A massive weapon has +1 more Strength than normal (up to a maximum of 10) and +1 better Armour Penetration than normal. The weapon adds 100% of the weapon's normal cost to its value.

The Trygon does not have a ranged bio-weapon but, for example's sake, let's assume that in addition to its scything talons it also has a large bio-cannon. If we use the deathspitter as the base weapon, it will cost 25 points because the Trygon has Strength 8. The Trygon has BS 4 for a modifier of +50% and 2 Attacks, which have no effect on the points cost of the bio-cannon (additional close combat attacks from the scything talons do not count here). Finally the ranged and massive upgrades are taken for a combined modifier of +150%. The deathspitter now has a range of 48", a Strength score equal to the Trygon +2 (+1 for deathspitter, +1 for massive) and AP 3. It remains a blast weapon. This

formidable gun would add 25 + 200% of 25 = 75.

STEP 4: SELECT ADDITIONAL FEATURES

This is where you get the final little touches that make your creature truly beastly.

The Trygon uses bio-plasma to blast its way through the enemy. With its Strength of 8 and Mass 2 this adds 64 points bringing it to a grand total of 396 points.

ADDITIONAL FEATURES TABLE

Amphibious: Treats water as clear terrain.

Cost: 10 pts.

Transport: Can transport up to 11 Wound capacity of Tyranids plus 5 extra Wound capacity of Tyranids for each Mass point allocated. Tyranid transports can carry creatures with 1 or 2 Wounds only. The transport capacity relates to the number of Wounds that may be carried. Passengers on a living creature mount and dismount as if they were travelling on an open-topped vehicle but may not fire when mounted.

Cost: 5 pts per one Wound capacity carried.

Tunneller: May always be placed in reserve, even if the mission being played does not allow it. The creature enters play using the Deep Strike rules.

Cost: +25% of creature's total cost.

Wrecker: This can be used to attack terrain features or immobilised vehicles in base contact with it. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on D6.

Cost: 25 points.

Bio-plasma: As Codex: Tyranids. Gargantuan creatures may make 1 Attack per Mass point.

Cost: Strength x 4 x Mass points.

Implant attack: As in Codex: Tyranids.

Cost: 1 pt per point of Strength

Claws & hooks: As flesh hooks in Codex: Tyranids.

Cost: 1 pt per close combat attack.



This many-clawed monster is Sherman Bishop's conversion for a Harridan, taken from his superb website (<http://members.iglou.com/shermanb/nids.htm>).

STEP 5: USING THE FORCE ORGANISATION CHART

Any creature designed using this system will be a Heavy Support choice on the Force Organisation chart. While it is possible to design some quite nimble monstrosities, they are still monsters and function better as alternatives to Carnifexes than Raveners.

APPENDIX 1: FLYERS

Tyrantid flyers function in exactly the same way as described for aircraft on pages 94-95.

To summarise, flyers always begin the game in reserve. When one arrives, it is placed on a table edge facing in the direction it is to move. It remains there

until after the opposing player's Movement phase when it moves in a straight line to the point where you would like it to fire its weapons. It is at this point that the enemy gets to fire at it. They may fire, measuring to any point between the flyer's initial and current position, but must add 12" to the range to represent altitude.

A Tyrantid flyer is hit normally as they make gliding attack runs rather than the power dives used by aircraft. If the flyer model survives it may fire back. The flyer then leaves the table. On subsequent Tyrantid turns, the flyer may make another attack run on a roll of 2 or more on a D6.

APPENDIX 2: TYRANTID BESTIARY

The following examples relate to well-known Tyrantid creatures that feature in Epic 40,000, designed using this system. We have stuck to the mid-range creatures as these will be most useful in normal games.

HARRIDAN 518 POINTS

The Harridan is a massive leather-winged monstrosity, it carries Gargoyles to battle (clinging under its wings) and fires its deadly bio-cannons to terrible effect during its attack runs.

	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	4	4	8	7	5	2	3	10	4+

- Mass 2
- Flyer
- Bio-cannon (venom cannon, massive, cluster, spasm)

Note that the Harridan cannot drop off Gargoyles during its attack runs. Instead it should be assumed that any deep striking Gargoyles have flapped down from a passing Harridan.

MALEFACTOR 263 POINTS

One of the general variety of assault spawn, the Malefactor carries a brood into battle under its thick carapace and blasts a hole in enemy lines with its acid jets and frag spines. Malefactors are difficult to kill and are capable of a surprising turn of speed.

	WS	BS	S	T	W	I	A	Ld	Sv
Malefactor	4	4	7	7	5	2	3(4)	10	2+

- Fast
- Scything Talons (increases number of assault Attacks to 4)
- Fragmentation Spines (spinefist, massive)
- Transport (Can carry up to 11 Wounds worth of Tyranid creatures)

EXOCRINE 130 POINTS

Bred to stalk opponents at long range, its forelimbs are fused together to provide a skeleton for a further weapon symbiote firing high velocity chitin shells with a silicon-based penetrator core. A surge of isometric muscle contractions starting in the head frill provides the motive power along with an electromagnetic boost from adapted nerve bundles.

	WS	BS	S	T	W	I	A	Ld	Sv
Exocrine	4	4	8	6	3	2	1	10	2+

- Normal speed
- Bio-cannon (Deathspitter, ranged, massive)

DACTYLIS 119 POINTS

The Dactylis lives to hurl Spore Mines at the Tyranids' enemies with machine-like precision at very long ranges. The Dactylis' forelimbs are long and multiple-jointed, covered in corded tendon and muscle which make a distinctive cracking sound when released. When initially encountered the Dactylis' ammunition was invariably a parasitic creature called a Bile Pod that fed off glands at the rear of the Dactylis' cranium. In practice they functioned like Poison Spore Mines. Recently the cranial glands have supported spore-generating colonies of bacteria providing a greater variety of payload.

	WS	BS	S	T	W	I	A	Ld	Sv
Dactylis	4	4	5	6	3	2	1	10	2+

- Lumbering
- 2 Spore Mine dischargers with all Spore Mine types.

TRYGON 479 POINTS

The Trygon is a massive, snake-like organism, the size and weight of a Baneblade. It is distinguished by its trademark attack of flaring electrical energy. The Trygon is a living weapon that generates an electrical field from the thousands of scales that cover its mass. Energy from the scales, generated by the Trygon's movement, is conducted along hardened nerve synapses to its blade-like forelimbs.

	WS	BS	S	T	W	I	A	Ld	Sv
Trygon	4	4	8	8	5	2	2(4)	10	2+

- Mass 2
- Scything Talons 2 (takes number of close assault Attacks to 4)
- Bio-plasma

HARUSPEX 96 POINTS

The Haruspex is another genus of assault spawn. Equipped with short-ranged bio-weaponry, it is intended to rush at enemy lines, squirting acid and fragmentation spines. Its mandibles are very powerful and anything resisting them will have its armour weakened by acid.

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

- Fast
- Acid jets (acid spray)
- Fragmentation spines (spinefist, massive)



Sergeant Curtis stabbed his bayonet through the head of a Termagant, pulling the trigger to blast its body clear. He could hear an ominous rattling from somewhere on the other side of the defensive wall, but didn't have time to wonder what it might be as another Termagant attempted to tear out his throat. He shot the beast in the belly and staggered as a massive impact thundered into the compound's exterior wall. Man-killing chunks of plascrete tumbled from the wall and Curtis watched in horror as a massive, segmented body pushed its snake-like bulk over the smashed remnants of the defences. Its enormous forelimbs ended in gigantic, razor claws, blazing coronas of electrical energy arcing downwards into the terrified Imperial Guardsmen, burning them to death where they stood. The vast monster reared up on its bloated body, as though taking a deep breath and the coruscating halo of blue fire surrounding its claws began expanding, growing brighter and more intense. Curtis screamed a warning and turned to run, but it was already too late. A blinding geyser of blue-white electrical flame erupted from between the beast's talons, fountaining through the ranks of his terrified soldiers. Curtis ran for his life, but the Trygon's discharge washed over him seconds later. The electrical inferno instantly seared the flesh from his bones, his blackened skeleton running through the flames for another two strides before finally collapsing in a smoking pile of scorched bones.

PITCHED BATTLE

OVERVIEW

You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves. This is your opportunity to show your commanders you are worthy of independent command by winning a decisive victory.

SCENARIO SPECIAL RULES

Night Fighting, Reserves and Deep Strike (see below for qualification), Infiltrators, Victory Points.

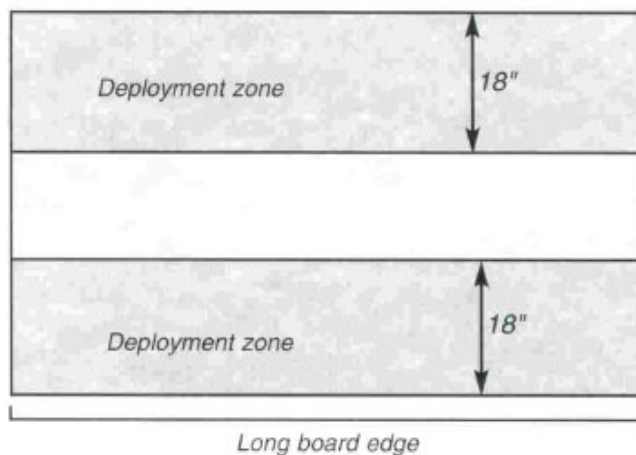
SET-UP

1 Both players roll a D6, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence Heavy Support, Troops, Elites, Headquarters, Fast Attack.

D Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy (note this means that a 24" move will not reach the enemy and 24" range weapons will initially be out of range).

\$ After all other units are set up Infiltrators are deployed. Roll dice to determine who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.

4 After deployment, roll a D6. On a 1 the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the Night Fighting rules in effect.



MISSION OBJECTIVE

In addition to counting Victory points conventionally during the game, both players score points for controlling table quarters.

Divide the table into four quarters as shown by the dashed lines in the diagram above.

A player controls a table quarter if there are no enemy infantry, bikes or cavalry over half strength or mobile vehicles entirely in the quarter AND that player has a mobile vehicle, or at least one unit of infantry, bikes or cavalry with more than half their original number of models entirely in the area.

Score 200 Victory points for holding a quarter.

Total up all Victory points scored, the highest scorer wins the game.

To determine the margin of victory subtract the lowest score from the highest and consult the Generalship Points table.

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve. Drop Pods and Mycetic Spores may not be used.

GAME LENGTH

Pitched Battle lasts for six turns.

LINE OF RETREAT

Any unit forced to fall back will head for the nearest point on their side's long table edge.

ESCALATING ENGAGEMENT

OVERVIEW

Your forces are advancing in dispersed formation to locate the enemy; as soon as they are sighted all units are to converge and engage them.

SCENARIO SPECIAL RULES

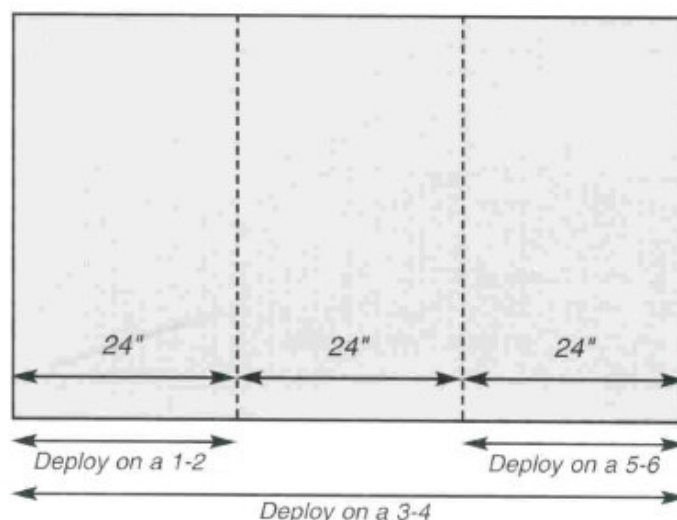
This mission uses the *Reserves* (as amended below), *Deep Strike* (for units which happen to start in Reserve and who can Deep Strike if allowed to by the mission), *Victory Points* and *Infiltrators* rules.

SET-UP

1 Both players roll a dice, the highest scorer is the first player (re-roll ties). The first player picks a long table edge to be his base edge. The other player will then determine which units he has available (see below) and deploy them. When he has finished, the first player determines which of his units are available and deploys them.

D When deploying roll a D6 for each independent character and/or unit (essentially, one roll for each choice on the Force Organisation chart). On the roll of a 6 they are available. Available units are deployed within 12" of their base edge, or 18" if they have the *Infiltrate* ability.

D The player who deploys first always has the first turn.



RESERVES

Start rolling for Reserves on Turn One. Each unit or independent character arrives on a 5+. On Turn Two they arrive on a 4+; on Turn Three all remaining *Reserves* arrive. This supercedes **any army specific rules** – no rules that affects when, where or how units arrive on the table are used, with *Deep Strike* being the only exception. This means no Scouts, Operate Behind Enemy Lines, Alaitoc Ranger Disruption, Daemon Summoning, Daemon Possession, Fast Response, Flankers of any other special rules of a similar nature not named. Any units in reserve may *Deep Strike* if they have the option, but become available as stated here.

When a unit or independent character arrives roll a D6. On a roll of 1 or 2 they must arrive on the base edge at least 4' from the right short table edge, on a 5 or 6 they must arrive on the base edge at least 4' from the left short table edge, on a 3 or 4 they arrive anywhere on the base table edge (see diagram above).

MISSION OBJECTIVE

Both players must attempt to eliminate the opposing army without losing too much of their own strength. The player with the most Victory points wins.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest point on their base table edge, using the normal Fall Back rules.

GAME LENGTH

Escalating Engagement lasts for six turns.

QUESTIONS & ANSWERS

This section of Chapter Approved attempts to answer the most common questions asked by players concerning various aspects of the Warhammer 40,000 game. Thanks to everyone who sent in questions. If you need a rules question arbitrating, try contacting the Roolz Boyz in Mail Order who'll be happy to help. For the UK, phone 0115 9140000 or e-mail: motroll@games-workshop.co.uk. For North America, call toll-free 1-800-394-GAME or e-mail: roolzboyz@games-workshop.com. For Australia, phone (02) 9829 6111 or e-mail: direct_sales@games-workshop.com.au. For Canada, phone 1-888-49TROLL or e-mail mailorder@games-workshop.ca

THE SHOOTING PHASE

Shots from a flamer may not be repositioned, but the flamer template must be placed so that it will affect the maximum number of models in the target unit.

When shooting at units partially in cover, hits are allocated to models in the open first. After hits are allocated, saves are taken.

When repositioning a Blast template on your unit after an opponent has hit it, you may reposition it so that it covers enemy models as long as it still covers at least as many of yours as it did originally.

When a unit fires multiple Blast templates on the enemy (say a Devastator squad firing four frag missiles), and several missiles hit, place one Blast template and multiply that by the number of hits to determine how many models might be wounded.

When a barrage lands in close combat, everyone underneath can be hit.

Troops assaulting a vehicle with a WS attribute may not be shot at, but those assaulting a vehicle without a WS attribute may be.

Pistols are just like rapid fire weapons in that if you fire twice you may not assault.

Markers that are placed by a player – whether they use the large or small Blast template – and which do not have to test for scatter may be repositioned.

A unit must test for Pinning each time it suffers casualties from a Pinning attack from a different enemy unit.

Only terrain and vehicles block line of sight to a vehicle.

If a model has +1 Strength and a power fist you double their Strength before adding the +1.

When firing weapons from a bike, only those weapons actually built into the bike (normally a twin-linked boltgun) count as being stationary if the bike moves. Any other hand-held weapons such as bolt pistols, plasma pistols, plasma guns etc. count as moving if the bike moves.

Sniper rifles affect the Wraithlord, Avatar, and Greater Daemons.

Cover from an Ordnance Barrage attack is determined from the location of the centre of the blast.

WEAPONS

Use the target model's original Toughness for working out instant kills. No modifiers for things like bikes, wargear or other special abilities are taken into account (for example,

in Codex: Chaos Space Marines, taking the Mark of Nurgle will add +1 to the model's Toughness, but you'd use the original Toughness for instant kill purposes).

ASSAULTS

Note: These clarifications refer to the rulebook assault system. They do not apply to the revised Assault rules presented in this book.

Multiple types of grenades can be used in the same turn.

Outnumbering is calculated on a unit-by-unit basis, so even if one model from a unit is fighting, he'll get the benefit of the rest of his unit backing him up when it comes to intimidating the opposition. Likewise, if the models actually fighting are killed but there are a million more of them in the unit, they'll still outnumber the unit they were fighting.

When determining if a side is outnumbered, work it out as whole sides, just like totalling up wounds inflicted in multiple combats.

A unit that declares a charge but fails to get any models into contact due to, for example, difficult terrain, does not fight a close combat even if it has models within 2" of the enemy. Note that if the charging models do not make contact they are not moved at all.

Because units can fight more than one enemy unit in a close combat, the attacks of the unit must be allocated before the dice are rolled. Attacks must therefore be allocated against enemy in base-to-base contact (or within 2" if a model is not in base-to-base contact). If equal priorities exist then you may choose a target. Enemy characters (including unit upgrades such as Nobs or Exarchs) are always treated as being in a separate unit for the purposes of allocating attacks.

You may allocate attacks made by a character against a specific target model in an enemy unit if the enemy model is in base-to-base contact with him. These hits do not then carry through to hit other enemy models if the original target is killed.

You may allocate attacks against a model with different WS or T to the rest of the unit.

When removing casualties then the requirement that all models within 2" must be removed before those more than 2" away applies within each target unit as described above. For example, a unit of Chaos Space Marines with three men and a Champion in mêlée or within 2", and three others more than 2" away, suffers five casualties on the unit and none on the Champion. The three Marines in mêlée and two of those in support are killed even though the Champion remains within 2".

Models with multiple Wounds are removed when the unit they are in has taken enough wounds to eliminate one whole model regardless of whether the casualties were inflicted on different models. The owning player chooses which falls casualty. This is subject to the rule that characters may allocate attacks to a model in base-to-base contact.

You determine whether a unit falling back from an assault is destroyed by the pursuit based on the dice rolled not the final position of the models.

All Morale check modifiers are based on the situation at the time the test is taken.

When unengaged models move in to help their comrades under the Partial Contact rule, they do not count the +1 Attack for assaulting.

Any squad with line of sight and range to the target can shoot at a squad making a sweeping advance.

When a unit contains models which can move at different speeds, all models move and assault at the speed of the slowest.

Models that are charged in a sweeping advance may fire their weapons as if they had been stationary during the Movement phase.

When making an advance after wiping out the enemy, you only need to advance towards the enemy. So, as long as you end up closer to at least one enemy unit than when you started, all is well.

A squad partially in base-to-base contact that has failed a Barrage Pinning test may not move the unengaged models into combat.

Voluntary fall back may not be used unless specifically stated in competition rules or agreed with your opponent before the game.

Any models that are part of a unit in close combat and are supporting the combat (ie, are within 2" but not engaged) count as being locked in combat and may not shoot or move.

Grenade types, such as frag and plasma, are only ever used when the unit possessing them is assaulting. In other words, if they are being assaulted by a unit in cover (ie, a unit with Stormcaller cast on it or a unit of shadow-skinned Mandrakes) the grenades are not used.

After an assault, if one side flees and the other pursues, each side rolls its dice and adjusts the score for the terrain which will be encountered during the fall back or pursuit. The modified scores are then compared to determine if the fleeing unit is caught. The actual placement of the models is never relevant.

The only circumstances in which crossfire does not destroy a falling back enemy unit are when the unit's fall back path passes through:

- a unit that forced it to fall back in close combat;
- a unit which is falling back itself or which has performed a sweeping advance or consolidate earlier in the same assault phase;
- a unit which is pinned;
- a unit which is separated from them by impassable terrain (in this case, the falling back unit would divert around the impassable terrain anyway).

MORALE

A single squad can be forced to make multiple Pinning checks in a turn, or a pinning check and a Morale check.

You may not make a Last Chance regroup attempt on the same turn you were defeated in an assault and forced to fall back.

Morale, Pinning and Regrouping are all Leadership tests. Psychic tests are different, and do not count as Leadership tests as far as the rules are concerned.

If a unit is broken in close combat and falls back into a unit that is currently still in close combat, you treat the mêlée as a piece of impassable terrain and fall back around it.

CHARACTERS

Characters joining a unit do not increase its size for Morale checks.

If a character is within 2" or less of two or more squads, he must designate which, if either, he is in, although he may change the designation from turn to turn.

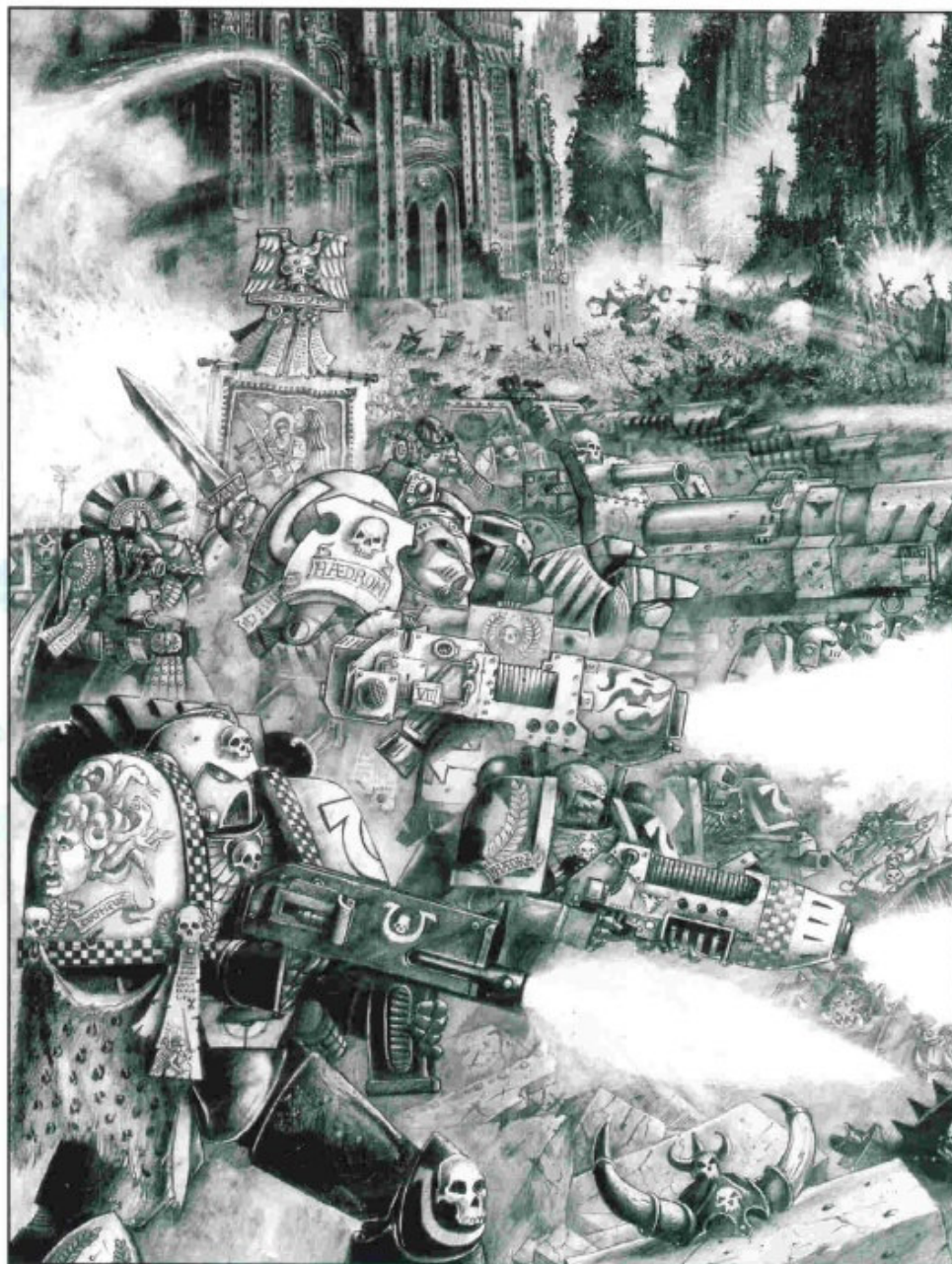
You can't shoot at an independent character if he's within 6" of a unit (even if it's a vehicle and he's not), unless he's the closest model at short range.

When shooting at a character (see the rules for characters in the Warhammer 40,000 rulebook) a viable target is deemed to be one that the firing unit has at least one ranged weapon capable of wounding or scoring a glancing hit against.

An independent character cannot leave a unit he joins, which subsequently falls back, until it regroups, and therefore if the group can't regroup, the character can't leave it!

If an independent character has joined a unit, which later falls back, and is subsequently eliminated (by shooting, for example), the character can then test for regrouping by himself.

Note that independent characters with their own retinue do not entirely cease to be independent characters. The statement to this effect in various Codexes is really only there to indicate they may not wander off and leave their retinue, instead staying in unit coherency. If the retinue is wiped out, the independent character status is reinstated. The character and retinue are counted separately for Victory points purposes so if the retinue is wiped but the character is



unhurt you would get the Victory points for the retinue and not half of the Victory points for the character and unit combined.

If a unit is wiped out by shooting except for the character, he does not have to take a Morale check as if he were the last man as long as he is an independent character who only joined the unit. He then regroups without worrying about the rule for being in a unit below 50%.

If a Fearless character has joined a unit which is not Fearless and subsequently falls back, the independent character must fall back with it. If a Fearless unit is joined by a non-fearless character then the unit must take Morale tests and will fall back if the character does.

In Codex: Dark Eldar, in the Reaver description it says 'Characters riding a Reaver jetbike may only be armed with single-handed weapons, and may only use one at a time (they need the other hand free to control the jetbike).' This applies not only to the Reaver jetbike but to all other bike-mounted models unless their Codex specifies otherwise (Orks, for example, may use additional close combat weapons).

An independent character within 2" of a squad is not automatically part of it, you must state that he joins it during the Movement phase (and only the Movement phase).

Only vehicle characters (ie, Master of the Ravenwing) can join vehicle units.

It is permissible for an Independent Character to join a unit consisting of a single Wraithlord or Talos. Independent characters may always join units with a normal (non-vehicle) profile but they may not, however, join other independent characters.

VEHICLES

In the commentary on Tank Shock, in the Ultimate Secrets section, it says that a tank cannot try to shock models in close combat. If a squad has any members in close combat then the entire squad is taken to be in combat and therefore cannot be the target of Tank Shock.

If a model is run over by a vehicle using Tank Shock, the direction it evades in is irrelevant because models resume their positions when the tank passes. If their placement is important, assume that they are as near as possible to their original position.

If a vehicle moves 12" or less, you may disembark from it. This is subject to some special rules – for example, Red Paint Job.

A character riding a Juggernaut (or any other mount for that matter) cannot be transported in a Rhino (or a Land Raider for that matter).

Smoke launchers convert a penetrating hit into a glancing hit. If the weapon that hits is an Ordnance weapon, the damage roll will be on the glancing hit table. Ditto for occasions when a vehicle is hull down.

Line of sight from sponsons is drawn from the weapon to the target; you must turn the gun so it points at the target. If the gun is glued in place we just assume it could turn as far as if it were not glued. In other words, use 'real' fire arcs based on the model.

A vehicle being assaulted by infantry MAY fire its guns during its Shooting phase. The troops assaulting the tank may be fired upon, but watch out for those template weapons!

A transport vehicle may only transport the unit it was bought as an upgrade for. Characters that join a unit with a transport may be carried in it too, as long as they will fit of course. Vehicles that are not bought as an upgrade but which have transport capability (ie, Land Raiders and Falcons) can carry anybody they like (though still only one squad at a time plus a character that joins the squad). This is a deliberately harsh ruling, designed to stop players treating transports as some form of Warhammer 40,000 taxi service. There may be specific exemptions to this rule though, the ability of the Ork Kult of Speed mobs to fall back to any transport, for example.

If a squad makes a sweeping advance into a vehicle on its turn, the vehicle may fire at the troops as they assault as per the normal sweeping advance rules, or it may move away (in its normal Movement phase) before it is attacked. (Does not apply if revised assault rules are in force.)

Disembarking before a vehicle moves does count as movement for the models, so heavy weapons can't be fired. Rapid fire and pistol weapons can only shoot once.

An auspex can only be used to benefit the squad to which its owner belongs. The squad's transport vehicle (if any) does not benefit.

A unit that buys a transport need not be inside it at the start of the game but must deploy at the same time.

Template weapons may be fired from a vehicle – just assume the shooter aims over the vehicle's hull from their fire point.

A transport vehicle need not fire at the same target as the unit it is attached to, even if the original unit is inside the vehicle.

Skimmers can only claim to be moving at over 6" if the distance between their start and end points is greater than 6". Flying in circles doesn't count!

According to the rules for the searchlight, if a vehicle uses it at night it 'can be fired on by any enemy units in their next turn...' The enemy must still have a valid line of sight to

the vehicle with the searchlight; they just don't have to check whether they can see it in the dark.

The Crew Stunned and Crew Shaken results on the Vehicle Damage charts apply to embarked troops. Stunned troops will be unable to fire or disembark. Shaken troops will be unable to fire but may disembark and assault as normal. Note that they may not Fleet of Foot.

If a Dreadnought is immobilised by enemy fire while making a sweeping advance, it fights just as though it was immobilised at the start of the Assault phase. (Does not apply if revised assault rules are in force.)

If a unit destroys a vehicle with a WS attribute in close combat it has the usual option to consolidate etc.

A unit may not advance or consolidate after destroying a vehicle without a WS attribute in an assault.

A unit may disembark while the vehicle it is in is engaged in an assault, but models must deploy within 2" of the vehicle and 1" away from any enemy models.

Vehicle squadrons allocate close combat hits between them in the same way infantry would.

Transported troops are prohibited from shooting if in a vehicle that has discharged smoke launchers.

A vehicle using a searchlight must roll for distance to see how far it can see in the night. It may then illuminate one enemy in that rolled distance.

If a vehicle starts the turn in difficult terrain, but does not move at all that turn, it does not have to take a Difficult Terrain test.

Models with jump packs may not be passengers in transport vehicles.

Models inside a transport that suffers a penetration roll of 5 (vehicle destroyed and the wreck scatters D6" randomly) count as lost if the scatter is enough to take the vehicle off the table.

Only models that are actually going to be moved over in a Tank Shock can make a Death or Glory attempt.

Multiple Death or Glory attacks by a squad are resolved sequentially.

Death or Glory attempts may only use ranged weaponry. Multi-shot weapons, like autocannon, get only one shot, but since it hits automatically there's nothing to complain about.

Casualties suffered by a unit when a transport they are in is destroyed do not cause a Morale test.

Destroyed vehicles are only removed if specifically stated by the Vehicle Damage chart. They should otherwise be marked with smoke. Wrecks can be moved across as difficult terrain and continue to block line of sight normally. Models on the wreck may count as being in cover. You may not continue to fire at wrecks in the hope of blowing them up.

If a Dreadnought has been damaged (ie, immobilised more times than it has attacks), any troops fighting it in hand-to-hand can move away, as if they were fighting a vehicle without a WS characteristic.

When a transport is blown up, do not roll individually to see which passenger models have to make a save unless they have a different saving throw. Thus, if a ten man Space Marine Tactical squad in a Rhino with a Veteran Sergeant, meltagun, and flamer is aboard a Rhino that blows up, you roll 10 D6 then take an armour save for any 4+ rolled and remove casualties in the same fashion as though the squad was shot at.

A tank can Tank Shock more than one enemy unit in the course of its move. However, if the tank is destroyed by a Death or Glory attempt then no further units are affected.

Models may not both disembark from a vehicle and re-embark in the same turn with the sole exception of consolidating back into a vehicle after close combat.

OTHER STUFF

Troops with jump packs may not move over enemy troops.

Space Marines, Sisters of Battle, Tau, Orks, Dark Eldar and Eldar with jump packs but who also have legs do not have to use the jump packs when they move – they can simply walk instead. This means they can enter difficult terrain like normal infantry without making dangerous terrain tests.

THE BATTLE BOOK – SCENARIO SPECIAL RULES

Models deploying from Deep Strike cannot assault that turn, so must be placed at least 1" away from the enemy (you're not allowed to move to within 1" of the enemy except in the Assault phase). If any models are unable to do this, those models are destroyed.

When placing Deep Striking or Summoned models on the large ordnance template it is permissible to overlap bases by the minimum needed to fit the unit onto the template. Players must make every effort to fit models onto the template however congested they become. Sometimes however it may even be necessary (as a last resort) to place models beyond the edge of the template if the unit is particularly large. Under no circumstances should a player use this facility to get within shooting or charge range of a unit that would not otherwise be in reach and so they may only shoot or assault (only if summoned; deep striking troops cannot assault) enemy units that can be reached by measuring from the edge of the template.

When rolling for reserves each separate selection on the Force Organization chart is rolled for separately and arrives independently.

A squad with a transport vehicle may not Infiltrate.

Claiming table quarters: When an eligible unit is straddling two (or more) quarters evenly they may only claim to be 'in' one of them. Which one, is chosen by the controlling player. If the sequence of declarations is important, it should be written down.

ARMY SELECTION Q&A

Q. Some transports have a box around them in the army lists. It seems to separate transport entries from the section they are in. Should the location of a transport entry be taken as significant?

A. No, they are upgrades and as such their 'location' in the list is more a matter of convenient layout than anything else.

Q. On page 167 there is a rule that states that if you upgrade your weapons, you lose all weapons you started with. Does this mean all the weapons are lost or just some?

A. You lose all the model's original weapons apart from grenades. Note that character wargear is bought in addition to the model's normal weapons, and doesn't replace them.

Q. Are the sponson costs listed in the Warhammer 40,000 rulebook, Codex: Space Marines, and any other Codex which does not specify (Codex: Chaos Space Marines for example) per weapon (ie, two lascannon sponsons on an Annihilator cost 50 points) or for the pair (ie, 25 points for above).

A. The costs for sponson weapons is for the pair. In your example, the total is 25.

Q. In order to start a second army, and thus a second Force Organisation chart, must the first army be totally full?

A. No, but you must have taken all compulsory choices.

Q. If I have two detachments, can I take, say, one Space Marines detachment and one Imperial Guard detachment?

A. Yes.

Q. Choosing weapons from the Armoury for Space Marines. The sentence reads: 'Characters can have up to two single-handed weapons, or a single-handed weapon and a double-handed weapon.'

Does this mean:

a No character can ever have more than two single, or one single and one double (basically, once you're done with all the purchases, you can never wind up with more than that)?

b When choosing from the weapons list in the Armoury, a character cannot choose more than two singles or one single and one double (and therefore could wind up possibly with more than those, due to existing weapons)?

A. The first option is correct. Basically, the Codex limits should apply at all times, so a character can either have two single-handed weapons, or one single-handed weapon and one double-handed weapon. The character may retain any of his original equipment within these restrictions, ie, he doesn't have to give it up unless he wants to in order to take replacement items.

Here are some examples:

- A Chaplain has a crozius. The Chaplain could take additional weapons, but he cannot wind up with more than the 'two single/one single & one double' combination.

- A Terminator Veteran Sergeant already has a power sword and a storm bolter. If he were to choose a chainfist, he would have to drop one of the existing weapons (to meet the restriction of no more than two singles or one single and one double).

As a note, weapons like power fists and lightning claws stop you using the hand they are attached to for anything else. Having one such weapon means that you can only use one other weapon at the same time, while having two stops you using any other weapons at the same time.

Q. If you are fielding two or more detachments, do the limits for wargear/units/vehicles that are limited in number (0-1 Battlewagons or Iron Halos for example) still apply?

A. Yes, unless the armies are discrete, ie, in a Blood Angels/Ultramarines alliance each could have an Iron Halo.

Q. I am having a small problem. The rules lawyer at the local store insists that you cannot mix weapons in a Terminator Assault squad. We have debated it at length and it comes down to the wording in the weapons description for Terminator Assault squads. I quote 'All models in the squad are armed with either a pair of lightning claws or a thunder hammer and storm shield.' He insists that since it says 'All models', everyone has to have the same weapon. Is this right?

A. No it isn't. You can mix Terminator assault weapons in the squad. I can't think where you could find empirical evidence of this except in a battle report, and we all know you can't trust them too far!

Q. Can I master-craft more than one than one weapon?

A. No, you may only have one of each wargear item and therefore may not take master-crafting twice. Whilst on the subject master-crafting pistols will not give you re-rolls in close combat.



Typhus leads the forces of Nurgle as they spread their diseases among the Cadian defenders.

CODEX CHAOS SPACE MARINES Q&A

Q. Could you list the typographical errors in the Codex?

A. Certainly, all the following will be corrected at first reprint.

Page

- 2 *Fearlessness. The wording for Fearless should be standard wherever it occurs in the Warhammer 40,000 game system. The entry in Codex: Chaos Space Marines is an error as it should confer immunity to morale AND pinning tests.*
- 14 *Servo-arm is Iron Warriors only. Juggernaut of Khorne should be 35 points. Talisman of Burning Blood should be 10/5. All Marks of Chaos should be asterisked as they can be used by models in Terminator armour.*
- 16 *Reference to Favour of Khorne under bionics should refer to Feel No Pain instead.*
- 17 *The Terminator armour entry should state that models in Terminator armour count as stationary when shooting, even if they move.*
- 32 *The line, "The squad may be an Aspiring Champion" should read "The squad may include an Aspiring Champion".*
- 33 *Screamers of Tzeentch have the Furious Charge ability.*
- 34 *Predator Side Armour should be 11.*
- 47 *Axe of Khorne should be 20/15 points.*
- 47 *Kharn has Daemoniac armour not Chaos armour.*
- 48 *Feel No Pain. Should read, "cannot be used against weapons which inflict instant death (those with Strength double or more the model's Toughness) or against close combat weapons which allow no save".*
- 59 *An Aspiring Champion with the Mark of Tzeentch automatically passes any psychic tests taken. All models with the Mark of Tzeentch are Fearless. A Disc of Tzeentch costs 30 points.*
- 60 *Thrall Wizards have T3 W1.*

Q. Is there a special statline for Sorcerers?

A. No, Sorcery is a skill that can be utilized by a Chaos Lord, Lieutenant, Aspiring Champion or indeed almost any model with a Mark of Tzeentch. Their profile remains unchanged.

Q. Does the Gift of Chaos psychic power ignore Invulnerable saves?

A. No.

Q. It states that Chaos Hounds move and assault at the speed of their owner, but what about Thralls and Spawn? How are they affected if their owner has Daemonic Speed, Flight or a steed?

A. They move as infantry. Their owner cannot move any faster. A question was recently raised regarding the effect of Blood Rage. On balance it seems reasonable to allow a spawn to keep up with a raging owner, primarily because I would not like to see Spawn being used as a way to curb the berserk tendencies of the owner.

Q. It says on pages 34-36 that Chaos vehicles may have "...any vehicle upgrades and gifts allowed from the Chaos Space Marine Armoury." Does it mean that a Dreadnought, for example, can have the gift Daemonic Flight. It seems that the words "Gifts allowed" are not precise enough for some players who are about to build this kind of vehicle.

A. Vehicles may only have vehicle gifts.

Q. Can a Daemon Prince use a bolt pistol?

A. A model with Daemonic Stature cannot use a bolt pistol. A Daemon Prince who does not have Daemonic Stature may.

Q. Can Terminators use special movement modes?

A. There is no asterisk next to Daemonic Speed, Chaos Marine Bike or Daemonic Flight, so no.

Q. Is a Lord's Chosen retinue counted as an Elites choice?

A. Yes, however many Chosen you have though they only count as a single Elites choice.

Q. How many attacks does a Dreadnought with two Dreadnought close combat weapons and affected by Blood Rage get?

A. 7. 3 normal, doubled to 6 for Blood Rage plus 1 for the additional weapon.

Q. May Raptors be carried in a Land Raider (or any vehicle with transport capacity)?

A. No.

Q. May Obliterators be carried in a Land Raider (or any vehicle with a Transport capacity)?

A. No.

Q. Can a vehicle's standard combi-bolter be upgraded?

A. No, only with an additional combi-bolter.

Q. If an independent character with Daemonic Flight joins a unit of Raptors, can they still 'Hit and Run' (as this is not a Veteran skill)?

