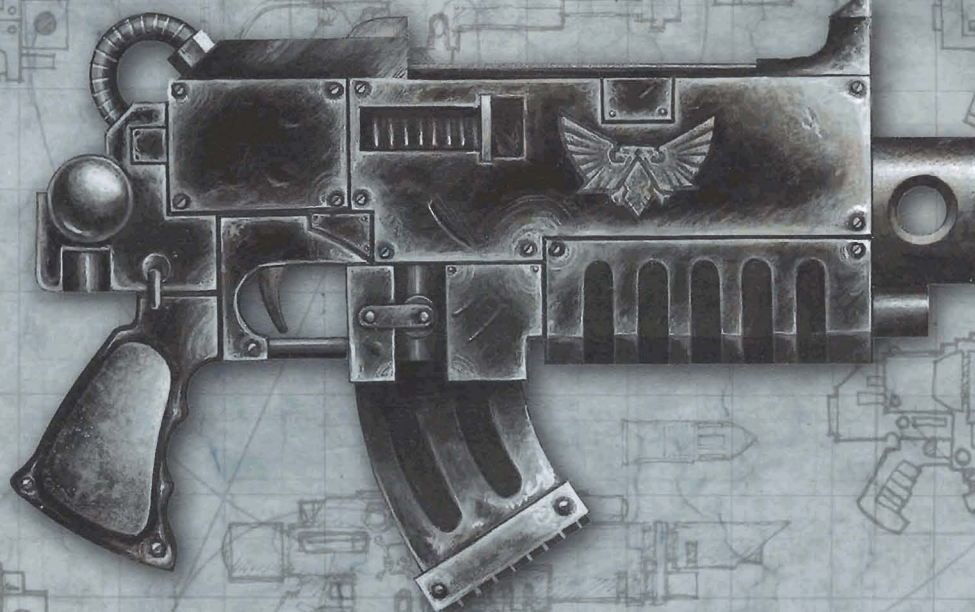


WARHAMMER
40,000

WARGEAR



WEAPONS AND WARGEAR REFERENCE MANUAL

**GAMES
WORKSHOP**





WARGEAR



This book is designed as a handy gaming aid for players of Warhammer 40,000. Within its pages you will find rules for every weapon, statistics for every troop type, and a complete alphabetical listing of every item of wargear and vehicle upgrade in the current range of Codex army books. All the corrections and clarifications found on the

Games Workshop website have been incorporated, so the rules are completely up to date. Vehicle access and fire points are included too, plus there are background descriptions and artwork of many of the armaments. The book will serve as the ideal quick reference manual during your battles.

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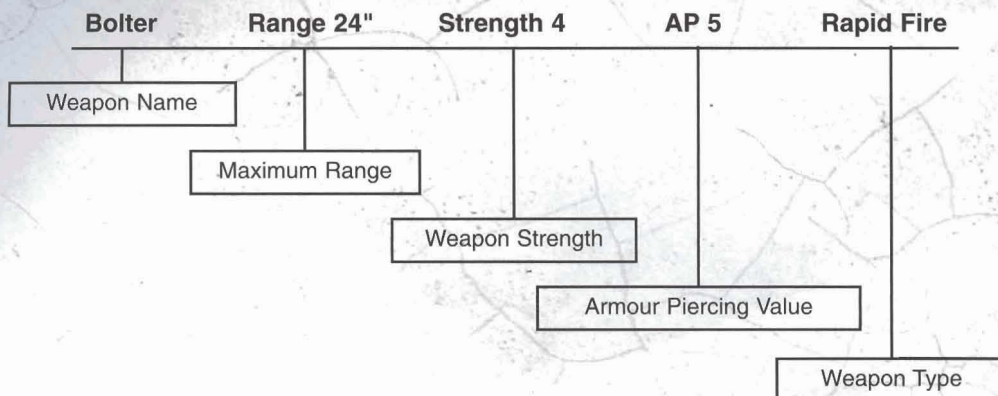
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WEAPONS

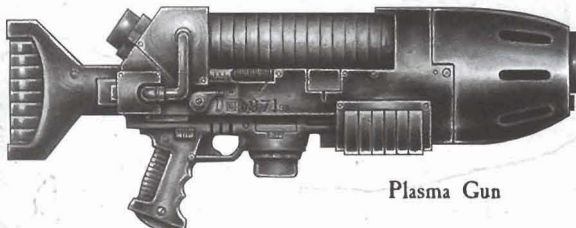
By the 41st millennium, warfare has spawned innumerable weapons of destruction, ranging in capability from the simple but efficient laspistol to the barely controllable energies of the plasma cannon. In this section we will be describing how characteristics and special rules reflect the differences between different weapons.

Every weapon has a profile which consists of several elements:



WEAPON NAME

Some weapons have several names, depending upon who is using them. The one given will be the most common.



Plasma Gun

MAXIMUM RANGE

Ranges are all given in inches. If the weapon's range is given as 'Template' then the weapon fires using the teardrop-shaped Flamer template. The exact method is explained later. If the weapon has a 'G' next to its range then the weapon can be fired over obstacles by means of the gunners guessing the range. These are called Barrage weapons. Such a weapon may have two ranges (for example, G12"-48") – in this case the first number is the minimum range for the weapon, the second is the maximum.

WEAPON STRENGTH

As explained in the Shooting rules, when rolling to wound for shooting hits, you use the weapon's Strength rather than the firer's.

ARMOUR PIERCING VALUE (AP)

This shows how good the weapon is at punching through armour. The lower the number, the better the armour it can pierce without allowing an Armour Saving throw.

WEAPON TYPE

Different weapons have unique characteristics when they fire. For example, some guns rattle off a burst of shots which means they can hit multiple targets, others may fire a single blast of energy or a shell which explodes on impact and can kill several things at once. Some weapons are so massive that they can only be mounted on vehicles and are so powerful they can destroy not only the target but anything near to it as well. These qualities are all represented by a weapon's type. All weapons will be classified as either Rapid Fire, Pistol, Assault or Heavy.

Some weapons may be able to fire in different ways, representing different power settings or different types of ammo. Where this is the case there will be a separate line in the weapon's profile for each.

Some weapons such as storm bolters and multi-lasers fire multiple shots. Where this is the case the number of shots a weapon fires is noted after its type. For example, a multi-laser fires three shots in each Shooting phase so its type is noted as Heavy 3.



Lasgun

In addition to the weapon type, a weapon may have some additional characteristics that define the way they work. These include things like Gets Hot or Blast. A weapon may have one or more of these characteristics.

WEAPON TYPES

RAPID FIRE WEAPONS

Weapons which are self-loading and carry a reasonably large load of ammunition are called rapid fire weapons. These are very common and usually come in the form of sub-machine guns or similar. They can lay down a withering hail of bullets, particularly at close range. Their high rate of fire means they can be fired effectively 'from the hip' when a squad is advancing, spraying shots into the enemy whenever they present themselves.

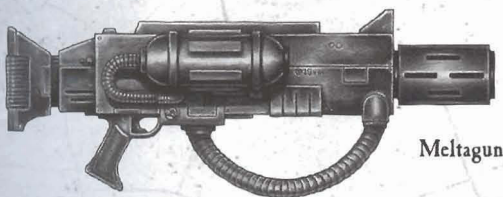
An infantry model armed with a rapid fire weapon can shoot twice at targets up to 12" away.

If an infantry model has not moved, it may instead fire once at targets over 12" away, up to its maximum range. Models carrying rapid fire weapons that wish to charge into close combat in the Assault phase may not fire in the Shooting phase – being constantly on the move limits them to short, close range bursts of fire as they charge in, the effects of which are included in the assault.

PISTOL WEAPONS

Pistol weapons are similar to rapid fire weapons but are light enough to be carried and fired one-handed. As pistols often have a less powerful charge their range is limited. On the plus side, they are handy enough to allow a trooper to fight in close combat with a combination of a pistol and sword, axe or other close combat weapon.

If a model armed with pistols moves, it can shoot once at targets up to 12" away. If a model armed with pistol weapons remains stationary, it can shoot twice at targets up to 12". Models carrying pistol weapons can fire them once in the Shooting phase and still charge into close combat in the Assault phase, but cannot charge if they remained stationary to fire twice.



Meltagun

ASSAULT WEAPONS

Assault weapons are fired by warriors as they charge forward into the attack. They either fire so rapidly or are so indiscriminate that you don't have to do much more than point and shoot. For example, a flamer is a weapon which fires a fan-shaped gout of burning fuel, so it's just as accurate whether you are moving and firing or not. These weapons shoot the number of times indicated – whether you move or not and regardless of range.

Models carrying assault weapons can fire them in the Shooting phase and still charge into close combat in the Assault phase. This means they are very good for moving and assaulting things... hence the name!

HEAVY WEAPONS

These are heavy, man-portable weapons, such as missile launchers or lighter weapons, that require reloading between each shot, careful set-up or bracing against their considerable recoil. If an Infantry unit moves then it cannot shoot heavy weapons – they either move or shoot, but not both (remember that even if the model armed with the heavy weapon doesn't move, it still can't fire if other members of its unit move).

When shooting, heavy weapons always fire the number of times indicated regardless of range, in the same way as assault weapons. They are very good for laying down long range supporting fire or taking out tanks and such like. Infantry units that fire heavy weapons in the Shooting phase may not charge into close combat in the Assault phase, although some rare units may be an exception to this.

Note: Vehicles, monstrous creatures, riders on bikes (including jetbikes) and certain other models are capable of moving and firing freely with heavy weapons thanks to their strength, powerful exoskeleton, internal power sources, etc.

ORDNANCE WEAPONS

Ordnance weapons are so huge and powerful that they cannot be physically carried but must be mounted onto a vehicle or be built into the structure of a bunker or fortress. Units using ordnance weapons may not charge into close combat in the Assault phase.

Designate the target and place the large Blast marker over it with the following restrictions:

- You may not place the marker so that any of your own models or vehicles (apart from wrecks) are underneath it.
- You must place the Blast marker so that one enemy model is under the central hole; you cannot place the Blast marker over empty space.

Next, check if it landed on target. If the hole at the centre of the marker is beyond the weapon's maximum range or no line of sight exists to the target the shot is an automatic miss and has no effect. Otherwise, proceed to see where it hits.

If the target is in range and can be seen, the massive impact 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 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.

If the Ordnance weapon was fired by a moving vehicle then two D6 are rolled and the highest taken to determine the distance the Blast marker scatters. Scatter rolls can take the Blast marker beyond range or out of sight, representing the chance of ricochets, the round blasting through cover and other random chance.

SPECIAL WEAPON CHARACTERISTICS

BLAST WEAPONS

Blast weapons fire shells, missiles or bolts of energy which explode on impact, potentially injuring several victims with the shock waves and shrapnel. They pose less of a threat to a well dispersed unit, but can wreak havoc among closely packed ranks of warriors. This section covers blast weapons fired by non-ordnance weapons only (ordnance weapons fire even larger shells or missiles – these are handled using the rules for ordnance weapons).

When you fire a blast weapon roll to hit as normal; if the shot misses it has no effect. If a hit is scored take the Blast marker and place it over the target unit so that one model is under the hole to see how many models are affected.

Models whose bases are partially covered by the marker are hit on a D6 roll of 4 or more, models whose bases are completely covered are hit automatically. The defending player may remove any casualties inflicted from the unit as a whole, not just from models beneath the Blast marker.

MULTIPLE BLASTS

If a unit is firing multiple blast weapons, just place one marker after another, resolving the casualties from each blast before placing the next. Remember, casualties can come from anywhere in the unit, not just under the marker.

LARGE BLASTS

There are two sizes of Blast marker: the normal one and the large one. Nearly all blast weapons use the normal Blast marker, while ordnance weapons use the large Blast marker. Some non-ordnance weapons may use the large Blast marker and where this is the case it will be noted in their description. This doesn't convey any of the other advantages of ordnance weapons, however.

Some ordnance weapons have optional ammunition that doesn't use the large Blast marker. These benefit from all the advantages of ordnance weapons even if the large Blast marker is not used.

GETS HOT

'Gets Hot' represents the penchant of certain unstable weapons for overloading and badly singeing their user. If you roll a 1 to hit, the weapon has overheated and injured the model firing it. The model must make an Armour Save or it suffers a wound (an exception to the normal Casualty Removal rules) – the model with the overheating weapon must take the wound. Weapons on vehicles are not affected by overheating. It is possible for a model to hit with shots that also result in an overheat – the hits are still resolved as normal, even if the firer also falls victim to his own weapon.

MULTIPLE GETS HOT SHOTS

If a Gets Hot weapon is firing multiple shots, the chance of it getting hot is even riskier. The chance of suffering wounds is equal to the number of shots being fired, so firing two shots means that the weapon Gets Hot on rolls of 1 or 2, while firing three shots makes it a ludicrously dangerous 1, 2 or 3.

TWIN-LINKED WEAPONS

Weapons are sometimes linked to fire together in order to increase the chances of scoring a hit through the crude expedient of blasting more shots at the target. To represent the fusillade of fire laid down by a linked weapon you may

re-roll the dice to hit if it misses; if the second roll is also a miss, you may not re-roll the dice again. Twin-linked weapons don't get more shots than normal ones, but you get a better chance of hitting with them. The big advantage of twin-linked weapons is that they only count as a single weapon being fired.

Example 1: A Space Marine Land Raider is firing its twin-linked heavy bolters at an enemy. It gets three shots (as heavy bolters are Heavy 3) and may re-roll any To Hit dice which don't score a 3 or higher – a hit for a Space Marine's BS of 4 – because the weapons are twin-linked.

Example 2: A Space Marine Dreadnought with a missile launcher and a twin-linked lascannon can fire both weapons and still move, as it is allowed to shoot with two weapons and the twin-linked lascannon only counts as one weapon.

MELTA WEAPONS

Melta weapons are devastating short-ranged 'heat rays'. Melta weapons roll an extra D6 when rolling to penetrate vehicles' Armour Value at half range or under. See pages 65-67 of the Warhammer 40,000 rulebook for more details on armour penetration.

TEMPLATE WEAPONS

These are particularly indiscriminate short-ranged devices, such as flame throwers, which affect a broad, cone-shaped area represented by a template. They are indicated by having the word 'Template' for their range characteristic instead of a number. Instead of rolling to hit, simply place the template so that its narrow end is touching the base of the model firing it and the rest of the template covers as many models as possible in the target unit without covering any friends. Against vehicles, the template must be placed to cover as much of the vehicle as possible without also touching a friendly model.

Any models fully or partially under the template are hit automatically. Against vehicles use the direction of the firer to determine which armour facing is attacked. Because template weapons bathe the area in burning fuel, baneful energies or something equally dangerous, Cover Saves are ignored when resolving hits. As with blast weapons, casualties inflicted by template weapons do not have to be taken from amongst the models actually covered by the template, but must come from within range of the firer.

MULTIPLE TEMPLATE WEAPONS

If a unit is firing multiple template weapons, resolve them one at a time.

TWIN-LINKED TEMPLATE WEAPONS

Twin-linked template weapons can re-roll to wound against each model hit. Against vehicles, you may re-roll the Armour Penetration dice instead.

BARRAGE WEAPONS

Certain blast weapons launch their shells high up into the air so that they plunge down upon their target, passing over any intervening obstacles en route. Weapons like these fire by the crew guessing the range to the target point and hoping the round lands close enough to inflict harm. Their greatest advantage lies in their ability to fire at targets which are out of sight. Some pieces of ordnance are used for laying down a barrage in the same way.

FIRING BARRAGES

Barrage weapons never have to test to see if they must fire at the closest enemy. Designate the target unit and place the Blast marker over it, with the following restrictions:

- You may not place the marker so that any of your own models or vehicles (apart from wrecks) are underneath it.
- You must place the Blast marker so that one enemy model is under the central hole; you cannot place the Blast marker hole over empty space.

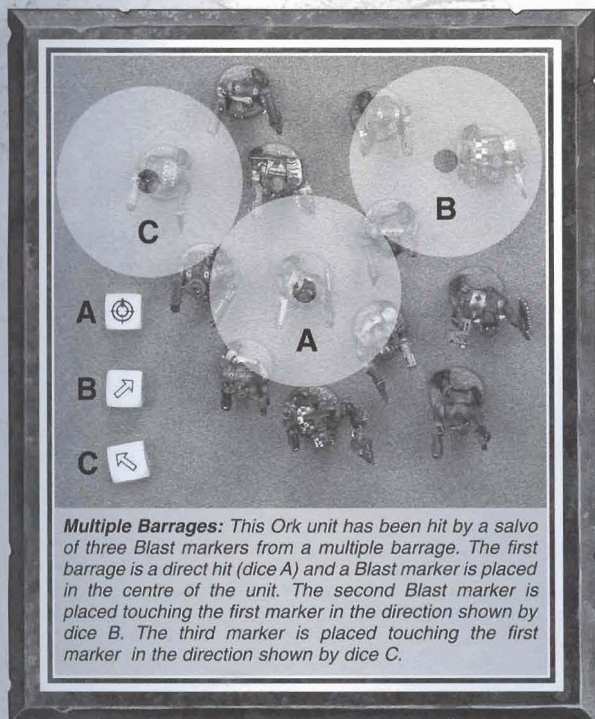
You then see if it has landed on target. If the hole at the centre of the marker is inside the weapon's minimum range, or beyond its maximum, the shot is an automatic miss and has no effect. If its range is good, proceed to see where it hits, remembering that no line of sight is required. Roll a Scatter dice and a D6 if a line of sight exists to the target, or two D6 if not and take the highest. 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 D6 roll.

Note that it is possible for a scattering shot to land beyond the weapon's range, out of sight, off the edge of the table or even on your own troops! Such are the vagaries of barrage weapons. With barrage weapons, the centre of the marker is used to determine which direction hits occur from in relation to Cover Saves. Barrage weapons are always pinning weapons as well. See the Pinning Weapons rules for details.

MULTIPLE BARRAGES

If a unit has more than one barrage weapon they'll all be fired together in a salvo, with one Blast marker landing for each weapon that is within range. Place the Blast marker and roll for any potential scatter with the first shot as before, this is the 'ranging shot' for the salvo – all other shots will land nearby. Once the first marker is placed, roll a Scatter dice for each other Blast marker in the salvo.

If an arrow is rolled, place the marker in the direction indicated so that its edge is touching the edge of the marker placed for the ranging shot. If a hit is rolled, the firing player may place the marker so that its edge is touching the edge of any of the Blast markers in the salvo which have already landed.



ORDNANCE BARRAGES

Some ordnance weapons fire barrages. These use the firing procedures for barrage weapons to determine where they land but hit with all the benefits of ordnance. Just like normal barrages, ordnance barrages are pinning weapons. See the Pinning Weapon rules for details. Note that ordnance barrages may not be fired from moving vehicles.

INCOMING!

ORDNANCE BARRAGE PINNING

Ordnance barrages are even more terrifying than normal barrages – the ground shakes and heaves 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 incandescent death. Units suffering casualties from an ordnance barrage must pass a Leadership test with the following modifier to avoid being pinned down:

-1 Leadership for coming under fire from an ordnance barrage.

PINNING WEAPONS

Coming under attack from some weapons can be sudden and shocking, making troopers throw themselves flat and hug cover rather than risk being hit. This is usually due to momentary confusion about where they're being attacked from. Sniper fire, barrages, etc, are the most common. When the firing of a single enemy unit inflicts casualties with pinning weapons, the target must take a Leadership test to avoid being pinned down. If the unit fails the test it may not move, shoot or assault, or make any other actions in its following turn. A unit may be called upon to take multiple Pinning tests in a single turn. A pinned unit does not have to take a Morale test if it sustains 25% casualties from enemy fire, as the fact it is pinned overrides the Morale test. If assaulted by the enemy, the pinning effect is immediately cancelled and the unit will fight normally.

SNIPER WEAPONS

These weapons are precise and deadly and can be used to pick out a target's weak or vulnerable points. A sniper weapon hits on a 2 or more regardless of the firer's BS. Sniper hits wound on a roll of 4+ regardless of the victim's Toughness, and roll 2D6 for armour penetration against vehicles, but with no additional bonus for Strength. Against vehicles, this represents their chances of successfully hitting exposed crew, vision ports, fuel or ammo storage, etc.

RENDING WEAPONS

Rending weapons fire a hail of shots so focussed they can literally chew through flesh, bone and armour alike. Any roll to hit of 6 with a rending weapon automatically causes a wound with no Armour Saving throw possible. Against a vehicle, any Penetration roll of 6 allows a further D6 to be rolled and the result added to the total score. Note that only one extra dice is ever rolled, even if this additional roll is also a 6; no further dice are added.

LANCE WEAPONS

These weapons fire a coherent, focused blast which can bore through even reinforced vehicle armour regardless of its thickness. Due to their unique nature, they count vehicle Armour Values higher than 12 as 12.

SPACE MARINES

SPACE MARINES

	WS	BS	S	T	W	I	A	Ld	Sv
Master	5	5	4	4	3	5	3	10	3+
Captain	5	5	4	4	2	5	3	9	3+
Master of Sanctity	5	5	4	4	3	5	3	10	3+ ⁵⁺
Reclusiarch	5	5	4	4	2	5	3	9	3+ ⁴⁺
Epistolary	5	5	4	4	3	5	3	10	3+
Codicier	5	5	4	4	2	5	3	9	3+
Familiar	3	3	3	3	1	3	1	8	6+
Space Marine	4	4	4	4	1	4	1	8	3+
Terminator	4	4	4	4	1	4	2	9	3+ ⁵⁺
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Scout	4	4	4	4	1	4	1	8	4+
Space Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Scout Biker	4	4	4	4(5)	1	4	1	8	4+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

⁵⁺ Indicates a 5+ Invulnerable Save.

⁴⁺ Indicates a 4+ Invulnerable Save.



BLACK TEMPLARS

	WS	BS	S	T	W	I	A	Ld	Sv
Marshal	5	5	4	4	3	5	3	10	3+
Castellan	5	5	4	4	2	5	3	9	3+
Emperor's Champion	6	4	4	4	2	5	2	10	2+
Initiate	4	4	4	4	1	4	1	8	3+
Neophyte	3	3	4	4	1	4	1	7	4+
Cenobyte	4	3	3	4	1	3	1	8	—

BLOOD ANGELS

	WS	BS	S	T	W	I	A	Ld	Sv
Sanguinary High Priest	5	4	4	4	2	5	3	9	3+

SPACE WOLVES

	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Lord	5	5	4	4	3	5	4	10	3+
Fenrisian Wolf	4	0	4	4	1	4	2	8	6+
Battle Leader	5	5	4	4	2	5	4	9	3+
Rune Priest	5	5	4	4	2	5	4	9	3+
Wolf Priest	5	5	4	4	2	5	4	10	3+ ⁴⁺
Iron Priest	5	5	4	4	2	5	3	9	2+
Thrall	3	3	4	5	1	1	1	8	5+
Grey Hunter	4	4	4	4	1	4	1	8	3+
Blood Claw	3	3	4	4	1	4	1	8	3+
Blood Claw Biker	3	3	4	4(5)	1	4	1	8	3+
Long Fang	4	4	4	4	1	4	1	9	3+
Long Fang Pack Leader	4	4	4	4	1	4	1	9	3+

13TH COMPANY

	WS	BS	S	T	W	I	A	Ld	Sv
Wulfen	5	0	5	4	1	5	2+1	10	3+
Storm Claws	4	4	4	4	1	4	2	9	3+
Grey Slayers	4	4	4	4	1	4	2	9	3+
Wolf Guard	4	4	4	4	1	4	3	9	3+
Storm Claws Biker	4	4	4	4(5)	1	4	2	9	3+

GREY KNIGHTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	5	5	4	4	3	5	4	10	2+ ⁵⁺
Grey Knight Captain	5	4	4	4	1	4	3	10	2+ ⁵⁺
Grey Knight Terminator	5	4	4	4	1	4	2	10	2+ ⁵⁺
Justicar	5	4	4	4	1	4	2	9	3+
Grey Knight	5	4	4	4	1	4	1	8	3+



WALKER

	WS BS		S	Armour			I	A
				Front	Side	Rear		
Dreadnought	4	4	6(10)	12	12	10	4	2
Space Wolf Venerable								
Dreadnought	5	5	6(10)	12	12	10	4	3
'Furioso' Dreadnought	4	4	6(10)	12	12	10	4	2(3)

VEHICLES

	Armour			BS
	Front	Side	Rear	
Rhino	11	11	10	4
Razorback	11	11	10	4
Land Speeder	10	10	10	4
Whirlwind	11	11	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4
Land Raider Crusader	14	14	14	4
Leman Russ	14	12	10	4

NEMESIS FORCE WEAPON BONUSES

Rank	Strength bonus	Power weapon	Force weapon
Grey Knight	+2	No	No
Grey Knight Justicar	+2	Yes	No
Grey Knight Terminators	+2	Yes	No
Grey Knight Brother-Captain	+2	Yes	No
Grey Knights Grand Master	+2	Yes	Yes

WEAPONS

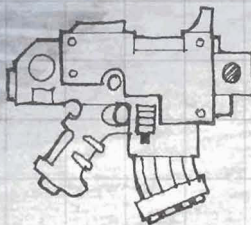
	Range	S	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Deathwind	12"	5	6	Heavy 1, Large Blast
Demolisher	24"	10	2	Ord. 1, Large Blast
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hunter-killer missile	n/a	8	3	Heavy 1
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher*				
<i>Frag</i>	48"	4	6	Heavy 1, Blast
<i>Krak</i>	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Shotgun	12"	3	—	Assault 2
Sniper rifle	36"	—	6	Heavy 1, Sniper, Pinning
Storm bolter	24"	4	5	Assault 2
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked
Whirlwind**				
<i>Vengeance</i>	G12-48"	5	4	Ord 1/Large Blast
<i>Castellan</i>	G12-48"	n/a	n/a	Ord 1/Large Blast

* May fire either frag or krak missiles.

** May fire either vengeance or castellan missiles.

Boltguns

More than just a weapon, the Bolter is the holy sword of the Adeptus Astartes, the bringer of the Emperor's divine retribution. Firing a mass-reactive, explosive shell, it brings swift death and is justly feared by the unrighteous and unclean.