A. No.

Q. Models supporting in close combat make a single attack at their basic stats and can't use special weapons like power fists etc. Does this restriction extend to 'built-in' weapons and/or Veteran skills like Daemonic Talons, Furious Charge, Daemonic Venom etc?

A. Yes.

Q. The foreign language versions of the Codex have a different description of the Doom Siren's effects. Which version is correct?

A. The English version.

Q. The Chosen entry states "Each Chosen will be armed with either a bolter or a bolt pistol and close combat weapon."

The Chaos Space Marines entry states "Each model may have a close combat weapon and either a bolter or a bolt pistol"

The Havocs entry states "bolter or bolt pistol and close combat weapon"

Do all these wordings mean that Chosen, Havocs and Chaos Space Marines can all have bolter and close combat weapon or are Chosen and Havocs limited to bolter OR bolt pistol and close combat weapon?

A. Any of the models in the units listed may have a close combat weapon plus either a bolt pistol or a bolter.

Q. Am I right in assuming that a Chosen Chaos Space Marine does not have to be an Aspiring Champion to carry a special Icon?

A. That's right.

VETERAN SKILLS

Q. Infiltrate states that you cannot use it with a bike, steed, followers, Mark of Khorne, Terminator armour and Daemonic Stature. Can you combine Daemonic Flight and Infiltrate?

A. Yes.

Q. The Raptor entry states that they may have one or more Veteran skills, are they still subject to the restriction of one if they take Mark of Chaos Undivided?

A. There is no implication in the wording beyond wishful thinking. If Raptors have the Mark of Chaos Undivided they may only take one skill.

Q. Can True Grit be used by models with combi-weapons?

A. No. The True Grit rule was used because it is familiar to players already. The rationale is that it was a technique taught by Mortarion to the first Death Guards and is only really usable with bolters.

Q. If a model cannot normally take a Veteran skill do they receive any free skill relating to their legion?

A. No.

Q. Does the Tank Hunter Veteran skill help against the Monolith?

A. *No, there are no weak spots to be exploited.*

Q. Can Terminators have skills (no "s beside any skills)?

A. *In general yes, however some skill descriptions specifically forbid their use by Terminators, Infiltrate for example.*

Q. Are the melta and flamer parts of combi-weapons eligible to use the Tank Hunter skill?

A. *Yes.*

Q. If a Lord has (say) Furious Charge Veteran skill can he use the skill if he takes a Chaos Spawn or Chaos Hounds? The followers are a now part of a 'unit' with the Lord but do not have the same skill as the Lord.

A. *No, skills may not be used by a model with followers.*

DAEMONIC GIFTS

Q. Do models with Daemonic Stature really have to be 10 feet tall?

A. *Only to scale.*

A. *No, see page 16 – movement modes.*

Q. Do any of the following give a model 3D6 Pursuit/Fallback:

- A) Daemonic Flight
- B) Daemonic Speed
- C) Daemonic Stead?

Q. Is it possible to combine Daemonic Flight with Daemonic Speed?

A. *All of them.*

Q. How strong is an Aspiring Champion with Daemonic Strength and power Fist?

A. *He would have 9 Strength. In general in Warhammer 40,000 any doubling of an attribute is done before allowing for additions or subtractions.*

Q. Can Daemonic Talons be combined with Daemonic Venom?

A. *No.*

Q. Can the additional weapon (+1 A) granted by Daemonic Venom or Talons be nullified by anything that removes additional hand weapon bonuses like Wych Weapons?

A. *Yes.*

ALPHA LEGION

Q. Alpha Legion can have Daemon Packs if they also have Cultists to summon them, can they utilise Daemonic Beasts? It does not state it, but I cannot see why they can have Daemon packs but not Furies or Screemers.

A. *Daemon Packs represent the most commonly encountered types of Daemons, and Cultists can only summon these.*

Q. Unlike the Night Lords and Iron Warriors there is nothing mentioning that Alpha Legion cannot have Marks other than Undivided. Is this accurate?

A. *No, as stated in the Infiltrator entry the only available Mark is that of Chaos Undivided.*

Q. Can an Alpha Legion character have a personal Icon?

A. *No, only Cultist Icons can be used to summon daemons in the Alpha Legion list.*

WARGEAR

Q. How do items listed in the Cult armouries translate to the appropriate category in the main armoury?

A. *All count as Daemonic Gifts for the purposes of wargear limits except for psychic abilities (all minor powers and all Tzeentch-specific powers), which count as part of the psychic abilities and equipment list. Note that items such as Thrall Wizards and Inferno Bolts are not psychic abilities and can therefore only be assigned to models that can select from the full armoury. I have heard good arguments that Thrall Wizards should be psychic equipment and that Doom Sirens should be weapons. Overall though I think this would favour Marked troops in comparison to Undivided and Unmarked troops.*

Q. Which of the following headings from the armoury on page 14 counts towards a character's wargear limit?

A. *As follows: -*

Marks of Chaos	No
Weapons	No
Wargear	Yes
Psychic Abilities and Equipment	No
Daemonic Gifts	Yes
Veteran Skills	Yes
Gifts of the Gods	Yes
Daemon Weapons	Yes



The Grey Knights desperate effort to stop the ritual is too late.



The Word Bearers offensive begins.

Q. Page 16 states that an independent character with followers becomes a small unit but can still join another unit normally. Do the targeting restrictions for shooting independent character's apply if you have followers?

A. You may still join another unit if accompanied by 'wargear' followers but while operating on his own a character and his followers may be targeted as if they were a unit.

Q. Can Chosen of Tzeentch take Tzeentch Wargear without being Aspiring Champions?

A. They can take items from the psychic powers list only. See the note below about categorising Gifts of the Gods.

Q. Can you master-craft Gifts of the Gods weapons that are not Daemon weapons (eg, Chain Axe, Plague Sword, Axe of Khorne)?

A. No.

DAEMON WEAPONS

Q. Does the Warp Blade's effect work on all psychic powers including, for example, Synapse?

A. No, it only works on an ability that requires a psychic test to use. Abilities like Synapse, along with Warlock powers, are not affected.

Q. How does the combination of Berserker Glaive and Blood Rage work when your character has Daemonic

Flight? Notably does he fly faster when subject to Blood Rage.

A. Flight has precedence, Blood Rage will not make a jump pack fly faster. The other Blood Rage effects do continue to apply though. Similar logic applies to other special movement modes, in each case no extra movement is gained due to Blood Frenzy.

Q. Does the Mark of Chaos Undivided allow me to re-roll a failed 'Mastery' test to control a Daemon weapon?

A. No.

Q. The Needle of Desire states that it allows a regular Armour save (while ignoring Invulnerable ones), even in the hands of a model with the Daemonic Stature ability. The Dreadaxe, on the other hand, does not mention the regular Armour save at all. In the hands of a model with Daemonic Stature, does it ignore Armour AND Invulnerable saves?

A. Yes.

Q. When Drachn'yen strikes a vehicle, the rules say that the armour is always penetrated. Is this a glancing hit or a penetrating hit?

A. Errrrr let's see, I think the word penetrated is a clue. It's a penetrating hit.

Q. Is Abaddon's sword a Daemon weapon?

A. Technically yes, but his mastery is such that it is not subject to the rules for Daemon weapons.

Note that although Fabius Bile's Rod of Torment is Daemon-forged, it is not a Daemon weapon as such.

While on the subject, special character's Daemon weapons do not count toward the 0-1 per army limit, but no more than one Manreaper may be present.

SUMMONING

Q. Does the Blasted Standard function as a normal Icon for Daemon summoning? It doesn't say in the description (unlike Plague Banner for example).

A. Yes, the Blasted Standard is a normal Icon in addition to its special powers.

Q. Is summoning performed before or after Deep Strike?

A. Summoning is rolled for at the same time as other Reserve arrival rolls. These rolls are completed before any of the units are placed on the table. Because of this daemons can only be summoned to Icons with units that were already present on the table.

Q. If the model with an Icon is in HTH, can it still be used for summoning?

A. Yes, although placing the summoned daemons may be made difficult by the presence of the enemy.

Q. Can I summon daemons to an Icon belonging to a unit which uses Deep Strike to enter play this turn?

A. No, you can only use Icons that are on table at the very start of the turn before any Reserve rolls are made.



Q. If you get a successful summoning roll for minor daemons but all Icon Bearers are in Rhinos, do the daemons still arrive?

A. No.

Q. The Blasted Standard is the only mark specific standard that does not explicitly state that it functions like a normal Icon for summoning. Does it actually function as a normal Icon for summoning?

A. Yes.

Q. What if one Icon Bearer is outside his transport but another is in a Rhino and daemons arrive by summoning. Can you summon them off the Rhino-carried Icon Bearer?

A. No.

Q. Can Furies be summoned to a non-Undivided Icon?

A. No, only an Undivided Icon will summon them.

DAEMONS

Q. For the purposes of things that have extra effect or no effect against daemons, what are classified as daemons?

A. Greater Daemons, Daemon Packs, Daemonic Beasts, Nurglings, Possessed, a Chaos Lord with Daemonic Stature and/or 51 or more points of Daemonic Gifts.

Q. Does a Greater Daemon have to take Instability tests if the Chaos Space

Marine it possesses is alive at the moment of possession?

A. No, instability is only a problem for Greater Daemons if they possess a host when it is removed as a casualty.

Q. If a Great Unclean One of Nurgle has Nurgling Infestation do the bonus attacks ignore Armour saves because it is a monstrous creature?

A. No, it might be but the Nurglings aren't. As a general point Nurgling Infestation attacks are made at the WS of the model infested but use the Strength and Initiative stated for the Nurglings. These attacks do not benefit from any special weapons or attack modes possessed by the host.

Q. If you upgrade Horrors of Tzeentch to Flamers can they still use Daemonic Fire?

A. No.

Q. The Bloodthirster and Lord of Change do not have to make a Difficult Terrain roll for landing in difficult terrain with their wings due to their massive size. Does a Chaos Lord with Daemonic Stature and Daemonic Flight get the same immunity?

A. No.

Q. When making an instability test for a Greater Daemon within range of a Necron Pariah, is its Leadership taken as counting as 7?

A. Yes.

Q. The rules for Daemonhosts state that the Greater Daemon shows up if the host is killed. However, there are a number of other ways for a model to be 'killed' that makes this a bit hazy. Also some attacks obliterate the model, leaving nothing left to possess.

A. Any circumstance which causes the host to be removed as a casualty will bring the Greater Daemon into play. This keeps things simpler and represents the ability of a Greater Daemon to harness even the forces which destroyed its host to manifest and take revenge before it is banished to the Warp. The one type of exceptional circumstance I can think of is if the Daemonhost never gets on to the table or moves off it. For example if it falls back off the table or gets lost in the Warp while performing a Deep Strike. In this sort of situation the host effectively becomes a casualty along with the Greater Daemon.

Q. Are Plaguebearers Attack stats meant to be 1+ 1 for Daemonic Venom like the Daemonettes?

A. Yes. Although Daemonettes do not have Daemonic Venom.

Q. The Greater Daemon entry states they can make their Invulnerable save against all wounds they take, even those that allow no save. Does this include the C'tan Phase Knife, the C'tan Warscythe or Dreadaxe?

A. No.



Iron Warriors take full advantage of a weak point in the defences.

DEFILER

Q. What does the Destroyer do if mounted on the Defiler?

A. It re-rolls one miss per Close Combat phase. Obviously there is no Fire Frenzy effect as the Defiler is not subject to this rule.

Q. What is the range of the Defiler's battle cannon?

A. It is 72" when fired normally, 36" to 72" if fired indirectly. This is stated correctly in the quick reference but not in the Defiler entry.

Q. What vehicle upgrades can a Defiler take?

A. It can take any upgrades from the Vehicle Upgrades List subject to two limitations. Firstly, it can only take Living Weapon and Havoc Launcher as a replacement for its heavy flamer. Secondly, there is no point in taking Daemonic Possession as it has it anyway.

Q: Does a Defiler get an extra attack for having 2 arms?

A. This is already included in its profile.

Q. For the Defiler, which takes precedence:

Walkers can always shoot their weapons when moving?

They must remain stationary to fire the battle cannon?

A. The latter, the battle cannon is a move or shoot weapon.

SONIC BLASTER

Q. Are Sonic Blasters eligible to use the Tank Hunter skill?

A. No (and neither is any Daemon weapon!).

Q. If a Sonic Blaster is mounted on a vehicle does it function any differently because it is an assault type weapon?

A. No, treat Sonic Blasters as you would any other vehicle mounted weapon.

Q. Is there some kind of misprint in the entry that makes Sonic Blaster Predator sponsons the same cost as the clearly more effective Heavy Bolter sponsons?

A. No, the option is there to facilitate conversions and consistency not to confer an additional advantageous option.

BOOKS OF CHAOS

Q. Can Chosen of Nurgle in Terminator armour be armed with a Reaper autocannon?

A. Yes. The restriction in the rules only applies to anormal autocannon.

Q. Does a model with Warp Scream and frag grenades strike first against models in cover?

A. No.

Q. Do Aspiring Champions pass psychic tests automatically if they have the Mark of Tzeentch?

A. Yes, any model with the Mark of Tzeentch will pass psychic tests automatically with no need to roll the dice.

Q. Under the trial Assault rules what is the use of the new Doom Siren, aside from shooting? Please provide an example.

A. The rules for the Doom Siren take precedence so all models strike in Initiative sequence. Therefore, if a Lord of Slaanesh was charging some Imperial Guardsmen in a wood and was equipped with a Doom Siren he would strike at Initiative 5 and the Guardsmen striking at him would be at Initiative 2 (3 normal -1 for Warp Scream).

Q. Does Nurgle's Rot affect Followers? (Spawn, Hounds, etc).

A. Followers and steeds are all essentially wargear so if their owner has the Mark of Nurgle then they are also immune to Nurgle's Rot.

Q. Can you have a Doom Siren with Daemonic Talons/Venom?

A. Yes.

Q. Do Favoured units only get a free Aspiring Champion upgrade in the relevant army?

A. That's right.

Q. If a transport vehicle belongs to a unit with a Mark of Chaos can the vehicle itself be dedicated to a different god?

A. No.

Q. Where the Codex says you may replace a meltagun with a Doom Siren at no cost, does this mean you still have to pay for the meltagun first, and can only have the amount of Doom Sirens as meltaguns?

A. That's right - it's just an option to swap a weapon common to virtually every legion to a roughly equivalent one used as a specialisation.

Q. If I have a Thousand Sons Sorcerer with a retinue of Chosen and he casts 'Twisting Path', can it be aimed at a different enemy unit to the one being targeted by his Chosen?

A. No - it is an 'instead of shooting' power and cannot therefore be aimed elsewhere.

Q. You are fielding a unit of Chosen with the Mark of Tzeentch. The Mark confers the Sorcerer ability. What exactly does this mean?

A. They can be given equipment from the Psychic powers and equipment list (note that as stated above this includes the Tzeentch specific powers) and may use any psychic powers taken without the risk of failing a psychic test.

They can then be further upgraded to Aspiring Champions if desired and may then select from the full Chaos armoury. Because they always have the Sorcerer ability you never need to take the upgrade where it is presented as a choice in a list entry.

Q. When Fabius Bile enhances his Chaos Space Marines, can he enhance Khorne Berzerkers and Noise Marines or just normal, Unmarked Chaos Space Marines?

A. Any Unmarked Chaos Space Marine Squads may be enhanced. Note though that this is *ONLY* the Chaos Space Marine squad entry as specified not Bikes, Raptors, Obliterators etc.

Q. Can Chaos Space Marine Bikers with the Mark of Khorne take bike-based weapon upgrades, for example meltaguns?

A. No, the Bikers are in Power armour so the only ranged weapon upgrades they can take advantage of are those involving plasma pistols and there are no such options connected to bikes.

Q. Can you take the same upgrade multiple times with Slaanesh combat drugs?

A. No

Q. The Night Lords entry states that they make use of few daemons except that Furies are often enslaved by Raptor cults. We are not sure how many units is a 'few'.

A. They may only use Furies. Other daemons are so rarely encountered they are not worth considering.

Q. Does a Doom Siren count as a weapon for the purposes of only being able to have 2 weapons? Can a Chaos Lord get a Doom Siren, bolt pistol and power weapon and still get the bonus for additional hand weapon?

A. No to the first part, yes to the second.

Q. Can a Word Bearers army have more than one model with the Demagogue ability?

A. Yes.

Q. In the Emperor's Children list it says that Dreadnoughts can upgrade their flamer to a Doom Siren but Dreadnoughts can't get flamers in the army list. Does this mean that Dreadnoughts come with a flamer, or that Emperor's Children Dreadnoughts cannot get a Doom Siren?

A. Not exactly, it replaces the heavy flamer option.

Q. Under Tzeentch armoury, in the entry for Thrall Wizards (pg.60) it says "When the Sorcerer wished to use a further power the Thrall wizard is sacrificed and a psychic test is taken as normal." But 'normal' for the Mark of Tzeentch means no psychic test is needed to cast spells (pg.59). Which is right?

A. The reference to a psychic test is a mistake (at one point Thrall Wizards were Psychic Gear available to everyone). In this case the Sorcerer simply sacrifices the Thrall and the spell is cast automatically, no Psychic test is needed.

Q. Are legion specific abilities/wargear such as Stealth Adept, Demagogue, and Accursed Crozius usable with Terminator armour?

A. Generally yes, although look at the skill descriptions, Stealth Adept for example is not usable with Terminator armour.

Q. Can the Eye of Tzeentch be used to re-roll Invulnerable saves or Vehicle Penetration rolls?

A. I'm afraid not, it works only on Armour saves, to hit rolls and wound rolls as stated.

Q. Can you sacrifice a Thrall if:

- The Sorcerer and Thrall are in base contact with an enemy model?
- The Sorcerer it is with is in base contact with an enemy model but not the Thrall?
- The Thrall is in base contact with an enemy model but not the Sorcerer?

A. If the power the Sorcerer wishes to use can be used in the current situation then a Thrall can be sacrificed to power it.

Q. Are Juggernauts, Discs of Tzeentch, and Steeds of Slaanesh Daemonic steeds and, if so, do the Daemon Steed rules apply in addition to the other special rules for that type?

A. They are Daemon steeds but they are all different and only use their own special rules.

Q. How does Warp Scream affect models with power fists? Does a model with Warp Scream and a power fist strike simultaneously with a model with 2 Initiative?

A. Yes, if you are using the trial Assault rules.

Q. It is theoretically possible for Khorne Berzerkers to carry bolters. Is this deliberate?

A. Sort of, the possibility simply wasn't excluded as there are some classic Berzerker models with bolters. I doubt many people will take advantage of it though.



Cadian positions are overwhelmed by the monstrous Defiler.

CODEX: NECRONS Q&A

There have been quite a few questions asked about Codex: Necrons recently. So, we thought it was about time to answer them.

Q. Do Necrons that are down, awaiting an opportunity to make their We'll be back! (henceforth WBB) rolls, count as Necrons of the same type for determining whether a WBB roll can then be made?

A. Absolutely not, Necron casualties remain on-table as markers only to remind the players how many WBB rolls will be needed and the position where the casualties were taken. For models to self-repair they need an active model of the same type within 6" (or a Tomb Spyder within 12" and another similar active model on the table).

Q. If Necrons are 'tank shocked' then choose to stand & shoot at the tank, miss horribly and are run down by the tank, do they get to stand back up?

A. They may not attempt We'll be back! rolls as the weight of the vehicle is sufficient to crush even a Necron to its constituent components.

Q. When Necron Scarabs are created by a Tomb Spyder, does the opponent get any Victory points for destroying them?

A. No

Q. When Nightbringer uses his Etheric Tempest ability, does this affect more than one unit? Originally, I thought yes, but having read the rules again today I'm not so sure.

A. It works on any enemy units with a Strength below 4 and a model within 6".

Q. When using the Monolith portal, the Codex says that a unit getting out of it counts as getting out of a stationary vehicle. Does that mean I can:

1. Move a unit (eg, Destroyers) 12" towards the Monolith,
2. Teleport the Destroyers using the Monolith's power matrix,
3. Move the Destroyers again, 12" away from the Monolith.

A. Fair point – the assumption is that the move to emerge from the Monolith IS the transported unit's move. After all, an extra

move beyond teleportation is not stated as part of the deal. If the unit teleported has moved, then it may only be deployed within 2" of the portal, if it hasn't moved then it may deploy out 2" and then move normally.

Q. Can the Monolith fire its Gauss flux arc projectors into hand-to-hand combat or at units to which it has no line of sight?

A. No, it can only engage targets that it would normally be able to fire at, so it cannot fire into close combat and must have a line of sight.

Q. If a unit is wiped out, and there are no models of a like type within 6" (and no Tomb Spyder around), can the Resurrection Orb be used to allow them a We'll be back! roll?

A. No, the Resurrection Orb effect is to override the ability of high Strength and ignore Armour save weaponry to destroy Necrons in such a way that they may not make We'll be back! rolls.

Q. Can a Necron Lord use his own Resurrection Orb to get back up from a power weapon/double-Toughness hit?

A. Yes, as stated under the Resurrection Orb rules.

Q. When a Necron unit falls back, having been beaten in close combat by a unit with power weapons, and they leave destroyed members behind, do the active Necrons have to be within 6" for the dead ones to benefit from the Resurrection Orb, or do only the destroyed ones have to be within 6"?

A. The destroyed models must be within 6" of the Orb as that is where the damage was inflicted. If they self-repair they will immediately be placed with the nearest unit of the same type which will probably be their falling back friends.

Q. If Necrons fail their WBB roll are they removed or do they remain there to try again next move?

A. When a Necron has failed a WBB roll it is deemed to be destroyed and is removed, unless you intend to use a Monolith portal to teleport the unit during the current move. If, for some reason, you change your mind about using the portal, they are removed

immediately.

Q. Could you clarify the way Victory points and below half-strength is calculated for Necron units?

A. Certainly. As stated in the Codex you only need worry about the unit's original starting strength and its current strength. It is possible the current strength could be higher than the starting strength as the unit picks up recovered casualties from other Necron units. Don't worry about this, just compare initial strength and current strength.

Q. Do you require a 6 to hit a Monolith in hand-to-hand combat?

A. Yes – it is a skimmer.

Q. Is a Monolith counted as a skimmer once immobilized. That is, would you need a 6 to hit it in hand-to-hand combat if it's on the ground, or would you hit it automatically?

A. Good point. On the ground it is a stationary vehicle and will be hit automatically in close combat.

Q. The particle whip rules say that the model under the template takes an AP1 hit. Since the ordnance rules state that the defending player may not shift the template, will this allow specific targeting of models? I think the defending player still gets the option of assigning hits so, assuming that not every model gets wounded, you could avoid assigning a wound to the model under the hole. What are your thoughts on this?

A. The template will scatter most of the time so it will not be possible to snipe in a predictable fashion. Also, the casualties are chosen by the owning player so characters need only be hit if everyone is wounded.

Q. Do Destroyers now repair as Destroyers?

A. Yes, this is different to the rules in the previous Necron Raider list, models that self-repair come back as themselves, not just as Necron Warriors.

Q. Can the Monolith move and fire its ordnance weapon?

A. Yes – exactly as stated in the Monolith profile.



Accompanied by their Lord, Necron Immortals advance relentlessly towards the Eldar battle line.

Q. The Disruption Field entry doesn't mention anything about rolling a 6 on the AP roll; the inference being on 'to hit' rolls. I assume, like gauss weapons, it's meant to be on the AP roll rather than, 'to hit' roll?

A. That's correct, as stated, it is the same mechanism as is used for Gauss weapons.

Q. Despite the fact the C'Tan is a god, would 'Gift of Chaos' still turn the C'Tan into a mewling Chaos Spawn on a 6? (assuming the Invulnerable save is failed)?

A. For the duration of the battle yes, that will be the case. The necrodermis is living metal and will be twisted into some hideous form by the Sorcerer's power but soon the will of the C'Tan inside will find a way to overcome it and woe betide the Sorcerer then!

Q. Can a C'Tan hold a table quarter?

A. No, as an independent character they are unable to.

Q. When the Lord upgrades to a Warscythe, does he still retain the shooting attack from the Staff?

A. No, the Staff of Light is replaced completely.

Q. Can the Monolith use its particle whip and Gauss flux projectors in the same turn?

A. No, the particle whip is an ordnance weapon and so other weapons may not be used in the same turn.

Q. A Necron squad loses troops and is forced to fall back, and comes within 6" of Necron casualties of the same type. On the Necrons' turn they make a WBB roll and several troops stand up – now they must join the closest unit. There are a few questions I have with regard to this:

1. If the unit in range is falling back, can the new troops join this unit?

A. Yes.

2. If they join a unit that is falling back, does the unit regroup or does it rally?

A. It remains falling back

3. If it does remain falling back, do the new units also fall back with the falling back unit?

A. The falling back unit gets bigger but continues to fall back.

4. If the unit falling back was below 50% and the new units raise the troop strength above 50% what happens?

A. Then it will meet the 50% criteria for regrouping.

5. A unit that is not falling back and has ten troops is then joined by another ten restored troops from various other downed units. The newly formed unit of 20 then loses four troops to combat. Will this unit be forced to make a Morale check because four troops are greater than 25% of the original ten or do you now make Morale checks using the 20 troops as a base so a check would not be required?

A. No check required – the current strength of the unit is used.

Q. Do damaged Warriors count as casualties if the game ends before they are allowed a WBB roll?

A. Yes.

Q. When calculating the phase out total, when does the army phase out? Will it do so as soon as 75% are downed or do you wait until the Recovery phase to see if any troops recover before counting the total? For example, an army of 60

troops is reduced to 15 at the end of their opponent's turn, on the following turn, two troops are able to recover. This would raise them above the 25% required but the fact that they were below in the first place begs the question.

A. Phase out is calculated after WBB – this is stated at the end of phase out in the special rules.

Q. If an enemy unit in close combat is hit with a Nightmare Shroud and falls back, can the Necron unit in close combat with it perform an advance on them and wipe them out?

A. No, because the unit is falling back from combat in the Shooting phase this would interfere too much with the normal sequence of play. However, there is nothing to stop the Necrons that were in close combat shooting at it or assaulting it if it is still in range.

Q. Is the Gaze of Flame in effect if the Lord himself is not assaulted but the unit he is leading is?

A. Units with one or more models in contact with the Lord are affected.

Q. Do Necron Warriors block line of sight to Destroyers?

A. Yes, if they are in base-to-base contact.

Q. Are the Strength 3 hits from the lightning field from

(a) Wound rolls

(b) Failed Armour saves which cause wounds?

A. (b) is correct.

Q. I have an army of 99 Warriors and a Lord. Phase out occurs when I drop below 25% of my original force rounding fractions up or when I have lost 75% rounding up. Therefore, my question may seem dopey, but if I take the first to be true, when I lose my 75th warrior I will phase out at the beginning of the next turn, or is it when I lose the warrior that reduces the number of warriors left on the table to below 25% (ie, the 25th).

A. It's when you are reduced to 25% or less, so in the 100 Necron army example given, when the on-table Necrons are reduced to 25 models or less, you hit the phase out point.

Q. Super stikkbombz have 10 + 2D6 penetration so probably shouldn't benefit from this, BUT Tankbusta bombz double the D6 roll result (they don't add extra penetration dices) giving them actually 6 + (D6 x 2) penetration, so primitive Orks can easily blast your living metal to pieces with such a bomb. That's what Ork players are telling me, but is this true to the spirit of the Living Metal rule? I'm not sure...

A. Extra dice and doubling scores are much the same thing. Don't count any bonus penetration against a Monolith.

Q. Since Wraiths get their Invulnerable save from power weapons/monstrous creatures/etc, do they get a WBB roll from casualties taken from such weapons/attacks as well?

A. No, only if there is a Resurrection Orb within 6".

Q. If my Lord has a phase shifter, and I take my last wound from a power weapon or other weapon that disallows a standard armour save, may I make a 'We'll be back!' roll? It didn't negate my save after all, or is that more of a blanket rule?

A. It's a blanket rule, the Lord would need a Resurrection Orb to get a WBB roll.

Q. I, at first, read the Tomb Spyder Artificer rule to mean it could produce one swarm per turn but it does not say that exactly. In fact it almost seems to indicate you could crank out a dozen or so in one turn as long as you are not rolling 1's. I'm fairly certain that is not the way that rule should be interpreted but what do you think?

A. Afraid not, a single Scarab swarm per turn only.

Q. How does the Act of Faith, Divine Guidance, interact with the WBB rule? Divine Guidance, after a successful Ld test, makes all the to wound rolls nullify armour saves on a 6. The WBB rule states that Necrons killed by weapons that nullify armour saves cannot self-repair. Someone could argue that as it is not the weapon but the Faith that nullifies the save, the Necrons can use the rule and self-repair models.

A. Necrons destroyed this way count as being destroyed with power weapons so cannot make a WBB roll. This would also be the case with the Tyranid Rending Claws ability or the Chaos Daemonic Talons ability.

Q. Necrons now suffer morale effects like being under 50% and not able to regroup, etc, unless they are flagged Fearless, correct?

A. That's right.

Q. In the Codex, under the Tomb Spyder entry, it reads, "Artificer: Each Necron turn, a Tomb Spyder that is not in close combat can expend energy to create a Scarab swarm. The swarm is placed in contact with the Spyder at the start of the Assault phase. Roll D6 for each swarm produced. On a 1, the Spyder takes a wound as it is drained by the energy expenditure. Each swarm produced will form a unit with the Tomb Spyder that created it and must retain coherency with it for the remainder of the game." My questions regarding this are: During which phase of the turn does the Spyder do this? And if it does this can it still move or shoot?

A. It creates the swarm at the start of the Assault phase and may have already moved or fired prior to this.

Q. I take it Warriors in reserve only require a Monolith to enter when they use their special rule?

A. That's right. If they are using their special 'Reserves' rule, and all available Monoliths are destroyed, they count as destroyed and may therefore trigger the phase out of the on-table portion of the Necron army.

Q. Do you need permission to field a C'Tan since they are special characters?

A. Nope, as with the Tyranid and Tau armies the old constraint on special character use does not apply to them.

Q. The C'Tan Deceive ability is intended to affect fearless models, correct?

A. Yes, it is.

Q. If Pariahs come within range of a Seer Council, the Psykers take a test. Do they all take one test based on the Farseer's Ld or does each member take a separate test?

A. The whole unit would test as one, using the reduced leadership of 7 (they are reduced to this by the Pariahs).

TYRANIDS QUESTIONS & ANSWERS

Q. Pertaining to Old One Eye and the Red Terror, the Codex never refers to them as special characters, or even characters for that matter.

A. Nope, they're Tyranid monstrous creatures. You don't need your opponent's permission to take them.

Q. On page 9 of the Codex it says that the victim of a bio-plasma attack gets a normal save. Does this also allow a save when used by a monstrous creature?

A. Bio-plasma always permits a save, regardless of what kind of beastie is using it – it's an enhancement/bonus spit before the creature can bring its strength to bear.

Q. How do rending claws work with monstrous creatures?

A. The benefits of rending claws are added to the benefits of being a monstrous creature. Such a creature ignores armour saves, on a To Hit roll of 6 it will wound automatically, and will gain an extra D6 armour penetration if any armour penetration dice roll a 6.

Q. Using the rules from Codex: Tyranids can Spore Mines still crossfire enemy units falling back into them? Since you can shoot at Spore Mines, will a Spore Mine within 6" prevent a unit from regrouping?

A. With the revised rules in the Codex I'd say no, they cannot crossfire, and so I don't see that they should prevent regrouping either.

Q. Do multiple Lictors/Biovores/ Zoanthropes count as a single brood when determining if one (or more, in rare cases) may be a mutant? For example, if a hive fleet has nine different species in it, and the Tyranid player takes three

Lictors, may one be a mutant? With 3 Wounds apiece, they do have enough if they're all counted together.

A. They count as individuals for the purposes of mutation (they're kind of like specialist mutations anyway).

Q. Can Tyranid Warriors which take a venom cannon or barbed strangler, take any biomorphs from the upper list (the list with scything talons, rending claws etc) or can they only have the venom cannon/barbed strangler and no other bio-weapons?

A. No, it's not terribly clear but the idea is that the 'heavy weapon' Warrior can take one pick from the lower list but must still choose one from the upper list.

Q. This might be a silly question but what do these different plastic close combat biomorphs from the Tyranid plastic sprues represent?

A. The small blade-like arms for the warrior are scything talons, the large mantis-like claws are scything talons too, and the 'hands' from the Tyranid sprue are rending claws (read the description and you'll see what I mean).

Q. If I create a new Hive Tyrant species using the rules in the back, can that creature take a Tyrant Guard brood?

A. Assuming you've chosen Tyrant Guard as one of your species, yes.

Q. A Space Marine with a power fist is hit four times by the Red Terror. His Strength and Toughness are 4, but the power fist makes him fight with a Strength of 8. Can the Terror make lunch of him? He may not swallow anyone with a Strength and/or Toughness of 5 or more.

A. Count Strength and Toughness after any modifications for Marks, power fists, frost blades etc, so the answer is no.

Q. Rending claws that hit on a 6 and monstrous creatures ignore armour saves, but the implant attack only causes a second wound if the target fails its save. The problem is that there is no save taken, so no save is failed. Should the implant attack cause a second wound, even though the armour save is not failed because it is ignored in the first place?

A. The save is ignored in these cases – which I would interpret as being failed automatically.

Q. How do you determine how many mutations a unit of a Hive Tyrant and several Tyrant Guards may have?

A. They are two separate broods, so you do not add their wounds together for the purposes of working out mutations.

Q. May the Tyrant Guards 'guard' a Carnifex? The Codex says that Tyranid monstrous creatures don't get the benefits of joining other units, except Tyrant Guards.

A. Yep, that's a perfectly legitimate use of Tyrant Guard. Carnifexes can be guarded too.

Q. Is there any reason that a Hive Tyrant couldn't leave his Tyrant Guard? All other bodyguard/retinue types from the other Codexes state that the commander ceases to be independent when joined by them (and all that that implies), but the Tyrant Guard bodyguard has no similar statement. Is this a correct assessment?

A. Gah! That is correct, not what was intended but hey, if you want to buy Tyrant Guard and then leave them, it's your choice I guess.

Q. Spinefists in the Codex are Assault X. In White Dwarf they are listed as Assault 2X. Which is correct?

A. Assault X.

Q. Do any of the Tyranid weapons which have an Ordnance template (spore mines, barbed strangler etc) count as 'real' Ordnance, getting two dice against vehicle armour or using the Ordnance damage tables?

A. Nope, they just use the large blast marker.

Q. Can I take Tyrant Guard as an HQ choice without taking a Hive Tyrant?

A. No.

Q. Can a psychic hood nullify for a turn any of the Tyranid constant powers, like Synapse Creature, Psychic Scream, etc?

A. On page 9 of the Codex, the Hive Mind powers intro paragraph states 'Only those powers which require a psychic test to use may be cancelled by enemy psykers' – so the hood can only be used on Catalyst and an over-charged Warp Blast.



The Tyrant Guard stand close, protecting the Hive Tyrant.

Q. It is my understanding that the preliminary barrage affects all units, except for vehicles and independent characters. Thus, if the bugs have no vehicles or independent characters it would seem that all of the bugs are at risk.

A. *That's what it means.*

Q. Can I really have a brood of Tyrant Guard protecting three Carnifexes and two Hive Tyrants at once?

A. *A nasty oversight has become apparent in Codex: Tyranids, as a brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous Hive Minds. And for those of you wondering, Tyranid monstrosities created using Pete Haines's Guide to Spawning cannot be protected by Tyrant Guard at all – they're just too big.*

Q. Is the bonus Toughness a mutant gets from the Exceptional Size mutation taken into account for Instant Death?

A. Yes.

Q. What is the correct way of treating mutants in squads for purposes of casualty removal? Assuming identical profiles, I would imagine that they count as heavy weapons troopers, in that they aren't going to die until you kill the whole squad/kill everything under the template. Others want a hit assigned to him which is rolled separately, in hopes of nailing him with a simple bolter round. Which way should this be played?

A. *The mutant should be treated like a heavy weapon trooper.*

Q. If a unit is in hand-to-hand combat, is forced to make an Instinctive Behaviour roll, and rolls either 'Lurk' or 'Fall back', does this take the unit out of hand-to-hand combat? If so, and if their opponent is longer in close combat, can they pursue or consolidate?

A. *Yes, the Tyranids fall back from combat and normal options for the winners apply.*

Q. Tyranid creatures must make an 'All On Your Own' test each turn when outside the influence of the Hive Mind. If they fail the test or fail a Pinning/Morale check they use the Instinctive Behaviour table instead of falling back normally. At the beginning of the next turn (after behaving instinctively), do the Tyranids need to test to regroup and then make the 'All On Your Own' test again? Do they continue to behave in the same manner if they fail or have to re-roll for a different possible result?



A. *OK let's try to get this straight:*

1. Test at the start of the turn if the unit is eligible for an 'All On Your Own' test.

2. Apply whatever applicable result you roll on the Instinctive Behaviour table if you fail the test.

3. Next turn, the 'All On Your Own' test happens at the start of the turn and so it is ignored as instinctive behaviour is already in force. The regroup test happens at the start of the movement phase. Therefore, whatever instinctive behaviour the 'Nids may be suffering from applies again unless they manage to regroup.

4. The brood behaving instinctively will be affected twice (once when they fail their test, and again at the start of the next turn) with the same effect. Then at the start of the Movement phase they can test to regroup. If they fail, they would do the same Instinctive Behaviour again in the next turn (but not again that turn, since they failed a test to regroup, not a Morale check).

5. Remember the behaviour won't actually take effect until they move; the regroup attempt happens first.

6. If they don't fulfil all three of the regrouping criteria on Page 73 of the rulebook, they cannot test at all and will behave instinctively again in the next turn.

7. If at the start of Movement phase they are close enough to a Synapse creature, they automatically regroup.

CREATING YOUR OWN HIVE FLEET Q & A

Q. As I understand it when you 'create your own hive fleet' you are making a list of broods to replace the ones printed in the Codex (the thirteen detailed in the army list section of the book) entirely. The new army list must have between 4 and 12 brood types that you may then choose an army from. This (the hive fleet you create) REPLACES the army list in the book, and is from where you choose your broods for the army list that you take to a game.

A. *Right on both counts.*

Q. Pages 38 and 39 of the Codex seem to contradict each other with respect to Warriors with heavy weapon bio-modifications. On page 38 it says that warriors with heavy weapons are HQ or Heavy Support, and on page 39 it says that more than one heavy weapon makes them Heavy Support. What is the correct way to interpret this?

A. *Page 39 has the mistake, they should be HQ or Heavy Support in either case.*

Q. When creating your own hive fleet, does simply giving the broods different weapons constitute a new species, even if all the biomorphs and biomorph enhancements are exactly the same? It seems to say that any changes in the brood would make it a different species, but I just want to make sure.

A. *In the case of Warriors where the weapon can be changed within the brood, a species would have to have different biomorphs to be a new species (so the examples are wrong in that respect). However, in the case of something which can't have different weapons as standard, a weapon change will create a new species. For example, Gaunts must have identical weapons or they count as different species, but Warriors can vary their weapons.*

Q. In the Codex: Tyranids army list on page 13 it has Ripper Swarms listed as 3-10 in a brood. The Ripper Swarm Biomorph Table (page 40) it has the brood listed as 5-10. Which is correct?

A. *The army list.*

Q. In Codex: Tyranids the Hive Tyrant psychic power 'Warp Blast' has a different cost depending on whether you use the army list one vs a genomorphed one. All of the other powers are the same cost. Is this a typo or is it correct?

A. *Again use the army list as the guide here, making it 20 pts.*

Q. Are Hive Mind powers counted in the overall number of biomorphs for design-your-own bugs which can have them?

A. *Hive mind powers don't count towards biomorphs.*

SPACE WOLVES QUESTION AND ANSWERS

We thought it was high time a few things were clarified about Codex Space Wolves to ease the lives of Wolf Lords across the galaxy. Without further ado...

Q. How does a unit under the effects of the psychic power Storm Caller affect frag and plasma grenades?

A. The Stormcaller power can cause some confusion, the following notes should help:

- Remember that plasma and frag grenades only work if the unit that has them charges. If a Space Wolves unit with Stormcaller on it charges an opponent that has either grenade type, the Space Wolves will strike first as the grenades are of no use when receiving a charge.
- If charging a unit in cover, then all attacks are simultaneous.
- Stormcaller can be cast on friendly vehicles, which then count as being hull down.

Remember that cover only matters in the first round of a close combat and subsequently attacks will occur in normal order. New enemies charging the

unit with Stormcaller will be affected though. Weapons such as power fists that strike last will, of course, always strike last.

Note: The above answers are all taken into account in the Trial Assault Rules which will take precedence if being used.

Q. Can Blood Claws rapid fire their pistols and charge in the same turn, due to their Head-strong rule?

A. The Head-strong rule states that 'Blood Claws must charge if one of their models is within 6" of the enemy, unless led by... a character.' This means that the Blood Claws cannot rapid fire their bolt pistols if the enemy is within 6" as this would prevent them assaulting.

Q. Can you use a Rune Staff against more than one psychic power per turn?

A. A Rune Staff counts as a single-handed weapon AND a psychic hood. The psychic hood ability can be used against more than one enemy psychic power per turn, however it only works against powers that require a psychic test. A Rune Staff costs 25 points.

Q. Can Wolf Scouts choose weapons from the options included in the Space Marine Scout entry in Codex: Space Marines and from the Codex: Space Wolves list as well?

A. Nope.

Q. While we're on the subject, when operating behind enemy lines in a mission where the enemy is not allowed any reserves, where do Wolf Scouts enter the table?

A. Wolf Scouts arrive on the table edge the enemy retreat towards.

Q. Can a Wolf Guard Battle Leader take the Mark of the Wulfen?

A. No.

Q. Does a character with Fenrisian Wolves become a Mixed Armour unit?

A. Yes, a character accompanied by Fenrisian Wolves is a Mixed Armour unit, as is an Iron Priest accompanied by a Thrall bodyguard.

Q. Does the Blood Feud rule apply to Dark Angels and Thousand Sons vehicles?

A. No. Space Wolves do not hit Dark Angels or Thousand Sons vehicles (other than Dreadnoughts) on a 3+ in close combat.



Q. Can a unit that is led by a Wolf Guard in Terminator armour make a sweeping advance, and can you lead a unit of Wolf Scouts with a Wolf Guard?

A. *A pack of Blood Claws or Wolf Scouts may not be led by a Wolf Guard in Terminator armour. Note this is an amendment more than a clarification but removes the need for more clarifications to resolve contradictions that the combination creates. In all other circumstances units led by Wolf Guard in Terminator armour cannot make a sweeping advance after close combat and can only consolidate.*

Q. Does a Wolf Guard Battle Leader use the Wolf Guard column in the Space Wolves armoury when selecting weapons?

A. *No, he does not.*

Q. How does a Wolf Tooth necklace affect the Exarch power Defend? How does it affect close combat attacks on skimmers and the like?

A. *If a model with a Wolf Tooth necklace is fighting a Dire Avenger Exarch with the Defend power (Necklace always lets you hit on 3+, Defend says opponents only hit on 6+) roll a D6 each round to determine which piece of wargear has priority, re-rolling any tied results.*

A Wolf Tooth necklace has no effect on enemy vehicles without a Weapon Skill characteristic.

Q. Does a Wolf Guard Battle Leader count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolves army?

A. *Nope.*

Q. Long Fangs cannot purchase a transport. Is this correct?

A. *Long Fangs do not have a Razorback listed as a transport option. This is an oversight, Long Fangs may purchase a Razorback at the cost listed for Grey Hunter squads.*

Q. If a Runic Charm is combined with Terminator armour, does it allow a re-roll of the Crux Terminatus invulnerable save that comes with the armour?

A. *No.*

Q. Similarly, if a Wolf Priest takes Healing Balms, and is escorted by a Wolf Guard bodyguard in Terminator armour, do the balms allow the bodyguard to ignore the first failed save made against the Terminators' 5+ invulnerable save?

A. *Again, no they do not.*

Q. It looks like Space Wolves players get a cheaper Land Speeder Tornado. Is the points cost correctly listed?

A. *Gah! No, the Land Speeder Tornado should cost 75 points before weapon upgrades are selected.*

Q. Why is it that Wolf Guard Terminators cannot use a heavy weapon and a single-handed weapon, as with most Terminators?

A. *Wolf Guard Terminators may have a single-handed weapon in addition to a heavy weapon (this supersedes the note in the Wolf Guard list entry). In addition, they may select Runic Charms, Wolf Pelts and Wolf Tooth Necklaces as if they had a 'T' next to their cost in the Space Wolves Armoury.*

Q. Can Fenrisian Wolves accompany a transport?

A. *Fenris Wolves can ride in a transport along with an independent character but cannot 'run along' outside the vehicle.*

Q. How does True Grit affect combi-weapons and the like?

A. *The True Grit rule does apply to all combi-weapons but not to storm bolters.*

Q. Can you buy a Blood Claw Bike squad frag grenades if they are equipped with jump packs instead of bikes?

A. *Blood Claw packs equipped with jump packs instead of being mounted on bikes will automatically have frag grenades and krak grenades. Additionally they may have meltabombs at +5 points per model.*



CODEX: TAU QUESTIONS & ANSWERS

Q. Is it possible to make cover saves against markerlight hits?

A. *Markerlight hits do not permit cover saves.*

Q. Do Markerlights function like searchlights at night?

A. *Markerlights are not searchlights and have no special value at night.*

Q. When Pathfinders make their pre-game free move, can their Devilfish transport move as well? Also can they move in the Devilfish?

A. *Pathfinders' pre-game free move may include their Devilfish transport. The move is performed as normal and may include embarking or disembarking.*

Q. If a target is hit by a markerlight can any friendly unit see it to fire on it?

A. *A unit that fires at enemy that has been hit by a markerlight must still be able to draw a line of sight to engage it unless they are firing a seeker missile or smart missiles. This includes being able to see it if Night Fight rules are in effect. For each markerlight hit, one weapon may be fired, hitting on 2+.*

Q. Does a searchlight have any affect on a Stealth Team?

A. *If a Stealth Team is spotted by a vehicle with a searchlight when the Night Fight special rules are in effect, any subsequent attempts to spot the Stealth Team that player turn test as if it were daylight.*

Q. Is it possible to hide behind a Stealth Team which blocks line of sight by being in base-to-base contact?

A. *Stealth teams never block line of sight to other Tau units. Similarly an independent character cannot claim to be immune to enemy fire by being within 6" of them or by joining the unit.*

Q. Can Tau pulse rifles rapid fire at up to half their full range?

A. *In accordance with page 57 of the Warhammer 40,000 rulebook close range for all rapid fire weapons is 12", so obviously this applies to Tau pulse rifles.*

Q. If I field a Tau Crisis Team consisting a lone warrior does he always have to take 'All on your own' tests?

A. *'All on your own' tests only apply if the unit is reduced to a single model by casualties, not if you start that way so one man Tau Crisis or Broadside teams do not have to take 'All on your own tests'.*

Q. If I move 6" with my Devilfish and fire its burst cannon can I also launch any of the seeker missiles it is carrying?

A. *Seeker missiles can be fired in addition to a vehicle's other weapons even if the vehicle has moved more than 6".*

Q. When a Tau Crisis team enters the table via Deep Strike can they move in the assault phase?

A. *Tau models with jet packs may not take their 6" Assault move if they Deep Strike.*

Q. Is a vehicle with a disruption pod any harder to see at night?

A. *Disruption pods do not affect visibility. Range and visibility are different things. First check whether you can see it. Second check that it is in range.*

Q. If a model has a markerlight and a Tau jet pack, can it move and fire the markerlight?

A. *If you give the Stealth Team leader a Markerlight you may fire it when you've remained stationary in the Movement phase, then move in the Assault phase using the Tau jetpack.*

Q. Can you clarify whether enemy characters (able to allocate hits in close combat) can ignore drones in close combat and strike other Tau they are in contact with?

A. *If Drones are in close combat along with other Tau models then opponents must attack the Drones if they can. If for example there is a Space Marine Chaplain attacking a Shas'o with one Shield Drone and the Chaplain is in contact with both models he must attack the Drone as it will seek to get between him and the Tau.*

Q. If a Fire Warrior team leader has a markerlight must he still fire at the same target as his unit?

A. *Yes, unless he also has a target lock.*

Q. Where a cost is specified for a single and a twin-linked weapon, is the twin-linked cost for one or both weapons?

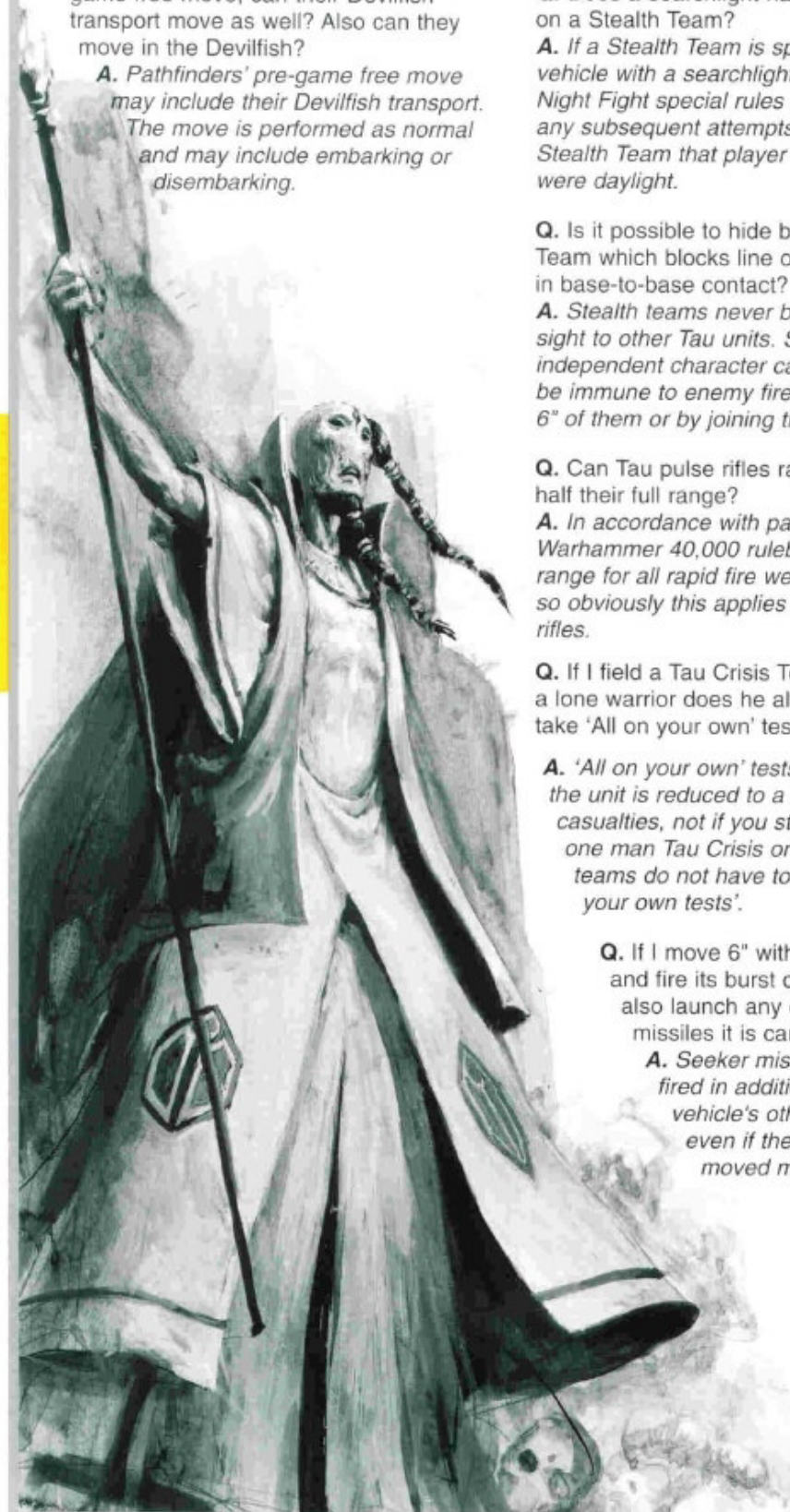
A. *Both.*

Q. Can you confirm whether Tau Fire Warriors or Kroot block line of sight to Crisis and Broadside battlesuits.

A. *Both Fire Warrior and Kroot models are more than half the height of the battlesuits so in accordance with the Warhammer 40,000 rules they will block line of sight if arrayed base-to-base. Note that separate units of Gun Drones will not, as the height of the flying base is not considered.*

Q. If a Tau commander is accompanied by Drones can he be targeted as a separate unit?

A. *Yes he can, and because of this, the commander should try to join another unit to avoid being picked on.*



AND THEY SHALL KNOW NO FEAR

Following some discussion on the Games Workshop community website pages it has become apparent that some clarification of the 'And they shall know no fear' rule, most beloved of Space Marine commanders, is required.

The rule in Codex Space Marines gives Space Marines four major advantages over other troops:

1. They may regroup even if they are below half strength.
2. If an enemy sweeping advance contacts them they regroup automatically. Lesser troops have to risk a regroup test in these circumstances and are destroyed if they fail.
3. They do not have to take a test to regroup, instead doing it automatically.
4. They regroup at the end of their fall back move rather than at the start of their next move so get back into action quicker.

To be able to regroup, however, there are three criteria. The unit needs to be:

1. In coherency.
2. Not below 50% strength.
3. Outside 6" of any enemy.

Whilst 'And they shall know no fear' lets you ignore (2) it does not help with (1) and (3), so if they are to regroup the Space Marines must be in a coherent formation (ie, within 2" of each other) and have no enemy within

6" of them. If this is not the case then they will continue to fall back. Remember this is not an abject rout, the Space Marines are simply falling back to a less exposed position in accordance with their doctrine and training.

Last chance regrouping at the edge of the table also requires that the regrouping criteria are met, so if the unit is out of coherency or has enemy within 6" it will retreat straight off the table. This may be bad news for you as the player but it saves Space Marines for the inevitable clinical counter-attack and prevents loss of precious gene-seed.

Regrouping in cover is similarly unaffected; Space Marines will automatically regroup if eligible to do so, and don't have to risk the vagaries of a Morale check.

It has been pointed out to me that it is possible that a Space Marine unit might find itself prevented from regrouping at the end of its fall back by an enemy unit which subsequently moves further away or is shot down. The Space Marines will therefore find themselves able to regroup at the start of their next move without having to fall back further. If so they will regroup immediately and may move and/or shoot normally.

Remember that Space Marines regroup at the end of their fall back move. According to the sequence of play for assault on page 62 of the Warhammer 40,000 rulebook, fall back

moves are performed before sweeping advances and consolidations. This means that any enemy unit which tries to pursue Space Marines (either by sweeping or consolidating) falling back from close combat will not do it quickly enough to prevent them regrouping if the Space Marines fall back 7" or more. If the enemy advance into base contact, the Space Marines will regroup automatically as mentioned above.

It has been said that the best way to take advantage of this rule is to carefully shepherd the Space Marines so that they fall back off-table. This really is one of those 'fine in theory' assertions. Even though the Space Marines are falling back they can still fire at enemies within 12", which means they will be able to fire at any enemy unit that is close enough to stop them regrouping. Also the rest of the Space Marine army may not wish to co-operate with the ploy and the presence of even one supporting unit should be enough to make close pursuit very risky. In practice even when Space Marines have elected to fall back, pursuing them is a dangerous proposition and over-complication is a sure route to disaster.

Rather more significant is that a Space Marine unit that is subject to crossfire before completing a fall back and regrouping will be destroyed. Even Space Marines will sometimes realise too late that their path to safety is blocked, and a moment of confusion is all that their enemies need.



Resolute Ultramarines stand their ground against near-impossible odds.

CODEX UPDATES

Andy: Greetings citizens. As you may know, part of the task of Chapter Approved has always been to run official Question and Answer files on different Codexes and clarify some of the murkier corners of the Warhammer 40,000 rules. Over time we've managed to answer not a few queries this way, and the Chapter Approved compilation has been a useful repository for the ones we've done so far.

For a long time I've wrestled with just how to proceed from here, whether to simply leave things with the Q&A or to actually go ahead and make corrections to the Codex books. Sounds simple? Well maybe, but the problem with changing the books is all the players who've already bought them. They all curse us roundly when they hear the news and complain bitterly about changing the rules just being a conspiracy to make them buy new books. Uncertainty and confusion avalanche and before we know it maddened crowds are roaming the streets bearing burning torches, pitchforks and 'Kill Andy!' banners. The problem with not changing Codexes is that we keep reproducing something we know to be flawed, wrong,

broken or what have you. New players keep inheriting the sins of the past and the Chapter Approved compilation keeps carrying the same old Q&A forever.

So, after due deliberation I've decided to adopt a hopelessly optimistic policy of getting things right at all costs. This means that once a Q&A has been published for a particular Codex, the next time we print more copies of that book, we will attempt to clarify as many questions as possible by making minor alterations to the text. In many cases these are things so petty you wouldn't notice if they weren't pointed out so don't worry, no big rules changes will be undertaken in this way. I say again **DON'T PANIC!**, just step away from the keyboard and no-one will get hurt.

To keep everyone informed, these corrections will be reproduced through Chapter Approved in White Dwarf, on the GW website as errata and here. In this book you'll find the corrections for the Space Marines, Blood Angels, Eldar, Craftworld Eldar, Armageddon, Necrons, Catachans and Orks Codexes, and in future issues we'll cover the others as they come up. Because these corrections would be terribly dull if we

did them in the traditional way (ie "p7, para 3, line 8 change 'fish' for 'Aardvark'") we've put it together into sections suitable for cutting out or photocopying and sticking over the offending section of the old Codex. This means that you can see exactly what the correction is instead of having to hurt your brain figuring out what it is and what it means.

A final note. In the case of the Dark Eldar and Dark Angels Codexes, we've published a major set of updates in response to player feedback, which you can find on pages 114-119 of this book. These are different to the reprint corrections and both of these Codexes have been heavily revised to include the updates. The revamped Codexes now effectively replace the old ones altogether – but you still don't have to buy a new one though, since the updates will be available through the sources mentioned earlier.

Well that's it folks. As I said earlier please remember that this process is aimed at the ultimate objective of making the Warhammer 40,000 game better for everyone. You can lynch me later!

CODEX: SPACE MARINES CORRECTIONS

weapons marked with a '*'. The full rules for Space Marine wargear can be found on pages 34-35. All wargear and weapons must be represented on the model. Independent characters accompanied by a Command Squad may still choose independent character only wargear.

Page 6, Space Marine Armoury.

CHAPLAIN XAVIER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Xavier	200	5	5	4	4	2	5	4	10	3+

A Salamanders army may be joined by Chaplain Xavier. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolt pistol, crozius arcanum, rosarius, Terminator honours (bonus included above), *Salamanders Mantle* and *Vulkan's Sigil*.

SPECIAL RULES

Vulkan's Sigil: Lord Vulkan, Primarch of the Salamanders, had a personal icon in the form of a blacksmith's hammer (*"For he smote the Emperor's enemies as a hammer striking an anvil"*). *Vulkan's Sigil* bears this icon and is said to have been carried by the Primarch himself as his badge of office. It is therefore a potent religious artefact for the Salamanders Chapter and counts as a holy relic. It affects all Salamanders Space Marines within 12" when it is revealed, instead of the normal 2D6".

Salamanders Mantle: Xavier's cloak, made from the thick hide of one of Nocturne's salamander lizards, renders him immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – he loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound).

Independent Character: Xavier follows all the Independent Character special rules in the Warhammer 40,000 rulebook unless accompanied by a Command squad.

Command Squad: Xavier may be accompanied by a Command squad (see the entry on page 8). Note that Xavier and his Command squad count as a single HQ choice.

Page 40

A model wearing Terminator armour has a 2+ armour save, a 5+ invulnerable save, and adds +1 to its Attacks characteristic. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the *Deep Strike* rules, but only if the mission allows for *Deep Strike* to be used. If the mission does not allow troops to use the *Deep Strike* rules then the model must set up normally with the rest of the army.

Page 35

Psychic Hood: Psychic hoods allow a Space Marine Librarian to nullify an opposing psychic's power. Declare that you'll use the Psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The Psychic Hood can be used each time an enemy model uses a psychic power.

Purity Seals: If a model who is wearing purity seals falls back, roll one extra D6 for its fall back distance, and then pick the D6 results you want in order to determine the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

Page 34

Options: Up to two Space Marines in the squad can have: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts; flamer at +6 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad can have frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

Page 8, Command Squad

Weapons: The Sergeant is armed with a storm bolter and a power sword. Other models in the squad may be armed with either a pair of lightning claws or a thunder hammer and storm shield.

Page 9, Terminator Assault Squad

Options: Any scout in the squad may replace their bolt pistol and close combat weapon with a sniper rifle at +5 pts, or a bolter or shotgun at no additional points cost.

Up to one scout in the squad may be armed with one of the following weapons: heavy bolter at +15pts; autocannon at +20pts; missile launcher at +20pts.

Page 10, Scout Squad

Options: Up to two Space Marines in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon for free.

Page 12, Bike Squadron

WARGEAR

Artificer armour (independent characters only²) 20 pts
Auspex 2 pts*
Bionics 10 pts*

Page 6

Page 35

Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Page 39



Chaplain Xavier takes on Mad Doc Grotznik.

EMPEROR'S CHAMPION

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emp. Champion	105	5	4	4	4	2	5	2	9	2+

Any Space Marine army may be joined by an Emperor's Champion. If you decide to take him then he counts as one of the HQ choices for the army but does not use up any choices on the force organisation chart. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*.

SPECIAL RULES

The Black Sword: The *Black Sword* is a potent power weapon and can be used as a single-handed or double-handed weapon. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being the same as a power fist.

Challenge: At the start of any Assault phase that the Champion is in combat, he may issue a challenge. Your opponent must choose an enemy character to fight him, who is involved in the same close combat as the Champion but doesn't have to be in base contact with him. A challenge can't be refused. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook. He may not be accompanied by a Command squad.

SPECIAL RULES

'And They Shall Know No Fear'

Space Marines automatically regroup as they fall back, even if the squad is reduced to less than 50% by casualties, but not if the squad is out of coherency or there are enemy models within 6". If the enemy advance into them the Space Marines are not destroyed and the new assault is treated in the same way as a sweeping advance (enemy striking at +1A the following turn). If the enemy do not advance into them the Space Marines are free to move, shoot and assault normally in their following turn.

Drop Pods

At the start of a battle where you can use the *Deep Strike* rules, you can declare that your Space Marines are deploying by landing in drop pods from orbiting spacecraft. Models doing this deploy using the *Deep Strike* rules in the Warhammer 40,000 rulebook.

Only the following can deploy from drop pods. No other models in the army can be used in this mission (they stay onboard ship).

- Any Space Marine model in power or Terminator armour
- Space Marine Scouts
- Dreadnoughts and Land Speeders (count as moving over 6" on landing)

Page 5

CODEX: ARMAGEDDON CORRECTIONS

Black Templars use the following units from Codex Space Marines and from the new entries below. Note that, with the exception of the Command Squad, Black Templars units don't have Veteran Sergeants.

HEADQUARTERS	1 Emperor's Champion (Doesn't use up any choices on the Force Organisation chart); Black Templars Marshal; Chaplain; Command Squad*
ELITES	Terminator Squad; Terminator Assault Squad; Dreadnought; Space Marines Veteran Squad
TROOPS	Black Templars Squad
FAST ATTACK	Black Templars Assault Squad; Black Templars Bike Squadron; Attack Bike Squadron; Land Speeder Squadron; Land Speeder Tornado; Land Speeder Typhoon
HEAVY SUPPORT	Predator Annihilator; Predator Destructor; Vindicator; Land Raider; Land Raider Crusader; Whirlwind

** May exchange bolters for bolt pistol & close combat weapon.*

add to page 22



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HEAVY SUPPORT: O-1 BATTLEWAGON, O-1 LOOTED VEHICLE, GUNTRUKK

add to page 11

Transport: Note that a Land Raider Crusader may only be taken as a Heavy Support choice, never a transport option. Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to 15 Space Marines or 8 Space Marine Terminators. Note that it may still only carry one squad and independent characters (ie, you can't put a ten-man squad and a five-man squad inside at the same time).

add to page 24



Imperial Guard Storm Troopers prepare to repel the speeding Ork assault.

O-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

Squad: The squadron consists of 1 Salamanders Sergeant and between 2 to 4 Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

Options: Up to 2 Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one attack bike armed with a multi-melta at +50pts.

add to page 27

Speed Freek Vehicle Upgrades

Speed Freeks may use any of the upgrades from Codex: Orks in addition to those given below.

Grot Riggers+2 pts
All vehicles in the Kult of Speed must carry Grot Riggers. See page 37 of Codex: Orks for full rules.

Krusher (Battlewagons only)+10 pts
Many Speed Freek Battlewagons have spiked rollers, crushing claws, etc. If the Battlewagon makes a 'tank shock' attack on an enemy unit and the enemy don't fall back, then roll a D6 for each model forced to move out of the way of the vehicle. On a D6 roll of 4+ they are caught by the krusher and suffer a wound. Armour saves are taken as normal.

Armoured Top+8 pts
Some Ork vehicles have an armoured roof, enclosed weapon turrets, etc. A vehicle with this upgrade no longer counts as being open-topped.

Force Field+5 pts
Mekboyz are adept at constructing force field generators to protect open-topped vehicles. The vehicle still counts as being open-topped but no longer suffers the +1 modifier to its Damage rolls. If the vehicle was a Fast type before, it loses this ability due to the power drained by the generators.

add to page 10

MIXED ARMOUR: Black Templars squads often have models with different armour saves. The normal casualty removal rules for shooting are slightly altered to take this into account.

add to page 21

Armageddon Sentinels Sentinels in any Imperial Guard force can be armed with either a heavy flamer +5 pts; multi-laser +10 pts; lascannon +20 pts.

add to page 28

Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts; heavy bolter at +5 pts; missile launcher at +10 pts; multi-melta at +15 pts.

add to page 27

Mega Armoured Warboss and Bodyguard

If an Ork Warboss is equipped with mega armour any members of his bodyguard Nobz that are also equipped with mega armour will be able choose up to a total of 80 points of wargear each (including the mega armour).

Grots and Squigs

Some Ork wargear takes the form of Gretchin slaves or squigs (short for 'squiggly beasts' – animals that Orks eat or train for simple tasks). Grot slaves and squigs must be represented by a separate model and become part of whichever mob the character they are with belongs to. They must also stay within the 2" coherency distance of the unit.

Note that the special rules for Grot morale only apply to mobs of the little green blighters, not to any Grots that are chosen as wargear. An Ork character may choose up to a maximum of three Grot slaves and/or squigs. If the character becomes a casualty, his attendant Squigs and Grots are also removed.

Page 7

Burna

Burnas are cutting torches used by Mekboyz for carving up vehicle wrecks into useable chunks. However, a quick twist of the mixture valve and WHOOOSH! the burna spits out a blast of incinerating flames. A burna may be fired in the shooting phase with the stats shown below or in close combat as a power weapon. It may not be used to shoot and fight in close combat within the same turn. In close combat, burnas roll 2D6 instead of 1D6 for armour penetration against vehicles.

Range	Str	AP	Notes
Template	4	5	Assault 1

Page 34

0-1 WARBOSS

Page 8

Page 11

GRETCHIN MOBZ		WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	3	2	2	2	2	1	2	1	5	-
Slaver	9	4	2	3	4	1	2	2	7	6+

Page 13

Options: In addition the Battlegroup may mount up to five bolt-on big shootas at +10 pts each. These must be fired by the Ork mob onboard (see page 37).

Psycho Bikers: Ork Bikers are the worst kind of speed-crazed loons there are. They are unlikely to even notice casualties over the roar of engines so they are completely immune to the effects of morale and pinning.

Psycho Blastas: In an assault Bikers use their big shootas to blast the enemy at point blank range, breaking through their lines in a storm of shrapnel. This means that warbikes that charge into close combat strike first and make a special close combat attack that works like a shooting attack on the enemy in the first round instead of fighting normally (ie, roll three D6, hitting on a 5+ but with a re-roll to hit, any hits are resolved with a Strength and AP of 5). Once the warbikes have resolved their shots their opponents may fight back.

Page 14

Page 16

Zzap Gun

These guns are powerful, but unpredictable, energy cannon that are crewed by Gretchin. The gun automatically hits any single unit within range and line of sight. Simply pick a

Page 36

Mega Armour

Mega armour is a suit of massively thick and heavy armour plates over a powered exoskeleton. Though slow mega armour has the advantages of giving a 2+ armour save and includes a shoota and power claw. However, an Ork in mega armour always moves as if in difficult terrain including during assaults, advances and fall back moves (but there's no extra penalty if actually moving through difficult terrain). If you have a unit that includes several Orks with mega armour just make one roll to see how far the Orks get. Mega armour weaponry may not be changed for other types (because it's built in) but the shoota may be upgraded to a kombi-shoota and/or a kustom shoota. An Ork in mega armour may not use the following abilities, equipment or weapons: *jump packs, bikes, infiltration, bioniks, frag or krak stikkbombz or tankbusta bombz.*

Page 35

Kustom Job: Blasta

A shoota or slugga with the Blasta kustom job has extra heavy duty armour piercing ammo or is radically altered so that it fires a lethal energy bolt capable of burning through armour. A Blasta kustom job gives a shoota or slugga AP3 at up to 12" range, increasing to AP2 if the target is within 6". But a shoota or slugga with the Blasta kustom job gets hot just like a plasma weapon, so on a roll of 1 To Hit the weapon scores a wound on its firer; normal armour saves apply. A Blasta kustom job may be combined with Shootier and/or More Dakka kustom jobs.

Page 35

Kustom Force Field

Mekboyz have an uncanny understanding of battlefield technology and will sometimes build or scavenge powerful force field projectors to protect the Boyz on the battlefield.

A kustom force field gives all models within 6" a 5+ cover saving throw, vehicles within 6" are treated as being hull down. The force field has no effect in close combat or against shooting within 6" of the operator.

Page 35

Options: The looted vehicle may be given any weapons options permitted from its army list. For example, a Leman Russ battletank may be given a heavy flamer or heavy bolter sponsons at a cost of +10 pts each. A looted vehicle may only use Ork vehicle upgrades.

Page 16

Weapons: Each vehicle may be armed with one of the following: twin-linked big shoota at +16 pts, twin-linked rokket launcha at +10 pts, a kustom mega blasta at +20 pts or a skorcha at +8 pts.

Page 13

SPECIAL RULE

Looted Weapons: If you roll a 1 to hit with a looted weapon, a hit is scored on the unit shooting with the weapon, instead of the target. The opponent gets to roll To Wound etc. Blast marker weapons score a single hit but do not place the template. The Ork player gets to allocate any wounds, and they don't have to be allocated to the model who fired the weapon that rolled the '1' (the 'Coops... Sorry Mate!' rule).

Page 15

Character: It is common for a Slaver and/or a Mek to command the crew of a battery of big gunz. You may include up to one Slaver and up to one Mek at an additional cost of +9 points each. The Slaver or Mek may have any equipment allowed from the Ork Armoury.

SPECIAL RULE

Hits on the Battery: When a battery of big gunz is fired at, randomise any hits between the crew and the gunz themselves by rolling a D6:

1-4: Hits the Krew; 5-6: Hits a big gun.

Hits against the Gretchin Krew are resolved as normal. Gunz count as vehicles with an armour value of 10, any penetrating or glancing hits destroy them. For Morale checks, use the number of Krew, not Krew and Gunz.



Page 14

Bolt-on Big Shoota

(Wartrukhs and Battlewagons Only)

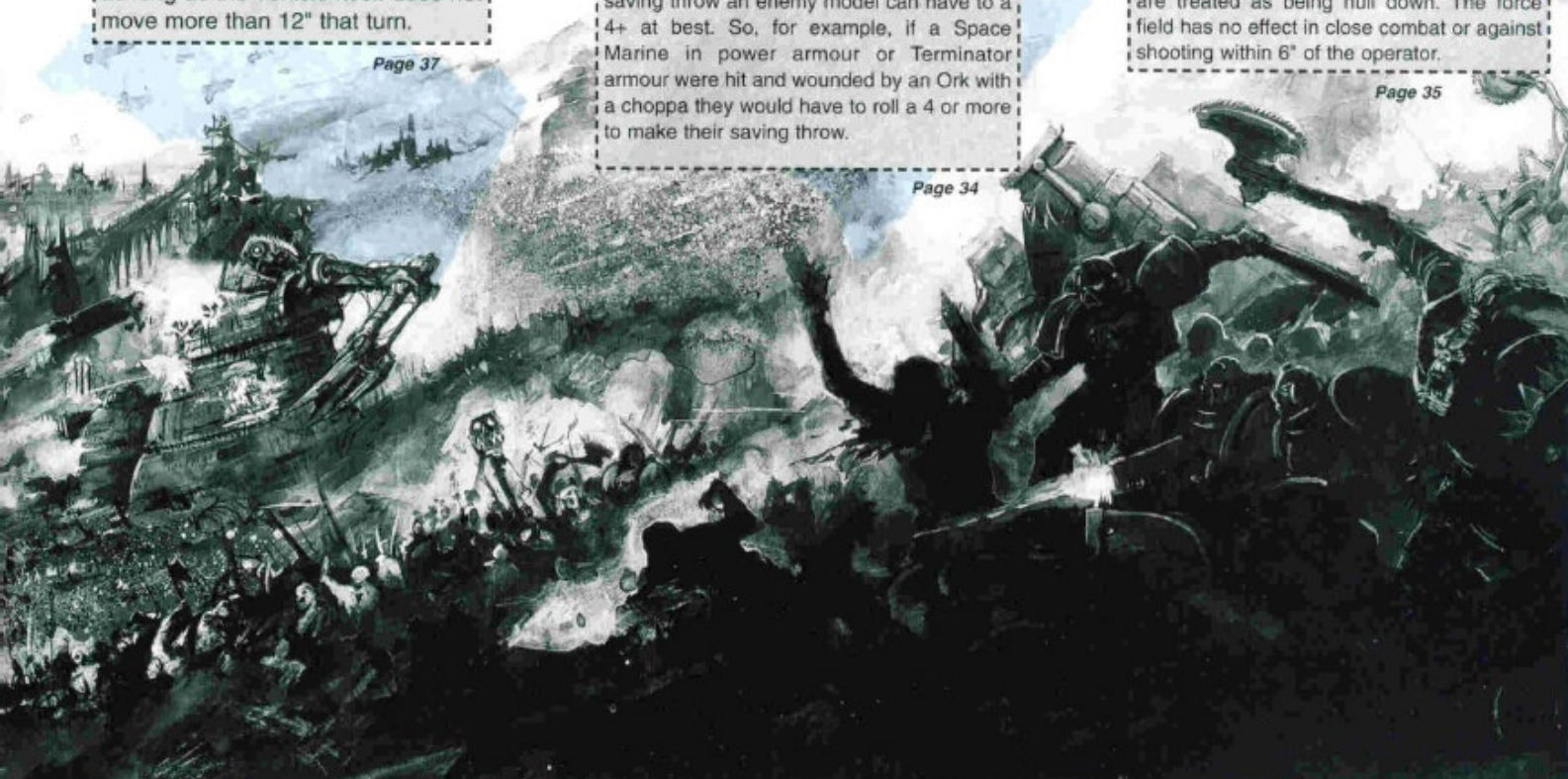
A bolt-on big shoota can only be mounted onto a Wartruk or Battlewagon. It can be fired by one of the Boyz on board who is a passenger as long as the vehicle itself does not move more than 12" that turn.

Page 37

Choppa

Beloved of Ork Nobz in particular, choppas are usually immense axe-like weapons or brutal cleavers. Choppas frequently have a chainsaw edge to make them extra rippy when it comes to chopping through armour. In close combat choppas limit the armour saving throw an enemy model can have to a 4+ at best. So, for example, if a Space Marine in power armour or Terminator armour were hit and wounded by an Ork with a choppa they would have to roll a 4 or more to make their saving throw.

Page 34



CODEx: BLOOD ANGELS CORRECTIONS

Page 5

BLOOD ANGELS HERO

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Leader	30	4	4	4	4	1	4	2	9	3+
Commander	45	5	5	4	4	2	5	3	9	3+
Force Commander	60	5	5	4	4	3	5	3	10	3+

Page 6

Transport vehicle: The squad can be mounted in a Rhino for +65 pts, Razorback for +85 pts, or a Land Raider for +250 pts (see appropriate vehicle entry for upgrade options).

The Death Company is randomly generated using the rules given in the Blood Angels Special Rules section. If one or more Chaplains are included in the army they, their accompanying Death Company models, and any additional Death Company models are formed into a single squad.

Page 6

Squad: Consists of a randomly determined number of Death Company Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon. Each model is also armed with frag grenades. Veteran Sergeants who become part of the Death Company may be armed with a bolt pistol and either a power weapon or power fist.

Options: The squad may either have jump packs or be mounted in a Rhino armoured troop carrier for no extra points cost.

Page 7

Squad: The squad consists of one Sergeant and between four and nine Veteran Space Marines.

Page 9

Options: The Baal may be upgraded with two side-sponsons armed with heavy bolters or heavy flamers at +10 pts per pair.

BLOOD ANGELS VEHICLES UPGRADE

Page 17

Over-charged engine: Blood Angels hunger for close quarter fighting more than any Chapter. Often a Blood Angels leader will entreat the Tech-Marines to improve the engines of a Rhino or Razorback to get as maximum speed out of it as possible. A vehicle with an over-charged engine can attempt to go faster, although there is a risk of burning out the engines completely!

At the end of its move, a vehicle with an over-charged engine can try to go an extra 6". It must first take a Difficult Terrain test and if successful can be moved straight forward up to 6". Blood Angels are adept at these fast assaults and can still disembark from a Rhino or Razorback that has travelled more than 12". A vehicle that uses its over-charged engines may not shoot in the same turn.



CODEx: CATACHANS CORRECTIONS

Page 22

Unique Bionics: Straken was severely injured by a Miral Land Shark. He survived and killed the shark, but is now fitted with a bionic arm and chest unit. The arm mimics the effect of a power fist but devices in the chest unit allow him to strike using his Initiative value instead of going last. In addition he counts as having bionics as described in the Wargear section of Codex: Imperial Guard. If Straken ever makes his special 'bionics saving roll', then it's assumed his bionic arm had been disabled and he can no longer use it.

Gung Ho: Straken is indifferent to all danger. Straken, the unit he is with and any friendly units with a model within 6" of him may re-roll failed Morale & Pinning tests. In addition, they may always attempt to regroup.

Catachan Devil Force: The 2nd Catachan Regiment is unique in having a very high proportion of Catachan Devil units, so a Deathworld army that includes Straken may count Catachan Devils as Troops choices rather than as Elites choices. They can't count as both Troops and Elites in the same army, it's either one or the other, but no longer count as a 0-1 choice.

CODEX: ELДАР CORRECTIONS

The Guardian squad may be joined by a heavy weapon platform at the additional points cost listed: shuriken cannon +35 pts; scatter laser +40 pts; Eldar missile launcher +55 pts; bright lance +50 pts; starcannon +50 pts. The heavy weapon platform has two Guardians as crew, each armed with a shuriken catapult or shuriken pistol and close combat weapon. These do not count towards the maximum or minimum squad size. It requires one crewman to fire the platform, the other may shoot with their own weapon freely. If one crewman is killed the platform operates as normal; if both crew are killed the platform is useless (the platform itself can't be hit). The heavy weapon platform can move and fire with a heavy weapon.

Page 13

GUARDIAN JETBIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Jetbike	35	3	3	3	3(4)	1	4	1	8	3+
Jetbike Warlock	36	4	4	3	3(4)	1	4	1	8	3+

Page 13

SUPPORT WEAPON BATTERY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Support Weapon	20	3	3	3	3	1	4	1	8	5+

Page 16

Options: The Wraithlord must be armed with one of the following heavy weapons: shuriken cannon at +25 pts; scatter laser at +30 pts; Eldar missile launcher at +50 pts; bright lance at +45 pts; starcannon at +45 pts.

Page 15

Star Engines: The vehicle incorporates a number of secondary engines which can give it a much needed boost. These can be used to move the vehicle 2D6" straight ahead in the shooting phase, instead of firing any weapons. A vehicle may not use its star engines in the same turn that it embarks or disembarks a transported unit. Star Engines and a Crystal Targeting Matrix may not be used in the same turn.