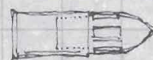


Bolt Pistol
Astartes MK III

6-10 round magazine

Standard Bolt

Depleted deuterium core

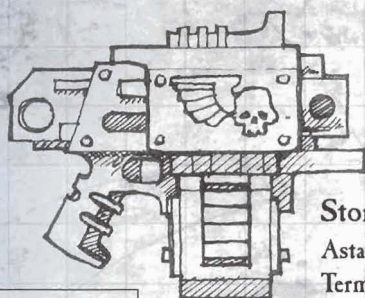


Variants include Inferno bolt, Hellfire round, Metal Storm frag shell, Stalker Silenced shell and Kraken Pattern Penetrator round



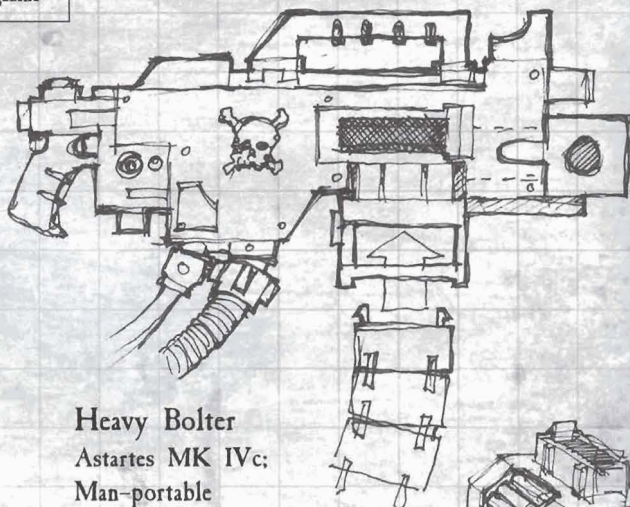
Bolter
Astartes MK Vb;
Godwyn Pattern

20-30 round
sickle magazine



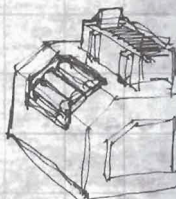
Stormbolter
Astartes MK VII;
Terminatus Pattern

40-60 round
drum magazine



Heavy Bolter
Astartes MK IVc;
Man-portable

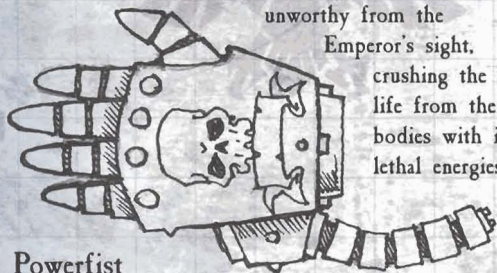
Powered feed or high capacity box magazine



Close combat weapons

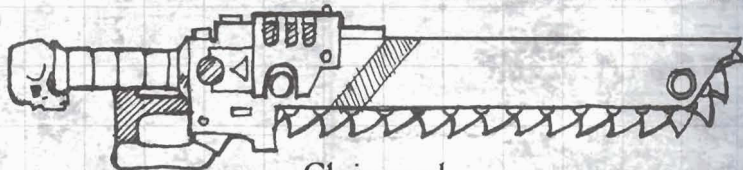
The Powerfist smites the unworthy from the Emperor's sight.

crushing the life from their bodies with its lethal energies.



Powerfist

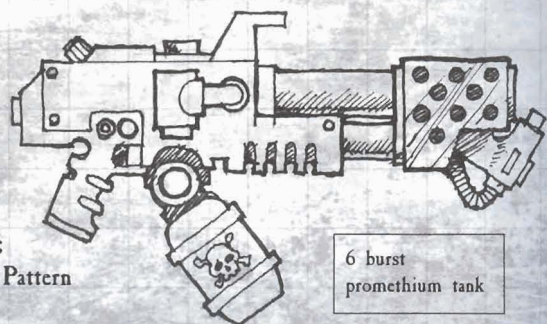
The sword, the axe, the mace and the glaive; all are equal in the aid they provide to those who carry out the Emperor's will. With them, the heretic, mutant and xeno shall be cleansed from the stars.



Chainsword

Flame weapons

Flamer weapons fire a holy mix of blessed chemicals that ignite upon contact with the air and burn the enemies of the Emperor in the cleansing fires. Carried extensively by the forces of the Emperor, they are particularly favoured by the Chamber Militant of the Ordo Hereticus. It is an honour to carry such a weapon of divine purification, though the warriors who carry them are often less than grateful for the privilege.



Flamer
MK IIIa;
'Heretic' Pattern

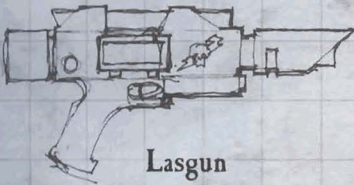
6 burst
promethium tank

Las weapons

Cheap to manufacture and simple to maintain, las weapons are issued to the Imperial Guard and are readily available on most Imperial worlds. Many variants on the basic design exist, but all serve the same purpose – the destruction of the Emperor's foes.

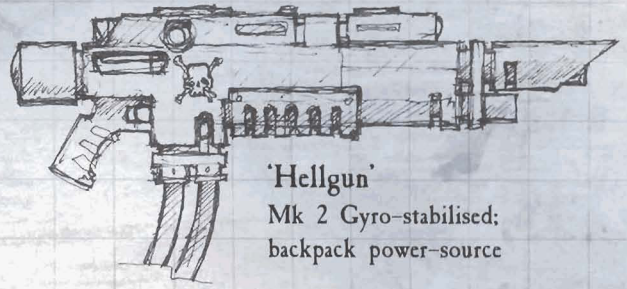
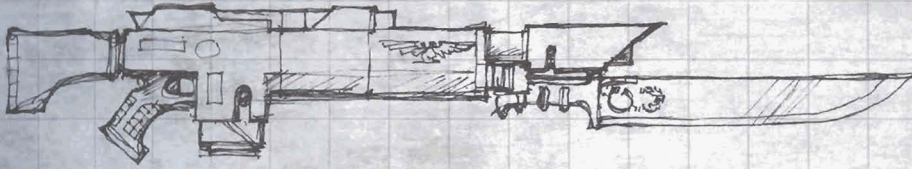
Laspistol

Short pattern; Kantreal manufactured



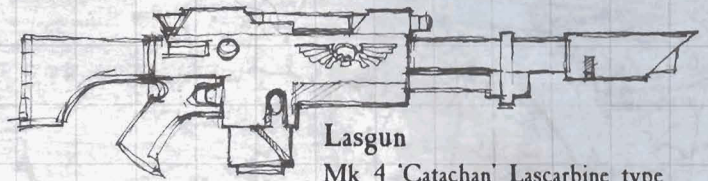
Lasgun

M36 Cadian issue Lasrifle with adamantium bayonet



'Hellgun'

Mk 2 Gyro-stabilised;
backpack power-source



Lasgun

Mk 4 'Catachan' Lascarbine type

Mk 6
rechargeable
power cell;
fluid metal core

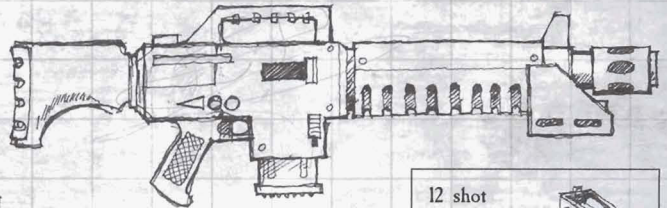


Solid slug weapons

Cheap and commonly available, such weapons fire a hail of bullets or shells and are often carried by the Emperor's servants.



Combat Shotgun; Arbites Pattern III; 'Lawbringer'



Autogun

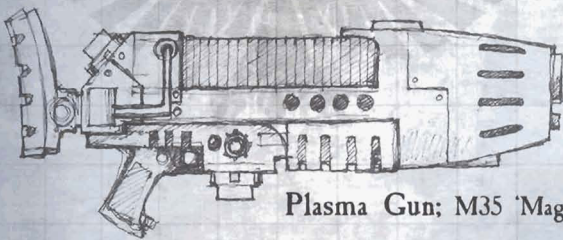
M40 Armageddon pattern

12 shot
solid slug
magazine



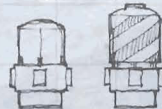
Plasma weapons

Rare and devastating weapons, they are the burning light of the Emperor.

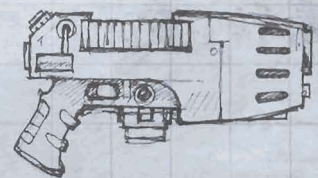


Plasma Gun; M35 'Magnacore' type; Cadian Issue

Plasma containment
flasks; 10 shots

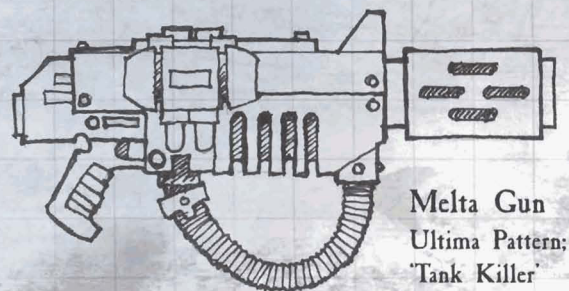


**Plasma Pistol
MK III; 'Sunfury'**



Melta guns

Melta guns use a two part injection system to force the pyrum-petrol gas into a sub-molecular state, which will vaporise just about any target, reducing it to a bubbling pool of molten slag. Many commanders issue such weapons to their most courageous soldiers, as they will be expected to put themselves in harm's way most often, attacking tanks and storming enemy bunkers to employ their weapons to best effect.



**Melta Gun
Ultima Pattern;
'Tank Killer'**

IMPERIAL GUARD

IMPERIAL GUARD

	WS	BS	S	T	W	I	A	Ld	Sv
Heroic									
Senior Officer	4	4	3	3	3	4	3	9	5+
Senior Officer	4	4	3	3	2	4	3	8	5+
Junior Officer	3	3	3	3	1	3	2	8	5+
Veteran									
Sergeant	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Conscript	2	2	3	3	1	3	1	5	5+
Commissar	4	4	3	3	2	4	2	10	5+
Sanctioned Psyker	2	2	3	3	1	3	1	8	5+
Priest	4	4	3	3	2	4	2	8	-
Tech-Priest									
Engineer	3	3	3	3	1	3	1	8	3+
Hardened									
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Hardened Veteran	3	4	3	3	1	3	1	8	5+
Storm Trooper									
Veteran Sergeant	3	4	3	3	1	3	2	8	4+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Ogryn	4	3	5	4	3	3	2	8	5+
Ogryn									
Bonehead	4	3	5	4	3	3	3	9	5+
Ratling	2	4	2	2	1	4	1	6	5+



WALKER

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

VEHICLES

	Front	Side	Rear	BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Hellhound	12	12	10	3
Leman Russ	14	12	10	3
Demolisher	14	13	11	3

WEAPONS

	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Demolisher	24"	10	2	Ordnance 1, Large Blast
Earthshaker	120"	9	3	Ordnance 1, Large Blast
Flamer	Template	4	5	Assault 1
Grenade launcher*				
<i>Frag</i>	24"	3	6	Assault 1, Blast
<i>Krak</i>	24"	6	4	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Hellpistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Hunter-killer missile	n/a	8	3	Heavy 1
Inferno cannon**	24"	6	4	Heavy 1, Template
Lasgun	24"	3	-	Rapid fire
Laspistol	12"	3	-	Pistol
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Melta, Assault 1
Missile launcher*				
<i>Frag</i>	48"	4	6	Heavy 1, Blast
<i>Krak</i>	48"	8	3	Heavy 1
Mortar	G48"	4	6	Heavy 1, Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Melta, Heavy 1
Plasma cannon	36"	7	2	Gets Hot, Heavy 1 Blast
Plasma gun	24"	7	2	Gets Hot, Rapid Fire
Plasma pistol	12"	7	2	Gets Hot, Pistol
Ripper gun	12"	4	6	Assault 2
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	-	6	Sniper, Pinning, Heavy 1
Storm bolter	24"	4	5	Assault 2

*May fire either frag or krak missiles/grenades.

**Place flamer template on target. Roll to hit. If you hit, all models touched by template are hit. If you miss, they are hit on a 4+.

SERVANTS OF THE EMPEROR

AGENTS OF THE IMPERIUM

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	4	4	3	3	3	4	3	10	3+
Inquisitor	4	4	3	3	2	4	2	8	4+
Daemonhost	4	4	6	4	4	4	D6	9	-4*
Imperial Assassin	5	5	4	4	2	5	3	10	-4+
Death Cult Assassin	5	4	4	3	2	5	2	8	-5+
Henchman	3	3	3	3	1	3	1	8	6+
Warrior									
Henchman	3	4	3	3	1	3	1	8	4+

BATTLE SISTERS

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	4	5	3	3	3	4	3	10	3+
Palatine	4	5	3	3	2	4	2	9	3+
Priest	3	3	3	3	2	4	2	8	-
Celestial Superior	4	4	3	3	1	4	2	9	3+
Celestial	4	4	3	3	1	4	1	9	3+
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	4	2	9	3+
Seraphim	4	4	3	3	1	4	1	9	3+
Arco-flagellant	4	0	4	5	1	4	1/D6	8	-4*
Mistress	4	4	3	3	1	4(5)	2(3)	10	4+
Sister Repentia	4	4	3(6)	3	1	3	1	6	4+
Crusader	4	3	3	3	1	3	1	8	-4*

* Indicates a 5+ Invulnerable Save.

* Indicates a 4+ Invulnerable Save.

VEHICLES

	Armour			BS
	Front	Side	Rear	
Chimera	12	10	10	3
Immolator	11	11	10	4
Exorcist	13	11	10	4

WALKER

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
Penitent Engine 4	2	5(10)	11	11	10	3	D6	

WEAPONS

	Range	S	AP	Type
<i>Also see the Weapons table on the opposite page.</i>				
Exorcist missile	48"	8	1	Heavy D6
Firearms	24"	4	6	Rapid Fire, Gets Hot!
Incinerator	Template	5	4	Assault 1; no Invulnerable or Cover Saves
Inferno pistol	6"	8	2	Pistol; 2D6 Armour Penetration within 3"
Needle pistol	12"	-	6	Pistol; wounds on 4+
Psycannon	18"	6	4	Assault 3; ignores Invulnerable Saves
	36"	6	4	Heavy 3; ignores Invulnerable Saves
Stake crossbow	24"	3	5	Assault 2; wounds psykers on 2+ with no Save.

* May be fired either as an assault or a heavy weapon.

ORBITAL WEAPONS

	S	AP	Notes
Barrage bomb	6	4	Barrage Ord blast
Lance strike	10	1	Barrage Ord blast
Melta torpedo	8	3	Barrage Ord blast; 2D6 Armour Pen



CHAOS SPACE MARINES

CHAOS SPACE MARINES

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Lord	5	5	4	4	3	5	3	10	3+
Chaos Champion	5	5	4	4	2	5	3	10	3+
Chosen	4	4	4	4	1	4	1	10	3+
Chosen Terminator	4	4	4	4	1	4	2	10	2+ ⁵⁺
Chosen Aspiring Champion	4	4	4	4	1	4	2	10	3+
Chosen Terminator Champion	4	4	4	4	1	4	3	10	2+ ⁵⁺
Possessed	4	4	5	4	1	4	1	10	3+ ⁵⁺
Possessed Aspiring Champion	4	4	5	4	1	4	2	10	3+ ⁵⁺
Obliterator	4	4	5	4 (5)	2	4	2	9	2+ ⁵⁺
Chaos Space Marine	4	4	4	4	1	4	1	9	3+
Aspiring Champion	4	4	4	4	1	4	2	10	3+



CHAOS SPACE MARINES

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	4	4	4	4(5)	1	4	2	9	3+
Biker Aspiring Champion	4	4	4	4(5)	1	4	3	10	3+
Raptor	4	4	4	4	1	4	1	9	3+
Raptor Aspiring Champion	4	4	4	4	1	4	2	10	3+

CHAOS DAEMONS

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	9	0	8	6	4	4	5	10	3+ ⁴⁺
Great Unclean One	5	3	7	6	6	2	3	10	- ⁴⁺
Lord of Change	8	4	6	6	4	6	3	10	- ⁴⁺
Keeper of Secrets	7	3	7	6	4	4	5	10	- ⁴⁺
Bloodletter	4	0	5	4	1	4	2	10	3+ ⁵⁺
Plaguebearer	4	0	4	4(5)	1	4	2	8	- ⁵⁺
Horror	2	3	4	3	2	2	1	8	- ⁵⁺
Daemonette	4	0	4	3	1	4	2	8	- ⁵⁺
Nurglings	3	0	3	3	3	3	3	7	5+
Flesh Hound	4	0	5	4	1	5	2	8	- ⁵⁺
Screamer	4	0	4	4	1	5	1	8	- ⁵⁺
Furies	4	0	5	4	1	5	2	7	- ⁵⁺

LOST AND THE DAMNED

	WS	BS	S	T	W	I	A	Ld	Sv
Big Mutant	4	2	6	4	3	3	2	7	5+
Boss Mutant	4	2	6	4	4	4	3	8	5+
Traitor	3	3	3	3	1	3	1	6	5+
Agitator	3	3	3	3	1	3	2	7	5+
Mutant	3	2	3	3(4)	1	3	1(2)	7	5+
Mutant Boss	3	2	3	3(4)	2	3	2(3)	8	5+
Arch Heretic	5	5	4	4	2	5	3	10	3+

WALKERS

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
Chaos Dreadnought	4	4	6(10)	12	12	10	4	3
Defiler	2	4	8	12	12	10	4	2

VEHICLES

	Armour			BS
	Front	Side	Rear	
Chaos Rhino	11	11	10	4
Chaos Predator	13	11	10	4
Chaos Land Raider	14	14	14	4

⁵⁺ Indicates a 5+ Invulnerable Save.

⁴⁺ Indicates a 4+ Invulnerable Save.



WEAPON	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2
Battle cannon*	72"	8	3	Ordnance 1, Large Blast
or G36"-72"	8	3		Barrage, Ordnance 1, Large Blast
Blastmaster**				
<i>Varied frequency</i>	36"	5	5	Assault 2, Pinning
<i>Single frequency</i>	36"	8	4	Heavy 1, Blast
Bolt pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Doom siren	Template	4	5	Assault 1
Firearms	24"	4	6	Rapid fire; Gets hot!
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

WEAPON	Range	S	AP	Type
Heavy stubber	36"	4	6	Heavy 3 (Assault 3 if used by Big Mutants)
Lascannon	48"	9	2	Heavy 1
Melta gun	12"	8	1	Melta, Assault 1,
Missile launcher***				
<i>Frag</i>	48"	4	6	Heavy 1, Blast
<i>Krak</i>	48"	8	3	Heavy 1
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire; Gets hot
Plasma pistol	12"	7	2	Pistol, Gets hot!
Reaper				
Autocannon	36"	7	4	Heavy 2, Twin-linked
Sonic blaster	24"	4	5	Assault 2 or Heavy 3

* May be fired either as a normal ordnance weapon or as a barrage weapon

** May fire either at a single or varied frequency.

*** May fire either frag or krak missiles.

ADDENDUM

Extract from Imperium training document file

Eld/465/version 2c

The information contained herein is intended as a field reference guide only.

For more detailed information and reports on Eldar weapons and known technology see files 729585 - 944475.



The Eldar are famed for their shuriken weapons. These range in size from the shuriken pistol up to the shuriken cannon, and all work on a similar principle. The ammunition is stored as a solid core of plasti-crystal material that is forced up from the magazine by a magnetic repulsor. A series of rapid high-energy impulses originate at the rear of the weapon then move it forward at a terrific speed. These impulses detach a monomolecular slice of the ammunition core and hurl it from the weapon's barrel, while the ammunition core is kept in the line of the firing impulse by the magnetic repulsor.

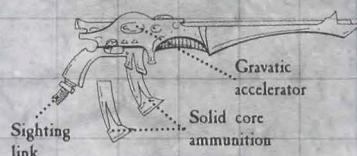
This allows the weapon to fire up to a hundred rounds of ammunition in a burst of one or two seconds, and each ammunition core is good for ten or more bursts of fire before it needs replacing. The downside of this firing mechanism is its lack of rifling on the barrel, which drastically reduces its accuracy, keeping the weapon's effective range below that of standard solid ammunition weapons of similar size.

Eldar laser weapons appear to function in a similar way to our own, using highly focused light beams to cause traumatic temperature change on impact with the target. However, they have far more efficient power generation and transmission systems, using artificially grown crystals to filter and refine the laser bursts to their optimum power and potency. This has given rise to such weapons as the bright lance, scatter laser, lasblaster and prism cannon.

The bright lance's highly charged energy bolts are much more accurate than those of an Imperial issue lascannon, making armour under a certain thickness redundant. The scatter laser and lasblaster use crystalline power cells to store up a charge of laser energy and then fire them in a concentrated burst, much like our own multi-lasers but in a far more energy-efficient manner. The prism cannon uses a two-stage firing process, with a medium magnitude laser charge fed into a crystal prism which greatly amplifies the shot in a fraction of a second, whilst dispersing the energy burst to target a wider area.

Shuriken Weapons

There are a wide variety of shuriken patterns used by the Eldar. We are unable to ascertain whether varieties in shape and design are based upon ballistic grounds (for longer ranges, better armour piercing effect, etc) or just for aesthetic purposes.

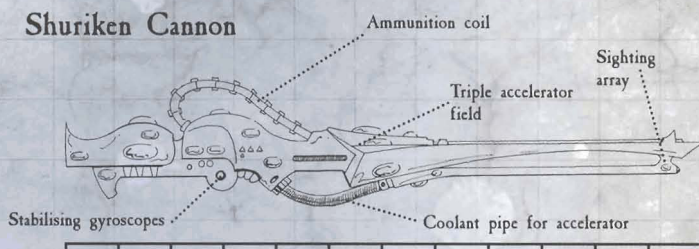


Shuriken Catapult

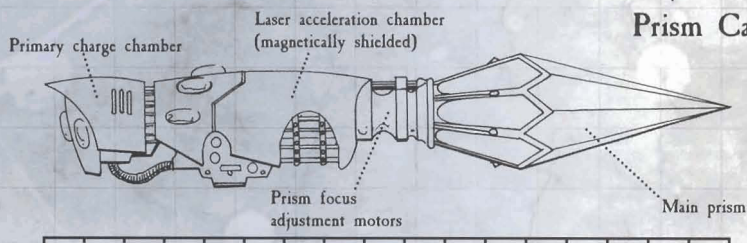
Shuriken Pistol
Darius Variant

Eldar shuriken ammunition recovered from battlefields of the Darian Conflict.

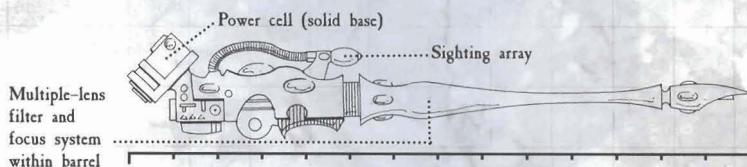
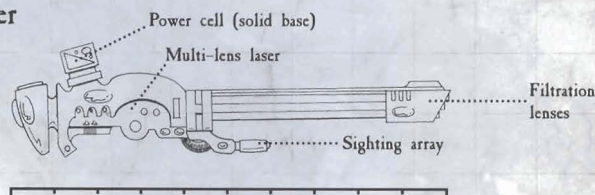
Shuriken Cannon



Eldar Heavy Weapons

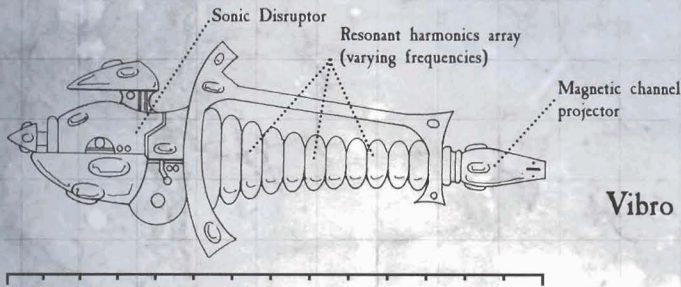
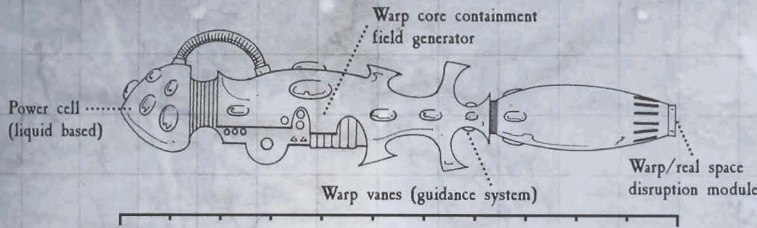


Scatter Laser



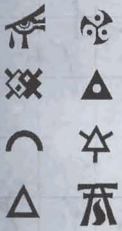
Bright Lance

Distort Cannon



Vibro Cannon

Weapon Iconography



Common
Weapon Icons

The meaning of many of these symbols is unknown to the Emperor's servants. Perhaps they form some badge of ownership or are a record of the warrior's history much like our own troops' 'kill markings'.



Origin
unknown

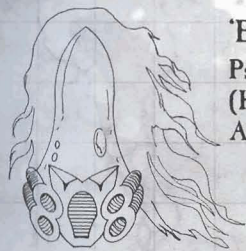


Location: Tarsis system



Inscription from Battle of Rimestar

Eldar Battle Artefacts

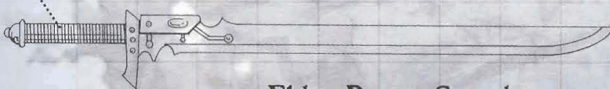


'Banshee Mask'
Psychosonic amplifier
(Howling Banshee
Aspect Warriors)



'Mandiblaster'
Needle conductive
laser discharge unit
(Striking Scorpions
Aspect Warriors)

Genetic detector in
grip prevents use
when captured



Eldar Power Sword

Crystalline power circuitry within blade itself

Although shuriken and laser technology form the bulk of the Eldar arsenal, they employ a number of large support weapons that use very sophisticated technologies. Most common of these are the Distort cannon, Shadow Weaver and vibro cannon.

The Distort cannon uses a warp engine to collapse an area of real space, effectively creating a miniature warp hole. If the target is not wholly swept into warp space, it is most usually torn to pieces by the complex gravitational forces employed. Luckily, the D-cannon is relatively short-ranged and inaccurate by Eldar standards.

The Shadow Weaver creates a dense monofilament mesh from an as yet unidentified organo-polymer compound. This compound is kept in a liquid state within a magnetic reservoir, and when released through the thousands of microscopic firing ducts is woven into a web-like cloud by spinning gravity clamps. The clouds are forced high into the air before they drift down, making them ideal for disrupting an attack and causing the Eldar's enemies to seek shelter.

The vibro cannon contains a sonic field generator that creates a rapidly scaling wave of sonic energy ranging from ultrasound to hypersonic frequencies. This wave is directed along a magnetic tunnel, and when it hits, the resulting resonant frequencies shake the target apart. This is most evident when two or more vibro-cannons cross their sonic beams, causing tremendously powerful disparate energy waves which can damage even the toughest target.

Like all wargear of the Eldar, their close combat weapons are highly advanced and well crafted. As with most races, they make wide use of mono-molecular edged blades and disruption powerfields. However, there are also numerous other devices designed to overcome the foe in hand-to-hand fighting. Perhaps the most fearsome is the Banshee Mask, which contains complex circuitry designed to amplify the Howling Banshee's war cries into a psychic shockwave which obliterates the nervous system and scrambles the brain's neural pathways, rendering the victim incapable for a few seconds, or causing death in extreme cases.