Vectored Engines: The vehicle's engines allow it to turn almost on the spot, allowing the crew to easily steer around intervening terrain. The vehicle may re-roll any failed Difficult Terrain test.

Page 36

Enhance: The Warlock empowers his fellow warriors with great speed and skill. All models in the Warlock's squad, including the Warlock himself, add +1 to their Weapon Skill and Initiative. The effects of Enhance are not cumulative.

Page 37

CODEX: CRAFTWORLD ELДАР CORRECTIONS

SPECIAL RULES

Character: Spiritseers are characters, but they must be assigned to join a Wraithguard squad, replacing the Warlock option in the army list entry. You may not have more than one Spiritseer or Warlock in a unit.

Warlock Powers: A Spiritseer may be given a single Warlock Power at the points cost listed in the Craftworld Eldar Armoury.

Rune Armour: See the Wargear section in Codex: Eldar for details.

Ghostvoice: A Spiritseer can communicate with the spirits of the dead and guide them on the battlefield. Any Wraithguard unit with a model within 6" of a Spiritseer does not have to test for Wraithsight, just as if a Warlock was accompanying the unit (see page 11 in Codex: Eldar).

Page 5

Eldrad Ulthran

If Eldrad Ulthran is included in the army, he counts as an additional HQ choice as normal, but must join the Seer Council and remain with it for the duration of the game.

Add to sidebar on page 23



CODEX: NECRONS CORRECTIONS

WE'LL BE BACK!

Necrons have a remarkable ability to self-repair even the most horrendous damage. Any Necron model that is reduced to 0 Wounds, or would otherwise be removed as a casualty, remains on the tabletop and is laid on its side to show that it's damaged. Damaged Necrons are ignored completely for all normal game purposes such as unit coherency, measuring ranges, calculating whether other units can self-repair, and so on – they are debris only.

At the start of every Necron turn, damaged Necrons may self-repair. Roll a D6 for every Necron capable of self-repair. On a roll of a 1-3, remove the model as normal. On a roll of a 4-6, the Necron is repaired and stands back up with 1 Wound remaining.

A Necron cannot self-repair if it was destroyed by a close combat weapon that allows no Armour save or any weapon whose Strength is twice the Toughness of the Necron concerned. This can be over-ridden by the Resurrection Orb (see the Necron Armoury). Additionally, the self-repair ability only works if the wounded Necron is within 6" of another model of the same type, although not necessarily of the same unit. Necrons destroyed after due to a failed 'Death or Glory' attack may not be repaired by any means.

The repaired Necron will immediately be placed in coherency with the closest unit of the same type. Once joined with a unit, the Necron moves and fights with it for the rest of the game. If the nearest unit is in close combat then the repaired Necron may be placed in combat with any of its opponents as long as it maintains coherency. It may not contact a new enemy unit and does not count as charging.

Page 13

Etheric Tempest: In the beginning of the enemy Assault phase, after moves have been made but before any blows are struck, the Nightbringer may harness its power to summon etheric winds which hurl its opponents away from it. Any enemy units (not vehicles) with a model within 6" and which doesn't consist entirely of models with unmodified Strength 4 or more must move 2D6" directly away from Nightbringer as if it was falling back. Move the nearest model of an affected unit away first and then move the rest to maintain coherency with it. This ability can be used to drive a unit out of close combat. Necrons in close combat with affected troops will consolidate if all their close combat opponents are swept away.

Page 29

Artificier: Each Necron turn, at the start of the Assault phase, a Tomb Spyder that is not in close combat can expend energy to create a single Scarab swarm. The swarm is placed in contact with the Spyder at the start of the Assault phase. Roll D6 for each swarm produced. On a 1, the Spyder takes a wound as it is drained by the energy expenditure. Each swarm produced will form a unit with the Tomb Spyder that created it and must retain coherency with it for the remainder of the game. Scarabs created in this way are not worth any Victory points and are removed if the Tomb Spyder is destroyed.

Page 20

Terrifying Visage. Units in close combat with the Flayed Ones must take a Leadership test at the start of each round of combat. If they fail then for that round they may only hit the Flayed Ones on a roll of 6 regardless of WS. Units that normally either need not take morale tests or which are assumed to automatically pass them are unaffected by this rule.

Page 17

PHASE OUT

If, after making all We'll Be Back! rolls, a Necron army is reduced to 25% or less of its original number of models (in other words, 75% of its models, rounding fractions up, are destroyed), it will disappear in an eerie fashion, leaving behind nothing of its presence. This gives an automatic victory to the enemy, regardless of the victory conditions of the scenario being played. For example, if an army of 50 Necron models is reduced to 12 models or less, it will disappear from the battlefield. Remember that you only count models with the Necron special ability, so C'tan, Pariahs, Scarab swarms, Monoliths and Tomb Spydres do not contribute to the total number of Necrons in the army or to the current number of casualties. However when Phase Out occurs, the whole Necron army, including models without the Necron ability, phases out.

Page 13

Living Metal: The Monolith is made of living Necron metal which is not only self-repairing but is capable of adapting its structure to resist incoming attacks. Attacks which count the target's Armour Value as being less than it really is (such as bright lances and blasters) do not do so against the Monolith. Similarly, weapons that get additional Armour Penetration dice (such as chainfists, monstrous creatures or melta weapons) do not get the extra dice against the Monolith. Ordnance weapons still roll 2D6 for Armour Penetration and select the highest score. In practice, any weapon attacking the Monolith will roll for armour penetration using its unaugmented strength and a single D6 no matter what.

Ponderous: The Monolith is a skimmer which can move up to 6" a turn and can if it wishes remain totally stationary. It will not drift if stunned or shaken and if immobilised will not crash like other skimmers, but will sink slowly to the ground and continue to fight from there.

Deep Strike: A Necron attack is often started by Monoliths teleporting to the surface to act as bridges for the invading forces. A Monolith may therefore be deployed by Deep Strike if the special rules for the mission being played include it. Because of the sheer mass of the Monolith, it is not destroyed if there are enemy within 1" when it arrives. Instead, move any models that are in the way the minimum distance necessary to make space for the Monolith.

Gauss Flux Arc Projectors: The Flux Arc projectors will fire D6 shots at every enemy unit with a model within 12" of the Monolith. Each 'weapon destroyed' result inflicted on the Monolith reduces the number of shots at each target by -1.

Power Matrix: The Necron Monolith is capable of focusing incredible, unearthly energies. The power matrix cannot be disabled by a 'weapon destroyed' result and may be used even if the Monolith moves, or is shaken or stunned.

The Monolith may use its matrix in one of the following ways each Necron turn:

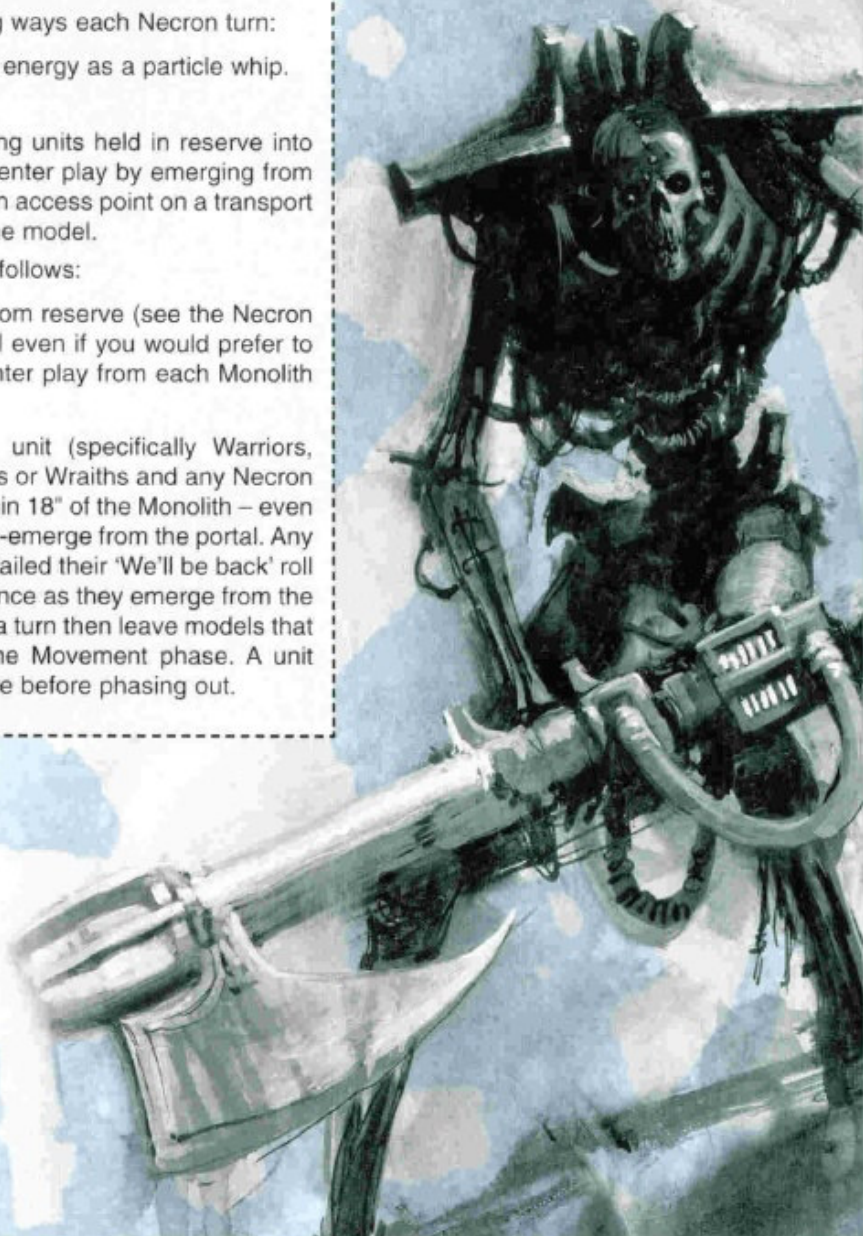
1. In the Shooting phase it may discharge the matrix's energy as a particle whip.

or

2. In the Movement phase it may use its portal to bring units held in reserve into play, or allow entire Necron units to phase out and re-enter play by emerging from the Monolith portal as if they were disembarking from an access point on a transport vehicle. The access point is the portal at the front of the model.

The Portal is used in the Necron Movement phase as follows:

- If a unit of Necron Warriors is eligible to enter play from reserve (see the Necron Warriors entry) then they must emerge from the portal even if you would prefer to fire the particle whip. Only one unit of Warriors can enter play from each Monolith in a single turn. The Necron player can decide which.
- If there are no eligible reserves, and a Necron unit (specifically Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths and any Necron Lord that has joined such a unit) is at least partially within 18" of the Monolith – even if they are in close combat – they may phase out and re-emerge from the portal. Any models in the unit that, although eligible to self-repair, failed their 'We'll be back' roll at the start of the turn and were removed, may re-roll once as they emerge from the portal. If you intend to use the portal in this way during a turn then leave models that failed to self-repair on their sides until the end of the Movement phase. A unit phasing out to re-emerge from the portal may not move before phasing out.



CODEx: DARK ANGELS UPDATE

For some time now we've been hearing stirrings regarding the mysterious battle-brothers of the Dark Angels. Collating players' opinions on Codex Dark Angels, it seemed that of all the third edition lists this was the one which players felt was most in need of some revision. There were two main areas we kept hearing about: points values and the intractable rule. So after some head-scratching in Games Development I set about drawing up a set of modifications that would sort out the problems and put the Dark Angels back where they deserve to be (they are after all, the first of the First Founding Chapters). The rules presented below are an official modification to Codex Dark Angels. All rules not mentioned here remain exactly as presented in the codex. Thanks to Shadowguard and the Bolter and Chainsword forum for their feedback on these changes.

Deathwing: Deathwing Terminators are reduced in cost to 47 pts each.

Dark Angels Armoury: The following items may be used by models wearing Terminator armour – *Book of Salvation*, *Standard of Devastation*, *Standard of Fortitude*, *Standard of Retribution*, *Sword of Secrets* (the Sword of Secrets is the most well-known example of Dark Angels artificer weaponry, other swords of different names but identical game effects are also available to Dark Angels Grand Masters).

The Lion Helm: The Lion Helm is a unique and revered item. You may only include one in your army.

Characters wearing Terminator

Armour: To equip a hero, Librarian or Chaplain with Terminator armour costs +10 pts, rather than 25 pts. This does not include weapons.

Master of the Deathwing: Disregard the entry under the Dark Angels Hero section. Any independent character may be equipped with Terminator armour. All HQ characters in an all-Deathwing army must wear Terminator armour, and may be accompanied by a Deathwing Command Squad. Any HQ character wearing Terminator armour may lead an all-Deathwing army.

Deathwing Command Squad: The veterans of the Deathwing have access to finely crafted suits of Terminator armour that hark back to the earliest days of the Imperium. These suits are capable of being fitted with specialist equipment not available to Terminators of other Chapters. An Apothecary may choose a narthecium and/or reductor, a Techmarine may choose a servo-arm and/or signum and a Standard Bearer may choose any of the Dark Angels standards, even though these items are not marked with an asterisk. They may take other choices from the armoury, but these must be marked with an asterisk as normal. Deathwing Command Squads may only be fielded in an all-Deathwing army.

Ravenwing Command Squadron: The Master of the Ravenwing may be accompanied by a Ravenwing Land Speeder Squadron if he is mounted on a Land Speeder, or a Ravenwing Bike Squadron if he is mounted on a bike. Ravenwing Land Speeder Command Squads may not take Apothecaries, Techmarines or Standard Bearers: they are effectively a normal squadron acting as an honour guard. Ravenwing Bike Squads may take character upgrades as normal.

Ravenwing: Ravenwing Land Speeders are reduced in cost to 55 points each. The Ravenwing Land Speeder may replace its heavy bolter with a multi-melta at +15 pts. The Ravenwing Land Speeder may also be fitted with an assault cannon at an additional cost of +25 pts.

Ravenwing bikers are reduced in cost to 40 pts each.

Ravenwing Attack Bikes are reduced in cost to 70 pts each if equipped with a multi-melta, or 55 pts each if equipped with a heavy bolter.

Battle Company Squadrons: In addition to the Ravenwing being equipped to employ bikes and Land Speeders, the sixth company can call upon brethren trained to ride Space Marine bikes into battle, and the seventh company has access to Space Marines trained in the use of Land Speeders.

A Dark Angels force may choose Bike Squadrons, Attack Bike Squadrons, Land Speeders, Land Speeder Tornados and Land Speeder Typhoons from Codex Space Marines for the cost specified there. These vehicles may not 'jink' and do not re-roll difficult terrain tests, as they are not members of the Ravenwing (and therefore wear dark green livery rather than the black of the Ravenwing). They may not be used in an all-Ravenwing army.

Note: Land Speeder Typhoons are not fielded in all-Ravenwing forces. Ravenwing pattern Land Speeders are optimised for long-distance reconnaissance operations: the added

weight and power requirements of the Typhoon weapon system would compromise the vehicle's effectiveness in this role.

Tactical Squad: The Dark Angels are the oldest Space Marine chapter, and as such have access to many ancient and revered weapons. A Dark Angels Tactical squad may replace its lascannon with a plasma cannon for no extra points cost.

Dark Angels Librarian: Dark Angels Librarians may have either the psychic power *Smite* OR *Weaken* *Resolve*.

The Dark Angels Librarian is reduced in cost to 80 pts.

Intractable: This special rule applies to all Dark Angels with the exception of the Deathwing, who are already Stubborn, and members of the Ravenwing. Intractable models that fail a Morale check as a result of taking 25% casualties in the enemy Shooting phase will not fall back as per the normal Morale rules. Instead, they will not be able to move in their next Movement phase, or assault in their next Assault phase, but may fire as per the normal shooting rules. All other Morale checks are taken in accordance with the rules given in the Warhammer 40,000 rulebook. A unit that fails its Morale check as a result of the enemy shooting at it while it performs a Sweeping Advance will fall back using the normal Fall Back rules.

Note: These Intractable rules completely replace those given in Codex: Dark Angels.



MASTER OF THE RAVENWING

Whilst the Ravenwing is frequently commanded by the Master of the Ravenwing from his powerfully augmented Land Speeder, this is not always the case. At various times in their long and glorious history, a Master whose preference was to fight from a Space Marine bike has commanded the Ravenwing.

These rules enable Ravenwing armies to field the Master on a bike, either representing an earlier Master or the current Master switching mount for tactical reasons. A bike has several advantages over a Land Speeder, notably the Master can command units far more directly and make his presence really felt in an assault.

Note that the Master of the Ravenwing, if mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels.

N.B. The Master may be based on either the Grand Master or Master profile.

The Master of the Ravenwing slewed his bike past another spiked plant, his churning tyres throwing up great clods of black earth. Six Ravenwing bikers followed him, swerving expertly through the jungle. A waypoint rune flashed on his visor and he pulled into a screaming, controlled skid and let out the throttle, the bike roaring. The Tyranids were near; he could practically taste their foulness.

The sharp drop he had been expecting was suddenly before him, and his bike sailed through the air. Alien heads spun to face him, hissing as he landed in their midst, the impact crushing a Termagant. Purple ichor spurted. His midnight-black sword licked out as he sped forward, beheading the largest of the beasts. Chattering bolters and flashing chain blades made short work of the remainder of the brood, and within seconds the Ravenwing were on the hunt once more.

THE MASTER OF THE RAVENWING

MASTER OF THE RAVENWING

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	140	5	5	4	4(5)	3	5	4	10	3+
Master	125	5	5	4	4(5)	2	5	4	9	3+

Note that the Master of the Ravenwing, mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels. The Master may be based on either the Grand Master or Master profile.

Equipment: The points cost above includes the Master's bike. In addition, he may select up to 65 pts of wargear from the lists in Codex: Space Marines and the Dark Angels Armoury.

Options: The Master of the Ravenwing may carry the Raven Sword at +30 pts, which is not deducted from his wargear allowance. The Raven Sword counts as a master-crafted power weapon when the Master of the Ravenwing is mounted on a bike.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, the Master of the Ravenwing is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Master of the Ravenwing may be accompanied by a Ravenwing Bike squadron. See the special entry on page 7 of Codex Dark Angels for details.

Ravenwing: The Master of the Ravenwing may re-roll the dice if he fails a Difficult Terrain test and may 'jink'. 'Jinking' involves weaving the bike from side to side and allows the Master of the Ravenwing a 6+ Invulnerable save against any enemy shooting attacks as long as he moved in his previous Movement phase.

Note that, unlike all other Dark Angels heroes, the Master of the Ravenwing is not *stubborn* or *intractable*.

MAKING THE MASTER OF THE RAVENWING



Tammy Haye

Tammy: I started off with a Space Marine Bike, two Kislev Winged Lancer wings, the fairing from the Chaplain on Bike model, and the top half of a Biker Sergeant model.

Putting the wings in place was easy; I simply pinned them to the back of the bike, then added two little skulls on the tops. I used Blu-Tac to temporarily stick the Sergeant's body to the plastic rider's legs, so I could position the arm holding the handlebars correctly. After sticking the arm on, I just removed the Blu-Tac and superglued the body to the legs.

Next up was the sculpting. I started with the cloth on the torso by putting a layer of Green Stuff on the chest in the shape of a small triangle. Then I took some

thin rolls of Green Stuff and put them on top to make the basic shape of the folds, which I then moulded using a sculpting tool. Sculpting the robes around the legs was a bit trickier, because I wanted to get some volume in the robes yet still be able to take the figure off the bike to paint it. I got round this by filling in the space behind the legs with Blu-Tac, so I had a flat surface to work on and the Green Stuff wouldn't make the rider stick to the bike. I finished the sculpting the same way as with the torso. Lastly, I stuck some purity seals and equipment on the model and swapped the sword with one from the Space Wolf frame.



CODEX: DARK ELDAR UPDATE

by Phil Kelly and Andy Hoare

The Dark Eldar were the first new race to be introduced to Warhammer 40,000 for the 3rd edition of the game, and players have had almost four years now to get to grips with them. We've had a whole sack full of suggestions since the release, and we recently decided the Dark Eldar should receive an update. Looking at the armies people were fielding, we noticed they all looked rather similar, so, in order to introduce some variety, we've updated a small number of units in the hope that we'll see a few more of them on the battlefields of the 41st Millennium. Note that these rules are an official update to those found in Codex Dark Eldar. An updated edition of the Codex is now on sale, and this incorporates all of these new rules.

HQ: Dark Eldar Kabals are lead by ruthless individuals who have murdered their way to the top – they do not share power willingly with others. A Dark Eldar force may only ever contain one Archon, or one Archite. As many Dracons and Dracites may be taken as allowed by the mission being played (the rules for Archites and Dracites are on the opposite page).

Dark Eldar Retinue: The retinue may be equipped with plasma grenades at +2 pts per model.

Wyches: Wyches are the deadliest of close combat adversaries, experts in their particular style of gladiatorial combat. Although not possessed of great physical strength, they are adept at wearing their opponents down whilst dancing lithely out of harm's way.

Dark Eldar Wyches now receive a 4+ Invulnerable save whilst fighting in an assault. Their armour save versus shooting attacks remains at 6+.

Wyches are increased in cost from 10 points to 12 points per model. The Succubus remains at +8 points.

This special save applies to Wych squad members and Wych Lords only. Wych Lords riding Jetbikes or Hellion Skyboards do not benefit from it.

Wych Weapons: This is now a generic category that represents all the various instruments used by the gladiatorial Wyches. The effects described on page 9 of Codex Dark Eldar are no longer used. Instead, at the cost of +1 pt per model in the squad, the squad may be equipped with Wych weapons. These have the following effects:

- No models fighting Wyches in close combat count the bonus attack for being equipped with additional close combat weapons.

- All enemies with an unmodified Strength below 6 halve their Weapon Skill characteristic (rounding up) for attacks made against the Wyches. Models with a Strength of 6 or more are unaffected (something that powerful is impossible to ensnare, even for a trained gladiator).

It is assumed that the Wych weapons are evenly distributed amongst the squad; it is irrelevant which actual models display them, so long as at least a small number do. A model armed with Wych weapons is still counted as carrying a splinter pistol and close combat weapon for the sake of its own attacks, or a shredder or blaster if this upgrade has been taken (although the Shredder and Blaster upgrades should be shown on the model).

Mandrakes: Mandrakes now receive a +2 save modifier when in cover. This means their cover save while in woods, rubble, etc, is 3+, while their cover save in the open remains at 5+.

Reavers: Reaver Jetbikes are reduced in cost from 30 pts to 25 pts each.



Hellions: At the end of a round of close combat the Hellion unit may choose to break off from combat if it and at least some of its close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate.

The Crazy! Combat Drug result prevents the Hellions from breaking off combat. They must stay and fight.

Hellions are increased in cost to 18 points per model. The Succubus remains at +16 points.

Hellglaves: Hellglaves now receive the +1 Strength bonus on the turn the bearer charges, even if they fired the weapon as a splinter rifle.

Hellion skyboard: The Hellion skyboard now confers a 5+ invulnerable 'jink' save against shooting attacks, providing the rider moved in the previous turn. Note that the rider does count as having moved in the turn they deep strike and so will receive the save.

Riders of Hellion skyboards are renowned for their insane diving attacks. They may now make use of the Deep Strike scenario special rule where allowed to do so by the scenario being played. Note that, as with Reaver Jetbikes, riders of Hellion skyboards may not carry webway portals.

Lelith Hesperax: Lelith is reduced in cost from 110 pts to 90 pts, and is now armed with an agoniser, a splinter pistol and Wych weapons.

Wych Lord: The following character may take the place of the Dark Eldar Lord as an HQ choice.

WYCH LORD70/45 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wych Archite	70	6	6	3	3	3	8	3	9	6+
Wych Dracite	45	5	5	3	3	2	7	2	9	6+

Options: The Wych Lord can be given any equipment allowed from the Dark Eldar Armoury.

SPECIAL RULES

Wych weapons: As well as any other equipment bought, a Wych Lord is always assumed to be armed with Wych weapons. See the Wych entry for more details.

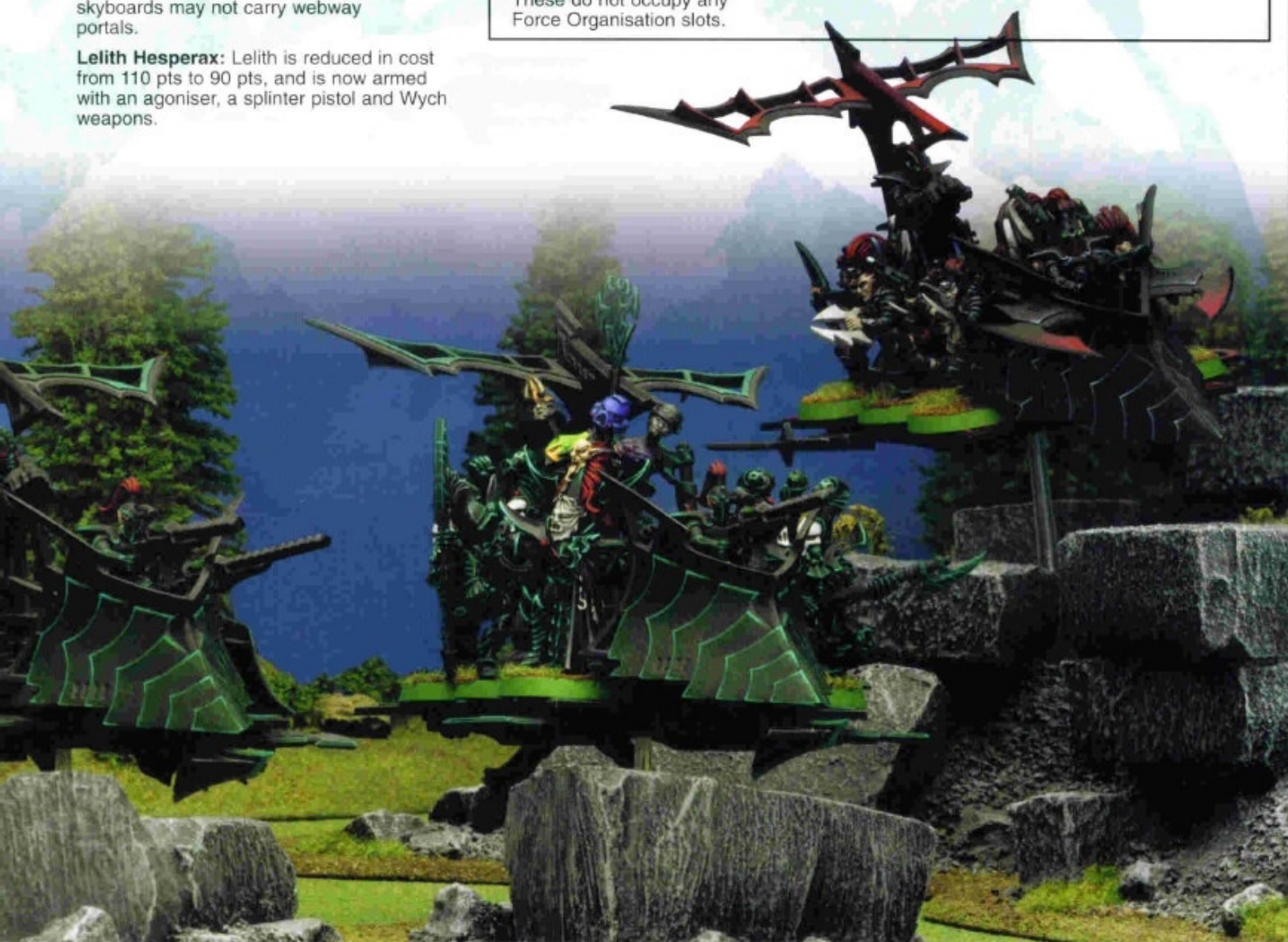
Independent Character: Unless accompanied by a Retinue (see below) the Wych Lord is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Dodge: Wych Lords benefit from a 4+ Invulnerable save in close combat, as their years of experience in the gladiatorial arenas of Commoragh enables them to avoid their opponents' blows with ease. Their armour save against shooting attacks remains at 6+.

Wych Retinue: Wych Lords are often accompanied into battle by a bodyguard of their most skilled Wyches. The Retinue consists of 5 to 10 Wyches, chosen from the Wych army list entry and has the same squad upgrade options with regards to characters, special weapons and transports. These Wyches are highly experienced and successful gladiators from the arenas of Commoragh, and may be equipped with Wych Weapons as per Wych squads. Note that the Retinue presented on page 7 of Codex Dark Eldar is not available to the Wych Lord.

Wych Cult: An army led by a Wych Lord makes the following changes to the army list:

- Wych squads count as a Troops choice rather than an Elite.
- Warrior and Raider squads are Elite choices instead of Troops choices.
- The following cannot be used: Haemonculi, Grotesques, Talos and Dark Eldar Lords.
- As many Warp Beast Packs may be included as there are Wych squads in the army. These do not occupy any Force Organisation slots.





Led by the Archite Lelith Hesperax, a Wych assault force launches a devastating attack.

DARK ELДАР ARCANE WARGEAR

All of these items are extremely rare or even legendary, and only one of each item can be included in any Dark Eldar army.

Goblet of Spite (Succubi only) (5pts)

The Goblet of Spite is a sacred relic of the Dark Eldar Wych cult. It exudes an almost palpable aura of menace and hatred, driving those near to it into a state of such utter savagery that their frenzied, atavistic screams mingle with those of their victims.

A Succubus that carries the Goblet of Spite, any models in the same unit as the Succubus and any units with a model in base contact with the Succubus and/or his unit will always hit on a 3+ in hand-to-hand combat, regardless of other factors.

Vexantrope (10 pts)*

The Vexantrope is a delicate mask of bone and flayed skin that has been adorned with runes of confusion and illusion. It grows onto its wearer's face, and psychically projects the appearance of the viewer's most trusted friend or loved one.

Models wishing to attack a model with a Vexantrope in any round of combat must first pass a Leadership test or direct its attack against a different model within 2" as per the normal rules for a supporting attack. The Vexantrope cannot affect Daemons, vehicles, Talos, Tyranids or walkers.

Nightmare Doll (20 pts)

The creation of Nightmare Dolls is a risky practice in Commorragh, as the Dark Eldar view those who use psychic powers as

amusing playthings. These vile toys ooze an aura of pain, and can place their owner into a feverish delirium whereby they are often granted visions of the future.

A Dark Eldar model equipped with a Nightmare Doll may force his opponent to re-roll the dice when ascertaining who may choose table edge or quarter. If the Dark Eldar player opts to do this, the model with the Nightmare Doll takes a Strength 3 hit at the beginning of the first Dark Eldar turn with no saves of any kind allowed.

Mask of the Damned (15 pts)*

The Mask of the Damned plays upon its victim's deepest fears and phobias. It projects hellish visions into their brains; often dropping them to their knees in anguish even in mid-charge.

Any enemy unit that wishes to assault a model wearing a Mask of the Damned, or a unit of which it is part of, must take an unmodified Leadership check. If the check is failed, the unit succumbs to sheer horror, and may not make an assault this turn.

Archangel of Pain (5 points)

Dark Eldar are said to be able to seal the essence of a daemon within a rune-covered cask. The runes are inimical to the imprisoned djinn, and drive it wild with agony. Upon the daemon's release, it appears as a winged, blinding figure before returning to the warp, and its screams can incapacitate even the bravest foe.

A Dark Eldar model with an Archangel of Pain can release the Archangel in the Shooting phase instead of firing a weapon.

Place the Flamer template touching the model's base. Any unit with a model at least partially underneath the template must make an immediate Pinning test at -2 to their Leadership. Any unit with a model in close combat is immune to the Archangel's effects. This weapon may only be used once per battle.

Animus Vitae (15pts)

This detestable device resembles a sphere of barbed wire, which can be made to explode outward, capturing unfortunates within its agonising embrace and slowly draining their life force. The Dark Eldar find this highly invigorating.

Any models captured by a unit including a model equipped with the Animus Vitae count for five Victory points each instead of the usual one. Once one or more models has been captured by the character with the Animus, he benefits from +1 WS and +1 S for the rest of the game.

Xenospasm (20 pts)

Xenospasms, variants of the Terrorfex grenade launcher, shoot pitted obsidian spheres laced with tortured wraithbone. The wraithbone reacts to such suffering by exuding a black aura of agony that plunges non-Dark Eldar into excruciating convulsions of fear and pain.

Range: 12" Strength: 3 AP: 3 Assault 1 Blast

Any non-Dark Eldar unit with models under the Xenospasm Blast marker must take a Pinning test at -1 per model hit.

DARK ELДАР VEHICLE UPGRADES

Since Codex: Dark Eldar was released, we've had a steady trickle of correspondence bemoaning the lack of vehicle upgrades in the Dark Eldar army list. Well, I've butchered and cannibalised the best ideas we've received into the following list. Thanks to everyone who sent in suggestions.

A Raider can take any of the following vehicle upgrades. A Ravager may not take Scaling Nets, Slave Snares, Torture Amp or Trophy Racks. The points values are different for Raiders and Ravagers, as shown in the entries below, with the points values for Raiders first and for Ravagers second.

Horrorfex 5 pts/5 pts

As the vehicle falls upon its foes, arcane grenades made from captured Eldar wraithbone sow discord and terror within the enemy's ranks. The vehicle is fitted with a larger version of a Terrorfex, which can be fired instead of another of the vehicle's weapons in the Dark Eldar Shooting phase. It has the same effect as a Terrorfex (see page 15 of Codex: Dark Eldar) except that it has an 18" range.

Night Shield 15 pts/20 pts

The vehicle's open deck is covered by a wide-area shadow field, enveloping the vehicle in darkness and hiding its true location. This has the effect of adding 6" to the range from enemy units wishing to fire at a vehicle with a Night Shield. This may put the vehicle out of range, in which case the shooting automatically misses. The extra distance is also counted for working out if the vehicle is

within Rapid Fire range. It has no effect on template, ordnance or barrage weapons. The Night Shield does affect whether the vehicle can be seen in a Night Fight.

Scaling nets 5 pts/unavailable

A web of netting hangs to the ground from the Raider, allowing its passengers to get on and off more swiftly. A unit may embark or disembark onto or from the Raider at any point during its move, rather than just at the beginning or the end. They may not do this if it will be moving over 12" in total that turn, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle. However, the nets also provide easier access for foes, and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers. A Raider with Scaling Nets cannot have Scythes or Slave Snares.

Screaming Jets 15 pts/10 pts

The vehicle is fitted with additional high-powered jet engines, which allow it to drop from the skies with a characteristic screaming wail. A vehicle fitted with Screaming Jets can Deep Strike if the scenario normally allows Deep Strike to be used. The vehicle counts as moving over 6" on the turn it arrives and troops on board may not disembark that turn.

Scythes 10 pts/10 pts

The vehicle has been fitted with blades along its hull, making it a risky prospect to attack in an assault. Any enemy model that rolls a 1 to hit when attacking the vehicle in an assault suffers a Strength 5 hit, with normal armour saves allowed.

Slave Snares 15 pts/unavailable

The Raider trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the Raider passes over an enemy unit during the Movement phase, and does not move more than 12" in total, the unit takes D6 Strength 4 hits, with normal armour saves allowed. Models removed as casualties are treated as prisoners for Victory Points purposes. Slave Snares have no effect on vehicles. Any casualties lost by a unit in the Movement phase are added to casualties from the next Shooting phase for the purposes of working out if they have lost 25% casualties.

Torture Amp 10 pts/unavailable

During battle a Haemonculus tortures captured slaves and traps their screams in special voiceboxes. These cries of agony are filtered through complex projectors to create a wave of terrifying sonic energy around the vehicle, which can scatter enemy units. A vehicle with a Torture Amp is able to Tank Shock, even though it is not a tank.

Trophy Racks 10 pts/unavailable

The Raider is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to its decks with barbed filaments. The enemy troops find this immensely disturbing and threatening, so any enemy unit with a model within 6" of the Raider must subtract -1 from its Leadership value. Note that a unit suffers a maximum penalty of -1 to its Leadership regardless of the number of Raiders with Trophy Racks within 6".



A squad of Space Wolves prepare to fight a desperate battle as the Dark Eldar ambush is sprung.

TRIAL ASSAULT RULES

BY ANDY CHAMBERS & PETE HAINES

We released the third, and latest, edition of Warhammer 40,000 over four years ago and since then hordes of enthusiastic gamers have played countless battles all around the world. We never stop developing and improving our rules and eagerly listen to feedback from our gamers, incorporating these into our own ideas. A large part of the Warhammer 40,000 experience is the Assault phase and the Warhammer 40,000 Games Development team have been discussing Assaults, coming up with a great set of trial rules, primarily aimed at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook but we feel they sort out some of the muddier and more difficult areas of assaulting and give a system which flows more smoothly.

A couple of obvious questions spring to mind though, so let's go through those now:

- **How does this affect the current rules?** The rules, as published in the Warhammer 40,000 rulebook, are the official rules and these new trial rules don't alter that. As long as your opponent agrees you can happily try out these trial rules though.
- **Which rules will tournament players use?** To find out which system of rules will be used in all aspects of the game consult, your tournament packs or contact your tournament organiser – all tournaments will use different criteria.

THE ASSAULT PHASE

While firepower may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures.

The term Assault covers all seven steps summarised below:

1. **Declare Charges.** Announce which of your units intend to charge.
2. **Move Charging Units.** Move units which are charging.
3. **Fight Close Combat.** Troops fight in close combat. Models roll to hit, to wound, and then saving throws are made through ten Initiative steps.
4. **Determine Assault Results.** Total up wounds inflicted. The side which inflicted the most wounds in each combat is the winner.
5. **Loser Checks Morale.** The loser has to pass a Leadership test or fall back. If the loser fails the test, go to step 7.
6. **Pile In.** If units are still locked in close combat then any unengaged models must move 6" towards the enemy to continue the fight next turn.
7. **Losers Break Off and Winners Consolidate.** Units falling back from close combat must test to see if they successfully break off; the winners may try to keep them in combat, engage a new foe or reorder their ranks.

1. DECLARE CHARGES

In his own Assault phase a player can declare a charge with any of his units that are within Assault range of an enemy unit and not already in close combat. Assault range is typically 6" but some units can assault 9", 12" or more. Where this is the case it will be noted in the unit's special rules. The unit may charge any enemy unit that can be contacted by at least one of its models making an Assault move which avoids any obstructions such as impassable terrain or other enemy units which you do not wish to contact.

A unit that fired in the Shooting phase of the current turn may only declare a charge against the unit it shot at. A unit that remained stationary in the Movement phase in order to fire heavy weapons or fire twice with pistols or rapid fire weapons may not charge at all in the Assault phase.

A unit may charge multiple enemy units but only if the charging unit can reach them all without losing unit coherency. Select one unit as the primary target and move to engage that one first as detailed below. If the unit fired in the Shooting phase it must start its charge by engaging the unit it shot at first.

Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, do not have to charge the same unit they shot at.

Designer's note: The change to having to charge the target of your shooting is an important one – the old assault unit tricks of hitting one unit with ranged attacks and then charging a different enemy can no longer be used (unless you can reach both, of course). This helps bring assault units more into line with firepower based ones in that they can only attack one enemy unit in their turn. The one exception to this is units such as Hormagaunts which are both very fast and very numerous, as these may be able to engage several enemy units at once, effectively swamping the enemy defence. Also note that a unit doesn't have to charge the nearest enemy unit, although it can be difficult to bypass one unit to reach another, as we'll see later.

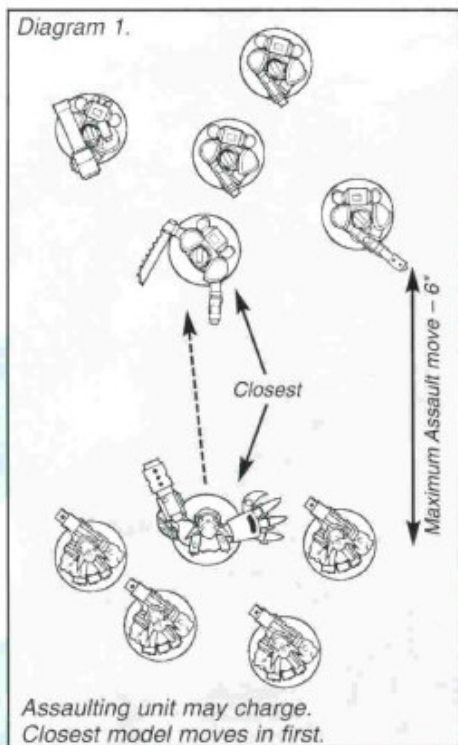
2. MOVE CHARGING UNITS

Charging units may now move into close combat with the unit (or units) they have declared a charge against. Once a model is in base-to-base contact with an enemy model it is said to be ENGAGED (as in engaged in combat). The unit that the models belong to are then said to be LOCKED (as in locked in close combat). Move all the models in each charging unit before moving on to the next unit. The charging player decides the sequence in which his units will move. All the models in a charging unit make an extra 6" move in exactly the same way as if moving in the



An Ork mob sets upon a Black Templars squad as they deploy from their drop pod.