The Striking Scorpions' so-called mandiblaster is another example of exotic wargear. Triggered by a psychic pick-up in the helmet, the mandiblaster fires a hail of needles at the foe which act as a conductor for a short-ranged but powerful laser 'sting'. Comparisons have been drawn between the mandiblaster and the Tormentor Helm of certain Eldar pirates, which utilises a similar mechanism.

"Vile, unnatural witchcraft pervades all elements of the Eldar - their minds, their culture and technology."

Confessor Barbarius

ELDAR

ELDAR

	WS	BS	S	T	W	I	A	Ld	Sv
Avatar	10	0	6	6	4	5	3	10	5+
Farseer	5	5	3	4	3	5	1	10	4+
Warlock	4	4	3	3	1	4	1	8	4+
Exarch	5	5	3	3	1	6	2	9	3+
Warp Spider	4	4	3	3	1	5	1	9	3+
Striking Scorpion	4	4	4	3	1	5	1	9	3+
Howling Banshee	4	4	3	3	1	5	1	9	4+
Fire Dragon	4	4	3	3	1	5	1	9	4+
Wraithguard	4	4	5	5	1	4	1	10	3+
Ranger	3	4	3	3	1	4	1	8	5+
Guardian	3	3	3	3	1	4	1	8	5+
Dire Avenger	4	4	3	3	1	5	1	9	4+
Guardian on Jet Bike	3	3	3	3(4)	1	4	1	8	3+
Shining Spear	4	4	3	3(4)	1	5	1	9	3+
Shining Spear Exarch	5	5	3	3(4)	1	6	2	9	3+
Swooping Hawk	4	4	3	3	1	5	1	9	4+
Wraithlord	4	4	5(10)	8	3	4	2(3)	10	3+
Dark Reaper	4	4	3	3	1	5	1	9	4+
Spiritseer	4	4	3	3	1	4	1	10	4+
Wild Rider Chief	5	4	3	3(4)	2	5	3	10	3+
Kinsmen	4	3	3	3(4)	1	5	2	9	3+
Pathfinder	3	4	3	3	1	5	1	10	5+
Defender Squad	3	4	3	3	1	4	1	8	5+
Storm Squad	4	3	3	3	1	4	1	8	5+



WALKERS

	WS	BS	S	Armour			I	A
				Front	Side	Rear		
War Walker	3	3	5	10	10	10	4	2

VEHICLES

	Armour			BS
	Front	Side	Rear	
Wave Serpent	12	12	10	3
Falcon	12	12	10	3
Vyper	10	10	10	3
Fire Prism	12	12	10	3

WEAPON

	Range	S	AP	Type
Bright lance	36"	8	2	Lance, Assault 1
D-cannon*	G24"	10	2	Heavy 1, Blast
Death spinner	12"	6	–	Rapid fire
Exarch death spinner	12"	6	–	Assault 2
Firepike	18"	8	1	Melta, Assault 1
Flamer	Template	4	5	Assault 1
Fusion gun	12"	6	1	Melta, Assault 1
Hawk's talon	24"	4	6	Assault 3
Lasblaster	24"	3	6	Assault 2
Missile launcher**				
<i>Krak</i>	48"	8	3	Heavy 1
<i>Plasma</i>	48"	4	4	Heavy 1, Blast
Prism cannon	60"	9	2	Heavy 1, Blast
Ranger long rifle***	36"	n/a	6	Sniper, Pinning, Heavy 1
Reaper launcher	48"	5	3	Heavy 2
Scatter laser	36"	6	6	Heavy D6
Shadow weaver	G48"	6	–	Heavy 1, Blast
Shuriken cannon	24"	6	5	Heavy 3
Shuriken catapult	12"	4	5	Assault 2
Shuriken pistol	12"	4	5	Pistol
Starcannon	36"	6	2	Heavy 3
Vibro cannon****	36"	4	–	Heavy 1, Pinning
Wraithcannon*****	12"	n/a	1	Assault 1

* Use Ordnance Damage tables to resolve damage on vehicles.

** May fire either plasma or krak missiles.

*** If a 6 is rolled to hit, AP is 1.

**** Roll to hit target. If hit, draw a line between target and cannon. Any unit the line passes through suffers D6 hits. Vehicles suffer a glancing hit.

***** Always wounds on a 4+. If a 6 is rolled to wound, inflicts instant death. On vehicles, causes a glancing hit on a 4+, and a penetrating hit on a 5+.

DARK ELDAR

DARK ELDAR

	WS	BS	S	T	W	I	A	Ld	Sv
Archon	6	6	3	3	3	7	3	9	5+
Dracon	5	5	3	3	2	6	2	9	5+
Haemonculus	4	4	3	4	2	4	2	8	5+
Incubi Master	5	4	3	3	1	6	2	9	3+
Incubi	5	4	3	3	1	5	1	8	3+
Grotesque	4	0	4	3	2	3	2	5	n/a
Wych	4	4	3	3	1	6	1	8	6+
Wych									
Succubus	4	4	3	3	1	6	2	8	6+
Warp Beast	4	0	4	3	1	5	3	3	6+
Beastmaster	4	4	3	3	1	6	1	8	6+
Mandrake	4	4	3	3	1	5	1	8	5+
Sybarite	4	4	3	3	1	5	2	8	5+
Warrior	4	4	3	3	1	5	1	8	5+
Reaver	4	4	4	4	1	6	1	8	4+
Reaver									
Succubus	4	4	4	4	1	6	2	8	4+
Hellion	4	4	3	3	1	6	1	8	5+
Hellion									
Succubus	4	4	3	3	1	6	2	8	5+
Scourge	4	4	3	3	1	5	1	8	5+
Talos	5	3	7	7	3	4	D6	n/a	3+

VEHICLES

	Armour			
	Front	Side	Rear	BS
Raider	10	10	10	4
Ravager	11	11	10	4

WEAPON

	Range	S	AP	Type
Blaster	12"	8	2	Lance, Assault 1
Dark lance	36"	8	2	Lance, Heavy 1
Destructor	Template 4	D6		Assault 1
Disintegrator*				
<i>Maximum</i>	36"	7	2	Heavy 1 Blast
<i>Sustained</i>	24"	4	3	Heavy 3
Shredder	12"	6	—	Assault 1 Blast
Splinter cannon	24"	4	5	Assault 4
Splinter pistol	12"	3	5	Pistol
Splinter rifle	24"	3	5	Rapid Fire
Stinger**	12"	n/a	6	Assault 1; Wounds on 2+
Terrorfex***	12"	n/a	n/a	Assault 1 Blast
Talos sting	24"	4	5	Assault 6

* May fire either at maximum or sustained.

** If target killed, place Blast marker over it. S = target's T.; AP = target's Armour Save.

*** Only roll to hit. If 1+ models hit, their unit must make a Pinning test. -1 modifier if unit under half strength; -1 modifier per model hit if more than one model is hit.



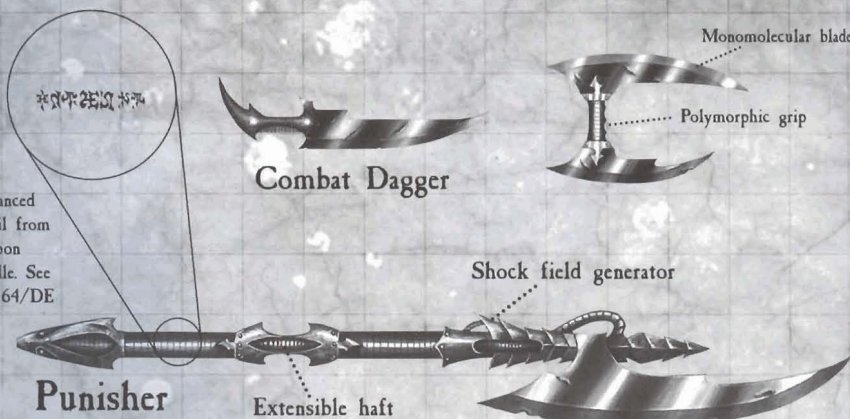
Dark Eldar Close Combat Weapons

The sub-race of Eldar known to many as the 'Dark Eldar' employs a number of hand-held weapons designed to eviscerate, lacerate and incise at close quarters. Although varying widely in design and use, all employ a similar technology in their construction. They are built from very lightweight materials, with blades honed to a mono-molecular edge capable of cutting through even ceramite armour when sufficient force is employed. Weapons incorporating powerful shock fields (such as the punisher depicted below) have also been recovered, and utilise an energy generation and transference system as yet beyond the comprehension of our Tech-adepts.

ᎠᎩᎦᎵᎦᎵᎦᎵᎦ

File: 64/DE
Subject: Symbols of Eldar origin
Meaning: Unknown
Date: 3478547.M39
Discovered: Battle of Regi IV
Source: Weapon recovered from body of Eldar pirate

Enhanced detail from weapon handle. See file 64/DE

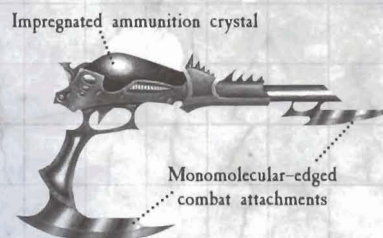


Splinter Weapons

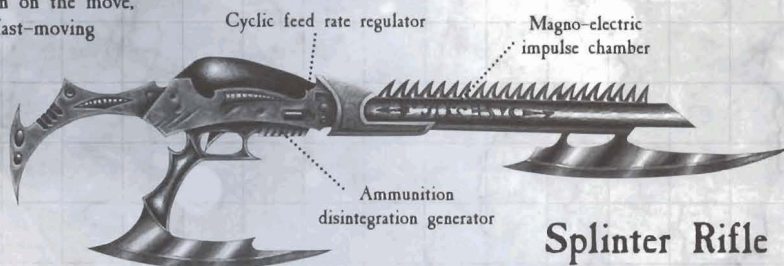
The standard armament of Eldar pirates is the so-called splinter rifle. This gun derives its name from its ammunition, as it fires a hail of splinter-like shards at the enemy. A highly sophisticated magno-electric impulse is used to break the ammunition crystal into small fragments, which are then propelled along the barrel at incredible speed with the same energy pulse. Often the ammunition crystal is impregnated with various toxic substances, and even a small surface wound can often fester, leading to considerable injury and pain.

The splinter cannon is the most murderous of splinter weapons. With its highly efficient firing mechanism and lack of recoil, the splinter cannon can be fired by a warrior even when on the move, making it an excellent weapon for supporting the fast-moving pirate raiding parties.

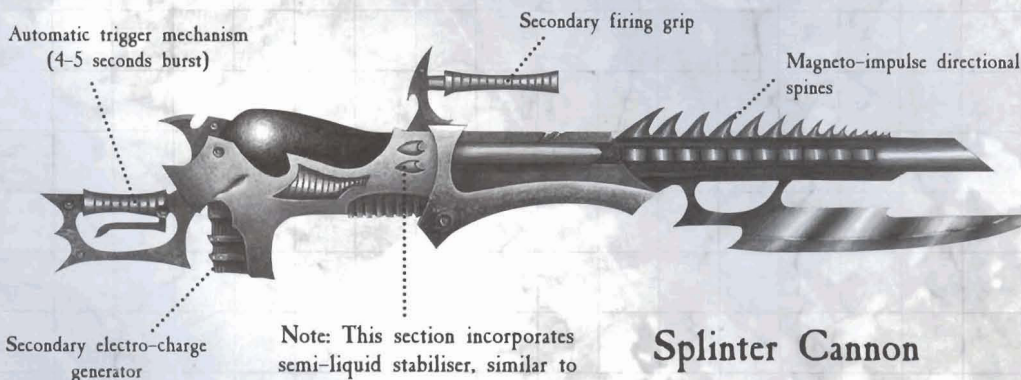
A smaller version of the splinter rifle is the splinter pistol. It is often carried as a side arm by assault and shock troops and the only disadvantage of its smaller size is a more limited effective range. Splinter pistols and other splinter weapons are often fitted with vicious combat blades, which the Dark Eldar use to slash and stab opponents in close combat.



Splinter Pistol



Splinter Rifle



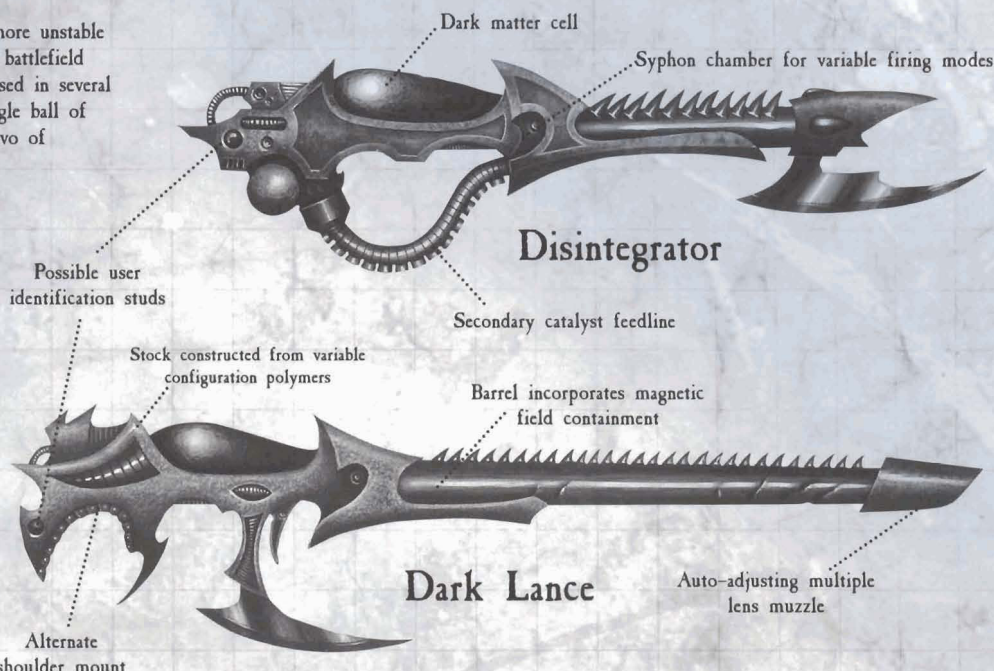
Note: This section incorporates semi-liquid stabiliser, similar to gyroscopic balancer in effect

Splinter Cannon

Dark Eldar Heavy Weapons

Like all Eldar technology, the heavy weaponry that is employed by pirate raiders utilises an order of technology far different from our own. The dark lance is comparable in its role to that of the standard issue Imperial lascannon – that is to say, its primary function is to destroy heavily armoured targets. However, the dark lance does not employ standard laser technology as we know it, but instead fires a stream of what is, for want of a better term, 'dark matter'. The origin of this substance is unknown, although there are a number of theses claiming it can be found in black holes, warp storms and other celestial phenomena of great magnitude. This dark matter works by reacting catastrophically with its target, producing a blast that is more than capable of destroying any vehicle regardless of the thickness of its armour, or vapourising a foot soldier.

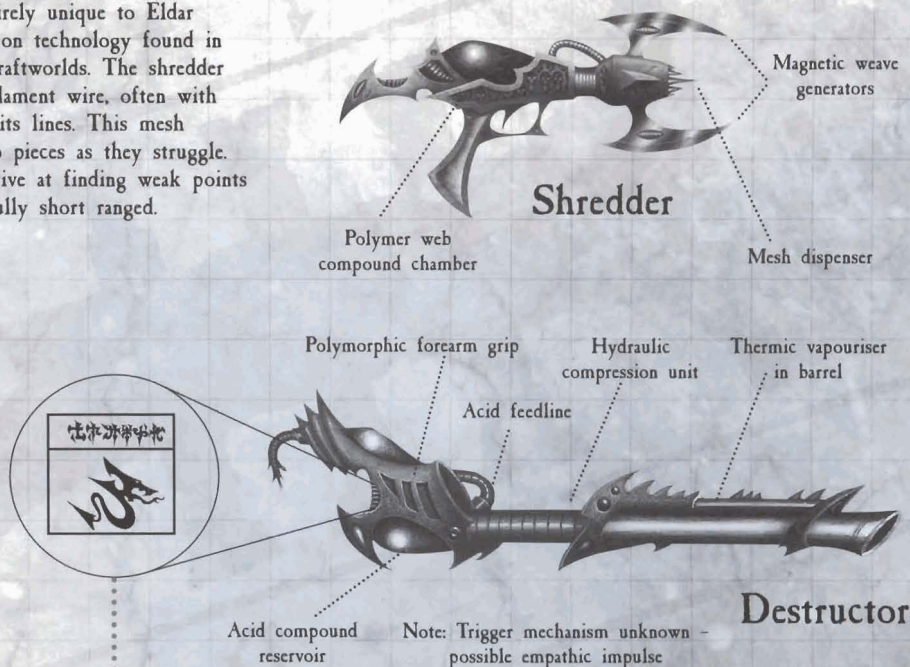
The disintegrator employs a more unstable form of this dark matter and battlefield reports show that it can be used in several firing modes, unleashing a single ball of ravaging energy or a lethal salvo of powerful energy bolts.



Dark Eldar Special Weapons

There are a number of weapons entirely unique to Eldar pirates, although they often draw upon technology found in the weaponry of the Eldar of the craftworlds. The shredder unleashes a web or mesh of monofilament wire, often with minuscule barbs or serrations along its lines. This mesh entangles the victim, slicing them to pieces as they struggle. Its dense cloud is also highly effective at finding weak points in a vehicle's armour, but is thankfully short ranged.

The destructor fires a stream of virulent organo-acidic compounds, which can melt through armour and sear flesh. The effects of these toxins can include blood vessel explosion or implosion; pharyngeal contraction; extensive haemolysis; skeletal disintegration; sclerotic corrosion; intercostal spasms; hyper-reacted thermoreceptors and chemoreceptors; Eustachian damage; retinal scarring; cardiac and respiratory atrophy and aqueous humour deprivation. In simple terms, the victims are hideously blinded and disorientated, their skin feels as if it is burning, their respiration and even the circulation of their blood is erratic and extremely painful.



Translator's Note: Main device employed is debased form of Eldar Rune Atherakhia – 'Destruction'. Inscription believed to read "Bring about destruction of great potential to the ones who are opposed to the bearer", or words to that effect.

NECRONS

C'TAN

	WS	BS	S	T	W	I	A	Ld	Sv
The Nightbringer	6	4	10	8	5	4	5	10	- ⁴⁺
The Deceiver	5	3	9	8	5	5	4	10	- ⁴⁺

NECRONS

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Lord	4	4	5	5	3	4	3	10	3+
Necron Immortal	4	4	4	5	1	2	1	10	3+



	WS	BS	S	T	W	I	A	Ld	Sv
Necron Warrior	4	4	4	4	1	2	1	10	3+
Necron Destroyer	4	4	4	5	1	2	1	10	3+
Scarab Swarm	2	0	3	3	3	2	3	10	5+
Flayed Ones	4	4	4	4	1	4	2	10	3+
Pariahs	4	4	5	5	1	3	1	10	3+
Necron Wraiths	4	4	6	4	1	6	3	10	- ³⁺
Tomb Spyders	2	2	6	6	2	2	3	10	3+

⁴⁺ Indicates a 4+ Invulnerable Save.

³⁺ Indicates a 3+ Invulnerable Save.

VEHICLES

	Armour			BS
	Front	Side	Rear	
Monolith	14	14	14	4

WEAPON

	Range	S	AP	Type
Gauss flyer	24"	4	5	Rapid Fire, Gauss
Gauss blaster	24"	5	4	Assault 2, Gauss
Gauss cannon	36"	6	4	Heavy 3, Gauss
Heavy gauss cannon	36"	9	2	Heavy 1
Gauss flux arc	12"	5	4	Heavy D6, Gauss (per target unit)
Particle whip	24"	9	3	Ordnance1, Large Blast
Staff of Light	12"	5	3	Assault 3

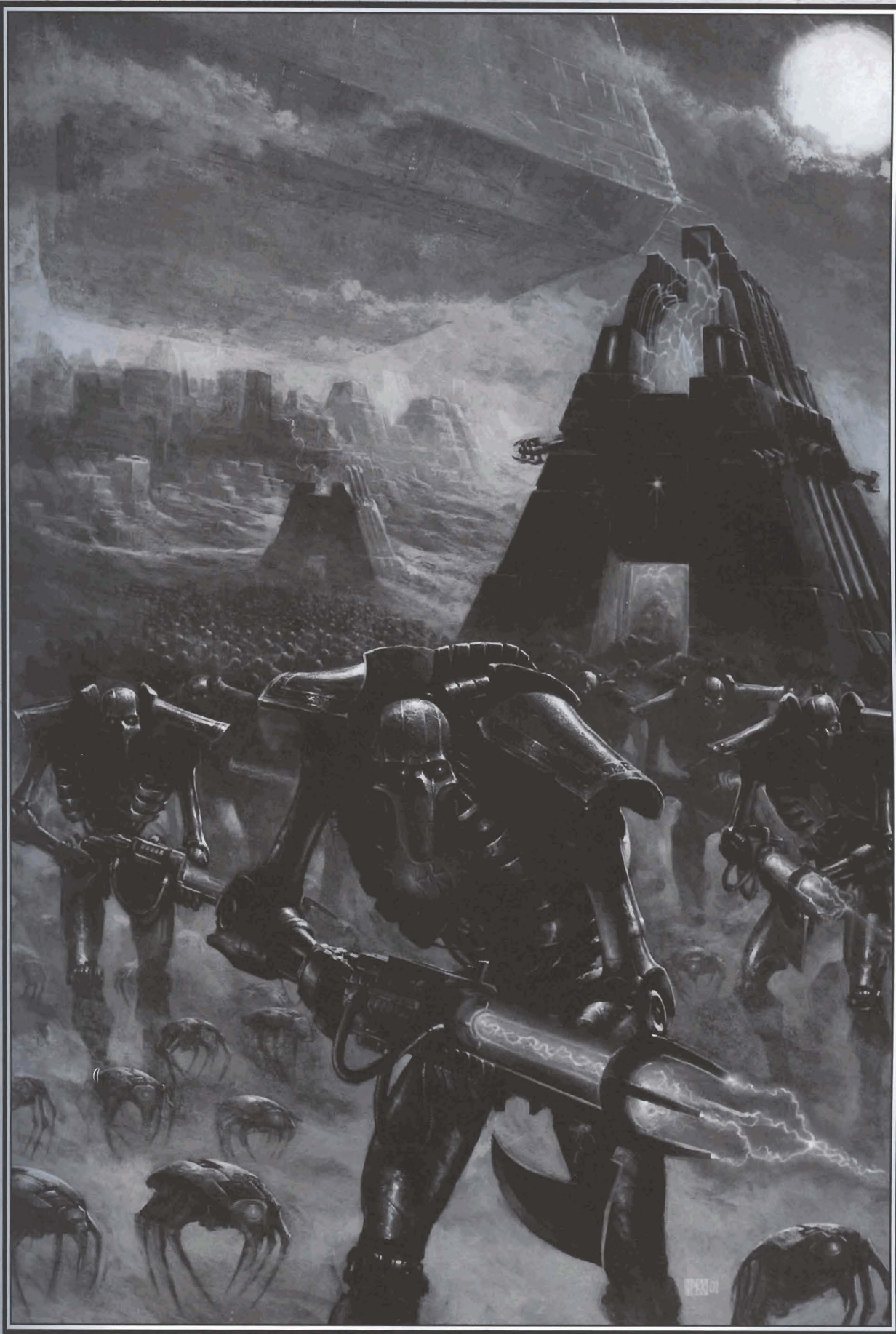
GAUSS WEAPONS

Gauss weapons are horrifying devices that can strip a target down molecule by molecule and reduce it to its constituent atoms in a matter of seconds.

Against troops, any roll to wound of a 6 automatically causes a wound regardless of Toughness. Even a target that the weapon could not normally hurt because of its high Toughness or because it is immune to weapons below a given Strength is wounded. Saving throws apply as normal.

Any vehicle that suffers a hit from a gauss weapon will suffer a glancing hit on a D6 roll of a 6 on the Armour Penetration roll, even if the target's Armour Value is greater than could normally be penetrated. Note that a roll that beats the target's Armour Value by rolling a '6' doesn't cause a glancing hit as well as a penetrating hit.

If a gauss weapon inflicts a glancing hit on a vehicle against which only glancing hits are possible, for example, a vehicle screened by smoke launchers or by a kustom force field, then a glancing hit is still inflicted.



Adeptus Mechanicus

ref: Xenos weaponry

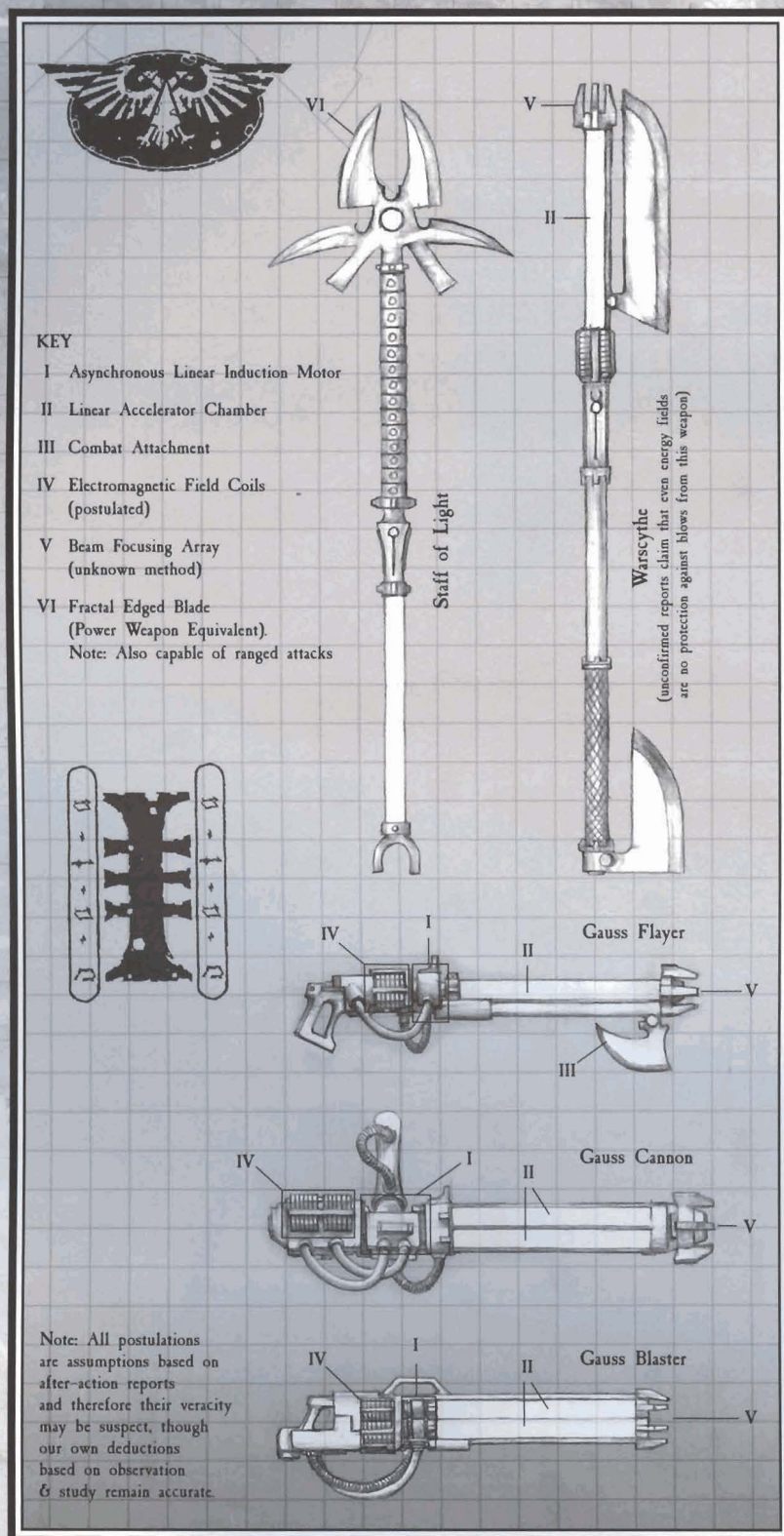
File ref: G945/902x

Subject: Alien weapon
technology
(Necrontyr)

Archivist: Magos Trantor

Collated: 0342999.M41

Security: Omicron



THEORY

In regards to the postulations put forward by Magos Barrous concerning the operation of the armament carried by the Necrons known as gauss weapons, the following report examines the heretical impossibility of such weapons' operation. At their most basic level, gauss guns can be described as asynchronous linear induction motors. When fired, they appear to produce a focussed bipolar magnetic field and anything the weapon is targeted at, such as a human body, will be 'pulled' (at the sub-atomic level) towards the gun. The weapons appear to pulse with intense currents, which form the magnetic fields that strip the target's constituent atoms towards the weapon. It is postulated that the weapon aspect is just one of the many possible uses for such technology and that many more might be possible.

DESIGN

The design of a gauss weapon with all its parameters kept dynamic to achieve maximum efficiency is a mathematical impossibility, as proved by Magos Barrous during the Calculometry Schism. The greatest problem encountered in gauss weapon design is devising a means to safely generate and release the power of the discharge, which runs in the multi-megawatt range. Because the power required is extremely high, even microscopic imperfections in design will generate massive energy losses. If a mechanical trigger is used to deliver the pulse, the moment the firing mechanisms come into contact, microscopic irregularities in the material will dissipate so much energy as to be completely vapourised. When the trigger closes, these vapourised surfaces and the molten metal beneath them weld together, and the trigger is thus ruined. How the weapons employed by the Necrons overcome this problem is unknown.

Assuming firing difficulties can be overcome, the final effect will be to produce a beam capable of stripping a target down to its constituent atoms extremely rapidly. Since high-energy power supplies are extremely dangerous and difficult to maintain, it follows that one would want to maximise

efficiency in order to obtain the best possible results with the least possible energy. This also preserves the components of the weapon since most energy losses are typically dissipated as damaging heat or destructive back currents, such as encountered by plasma weapons.

EFFECTS

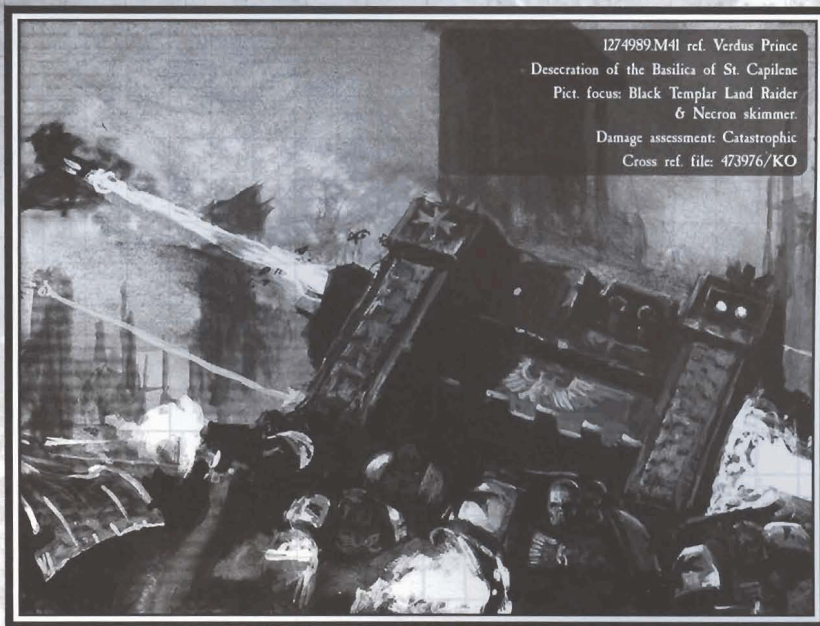
Extensive study of gauss weapons and their effects on both organic and inanimate matter has, thus far, been hampered by the lack of a working device to examine. Investigations into the remains of soldiers and their equipment, reveals a fascinating level of interaction between the gauss field and the target's atomic structure. It appears that the field generated by gauss weaponry is capable of breaking the bonds of the target material at the sub-atomic level and energising them with an opposing magnetic charge to that generated by the weapon itself. This accounts for the 'flaying' effect noted in many after-action reports from commanders in the field. As each layer is exposed (be it flesh, musculature or armaplas), it is broken down by the weapon's beam and carried towards the gun. Obviously this results in catastrophic failure of the components involved and their dissipation into vapourous form.

Subject 19 remained operative for three hours following injuries inflicted by a gauss weapon, though the limbs concerned

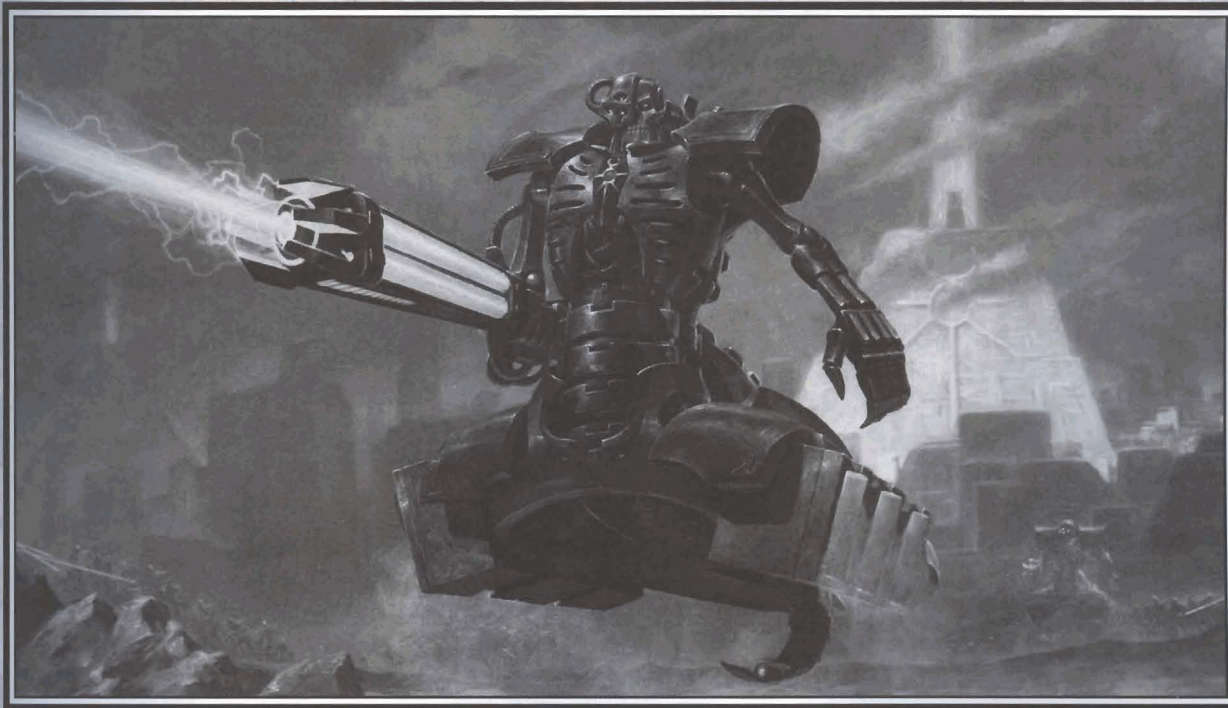
with primary locomotion were stripped to the bone and 90% of the dermal layer was absent. These effects were observed after exposure to a weapon carried by a basic Necron trooper. The effects of larger Necron weapons can be seen in the above segment of pict-capture taken from the battlefield on Verdur Prime.

In the image, we see a blast from a Necron skimmer penetrating not one, but two armoured faces of a Land Raider vehicle. I need not remind my learned readers that the probability of a weapon

impact defeating the armour of such a vehicle is remote, but to pass completely through a Land Raider with no visible deflection to its trajectory would require an energy source so powerful that it is unlikely we could replicate it on any weapon system save that employed by a Titan or starship. That such weaponry may be mounted on what is essentially a light skimmer fills me with dread and wonder in equal measure. If our order could somehow manage to acquire such a machine the possibilities might be endless.



1274989M41 ref. Verdur Prince
Desecration of the Basilica of St. Capilene
Pict. focus: Black Templar Land Raider
& Necron skimmer.
Damage assessment: Catastrophic
Cross ref. file: 473976/KO



ORKS

ORKS

	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	5	2	5	4	3	4	4	9	6+
Big Mek	4	2	4	4	2	3	3	7	6+
Painboss	4	2	4	4	2	3	3	7	6+
Nob	4	2	4	4	2	3	3	7	6+
Mekboy	4	2	3	4	1	2	2	7	6+
Mad Dok	4	2	3	4	1	2	2	7	6+
Cybork	4	2	4	5	1	2	2	7	5+
Ork Boy	4	2	3	4	1	2	2	7	6+
'Ardboy	4	2	3	4	1	2	2	7	4+
'Ardboy Nob	4	2	4	4	2	3	3	7	4+
Skarboy	4	2	4	4	1	2	2	7	6+
Skarboy Nob	4	2	4	4	2	3	3	7	6+
Kommando	4	2	3	4	1	2	2	7	-
Kommando Nob	4	2	4	4	2	3	3	7	-
Gretchin	2	2	2	2	1	2	1	5	-
Slaver	4	2	3	4	1	2	2	7	6+
Warbike Boy	4	2	3	4(5)	1	2	2	7	6+*
Warbike Nob	4	2	4	4(5)	2	3	3	7	6+*
Squighound	3	0	3	3	1	2	1	2	-
Attack Squig	3	0	3	3	1	4	2	3	-
Nobz Warbike	4	2	4	4(5)	2	3	3	7	6+*
Outriders	4	2	3	4(5)	1	2	2	7	6+*
Outrider Nob	4	2	4	4(5)	2	3	3	7	6+*
Deth Kopta	4	2	4	4(5)	1	2	2	7	4+*
Deth Kopta Mek	4	2	4	4(5)	1	2	2	7	4+*

* Has a 5+ Cover Save from shooting.

WALKERS

	WS	BS	S	Front	Side	Rear	I	A
Ork Dreadnought	4	2	5(10)	12	12	10	2	2(3)
Killer Kan	4	2	5(10)	11	11	10	2	2

VEHICLES

	Front	Side	Rear	BS
Battlewagon	13	12	10	2
Guntrukk	10	10	10	2
Warbuggy/trak	10	10	10	2
Wartrukk	10	10	10	2

WEAPON

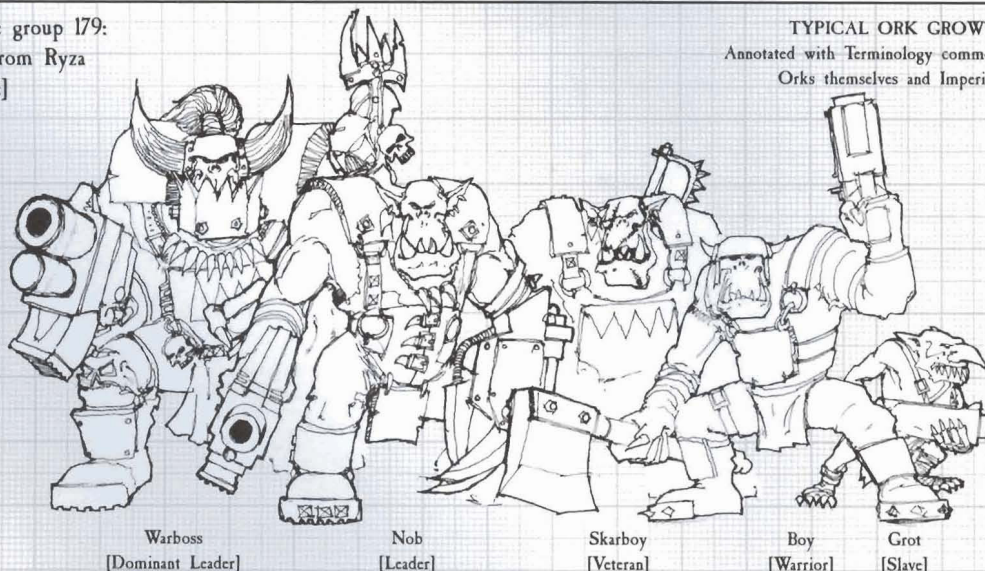
	Range	S	AP	Type
Grot blasta	12"	3	-	Assault 1
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid fire
Big shoota	36"	5	5	Assault 3
Rokkit launcha	24"	8	3	Assault 1
Burna	Template	4	5	Assault 1
Scorcha	Template	5	4	Assault 1
Lobba	G48"	5	5	Heavy 1, Blast
Zzap gun	24"	2D6	2	Heavy 1**
Kannon (frag)	36"	5	5	Heavy 1, Blast***
Kannon (shell)	36"	8	3	Heavy 1***
Kustom mega-blasta	24"	7	2	Heavy 1, Blast, Gets hot!

** See Codex: Orks for more details. Zzap guns do not roll to hit.

*** See Codex: Orks for more details. Kannonns share some qualities with Ordnance.

[Sample group 179:
Orks from Ryza
warzone]

3m
2m
1m
0m



Warboss
[Dominant Leader]

Nob
[Leader]

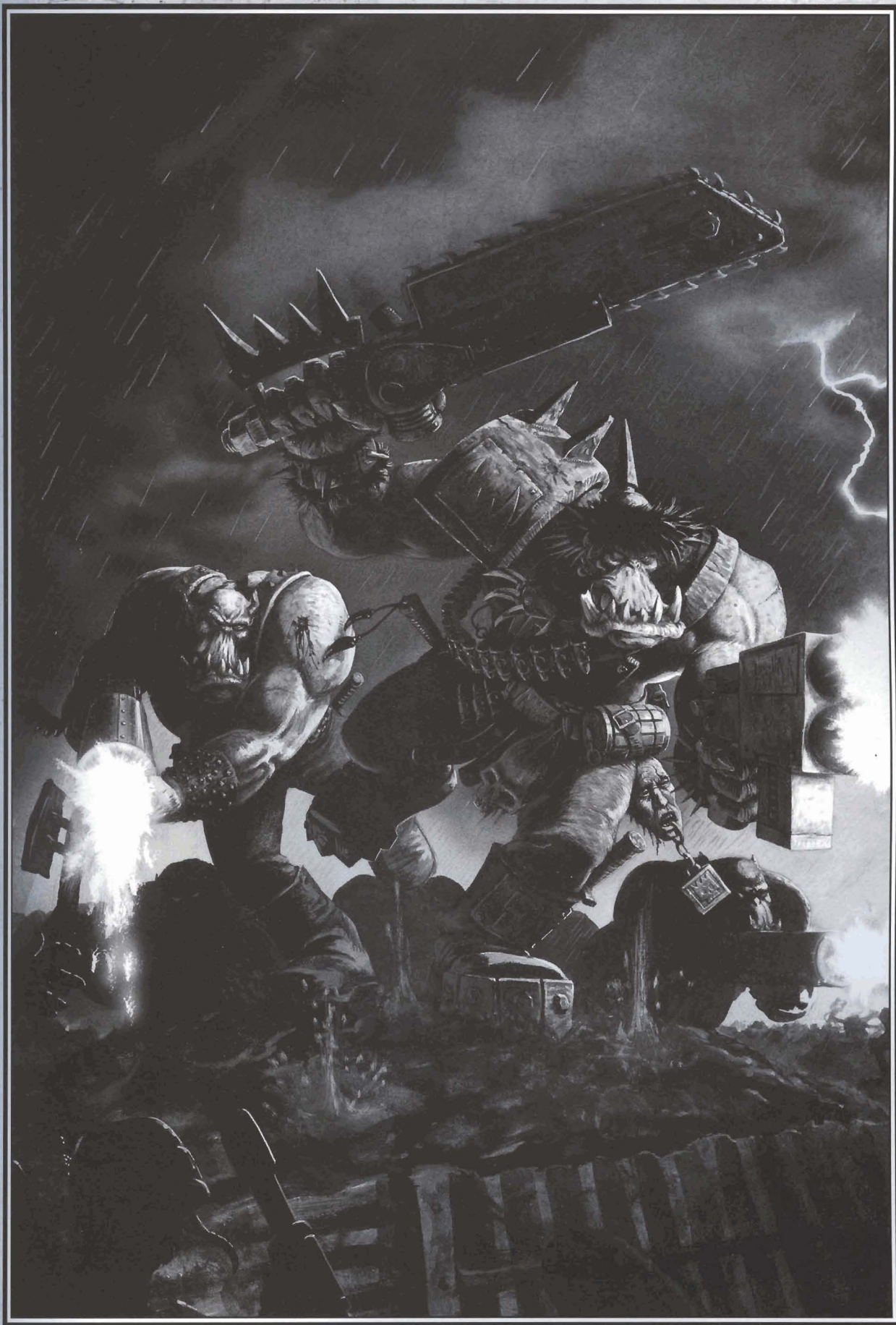
Skarboy
[Veteran]

Boy
[Warrior]

Grot
[Slave]

TYPICAL ORK GROWTH PATTERNS
Annotated with Terminology commonly used by the
Orks themselves and Imperial Guard Troops.

Opinions always pass. Facts remain eternal.



TAU EMPIRE

TAU

	WS	BS	S	T	W	I	A	Ld	Sv
Aun	4	3	3	3	2	3	3	10	—
Crisis Shas'o	4	5	5	4	4	3	4	10	3+
Crisis Shas'el	3	4	5	4	3	3	3	9	3+
Broadside									
Shas'vre	3	3	5	4	2	3	2	8	2+
Crisis Shas'vre	3	3	5	4	2	3	2	8	3+
Stealth Shas'vre	3	3	4	3	1	3	2	8	3+
Broadside									
Shas'ui	2	3	5	4	2	2	2	8	2+
Crisis Shas'ui	2	3	5	4	2	2	2	8	3+
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+
Shas'ui	2	3	3	3	1	2	2	8	4+
Shas'la	2	3	3	3	1	2	1	7	4+

KROOT

	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	4	3	4	3	3	3	3	7/8*	6+
Kroot	4	3	4	3	1	3	1	7/8* -/6+*	
Kroot Hound	4	0	4	3	1	4	2	**	**
Krootox	4	3	6	3(5)	3	3	3	**	**

* The Ld of a Kroot is always equal to its points cost (either 7 or 8). A Kroot Shaper has the same Ld as the troops in its unit. A Kroot's Armour Save is dependent on its points value.

** Kroot Hounds and Krootox have the same Ld and Sv as the troops in the unit they are attached to.

DRONES

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	3	1	4	1	7	4+
Shield Drone	2	2	3	3	1	4	1	n/a	4+ ^{inv}

^{inv} Save is invulnerable.

VEHICLES

	Armour			BS
	Front	Side	Rear	
Devilfish troop carrier	12	11	10	3
Hammerhead gunship	13	12	10	3(4)

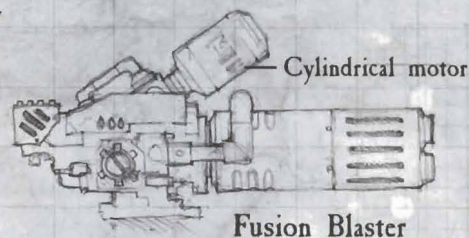
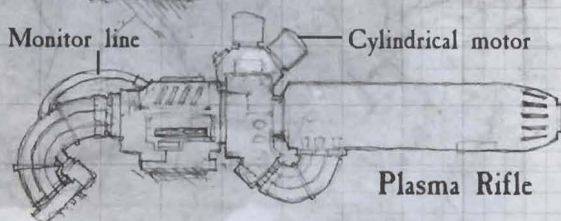
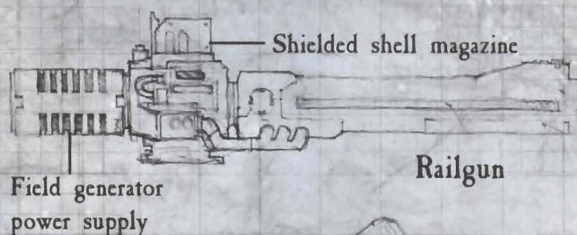
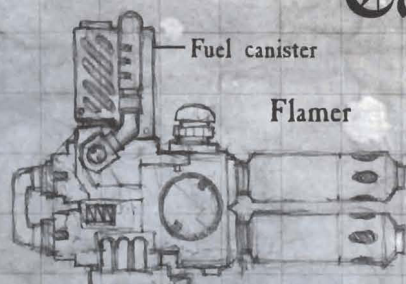
WEAPON

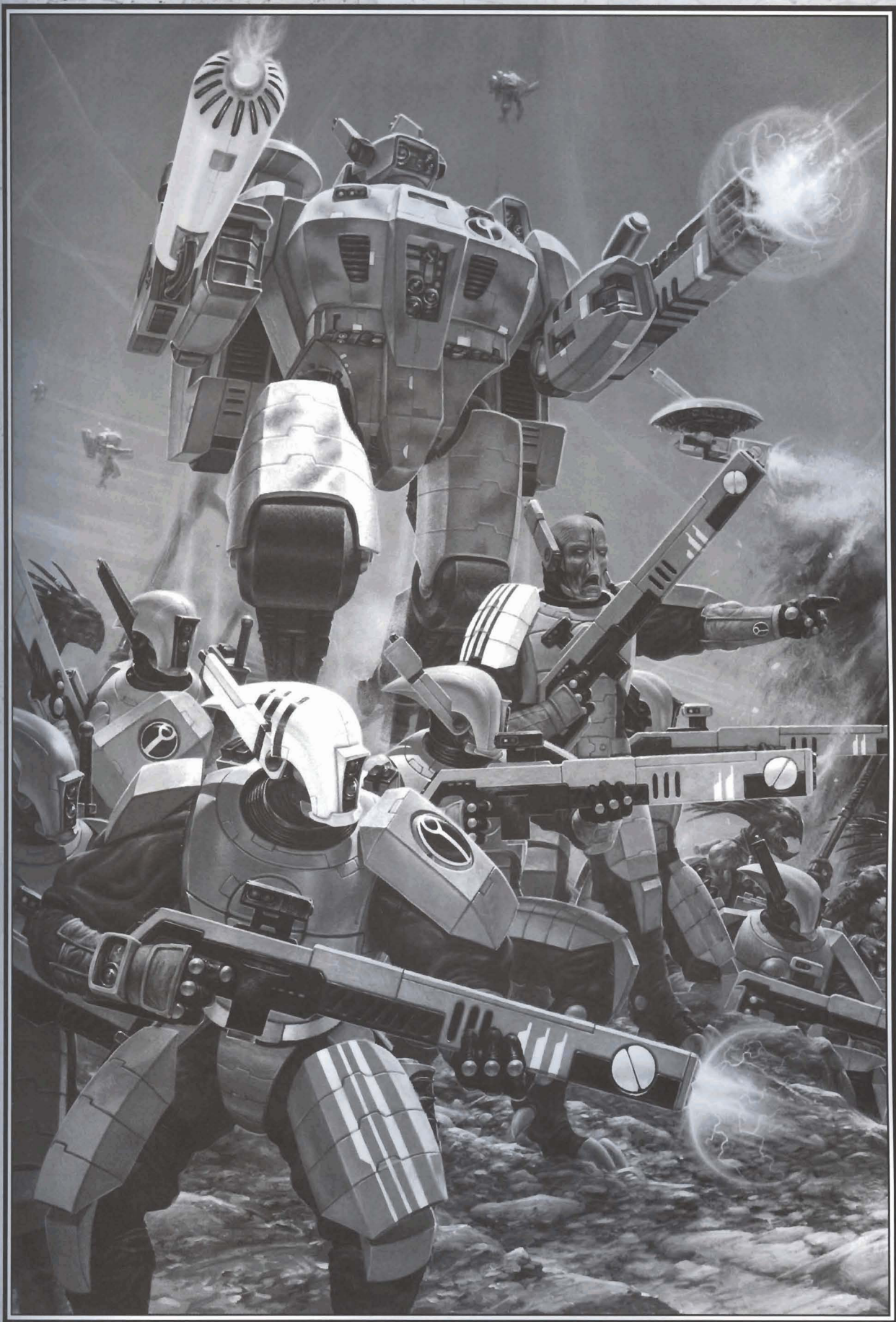
	Range	S	AP	Type
Burst cannon	18"	5	5	Assault 3
Flamer	Template	4	5	Assault 1
Fusion blaster	12"	8	1	Melta, Assault 1
Ion cannon	60"	7	3	Heavy 3
Kroot gun	48"	7	4	Rapid Fire
Kroot rifle	24"	4	6	Rapid Fire
Missile pod	36"	7	4	Assault 2
Plasma rifle	24"	6	2	Rapid Fire
Pulse carbine	18"	5	5	Pinning, Assault 1
Pulse rifle	30"	5	5	Rapid Fire
Railgun (solid shot)	72"	10	1	Heavy 1
Railgun (submunition)	72"	6	4	Heavy 1/Large Blast
Seeker missile ^a	unlimited	8	3	Heavy 1
Smart missile system ^b	24"	5	5	Heavy 4.

^a No line of sight needed. Hits on a 2+. Must be guided by a markerlight.

^b No line of sight needed.