Diagram 1.



Movement phase. Note that some units may be able to charge further than this. Where this is the case, it will be noted in their army list.

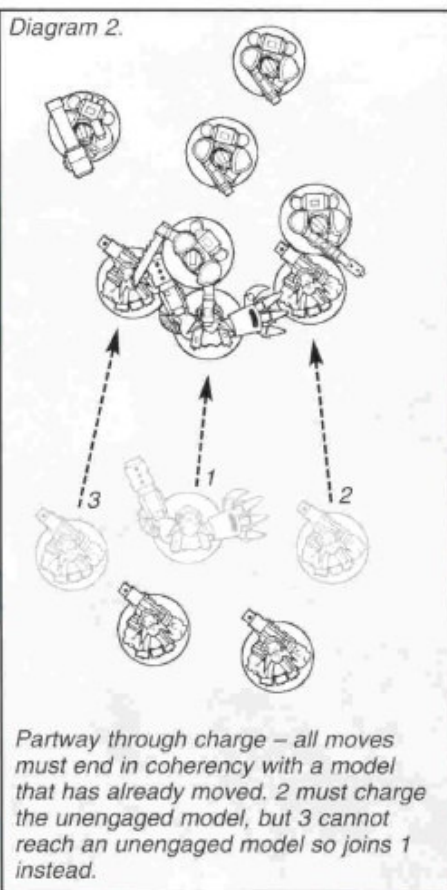
Start the charge by moving a single model from the charging unit. The model must be the one nearest the enemy being charged. Move the model into contact with the nearest enemy model in the unit being charged. This is the start point of the close combat. Next move each model in the charging unit in turn up to 6" towards the unit or units they have declared a charge on. Remember that if the enemy is not within 6" of at least one model, the charge does not happen. See Diagram 1.

After the first model in the unit has been moved you can move the others in any sequence you desire. There are some constraints on their movement though. The most important one is that each model must end its charge move in coherency with another model in the same unit that has already moved. See Diagram 2.

If possible the model must contact an enemy model which is not already engaged. If there are no unengaged models in reach then you must contact an enemy model that is already engaged with one or more friendly models. If you cannot reach any enemy models, you must try to move within 2" of one of your own models that is engaged with an enemy model. If this is impossible then the charging model must just obey the main rule and move to within 2" of a member of its own unit that has already moved. See Diagram 3.

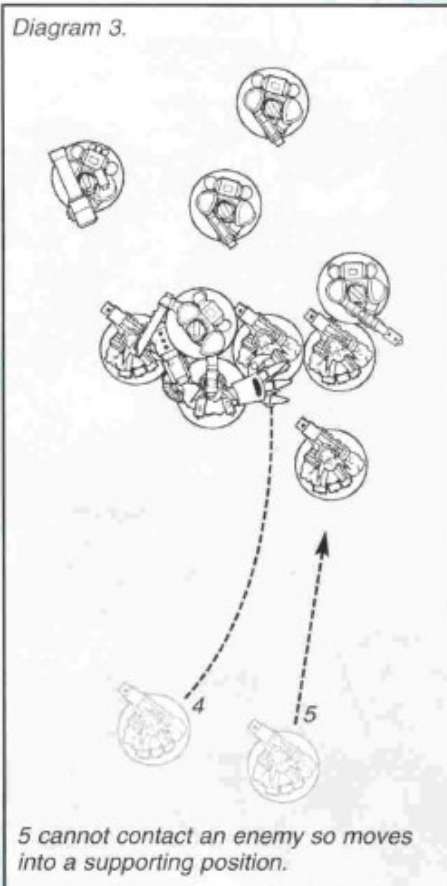
If you follow this sequence you will end up with all the models in the charging unit in 2" unit coherency distance of one another, having engaged as many enemy models as possible with as many chargers as possible.

Diagram 2.



In all cases, models may not move through friendly or enemy models and may not pass through gaps narrower than their base diameter. You may not move models within 1" of enemy models they are not charging. See Diagram 4.

Diagram 3.



Terrain effects

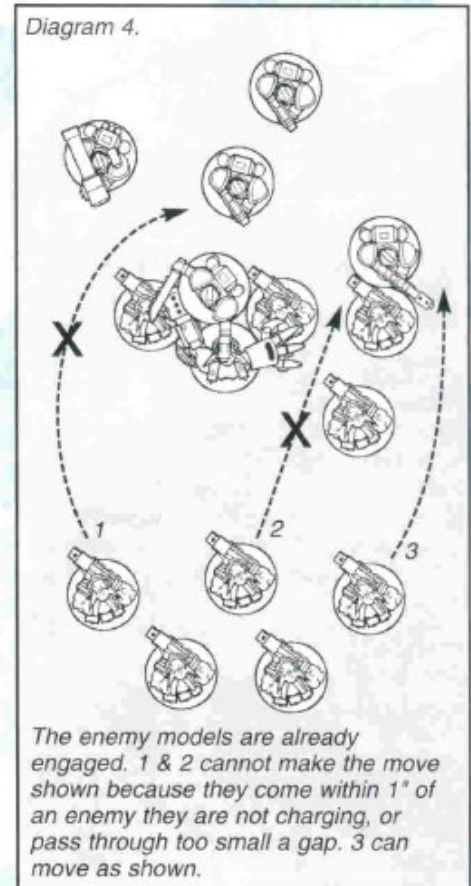
Models assaulting into, out of or through difficult terrain will be slowed down in the same manner as models moving through such terrain in the Movement phase. Roll two D6 and pick the highest to see how far they can move. If their move is insufficient to reach the target unit then the charge does not proceed and no close combat ensues. The models are not moved and it is assumed that they simply did not have time to scramble through the difficult terrain, or thought better of it due to their poor progress.

Didn't make it?

Enemy units that have been charged but have not been contacted are not considered to be locked and are not involved in the combat in any way.

Designer's note: The rules for charging have been tightened up considerably for the sake of clarity. During the initial charge, the attackers are subject to the normal Movement rules with the exception that they can now move within 1" of the enemy in order to fight them in close combat. It is possible to set up units to block the path of a charge, however, since models may still not move through each other. Tight terrain can also mean that initial charges become 'choked', although if the combat continues, it is assumed to sprawl out as detailed later. Note that difficult terrain is handled differently to the Movement phase - this way we save lots of pointless Assault moves which won't result in combats occurring.

Diagram 4.





Blood Claws react quickly to a Dark Eldar incursion.

3. FIGHTING A CLOSE COMBAT

How good creatures are in close combat depends almost entirely on their physical characteristics, in other words how fast, strong, tough and ferocious they are. Armour remains useful for warding off blows and shots, but ranged weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat, both players' models fight. How many blows are struck and who strikes first is discussed below. The rules are written assuming that there is only a single close combat occurring in the turn. Of course, there may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to fight the combats in; complete steps 3-7 for each combat before moving on to the next.

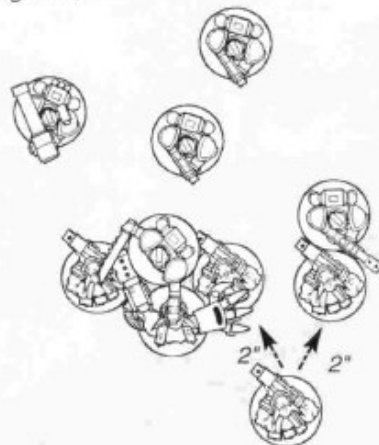
Who can fight?

Close combat is a swirling mêlée of fighters leaping forward, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

Models in base-to-base contact with the enemy will fight with their full number of

Attacks and count the benefits of any special close combat attack forms they have. All models that are within 2" of a friendly model which is engaged in combat will take part in the fighting as well, not just those in base contact. They only get a single Attack though, regardless of the number of Attacks on their profile, and get no benefit from any special close combat attack forms they have. Such models are referred to as supporting models. See Diagram 5.

Diagram 5.



Models in base contact fight with their full number of Attacks. The model supporting in 2" makes a single Attack and may not use special close combat attacks.

WHO STRIKES FIRST

Troops who are defending cover have a massive advantage in an assault. They can fire from their hiding place at their approaching enemies and then smite them down as they struggle to get to grips with their hidden foe. It's all in the reflexes when it comes to combat in the open; slow lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, lumbering opponents, such as Orks, are tough enough to be able to withstand a vicious pummelling and come back for more.

In close combat, models defending in or behind cover, will strike at Initiative 10. Resolve all their attacks and remove any casualties before moving on to the rest of the models. Fighting for the remainder is resolved according to the Initiative value of the models. Models with the highest Initiative attack first, then the next highest and so on.

Work your way down the Initiative scores in each separate combat until everyone has fought (assuming they haven't already been killed by a model in cover or with a higher Initiative). If both sides have models with the same Initiative, attacks are made simultaneously. Note: Some units' rules specify that they strike 'first' or 'last' in close combat – this means with Initiative 10 or Initiative 1.

COVER

Models in or behind cover normally fight in close combat with Initiative 10. This represents the advantage of cover: their attacks include not only close fighting but also shots against the enemy as they charge in. Apart from this, cover does not affect hits or anything else in an assault. After the first round of close combat, fighting is assumed to have swept into the cover so it gives no further advantage to models in it. Note that cover advantage applies only to models in cover that are being charged. Some units count as being in cover all the time because of psychic abilities or weird force fields – these are of no benefit if the unit charges.

Sometimes a unit will only count as being in cover if it is assaulted from a specific direction from which the cover has an effect. For example, a Space Marine squad behind some oil drums is in cover if assaulted over the oil drums but not if assaulted from the rear. If a direct line from any of the assaulting models to the closest enemy model, before assaulting troops are moved, passes through the cover then it is assumed to be enough of an obstruction to count.

Designer's note: The Cover rules are intended to make it hard to dislodge defending units without a concerted effort. Grenades can help to mitigate this as they can force the enemy under cover during the vulnerable charge. Units with special abilities which confer 'continuous cover' do not benefit from its advantages when charging as they have to move up to close quarters where their concealment is less effective.

ATTACKS

Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound, the wounded model gets a chance to save, and if it fails is (generally) removed as a casualty. Each model in base-to-base contact with an enemy model strikes with the number of Attacks (A) on its characteristics profile. In addition, the following bonus Attacks apply.

+1 Two weapons. Models in base-to-base contact which have an additional close combat weapon or a pistol in each hand have an extra +1 Attack. Models with more than two weapons gain no additional benefit – you only get one extra Attack regardless of whether you have two or more close combat weapons.

+1 Charge. Models in base-to-base contact who launched the close assault that turn (ie, charged) get +1 Attack on their normal profile for that turn, only if they did not fire in the Shooting phase. Models belonging to units which fired in the Shooting phase do not receive the charge bonus.

TO HIT CHART

		OPPONENT'S WEAPON SKILL									
ATTACKER'S WEAPON SKILL		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, always receive the charge bonus whether or not they fire before entering close combat.

Models not touching an enemy, but within 2" of a model from their own unit that is touching an enemy, may make one Attack regardless of their profile, armament or whether they charged.

Designer's note: This is another important change. Under the previous rules there was seldom any good reason not to charge into close combat in order to get the bonus Attack for charging (do it to them before they do it to you). This change means that troops well-armed with guns may be more inclined to stand their ground and shoot, leading to more short-ranged 'firefights'. Units using flamers and other short-ranged weapons must weigh up the benefits of shooting over getting an extra Attack in close combat.

Rolling to hit

To determine whether hits are scored roll a D6 for each Attack a model has. The dice roll needed to score a hit on your enemies depends on the relative Weapon Skills (WS) of the attackers and their foes. Compare the Weapon Skill of the attackers with the Weapon Skill of their opponents and consult the To Hit chart below to find the minimum score needed on a D6 to hit.

Example: A unit of five Space Marines fighting five Eldar would roll five D6s for their attacks. If they were charging and did not shoot in the Shooting phase they would roll ten D6s (1 Attack +1 each for charging).

Attacks should be rolled together where the same roll to hit is needed – this approach saves time and speeds up the

game when you've got several big close combats going on at once. In the example above, the Space Marine player would roll his ten Attacks together.

Hitting units with different Weapon Skills

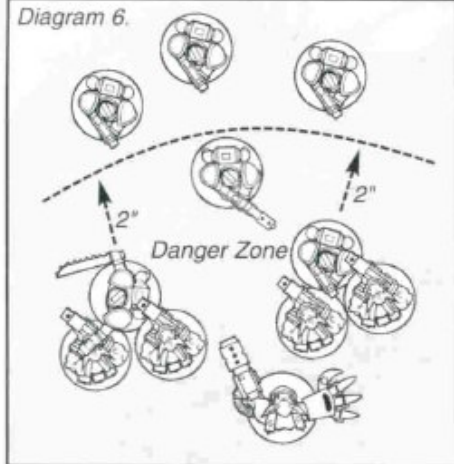
Many units in Warhammer 40,000 contain models with different levels of Weapon Skill. Attacks against a unit are resolved using the Weapon Skill of the majority type in the unit. For example, if a mob of twenty Grots (WS2) is led by an Ork Slaver (WS4), while the Grots are in the majority then Attacks against the unit are resolved using their WS of 2 – however skilled the Slaver is he can't prevent the Grots getting hit in the first place. If there is no majority Weapon Skill type, use the lowest Weapon Skill in the unit.

When models attack, calculate their own To Hit numbers based on their own Weapon Skill. If the Grots and Slaver hit back at their enemies, the Grots' To Hit number will be based on a comparison of WS2 with the enemy WS, the Slaver's on a comparison of WS4 with the enemy WS.

Allocating attacks

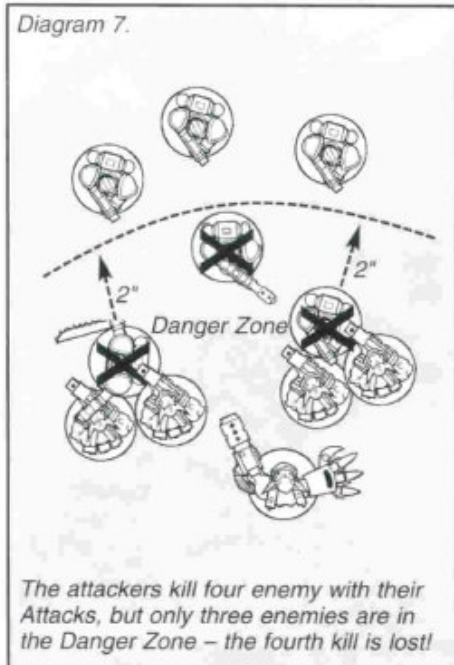
We simply assume that the warrior is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether individual models strike their respective opponents in base contact. When a unit inflicts hits, they may only affect enemy models which are engaged with them or supporting a model that is in contact with them. These are the only enemies able to strike back at them, so it is reasonable that these are the only ones who can be hurt. If all the enemy models in the 2" 'Danger Zone' are slain then any excess wounds are lost. See Diagram 6.

Diagram 6.



Remember that attacks are resolved in Initiative order, so it's possible that all of the available enemies may be slain before some models get to strike. See Diagram 7.

Diagram 7.



WOUNDS

Rolling To Wound

Not all of the attacks that do hit will harm your enemy. They may be deflected by equipment, parried at the last moment or merely inflict a graze or flesh wound. Once you have scored a hit with an attack you must roll again to see if you score a wound and incapacitate your foe.

The procedure is the same as for shooting. Consult the chart, cross-referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum D6 roll required to inflict a wound.

Example: A Space Marine (Strength 4) hits a Dark Eldar (Toughness 3). Referring to the To Wound chart below we find that the Space Marine requires a 3 or more on a D6 to Wound.

TO WOUND CHART

	TOUGHNESS									
	1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4+	5+	6+	6+	N	N	N	N	N
	2	3+	4+	5+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+

What Strength to use

In almost all cases, when rolling to wound in close combat use the Strength on the attacker's profile, regardless of what gun they are using. Some (but not all) close combat weapons may give the attacker a Strength bonus. In a unit containing different Strength models roll their attacks separately (they'll quite often have different Initiative characteristics too). So, for example, in a unit of Gretchin with an Ork Slaver, the Grot's attacks are made with their puny Strength of 2, but the Slaver's attacks use his more macho Strength of 3.

Different Toughness values

If the unit being attacked contains models with different Toughness characteristics, then the hits are converted to wounds using the majority Toughness in the unit. If there is an equal number of models with different Toughness characteristics, the owning player chooses which Toughness is used. To continue the example above, The unit of Grot's (T2) with Ork Slaver (T4) will suffer rolls to wound using the Grot's meagre Toughness as long as they are in the majority. Once again remember that this is figured at each Initiative step. So, for example, if the Grot unit was whittled down to a single Grot and the Slaver, the attacks at the next Initiative step could be resolved at the Toughness of the Slaver at the option of the owning player – all in all a smart move.

Designer's note: The majority Toughness of the unit is used to prevent the combat bogging down into allocating individual attacks against different models and having to make separate to wound rolls. There are a few units with differing Toughness values and this rule prevents weaker

models 'hiding behind' the higher Toughness of an anomalous individual.

ARMOUR SAVES

Models struck and wounded in close combat can attempt an Armour Save to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength but some especially monstrous creatures and powerful close combat weapons will punch straight through armour.

Note that cover provides no extra protection in close combat as it does against shooting. Remember that invulnerable models are allowed to make Invulnerable Saves throws even where Armour Saves would not normally be allowed. If the rules for a weapon or attack states that no Armour Save is allowed, then only an Invulnerable Save may be made.

SUFFERING WOUNDS AND REMOVING CASUALTIES

When a unit inflicts wounds, they may only affect enemy models in contact with them or within 2" of a model in contact with them. This is effectively the Danger Zone from which all casualties will be drawn. Aside from this restriction, the player suffering the casualties is free to choose which models die from those in the unit.

Allocate wounds to one model at a time, each model can absorb wounds equal to their Wound characteristic. Keep allocating wounds to a model until it is dead or all the wounds have been allocated. When a model dies and there are still wounds to be inflicted, pick another model and repeat the sequence until all possible casualties have been suffered or the wounds inflicted have all been allocated. Casualties should be

removed in such a way that the unit maintains coherency wherever possible. This represents the way that a unit can be whittled down to a tight knot in close combat.

It is possible that casualties may exceed the number of models in the Danger Zone, in which case the surplus hits are discarded. The calculation of which models are in the 2" Danger Zone is made at the start of Step 2 (Fight close combat) and is not affected by casualties. If a model started a combat in contact with an enemy model that is killed, it will be treated as a model engaged in combat until the end of the Assault phase.

If a model becomes a casualty before he has an opportunity to attack, then he may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lie wounded models on their side to remind you that they are yet to attack back.

Multiple-Wound creatures

As noted previously, with multiple-Wound creatures, whole models must be removed as casualties wherever possible.

Different Armour Saves

If the unit being attacked contains models with different Armour Saves, the same procedure is used as for shooting at mixed armour units. So the opposing player rolls to hit and to wound for whichever unit he is

attacking with as normal. However, when the defending player makes Armour Saves, he uses the best saves as long as the models wearing that type of armour are in the majority (ie, they outnumber models with worse Saves in the unit). Any casualties which are removed after saving throws have been taken must come from amongst the most heavily armoured models first (ie, the ones with the best Armour Saves take the hits).

If heavier armoured models are in the minority, use the worst Armour Saves and take the casualties from the lightly armoured models first. If there are more hits than the majority type, distribute them out so that all go on the majority type before hitting minority models, in each case, the differently armoured models get to use their own Armour Saves if they are hit. If there is no Save type in the majority, the owning player gets to decide which group gets hit first.

Example: A squad of Black Templars Space Marines includes four Initiates (Sv3+) and six Neophytes (Sv4+) is inside the enemy's 2" Danger Zone. The squad suffers eight wounds in close combat. There are six models in the unit with a Save of 4+, so six Armour Save rolls are attempted – four fail and four of the Neophytes are removed as casualties, the remaining two hits spill over onto the Initiates and are saved using their 3+ Armour Save.

More attacks than models

If the unit has the misfortune to suffer more wounds than it has models in the Danger Zone then the remaining wounds are 'lapped round' and start hitting the majority type again. For example, if the Black Templars had suffered fourteen wounds, six would go on the Neophytes as they are in the majority, four on the Initiates and then the remaining four wounds would be resolved on the Neophytes. As with all attacks, the results of each Initiative step are resolved before moving on to the next, so the majority type of armour for the unit could change through the phase as casualties occur. For example, if the squad above had now been reduced to two Initiates and two Neophytes, if it suffers more wounds in the next Initiative step then they could go to the Initiates or the Neophytes first at the option of the owning player.

Invulnerable Saves

A model may only elect to use its Invulnerable Save each time it is allocated a wound under the majority rules given above.

Designer's note: This last obscure reference is to prevent individual models with storm shields, rune armour, et al, taking a disproportionate amount of the damage during close combat, claiming they can break the majority rules or other weirdness.



An Ork Nob squares up to a Necron Lord in the depths of a tomb world.

SPECIAL CLOSE COMBAT ATTACKS

Even though high-powered lasers and plasma weapons scour the battlefields of the 41st Millennium, close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors always bear a deadly array of clubs, knives, frag grenades and bayonets for close-quarter fighting.

Assault troops will be even more fully equipped, taking pistols, swords and axes into battle with them. Most deadly of all are the power weapons that are sheathed in disruptive energy fields of crackling blue bale-fire. Power weapons splinter ceramite armour plates and melt plasteel in the blink of an eye, smashing through even the toughest armour like paper.

Specialised weaponry can give troops a real edge in close combat. Some of the most common close combat weapons and special attacks are listed below. Note that models with special close combat attacks can always choose not to use them and attack normally instead. If you're wondering why you might want to do that, read the power fist entry below! Sometimes a model might be equipped with more than one type of special weapon: a power fist in one hand and a power axe in the other for example. In this situation the player can opt to have the model strike in Initiative sequence with the power axe, counting the power fist as an additional close combat weapon, or strike at Initiative 1 with the power fist, counting the power axe as an additional close combat weapon.

Important note: Unless noted otherwise, only models in base-to-base contact with the enemy can use their special close combat attacks.

Power Fist or Claw

A power fist or claw is a powered, armoured gauntlet surrounded by an energy field that disrupts solid matter. It is an awesome weapon most commonly seen fitted to Space Marine Terminator armour.

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores Armour Saves. Only the user's basic Strength is doubled – any additional bonus for special abilities are added after Strength has been doubled.

The only drawback is that a power fist is slow and cumbersome to use, so a model armed with a power fist or claw always strikes at Initiative 1 no matter what its bearer's Initiative is (including any bonuses for special rules, cover, grenades or wargear – power fists always strike at Initiative 1 no matter what!).

Lightning Claws

Lightning claws are commonly used as matched pairs. They consist of a number of blades extending from a housing on the wrist and back of the hand. Each blade is a mini-power weapon in its own right and, if they hit, one blade or another is likely to wound. Lightning claws ignore Armour Saves and may re-roll any To Wound dice that fail to wound once each. The only weapon that can provide an additional close combat weapon attack bonus for a model with a lightning claw is another lightning claw.

Thunder Hammer

Thunder hammers release an ear-splitting blast of energy when they strike. A thunder hammer counts as a powerfist but any model wounded by it and not killed will be knocked reeling and attacks with Initiative 1 in the next Assault phase. Vehicles struck by a thunder hammer suffer a 'crew shaken' result in addition to any other results they suffer.

Power Weapons

A power weapon (typically a sword or axe, but more rarely a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field. When a blow is struck, a crackling blast of energy tears at the target, eating through armour, flesh and bone with ease.

A model armed with a power weapon ignores Armour Saves. Note that some power weapons may provide the attacker with bonus Strength in addition or wound on a fixed dice score regardless of the enemy's Toughness characteristic. These will be detailed in the appropriate Codex.

Close Combat Weapons

(chainswords/swords/axes/pistols, etc.)

There is a bewildering array of close combat weapons ranging from simple clubs and axes to hand flammers and chainswords. These weapons confer no bonus to the Strength or hitting power of combatants. However, as a model with a weapon in each hand gains an additional Attack against an enemy in base-to-base contact, swords and pistols (or similar hand weapons) remain a useful combination for hand-to-hand fighting. A plasma pistol, like other pistols, can be used as a close combat weapon. It confers no Strength bonus or particular armour penetration advantages though.

Poisoned Weapons

Poisoned weapons are particularly feared and can include everything from normal weapons daubed in venom to hypodermic claws. They do not rely on a comparison of Strength and Toughness to wound but will normally wound on a 4+. Some venoms are so lethal that the merest drop can kill; these will wound on a 2+. Weapons with this type of lethal venom are described in the appropriate Codex.

Heavy Close Combat Weapons

Heavy close combat weapons are similar to close combat weapons but are particularly massive and used to batter through an opponent's defences. Examples include the Ork choppa and the mighty chainaxe used by Berserkers of Khorne. There is no armour that can completely protect its wearer against a direct blow from such a weapon and the best hope is to dodge to turn it into a glancing blow. Against a heavy close combat weapon, better armour provides sharply diminishing rewards – the maximum Armour Save that applies against heavy close combat weapons is 4+ and any model with a better Armour Save will only save on 4+.

Rending Weapons

Rending weapons is a category that includes the sharpest edged and pointed weapons. Whilst not massive or excessively powerful, a well-placed blow from a rending weapon can tear through any armour and make a mockery of flesh and bone. Any roll to hit of 6 with a rending weapon will automatically

cause a wound with no Armour Save possible. Against a vehicle, any Armour Penetration roll of 6 allows a further D6 to be rolled and the result added to the total score.

Force Weapons

Force weapons are potent psychic weapons that can only be used by a trained psyker such as a Librarian. They are treated as a power weapon, but can unleash a psychic attack that kills an opponent outright. Roll to hit and wound as normal, taking any Invulnerable Saves. Then, as long as one wound has been inflicted, make a single Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you may not use another psychic power in the same turn. If the test is passed then the opponent is slain outright, no matter how many Wounds it has (but count the actual number). Force weapons have no special effect against targets that don't have Wounds such as vehicles.

Frag Grenades

Fragmentation grenades can be thrown at opponents in cover to force them to keep their heads down during a charge. The lethal storm of shrapnel from exploding frag grenades will drive opponents further into cover for a few precious moments while the attackers close in. Troops armed with frag grenades that are charging enemy in or behind cover will fight with Initiative 10, so they strike blows simultaneously with the defenders.

Plasma Grenades

Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. The effects of cover on close combat is negated by plasma grenades, so all fighting is done in the standard Initiative sequence as the Initiative 10 bonus for being in cover is lost.

Monstrous Creatures

A monstrous creature is so huge and powerful that its attacks make a mockery of armour; foes are not so much wounded as hideously mangled and crushed.

A monstrous model (Carnifex, Greater Daemon, etc) ignores Armour Saves.

When attacking vehicles, a monstrous model rolls 2D6 for Armour Penetration and adds them before adding their Strength.

Special close combat attacks vs different armour saves

If special close combat attacks come into play against a unit with different Armour Saves use the method of making majority Armour Saves noted on the previous pages but applying all special close combat attacks as early as possible. For example, the Black Templars squad noted previously suffer four power weapon hits and four normal hits in a single Initiative step. The six Neophytes with a 4+ Armour Save are in the majority so they suffer the four power weapon hits with no Armour Save allowed. Two more hits can be saved against, however, and one is made, resulting in one more casualty on the unfortunate Neophytes. The remaining two hits spill over and now the Initiates take Armour Saves using their Armour Save of 3+.



Kroot fight to protect their Tau employers.

4. DETERMINE ASSAULT RESULTS

Assaults are usually very decisive – one side or the other quickly gains the upper hand and forces back their foe. Numbers and leadership can keep a side in the fight but the casualties which each side inflicts is the most telling factor.

To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner; the other side is the loser and may be forced back if they fail a Morale check. Note that wounds which have been negated by Armour Saves do not count, nor do wounds in excess of a model's Wounds characteristic, or wounds that were wasted because there weren't enough victims in the Kill Zone. Only wounds actually inflicted count.

If both sides score the same number of wounds, the combat is drawn and continues next turn.

Wipe out!

If one side destroys the enemy it wins automatically, even if it sustained more casualties. They may consolidate as normal (see 10). In addition, the destruction of the unit will unnerve nearby friends if they are not already engaged in close combat. Take a Morale check for every unengaged friendly unit within 6" of the victorious unit before it consolidates. If the check is failed, the unit in question will fall back as described below. See Diagram 8.

Designer's note: This rule is borrowed from Warhammer, which quite sensibly supposes that troops seeing their fellows wiped out to a man will start giving serious thought to hoofing it before they're next! It means that tough assault units can break an enemy gun

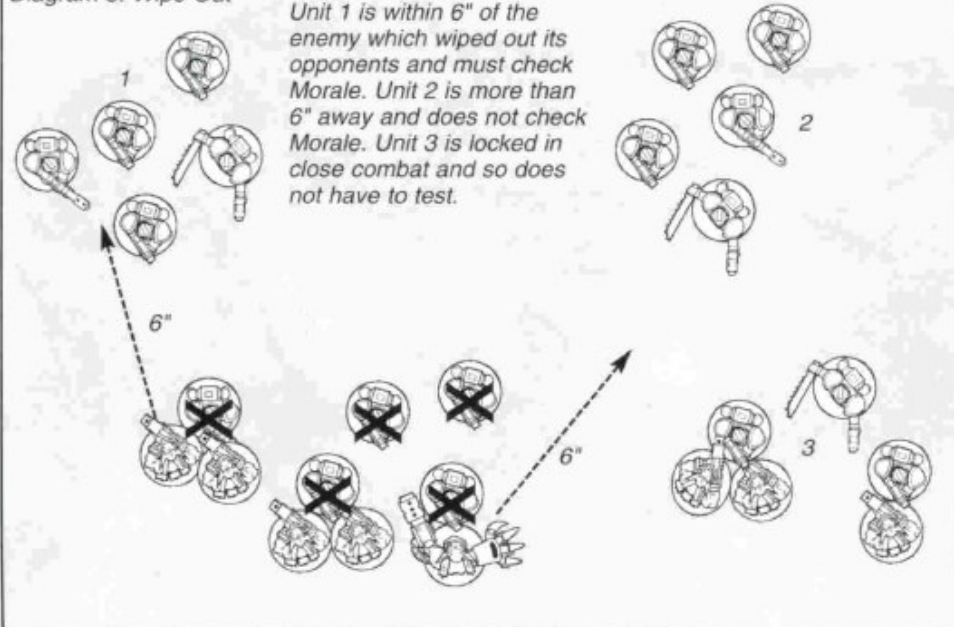
line, throwing the foe into confusion as they try to pull back. This helps balance off some of the risks intrinsic in braving enemy fire to assault in the first place, and the vulnerability of assaulters to get blasted with supporting fire the moment they emerge from a close combat.

5. LOSER CHECKS MORALE

Units which lose a close combat must make a Morale check to hold their ground. If they fail, they must abandon the fight and fall back (see section 7). If they pass, the unit holds its ground and fights on. Basically the combat is drawn and no further account is made of the unit's defeat (apart from some good-natured taunting by the winner!).

Morale checks are covered in more detail in the Morale section of the rules. The Fall Back rules are presented later. Some units have differing Fall Back rules. Where this is the case, it is detailed in their special rules.

Diagram 8. Wipe Out



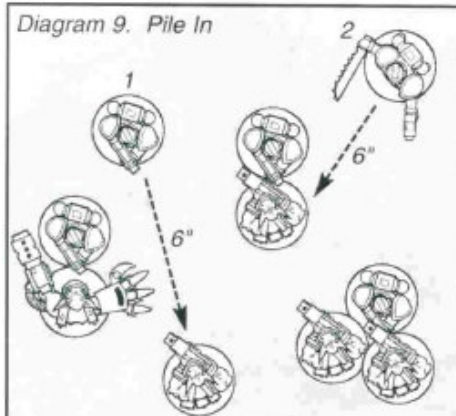
6. REINFORCEMENT (or 'Pile In') MOVES

At the end of each close combat, models in units that are locked but which are not engaged in combat themselves MUST move up to 6" in an attempt to contact enemy which their own unit is locked with. If they cannot engage the enemy they must get as close as they can to them without moving out of unit coherency. Neither the presence of enemy models, nor terrain, affects reinforcement moves. Unlike in a charge, reinforcing models may move through obstructing terrain and models in order to engage. It can be imagined that the fighters at the front of the combat are becoming increasingly embroiled and making such movement possible. Note

that the other restrictions for making a charge still apply, so models must contact enemy models which are not already engaged in combat in preference to those which already are, and must end their moves in coherency with another member of their own unit.

Whenever both sides in an engagement have extra models to move, the player whose turn it is moves first. See Diagram 9.

Diagram 9. Pile In



1 must move to engage the unengaged enemy. 2 can pile in to help a friendly model as no enemy are left unengaged.

Important note: Once a unit is locked in combat it may only make Pile In moves and may not move in the Movement phase. If for some reason (mass carnage usually!) Pile In moves will not enable the unit to engage or support against any enemy models, and the unit has no models engaged in combat itself, it is no longer considered to be locked in combat. In this case it makes a consolidate move instead – the close combat comes to an end as the unit finds itself with no enemies to fight.

Designer's note: This last bit is just to cover some situations that come up (usually in multiple combats) where a unit slaughters everything and the Pile In move won't get it into combat with the remnants of the enemy (as they'll often be surrounded and unable to pile in themselves). In this case it keeps things cleaner to simply consolidate with the unit instead.

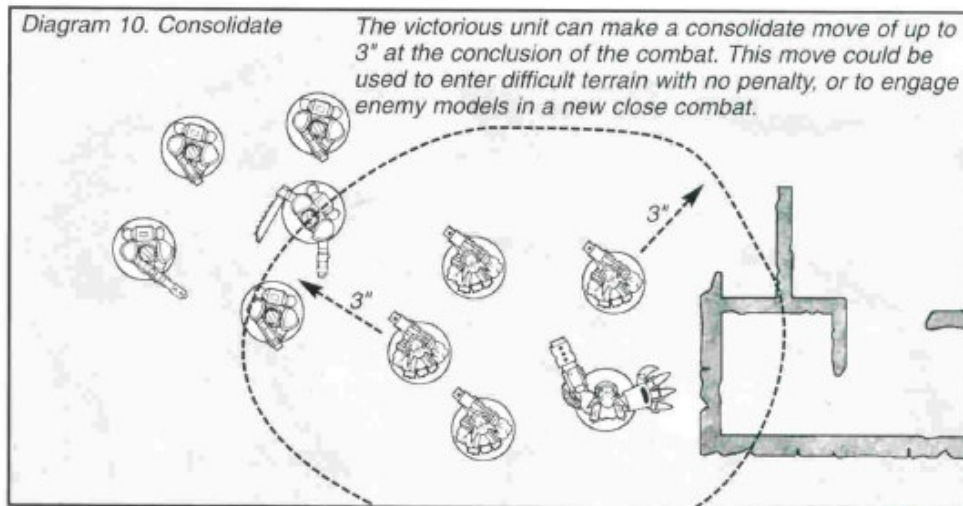
7. LOSERS BREAK OFF AND WINNERS CONSOLIDATE

Where a side has won and their enemies fall back, the victors can choose to make a sweeping advance and/or consolidate their position.

SWEEPING ADVANCES

Just because the losers of a close combat want to break off, it doesn't mean their opponents are willing to let

Diagram 10. Consolidate



The victorious unit can make a consolidate move of up to 3" at the conclusion of the combat. This move could be used to enter difficult terrain with no penalty, or to engage enemy models in a new close combat.

them! A quick, ferocious opponent will drive home their advantage unmercifully. To represent this, the victors can opt to roll 2D6 and compare it to the distance that the defeated troops have rolled to fall back. If it is greater, they get an opportunity to seize the initiative and keep them engaged in a sweeping advance. The unit attempting to fall back does not move and the sweeping unit makes a Pile In move as described in Diagram 9 – the unit which attempted to fall back does not do so. We assume that the cornered foe will fight back at

full effect against their pursuers, so in the next Assault phase the combat continues as before, with no one counting as charging. In effect, the attackers have chosen to continue the combat instead of allowing their opponents to fall back and escape.

If the sweeping advance roll is equal to or under the fall back roll, the losers extricate themselves from the combat successfully. Make the fall back move for the losing unit – the winners can now consolidate.



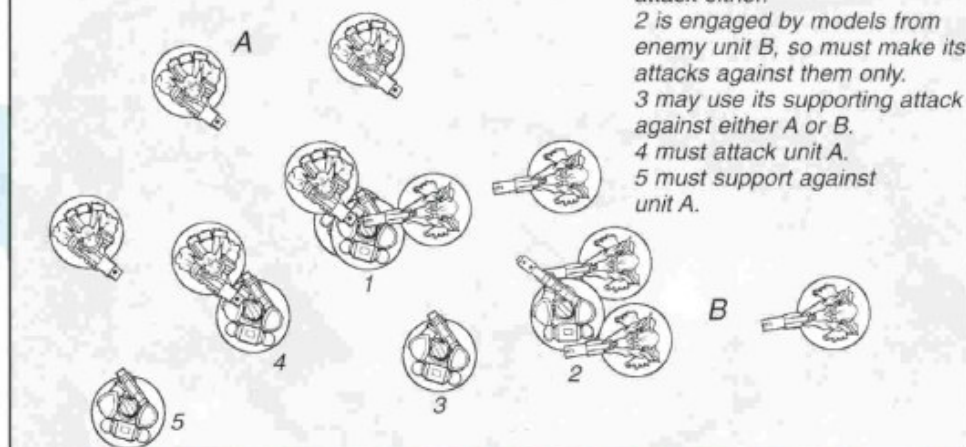
Some units, like bikes and jump packers, make faster sweeping advances – typically 3D6". Where this is the case, it will be detailed in their special rules. Such units excel in harrying an opposing unit to death with their superior speed and should be employed against battered or fragile enemies for best effect. Conversely, some units, like Terminators, are too slow and ponderous to pursue a defeated enemy and are not allowed to make a sweeping advance. Where this is the case, it will be noted in their special rules.

Designers notes: Sweeping advances have been heavily modified in order to prevent assault units rampaging across the tabletop faster than a speeding bullet. We've also taken into account that units which must make compulsory sweeping advances will tend to get wrapped up in slaughtering what they are fighting, instead of acting with the best of tactical foresight.

CONSOLIDATION

If they do not choose to make a sweeping advance, or the sweeping advance attempt fails, the victors of a close combat may move up to 3" in any direction to consolidate their position

Diagram 11. Multiple Combats



and recover an effective formation. Units consolidating their position ignore difficult terrain. This move may be used to engage enemy units and lock them in combat, but the consolidating unit must maintain unit coherency and does not count as charging when the combat is worked out next turn. See Diagram 10.

Note: Sometimes a losing unit will only fall back 2" or 3" from a combat and it is perfectly possible for a consolidating unit to move back into contact with such slow-footed foes.

Note that if several close combats are being fought in close proximity, a unit which consolidates into a new close combat cannot take casualties or make attacks until the next Assault phase – all the combats are assumed to be simultaneous.

Consolidation may not be used to embark on a transport vehicle unless it is open-topped.



The future looks bleak for the Tau as the Black Legion reach their battle lines.

MULTIPLE COMBATS

When a unit is fighting more than one enemy unit, their attacks must be divided between them. This is done as follows. Models engaged in combat with or supporting a model engaged in combat with a single unit must attack that unit. Models engaged with enemy from more than one unit or able to support friends engaged with enemy from more than one unit can choose which enemy unit they fight against. See Diagram 11.