Tau Weapons





TYRANIDS

TYRANIDS

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	5	3	5	6	4	5	3	10	3+
Tyrant Guard	5	3	5	6	2	5	2+1	10	3+
Broodlord	6	3	5	5	3	7	3+1	10	4+
Warrior	4	2	4	4	2	4	2	10	5+
Lictor	6	0	6	4	2	6	2+1	10	5+
Genestealer	6	0	4	4	1	6	2	10	5+
Gaunt	3	3	3	3	1	4	1	5	6+
Hormagaunt	4	3	3	3	1	4	1+1	5	6+
Ripper Swarm	3	1	3	3	3	2	3	10	6+
Ravener	5	3	4	4	2	5	3	10	5+
Gargoyle	3	3	3	3	1	4	1	10	6+
Zoanthrope	3	3	4	4	2	4	2	10	2+
Biovore	3	3	4	4	2	1	1	5	6+
Spore Mine	0	0	1	3	1	1	0	5	—
Carnifex	3	2	9	6	4	1	2	10	3+

WEAPON	Range	S	AP	Type
Barbed strangler	36"	S-1	5	Assault 1/large blast, pinning, Max Str 8
Devourer	18"	S-1	—	Assault 2X, Living Ammunition, Max Str 6
Deathspitter	24"	S+1	5	Assault 1 Blast, Max Str 7
Fleshborer	12"	S+1	5	Assault X, Living Ammunition, Max Str 6
Spinefist	12"	S	5	Assault X, Twin linked, Max Str 6
Venom cannon*	36"	S+2	4	Assault X, Max Str 10

*Maximum Strength = 10. Can only cause glancing hits against open-topped vehicles.

Tyranid Weapon-symbiotes

The Tyranids, being utterly alien, do not use conventional munitions. Instead, they form symbiotic links with other Tyranid organisms specifically evolved to be living weapons. These are usually conjoined to their bodies, sharing a mental link that enables the Tyranids to lay down a fusillade of biological ammunition with a single pulse of thought. The most common weapon-beasts are able to disgorge yet smaller Tyranid organisms with a powerful muscular spasm. This living ammunition will expend its brief lifespan in a frenzied attempt to burrow into the hot flesh of its target, or splatter digestive acid across any nearby foes.



Venom Cannon



Deathspitter



Devourer



Barbed Strangler

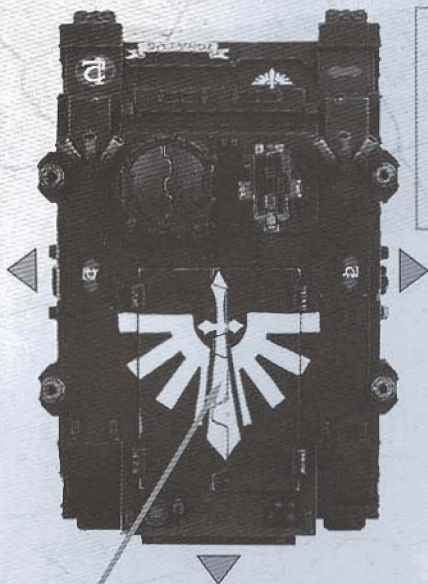


Fleshborer



VEHICLE ACCESS & FIRE POINTS

RHINO APC



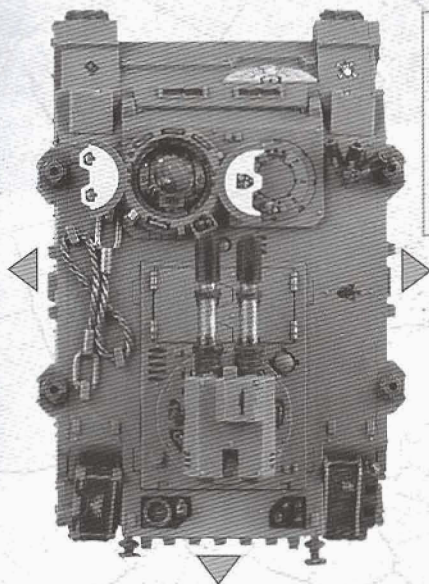
ACCESS POINTS - 3

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

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.

RAZORBACK



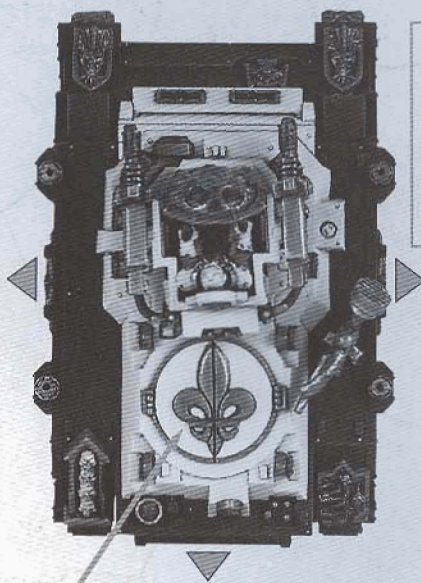
ACCESS POINTS - 3

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

FIRE POINTS - 0

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

IMMOLATOR



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.

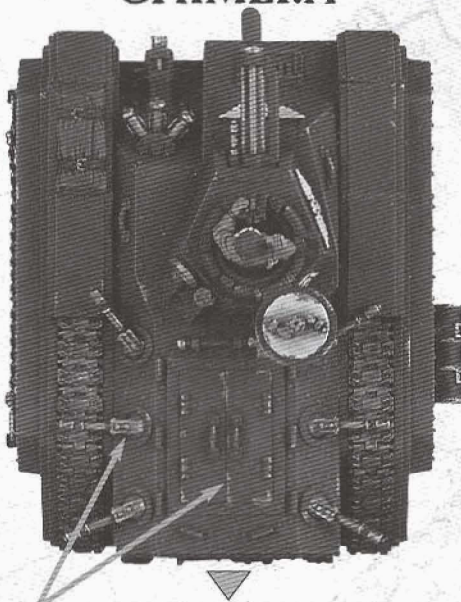
ACCESS POINTS - 1

Transported units enter and exit via the access ramp at the back of the hull.

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.

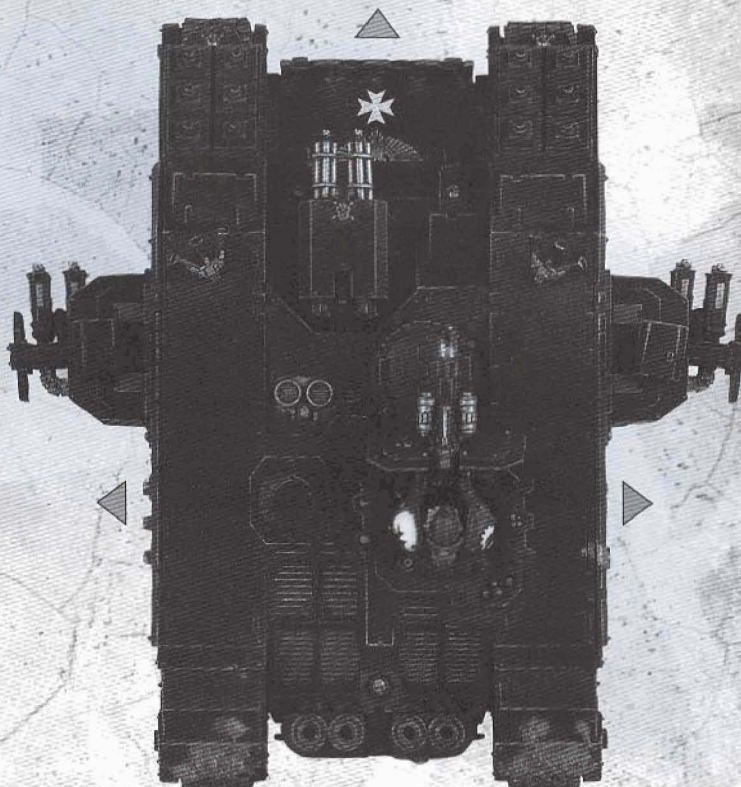
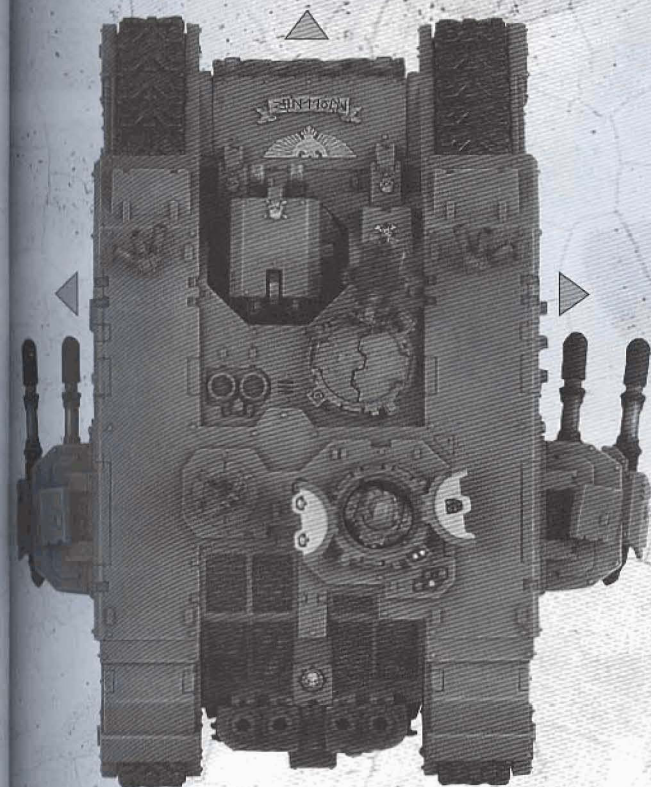
CHIMERA



FIRE POINTS - 2

The Chimera has six hull lasguns that can only be used by passengers. One model may fire a weapon from the top hatch, which may be a heavy weapon as long as the Chimera doesn't move. A model firing from the top hatch must engage the same target as those firing the lasguns.

LAND RAIDER & LAND RAIDER CRUSADER



ACCESS POINTS - 3

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

FIRE POINTS - 0

The Land Raider and Land Raider Crusader represent the pinnacle of armoured vehicle technology in the Imperium. As such, their hulls cannot be compromised by extraneous hatches and firing ports. The top hatches are for the use of the vehicles' crew and cannot be used by passengers as firing ports.

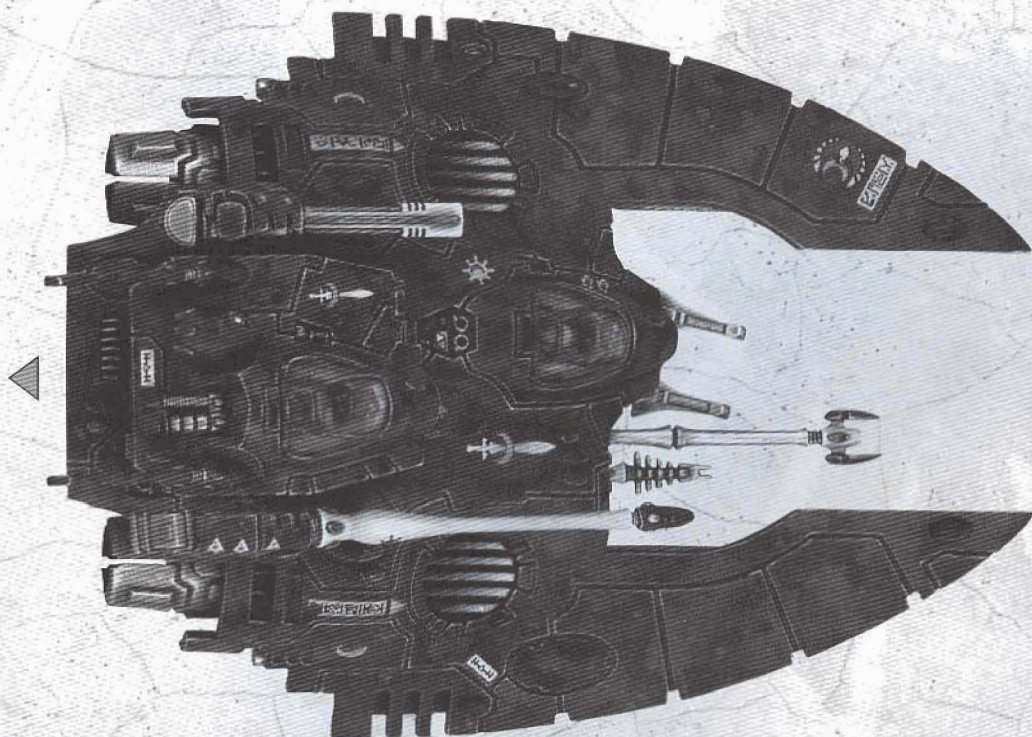
FALCON

ACCESS POINTS - 1

Passenger access is limited to the rear ramp.

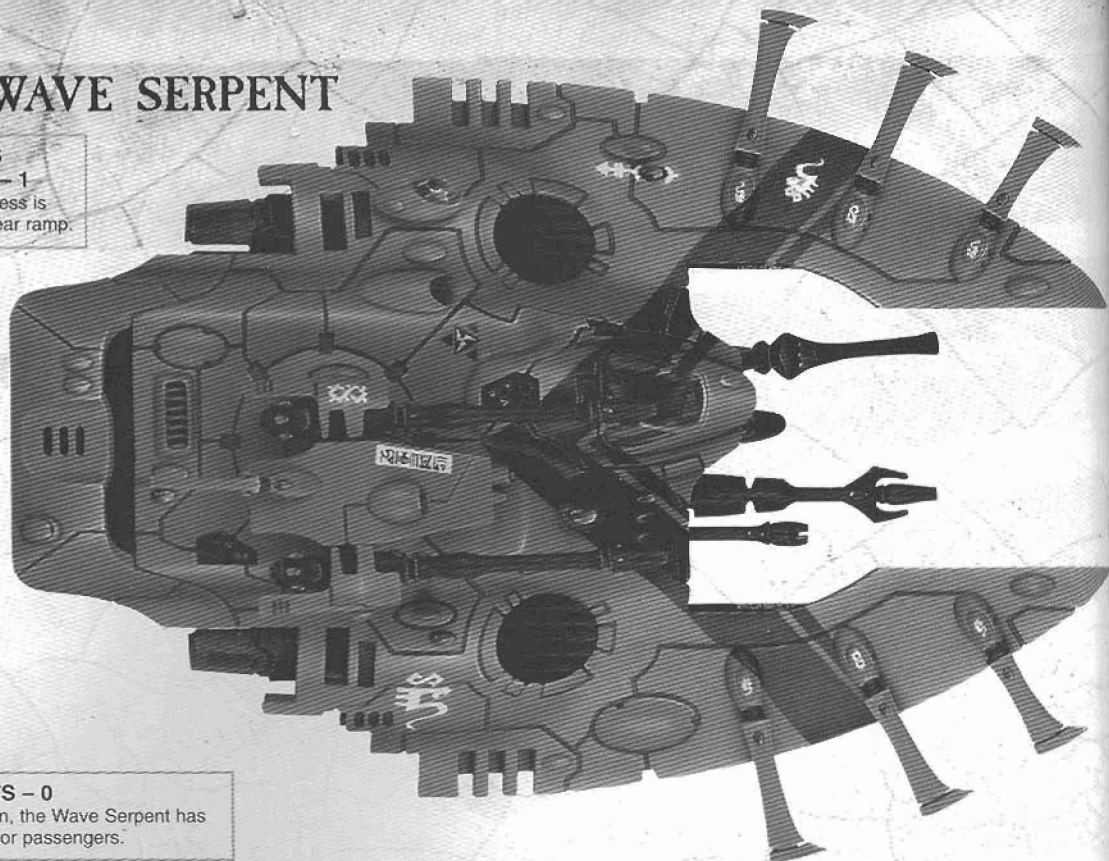
FIRE POINTS - 0

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.



WAVE SERPENT

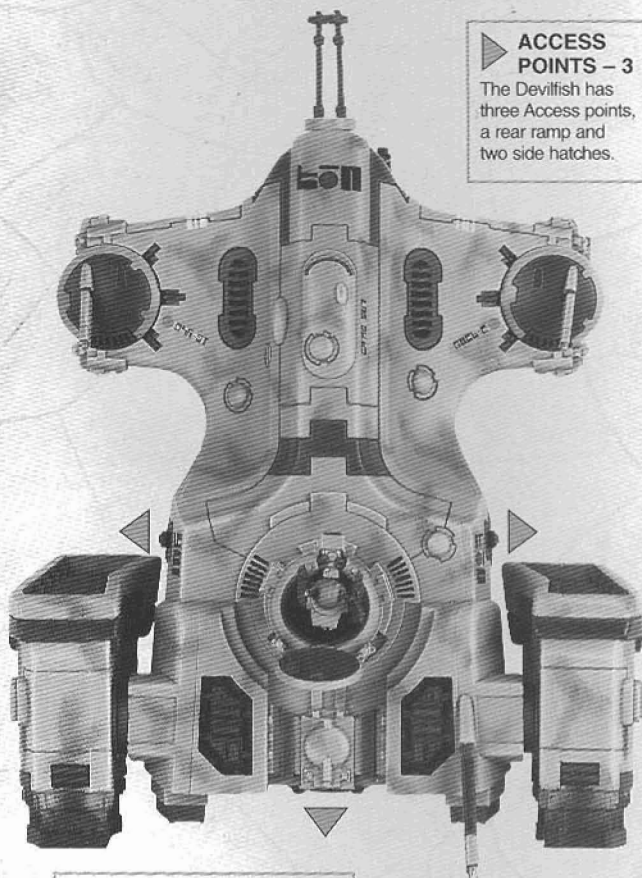
▶ **ACCESS
POINTS - 1**
Passenger access is
limited to the rear ramp.



FIRE POINTS - 0
Like the Falcon, the Wave Serpent has
no fire points for passengers.

DEVILFISH

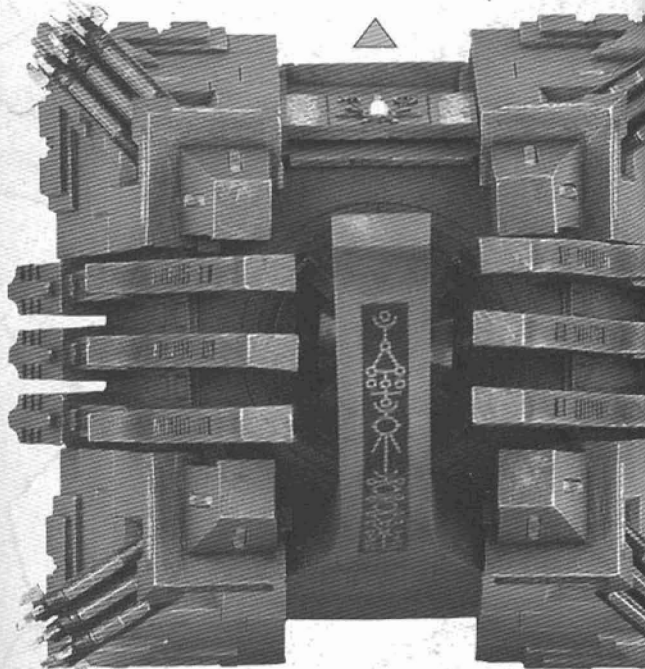
▶ **ACCESS
POINTS - 3**
The Devilfish has
three Access points,
a rear ramp and
two side hatches.



FIRE POINTS - 0
The Devilfish has no fire points.

NECRON MONOLITH

▶ **ACCESS
POINTS - 0**
The Monolith is not a transport vehicle but Necrons can emerge
from its front portal when that ability is used.



FIRE POINTS - 0
The Monolith has no fire points

VEHICLE UPGRADES

CODEX ICONS

Each vehicle upgrade and wargear item is accompanied by an icon showing which Codex it originated from.

-  *Space Marines*
-  *Imperial Guard*
-  *Witch Hunters/Daemonhunters*
-  *Chaos Space Marines*
-  *Tyranids*
-  *Orks*
-  *Eldar*
-  *Dark Eldar*
-  *Necrons*
-  *Tau*
-  *Common weapon*

ARMOUR PLATES

A vehicle with armour plates has extra protection against hits. Roll a D6 for each glancing or penetrating hit caused against it. On a 6 the hit is ignored having been deflected by the armour. Armour plates will have no effect against ordnance hits – they're just too big!

BIG GRABBER / WRECKER BALL / REINFORCED RAM / BOARDING PLANK

Although these upgrades work in different ways their effects are the same. They allow an Ork vehicle to attack an enemy vehicle in close combat. The Ork vehicle must move into contact with the target vehicle during its Movement phase but may not attack if it moved more than 12". The Ork vehicle may shoot in the Shooting phase as normal and then resolves an attack in the Assault phase. The vehicle has one attack for each upgrade listed (ie, a vehicle with a boarding plank, big grabber and ram would have 3 attacks). Attacks hit on a 4+ regardless of the target's speed and are resolved with a Strength of 6. Walkers, skimmers, infantry and any other models that have a WS characteristic may not be attacked as these weapons are too cumbersome to be used against them.

BLACKSUN FILTER

This is simply a vehicle-mounted version of the hard-wired Blacksun filter. The vehicle rolls 4D6x3 for visibility distance when subject to the Night Fighting mission special rules, and traces line of sight normally.

BLASPHEMOUS RUNE

The hull of the vehicle is daubed with the symbols of the Chaos gods. These blasphemous scrawls are disturbing and can unnerve the most experienced troops. Enemy tank shocked by the vehicle subtract 1 from their Leadership. If scribed on a Dreadnought, any Morale checks taken by enemy in close combat with it are at -1.

BLESSED

Grey Knights consecrate their machines thoroughly and only deploy the purest machine spirits in their work. As such, Grey Knight vehicles gain +1 to their Armour Penetration against enemy vehicles with any of the following Chaos vehicle upgrades; Daemonic possession, mutated hull, living vehicle and/or parasitic possession. Dreadnoughts with this upgrade also benefit from The Aegis special rule – every time an enemy psyker uses a power that targets a blessed Dreadnought and requires a Psychic test, that unit can resist it by rolling a D6 and adding 10. The enemy psyker must roll equal to or higher on a D6 plus their own Leadership characteristic to penetrate the blessed Dreadnought's defences. If the psyker rolls under the blessed Dreadnought's total, the power fails. Minor psychic powers have no effect at all on blessed Dreadnoughts.

BLESSED AMMUNITION

Any storm bolter or heavy bolter shots fired by the vehicle ignore Cover Saves.

BLESSED HULL

Blessed by the prayers of the Techmarines and their prayer servitors, adorned with spiritual icons of purity and anointed with blessed oils and sacred unguents, the hull of the Land Raider Crusader is proof against the myriad weapons of the foes of Mankind. Weapons with the Lance special rule do not count the armour of a Land Raider Crusader with a Blessed Hull as 12 – it is always counted as 14.

BOLT-ON BIG SHOOTA

A bolt-on big shoota can only be mounted onto a Wartrukk 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.

CORUSCATING FLAME

The vehicle is covered in weird gargoyles that constantly chatter incantations, pausing only to exhale great clouds of warp fire. The vehicle is covered in a sheet of Warp flame that consumes enemy troops. Any model attacking the vehicle takes a Strength D6, AP4 hit before resolving its attacks.

CRYSTAL TARGETING MATRIX

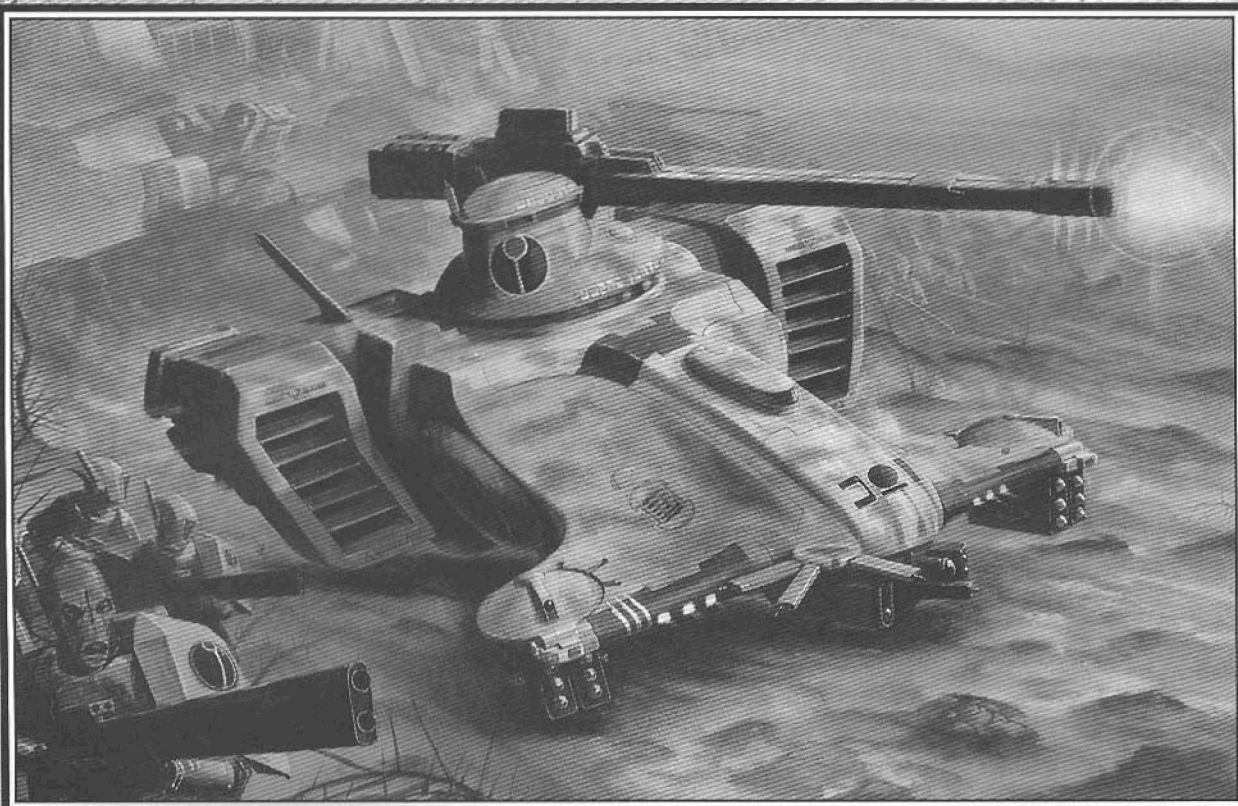
The crystal targeting matrix allows the crew to rapidly locate their targets while on the move. A vehicle with a crystal targeting matrix may shoot during the Movement phase rather than the Shooting phase – moving, shooting and then completing its move. All the normal restrictions apply to the number of weapons that can be fired due to the total distance the vehicle moves (ie, the distance moved before and after shooting).

DAEMONIC POSSESSION

This upgrade cannot be chosen for open-topped vehicles. The vehicle does not have any crew, instead it is possessed by a Daemon. Hatches are all welded shut and sealed with runes and sigils. The vehicle may no longer transport any troops. The Daemon controls the vehicle and may ignore 'shaken' and 'stunned' results. A vehicle may be subject to both Parasitic Possession and Daemonic Possession.