If several units are fighting in the same combat, total up the number of wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their Morale. Winning units can only make a sweeping advance or consolidate if all of the units they are locked with fall back. If the unit chooses to sweeping advance, it makes a single roll and compares it to each of the enemy unit's individual fall back scores. Any that it beats are kept locked in combat. Units that stay fighting may make Reinforcement moves.

SHOOTING INTO AND OUT OF CLOSE COMBAT

Models engaged or supporting in close combat may not fire weapons in the Shooting phase. Their attentions are completely engaged by the swirling mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Models belonging to locked units that are not engaged in combat themselves or are not supporting engaged friends, may

shoot in their own Shooting phase and may be shot at in the enemy Shooting phase. Note, however, that lines of fire may not be traced through the Danger Zone due to the risk of hitting the combatants, and that all the models in the locked unit count as moving for the purposes of firing heavy and rapid fire weapons. Blast markers can be re-positioned subject to the normal rules so it is probably not a good idea to fire a plasma cannon at the back of a close combat if you value the combatants much. Templates and Ordnance Blast markers may only be positioned so they target models outside the Danger Zone.

Morale checks and Pinning tests inflicted by shooting are ignored by units which are locked in close combat. See Diagram 12.

FALL BACK!

Fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position to mount a fresh attack or hold off the enemy.

As a unit falls back it moves directly to the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place.

We've specified this in the Mission descriptions for Warhammer 40,000 but if you make up your own scenarios be sure you know where your units fall back to. If possible the unit must remain coherent, with gaps of no more than 2" between models as they fall back.

Most units fall back 2D6" each turn until they regroup. Some faster units, such as those on bikes or using jump packs, fall back 3D6".

A unit that falls back must move within a Fall Back corridor which lies between its most extended models as shown in the diagram – but individual models can move within this corridor as you wish. If a unit is spread out so that its models are more than 2" apart, the models must be moved back into coherency as the unit moves. See Diagram 13.

If the unit moves into, out of, or through difficult terrain, the distance rolled on the dice that determines fall back is halved. Units will divert their Fall Back corridor around impassable or dangerous terrain and enemy models, but must move in such a way as to get back to their base line by the shortest route.

FIRING WHILE FALLING BACK

Troops who are falling back may continue to shoot, but as they are moving they may not fire heavy weapons, or rapid fire weapons at full effect. They also cannot launch an assault.

Assaulted while falling back

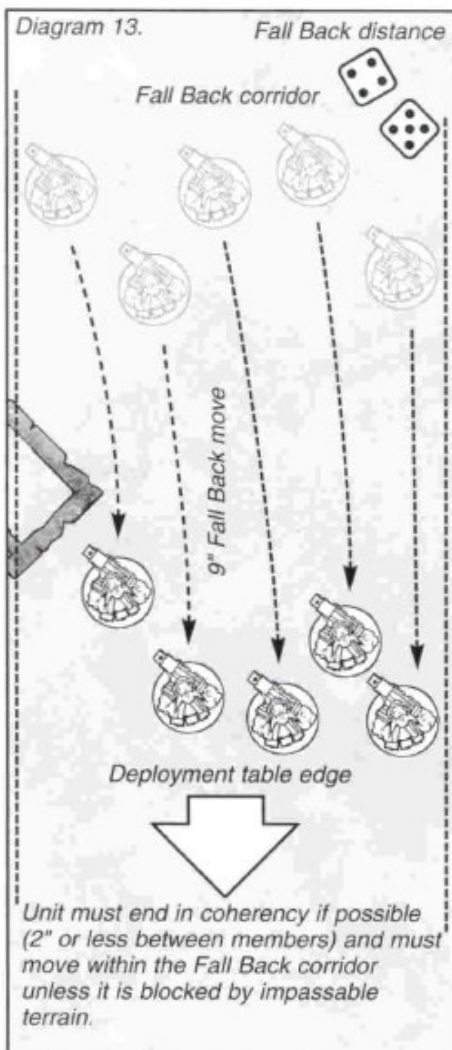
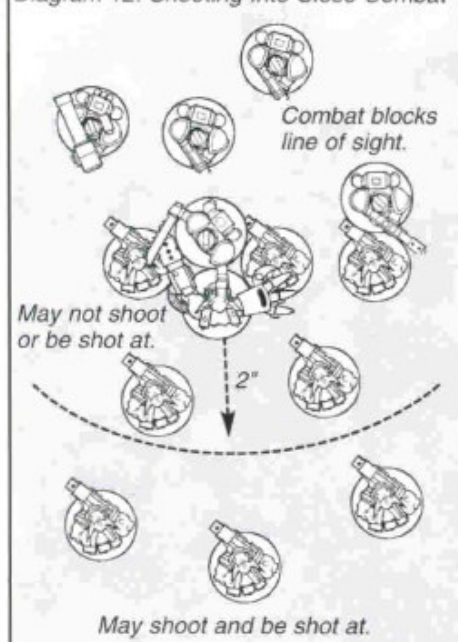
A unit which is assaulted by the enemy whilst falling back must check to regroup immediately. No modifiers apply to the check in this case, and even units which would not normally be allowed to regroup are allowed to make the check – the situation is sufficiently life or death threatening for the usual regrouping restrictions to be ignored. If successful, the unit is regrouped and will fight the close combat normally. If it fails to regroup, the unit is scattered and counts as destroyed. Note that this rule applies if a unit consolidates into enemies falling back too.

Trapped!

Sometimes a unit will find its Fall Back corridor blocked by impassable terrain and/or enemy models. Ignore enemy models that have fought in close combat against the unit this turn. A unit falling back may move around any obstruction in such a way as to get back to their baseline by the shortest route. If a unit cannot perform a full Fall Back move in any direction without doubling back, entering impassable terrain or coming within 1" of the enemy, it is destroyed. See Diagram 14.

Note: This replaces the Crossfire rules.

Diagram 12. Shooting Into Close Combat



CHARACTERS IN ASSAULTS

All characters in assaults fight just like normal troopers, though their characteristics are usually better. If a unit including an independent character charges into close combat, the character must charge in too. Likewise, if the character charges, the unit he is with charges too – inspired by his heroic example!

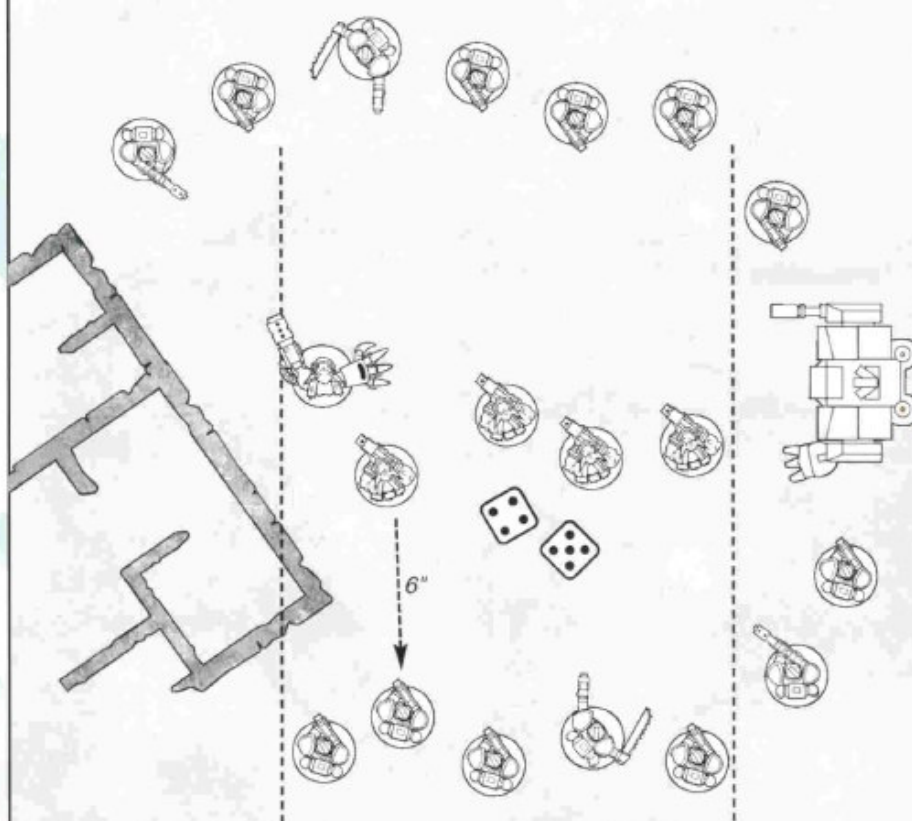
An independent character on their own can charge into close combat if they are within Assault range of the enemy in the Assault phase.

Independent characters always fight separately to any unit they have joined or are part of. They charge just as another member of the unit, but when they fight, their dice are rolled separately. An independent character may allocate his attacks between units he is engaged with. Only enemy models engaged in combat with the independent character, or only able to support a model engaged in combat with the independent character, may strike their blows against the independent character.

MONSTROUS CREATURES

Monstrous creatures are treated just like independent characters in an assault and always count as being a unit in their own right.

Diagram 14. Trapped!



The unit falling back in this circumstance could be trapped. However, if the terrain to the left is not impassable, they can divert their fall back into it. Also, if the unit in front of them fought them in close combat this turn, the falling back unit could move through them to escape.



Numbers can prove to be decisive!

TRIAL VEHICLE RULES – New rules for using vehicles in Warhammer 40,000

The 3rd, and latest, edition of Warhammer 40,000, was released five years ago and since then we've received lots of feedback from gamers. We recently published the trial Assault rules and this time we present the trial Vehicle rules. These are aimed primarily at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook but do allow vehicles to be used more dynamically and make moving troops in transports more of a risky proposition. We welcome your feedback, so let us know what you think! The new rules are in *italics* to make it easier to pick them out.

IMPORTANT: These rules aren't a replacement for what's in the Warhammer 40,000 rulebook, they're an alternative set to try out if you find that vehicles in your games feel too constrained and static for your tastes. We've tried to formulate the rules so they give with one hand and take with the other to a large extent – less restrictions on moving and firing in exchange for tightened-up, harsher damage tables – and assaulting from vehicles also gets a lot harder to pull off without getting fired on during the approach, which is only fair considering the constraints of turn sequencing. These rules work well with the Codex army lists but some tactics changes may well be needed depending on your force mix. As trial rules we'd welcome any feedback you have on them in the Chapter Approved mail bag. Oh, and treat the Imperial Armoured Company with extreme caution when using these alternative vehicle rules – those guys get mean.

Designers' Notes: Throughout these trial rules you will see some notes (like these!) drawing your attention to things that have changed and explaining the reasons why. Hopefully, this should help you spot the differences a bit more easily!

WAR MACHINES OF THE 41ST MILLENNIUM

OPEN-TOPPED VEHICLES

Some vehicles are not fully enclosed, but expose their crews to a hostile universe. There are many reasons for this: It may be to give reconnaissance units a good field of vision, to make embarking and disembarking easier, or it

may simply be impractical to enclose the crew. In the case of Imperial Guard artillery vehicles, such as the Basilisk, for example, the crew require plenty of space to load and fire the enormous Earthshaker cannon. This aside, it is mostly smaller vehicles that are open-topped, such as Ork buggies and trucks.

While crews and embarked troops on open-topped vehicles have more



A Steel Legion column makes its way through the desert.

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way to troops. However, as vehicles do not fight in the same way as creatures of flesh and blood, their characteristics are different. Vehicle characteristics are as follows:

	Type	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	Tank	14	12	10	3

Ballistic Skill. Vehicles have a BS value, just like troops, which represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

Armour Value. The Armour value of a vehicle tells you how hard it is to damage. Weapon hits against vehicles must defeat their Armour value in order to inflict damage. Vehicles generally have different Armour values on their front, sides and rear.

Type. Vehicles come in all sorts of different types: some are faster than others while some are able to fly or walk instead of driving along on wheels or tracks. Any special traits a vehicle has are described by its type. The different types are: Fast, Tank, Open-Topped, Skimmer and Walker. These traits can be combined to define, for example, a Fast Skimmer or an Open-Topped Walker.

freedom of movement and much better arcs of vision, the lack of an enclosed cabin inevitably means that they, and their vehicle, are more vulnerable to incoming fire.

FAST VEHICLES

There is a role in any army for high-speed vehicles. These are usually smaller vehicles which will often be used to reconnoitre ahead of an army or rapidly deploy heavy weapons systems or infantry squads to critical parts of the battlefield. Some races, such as the Eldar, use fast vehicles almost exclusively (Falcons, Vypers, etc) enabling them to carry out the lightning raids and deep strikes for which they are rightly feared. Most of the fastest vehicles on the battlefield are skimmers, such as the Space Marine Land Speeder, as these avoid terrain problems which slow down conventional craft. However, a few wheeled or tracked vehicles are also capable of high speeds, mostly due to either ultra-light weight or extremely powerful engines.

SKIMMERS

While most vehicles travel across the ground using wheels, tracks or legs, some advanced machines are fitted with anti-gravitic drives that enable them to swoop and hover a few metres above the battlefield. This is not true flight, but rather gravitic repulsion in a limited plane. The Space Marine Land Speeder is the only Imperial vehicle with this capability as the helio-prismic engines are very difficult and expensive to

produce, limiting their issue to only the Emperor's elite troops. The Land Speeder is a highly manoeuvrable, light reconnaissance and fast strike craft. It is capable of high speeds and can execute very tight turns but is limited in its vertical movement by a climb/dive incidence of no more than 35° from the horizontal due to inverse flux anomalies which arise beyond this point.

The only race to have truly mastered skimmer technology is the ancient and highly advanced Eldar. They build nearly all of their vehicles around sophisticated tri-polar phased crystal engines. These are manufactured in all sizes from the small and super-light units in jetbikes to the huge engines that power super-heavy grav-tanks such as the Scorpion. The Falcon is perhaps the best example of Eldar skimmer technology. It is a large tank that is not only capable of low altitude flight but can also climb and dive almost vertically. Orks, on the other hand, are not sufficiently advanced to fully comprehend anti-grav technology.

TANKS

These are a commonplace sight on the battlefields of the 41st Millennium. For an infantryman, a tank is an awesome sight as it rolls across the battlefield. It will not only be immune to most of the weaponry carried by his squad, but it is able to bring enough firepower to bear to utterly eradicate him and his unit.

Most races field some kind of heavily armed and armoured vehicle, whether it be the huge and lumbering Leman Russ

battle tanks of

the Imperial Guard or the sleek and sophisticated grav vehicles of the Eldar. Tanks are often fitted for multi-role capability and this will commonly include troop transportation as well as tank-hunting capability or infantry support with a deadly arsenal of weapons.

Imperial vehicles are often ancient in design, the basic plans having been rediscovered thousands of years ago, before the Emperor's ascension. Despite the antiquity of their design, their sheer ruggedness and versatility mean that they remain a match for enemy vehicles. Alien tanks are very different machines. Eldar combat vehicles are highly advanced; not only do they float above the ground using sophisticated anti-gravity engines, they are also faster, more manoeuvrable and better armed than their Imperial counterparts. By contrast, Orks use crude contraptions that are almost as dangerous to their crews as they are to their enemies!

WALKERS

On any battlefield, there are places where conventional vehicles cannot go: built-up areas, dense forests, narrow tunnels, and so on. For this reason, many armies use vehicles that are propelled by two, or sometimes more, mechanical legs. These vehicles are usually capable of carrying as many weapon systems as a tank can on a significantly smaller and lighter chassis. They combine the armoured might of a tank with the manoeuvrability of an infantryman. In general, these vehicles have a single crewman. Space Marine Dreadnoughts, however, are more than simply a one-man vehicle. They contain the mortally wounded remains of great Space Marine heroes, becoming mausoleum and war machine all in one. It is considered the greatest honour for a Space Marine to be incarcerated into one of these ancient machines so that they may continue to serve the Emperor. The Eldar Wraithlord, on the other hand, does not have any crew at all. It is 'piloted' instead by a spirit stone containing the vital essence of a dead Eldar warrior.

Because of their manoeuvrability, lighter walkers are often used as recon vehicles. The Imperial Guard Sentinel and the Eldar War Walker are both designed with this role very much in mind. Dreadnoughts on the other hand, especially those created by the Orks, tend to be used as shock assault vehicles, striding into battle alongside their infantry and spearheading assaults.

VEHICLE MOVEMENT

Most vehicles can move up to 12" in the Movement phase. This is relatively slow, but it represents a cross-country speed rather than moving flat out. However, most vehicles will want to move even more slowly in order to use their weapons (see later). Most vehicles can only move in the Movement phase, but some can move in both the Movement phase and the Assault phase, just as troops can.

Vehicles can turn any number of times as they move, just like any other model. Vehicles turn by pivoting on the spot, rather than 'wheeling' round. Turns do not cost any of the vehicle's move but once the vehicle's move is finished they can only make turns as described in the Shooting phase to bring weapons to bear, and then may only do so if they have not moved in the Movement phase. A vehicle may combine forward and reverse movement in the same turn, providing it does not exceed its maximum move.

Designers' Note: Some players have been interpreting the Free Turns rule to allow their transports to make further turns after disembarking troops. The wording has been tightened up to make sure this cannot happen.

FAST VEHICLES

Some vehicles are notably fast either because of their light construction or powerful engines – or both! Fast vehicles can move up to 24" in the Movement phase.

DIFFICULT TERRAIN

Vehicles that move through difficult terrain are not slowed down like infantry – they will either crash through successfully or become stuck, bogged down or something similar. To represent this, a vehicle that moves into difficult terrain or starts its move in difficult terrain must take a Difficult Terrain test. Do this by rolling a D6. On a roll of 1, the vehicle is immobilised for the rest of

Designers' Note: This rule has been changed slightly to clarify where in its move a vehicle is halted – ideally it would be at a random point in the move but this generates far too much complexity. As the idea is to deter vehicles from entering difficult terrain and sticking to the open spaces, having them crash on encountering obstacles is the easiest abstraction. Also, the option to define terrain as being particularly hazardous to vehicles has been included in order to curb excessively dangerous driving.

TERRAIN EFFECTS

There are many different types of terrain. The following table shows some of the more common types and explains whether they count as difficult ground to vehicles or not.

TERRAIN	EFFECT
Sand or ash dunes	Difficult ground
Marsh, muddy or water-logged ground	Difficult ground
Scrub, brush, vines or thick bracken, dense undergrowth	Difficult ground, except to tracked tanks which are heavy enough to flatten it as they move, and other vehicles moving 6" or less.
Steep hillsides	Difficult ground. Sheer rock faces are impassable to vehicles.
Dense woodland, jungle	Difficult ground
Rubble, ruins, detritus, slag heaps, crumbling rock	Difficult ground except to tracked tanks which are moving 6" or less.
Buildings	Impassable to all but tracked tanks. Even they treat buildings as difficult ground and if they move more than 6" must treat it as especially hazardous (see Difficult Terrain). Some large buildings may be completely impassable to vehicles no matter how recklessly they are driven.

Designers' Notes: These categories have been included to give some idea of how different terrain types affect vehicles. It would be a bad thing to curb creativity by defining exact terrain types, so it is particularly important for players to agree effects before commencing a game. The terrain generators in the Warhammer 40,000 rulebook include many ideas for terrain and provide a good starting point.

the game, on a 2-6 it can carry on moving. The test is taken when the vehicle first encounters difficult ground during its move and will halt the vehicle there if it fails the test. *If moving through terrain deemed especially hazardous, then vehicles are immobilised on a roll of 1-3, rather than merely a 1.*

Roads

Vehicles, other than skimmers or walkers, who follow a road for the entire Movement phase may add 6" to their maximum speed. They may only do this if their move required no Difficult Terrain tests, if they do not shoot, if they do not embark or disembark passengers and they do not perform Tank Shock.

Skimmers

These are vehicles that hover above ground level using anti-gravity drives, huge turbofans, supernatural energies, etc. Note that these are not full-blown flying machines. They generally hover at a few metres above ground level but are capable of making a powered boost to gain height and cross obstacles. Skimmers can ignore terrain as they move but if they begin or end their move in difficult or impassable terrain, they have to test to see if they are immobilised (as noted for ordinary vehicles above). *Immobilised skimmers crash and are destroyed if they are moving more than 6" in their move. The player should specify their speed before testing for difficult terrain. An immobilised skimmer travelling slowly*

makes a controlled landing and may not move again in the game.

Walkers

Including vehicles that have legs instead of tracks or wheels, the most common walkers are the huge war machines called Dreadnoughts. Walkers move like infantry so they can move up to 6" in the Movement phase and then charge up to 6" in the Assault phase if the enemy are within 6". Difficult terrain affects walkers just as it does infantry. Walkers moving into, out of or through difficult terrain have to roll 2D6 and use the highest result as the maximum distance they may move that turn.

CARRYING TROOPS

Various vehicles can carry troops across the battlefield. The advantages of being able to move a squad rapidly from one area to another under the protection of armour plate is obvious. The danger is that troops will be wiped out aboard the transport if it is fired at before they disembark.

Access Points

Each vehicle model capable of carrying passengers will have a number of 'access points'. These are the doors, ramps and hatches which the passengers use to get in and out of the vehicle. The exact access points for each vehicle are detailed in the Transports rules in this book.

Designers' Note: Access points have been introduced since the 3rd edition Warhammer 40,000 rules were released. These rules have now been formalised as mandatory.

Disembarking

A unit that begins its Movement phase inside a vehicle can get out either before or after the vehicle has moved. When the unit disembarks, the models are deployed at least partially within 2" of one of the vehicle's access points. If the vehicle has already moved then the passengers cannot move other than to deploy, and they cannot disembark if the vehicle moved more than 12". This 12" move limit includes all bonus movement from special engines, frenzied driving and so on (and that does mean **all** bonus movement, with no exceptions. This over-rides anything previously published in a codex or FAQ). If the vehicle has not yet moved then the infantry may move as normal after disembarking, and the vehicle can then move off separately at any speed.

Troops on board a vehicle may not disembark in the Assault phase and may never disembark within 1" of an enemy model. If compelled to disembark, because of the vehicle being destroyed, for example, any models that cannot disembark because the access points to the vehicle are blocked by enemy models become casualties.

After disembarking, models may shoot but may not assault unless the vehicle they disembarked from is open-topped or has not moved this turn.

Designers' Note: This particular addition should attract a lot of interest. Players will have to rethink their transport vehicle tactics quite a bit to cope with it. Compared to previous editions of the rules, transport vehicles have enjoyed a golden era, perhaps to the extent that the pendulum has swung too far. This rule is an attempt to redress matters a little.

Embarking

A unit can get inside a vehicle by moving every model to be at least partially within 2" of one of its access points. The whole unit must be able to embark or none of them can. If some models are out of range, their compatriots will wait until they can mount up together. If the vehicle moved before its passengers got aboard then it may not move any further in the same turn. If the vehicle has not moved beforehand then it can move normally as soon as the unit is on board.

An infantry unit can embark into an open-topped vehicle in their Assault phase if it consolidates and moves so that all its models are within 2" of the vehicle.

Embarking and Disembarking

Models may disembark from an open-topped transport vehicle and re-embark as part of a consolidation move. Apart from this, no models may embark and disembark in the same turn.

Passenger Capacity

Each transport vehicle has a maximum passenger capacity which may not be exceeded. Sometimes there will be constraints on exactly which types of models can embark on a particular vehicle. Terminators, for example, cannot be embarked on a Rhino or Razorback, although they may be transported in a Land Raider. Infantry equipped with jump packs may not embark in transports because of the space taken up by their bulky equipment.

Dedicated Transports

Some transport vehicles are directly assigned to a particular unit. Normally, a unit entry in a codex will include a transport option – allowing a vehicle to be selected along with the unit. Other transport vehicles occupy a force organisation chart slot (for example Eldar Falcons) and can be used to provide ad hoc transportation to any unit that can embark on it.

No more than one unit can ever be embarked on a single transport.

Dedicated transports may only be used to transport the squad they are selected with, plus any independent characters who have joined the squad. An independent character may disembark and leave the squad that owns the transport embarked, but if the squad disembarks then any independent characters must do so as well.

VEHICLE FIRING

"Diverse and many-fold weaponry is of the greatest importance for the steel-clad behemoth, lest it shall be confronted by foes it cannot master. On the field of war, it may battle Orks without number, against whom the burning lance of the lascannon is worthless. On another world, the armoured abominations of the alien Eldar may be found, against whom the noble bolter is useless.

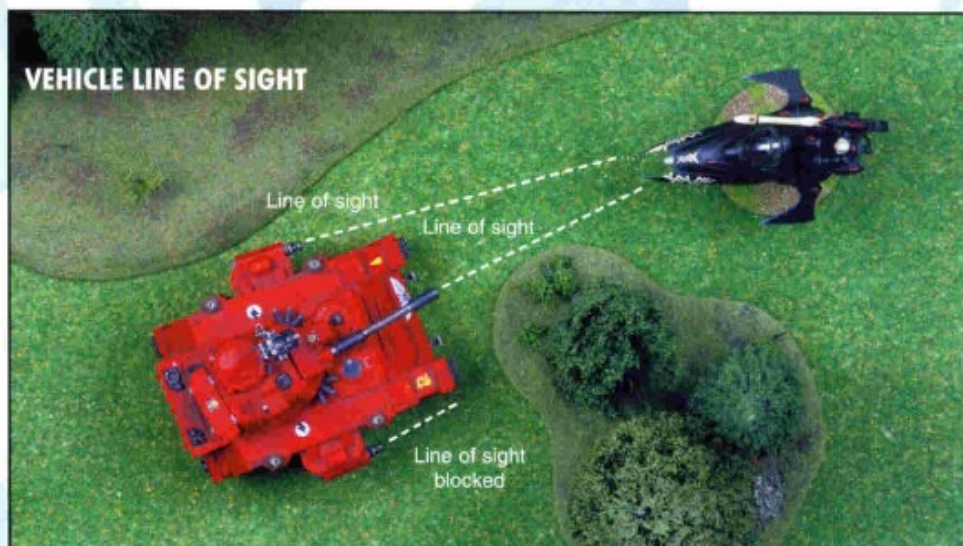
The commander must maintain the watchful gaze of the eagle to seek his foes through scope and slit. Once found, they must be crushed with the full weight of fire before seeking the next enemy, for the beast which is merely maimed may strike back still. When a suitable target is found, the machine must be halted for most efficacious execution: for motion and accuracy are anathema to one another. Speed has its place, just as firepower has its own. Never forget this!"

Extract from 'Commander of Armour's First Book of Indoctrinations'

Some vehicles, particularly battle tanks, carry a hefty arsenal of weapons. When a vehicle fires, it uses its own BS characteristic (representing the BS of the crew) and shoots like other units – all its weapons must fire at a single target unit. Although vehicles can fire light weapons on the move, they are limited in the number of larger weapons that they can fire.

Vehicle Line of Sight

Line of sight for shooting is traced directly from the weapon mountings on the vehicle. Weapons mounted on vehicles often have a limited arc of fire and they may not fire on units that are outside their arc. Trace the actual line of fire from the weapon mounting on the vehicle to see if it will be blocked by terrain or other vehicles. Weapons mounted on walkers can fire in a 90° forward arc.



MOVING AND SHOOTING

Designers' Note: Be sure to read this section carefully as there are several changes that will significantly affect the way vehicles fire.

Vehicle Weaponry

Vehicles can mount a frightening array of weapons. These can be divided into two broad categories: defensive weapons and main weapons. Main weapons are the primary means by which the vehicle will achieve its set objectives. They are defined as any weapon of Strength 6 or greater. Weapons with a random Strength which can possibly be greater than 6 are treated as main weapons. Defensive weapons are not specifically required for the vehicle to operate but provide it with important protection against enemy infantry. Defensive weapons have a Strength of 5 or less.

The normal restrictions for infantry moving and shooting don't apply to weapons fitted to vehicles. So a heavy weapon mounted on a tank can still shoot even though the tank may have moved. Rapid Fire weapons can shoot once up to the weapons' maximum range or twice up to 12". Otherwise, Heavy and Assault weapons shoot the number of times listed. Ordnance weapons (a special type of extremely heavy weapon normally only mounted on vehicles) are dealt with in more detail later.

Note that a twin-linked weapon counts as a single weapon for the purposes of shooting.

Defensive Weaponry (Strength 5 and below)

Many vehicles have a range of weapons with relatively low Strength but high rate of fire. These weapons are intended to help protect the vehicle from enemy infantry and because of their relative lightness and high rate of fire are largely unaffected by the movement of the vehicle. Consequently, a vehicle may fire any or all weapons of Strength 5 or below if it moves up to 6" in addition to any main weapon allowed.

Main Weaponry (Strength 6 and above)

Some vehicles carry main weapons as well as defensive weapons. This is normally what distinguishes battle tanks from personnel carriers. Any weapon of Strength 6 or above counts as a main weapon.

General rules for moving and firing main weaponry:

- If a vehicle does not move, it can shoot all its main weapons.
- If a vehicle moves up to 6", it can shoot one main weapon.
- Vehicles that have moved more than 6" do not shoot at all with their main weaponry.

Fast Vehicles

These manoeuvre more rapidly than ordinary tanks and other vehicles so they can fire heavy weapons when they move faster. They may fire all their defensive weapons if moving up to 12".

- Fast vehicles moving up to 6" can fire all their main weapons.
- Fast vehicles moving up to 12" can fire one main weapon.
- Fast vehicles moving more than 12" may not fire main weapons at all.

Walkers

Having sophisticated weapon systems that are fully integrated with their crew, Walkers can engage targets on the move more easily than other vehicles. This means they can always fire two weapons (one from each side/arm) regardless of whether they've moved or not. Walkers who do not move can fire all their weapons. *Walkers make no distinction between main weapons and defensive weapons.*

Designers' Note: The changes made to the Moving and Firing rules for vehicles are intended to make vehicles more dynamic in battle and to encourage the use of tank sponsons and other back-up weaponry. Given the ranges of such weapons, it is quite likely they would be able to find a target anyway so game balance will not be massively altered. The main difference will be that they are more fun to use.

Turning to Face

Turrets can be turned to face without it counting as movement.

Any vehicle that is not immobilised can pivot on the spot without counting it as movement so they can fire as if they were stationary. They may not do this if

they moved during the Movement phase as this will have given them opportunity to bring weapons to bear.

Troops Firing From Vehicles

Troops aboard vehicles can fire from firing slits, hatches or over the sides of the fighting compartment if the vehicle is open-topped.

All of the models aboard an open-topped vehicle can fire.

Fire Points. *Each enclosed vehicle has a number of fire points defined. A fire point is a hatch or gun slit from which one or more passengers inside the vehicle can fire. The number of fire points on each vehicle and how many models can fire from them is specified in the 2003 Chapter Approved compilation.*

Troops firing from a vehicle count as moving if the vehicle moves and may not fire if the vehicle moves more than 12". This means they may not fire heavy weapons from a moving vehicle unless normally allowed to fire heavy weapons while moving.

If passengers fire from a closed vehicle and do not have an Armour save of 3+ or better, then in the following turn enemy firing at the vehicle count it as open-topped.

ORDNANCE WEAPONS

Especially large weapons are called ordnance. These weapons are so huge and powerful that they cannot be physically carried but must be mounted onto a vehicle or built into the structure of a fortress. For the most part they are used by the heavily mechanised armies of the Imperial Guard. As noted in the weapons section, ordnance weapons will normally use the large Blast marker.

USING ORDNANCE WEAPONS

Ordnance weapons may also be barrage weapons, this is indicated by a 'G' (for guess) in their range, indicating that the crew guess how far the target is away and aim to drop their shots down on top of them from high. Ordnance barrages work slightly differently from normal ordnance attacks so the two types of attack are described separately.

If an attempt is made to fire an ordnance weapon, then the vehicle may fire no

VEHICLE MOVING & FIRING SUMMARY

Type	Stationary	Up to 6"	Up to 12"	More than 12"
Normal	All weapons	1 main weapon All defensive weapons	No weapons	No weapons
Fast	All weapons	All weapons	1 main weapon All defensive weapons	No weapons
Walker	All weapons	2 weapons	Not applicable	Not applicable

other weapons, whether they are main weapons, defensive weapons or weapons bought as vehicle upgrades.

NORMAL ORDNANCE

Firing on the Move

Ordnance weapons may be fired on the move but the chances of an accurate shot are greatly reduced. Normally, an ordnance shot will land somewhere near the target but when firing on the move, the shot could go anywhere. Roll to hit using the vehicle's Ballistic Skill. If the shot is on target then continue to the section detailing the firing procedure for ordnance weapons. If the shot misses then it has disappeared over the horizon or the crew have simply been unable to aim because of the vehicle bouncing about and have not managed to fire a shot.

Designers' Note: This is another of the major changes and is also intended to make armoured warfare in Warhammer 40,000 far more dynamic. Firing on the move sacrifices accuracy but at least gives options in missions which require an army to advance. The sight of Imperial Guard infantry advancing behind the cover of their mighty tanks should once again become a common sight.

Firing procedure for ordnance weapons

Most ordnance weapons use the large Blast marker, which is 5" in diameter. Any exceptions are detailed in the appropriate army's codex.

When placing the large Blast marker over the target unit, you may find that models from other units are caught in the blast. These are also attacked. However, when initially placing the marker, you must place it to get the maximum number of models from the target unit under the marker. As with non-ordnance weapons, any casualties inflicted on a unit do not have to be selected from models under the marker, the choice is up to the owning player. When firing at a vehicle or vehicle squadron, the hole in the middle of the template must be over at least one vehicle in the target unit.

Next, check that the target is within range and that there is a valid line of fire to it. If the marker has been placed out of range or so that the hole in the middle of the marker is not visible from the firing vehicle then the shot misses automatically and no harm is done.

If the target is in range and can be seen the massive blast of an ordnance weapon means it's going to be very hard to miss completely. Nonetheless, the shot may not land exactly where it was intended to. Roll the Scatter dice and a

ORDNANCE WEAPONRY SUMMARY

Weapon	Range	Str.	AP	Type
Battle Cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Griffon Mortar	12-48" G	6	4	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Whirlwind	48" G	5	4	Ordnance 1/Blast

D6 to see where the shot lands. If the Scatter dice rolls a HIT symbol, the shot lands on target. If an arrow is rolled, the marker is shifted in the direction shown by the arrow the number of inches indicated on the D6.

Any models which are entirely under the Blast marker will be hit automatically. Roll a D6 for models that are partially under the marker: on a 1-3 they are unharmed, on a 4-6 they are hit by the full force of the blast. Vehicles will be hit regardless of whether they are fully or partially under the Blast marker. When the targets are mounted models, it is best to determine whether the model is hit based on whether the marker covers the rider. Thus, if the rider of a Space Marine bike is entirely under the Blast marker then it is hit and the wheels of the bike are not important.

Resolve Ordnance hits with the Strength and Armour Piercing values on the Ordnance table.

ORDNANCE BARRAGES

Some pieces of ordnance are used for laying down a barrage in the same way as mortars (though on a much larger scale). These weapons will have a 'G' (for guess) suffixed to their range in the Weapon charts. These weapons do not need line of sight to fire but may have a minimum range. If the Blast marker scatters or is placed so that it is within minimum range, then it misses automatically.

Designers' Note: Now it is the troops that guess and not the commander! The guessing process takes time for no particularly useful purpose – a double scatter reduces accuracy in an equally acceptable way and moves the game on far quicker.

Firing on the move

It is difficult enough calculating where a barrage will fall without its origin point moving around! Ordnance barrage weapons may only be fired when stationary. The vehicle may still pivot unless immobilised however.

Firing Procedure

Place the Blast marker for the ordnance over the target unit and then see if it

landed on target. If the target is in sight roll a D6 and a Scatter dice. If the target is out of sight roll 2D6 and a Scatter dice. If you roll a HIT on the Scatter dice the shot lands on target. If an arrow is rolled, the marker is shifted in the direction indicated by the arrow, a number of inches equal to the sum of the D6 rolls.

INCOMING!

Ordnance Barrage Pinning

Ordnance barrages are even more terrifying than normal barrages – the ground shakes and heavens under the thunderous impacts, troops caught in the open are completely annihilated and those in cover are virtually buried alive by a furious rain of flaming death.

Units suffering casualties from an ordnance barrage must pass a Leadership test with the following modifier to avoid being pinned down:

-1 For coming under fire from an ordnance barrage.

If the unit fails it may not move, shoot or assault in the following turn.

A unit that is pinned down does not have to take a Morale test if it sustains 25% casualties from enemy fire, the fact it is pinned overrides the Morale test. If assaulted by the enemy, the unit will fight normally, ignoring the falling shells under the pressing circumstances of battle. At the end of the following turn the unit recovers and may act normally again.

SHOOTING AT VEHICLES

A vehicle is much harder to destroy than a creature of flesh and blood. Most fighting vehicles are heavily constructed from steel and tough alloys and their hulls are protected by thick armour plates, sloped or angled to deflect shots. Any hits that do penetrate may only cause slight damage or strike non-essential systems. In the case of lighter vehicles, shots may simply pass straight through and out the other side without causing any damage at all! On the other hand, vehicles carry a supply of fuel and ammunition that will blow them apart if they are hit, and however tough the vehicle is, its crew can always be stunned or disabled by hits made against its armoured hide.

CHOOSING A VEHICLE AS A TARGET

When you want to fire at a vehicle treat it like any other unit. One of your units can choose it as a target and must direct all of its shooting at it. Often this means that some of their weapons can't damage it, so assume that the other members of the squad are giving covering fire, bringing forward ammunition for heavy weapons or simply keeping their heads down!

When placing a Blast marker or large Blast marker to attack an enemy vehicle, the circle at the centre of the marker must initially be over the vehicle, or one of the vehicles if the target is a unit of vehicles. It may be that models from other units are under the Blast marker and these are also attacked. Flame templates should be placed so as much of the template as possible is over the enemy vehicle without also touching a friendly model.

Roll to hit against vehicles in the same way as against troops. If any hits are scored you then roll for each to see if they penetrate the vehicle's Armour Value, as explained later.

Vehicles can normally be targeted even if they are in close combat with friendly models. Vehicles which have a Weapon Skill characteristic (normally walkers) may not be however.

All vehicles even partially under a Blast marker, large Blast marker or flame template are hit. However if the hole in the middle of a Blast marker or large Blast marker is not over the vehicle then the Strength of the attacking weapon is halved (round fractions up) when working out whether the shot penetrates the vehicle's armour.

Designers' Note: Against large model vehicles, ordnance shots had a tendency never to miss and it has become the norm to place ordnance Blast markers so that they touch several targets. This will now only be worthwhile against the lightest targets so shooting straight at the target is a good thing.

ARMOUR PENETRATION

Once a hit has been scored on a vehicle roll a D6 and add the weapon's Strength characteristic to it. Then compare the total against the vehicle's Armour value.

If the total is less than the vehicle's Armour value, the shot bounces off.

If the total is equal to the vehicle's Armour value, the shot causes a glancing hit.

If the total is greater than the vehicle's Armour value, the shot scores a penetrating hit.

EXAMPLE: A lascannon shot hits the front of a Space Marine Predator which has an Armour value of 13. Rolling a D6, the player scores a 4 and adds this to the lascannon's Strength of 9 for an Armour Penetration total of 13. This equals the Armour value of the Predator and so inflicts a glancing hit.

Ordnance Weapons

These fire such enormous projectiles that they can smash through armour or hit with such force that the target vehicle's crew are turned to mush. When you roll to penetrate a vehicle's armour with an ordnance weapon you get to roll two D6 instead of one and pick the highest result.

VEHICLE ARMOUR VALUES

Armour values are different for each type of vehicle. They represent not just the thickness of its armour but also how difficult a target it is because of its size and speed, how tough and numerous its crew are, etc.

Armour values for individual vehicles also vary depending on whether the shot comes from the front, sides or rear.

When a vehicle is hit by a non-barrage weapon with a Blast marker or large Blast marker (including ordnance), the shot is always assumed to strike the vehicle from the direction of the firer regardless of exactly where the marker is placed or scattered to.

In the case of a barrage weapon, the shot is assumed to come from the hole at the centre of the Blast marker. If this is over the vehicle then it is struck from the direction of the firer, if it is behind the vehicle then the shot hits the rear armour, and so on. Remember the rule about the hole in the middle of the Blast marker! A barrage shot landing behind a vehicle may hit the rear armour but will be at half Strength.

DAMAGE ROLLS

If a vehicle's armour is breached make a Damage roll to see what happens. Roll a D6 and look up the result on the appropriate Damage table. Note there are separate tables for glancing, penetrating and ordnance hits.