DECOY LAUNCHERS

Decoy launchers are mounted near the engines of Tau skimmers and fire clouds of reflective strips and tiny emitter drones to protect the vulnerable thruster arrays. Whenever a glancing hit result of 4 (Immobilised) is rolled against the vehicle, the decoy launchers will force the damage dice to be re-rolled. The decoy launcher can only force one re-roll, so the second result stands even it is immobilised again.



DESTROYER ☹️

The vehicle is equipped with all manner of spikes, slicing blades, scythed wheels, grabbing claws and torture implements. If given to a Dreadnought, it may re-roll one close combat miss in each round of close combat and, when rolling for Fire Frenzy, will enter Blood Rage on a 1 or 2. If given to a tank then during tank shock each enemy forced to move takes a wound on 4+ with normal Saves allowed.

DIRGE CASTER ☹️

The dirge caster is a broadcaster which outputs a non-stop litany of Chaos. Incomprehensible and disturbing to all others, the sound enthralls and absorbs the followers of Chaos, driving out any uncertainty or doubt. Apart from Daemons, all Chaos units with a model within 6" of a vehicle with a dirge caster become Fearless. A dirge caster cannot be mounted on a vehicle with a Warp amp.

DISRUPTION POD 🗨️

A disruption pod throws out distorting images in both visual and magnetic spectra, making it hard to target at long range. Weapons firing at the vehicle have their range reduced by 6", down to a minimum of 24" or the weapon range if less.

DOZER BLADE 🗨️🗨️🗨️🗨️

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they are not going to be moving more than 6" that turn.

EXTRA ARMOUR 🗨️🗨️🗨️🗨️

Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.

FLECHETTE DISCHARGER 🗨️

Powerful clusters of reactive charges are attached to the prows of many Tau vehicles. If the vehicle moves into close proximity of an enemy, they fire off vicious clouds of high velocity flechettes. If an enemy model elects to make a Death or Glory attempt during a tank shock attack by a vehicle equipped with flechette dischargers, it must first pass an Armour Saving throw or suffer one wound.

GROT RIGGERS 🗨️

An Ork vehicle with Grot riggers on board which becomes immobilised will be able to start moving again on a D6 roll of 4+. You can test to see if the vehicle becomes mobile at the start of each Ork turn.

HAVOC LAUNCHER ☹️

This is a multiple missile launcher commonly mounted on Chaos vehicles. Its profile is as follows:

Range: 48" S: 4 AP: 6 Heavy 2, Blast

HOLO-FIELD 🗨️

The vehicle is surrounded by a shimmering holo-field that distorts its shape and prevents the enemy from targeting its most vulnerable locations. Whenever your opponent rolls on the Damage table for the vehicle, he must roll two dice and apply the lowest result.

HOLY ICON 🗨️

The vehicle has a suitably large and impressive symbol of the Ecclesiarchy mounted upon it, a potent sign of the Emperor's blessing and protection. Any friendly unit with a model within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and Pinning tests, up to a maximum of 10. The effects of multiple holy icons are not cumulative.

HOLY PROMETHIUM 🗨️

An Immolator armed with twin heavy flamers and equipped with holy promethium will force a unit it causes a casualty upon to take a Morale check as if it had just suffered 25% or more casualties.

HORRORFLEX

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 Terrorflex, 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 Terrorflex except that it has an 18" range.

HUNTER-KILLER MISSILE

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range, but can only be used once per battle. They are treated as an additional main weapon with the same Ballistic Skill as the vehicle.

LAUD HAILERS

Proclaiming the power of the Emperor in heavenly tones, laud hailers fill the enemies of Mankind with dread. Any unit tank shocked by a vehicle with laud hailers deducts 1 from its Leadership when taking the subsequent Morale check. The effects of multiple laud hailers are not cumulative.

LIVING VEHICLE

The vehicle is able to attack like a living creature using blades, tentacles, lashes or spurts of flame and bile. In the Shooting phase it may attack any enemy unit within 3" with D6 attacks at Strength 4, AP -, counted as having BS 4. This attack can be made in addition to any normal shooting attacks, but only if the vehicle could normally make at least one Shooting attack. Units attacked do not count as being in close combat and can move freely in their next Movement phase. If a Weapon Destroyed result is scored against a living vehicle, its close combat weapons may be chosen to be eliminated. Immobilised results have no effect on its ability to make close combat attacks.

MULTI-TRACKER

The vehicle-mounted multi-tracker is combined with advanced stabilisers, enabling a vehicle to fire as if it were a Fast vehicle.

MUTATED HULL

The vehicle's hull has been changed by the Dark Gods. Set with spikes, gargoyles and arcane symbols, the hull writhes and reforms each time it is hit. The Armour Value of each of the vehicle's locations is increased by +1 point, up to a maximum of 14.

NIGHT SHIELD

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.

OVER-CHARGED ENGINE

Blood Angels hunger for close quarter fighting more than any Chapter. Often a Blood Angels leader will entreat the Techmarines 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 Dangerous Terrain test (roll 2D6. On a 1 it is immobilised, on a double 1 it is destroyed) and, if successful, can be moved straight forward up to 6". A vehicle that uses its over-charged engines may not shoot in the same turn.

PARASITIC POSSESSION

The vehicle has been possessed by a parasitic Daemon that infests the hull. The Daemon eats into the construction and insinuates itself into every part of the vehicle. Whilst appearing ramshackle as a consequence, the vehicle is held together by the Daemon. At the end of the Chaos player's turn any 'Immobilised' or 'Weapon Destroyed' effects are repaired on a roll of 4+.

PINTLE COMBI-BOLTER

The combi-bolter is the standard additional pintle armament for Chaos Space Marine vehicles. The combi-bolter can be upgraded to either a combi-flamer or a combi-melta. May not be fitted to Dreadnoughts or Defilers. No more than one pintle combi-bolter vehicle upgrade can be fitted to any vehicle.

PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are fixed to the outside of a vehicle and

can either be used by a crewman from an open hatch or by remote from inside the vehicle. They are treated as an additional defensive weapon.

PLAGUE CARRIER

The vehicle is equipped with smouldering censers which release billowing clouds of sickly smoke in its wake and has the same effect as the Nurgle gift Nurgle's Rot (see page 54).

POWER OF THE MACHINE SPIRIT

A Machine Spirit is a combination of organic and mechanical components that helps to control a tank's movement and weapon systems. If the tank suffers a Crew Stunned result on the Vehicle Damage tables, the Machine Spirit allows the tank to move directly ahead up to its maximum speed. Also, the Machine Spirit can operate one weapon per turn as long as the vehicle has moved no more than 6", even if the tank suffers a Crew Shaken or Crew Stunned result. This is in addition to any weaponry that can normally fire. The Machine Spirit has a BS of 2.

PSYCANNON BOLTS

The vehicle's secondary weapons systems carry a magazine of psychically impregnated psycannon bolts. A storm bolter or heavy bolter (twin-linked or otherwise) with this upgrade counts as AP 4 and ignores Invulnerable Saves; only normal Armour Saves or Cover Saves may be taken.

RED PAINT JOB

An Ork vehicle with a red paint job adds +1" to its move distance. This does not affect the speed it can move and either fire weapons or disembark/embark passengers.

SACRED HULL

The vehicle is covered in potent scriptures, purity seals, icons of faith and inscriptions of abjuration. It is extremely difficult for a Daemon or its kin to approach such a potent symbol of faith. Any Daemons attempting to assault the vehicle must pass a Difficult Terrain test to reach it, and suffer -1 to their Leadership when in base contact with or when they are tank shocked by the vehicle in question, in addition to other modifiers.

SCALING NETS 🕸

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 🚀

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 🗡

The vehicle has been fitted with outriggers and blades that allow it to make sweeping attacks on the enemy as it flies past. 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.

SEARCHLIGHT 🔦

Searchlights are only of any use in missions where the Night Fighting mission special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.

SEEKER MISSILES 🚀

Seeker missile arrays are provided to allow Tau infantry to immediately obtain fire support. Any model equipped with a markerlight may request a single missile to be launched if they score a hit on the desired target with their markerlight. Up to four missiles can be fitted to a single vehicle and launched in a single turn if

desired, although each needs to be guided by a separate markerlight. Each missile is a one-shot weapon. The missiles do not need a line of sight from the vehicle they are mounted on to the target, and they hit on a 2+. The missile is assumed to move in a straight line between the model carrying the missile and the target itself for the purposes of deciding whether the shot strikes the front, side or rear. The target may count the benefits of cover they are in or immediately behind. The vehicle carrying the seeker missiles has no control over them and cannot launch them itself. The mechanism is remote and responds only to markerlight users.

Range: unlimited S: 8 AP: 3 Heavy 1

SENSOR SPINES 📡

Sensor spines are arrayed over a vehicle to allow it to detect a range of hazards. These sensors allow them to detect ambushes (see Codex: Catachans). They may shoot and scan in the same Shooting phase. Additionally a vehicle fitted with sensor spines will only trigger a mine when passing over a minefield on a roll of 6.

SLAVE SNARES 🕸

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.

SMOKE LAUNCHERS 🚀

Some vehicles have small launchers mounted onto them that carry smoke charges. 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 that 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 next turn, the smoke

disperses with no further effect. Note that a vehicle may still use smoke launchers even if it suffers a Crew Shaken or Crew Stunned result.

SPIKES 'N' BLADES 🗡

Enemy infantry which try to attack a vehicle that has spikes 'n' blades in close combat and miss suffer a S3 hit. Wartrukks may not be fitted with spikes 'n' blades because da Boyz would get skewered by them when they jumped off!

SPIRIT STONE 🪄

The vehicle incorporates a large spirit stone. The essence contained within it can control the vehicle for short periods of time should the crew be disabled in some way. If the vehicle suffers a Crew Shaken result, roll a D6. On a 4+ the vehicle is unaffected. If the vehicle suffers a Crew Stunned result, roll a D6. On a roll of a 4 or 5 treat this as a Crew Shaken result. On a roll of a 6 the result is ignored.

STAR ENGINES 🚀

The vehicle incorporates a number of secondary engines that 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.

STIKKBOMB CHUKKA 🚀

A vehicle or Dreadnought equipped with stikkbomb chukkas can make a tank shock attack even though it isn't a tank. A vehicle may not move more than 12" and attempt to Tank Shock, and a Dreadnought can only attempt a Tank Shock attack in its Movement phase. In the Assault phase it must move into close combat instead. If a proper tank is equipped with stikkbomb chukkas, any Tank Shock it inflicts has an extra -1 modifier to the troops' Morale check.

TARGET LOCK 🎯

The target lock identifies potential targets and plots fire plans to counter them, granting the vehicle gunner far more choice about the targets to be engaged. Each weapon on the vehicle may fire at a separate enemy unit if desired, subject to the normal line of sight rules.

TARGETING ARRAY 📡

Targeting arrays assist the vehicle gunner's aim by adjusting for the target's range and speed. Add 1 to the vehicle's BS.

TORTURE AMP 🔊

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 🏆

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".

TURBO BOOSTA ⚡

A vehicle with turbo boostas can trigger them in any of its Movement phases. The turbo boostas add D6" to its movement, but for shooting and disembarking troops the vehicle counts as moving at the speed it went before the turbo boostas were added. The extra D6" movement must be used to move in a straight line, and the vehicle and any passengers onboard may not shoot or disembark that turn as they're too busy hanging on for grim death.

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.

VEHICLE GUN DRONES 🚁

A vehicle may be equipped with two Gun Drones. The drones will move

with the vehicle, safely contained in specially designed recesses. During any Tau Movement phase, the drones may disengage in the same way as infantry dismount from a transport, and form an independent unit. From then on, the drones function as a Drone Squadron. The drones may not rejoin the vehicle during a game. While attached, the Gun Drones may fire as part of the vehicle, using their own BS, in addition to any other weapons that would normally be permitted to fire, and are treated as passengers if the vehicle is damaged.

WARP AMP 🔮

The vehicle is equipped with a device designed to amplify emotions and sensations by projecting resonant warp energies from rune-encrusted horns and pipes that sprout from the vehicle. Enemy within 12" are at -1 Ld, at -2 Ld within 6" or at -3 Ld in contact. Note that if performing a Tank Shock, the Warp amp and blasphemous rune abilities are cumulative. Count the nearest Warp amp equipped vehicle only.



WARGEAR

ACID MAW

The creature has a powerful prehensile tongue dripping with highly corrosive bile and mucus that is used to snare prey and drag it in for digestion. A creature with an acid maw may re-roll unsuccessful rolls to wound in the first round of a close combat.

ADAMANTINE MANTLE

The character wears a cloak or cape made of the strongest materials. The character does not suffer Instant Death when wounded by a weapon whose Strength is at least twice the character's Toughness, taking a single wound instead.

ADRENAL GLANDS

Adrenal glands are a common Tyranid biomorph that can be found on most of their front-line fighting creatures. Polyp-like organisms clamp themselves to the host and secrete doses of a powerful adrenaline-like substance into it during combat. Adrenal glands add +1 to a creature's Weapon Skill or Initiative characteristics.

AGONISERS

These are close combat weapons that affect a victim's nervous system, causing such severe pain that they can disable or kill even the largest opponent. They come in a wide variety of types, but the most common are whips and barbed gauntlets. All forms of agonisers work as follows: roll to hit as normal, but don't roll to wound. Instead hits cause 1 wound on a D6 roll of 4+ regardless of Strength/Toughness, and no Armour Saves are allowed (Invulnerable Saves may be taken as normal). Vehicles hit by an agoniser take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

ALLURE OF SLAANESH

During the Shooting phase, instead of firing a weapon, the Champion projects a siren song up to 12" at a single enemy independent character or unit that is not in close combat. Make a Leadership test for the model or unit affected. If they fail they must immediately move D6" toward the model, stopping 1" short of any Chaos models they encounter and ignoring difficult terrain penalties.

AMMO RUNT

An ammo runt is a heavily overburdened Gretchin who carries a massive amount of extra ammo for his master. One Ork model in base-to-base contact with an ammo runt in the Shooting phase is allowed to re-roll one To Hit dice. The ammo runt is removed once the re-roll has been used – it can be imagined that the runt has gone running back to camp to fetch more ammo for his master (but with typical Grot slovenliness will not return during the battle). An ammo runt may not be chosen as a casualty caused by enemy shooting (they stay well out of the way 'cos they're carrying lots of ammo!) but Blast markers and template weapons will affect them as normal. Ammo runts removed because they are 'used up' do not count for morale or Victory Points purposes.

WS BS S T W I A Ld Sv

Ammo Runt 2 2 2 2 1 2 1 5 -

ANIMUS VITAE

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 +1S for the rest of the game.

ANOINTED WEAPON

The Daemonhunter has carefully anointed a rune-inscribed weapon with holy water blessed by a potentate of the Ecclesiarchy. The anointed weapon counts as a power weapon, and against Daemons will always cause wounds on the roll of 4+, unless his normal Strength would make this roll less. Against possessed vehicles and possessed Dreadnoughts, the anointed weapon confers 2D6+Strength for Armour Penetration.

ARCHANGEL OF PAIN

The Dark Eldar are able to seal the essence of a daemon within a cask which is covered in runes inimical to it, driving the imprisoned djinn wild with agony. Upon the daemon's release, it appears as a winged,

blinding figure before returning to the warp, its screams incapacitating 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.

ARTIFICER ARMOUR

Artificer armour is forged by master craftsmen and is even more ancient and ornate than a normal suit of power armour. It offers greater protection for a warrior, increasing his Armour Save to 2+.

ATTACK SQUIG

Some varieties of squig are vicious predators with razor sharp fangs or a poisonous bite. Attack Squigs are specially trained to accompany an Ork character and attack the enemy on command. They have the following characteristics:

WS BS S T W I A Ld Sv

Attack Squig 3 0 3 3 1 4 2 3 6+

AURA OF ACQUIESCENCE

Champions with this gift are wrapped in the glamour of Slaanesh. Such is their magnetism that their enemies subjugate their own survival instinct to the will of the Champion even if their cause is hopeless. If an enemy unit fights in close combat against a model with the Aura of Acquiescence and loses, they do not take a Morale check and remain in combat.

AUSPEX

An auspex is a short-ranged scanner used by Space Marines to detect hidden enemy troops. If enemy models with the Infiltrate special rule 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 if sentries are being used). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back. Otherwise, the normal shooting rules apply.

AXE OF KHORNE ⓐ

The Axe of Khorne is imbued with the insatiable bloodlust of Khorne. Hits from the Axe of Khorne ignore Armour Saves. In addition, any to hit roll of 6 allows the model to make an additional attack. As long as you keep rolling 6s you can keep making additional attacks.

BANNER OF RAGE ⓐ

The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and lust for slaughter that beat upon the minds of those near it, driving them into a killing frenzy. As well as functioning as an Icon for Daemon Summoning purposes, the banner may unleash its special power once per battle in any Assault phase (including your opponent's). Any models in the same unit as the model bearing the Banner get +1 Attack.

BANSHEE MASK ⓐ

Howling Banshees wear a specially modified helmet, which overloads their foes' nervous systems by using psychosonic amplifiers to turn their battle-cries into powerful energy waves. A model wearing a Banshee mask always strikes first in hand-to-hand combat in the first round of any assault, regardless of Initiative or other factors. This applies even if they are not in base contact with the enemy. If the combat lasts more than one round, then the mask has no effect in subsequent rounds. If an enemy model also has an ability that allows it to always strike first (such as Dark Eldar Wyches on certain combat drugs) then the attacks are resolved simultaneously.

BEDLAM STAFF ⓐ

The Thousand Sons Legion of Chaos Space Marines were powerful adepts before the Horus Heresy compelled them to serve Tzeentch. Their Sorcerers always used their staves as foci for their powers and the few staves that remain are steeped in ten millennia of wild psychic power. Enemy struck by it are temporarily dazed as its power drives conscious thought from their minds. The Bedlam Staff is a Daemon weapon that clouds the minds of those struck by it. A Bedlam Staff counts as a power weapon but any model wounded by it and not killed may not attack until the end of the next Assault phase. Vehicles hit by it are Crew Shaken in addition to any other results they suffer.

BELT OF RUSS ⓐ

Each Great Company has a single Belt of Russ. The belts were crafted by master Iron Priest Stef Blacksoul following Russ' disappearance, and

they are said to have been based on the mighty belt that Russ himself wore. Each belt incorporates a device that generates a protective field that will protect its wearer from harm. In game terms they have the same effect as an Iron Halo.

BERSERKER GLAIVE ⓐ

The bearer of the Berserker Glaive carries a weapon he must constantly struggle for dominion over. The blade contains the bound essence of a Bloodletter driven to the depths of rage by its captivity. Although the Glaive is a devastating weapon, it has no compunction over whose life is taken. The Berserker Glaive is a two-handed power weapon, which can only be carried by an independent character. The bearer cannot then join another unit, be accompanied by Followers or ride a Steed. In effect the model is treated as a unit in his own right rather than a character. He can therefore be picked out by enemy fire. Each turn, Blood Frenzy automatically grips the bearer without having to roll the dice. The Glaive confers a 4+ Invulnerable Save on the bearer and doubles the basic number of Attacks on his profile. The bearer must always Sweep Advance when victorious in close combat (unless wearing Terminator armour) and cannot use any special movement modes. See the full rules for Daemon weapons on page 13 of Codex: Chaos Space Marines.

BIG HORNS/IRON GOB ⓐ

Ork leaders commonly display their prowess by hunting down and killing dangerous beasts. The creatures they fight against the most are those with big horns or tusks that can then be displayed on the Nob's helmet for all the Boyz to see. If such a creature has a disappointing lack of horns or tusks the Ork leader will sport a huge metal jaw instead to show that he has got the biggest bite around! If a mob is led by a Warboss or Nob with either Big Horns or an Iron Gob they add +1 to their Leadership value. Note that the two may not be combined to get a +2 bonus.

BIONICS ⓐ ⓐ ⓐ

Chaos Space Marines, Space Marines and Imperial Guard. Bionics are mechanical augmentations that allow a warrior who has suffered a crippling injury to return to service, but are unlikely to improve or enhance his abilities. However, there is a chance that an attack or shot will hit a bionic part causing less damage, (eg, a shot that would cripple a leg will only cause mild damage to a bionic leg). To represent this, if a model with bionics suffers a wounding hit and fails his Saving throw, roll a D6. On a roll of a 6 the model ignores the wound. A model that suffers a wound from a close combat attack that allows no Armour Save, or an attack that causes Instant Death cannot be saved by bionics, as they will be destroyed as easily as flesh and blood. If the model has the 'Feel no Pain' ability then bionics will have no effect.



BIONICS ❶

Witch Hunters & Daemonhunters. Bionics allow a character who has suffered a crippling injury to return to service. To represent this, if a model with bionics is killed, instead of removing it, place the model on its side. Roll a D6 at the start of the next turn. On the roll of a 6 the model is stood back up with one wound, but on any other result it is removed as a casualty.

BIONI K ARM ❷

Ork bioniks are typically crude but effective. Ork bionik arms are equipped with built-in weapons as standard – be they one-shot sluggas, retractable spikes, ferocious creatures in cages or something even less subtle. An Ork with a bionik arm causes one automatic Strength 4 hit in close combat with the equivalent of Initiative 6, but only if in base-to-base contact with the target. The plethora of spikes, blades and other hurty bits welded on to the arm mean it also counts as an additional close combat weapon. This may not be combined with mega armour.

BIONI K BONCE ❸

Orks with serious head injuries may well come back from the Mad Dok's with most of their cranium replaced by solid armour plates. An Ork with a bionik bonce adds +1 to its Armour Saving throw. This may not be combined with mega armour.

BIO-PLASMA ❹

Some Tyranid creatures have the capacity to internally energise a form of bio-plasma that they vomit forth as a ball or bolt of blinding green fire. This process makes a high-pitched screaming which precedes a bio-plasma attack. Creatures with bio-plasma may make a single extra close combat attack, worked out at double the model's Initiative (ie, Initiative 8 for a Gargoyle, etc). The bio-plasma hits on a roll of 4+ on a D6 regardless of the target type or WS. It inflicts a single hit with a Strength equal to the creature +1 (to a maximum of S10) – this hit is unaffected by the benefits of the Monstrous Creature special rule. Any casualties caused by bio-plasma do count for combat resolution.

BITING BLADE ❺

The teeth of a Biting Blade tear through flesh and armour, shredding muscle and bone. It is used in an assault and if a model using it wounds an enemy with more than 1 wound, you may roll to wound that opponent again. Keep rolling until you fail to wound. Each wound inflicted must be saved against separately.

BLACKSUN FILTER ❻

The Blacksun filter enables the user to see up to 4D6 x 3" when fighting at night. See page 84 of the Warhammer 40,000 rulebook for details of night fighting. Only models equipped with the Blacksun filter gain any extra benefit. If, for example, a Broadside team leader has the filter and his team doesn't then only the team leader may fire at ranges above the normal 2D6 x 3" visibility distance at night.

BLADES OF REASON ❼

The Blades of Reason are ancient, horrific devices that look like knives with many sharply honed and polished blades. Etched into the blades are numerous extremely fine neural wires that inflict agonising pain on any nerve fibres they cut through. With an expert using this device, all but the most resilient of prisoners will very quickly divulge any information they have. To represent this, as long as the holder of the Blades of Reason is alive at the end of the battle, the Dark Angels player rolls a D6 for each enemy model that was slain: on a roll of a 6, they do not die and are instead captured by the Dark Angels. Each captured prisoner adds +D6 Victory Points to the Dark Angels' total in scenarios where Victory Points are being used. The Blades of Reason may not be used against Necrons or Tyranids.

BLASTED STANDARD ❽

Riddled with the power of change, the standard's design shifts constantly through the battle. Energy and power growl through it and when an enemy approaches it, the energy is released in a blinding roar. In addition to acting as an icon for summoning Daemons, the standard contains a powerful spell that may be used once per battle in the Chaos player's Shooting phase instead of its bearer firing a weapon. It may be aimed at any enemy unit with a model within 6" of the Icon Bearer and may even target a unit in close combat. The spell inflicts 2D6 Strength 6, AP4 hits.

BLESSED WEAPON ❾

Including such renowned weapons as the Blade of Admonition, the Axe of Retribution and the Flail of Chastisement, 'blessed weapon' is a category that includes the most revered artefacts carried to war by the Orders Militant. A blessed weapon is a master-crafted power weapon (see page 53) that adds 2 to the bearer's Strength.

BLIGHT GRENADES ❿

These are made from the shrunken heads of those killed by Father

Nurgle's favourite plagues. Any enemy unit charged by one or more models with blight grenades suffers a -1 to hit modifier in the ensuing close combat round.

BLOOD ANGELS DEATH MASK ❶

Some Blood Angels heroes wear symbolic Death Masks in memory of the sacrifice of Sanguinius. In combat, these individuals fight with a grim madness that terrifies their foes. Any enemy unit that loses a close combat against a model wearing a Death Mask suffers a -1 modifier to its Leadership for the subsequent Morale check, in addition to any other modifiers for being below half strength or outnumbered.

BOLT OF CHANGE ❷

The Bolt of Change is a psychic power that may be used in the model's Shooting phase instead of firing a weapon. When used, the Bolt of Change counts as a weapon with the following profile. Roll to hit, etc, as normal.

Range: 24" S: 8 AP: 2 Assault 1

BONESWORD ❸

A bonesword crackles with psychic energy, and when stimulated its hilt sends out a signal that drives the Hive Tyrant and its minions into a frenzy of bloodlust. A Hive Tyrant with a bonesword is permanently under the effects of the Catalyst power. With a successful Psychic test taken at the beginning of the Tyranid Assault phase, the Hive Tyrant may use the bonesword to extend the effects of Catalyst to all broods with a model within 6".

BONDED EXOSKELETON ❹

As a Tyranid ages its exoskeleton fuses. Layers of muscle, bone and cartilage grow together to form a tough but flexible sheathing over its few vital spots. A creature with a bonded exoskeleton gains +1 Toughness.

BONDING KNIFE ❺

This is a ceremonial knife, not intended for combat, carried by the leader of Fire caste warrior teams who have performed the Ta'lissera ritual and bonded as a group. The bonded team may regroup even if below half strength. Battlesuit wearers need not actually carry the knife but may have a knife design painted onto their armour.

BOOK OF SALVATION ❻

This weighty tome lists the names of all the Fallen who have been captured by the Dark Angels during their Great

Crusade. It is of vast cultural significance to the Dark Angels and they will never willingly let it fall into enemy hands. It is treated as a holy relic for the Chapter and all the rules that apply to a holy relic apply to it. In addition, if the holder is slain, then do not remove his body. Simply place the model on its side and leave it on the tabletop. The first Dark Angel to reach the body will retrieve the book but may do nothing else that turn. If there are any Dark Angels within 6" of the Book, one of them must move to pick it up. Until it has been picked up, all Dark Angels become stubborn, if not already, all may ignore the Intractable special rule, and all add +1 to their Weapon Skill. However, if the Dark Angels have failed to retrieve the book by the end of the battle then they lose the game.