Wrecks. Unless stated otherwise, a destroyed vehicle should be marked with some cotton wool smoke and left on the table. It is then treated as difficult terrain for the remainder of the battle. Other vehicles may not move over it but can push the wreck aside if their frontal Armour value is higher than that of the wreck. If the vehicle doing the pushing has a dozer blade or rough terrain modification (or some other device we detail as having this ability in the future) they may move vehicles with an equal frontal Armour value.

Designers' Note: You will notice that the Damage tables have been modified to ensure that a vehicle will always suffer some loss of capability, however temporary, from a damaging hit. No longer will Rhinos get away with just losing their storm bolter. Similarly, any damaging penetrating hit will force passengers to evacuate their transport. These modifications help to balance the greater opportunities to fire on the move.

NOTES

Crew & Passengers: Vehicle drivers, gunners and other crew are automatically killed if their vehicle is destroyed. Troops embarked on a vehicle that is destroyed each suffer one wound on a D6 roll of 4 or more, but may take their Armour saving throws. Survivors are placed within 2" of the wreck and are pinned for the whole of their next turn. Note that a roll of 6 on a penetrating hit for an ordnance weapon will always kill all the passengers in a vehicle.

Stun results: Crews stunned more than once only miss their next turn – don't add the stuns together. A skimmer with stunned crew drifts D6" in a direction indicated by rolling the Scatter dice in its next Movement phase (but stays facing the same way).

Immobilised Vehicles: An immobilised vehicle may not turn in place but its turret may continue to rotate to select targets. Further immobilisation results have no additional effect, although if they are caused by penetrating hits then the vehicle will still be prevented from firing the following move.

Open-Topped Vehicles

Some vehicles are more vulnerable to damage than others because of their lightweight construction and the fact that their crew is exposed to enemy fire. A typical example of an open-topped vehicle is an Ork Wartrak or War Buggy. Whenever a Damage roll (glancing or penetrating) is made against an open-topped vehicle, add +1 to the Damage result.

Template and Blast marker weapons are particularly dangerous to open-topped vehicles because their crewmen, wheels, engines and other components are not protected against the flames and shrapnel. To represent this, template and Blast marker weapons cause double the normal number of hits against open topped vehicles (ie, two hits instead of one).

Obscured Targets and Glancing Hits

A vehicle moving especially fast or behind cover, whether natural or artificially generated, will be harder to destroy. Remember that any weapon

GLANCING HIT

(S+D6 roll equals Armour value)

D6 Result

- 1-2 **Crew shaken** – The vehicle and any currently embarked passengers may not shoot next turn. Embarked troops may disembark and the vehicle can still move.
- 3 **Crew stunned** – The vehicle may not move or shoot next turn. Embarked troops may not fire from the vehicle.
- 4 **Armament destroyed** – One of the vehicle's weapons (chosen by attacker) is destroyed. If the vehicle has no main weapons (Strength 6 or more) left, treat this result as a crew stunned result as well as destroying one of the vehicle's defensive (Strength 5 or less) weapons.
- 5 **Immobilised** – The vehicle may not move for the rest of the game. Skimmers moving fast that are immobilised crash and are destroyed. If the vehicle is already immobilised then treat this as a crew stunned result instead.
- 6 **Vehicle destroyed!** – The vehicle is wrecked, mark it with cotton wool smoke, turn it on its side or demonstrate its destruction in some other pleasing manner!

firing at a vehicle must pick its target spot carefully if it is to be successful and an obscured target denies the opportunity. The exact circumstances are detailed below.

Skimmers Moving Fast

Moving skimmers are very difficult to hit squarely because they are more agile than other vehicles, and most shots are more likely to 'wing' them instead. To take account of this, any hits that would penetrate a skimmer that moved more than 6" in its Movement phase count as glancing hits instead. In order to qualify as moving more than 6", the skimmer must end its move more than 6" from where it started. Players may not claim their skimmers are 'circling' or moving 4" one way and 3" back. Skimmers are dependent on speed to make the enemy miss, and adequate velocity cannot be attained while circling. If Immobilised while moving 6" or less the skimmer lands in its current position.

The Hull Down Rule

Vehicles do not gain benefits from cover in the same way as infantry. However, vehicles can move into protected positions and use terrain to mask their more vulnerable parts in the following

PENETRATING HIT

(S+D6 roll beats Armour value)

D6 Result

- 1 **Crew stunned** – The vehicle may not move or shoot next turn. Embarked troops may not fire from the vehicle.
- 2 **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is lost. The attack doesn't just shoot off the weapon but mangles the mounting and possibly the gunner as well. Because it is rocked by the impact, the vehicle may not move or shoot next move and any passengers must immediately disembark.
- 3 **Immobilised** – The vehicle has taken a hit that has damaged a wheel, track or leg and the driver struggles to maintain control. The vehicle may not move for the rest of the game. Skimmers moving fast are immobilised, crash and are destroyed. The vehicle may fire next turn and all passengers must immediately disembark as if the vehicle had been destroyed.
- 4 **Vehicle destroyed!** – The vehicle is wrecked, mark it with cotton wool smoke, turn it on its side or demonstrate its destruction in some other pleasing manner!
- 5 **Vehicle destroyed!** – An explosion slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT, the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 6 **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the vehicle's edge. Models in range suffer one wound on a D6 roll of 4+ (saving throws are allowed), vehicles are unaffected.

way. Any vehicle that is in or behind cover (eg, behind a wall, just beyond the crest of a hill or a wrecked vehicle, in woods or jungle, or something similarly substantial) is considered to be 'hull down'. A hull down vehicle is trying to keep itself out of the line of fire as much as possible, so it counts all penetrating hits as glancing hits instead, as shown in the diagram on the next page.

ORDNANCE HIT

(Ordnance weapon beats Armour value)

D6 Result

- 1 **Crew stunned** – The vehicle may not move or shoot next turn. Embarked troops may not fire from the vehicle.
- 2 **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is lost. The attack doesn't just shoot off the weapon but mangles the mounting and possibly the gunner as well. Because it is rocked by the impact, the vehicle may not move or shoot next move and any passengers must immediately disembark.
- 3 **Immobilised** – Skimmers moving fast crash to the ground and are destroyed. The vehicle has taken a hit which has damaged a wheel, leg or a track and the driver struggles to maintain control. The vehicle may not fire next turn and all passengers must immediately disembark.
- 4 **Vehicle destroyed!** – The massive impact slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 5 **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the edges of the vehicle. Any models within range suffer one wound on a D6 roll of 4 or more (saving throws are allowed), vehicles are unaffected.
- 6 **Vehicle annihilated!** – The vehicle is blown to pieces by the shot. Red hot fragments of armour, engine and weaponry are sent scything in a 6" radius measured from the edges of the vehicle. Any models within range suffer one wound on a roll of 4+ (saving throws are allowed), other vehicles are unaffected. Remove the destroyed vehicle model (only a smoking crater is left behind). The resultant explosion will kill all passengers carried with no saving throws of any sort allowed.

HULL DOWN

Predator Hull Down
glancing hits only

Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are fired to temporarily hide the vehicle behind concealing clouds of smoke, and are most often used when it is moving in the open. Once per game, after completing its movement, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed by smoke.

The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect.

VEHICLES IN AN ASSAULT

Vehicles don't fight in close combat as such, although they can be attacked by enemy troops. However, heavy vehicles like tanks can break through enemy positions, scattering units and possibly forcing them to fall back – this kind of attack is called Tank Shock and is described opposite. Dreadnoughts, giant humanoid walking machines designed to spearhead assaults, and other walkers fight in close combat the same way as troops do.

Skimmers

These can always choose to move over enemy troops and this neither impedes their movement nor harms the troops below. Enemy troops can attack skimmers in the Assault phase, as close combat takes into account close range shooting and grenade lobbing as well as actual hand-to-hand combat.

Skimmer tanks can still choose to overrun an enemy unit and inflict Tank Shock in the normal manner.

TANK SHOCK

Tanks can overrun enemy troops during their Movement phase. Having some monstrous metal behemoth coming straight at you is unnerving for anybody!

During their Movement phase, a player can declare that a tank is going to attempt to overrun an enemy unit. If the tank has sufficient movement to get into contact with the unit, the enemy must take a Morale check.

To use Tank Shock, declare which enemy unit or units you are driving at with which of your tanks, and how fast each is moving. To do this you specify a direction and a speed before moving – you may not change direction during this move. Next, measure to see if any models from the unit will be reached by the tank. If the tank reaches the unit it must take a Morale check.

If they fail the check, the unit falls back 2D6" – individual models are allowed to be moved out of the path of the vehicle if they would otherwise end up underneath it. The unit can check to see if it is able to regroup in its own turn as normal, but troops will not be allowed to regroup if there is an enemy unit within 6" (such as the tank that forced them to fall back!).

If a unit is moved over by a tank and it passes its Morale check, individual models can be moved out of the way if they would end up underneath it, but otherwise the unit is unharmed. The troops are assumed to move out of the way and resume their positions as the tank passes. Remember that vehicles

cannot move over friendly troops, or over vehicles or wrecks from either side (unless it can push a wreck aside – see the rules for wrecked vehicles above).

Death or Glory!

If a unit passes its Morale check against Tank Shock, any troopers from the unit who are in the vehicle's path can stand and attempt to destroy it, rather than move out of the way. This is potentially a rather suicidal thing to do! Each model nominated for this heroic duty gets one attack at the tank as it heads towards him. *The attack can be a single shot (one shot, even if Assault 4) from a weapon carried by the model or a single close combat attack using any weapon carried, including krak grenades and melta bombs. The attack hits automatically – resolve the hit against the tank's Front Armour immediately. Then, unless the attack has destroyed or immobilised the tank, the Death or Glory boy is crushed to death by the tank grinding over him – the model is killed regardless of Wounds or Armour (Invulnerable or not!). A crew stunned or shaken result has no effect in this case.*

INFANTRY ASSAULTING VEHICLES

Infantry can pose a grave risk to vehicles if they get close enough. With the right weapons, troopers can wreck a vehicle by shooting through vision slits, planting explosive charges on fuel tanks, tearing open hatches to attack crew members or committing some other equally imaginative act of mayhem.

Whilst vehicles can be assaulted by infantry, they cannot be engaged in close combat by them, so when the vehicle's player turn comes around it can simply drive off unless damage prevents it. Alternatively, it could just stand still and fire at the enemy all around it, although this might be dangerous with ordnance or blast weapons!

As mentioned above, vehicles don't take part in close fighting in the same way as units of troops. However, a squad of troops can assault a vehicle and attempt to destroy it. This works as follows:

Launching an Assault

A squad can assault a vehicle by moving 6" towards it, getting into contact in the same way as when assaulting enemy squads. Individual models must move into contact with the closest aspect moving by the shortest route. This means that troops are not allowed to go round the sides or rear of the vehicle unless they start their assault at the sides or the rear.

Hits

Troops attack with the normal number of Attacks: +1 if double armed or +1

because they are assaulting that turn. All attacks automatically hit a stationary vehicle. Vehicles moving 6" or less in their previous turn are hit on a 4+. Vehicles which moved faster than this are only hit on a 6. WS counts for nothing in this case! Skimmers can only ever be hit on a 6 regardless of whether they moved or not, unless they are immobilised in which case they are hit depending on the distance moved in their previous turn.

Damage

Penetration is worked out as normal (D6 + the Strength of the attacker). Note that this means few troops can actually harm vehicles as even the lightest vehicle has an Armour value of 10.

Results

No results are counted for close combat against vehicles. The vehicle simply moves away as it wishes in its next turn, while the troops who mounted the assault are free to move, shoot, etc, normally. Thus, assaults against vehicles are very easy to work out – just make your attacks and work out any damage.

Monstrous Creatures

Monstrous creatures are so big and powerful that they roll an extra D6 to penetrate vehicle armour, so their Armour Penetration value is equal to 2D6 + the Strength of the creature.

Melta Bombs

Specialist tank hunting troops are often equipped with melta bombs – fusion based thermic charges which can reduce a battle tank to a burnt-out wreck in milliseconds. Troops armed with melta bombs can treat any of the hits they score in an assault on a vehicle as close range melta-gun hits (Penetration S8 + 2D6).

However, melta bombs need to be clamped in place before activating, so each model using them makes only one attack and doesn't count bonus attacks for charging, extra hand weapons, etc. *Melta bombs can be used in a Death or Glory attack against a tank attempting to overrun.*

Krak Grenades

Some troops are equipped with krak grenades, a special type of grenade with a shaped charge designed to penetrate armour, and (hopefully) stopping vehicles in their tracks. Troops equipped with krak grenades can use them to assault vehicles. Krak grenades give troops S6 for close combat hits scored against vehicles, making their Armour Penetration scores 6+D6. Krak grenades need both hands to trigger so models using them can only make a single attack and don't get bonus attacks for charging, additional hand weapons or

anything else. Krak grenades can also be used to make a Death or Glory attack on an overrunning tank.

WALKERS IN AN ASSAULT

Walkers fight in an assault in the same way as infantry. Resolve any hits scored on walkers by rolling for armour penetration and damage as for a vehicle. Unlike other models, walkers can launch an assault even if they have fired in the Shooting phase.

Infantry fighting against a walker will normally fight against its frontal armour as the walker rampages through the mêlée. This is the case if the Walker is immobilised, as the upper torso of the machine can still swing round.

Immobilised, stunned and shaken walkers fight in close combat with one less attack than normal, but otherwise attack normally.

Designers' Note: These modifications help to balance the increased vulnerability of Dreadnoughts and other walkers in close combat under the revised Assault rules. A Dreadnought does not stand impassively while enemies attack its rear armour, and several tons of rampaging Dreadnought should always be a dangerous prospect.

Each Damage roll that is inflicted on a walker counts as a single wound for the purposes of working out who won the combat.

There is one very important difference for walkers in an assault. They never have to check Morale, and so will never fall back in an assault. Even if the walker has lost, count the result as a drawn combat. The only way to win a close combat involving a walker is to destroy it! Unlike other vehicles, walkers can be engaged in close combat by enemy models. If it is engaged it may not shoot or make any type of move except a reinforcement move.

Drawn Combats

In a drawn combat, a walker can make a reinforcement move to move into contact with more enemy models or to turn to face a different direction.

Multiple Combats

In multiple combats where there is a walker (or several walkers) on one or both sides, the infantry units have to check Morale if they lose as normal. In the event that any of the infantry falls back, the walkers remain in combat. As normal, winning units (including walkers) can only sweep advance or consolidate if all of the units fighting them fall back.

Using Grenades Against Walkers In Close Combat

Grenades and melta bombs can be used normally against a Walker if it is already immobilised at the start of the close combat. Otherwise, grenades and melta bombs may be used against a mobile Walker following the normal rules for krak grenades and melta bombs. Hits are scored on the result of a 6 on a D6 only, irrespective of the relative Weapon Skills or any other factors.

Designers' Note: This is a new rule to give troops with krak grenades or melta bombs some chance to damage a walker – it's a poor chance but better than none at all.

Dreadnought Close Combat Weapons

Dreadnoughts are often armed with enormous close combat weapons – hammers, wrecking balls, claws, etc. If a Dreadnought is armed with a close combat weapon, it doubles its Strength in close combat (up to a maximum of 10) and ignores Armour saving throws. In other words, for a Dreadnought, close combat weapons count as power fists, but it strikes according to its normal Initiative value instead of always striking last. A Dreadnought armed with two close combat weapons gains an extra attack just like ordinary troopers armed with two weapons.

VEHICLE MORALE

Vehicles don't normally check Morale for any reason, whether they are clanking great behemoths or arrow-quick attack craft. It is assumed that in all cases the vehicle's crew has unshakeable faith in both their vehicle and you as their supreme commander (as is often the case with vehicle crews). In special circumstances you might want to introduce special rules for inexperienced crews, tanks being driven off by penetrating or glancing hits, and so on.

ENEMY MORALE

A Walker with total Armour value (front plus both sides plus rear) greater than 45 counts as ten models, otherwise they count as five models.

by Andy Chambers

It's sad really – once upon a time (back in the days of Rogue Trader and the second edition of Warhammer 40,000) psykers were the supreme nasties of the 41st millennium – their warp-spawned powers were capable of laying waste to entire armies and sub-continent. Such rampant overkill couldn't last of course; in the third edition of the game sanity prevailed and we deliberately toned down the abilities of psykers to far more mortal levels. This worked fine, and now you can have battles between armies who don't have to fear instant vapourisation by some ravaging, extra-planar megadeath power unleashed at the end of turn one.

Unfortunately when you wield the knife you sometimes cut a little too deep, and now most peoples' Space Marine Librarians and Chaos Sorcerers have been relegated to the reserves bench in favour of less costly Chaplains and other chainsword wielding lunatics. In retrospect, bringing the psychic powers under control actually made psykers too staid and predictable to be really interesting any more. Some time ago this nagging feeling led me to start pulling together some ideas for additional psychic powers that could be added in order to give the psykers back some zest. Three very wise men in the shape of Jonathan Westmoreland, Doug Foley and Marshall Jansen were good enough to scribe down some ideas for me and, with some judicious cribbing from other sources, I've prepared a selection of extra minor abilities for the warp-inclined.

PSYKER MINOR POWERS

Most psykers manifest a broad range of capabilities from psychometry (object reading), telekinesis and precognition through to weather summoning, temporal distortion and mind control. Training and willpower hugely influence the ability of a particular psyker, but their most heavily practised, highly destructive capabilities will be strictly focused in a battlefield environment. To attempt the most potent sorceries in the mayhem of combat is to invite predation by warp entities and a horrible death (if you're lucky). However, many psykers are capable of using their weaker abilities in combat to enhance themselves, distract the enemy and help allies nearby in a minor way. It is these powers which will be covered by these rules.

The powers shown below may be chosen by psykers in addition to the major power (or powers) listed in the relevant army list. Many of these powers substitute for items of wargear by producing equivalent effects and the points for minor psychic powers count against the psyker character's wargear allowance. There is no maximum number of powers that can be chosen, but as they count towards a character's wargear allowance this

will tend to limit the number a psyker can choose. As they add a fair bit of complexity to the game and are largely untested at the current time these rules should be considered **optional** (ie, use with both players' prior consent) and are not recommended for tournaments unless the organisers specify otherwise.

The following characters can choose psyker minor powers: Space Marine Librarians, Chaos Sorcerers and

TELEKINETIC PSYCHIC POWERS

1. NO USABLE POWER.

The psyker can move coins and light candles with his meagre power but that's about all.

2. THUNDERCLAP

Phase: Own shooting **Psychic Test?** Yes **Range:** 12"
Effect: If successful, one enemy unit is forced to take a Pinning test immediately. This power may not be used on enemy units in close combat.

3. FORCE BUBBLE

Phase: Enemy shooting **Psychic Test?** Yes **Range:** Self
Effect: If successful, the psyker's armour save is increased to 2+ for that phase.

4. PROTECT

Phase: Enemy shooting **Psychic Test?** Yes **Range:** 12"
Effect: If successful, one squad (not vehicle) in range gains a 6+ invulnerable save for that phase. Note that models which already have an invulnerable save use that one instead.

5. HOLOCAUST

Phase: Own assault **Psychic Test?** Yes **Range:** Self
Effect: If successful, place the small blast marker over the psyker. Any models, friend or foe, including the psyker, under or touching the marker suffer a Strength 4 hit, normal armour saves apply. The psyker may not attack in close combat that phase. If unsuccessful, the psyker suffers one wound with no save possible and may not attack.

6. FLAMEWALL

Phase: Own movement **Psychic Test?** Yes **Range:** 12"
Effect: If successful, place a 1" wide, 4" long (or shorter), 3" tall piece of scenery within range. The wall may not be placed on enemy models or between units in an assault. Any line of fire drawn through the wall counts targets on the other side as being in cover. Any models crossing it suffer a S4 hit, normal armour saves apply. The wall lasts until the end of the opponent's next turn (but remember that it will disappear if the psyker uses another psychic power before then). If the Psychic test is unsuccessful, the wall is placed on the psyker and he suffers one wound with no save possible.

Sorcerer Lords, Daemon Princes and Greater Daemons (if they do not have the Mark of Khorne), Inquisitors with psychic abilities and Ork Weirdboyz. Eldar Farseers and Warlocks may not use minor powers as such unfocused use of their abilities would be extremely dangerous.

The minor psychic powers are split into five disciplines. The exact power gained is rolled randomly but the table rolled on is selected by the purchasing player and rolled in front of his opponent before the game starts. Each roll on a minor psychic power table costs **10 points** regardless of its outcome (yes, there are some duff ones on there). If the same power is rolled twice, a different discipline must be selected and the power rolled for again.

USING PSYKER MINOR POWERS

A psyker can use up to one psychic power per phase, either a major one or a minor one. If a psyker is employing a power which has an ongoing effect, he must cease it

before using another power. To summarise how the powers work, the following characteristics are used:

Phase; Psychic Test?; Effect; Range

The explanations of each characteristic are as follows:

Phase: Which phase the power can be used in. Unless specifically stated, the power can only be employed in the player's own turn, not his opponent's. Some powers are used before the start of the game, representing psykers scanning the enemy at long range, casting auguries before the battle and so forth, and using these powers does not prevent the psyker using other powers in the first turn of the game (or whenever he turns up from reserve, Deep Strike etc).

Psychic Test? Yes or no; if yes the psyker must pass a Leadership test to make the power work and is subject to the Perils of the Warp if he rolls a 2 or 12. Note that models with the Chaos

Gift Mark of Tzeentch still have to roll a Psychic test in order to use minor powers (the Weaver of Fates can still be capricious at times), but do not suffer from the Perils of the Warp if they get a 2 or 12.

Effect: A summary of the power's effect. Powers which improve or lower characteristics cannot take them over 10 or under 1.

Range: Where applicable, this gives the maximum range of the power. A psyker must have a line of sight to his target in order to use a power on it. Powers with a range may be used by the psyker on himself, if applicable. Powers which are noted as having a range of 'battlefield' can be used even if the psyker is not deployed on the tabletop for any reason, such as being in reserve.

On with the show...

MOVEMENT PSYCHIC POWERS

1. SUPERNATURALLY QUICK

Phase: Any **Psychic Test?** Yes **Range:** Self
Effect: Psyker gains +1 Initiative (to a max of 10), for that one phase.

2. TANGLE

Phase: Enemy movement. **Psychic Test?** Yes **Range:** 12"
Effect: If successful, one enemy squad on foot (not vehicles, jump packs, bikes or cavalry) which is moving in the open counts as moving in difficult terrain for that one phase.

3. FLEETFOOT

Phase: Own shooting. **Psychic Test?** Yes **Range:** 12"
Effect: One friendly squad or an independent character on foot (not vehicles, jump packs, bikes or cavalry) may move up to D6" ignoring difficult terrain penalties if it does not shoot. If employed on units with the *fleet of foot* ability or equivalent, they may re-roll the dice to see how far they move.

4. LEAP

Phase: Own movement **Psychic Test?** Yes **Range:** Self
Effect: If the Psychic test is successful, the psyker may move up to 12" as if he were equipped with a jump pack in that Movement phase. An unsuccessful test means that the psyker cannot move in that phase.

5. READ MINDS

Phase: Not applicable **Psychic Test?** Yes **Range:** Battlefield
Effect: If the psyker passes a psychic test during deployment, one unit may be held back and deployed after all others, including infiltrators, have been placed on the battlefield.

6. RELENTLESS

Phase: Own shooting **Psychic Test?** Yes **Range:** 6"
Effect: If successful, any one squad within range counts as stationary for using rapid fire and pistol weapons even if they moved. If unsuccessful the psyker may not shoot in that phase.

ENHANCEMENTS PSYCHIC POWERS

1. NO USABLE POWER.

The psyker may have good teeth or neat hair thanks to his powers but nothing of practical use on the battlefield.

2. IRON FIST

Phase: Either assault.

Psychic Test? Yes

Range: Self

Effect: Psyker gains +1 Strength for that phase (to a maximum of 10). This is added after all other bonuses and doubling for power fists and the like.

3. WARP SHIFTING

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: Enemy close combat attacks against the psyker only hit on 4+ regardless of relative Weapon Skills or other special rules (like Black Templars vows, hatred etc) for that phase.

4. SHIELD

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: The psyker's armour saving throw is improved by one to a maximum of 2+ for that phase.

5. BLESSING OF THE MACHINE GOD

Phase: Own shooting

Psychic Test? Yes

Range: Self

Effect: The psyker's ranged weapon is counted as master-crafted for the phase and may re-roll to hit. An unsuccessful test causes the weapon to not fire. This power only works on weapons, not psychic artefacts such as a Sorcerer's Staff.

6. IRON ARM

Phase: Either assault

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker is considered to be armed with a power fist and close combat weapon for the phase. An unsuccessful test causes the psyker to fight with his normal weapon(s) minus one Attack (to a minimum of one).

WILL PSYCHIC POWERS

1. NO USABLE POWER.

The psyker is good at sticking to diet plans and giving up bad habits but nothing more.

2. SENSE MINDS

Phase: Any

Psychic Test? No

Range: Self

Effect: The psyker counts as being equipped with a scanner.

3. INSPIRE

Phase: Any

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker gains +1 Ld (to a max of 10), for that phase.

4. CAUSE FEAR

Phase: Own Assault

Psychic Test? Yes

Range: 12"

Effect: If successful, one enemy squad suffers -1 Ld (to a min of 1) for that phase.

5. BATTLE FURY

Phase: Any Assault

Psychic Test? Yes

Range: 6"

Effect: If successful, one friendly squad (not walker or other vehicle) gains +1 WS for that phase. If unsuccessful, the squad suffers -1 WS for that phase instead.

6. GLORY

Phase: Own shooting

Psychic Test? Yes

Range: 6"

Effect: If successful, one unit becomes fearless and ignores all Morale checks and Pinning tests until the start of its next turn. If unsuccessful, the unit starts falling back as if it had failed a Morale check.



An Ultramarines Librarian uses his powers of Thunderclap, Cause Fear and Smite to carve a bloody hole in the Eldar ranks.

TEMPORAL PSYCHIC POWERS

1. NO USABLE POWER.

The psyker's effects on the timestream are mostly coincidental and inconvenient, lengthening times in waiting rooms and during dull social events for example.

2. SLOW TIME

Phase: Own assault

Psychic Test? Yes

Range: base contact

Effect: Cast at the beginning of the Assault phase, after all assault moves have been made. Affects all models in base-to-base contact with the psyker. Affected models count as having Initiative 1 (before any modifiers for bio-plasma, scorpion stings, power fists etc are taken into account) for the remainder of the phase. Does not affect walkers or other vehicles.

3. HEALING

Phase: Enemy shooting

Psychic Test? Yes

Range: 2"

Effect: This power may only be used on a model (it may be the psyker) which has been reduced to 0 Wounds. If the test is passed, place the model on its side and roll a D6 for it at the start of the controlling player's next turn, if the dice scores over the model's Toughness, it regains 1 Wound. If the Toughness roll is failed, the model is removed as a casualty.

4. STASIS SHELL

Phase: Own movement

Psychic Test? Yes

Range: 6"

Effect: If successful, one friendly unit can neither move, shoot nor assault, but cannot be shot at or assaulted itself until the player's next turn. This power may not be used on units engaged in an assault, and units in a stasis shell do not count towards victory conditions such as claiming objectives, table quarters and so forth.

5. WARP TIME

Phase: Own movement

Psychic Test? Yes

Range: Self

Effect: If successful, the psyker adds +2D6" to his movement in the Movement phase. If unsuccessful the psyker may not move at all. In either case, using this power means that the psyker may not shoot or use psychic powers in the Shooting phase.

6. TEMPORAL DISTORT

Phase: Not applicable

Psychic Test? Yes

Range: Battlefield

Effect: This power is used before determining who goes first. If successful, the psyker's force is allowed to re-roll the dice in determining who gets the first move. If unsuccessful, the botched attempt causes the psyker's force to automatically go second. This power can only be used in missions where dice rolls are used to determine who goes first.

This TACTICA article looks at the armoured forces of the Adeptus Astartes. Pete Haines from the Warhammer 40,000 Games Development team takes us through the tactics that a Space Marine Commander can employ.



Pete: As if consummately skilled, two-metre tall supermen in impervious armour with lethal weaponry wasn't enough to scare the wits out of the Emperor's enemies, the

Adeptus Astartes can also call upon a wide range of powerful war machines to supplement their firepower. Working out what tanks to include in your Space Marine army, and how to use them, isn't always that easy though, so we figured that it was time to look at the options and give a few helpful hints and tips.

All Warhammer 40,000 armies have to fit in with the Force Organisation chart and the Space Marines are no exception. This means you will be limited to three Heavy Support choices. As tanks tend to be Heavy Support this theoretically limits you to only three, but this isn't the complete story. Land Raiders, Razorbacks and Rhinos can all be selected as transport options for your Space Marine squads so it is possible to include a lot of armoured support in even a 1,500 point army.

The most important thing to remember about using tanks in a Space Marine army is that they are there to support the Space Marines themselves. Armies which manage to integrate infantry and tanks together will be more successful than those that don't. Because of this, it will generally be a good idea to consider exactly how you want your Space Marines to fight and allocate points for them and their equipment first before being lured into spending all your points on tanks. At the very least, you will need two Troops choices and a HQ, and in all probability quite a bit more besides.

To illustrate this point let's consider three types of Space Marine army. Firstly, one optimised for assault, say Blood Angels or Black Templars. Secondly, a specialised firepower army such as the Salamanders or Dark Angels. Thirdly, a balanced army able to shoot or fight as the need dictates, such as Space Wolves. Codex Space Marine armies can of course be built to fit any of these categories. Assault armies will obviously include powerful characters in their HQ selections, as well as several squads

TACTICA

SPACE MARINE TANKS

MAKING THE MOST OF SPACE MARINE ARMOUR

armed for close combat, Scouts to outflank the enemy and so forth. Firepower armies may include several Tactical squads to absorb any enemy attack and protect their valuable Devastator squads. Balanced armies will inevitably do a bit of both. Having decided on the approach you plan to take, it is a lot easier to work out exactly what tanks you will need to support your other troops.

It may help if we look at the logic first from the perspective of an assault-orientated army and then from the perspective of a firepower-intensive army.

RAPID ASSAULT

If you plan to assault the enemy you will need Rhinos to transport your squads quickly across the table. Razorbacks will be unable to travel at full speed whilst firing and cannot carry as many men, so Rhinos will normally be the preference. If you still crave some additional firepower (and let's be frank, who doesn't?) then you can reach for vehicle upgrades. A hunter-killer missile and/or a pintle-mounted storm bolter will make your Rhino more formidable. The missile can be fired before you commence your rush towards the enemy and, with two storm bolters, a Rhino can continue to be a serious nuisance long after its passengers have disembarked. While on the subject of vehicle upgrades, assault armies will find that extra armour and smoke launchers are vital if they are to survive long enough to reach the enemy lines. Don't hesitate to use the smoke launchers immediately; they will ensure that any hits are only glancing and so will vastly increase your survival chances. Extra armour gives you an opportunity to personalise your models with spaced or reinforced armour and means that any stunned results are reduced to shaken. I know this doesn't sound too significant but, as experienced players know, the difference between not being able to move or shoot and simply not being able to shoot is enormous when you plan to assault.

Land Raiders are also a good choice for an assault army. Not only do they provide heavy firepower support but can transport Terminator squads into the heart of the

enemy position. There are two main Land Raider variants – the standard pattern Land Raider, which has a pair of awesome twin-linked godhammer lascannons to augment its twin-linked heavy bolters, and the Crusader variant armed with a multi-melta, a twin-linked assault cannon and two batteries of hurricane bolters. Both variants have distinct uses in an assaulting army.

The standard Land Raider can advance at 6" a turn, engaging heavily armoured targets with its Godhammers and potentially drawing a lot of enemy fire away from the rest of the army. Remember that the Land Raider isn't there to win the battle itself, but to help the Space Marines win the battle, so any shots directed at its Armour 14 hull



increase the chances of the Armour 11 Rhinos getting across the battlefield enormously. Using its Machine Spirit (see page 78 of the Chapter Approved Annual 2002) it can engage two enemy tanks each turn so, as well as absorbing the enemy firepower, it can significantly reduce it as well!

The Crusader variant has a greater transport capacity, which is itself very useful, and has immense anti-personnel firepower. Whilst the multi-melta gives it some anti-tank capability it is less useful against enemy tanks but still far from defenceless. Where it excels is as an assault transport, moving 12" and firing its hurricane bolters as it goes, making it very unlikely to be stopped. You do need to be careful about enemy meltaguns at close range but by then you are close enough to press the attack on foot if it is halted anyway. No vehicle upgrades are really required for either Land Raider variant although, if you have the points, smoke launchers will probably be worth the investment, particularly against Eldar armies with Bright or Dark Lances that unsportingly count your Armour value as being 12 rather than 14.

Predators are a major asset to assault armies. You can either equip them with sponsons and sit back providing long range fire support or just use a single turret weapon and advance, firing on the

move. Personally, I would always take the heavy bolter sponsons as, at the very least, you can fight on if you suffer a 'weapon destroyed' result. An advancing Predator has the virtue of being able to block enemy lines of fire to your other advancing troops. Its Armour value of 13 is a much tougher proposition than a Rhino's and it is reasonable to expect it to absorb quite a few shots before it is disabled. You can use this tactic in a number of ways. Driving straight at an enemy unit will cut their lines of fire considerably and leave them with little choice but to fire at the well-protected Predator. Similarly, Space Marines with jump packs can leap forward using the Predator for cover. Either way, the ability to move your own cover forward with you is a major bonus and when that 'cover' halts and lets rip with three heavy weapons, your chances of mounting a successful assault will always seem much rosier.

The choice between the Predator Annihilator and the Predator Destructor is really down to your assessment of likely opponents. Against a tank or power armour heavy opponent, the Annihilator's lascannons will be preferable, whilst against a lightly equipped army, the Destructor's autocannon may be a better choice. The decision on which primary weapon

to use can be supplemented by the choice of sponson weapon however, so a Destructor with sponson lascannons is clearly well-suited for fighting tanks whereas an Annihilator with heavy bolters can always supplement its main guns with additional firepower if the target merits it. In many ways the Predator is the most flexible tank in Warhammer 40,000. It can be configured to be just what is needed against virtually any opponent and will always represent points well spent.

When assaulting don't forget about tank-shock, but don't expect miracles from it either. Driving straight at a unit with good morale and dangerous anti-tank weapons will rarely be a good move, but low morale units with light weapons, such as Grots or Gaunts out of synapse range, can be chased off very easily.

The Whirlwind and Vindicator are tanks with very specialised roles that are not entirely suited to all-out assault Space Marine armies. Neither can move and fire so they cannot easily support the advance. That said, the Whirlwind can weaken an enemy defensive position prior to your assault going in, especially if the enemy are numerous and tightly packed. It is unlikely to draw fire back though, and it is my experience that when attacking it is best to give the enemy a confusing choice of targets as



A Blood Angels Predator Destructor provides covering fire as the assault force rushes towards the Ork lines.

this tends to encourage them to divide their fire and achieve nothing as a consequence. The Vindicator is almost the opposite. You know it will draw fire as no one (and I mean no one) wants to be engaged by the Strength 10 Ordnance template of doom that is the demolisher cannon. Sadly, though, it is short-ranged, and will have to move at least once to bring the enemy within range. This can be done under the cover of smoke launchers or by equipping your Vindicator with a dozer blade and advancing through woods. This will ensure that the enemy will probably have to shoot at it a lot in order to stop it, and the prospect of that gun actually firing will play on their minds. Once in position it will be static, though, which means that its shooting opportunities will be reduced by friends passing ahead of it and engaging the enemy, giving you only one or two shots to get some value from it. If you play on tables with a high terrain density, both of these vehicles will be far more useful to an assault force. In the case of the Whirlwind, the benefit lies in its indirect fire capability which enables you to hit enemy reserves behind cover, waiting to counter-attack.

In the case of the Vindicator, it is because targets on a cramped battlefield are far more likely to be in range when they come into sight.

SUSTAINED FIRE

Space Marines are well-equipped to engage in a duelling firefight and the infamous 'shooty army' can easily be deployed by them. As an overall tactic it has an advantage over the assault army insofar that it doesn't need transport, and can therefore spend even more points on bigger and better guns or more men. Needless to say though, the army is more inhibited by terrain and the need to accommodate mission objectives. For example, trying to conduct a Blitz mission without an assault option is virtually impossible. Also, although you will have more fighting equipment, an assault army will be able to pick the point of attack so you might end up being outnumbered and beaten in one section of the battlefield. Good deployment is essential as is the effective use of reserves. The ability of tanks to move and fire can be used to shift your firepower to where it is most

needed and adds a mobile element to your defence.

Rhinos, however, are not as useful to defensive Space Marine armies as the Razorback. Being armed with twin-linked weaponry it tends to hit what it aims at, and with the options of having a pair of lascannons or a pair of heavy bolters (amongst others) it can be configured for any enemy. The beauty of these tanks on the defensive is that they can be deployed separated from their passengers, whilst staying close enough to rescue them if they look like being over run. They can then stay out of sight behind hills and woods ready to emerge in your turn and pick off key targets. Firepower armies are always operating against the clock – they have to bring their guns to bear and do critical damage before the enemy can fully develop their own game plan. In this role both hunter-killer missiles and pintle-mounted storm bolters are useful upgrades for a Razorback. If lascannon armed then a hunter-killer is the best option; if heavy bolter armed then the pintle-mounted storm bolter is the best option. Dozer blades are also useful as



Andy Hoare

Andy: My main army is Chaos Marines, specifically the Iron Warriors. I find the best way to deal with enemy Space Marine tanks is to spread my anti-tank capabilities throughout my

army, rather than to rely on one unit which is specifically designated as 'tank hunters'.

The first thing I do is to make sure that every squad has some form of anti-tank weaponry. In the case of Chaos Marine squads this often takes the form of an Aspiring Champion with melta bombs,

and probably a squad member carrying a meltagun if I know I'm going to be facing a fair few tanks.

My Chaos Lord is more often than not accompanied by a retinue of Chaos Terminators. These guys never leave home without at least one chainfist in the squad, as well as a combi-melta, carried by different squad members of course, so a single kill can't wipe out the entire retinue's ability to deal with enemy armour.

If I know my opponent has a serious fixation with armour, as is often the case with Imperial Guard players, I will

occasionally invest in a single, dedicated anti-tank squad. Depending on the mission and enemy this will either take the form of a Havoc squad with three lascannons or missile launchers (depending on the points limit and quality of enemy armour) or it will be a Raptor squad tooled up with meltaguns, plasma pistols and with an Aspiring Champion sporting melta bombs. Obviously, both of these squads are expensive so I only take them if they have a good chance of earning their points back, and even then only in larger games.

THE ENEMY'S PERSPECTIVE





Although assuming a defensive posture, this Dark Angels force has units in reserve ready for a counter-attack.

they mean that you can deploy behind woods, drive into them without too much fear of being immobilised and fire from there.

In defence, Land Raiders are less useful than when attacking. Their transport capacity is less likely to be utilised and their sheer cost in points will reduce your numbers a lot. Against an advancing enemy, the sheer number of guns is often more important than the armour of the firers as a moving enemy will not have so many units firing back. The Land Raider does make for a very impressive mobile bunker that is hard to kill. I'm sure Land Raider fans will find uses for them, but it will take an experienced hand to get the full benefit.

Predators, however, are even better on the defensive than on the offensive (and they are pretty good there). There is no downside to spending points on sponson weapons as you are far more likely to be stationary. The range of options from a Destructor armed with a turret autocannon and sponson heavy bolters, to an Annihilator armed with twin-linked lascannons in the turret and sponson lascannons, guarantees that every opponent will fear its firepower.

When deploying, hull-down positions should be selected wherever possible. Because movement will reduce the number of weapons fired, you ideally need to site the Predator somewhere where it will have plenty of targets throughout the game. To do this, take a moment to work out the most likely approaches the enemy will use and, if several possibilities exist, take a position

from which the Predator can race to whichever location is seriously attacked. When considering vehicle upgrades, the same logic detailed for the Razorback applies, so dozer blades, hunter-killer missiles and pintle-mounted storm bolters all have their uses.