BOOK OF ST. LUCIUS

This great tome contains the many inspirational writings and sermons of St. Lucius of Agatha. Any friendly unit with a model within 6" may use the bearer's unmodified Leadership value for any Morale checks or Pinning tests it is required to take.

BOSSPOLE

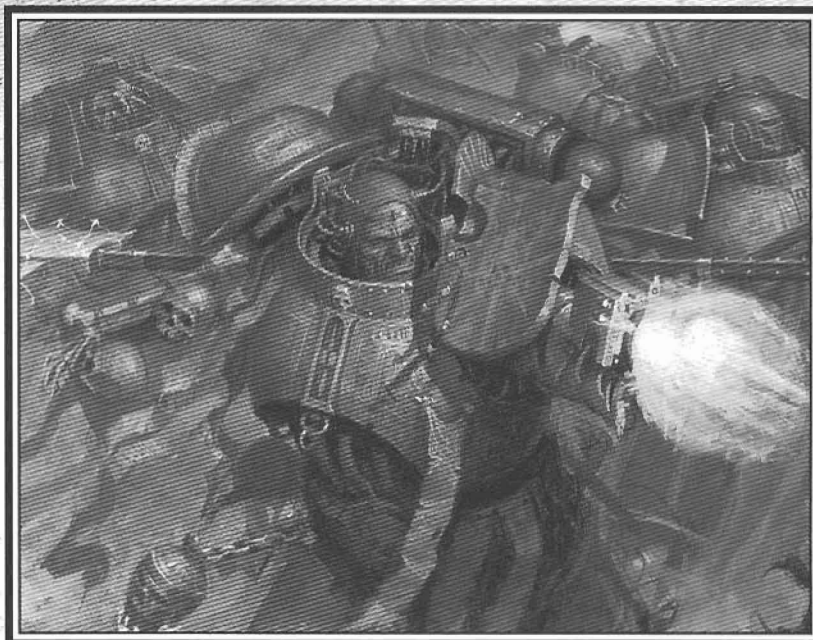
In addition to their Big Horns and Iron Gobs, successful Nobz have a trophy pole to carry interesting souvenirs from foes they have defeated in battle. The pole may be carried by the Nob (strapped to his back) or by a member of his mob (including a Grot but not a Squig). An Ork mob trying to mob up with a mob carrying a bosspole may re-roll their Leadership test if they fail on the first try.

BRAZIER OF HOLY FIRE

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle, the brazier can be wielded like a weapon in close combat and contains enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a close combat weapon. In addition, it may be used once per battle like a flamer. All of the normal rules for a flamer apply.

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 used 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: Template S: 4 AP: 5 Assault 1

CARAPACE ARMOUR

Carapace armour is made of rigid plates of armaplas or ceramite moulded to fit parts of the body. It confers a 4+ Armour Save to the wearer.

CENOBYTE SERVITOR

Augmented servitors that assist the Chaplains in maintaining the sanctity of the chapels aboard the Crusade fleet, these are Neophytes who did not become Initiates yet serve the Chapter still. In battle, they accompany the Chaplains, carrying Chapter relics, holy tomes or other such religious artefacts; icons of faith spurring the warriors around them to even greater heights of zeal. For each Cenobyte Servitor accompanying a Chaplain, you may add +1 (to a maximum of +3 per unit) to the dice roll when rolling for the distance moved due to the Righteous Zeal special rule. Note that this affects any Infantry squad the Chaplain and his Servitors have joined, leads or is attached to. Each Cenobyte Servitor takes up one space in a transport vehicle and count as being armed with a single close combat weapon. A Chaplain with Cenobyte Servitors and any squad he is attached to may not choose any Veteran Skills. If the Chaplain is removed as a casualty, any Cenobyte Servitors are also removed from play. They use the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Servitor	4	3	3	4	1	3	1	8	4+

CHAINFIST

A chainfist is simply a power fist fitted with an attachment designed to carve through armoured bulkheads or armoured vehicles. It is treated exactly as a power fist, but roll 2D6 for its Armour Penetration value.

CHAPTER BANNER

The Chapter Banner is the physical representation of the honour of the Chapter. No Space Marine will ever allow it to fall into enemy hands. It allows any Space Marine unit with a model within 12" of the banner to re-roll failed Morale checks. In addition, if an enemy model charges and contacts the unit containing the banner, all members of the unit gain the Counter-attack ability (see page 74 of the Warhammer 40,000 rulebook) and will have +1 Attack for that turn only. When a Standard Bearer chooses a Chapter Banner, it replaces the effects of the Fighting Company Banner or Company Banner.

CHAOS COMBI-BOLTER

Fires as a bolter but may re-roll any misses in a Shooting phase. Each miss can only be re-rolled once.

CHAOS GREAT WEAPON

A great weapon is a larger and heavier version of a close combat weapon. It is wielded in two hands, thereby preventing the use of an additional close combat weapon but can be swung with more power so it adds +1 to the user's Strength in close combat.

CHAOS HOUND

Follower. The character is accompanied by up to four ferocious Chaos Hounds, which use the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Hound	4	0	4	4	1	4	2	9	6+

Chaos Hounds move at the same speed as their Master so if he has moves 12" in the Movement phase they may move 12" in the Movement phase; if he is able to move 12" in the Assault phase they may move 12" in the Assault phase. Hounds do not have to take Difficult Terrain tests. Hounds are removed if their master is killed. Hounds may board the same transport as their master and take a single space each just as additional Chaos Space Marines would.

CHAOS SPACE MARINE BIKE

Steed. Moves as Bike. Bike mounted models have +1 Toughness. Additionally, their bikes are covered in spikes granting +1 Attack. They are armed with a combi-bolter, which always counts as stationary when firing. Sometimes the combi-bolter is replaced by a meltagun, plasma gun or flamer. Chaos Space Marine Bikers get no additional benefit from the Daemonic Resilience ability, which is not cumulative with the Bike bonus. Models mounted on a Space Marine Bike gain no bonus for being armed with an additional close combat weapon, as they need one hand to control the bike.

CHOOSE OF THE SLAIN

This is a mechanical flying creature that is attuned to a Rune Priest's brain pattern. It can fly ahead of the Rune Priest so that he can see what it sees and it will protect him if he is attacked. Enemy infiltrators may not set up using their special rules against a Space Wolves army that includes a Rune Priest with a Chooser of the Slain unless they first roll a 4+ on 1D6 (roll separately for each unit). In addition, Rune Priests that have a Chooser of the Slain count as having an additional close combat weapon in close combat (ie, +1 attack), although this modifier does not apply if the Rune Priest already has an additional hand weapon.

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.

CHRONOMETRON

The Necrons are the masters of space and time. The chronometron allows the Necrons to act out of phase with the normal time flow, advancing normally while their opponents move in slow motion. A Necron Lord with a Chronometron, and any unit he has joined, rolls an extra dice (and discards the lowest) when determining how far they can make a sweeping advance and fall back.

CLOAK OF ST. ASPIRA

A magnificent cloak of velvet and fur, blessed in the Ecclesiarchal Palace of Terra to ward away the blows of the Emperor's enemies. The Cloak of St. Aspira adds 1 to a model's Armour Save, so an Adepta Sororitas Heroine in power armour wearing the cloak has an Armour Save of 2+.

CLOSE COMBAT WEAPONS (CHAINWORDS / AXES / PISTOLS ETC)

There is a bewildering array of close combat weapons, all of which confer no bonus to the Strength of combatants. Swords and pistols (or similar hand weapons) gain the wielder an additional close combat attack. A plasma pistol can be used as a close combat weapon, though it confers no Strength bonus or particular armour penetration advantages.

COLLAR OF KHORNE

The Collar of Khorne is a talisman forged in the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The collar is able to suck the energy of the Warp from around it, fortifying the bearer against psychic onslaughts. As a result, force weapons lose their special ability to kill the bearer outright, and psychic abilities that target the wearer or include him in their area of effect are nullified and will not work on a D6 roll of 2+.

COMBAT DRUGS

Dark Eldar. Dark Eldar characters have access to a wide range of effective but potentially lethal combat drugs, which are dispensed automatically from a neurally controlled device. They may be taken

at the start of any Assault phase, and allow the character to choose any number of the options below. Roll 1D6 per option chosen. If a double is rolled on the dice then the model suffers 1 wound. If a triple is rolled then the model is killed outright. Yes, this means that you cannot be hurt if you only pick one option. Note that no saves are allowed against this wound, not even Invulnerable Saves. All effects last for one Assault phase (apart from wounds inflicted on the user by the drugs, which are permanent!).

- a) May make 12" Assault move and 3D6 Pursuit/Fall Back move.
- b) +1 WS
- c) +1 S
- d) Always strikes first, regardless of cover or weapons
- e) Re-roll any misses in close combat
- f) +1 Attack

COMBAT DRUGS

Chaos Space Marines. Slaanesh champions have access to a wide range of combat drugs, each produced from the renderings of sentient creatures. They may be taken at the start of any Assault phase. When they are taken, the Slaaneshi player can choose up to three abilities from the list below. The abilities chosen last for the duration of the Assault phase. Roll a D6 for each power chosen. If a double is rolled, the character takes one wound that cannot be saved in any way. If a treble is rolled then the model is killed outright. If only a single power is chosen then the model cannot be harmed.

- If charging through difficult terrain, the model may roll an additional dice when determining how far he moves.
- +1 Weapon Skill
- +1 Strength
- The model ignores the first unsaved wound taken in this Assault phase as long as it does not inflict Instant Death.
- +1 Attack

COMBAT SHIELD

A combat shield is a lighter, more manoeuvrable version of a storm shield. A model using a combat shield wears it fastened to their forearm leaving the hand free to use other weaponry. The combat shield does not count towards the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

COMBI-WEAPONS

This is a bolter joined together with another weapon. A model who is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase.

The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

COMBI-WEAPON: BOLTER-STAKE CROSSBOW ①

This fires a blessed silver stake that immolates its target in a burst of holy fire. The stake-crossbow is an Assault 2 weapon with a range of 24". Any psyker hit will be wounded on a 2+ and receives no Armour Save (though Invulnerable Saves may be taken as normal). On any other target, the weapon counts as Strength 3, AP5.

COMPANY BANNER ②

Representing the honour of a Space Marine Company, a Company Banner allows any Space Marine unit with at least one model within 12" of the Company Banner to re-roll a failed Morale or Pinning test.

COMPANY STANDARD ②

Units of Imperial guard infantry (not including Conscripts), Enginseers, Ogryns, Ratlings or Storm Troopers) with a model within 12" of the standard can re-roll failed Morale tests.

CONSECRATED SCROLLS ①

The Daemonhunter carries several scrolls, treated with sacred oils and covered in illuminated scripture that boost his psychic abilities and repel any denizens of the Warp attempting to ravage his mind. They allow a Daemonhunter to use more than one of his psychic powers during a turn. They may only be used once per battle.

CRISIS BATTLESUIT ④

Note that some Tau battlesuits improve their wearer's characteristics. This includes Toughness. When determining whether a model is killed outright by a weapon, the adjusted Toughness is used. So for example, if a plasma gun (Strength 7) wounded a Tau in Crisis armour, the Tau would only take 1 wound. This is different to the way that modified Toughness normally works in Warhammer 40,000 and reflects the fact that it is impossible for an attack to hit a battlesuit wearer without the suit at least partially absorbing the impact.

CROZIUS ARCANUM ②

The crozius arcanum is both a Space Marine Chaplain's badge of office and a lethal close combat weapon. In game terms it is treated as a power weapon.

CRUCIBLE OF MALEDICTION ①

No one knows what arcane arts the Dark Eldar use to create their Crucibles of Malediction. Each crucible appears to contain the trapped spirits of psykers captured and tortured by the Dark Eldar. When released, these spirits hurtle across the battlefield unleashing a psychic cacophony that can drive an enemy psyker insane. A character carrying a crucible may use it in the shooting phase instead of moving or shooting. When the crucible is used the nearest enemy psyker must pass a Leadership test. Subtract -1 from the psyker's Ld if he is within 12" of the model with the crucible, and add +1 to his Ld if he is over 24" away. If the test is failed the psyker is removed from play. No saves of any kind are allowed, and the psyker is killed no matter how many wounds he has. If the nearest psyker passes his Ld test then the next nearest must test, and so on until either all psykers have passed, or one has failed. A crucible can only be used once per battle.

CRUSADER SEALS ②

Crusader seals are waxen or metallic tokens with vows of piety and Chapter blessings inscribed on hanging strips of parchment that are bestowed upon Space Marines of proven zeal and courage. When a model with crusader seals makes a Consolidate move due to the Righteous Zeal special rule, you may re-roll the D6 when determining the distance moved. You must take the second roll, even if it is worse than the first. If a model with crusader seals is part of a unit then this ability applies to the whole unit, not just to the model with the crusader seals.

CRUSHING CLAWS ①

Massive, crab-like claws seen on the very largest Tyranid beasts, these fearsome weapons can smash several foes to the ground with one sweep and tear apart just about anything they latch on to. A model with crushing claws substitutes a D6 for its normal number of Attacks. Any bonus attacks, for example for charging, scything talons etc, are added to the D6 roll. For determining the number of ranged bio-weapon shots the creature has, use its basic number of Attacks.

CUP OF RETRIBUTION ②

The Cup of Retribution is used in the Dark Angels ritual known as the Feast of Malediction. It is said to be the original vessel from which the Emperor drank when the Chapter was

founded. The cup follows the usual rules for a holy relic. Any model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move during the same turn, it is revealed. On the turn the relic is revealed all Space Marines within 2D6" get a +1 Attack bonus for the rest of that turn. Note that the relic may be revealed in an opposing player's turn if you wish.

CYBORK BODY ②

Critically injured Orks may survive to fight again after an extensive rebuild at the Mad Dok's. An Ork with a Cybork body can survive terrible injuries and so gains a +5+ Invulnerable Saving throw.

CYCLONE MISSILE LAUNCHER ②

The cyclone is a specially designed missile launcher that can be used by Space Marines in Terminator armour. The Terminator is equipped with a special targeting device that allows him to fire the cyclone and his storm bolter in the same Shooting phase. The cyclone otherwise counts as a missile launcher with frag and krak missiles.

DAEMON ARMOUR ④

The character's Chaos Space Marine armour has been blessed and sealed by the Chaos gods and is therefore considerably more powerful. A model in Daemon armour has a 2+ Armour Save.

DAEMON CHAINS ④

These are inscribed with powerful hexagrammic wards designed to assist in the summoning and binding of Daemons. They may only be used by a model designated to be the vessel for a Greater Daemon. When rolling for possession, the chains allow each attempt (whatever the result) to be re-rolled once.

DAEMON FLIGHT ④

The model is able to fly using a mechanical device such as a jump pack or on mighty Daemonic wings. It moves in the same way as Jump Infantry (see the Warhammer 40,000 rulebook, page 55). The model does not have to fly and may always choose to move as normal infantry in any Movement or Assault phase. Because of the bulk of its wings and/or jet packs, a model with Daemonic Flight may not be transported aboard a vehicle.

DAEMON ICON

May only be carried by a unit of Chosen bearing the Mark of Chaos Undivided. A Daemon Icon is a Chaos Undivided Icon which, as well as acting as a focus for summoning Daemons normally, is a powerful conjuration and binding tool as well. At the start of the game a single nominated Daemon unit may be enslaved within the Icon. At the start of the Chaos player's turn, this unit can be automatically summoned without making a Reserves roll. The Daemons will not scatter and the template is placed in contact with the Icon. The unit can move in the Movement phase, and assault as normal.

DAEMON SPAWN

Follower. The model is accompanied by a loathsome Chaos Spawn. This could be a former comrade whose original form and sanity has been lost beneath the overly generous gifts of the Chaos gods or a victim cruelly mutated in the Eye of Terror and kept as a bound pet. The Spawn has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Spawn	3	0	5	5	2	3	D6	9	3+

Spawn move as infantry and may not be transported in vehicles. If their master is killed, the Spawn is also removed. A model accompanied by a Spawn may not Infiltrate.

DAEMON STEED

The model is mounted on a mutated Daemonic Steed. These steeds take

many forms, more of which are described in the Books of Chaos. A typical Daemon Steed takes the form of a mighty mutated warhorse or hunting beast. It moves as Cavalry (see the Warhammer 40,000 rulebook, page 57) and confers the Daemonic Resilience ability upon its rider.

DAEMON VENOM

The model has been gifted with a mutation that makes its attacks venomous. The model may have no other weapons but counts as having a pair of close combat weapons representing raking claws and fangs. When rolling to wound the model will never require more than 4+ irrespective of relative Strength and Toughness.

DAEMONHAMMER

The legendary Daemonhammer is given only to those of the Ordo Malleus who have excelled themselves in battle by destroying a Greater Daemon. On its head is a burning sigil of the Inquisition, and it strikes with the force of a thunderbolt. It is counted as a thunder hammer in all respects. However, if he is fighting a Daemon, the Daemonhunter will strike in Initiative order.

DAEMONIC AURA

The model has a 5+ Invulnerable Saving throw, which it may use when its Armour Save is disregarded.

DAEMONIC ESSENCE

The model can draw vitality from the Warp, enhancing its natural reserves of power, adding +1 Wound to its profile.

DAEMONIC FIRE

The model may project powerful Warp flame from its hands, eyes or mouth. The attack is used in the Shooting phase instead of firing a weapon using the following profile:

Range 12" Str 4 AP 6 Assault 2

DAEMONIC MUTATION

The gifts of the Chaos gods can take many ghastly forms; additional clawed limbs, barbed tails and vicious horns are commonplace. All of these mutations confer an advantage in close combat, granting their bearer +1 Attack.

DAEMONIC RESILIENCE

The model's body is mutated in such a way that it is especially resistant to damage. The model has +1 Toughness. This does not affect its Toughness for calculating instant death.

DAEMONIC RUNE

The Chaos Champion has been gifted with a Daemonic Rune, a mighty symbol of the power of the Dark Gods. Their power flows through the rune, demonstrating the favour conferred on the Champion. Such an individual has been marked for greatness and cannot easily be killed. Unsaved attacks whose Strength are at least double the model's Toughness will cause a single wound rather than instant death.

DAEMONIC SPEED

The model has mutations such as long limbs or four legs that allow it to move as Cavalry (see the Warhammer 40,000 rulebook, page 57). The model does not have to move at full speed and may always choose to move as infantry in any Movement or Assault phase. If it disembarks from a vehicle in its Movement phase then it can only move as infantry in the subsequent Assault phase.

DAEMONIC STATURE

The Chaos Space Marine has mutated horribly, swelling to monstrous size and taking on the aspect of a mighty Daemon Prince. The model gains +1 Strength and +1 Toughness and counts as a Monstrous Creature. A monstrous model ignores Armour Saves and rolls 2D6+ Strength for vehicle Armour Penetration in close combat. The model may not ride a Steed or be transported



in a vehicle. They may only wield Daemonic Weapons, Axes of Khorne, Plague Swords, combi-bolters, close combat weapons or great weapons, and then only if they have the appropriate Mark. Because of its huge size, a model with Daemonic Stature can be shot at even if it is with a friendly unit or within 6" of one, unless it is in close combat. The bestial power of a Chaos Lord with Daemonic Stature is best applied in close combat. Consequently his Weapon Skill is increased to 6 and his Ballistic Skill reduced to 3. A model with Daemonic Stature is at least 10' tall (to scale!), and should always be based on a 40mm diameter base.

DAEMONIC STRENGTH

The model has inhuman physical power such that it can snap the spine of a normal man with ease. The model has +1 Strength.

DAEMONIC TALONS

The model has unnaturally sharp talons and horns. It may use no other weapons but will always count as having an additional close combat weapon. Any rolls to hit of 6 will inflict an automatic wound with no Armour Save possible. If a creature with Daemonic Talons rolls a 6 for its Armour Penetration dice roll against a vehicle, it rolls another D6 and adds the result to the total Armour Penetration score.

DAEMONIC VISAGE

The model is terrifying to look upon and fills its enemies with preternatural dread. If a unit has to take a Morale check after losing a close combat and the enemy includes models with Daemonic Visage, the morale test is at -1 Leadership. If all of a unit's opponents have the ability, or one of them is a Greater Daemon, then the test is at -2 Leadership instead.

DARK BLADE

The Dark Blade is jet black – no reflection or mark mars the perfect satin darkness of its blade, although the hilt, pommel and grip are often richly embellished. The Dark Blade is a hungry killer that feasts on the souls of the slain and urges its bearer on to further acts of barbarity until it is sated. A Dark Blade is a power weapon that adds +2 to its bearer's Strength when resolving to wound rolls or Armour Penetration rolls.

DEMOLITION CHARGE

A model armed with a demolition charge may use it in the Shooting phase instead of making its normal shooting attack. Demolition charges have a range of 6".

The attack is treated the same way as for an ordnance attack, except that the model throwing the charge can move on the turn that it throws. Place the large Ordnance Blast marker as you would normally and then roll to see if the charge scatters (due to its extremely short range a demolition charge is almost as dangerous for the user as it is for the target!). Demolition charges are one-shot weapons. If a model uses his demolition charge, replace him with a model armed with the basic weapon for the squad. If one is unavailable, the model is removed instead.

Range: 6" S:8 AP:2 Ordnance blast

May move and fire; one shot only; uses large Ordnance template.

DESTROYER BODY

The Necron Lord is mounted on a destroyer platform, allowing him to rise over the battlefield and dive down with deathly speed to destroy his enemies. The Necron Lord is mounted on an otherwise unarmed Destroyer platform. He moves as if mounted on a jetbike (see the Warhammer rulebook, page 54) and gets +1 Toughness. As a result, he can't be instantly killed by weapons with Strength 10.

DESTRUCTOR

This weapon is only used by the Haemonculi. It fires a spray of highly corrosive acid that can eat through any armour and has the following profile:

Range: template S: 4 AP: D6 Assault 1

The destructor does not have an Armour Piercing value. Instead, roll a D6 for each target hit to see what the AP value of the hit is (eg, a D6 roll of 3 would give an AP value of 3). In addition, targets hit by a destructor may not take saves for being in cover.

DIGITAL WEAPONS

Ancient relics thought to have been created for the Imperium by an alien race, digital weapons are powerful miniaturised versions of such weapons as the needler and laspistol. So delicate that they can fit onto a forefinger or be disguised as jewellery, they are invaluable tools for the Inquisition. A model with digital weapons may make a special attack in close combat at +2 to his Initiative in addition to his normal attacks, inflicting one Strength 4 hit on a D6 roll of a 4+. Normal Armour Saves are allowed.

DIRESWORD

The Diresword is an extremely potent power weapon, incorporating a spirit stone in its hilt. When the Diresword strikes, the spirit that is within the

blade can attempt to destroy the mind of the target. A Diresword is used in close combat. If a model with more than 1 Wound is wounded by a Diresword, it must immediately pass a Leadership test on 2D6 or die automatically. The Diresword ignores normal Armour Saves.

DISC OF TZEENTCH

Discs of Tzeentch are daemonic Warp entities that soar on the etheric winds in the Eye of Terror. They are sometimes gifted to Tzeentch's faithful as Steeds. A Disc of Tzeentch confers the Daemonic Flight and Daemonic Mutation gifts upon its rider. Models with followers may not ride a Disc.

DISRUPTION FIELD

The grasping, metal claws of the Necrons pulse with unnatural energies that seem to warp the skin of vehicles as they strike. Even the most heavily armoured vehicle can be torn apart by Necrons with such powers. Disruption fields are used in assaults against vehicles. Any hit inflicted on the target by a unit equipped with disruption fields will score a glancing hit on a D6 roll of a 6 regardless of the vehicle's Armour Value in exactly the same way as for ranged gauss weapons.

DISTORT CANNON

The Distort cannon, or D-cannon, uses the Eldar's advanced knowledge of Warp technology to unleash a miniature Warp hole onto the battlefield, tearing apart its targets. The D-cannon has the profile given below. In addition, if it hits a vehicle, use the Ordnance Damage tables to resolve any damage. Note that a battery of more than one D-cannon follows the rules for multiple barrages on page 5.

Range: G24" S:10 AP: 2 Heavy 1, Blast

DOK'S TOOLS

A Mad Dok with Dok's tools can have a go at 'fixin' one wounded Ork in the mob he is in each turn at the end of his enemy's Shooting phase. Even Orks reduced to zero wounds can be saved... perhaps! If several Orks have been wounded, the Mad Dok can choose which to assist. Roll a D6 for his efforts and look up the result below.

D6 Result

- 1 The Ork suffers 1 wound. If reduced to zero wounds, remove the Ork as a casualty.
- 2-5 The Dok achieves nothing this time. If the Ork had been reduced to zero wounds remove it as a casualty.
- 6 The Ork regains 1 wound, up to the maximum it started the game with.

DREADAXE

The Dreadaxe contains an entrapped entity with a vampiric thirst for souls that is especially partial to destroying daemonic rivals. This blade is death to all who oppose its bearer. No hits made with the Dreadaxe will ever need have a To Wound roll of worse than 4+ regardless of relative Strength and Toughness values. Wounds from the Dreadaxe ignore Invulnerable Saving throws (but not Armour Saving throws). It has no special abilities against vehicles.

DRONE CONTROLLER

A drone controller enables the suit wearer to command from one to two gun or shield drones.

'EAVY ARMOUR

Ork 'eavy armour is made up of thick armour plates shaped to fit an Ork (sort of) and cover up its few vulnerable spots. This gives the Ork wearing it a 4+ Armour Save.

EMP GRENADES

EMP grenades briefly emit an electromagnetic pulse that overloads circuitry, causing fires, meltdowns and other critical malfunctions. They are used when assaulting enemy vehicles. Each attacker may make one attack unadjusted for charging or additional close combat weapons. Roll to hit as normal. When determining damage, roll a D6. On a 4 or 5 they inflict a glancing hit, on a 6 they inflict a penetrating hit. They cannot be used against vehicles with WS that are not immobilised. EMP grenades cannot be used with XV battlesuits.

ELDAR JETBIKE

The jetbikes of the Craftworld Eldar are designed for extreme manoeuvrability, able to turn on the spot and rapidly change speed. This enables the rider to make swift hit-and-run attacks, emerging from cover to attack before slipping away again. They use all the rules for Eldar jetbikes given in the Warhammer 40,000 rulebook.

EMPEROR'S TAROT

The Inquisitor is adept at consulting the Emperor's Tarot to reveal the course of the future, and can gain valuable insights into the outcome of a coming battle. Both players roll a dice before deployment. If the dice rolls are different, the Daemonthunters player gets +1 on the dice roll to ascertain who goes first. If the dice rolls are the same, he suffers -1 to the roll.

ENHANCED SENSES

Tyranids that habitually use ranged weapon-symbiotes often have

complex antennae or clusters of sensory apparatus across the head area. Autopsies have revealed increased nerve meshing that implies these creatures are becoming virtual subordinates to their guns. Creatures with enhanced senses gain +1 Ballistic Skill.