Vindicators and Whirlwinds are both great defensive weapons. The Whirlwind can deploy safely out of sight and give an attacker a really good reason not to mass together or use a particular piece of dead ground as a staging post. Similarly, the Vindicator is happiest when the enemy come to it. It can be deployed like the Predator, although a tactic I have seen employed to great effect is to position it so that terrain blocks the enemy's line of sight from their deployment zone but leaves the Vindicator covering their main line of advance. It takes a bold player to advance into the sights of a Vindicator.

BALANCING IT UP

Finally there is the balanced approach. As will be evident from my previous musings on tactics in Warhammer 40,000, I am a keen advocate of balanced army selections. They allow you to use the same composition against all manner of opponents, which in turn builds up your experience at handling the army that much quicker. Just as significantly, it is harder for an opponent to catch you out. I have seen Tyranid players get very nervous when facing a World Eater army that runs straight at them, and Imperial Guard armies panic when they find themselves out-shot by a Space Marine army. If your

army does one thing and an opponent does it better than what do you do? With a balanced army there is normally a plan B that you can resort to. Balanced Space Marine armies will inevitably use a mixture of the tactics described previously for their tanks. A squad in a Razorback can still be used to assault effectively if the Razorback is equipped with smoke launchers and extra armour. A Predator with sponson lascannons can still roar forward on the attack firing its turret weapon – the sponsons may not be firing but the loss of firepower should be made up for by the fact that you are advancing where the opponent is most vulnerable.

The main thing to bear in mind is that the tanks and Space Marines are a team – simply fielding lots of tanks is no guarantee of success. A single shot can take out a tank whereas a full size Devastator squad needs to suffer ten casualties before it stops fighting! However, if the mission calls for you to get somewhere on the table then the Devastators' heavy weapons are useless whereas a tank's aren't. It's all down to making sure that you have the correct unit for the job that needs doing.

Tactical finesse aside, there is something pleasing about fielding tanks. Always remember that, despite the occasional sneering look, it's perfectly OK to make engine noises as you move them and slowly rotating the turret to point at your target can be quite cathartic. If you find yourself doing either, don't be ashamed, it just means that you are a bit of a treadhead, and fortunately that's still legal!

Guy Haley is simply mad about Orks, but not just any Orks – only the followers of the Kult of Speed will do. Guy Haley's fantastic Speed Freeks army was featured in WD278, but as he has been an Ork Warboss for many years we asked him to share with us some of his tactics...

TACTICA

SPEED FREEKS

GETTING THE MOST OUT OF A SPEED FREEKS ARMY

Guy: Speed Freeks, the best army of the best race in the galaxy. Not only are they dead hard, dead tough and dead choppy, they're dead fast AND dead shooty! What more could any green-skinned warmonger wish for? Ahhh, I love the smell of skorch fuel in the morning.

I'm not a regular tournament player, and approach the game more from the hobbyist's point of view. My love for the game, like the games themselves, is model driven. This is a practical Tactica that will take you through how to choose a fast, manoeuvrable army which will stand up pretty well against all comers without having to adjust it for every opponent and situation; one you can actually paint as you play with it.

But we all like to win, and let me tell you, I've got just as many tricks as any tinboy tournamenteer can hide behind his beard. Mount up!

HIRIN' DA BOYZ

To play the tricks you need the troops, preferably beautifully modelled and painted! However, when you start playing with a new army, it's just plain unrealistic to buy multiple units for each troop choice. Hopefully the tips we'll look at will help you pare down your choices, but before we look at all that, there are a few general points that are worth considering.

Think carefully what you'd like your army to look like. Though they are already themed, Speed Freeks are actually a diverse bunch. You could have, for example, an army comprised mostly of bikes. Freeks can choose FIVE Battlewagons, if you fancy a ramshackle answer to an Imperial Guard Tank Company, while it's even possible to give the Boyz a big-gun bias and create an artillery warband.

Start small. Pick a 1,000 points army before you buy anything but the most core units. Even play a few games with it first using substitutes, though don't take it too far. I won't tell you what we did to the guy in our gaming group who insisted on using a deodorant bottle for a Chaos Predator and broken plastic skeletons for everything from Dark Eldar Incubi to Chaos Cultists but, like his army, it wasn't pretty.

Speed Freeks aren't the easiest army to use. As Freeks are more fragile than Orks, it's vital you get to know the strengths and weaknesses of the units you'd like, and be able to replace them if they don't fill their role quite as you originally envisaged it. With a 1,000 points set-up, even a modest budget will allow you to buy a few more mobs than you really need to start with. In my initial 1,000 pointer, for example, a unit of Burna Boyz became a unit of



Guy Haley's impressive Ork horde arrayed for battle.

Tankbustas before finally being replaced (along with three bikes) by a unit of 'Ard Boyz with three burnas. The burnas got 'remodelled' into 'Ard Boyz, and the Tankbustas are now in my expanded 1,500 points army.

It might be an idea to stick together your first Orks as 'generic' boys. A few armour plates can turn them into 'Ard Boyz. Skarboyz just need extra weapons and scars to make them look harder, and so on. As your knowledge develops, you will begin to know exactly what you want and what you're still not sure of, so you can paint your 'core' as you go, leaving more exotic stuff until last.

FREEKY FALL BACK AND THE PROPER USE OF TRUKKS

Speed Freeks have a number of special rules that set them apart from all other armies, mostly concerning the Trukk.

Unlike normal Orks, they don't mob up. As they see their Trukks as home, they fall back to a transport instead. This has to have enough capacity for them all AND be unoccupied!

Once things start getting hairy it is imperative that you have one vehicle kept back out of harm's way that the Boyz can run to. If there's nothing to fall back to, a unit will scatter. If you only have one vehicle with transport capacity left, keep it free. Make sure there is nothing in it either, as just one passenger invalidates the vehicle as a viable fall-back point, even if there's room for 19 other Orks. As soon as a unit has reformed, get them out again as

soon as possible in case some other lads need somewhere to hide. There's nothing as upsetting as losing a whole unit of Boyz because there's momentarily nowhere for them to go.

Likewise, make sure that you disembark away from the enemy as falling back Speed Freeks can still get minced by crossfire...

Handily though, Freeks can use any transport, not just the one they came on in, and will automatically embark once they get within 2" of the Trukk, reforming immediately. Though they can't disembark in the same turn, they can regroup the turn they run off and, of course, they can fire their weapons.

When moving your transports, hug the terrain. Don't come out of cover just to get off extra shots – it's not worth it! Squadrons of Buggies and Wartraks can block line of sight to the bigger vehicles too, keeping them safe.

THE SHAPE OF THE WAAAGH!

Unlike in a standard Ork warband, you don't actually have to have a Warboss in your army. You could take a Big Mek instead, which frees up points to be spent elsewhere. However, I heartily recommend the Warboss. He's one of the best hand-to-hand fighters in the game with a whopping 5 Attacks when he charges! Grrr!

I always take mine armed to the gills – a choppa, kustom slugga, cybork body, bosspole, bionik bonce, 'eavy armour and a bionik arm. This gives him 6 Attacks on the charge plus a special

additional Attack per turn, a 3+ armour save and a 5+ Invulnerable save and a Leadership of 10. Waaagh! tests and his Initiative of 4 means he has a very good chance of fighting first too. This makes him devastating to normal troops, whereas big nasties like Hive Tyrants or Beekee captains have to choose between fighting him, or the numerous mega-armoured Nobs in his bodyguard. Either way, there will be something left to hurt them.

As for his Nobz mob bodyguard, leave them at home to start with. A 1,000 points army is better off with extra Trukk Boyz. Once you start playing bigger games, though, a bodyguard unit becomes a must.

You definitely need a couple of power claws in there – for this always take mega armour. It's only 5 points more than the claw for all the advantages and a 2+ save. Though normally slow, this doesn't matter when you're razzing around in the back of a super-fast jalopy.

Page 5 of Codex: Orks tells us that in mixed saving throw units, the majority save is the one that takes all saves, and casualties are taken from those models alone, so try to make sure that the majority of the unit are wearing mega armour. Always, always give one of the mega armoured Nobs big horns or an iron gob. Should the Warboss be eliminated (as is invariably the case) this will reduce your Leadership to 8 instead of 7.

The other Orks should wear 'eavy armour. This is great protection against



small arms fire, and is also invaluable insurance for when your Trukk gets blown sky high.

Oddboyz are pricey for what they do, but a Mad Dok is good value for money. Take Dok's tools and three Orderlies to patch up wounded Nobs. Meks aren't really worth it unless you've got a very large bodyguard riding in a battlewagon, in which case take one with a kustom force field, which will make the vehicle hull down, and another with Mek's tools and Grot Oilers to repair it.

All the bodyguard (besides mega armoured Nobs) should have sluggas and choppas. Give them the shoota kustom job too, as a Strength 5 hit can hurt nearly anything. Give a couple of Nobs tankbustas, and all of them frag stikkbombz. Above all, try to keep them flexible, but don't give them so much gear that you forget to use it.

Lastly, remember your Warboss (or Big Mek) always has to have a transport of his own. A Trukk is much better than a Battlewagon, as it'll get him into combat quicker and that's where he wants to be. If you're worried about it, give it extras like an armoured top (the unit doesn't need to shoot anyway) to negate the 'open topped' nature of the vehicle.

If you're going to take your Warboss on his own and want him to come on with some of the Boyz, make sure the unit you want him to lead only has nine Boyz in it or he'll have to walk! You still have to take a transport for him too, but he doesn't actually have to start the game

in it, but that's okay, as you can leave it lurking at the back of the board for units to fall back to...

BOYZ, BOYZ, BOYZ

When you're choosing the main bulk of your army, you need at least twenty Boyz. Trukk Boyz are the standard troop choice, and in a 1,000 points army you won't be able to afford much else, but if you can, take 'Ard Boyz. Though these toughened nutters may suffer wounds more often when their transport gets mashed (4+ as opposed to the Trukk Boyz' 6+), their 'eavy armour more than makes up for it, and this is on top of the obvious benefits of combat protection.

This alone makes them more survivable than Burna Boyz, Tankbustas and even Skarboyz, but what really makes them good value is their ability to take THREE special weapons. Burnas are best, offering excellent anti-personnel effects at close range, as well as ignoring saving throws in close combat. Nine power weapon Attacks on the charge is not to be sniffed at. Remember you can't do both in one turn, so be careful when the time comes to put the boot in.

Don't bother with rokkit launchas for any of your basic Boyz. They never hit. Take big shootas instead. Combined with the vehicle's armament and a bolt-on big shoota you can have 9 Strength 5 shots a turn. Even Orks'll hit something with that amount of firepower.

Both Trukk Boyz and the elites can have a mix of shootas and slugga/choppa

armed boys. Go for the slugga/choppa combo; with so few Orks it's not worth messing around with shootas, and you'll miss the extra Attack and saving throw leveller of the choppas in the assault.

VEHICLES

Vehicles are the real strength of your army, but they are expensive. Learn to love their oil-streaked exteriors as much as the Orks that live on them. They are not to be cast into the jaws of hell as carelessly as you feed a Grot to your pet Squighound.

First off, always, always take the 'extra armour plates' upgrade. A 6+ saving throw may not seem like much, but it's the only save any vehicle gets and can be gratifyingly annoying for your poor opponent. Bolt-on big shootas are always a good idea for Trukks. Don't bother with armoured tops for any but your most important units as your Boyz benefit from being able to fire out. Grot riggers are obligatory, and helpful, and the extra 1" Movement for the red paint job is also great. Just don't go overboard on the extras as they take up points and the various add-ons that enable you to attack other vehicles just encourage you to put your vehicles in silly places. Better to have more Boyz than furry dice for your drivers!

BUGGIES

Buggies and Wartrakks have a pernicious and highly effective use – they are your army's Tankbustas. With Grot Riggas, armour plates and twin



Ork Warlord Waaagh Duffsnik and his Nobs charge straight for a unit of Imperial Guard.

linked-rokkits they come to just 47 points each, and will more than earn those back. Twin-linked rokkits rarely miss and can get through the thickest armour. An Armour Value of 10 and 'armour plates' enables them to shrug off all but the heaviest fire, while your Rigger can often repair the damage that is done. You can use them to screen your valuable transports, and their souped-up engines can get them right behind the enemy – very useful against tanks.

Buggies are worth their weight in gold. Be bold with them, chances are you opponent will ignore them and even if he does target them, one always gets through! Don't bother with the mega-blasta. It never hits, can cause damage on your own vehicle and is so expensive it brings the buggy to over 50 points, meaning that armour plates cost 10 rather than 5 points. Twin-linked big shootas are better, but you really should be using your Boyz for infantry-mincing. Even if there are no tanks, with Strength 8 AP 3 rokkits you're virtually guaranteed a kill with each Buggy every turn, and they are great for instant-killing toughies like Tyranid Warriors.

Best of all, they count as troops, so you can have loads of 'em. Or, more cunning, several tactically flexible squadrons of one. These need to be targetted separately and are free from the annoyances of being in formation.

BIKES

Many Freek bosses go mad for bikes, look around and you'll find several Freek bands made up of nothing other than bad ass Biker Boyz. They look cool, it's true, and can be devastating in the charge, but on the whole you should only take a few. They're almost as expensive as buggies and nowhere near as durable. Their initial charge may be ferocious, but they're surprisingly vulnerable in close combat as they have a pathetic save. In a smaller army they're best kept back in reserve, moving in to tackle outflanking units or mopping up pockets of resistance. Only attack with bikes when the enemy is isolated and defenceless. Soften them up with fire, then close for the kill. Ork bikers are the hyenas of the band, scavenging ahead, harrying the weak. Don't throw them away – they're too expensive for death or glory charges. In larger games you can take more, providing a 'smokescreen' with their exhausts for vehicles behind. Provided they hit with the Boyz they can be terrifying, and they never run away.

Try taking a Nob with a power claw. This is horrendous in points value terms, but looks fantastic! He's useful against lone vehicles and tough characters. Give him 'eavy armour to make him more survivable. Sadly, though visually they're one of my favourite units, Nob Bikers



An Ork Slaver drives his Grots on as the tank lines up the Leman Russ.

also suffer from the same problems, only more so. They are hugely pricey, so are best left for games of 2,000+ points at the very least.

Outriders are better – if you can afford the extra 5 points per model, it's worth making your Biker mob into Outriders as their special abilities and guaranteed set-up are useful in some scenarios.

Deth Koptas function as bikes, again at 5 points extra. For this you get an extra point of saving throw and jetbike abilities. As you can only have three per squadron, take these Boyz instead of a very small unit of bikes or not at all.

BIG GUNZ

You always need some kind of big, scary gun. There are three reasons for this: firstly, they can blow things up, and secondly, your opponent knows this and will often target your artillery instead of a truck load of Boyz. Thirdly you're an Ork, and the only thing you like more than driving dangerously fast is a bloody great big gun! Tsk.

Guntrukks are nice and cheap but tend to suffer for being slow. You'd think that three of them with kannons or zzap guns would make effective tank hunters, but this just ain't the case. They've got a lousy Armour Value for non-fast vehicles and, compared to the rest of the army, are easy to outmanoeuvre. The best Guntrukks are those with lobbas; parked quietly behind a hill they can indirectly rain fire down on the enemy whilst being nicely out of sight.

Battlewagons are better. They've a fantastic Armour Value, and kitted out

with a krusher, zzapp gun, twin-linked rokket launchas and a few bolt-on big shootas they are not a bad tank. If you take it as a Heavy Support choice then you can leave it empty, or empty one of your Trukks and put the Orks into the 'Wagon. Another way of keeping a vehicle free. Speeded up with red paint, protected by a force field (knocks off the +1 to the Damage roll for being open-topped), it becomes very tempting. BUT it is damn slow for a transport and fully equipped can cost nearly 200 points. They also drink Squig oil like's there's no tomorrow.

My personal preference is a looted vehicle. I have a Basilisk. Parked hull down with a force field and covered by the ubiquitous armour plates, it's relatively tough. It's a fearsome sight that unnerves the opposition, and they'll do anything to get rid of it, though it breaks down as often as not, lurching forward and being unable to fire.

Even when the earthshaker cannon gets blown away it comes in handy. I equip it with a turboboosta and red paint and, using its higher Front Armour Value as protection, employing it as a giant battering ram that my Trukks can hide behind. It's as expensive as a Trukk Boyz mob, but well worth it.

Not quite in the same category, but with the same effect, are Fighta-bommerz raids. It might do nothing, it might strafe your army, but with so much potential destruction for such a little outlay, at 30 points the one you're allowed is tempting. And you don't have to paint a single model.

STICKIN' DA BOOT IN

Speed Freeks are a very versatile army, though tables or scenarios with lots of cover are best left to Orks on foot. That aside, their Reserves rules and fast response times mean that they'll perform well in most circumstances.

Freeks are vulnerable to being split up and exterminated. There's not very many of them, as their not-so-shiny vehicles eat up points like a greedy Grot. When choosing your army, don't get carried away on too much fancy stuff. Make sure you've enough Orks for the job – I'd recommend you always try to have at least twenty-five foot troops in a 1,000 points army. If it's a toss up between ten Boyz and four bikes, get the Boyz.

The real trick with Speed Freeks is to keep the enemy's fire divided, confuse him as to where you'll hit, strike in force in one place, while attacking with flanking units and attempting to unite the two forces. You must always make sure that your attack is coordinated and concentrated.

Big guns and the like are expendable, so make them look like tempting targets. What with loads of screaming Greenskins hammering across the turf at your opponent, and dangerous looking Buggies toting rokket launchers zooming about, he'll already be confused. A big gun is just one more target to confound him and draw him away from firing at what's important – your Boyz. What you don't want him to do is to blow up your Trukks, so keep them shielded with scenery or Buggies. Sometimes it's worth disembarking from your Trukks and advancing one or more units through cover. This keeps the Trukks safe for falling back purposes.

Split up your Trukks and drive them all over the board. You want to keep him off balance, to rush troops about hither and thither as he tries to second guess you. This should disrupt any fire patterns he may have tried to establish. Hopefully, as you whittle him down with opportunity fire, a hole will appear in his army. Ideally you should be shooting his best troops down, for it is these that you will be attacking; don't bother with ranged specialists. Speed Freeks need to circle and feint, all the while attempting to shoot then engage in hand-to-hand combat with the elite of the enemy. You have to rip out the heart of your foe's forces in one fell swoop.

When going in for the kill, try to make it so your Trukks can move from cover, fire, and disembark your troops who may then assault. This will save your units from spending a dangerous enemy Shooting phase out in the open. If you can't do this, give him either too much to adequately target or something nice and juicy like an artillery piece as an alternative.

Again, if it survives, retreat the Trukk. Try and hit the same part of the enemy's line with two or more units simultaneously, at the same time harrying his flank with another mob or bikers. This will keep him divided. Hold back a small unit of Biker Boyz to finish off depleted enemy units or stop flankers. They can do a lot of damage to weakened foes, and can be used to bolster your main attack.

Try to roll up the army to meet with your flanking force. Retreat free Trukks to safety, but keep a mob on board one Trukk, even if you have to re-embark, while one or two units advance on foot, assaulting as they do so. Your enemy will be forced to choose between targets again, as the Trukk mob should present a large threat to the rear of his lines. Don't worry if your Trukks begin to get trashed. Provided you're in the middle of his army they've done their job. Just make sure there's one free at the back somewhere.

Use your Buggies to neutralise tanks and heavily armoured models. Once they've achieved this, they can help harry the flanks as your main attack slams home, or to draw off enemy units by repeatedly shooting them in the back. For this reason it's sometimes good to take a twin-linked big shoota armed Buggy in the squadron. If it comes down to it, you can remove it in preference to your twin-linked rokket buggies when the unit is damaged.

When attacking like this, don't keep your units too far apart. The idea is to break his line in one place, then squeeze it between the two forces. Don't let him break you apart. Assaulting piecemeal will lead to your units being annihilated one by one, whereas attacking en masse will leave your undoubtedly victorious, but dangerously weakened, units in the open and vulnerable to his fire.

What will probably occur is that your Warboss and his cronies will rampage through anything they meet. Once this happens, your enemy will desperately try to finish him off. Use other Ork mobs not only to reinforce their advance, but also to peel away in their Trukks and destroy any remaining enemy fire bases. By now, your Warboss or another hard unit should have eliminated many of the enemy's assault specialists, leaving the rest of the Orks to mop up.

Sometimes discretion is the better part of valour – hard words for an Ork (if he understood anything like 'discretion'). Try to avoid real meanies like Hive Tyrants until they've been damaged by shooting, killing the Tyrant Guard off first. When you do assault something like this, make sure you position your troops wisely, allocating attacks carefully.

If another army tries to play the speed game, prove you're faster. Split up his

attack by moving your forces and deal with it chunk by chunk, all the while attempting to work your way behind him.

Above all, don't rush in headlong – shoot them up a bit first. Unlike a footslogging Ork warband you will have no second wave to mount another attack. If necessary, attack and retreat. The real trick is to be fluid and adaptable. You have one of the fastest armies in the game – use it. After all, speeding about really quickly in your Buggy is what it's all about.

ZOGROD WAZDAKKA'S TOP TIPS

- ALWAYS make sure there is a free vehicle for Freeks to fall back to.
- As Freeks fall back towards a vehicle, it can drive to meet them. Use this to foil any potential crossfire plans your enemy may be cooking up.
- As most Freek vehicles are open-topped, they can deploy anywhere within 2" of their transports. This effectively lets them assault 8". As they can move 12" in their Trukks and disembark, you could move them 20" altogether. Do not underestimate this during deployment.
- Never underestimate the power of Freeks' guns. Other Orks may not be able to hit a barn door, but most Freek weapons are twin-linked and this makes up for a lot.
- Grot servants can be cunningly used as cannon fodder when your Warboss' unit is targeted by template weapons. Move the template to toast the Grots, who you should ensure are all stood close together.
- Strength 5 big shootas are good at penetrating armour. Manoeuvre your Trukks and bikes behind your enemy's tanks to take them out; he won't expect them to succeed.
- Armour plates are a Speed Freek's best friend. Make sure you put them on all your vehicles.
- Red ones do actually go faster. That extra inch goes a mile.
- Beware of small arms fire. Speed Freek vehicles have low Armour Values. A coordinated burst of fire from a squad of Fire Warriors or Space Marines can really spoil your day.
- Whenever you're playing Cityfight, put the Buggies away and get out your regular Orkish horde. Sometimes there's just no place for wheels.

HOW TO SET UP

This Recon mission sees the Boyz fighting the Tau. Confident of an easy victory over the Greenskins, the local Shas'O was most taken aback to find his army utterly destroyed. The 'Ard Boyz smash into the Kroot on the second turn, annihilating them and sweeping into the Fire Warriors. The Warboss' Bodyguard kill the Broadside suit (after a lucky Trukk saving throw), aiding in the destruction of the Fire Warriors. Both then sweep into the second group of Fire Warriors, then the Broadside, destroying it. Meanwhile the Basilisk has been raining havoc down on the Tau left flank, aided by the buggies who, after destroying the Pathfinders, manage to kill a crisis-suited Shas'ui. With the Kroot swept aside by the Bikers, the Trukk Boyz box in the surviving Tau, who, retreating in good order, are nevertheless trapped between the two pincers of the encircling motorised horde. Unable to wound the remaining mega-armoured Nobz, peppered unceasingly by rokkit and big shoota fire, the Tau are annihilated in the ensuing assault.

ORK LOSSES:

Ten 'Ard Boys, Three Bodyguard Nobz, four Trukk Boyz, three bikes, Basilisk, one buggy.

TAU LOSSES:

Wiped out.



SPEED FREEKS

	Warboss and Retinue
	'Ard Boyz
	Trukk Boyz
	Buggies
	Bike Boyz
	Basilisk

TAU

	Commander
	Crisis team
	Fire Warriors
	Kroot
	Broadside Suit
	Pathfinders
	Devilfish

MINCIN' OTHER SPEEDSTAS!

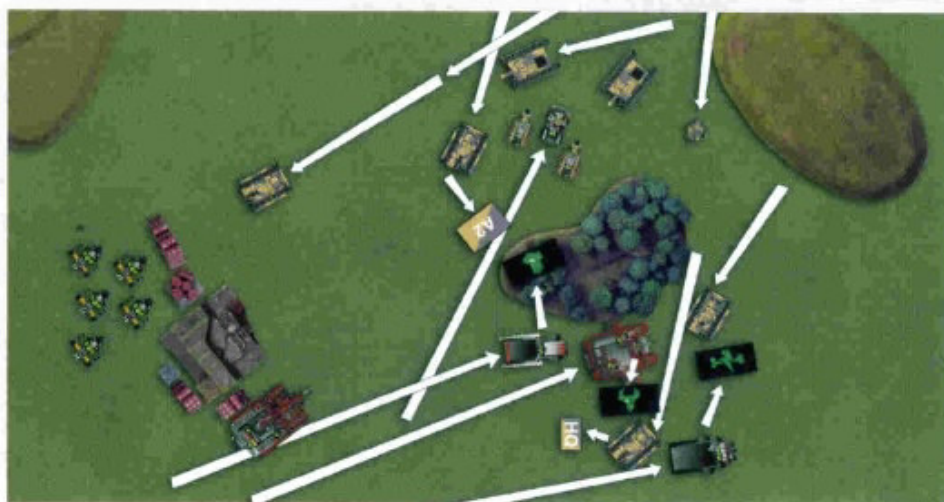
In this Cleanse scenario, the Freeks are facing the Steel Legion. Deploying behind the wrecked pumping station, the Trukk mobs roar across the field to behind the woods. Here the Trukk Boyz disembark and run into the woods, their Trukk withdrawing the following turn to a safe distance. The 'Ard Boyz tackle the Hellhound. The Warboss and Retinue get behind the Command Chimera, blow it up and massacre the Command section as they attempt to flee the burning wreckage. The Basilisk rains fire down on the battle tanks, presenting an unavoidable target to them. As it is dealt with, the buggies roar right into the centre of the enemy, outflanking the vehicles. Attacking their rear armour, they despatch the two tanks and a Sentinel. The final two Chimera are halted by the bikes, until now held in reserve, and the passengers are finished off by the Trukk Boyz advancing through the woods. Total victory.

ORK LOSSES:

Two buggies, two trukks, seven 'Ard Boyz and three bikes.

IMPERIAL LOSSES:

Everything.



SPEED FREEKS

	Warboss and Retinue
	'Ard Boyz
	Trukk Boyz
	Buggies
	Bike Boyz
	Basilisk

IMPERIAL GUARD

	Chimera
	Leman Russ
	Hellhound
	Command Chimera
	Sentinels



THE GAMING CLUB NETWORK

By Che Webster

All across the UK over 1,000 gaming clubs are meeting each week to fight battles, share ideas and learn more about the Games Workshop hobby. Over the past few years, these groups have begun to link up and share their enthusiasm. The Gaming Club Network is the organised face of this activity.



Finding a Gaming Club

For most people one of the greatest difficulties of the hobby is getting regular games. Gaming clubs offer the best environment in which to play games. They allow like-minded people to arrange gaming times, and provide a gathering point where ideas and opinions can be shared. You can exchange painting and scenery building tips, and get different views on army building and tactics, but most importantly you can play regular games! The problem lies in knowing where these gaming clubs are meeting. The Gaming Club Network offers you a first place in which to get involved with the club community. Locating a club has never been easier – the online club lists provide a useful starting point. In addition, Games Workshop stores are able to point you in the direction of any of the groups they are in contact with.

Join the Club Network

If you already run a gaming club, but haven't got around to registering yet, just log on to the Gaming Club website and fill in the on-line form.

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Please bear in mind that these details are correct at the time of printing, and are subject to change.

GRAND • TOURNAMENT

A few times a year, Games Workshop pulls out all the stops and puts on a Grand Tournament. These are mega-sized events where hundreds of gamers from all over the world come together to battle it out over the course of a weekend. These Grand Tournaments attract the most amazing armies and friendliest, most fun people you could ever ask to see or meet.

Unique scenarios, great terrain, preview armies, and tons of staff all come together to put on a

weekend for you like no other you'll ever experience. To see if a Grand Tournament is taking place near you make sure you check the website for the latest dates and locations. If there isn't one near you, make sure you schedule some time to make the trip – we guarantee you won't be disappointed!

Listed below are some of those who have won the coveted title of Warhammer 40,000 Grand Champion.

UK

1996 Wei Lam
1997 Stefano Gemi
1999 Tuomas Lähdeoja
2000 Steve Butler
2001 Tuomas Lähdeoja
2002 Nigel Atkinson
2003 Max Horseman

USA

1997 Roy Albertalli
1998 Adam Cohen
1999 Kenneth Wilson
2000 Mike YBarbo
2001 Marc Parker
2002 (Dallas) Derek Atkinson
2002 (Chicago) Mike Sager
2002 (Baltimore) Matt Birdoff
2002 (Philadelphia) Chris Courtney
2002 (Los Angeles) Jefferey Vaca
2003 (Baltimore) Peter Underwood
2003 (Minneapolis) Kevin Frey

Canada

1997 Gordon Frew
1998 Greg Amlin
1999 Mike Major
2000 Greg Amlin
2001 Shaun Kemp
2002 (Calgary) Jeff Burcham
2002 (Toronto) James Woodcock

Italy

1997 Stefano Gemi
1998 Massimo Quattrocchi
1999 Massimo Torriani
2000 Ugo Uliveti
2001 Ugo Uliveti
2002 Giovanni Paggi

Many thanks to all our
Outriders for their tireless
work and dedication

North America

Glynn Adkins
Glynn Adkins Jr.
Patrick Alderson
Manny Almeida
Curtis Anderson
Matt Anderson
Edward Arneson
Jonathan Baird
John D. "Ogre" Baker III
Scott Barber
Jon Barmore
Grant Barnes
Russ Barnes
Jon Beatty
Mike Beavers
Randy Bertok
Matt Bravington
Barclay Black
Carl Blackford
Bryan Blebsor
John Bonigard
Andrew Boyer
Jeffrey Brehm
Ariel Brio
Jeff Brooks
Michael Butcheri
Ruben Burbois Jr.
Dustin L. Burger
Robert Burke
Christopher Cailor
Kyan Callahan
Shawn Campagna
Luke Campbell
Jordan Carasa
Brian Carlson
Jeff Carney
William Chadwell
Shane Chapin
James Childress
Josh Clark
Merton Clemmons
Lee Coleman
Ted A. Collins
Timothy Colonna
Jon Costa
Charles Cowan
Dan Cramer
Jeff Crawler
Ted Daly
Alan Danielson
Troy Davidson
Dennis Dawson
Merle R. Delinger
Gary Diana
Andrew Dick

Ernie Dies
Paul DiDonio
Douglas C. Dison
Al Dittman
Jason Driver
Rob Duffley
Casside Dunning
Gene Dvorchak
Ben Edwards
Kelly Edwards
Matthew Egan
Jason Ellis
Eric Emerson
Bill Evans
Matt Fahler
Kevin M. Farrell
Phillip Fatha
David Faulkner
Shawn Fellows
Steven Ferrell
Thomas Ferris
Steven R. Fields
Nathan Flanders
Mike Flynn
Matt Forish
Michael Fox
Ryan Foxworthy
James Fulks
Will Furby
Troy Gann
James Garfield
Timothy J. Gatchouse
Joseph Gates
Paul Gebhart
Steve Gibbs
Parker Gibson
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Ernest J. Givens
Andy Gould
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Matthew Green
William A. Greenwald
Anthony Groeschen
Gary Hackathorn
John Haire
Gene Hall
Death Hamm
Daniel Hanson
Matthew D. Hargenrader
Jim Harnes
Dan Helmen
Shawn Hendrix
Mark Henry
Laurance Henson
Kelly Hewett
Jeff Hiatt

Jason Hill
Scott Hill
Mark Hillier
Paul Hoch
Thomas Hoellering
Janner Holliday
Jason Holliday
John E. Holmes
Michael Holt
Matt Hoskins
Jason Hubbs
Terry Hunt
Bruce Jaggard
Colin Johanson
Tyronne Johnson
Robert Kappes
Lucas Kelly
Chip Kitchin
David Lamb
Jeff Lamb
Clarence "Bear" Lawton
Timothy Leathers
Trent LeClare
Jeffrey Leong
Rick Lesquier
Pat Lewis
Steven Libengood
Scott Lloyd
Paul Long
Sean Lukic
Michael J. Lynch
John Macomber
Jeremy Maffett
Jaime Manuel
Mike Marko
Dave Martin
Daniel R. Matthews
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Mike McTyre
David Melville
Ron Mensinger
Raymond Merritt
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Don Morris
James Morris
James H. Mullens
Anthony Nelson
Rich Nelson
Steven Nelson
Ro Nevarez

Neil Northme
Victor Novak
William Oates
Rob Olson
Sean Overton
Jose Pares
Russ Pickup
William Pierson
Stefan Price
Steven Puck
Frank T. Puricelli
Blake Radetsky
Charles Rand
George Reedy
James Reijo
Mark A. Retterer
Cody Rogerson
Daniel Rothman
Darrell Runnan
Robert Rupe
Jon W. Russell
Dave Sackl
Jeremie Sanders
John Saugling
Tony Scott
Brad Senz
Jeremy Shouse
Cary Shumack
Paul Shutter
Scott Sims
D J Singler
Joe Sledge
David Smith
Stuart Spengler
Cory St. John
William Starmer
Joe Stephens
Jeff Stewart
Jay Story
Joseph Strait
Brian Strepe
Floyd Taylor
Pete Taylor
Gene Tenasse
Brenden Terrill
Dave Thompson
Scott Tipping
Vincent J. Tobia III
Shannon Tracy
Troi Tran
James Travis
Luis Tulier
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Aaron Deager
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Louis Beaumont
Dave Cane
David Clark
Todd Clements
Raymond Cleveland
James Craig
Jason Dyer
Dave Graham
Bill Haapelainen
Darrin Henry
Nick Hson
Mike Kraus
Robert Kuster
Mike Laaper
Rob Miller
Tom Moskalik
Byron Mudy
Allan Namit
Madeline Namit
Scott Radom
Joe Saunders
Shane Sweetapple
Bob Tait
Paul Whalen

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Chris Birks

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Amibal Daniel Alarcon
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Moreno Monteiro
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Lex van Rooij
Paul Stegers
Rob Stegers
Frank van der Spek
Tim Willems

Extra special thanks
to Martina Jiricka,
Outrider Commander
for the Netherlands

The Ancient and Honourable Order of Techpriests

Andrew Sinclair

Andy Meechan

Christian Augst

Darryl Trainor

David Handy

David Whelan

Doug Foley

Edward Rusk

Edwin Voskamp

Erick Kilmer

Gary James

Graham Sheckels

Jervis Johnson

Jes Bickham

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John Haire

Jonathan Westmoreland

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Mark Havener

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Tim Huckelbery

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GAMING

Maps & Background
Special Characters
Collecting
& Painting Armies
Stories
Concept Art
Army Book
Reviews
Ravens Hordes
& Preview
Army Lists
Dioramas

NEWS

New Releases
Events
FAQ
Previews
Rumours
GW Newsletter

COMMUNITY

Message Boards
Hobby Tips
Topic of the Week
Opponent Finder
Games
Development
Links
Tournaments
Gaming Club
Network
Guest Chat

HOBBY

Beginner's Corner
Modelling
Painting
Gaming
Making Scenery

SHOPPING

Online Store
Find a Store
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UK NEWS

Released this week are the long awaited Warhammer Chronicles 2003 and Chapter Approved 2! These essential gamers reference books contain rule clarifications, updates, new army lists and much more!

White Dwarf 279! White Dwarf is Games Workshop's very own monthly hobby magazine. Every issue is packed with exciting articles and features that keep you up-to-date with what's going on. White Dwarf 279 is out now!

Only One Week To Go! The Two Towers strategy battle game is now available for advance order from the online store! Only one week until it's UK release date!

Navigating the Eye of Terror In the final installment of 'Navigating the Eye of Terror', Tim Pearce talks at Death Guard generals can lists to the new Codex: Chaos

NEWS

The News section outlines the happenings revolving around the Games Workshop hobby; tournaments, new products, sales, jobs, events, trial rules and new web site features are but a few of the informative items which you will find in this area.

Accessing the News section allows you to view sneak previews of products yet to be released in the stores and to immediately check what cool new stuff has been released this week, such as brand new miniatures, books (including Black Library novels, magazines and comics) and other gaming material. You can access up to date information on Forge World products – tanks, terrain and figurines – find out what Games Workshop events are happening, and even discover a rumour or two about future plans; invaluable for anyone who wants to be at the forefront of what is happening with Games Workshop.

GAMING

Playing the games we produce is probably the most popular aspect of Games Workshop, and the way most people become involved. This part of the web site aims to bring players an ever-expanding selection of resources – scenarios, rules, battle reports and background material.

You will find full support for all our games, including Warhammer, The Lord of the Rings and Warhammer 40,000. Every aspect of gaming is covered. For example, in the Warhammer section, there are details on all the races you can collect and insights into the rich background of the Warhammer world, as well as rules for new special characters, and hints and tips on collecting, painting and gaming with your armies. You will also find exciting battle reports and a comprehensive archive on past White Dwarf articles.

THE ONLINE STORE

If you just have to have that new miniature for your army as soon as it is released, the Online Store is ready to serve you 24 hours a day, 365 days a year, offering you fast delivery and total security on all your transactions.

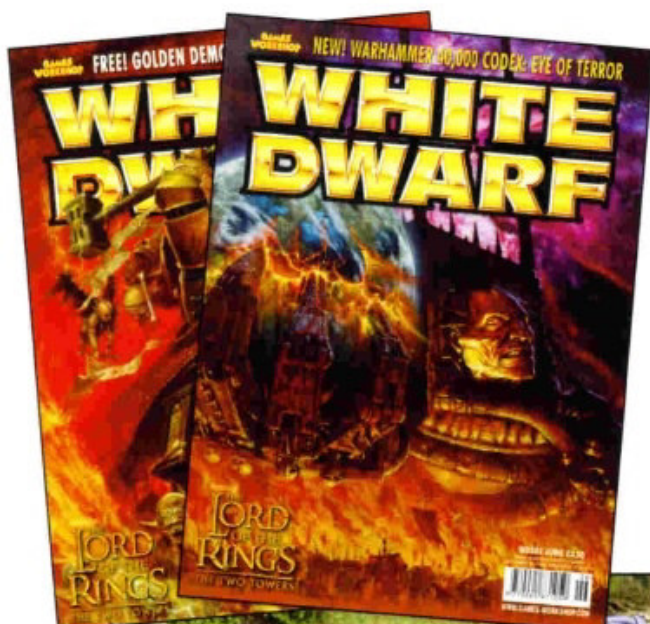
As well as stocking the complete line of Games Workshop products and Citadel Miniatures, the Online Store also boasts a comprehensive archive, lots of out of production miniatures and a complete visual catalogue for the entire Citadel Miniatures line, as well as advance orders for products yet to be released!

The Games Workshop web site is devoted to all aspects of collecting, painting and tabletop gaming in the worlds of Warhammer, Warhammer 40,000 and The Lord of the Rings. Check it out at www.games-workshop.com for a whole new perspective on Games Workshop.

COMMUNITY

Here you can find out about upcoming events and new releases, and discuss anything related to Games Workshop. Also, you have the opportunity to chat direct online with some of the Games Workshop personalities!

The Message Area brings together the online community of Games Workshop enthusiasts world wide – share tactics and painting tips, find new opponents, and air your opinions in online debates.



WHITE DWARF

White Dwarf is Games Workshop's monthly magazine. Each issue showcases all the latest games and miniatures and is packed with exciting articles including tactical advice on how to get the most from your army on the field of battle, tips for painting your miniatures and tense battle reports highlighting the challenge and excitement of commanding an army.



Available now from GW stores, GW Mail Order, independent stockists and at www.games-workshop.com

CHAPTER APPROVED

Chapter Approved is a compilation of the best of White Dwarf's Chapter Approved column, plus a number of new articles, all adding to the Warhammer 40,000 game system. As such it contains new missions; updates, clarifications, trial rules and gaming ideas to keep you at the front lines of the Warhammer 40,000 universe.



Inside you will find:

ARMY LISTS

- Imperial Guard Armoured Company
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- Tactics: Speed Freaks
- Tactics: Space Marine Tanks

This is one in a series of supplements for Warhammer 40,000.

You must possess a copy of Warhammer 40,000 in order to use the contents of this book.

www.games-workshop.com
ISBN 1-84154-426-4
PRODUCT CODE 60 03 01 99 008



PRINTED
IN THE UK

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