ETHER LANCE

The Ether lance is a conduit to the Warp. Its bearer can launch bolts of Empyrean energy at his foes or draw them into the lance, eventually consuming them utterly. The Ether lance is a power weapon. In the Shooting phase it may fire with the following profile:

Range: Template S: 4 AP: 3 Assault 1

EVISCERATOR

This is a grotesquely large two-handed chainsword. It must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a power fist that rolls 2D6 for Armour Penetration.

EXCRUCIATORS

Excruciators are fiendish devices employed by Inquisitors to obtain information from recalcitrant prisoners or to otherwise show captured heretics and witches the error of their ways. If the bearer of excruciators is alive at the end of the battle, each enemy psyker killed or otherwise removed from the table is worth an additional D6x10 Victory Points.

EXECUTIONER

The executioner is a long-bladed power weapon capable of slicing an opponent in half with a single blow. It must be wielded in both hands by its user, and so may not be used in conjunction with another close combat weapon or pistol to get +1 Attack. An executioner adds +2 to the wielder's Strength and ignores normal Armour Saves.

EXSANGUINATOR

The exchange of blood is important in many Blood Angels rituals, which are presided over by the Sanguinary High Priests. In battle, the Priests use an Exsanguinator to transfer their blood to the injured, imbuing their battle brothers with the endurance of Sanguinius. A model with an Exsanguinator allows the squad he is in to ignore the first failed Armour Save each turn. In addition, the Sanguinary Priest can try to save more of his brethren with his own life fluid and attempt to negate second and

subsequent failed Armour Saves. To do so, roll a D6. If the score is equal to or less than the Sanguinary Priest's Toughness, the failed Armour Save is ignored. If it is higher than the Priest's Toughness, the model that failed its Armour Save and the Priest both suffer a wound with no Armour Save allowed. An Exsanguinator cannot negate hits from a weapon that inflicts instant death (ie, has a Strength double or more the target's Toughness) and it cannot be used if the Priest is in base contact with an enemy model.

EXTENDED CARAPACE

The Tyranid's carapace has thickened and grown, extending over the few joints and areas that are vulnerable on the Tyranid's body. A Tyranid with an extended carapace gains +1 to its Armour Saving throw, so a Tyranid with a 5+ Armour Save will instead have a 4+ Armour Save, and so on.

EYE OF TZEENTCH

The Champion bears a third eye either on his body or his wargear. The eye sees what will come to pass allowing the Champion to adjust his actions in time. The Eye allows the Champion to re-roll either a single Armour Save, a single to hit roll or a single to wound roll in each of their own turns.

FAMILIAR

Librarians are occasionally accompanied into battle by Familiars: cherubs, psyber-creatures or servo-skulls attuned to their mental signature. These strange constructs boost his awareness of danger and are mentally linked to the Librarian, allowing him to see and hear with their senses and even attack with them should the situation become desperate. If a Librarian has a Familiar, he gains +1 to his Initiative. If the Librarian is removed from play, the Familiar is also removed. If the Familiar is removed, the Librarian's Initiative reverts to 5. Familiars do not take up any space in a transport vehicle and count as being armed with a single close combat weapon. They use the following profile:

	WS	BS	S	T	W	I	A	Ld	SV
Familiar	3	3	3	3	1	3	1	8	6+

FANG OF MORKAI

In Fenrisian legend, Morkai is the huge wolf that guards the Gates of Death. The Fang of Morkai is the blade used by Wolf Priests to extract the proenol gland from fallen Space Wolves. In game terms it has the same effect as a narthecium/reductor (see page 53).

FEEDER TENDRILS

These are most commonly associated with the Lictor species, Genestealer mutants and other vanguard creatures. The writhing facial tendrils are sophisticated tasting organs able to sample and absorb information of all kinds from captured prey. Absorbed information is communicated to nearby Tyranids at a subconscious level, lending them a natural proclivity for attacking weak points and vulnerable areas. A creature with feeder tendrils always counts as having the Preferred Enemy unit special rule (see the Warhammer 40,000 rulebook, page 75). Any Tyranid brood with a model within 2" of the creature also benefits from the Preferred Enemy special rule.

FEEL NO PAIN

Some followers of Khorne are able to focus their rage to the point that nothing except their total obliteration will stop their rampage. If they lose a wound, roll a dice: on a 3 or less the wound is taken as normal, on a 4 or more the wound is ignored and the model continues fighting. This ability cannot be used against weapons whose Strength is at least twice the Toughness of the model being hit or against close combat weapons that allow no Save.

FIGHTING COMPANY BANNER

Representing the honour of a Space Marine Company, a Fighting Company Banner allows any Space Marine unit with at least one model within 12" of the Fighting Company Banner to re-roll any failed Morale or Pinning test.

FLESH HOOKS

Flesh hooks are chitinous sinews fired by a sharp intercostal muscle spasm, shooting out to allow the creature to snare their victims from a distance. The flesh hooks are also sometimes used as grapnels to allow creatures to scale vertical surfaces at great speed. A creature with flesh hooks counts as being equipped with frag grenades in close combat. Creatures with flesh hooks count 'vertically impassable' pieces of terrain such as high walls or cliffs as difficult terrain instead.

FORCE WEAPON

Force weapons are potent psychic weapons only used by trained Psykers. 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, allowing any Invulnerable Saving Throws the victim might have. As long as one wound has been inflicted,

make a Psychic test for the Psyker against any one opponent wounded by the weapon. The normal rules for using psychic powers apply (see page 52 of the Warhammer 40,000 rulebook), and you may not use another psychic power in the same turn. Passing the test slays the opponent outright, no matter how many Wounds it has (count the actual number inflicted for determining who won the assault). Force weapons have no special effect against targets that don't have Wounds, such as vehicles.

FROST BLADE / FROST AXE

These are one of the most prized ancient weapons owned by the Space Wolves Chapter. Each was handcrafted by a Master Iron Priest and they utilise the diamond-sharp fangs of the Ice Kraken as the teeth for their chainsaw blades. A frost blade or axe is treated as a power weapon but adds +1 to the user's Strength.

GAZE OF FLAME

Flickering witch-fires blaze from the metal death mask of the Necron Lord, chilling the very heart of those who look upon it, stealing away their strength and crushing their courage. Models belonging to units which charge into combat with the Necron Lord gain no bonus to their Attacks for charging as they are inexplicably slowed at the last instant (even Tyranids, Daemons and other things which you would think were immune to such powers). Note that only

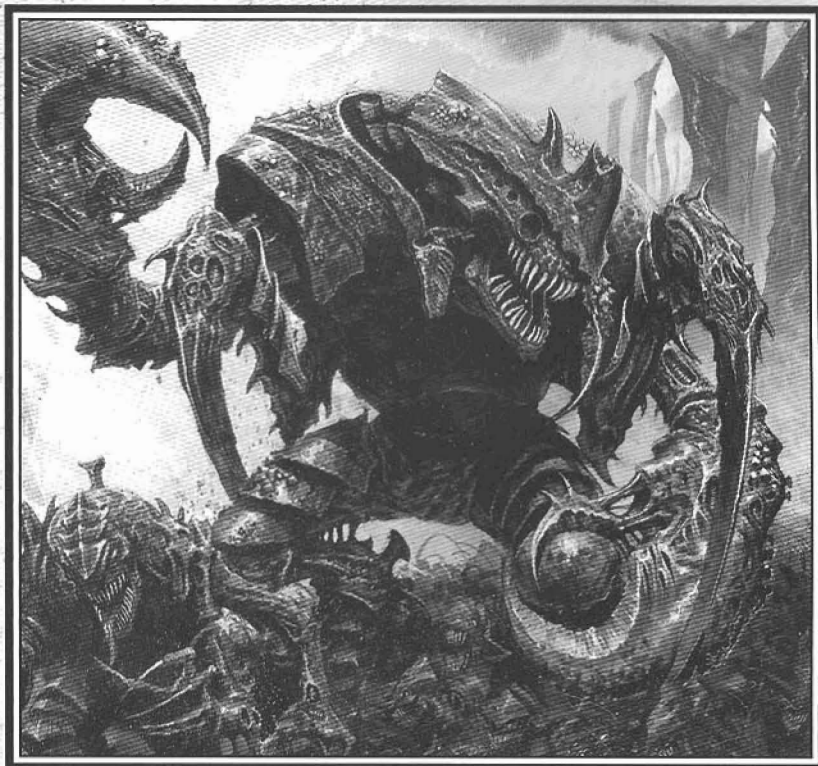
the normal +1 Attack for charging is lost. Any additional advantages due to a unit's special abilities are unaffected. Enemy models fighting in a close combat involving a Necron Lord with a Gaze of Flame suffer a -1 Leadership penalty, in addition to any other modifiers.

GHOSTHELM

A Farseer's Ghosthelm incorporates intricate crystalline psychic circuitry that masks their spirit in the Warp, protecting them from the attacks of Daemons and other Warp creatures. If the model suffers an attack from the Perils of the Warp while making a Psychic test (ie, the player rolls a double 6 or double 1) it may ignore the attack on a D6 roll of 4+. In addition, any Daemon that is fighting the model in close combat halves its own Weapon Skill (rounding up).

GOBLET OF SPITE

The Goblet of Spite is a sacred relic of the Dark Eldar Wych cult. It exudes an almost palpable aura of hatred, driving those near to it into a state of such utter savagery that their frenzied 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.



GRABBA STIK

Grabba stiks are long catchpoles that Slaverz use to catch wayward Grots. In close combat a Slaver armed with a grabba stik can make its full number of attacks even if it is 2" away from an enemy model. The stik's effects may not be combined with any other special close combat weapons or attacks.

GRAIL

A Sanguinary High Priest, Standard Bearer or Blood Angels Chaplain may carry a chalice or grail into battle with him. These items are used during the Blood Angels' holy ceremonies and are an inspiring symbol to the battle-brethren of the Chapter. When a Blood Angel unit with the Grail wipes an opponent out in close combat they roll 2D6 and add them together when determining how far they may consolidate.

GREAT COMPANY BANNER

Each Great Company has its own banner, inscribed with finely woven runes and pictures that tell the history of the company. Only a Wolf Guard Champion in the Wolf Lord's bodyguard may carry a Great Banner. The banner follows the same rules as a Chapter Banner (see page 41).

GRIMOIRE OF TRUE NAMES

In rare cases, a Daemonhunter will bring an ancient and hallowed grimoire to the battle inscribed with the true names of all the Daemons encountered by his order. Because knowledge of a Daemon's name gives power over that entity, Daemons in base contact with the character equipped with this item halve their Weapon Skill (rounding down).

GROT OILER

Mekboyz use Grot slaves to carry their tools, hold stuff in place, bash in extra nails, etc. Each Grot Oiler in base-to-base contact with a Mekboy gives them a +1 bonus to the dice roll for using their Mek's tools, up to a maximum of +3. Grot Oilers sometimes get under the Mek's feet and pull the wrong wires out, so a roll of 1 always fails.

	WS	BS	S	T	W	I	A	Ld	Sv
Grot Oiler	2	2	2	2	1	2	1	5	-

GROT ORDERLY

Mad Doks often have a small gaggle of Gretchin slaves that help fetch and carry, stitch wounds, etc. Each orderly in base-to-base contact with a Mad Dok gives him a +1 bonus on the dice roll for using Dok's tools, up to a max of +3. However the Grot's enthusiasm often

exceeds its capabilities, so a roll of 1 before bonuses always fails and inflicts a wound on the unfortunate patient.

	WS	BS	S	T	W	I	A	Ld	Sv
Grot orderly	2	2	2	2	1	2	1	5	-

GRUESOME TALISMANS

Many Dark Eldar wear talismans such as fingers, ears or eyes they've taken from opponents they have slain. Models with gruesome talismans count as two models when working out if one side outnumbered the other in close combat. Note that this works against any foe, including Daemons!

HAYWIRE GRENADES

The Eldar and Dark Eldar use haywire grenades for disabling enemy vehicles. They send out a powerful, short-range magnetic pulse that shorts out electrical wiring and disrupts the energy systems of its target. They may only be used in an assault against vehicles. A model attacking with these grenades may only make a single attack, whatever their other armaments. Attacks characteristic, or whether they charged. If the attack hits, roll a D6 to determine the effect: 1=no effect, 2-5=glancing hit, 6=penetrating hit. A haywire grenade may be used normally against a vehicle that has WS if it has already been immobilised or is stunned, otherwise it will only hit on a 6.

HEAVY CLOSE COMBAT WEAPONS

Heavy close combat weapons, such as the Ork choppa and the mighty chainaxes of Berzerkers of Khorne, are used to batter through an opponent's defences. No armour can completely protect its wearer against a direct blow from such a weapon. The maximum Armour Save that can be used against these weapons is 4+, even if it would normally be better.

HEALING POTIONS & BALMS

Many Wolf Priests are skilled in the native Fenrisian healing arts and carry with them potions and balms that quickly reduce the pain and discomfort of an injury. If a Wolf Priest equipped with healing potions and balms joins a unit, you may ignore the first failed Saving throw each turn for the unit. The potions will not work on a model that has suffered Instant Death (eg, is hit by a weapon whose Strength is twice the model's Toughness) or that has been hit by a weapon that allows no Save. It may not be used if the Wolf Priest is in base contact with an enemy model. The Wolf Priest cannot use the potions and balms on himself.

HELLGLAIVE

Hellions are armed with a unique weapon called a hellglave. It incorporates a splinter rifle and a set of vicious cutting blades that are capable of slicing a man in half as the Hellion swoops into close combat. The hellglave can be used as a splinter rifle or a close combat weapon, and may be used as both in the same turn. If the user charges into close combat then the hellglave also adds +1 to their Strength for the first round of combat. The hellglave requires two hands to use, so can't be combined with any other weapon. Characters taking a hellglave must also take a Hellion skyboard.

HELLION SKYBOARD

Hellions soar through the skies atop bat-like skyboards. In game terms these are treated as jump packs (see page 50). A model riding a skyboard benefits from +1 to its Armour Save, and a 5+ Invulnerable 'jink' Save against shooting attacks if they moved in the previous turn. A model riding a skyboard may use the Deep Strike scenario special rules where allowed by the scenario being played. A skyboard rider may not use a webway portal, and characters may not use the Hellions' Hit and Run rule.

HELL MASK

These are terrifying masks that generate an aura that causes unnatural dread. Close combat opponent's must pass a Ld test in every round of combat. Any that fail will need 6s to hit the mask's wearer.

HEXAGRAMMIC WARDS

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers that would affect the Inquisitor or his retinue take their Psychic test at -1 to their Leadership. The effects are not cumulative.

HOLY ORBS OF ANTIOCH

First created by Marine Artificer Antioch, these are individually crafted grenades empowered with the holy wrath of the Emperor and filled in equal measure with high explosives and sacred unguents that burn the faithless with their purity. Holy Orbs of Antioch are rigged with a five second fuse (no more, no less) and are lethal weapons against the impure and the wicked. Once per game, a model bearing a Holy Orb of Antioch may throw it up to 12" in the Shooting phase instead of firing a weapon, rolling to hit as normal. If the Holy Orb hits, place the small Blast Template

over a model in the target unit. A Holy Orb of Antioch always wounds on a 2+, regardless of the target's Toughness, and has an AP of 3. Against vehicles with an Armour Value, it causes an automatic glancing hit if the model is even partially under the template. A model throwing a Holy Orb of Antioch may charge in the Assault phase.

HOLY RELIC ☉ ⓘ

Imperial Guard, Daemonhunters. A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move on the turn it is shown. On the turn the relic is revealed, all friendly models that are within 2D6" get a +1 Attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

HOLY RELIC ☉

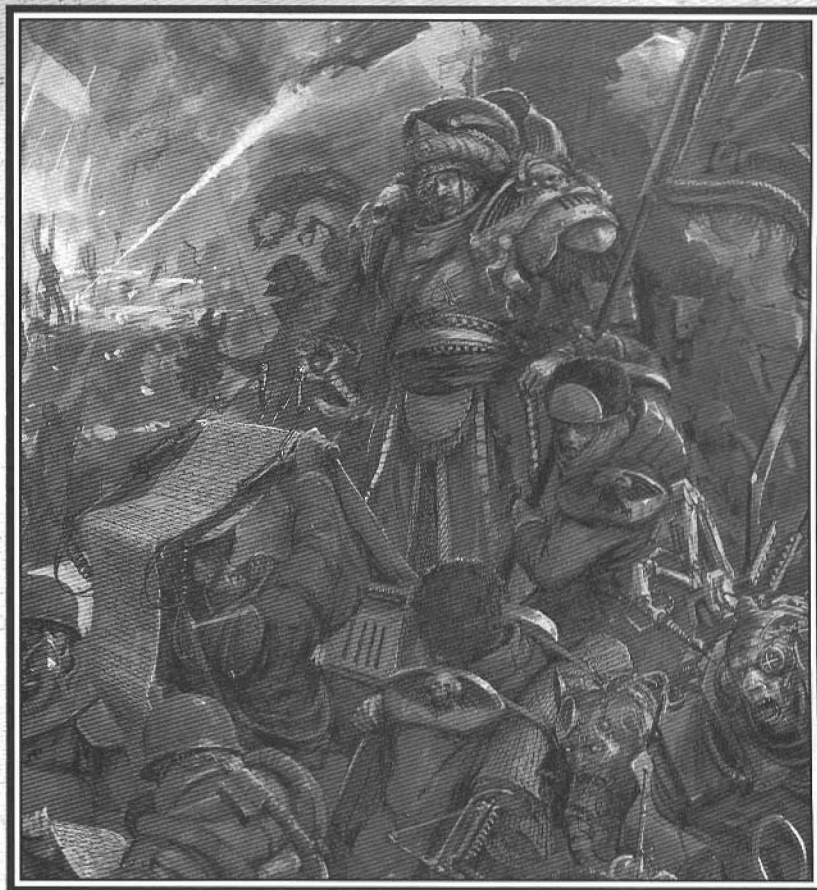
Space Marines. A model bearing a holy relic may reveal it once per battle. This may be done at any time. On the turn the relic is revealed, all friendly models that are within 2D6" get a +1 Attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

HOLY SHROUD ☉

The Sepulchre of Heroes in the Blood Angels' fortress-monastery houses the tombs of many great warriors from the Blood Angels Chapter's glorious past, each swathed in a highly decorated shroud depicting their victories. In battle, these shrouds are carried proudly aloft like banners, instilling the Blood Angels with a deep sense of courage and self-sacrifice. Any Blood Angels unit with a model within 6" of a Holy Shroud will ignore any negative modifiers to their Leadership when taking Morale checks (eg. penalties for being below half strength or outnumbered in an assault). In effect, they always make these tests using the Leadership characteristic on their profile.

HONORIFICA IMPERIALIS ☉

This award is one of the highest honours that can be won by all ranks in the Imperial Guard. Whatever the original status of the bearer, he will use the same profile as a Heroic Senior Officer. He will not become an independent character or an Officer as a result but will continue in his original role, albeit with better characteristics. The Honorifica Imperialis can be bestowed on Techpriest Engineers, Priests and other characters in the list that are not Guardsmen per se, in which case it is termed the Honorifica Imperialis Mundanus.



HONOUR BLADE ⓘ

This is a long, broad-bladed spear mounted on a lightweight metallic shaft. The honour blade is used to settle disputes between Ethereal caste members in stylised bloodless duels. It is used in elegant sweeping movements where the blade becomes virtually invisible. The honour blade must be used in two hands – the wielder cannot therefore count as carrying an additional weapon. It adds +2 to the wielder's Strength when rolling to wound.

ICON OF CHAOS UNDIVIDED ⓘ

May only be carried by a unit of Chosen bearing the Mark of Chaos Undivided. A Chaos Icon is a powerful focus for the energies of Chaos Undivided. It can be used to summon Daemons onto the battlefield as normal and in addition any unit or model bearing the Mark of Chaos Undivided with a model within 6" of the Icon becomes Fearless.

ICON OF THE JUST ⓘ

Gifted to the most able and battle-tempered of the Ordo Malleus' warriors, the Icon of the Just incorporates a powerful localised force field. This gives its bearer a 4+ Invulnerable Save that may be used instead of the model's Armour Save.

IMPERIAL GUARD COMPANY STANDARD ☉

Units of Imperial Guard infantry (not including Conscripts, Engineers, Ogryns, Ratlings or Storm Troopers) with a model within 12" of the standard can re-roll failed Morale tests.

IMPLANT ATTACK ⓘ

Barbed stingers attached to a tail or tongue, implant attacks deliver corrosive pathogens, organic acids or lethal toxins. A model that does not pass a Saving throw when wounded by a creature with an implant attack suffers two wounds instead of one. Implant attacks are only effective in close combat and have no effect on wounds inflicted by bio-plasma.

INCINERATOR ⓘ

Often the best cure for the unholy is purgation with righteous flame. Incinerators are blessed weapons, fuelled with the purest consecrated promethium and blessed oils to burn with the white heat of pure faith.

Range: TemplateS: 5AP: 4 Assault 1

Only Armour Saves may be taken against an incinerator; Invulnerable Saves or Cover Saves may not be taken.

INFERNO BOLTS

Inferno bolts are sorcerous bolter, combi-bolter or bolt pistol shells that have been inscribed with arcane runes that writhe with blue-white fire. These bolts can be used instead of normal ammunition and confer the Blast ability to each shot. Roll to hit as normal but place the small Blast marker to determine how many models are hit.

INQUISITORIAL MANDATE

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing an Inquisitorial Mandate may reveal it once per battle. This may be done at any time, as long as the model with the Mandate does not move in the turn it is revealed. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that turn as they fight to prove their devotion. Note that the Mandate may be revealed in an opposing player's turn if you wish.

IRON HALO

The Iron Halo is a special reward given to Space Marines who show exceptional initiative or bravery in battle. It incorporates a powerful energy field and gives the model a 4+ Invulnerable Save that may be used instead of the model's normal Armour Save. No more than one model per army may have an Iron Halo and any model wearing Terminator armour or who has a rosarius may not be given this piece of wargear.

JETPACK

Tau jetpacks are extremely agile, combining anti-gravitic and jet technology.

The wearer counts as Jump Infantry and follows the rules on page 55 of the Warhammer 40,000 rulebook.

Troops equipped with jetpacks may Deep Strike when the mission permits. See the Warhammer 40,000 rulebook, page 84, for details of Deep Strike.

JUGGERNAUT OF KHORNE

Steed. The Juggernaut is a massive entity, part Daemon and part brass-etched machine which is favoured as a mount by Champions of Khorne. Its sheer bulk confers the Daemonic Strength and Daemonic Essence abilities on its rider, in addition its ability to trample enemies underfoot confers the Daemonic Mutation ability.

JUMP PACKS

Jump packs allow models to make great powered leaps across the battlefield and more quickly engage the enemy. Models equipped with jump packs move as Jump Infantry (see the Warhammer 40,000 rulebook, page 55). Space Marine models that are wearing jump packs can be dropped from low-flying Thunderhawk gunships, using their jump packs to swoop down on to the battlefield. To represent this tactic, they can be kept in reserve and arrive using the Deep Strike rules (see the Warhammer 40,000 rulebook, page 84), but only if the mission allows for Deep Strike to be used.

KAI GUN

When Warp storm Gae-sann enveloped the Kai system in M34 it absorbed into the Eye of Terror a powerful industrial culture. The Machine Smiths of Kai bartered their skills for a measure of protection, learning to fashion weapons in the Warp that they could not have conceived before. Their ploy eventually failed and the Daemon hordes descended to fight for possession of these new domains. All that remained after the destruction of Kai was the weapons they had built to appease their slayers. The Kai gun is a huge bolter of archaic design, so large that a normal man would be unable to lift it. It is a two-handed weapon. The gun is a psychic catalyst, turning the hate and malice of its firer into tangible bolts of energy. The Kai gun is used as a normal ranged weapon with the following profile:

Range: 24" S: 6 AP: 3 Assault 2

KANNON

Kannon are heavy guns mounted on wheeled carriages and crewed by Gretchin. They can fire either a big bore frag round for blasting infantry or a solid shell for punching through tanks. They are appallingly inaccurate but make very, very big holes when they hit! Kannon may use frag or shell rounds: choose which you are firing with before rolling to hit. Frag rounds are resolved in the same way as ordnance but use the small Blast marker – place the marker (within range and line of sight) and roll the Scatter dice and a D6. The marker moves D6" in the direction indicated if an arrow is rolled. If a 'hit' is rolled the shot lands on target but if a 6 is rolled on the D6 a hit is scored and one of the Gretchin crew is killed in a nasty firing accident. Kannon's firing

shells roll to hit as normal and have a BS of 2. Against vehicles shells count as an ordnance hit, so roll 2D6 for Armour Penetration and pick the highest results. Any penetrating hits roll for damage on the Ordnance Damage table, for glancing hits use the Glancing Hits table as normal. Kannon have the following characteristics:

Frag

Range: 36" S: 5 AP: 5 Heavy 1/Blast

Shell

Range: 36" S: 8 AP: 3 Heavy 1

KHORNATE CHAINAXE

Blows struck by a Khornate chainaxe are so powerful that they can penetrate virtually any armour. The best Armour Save possible against its attacks is 4+.

KOMBI-WEAPONS

A kombi-weapon is two weapons nailed/wired/welded together, and gives the Ork a choice of two weapons to fire with. An Ork that is armed with a kombi-weapon may choose to fire one of the weapons during the Shooting phase. The shoota may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both of these weapons at the same time. A kombi-weapon may be upgraded with kustom jobs but the customising only applies to the shoota part of the weapon.

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 obscured. The force field has no effect in close combat or against shooting within 6" of the operator.

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.

KUSTOM JOB: MORE DAKKA

Mekboyz spend much of their time tinkering with weaponry to make it more powerful or faster to fire. More Dakka kustomisin' makes a shoota or slugga Assault 2 instead of rapid fire or pistol respectively (More Dakka sluggas may still be used in close combat however). A More Dakka kustom job may be combined with a Shootier kustom job to produce a S5, assault 2 shoota or slugga.

KUSTOM JOB: SHOOTIER

Just as popular as More Dakka kustom jobs, Shootier weapons use a larger calibre and heavier ammo to give them more punch. A Shootier kustom job makes a shoota or slugga Strength 5 instead of Strength 4.

KUSTOM MEGA-BLASTA

A kustom mega-blasta is a marvel of Ork technology that works by firing a blast of energy at the target. However, if a mega-blasta rolls a 1 To Hit it scores a wound on the Ork carrying it (normal Armour Saves apply) or scores a glancing hit on the vehicle carrying it.

Range: 24" S: 7 AP: 2 Heavy 1, Blast,

Gets Hot!

LASER LANCE

This is used by Shining Spears Aspect Warriors. They use it to deliver intense short ranged laser blasts as they charge into combat. It is fired in the assault phase when the Shining Spears charge into combat and is worked out just before you move them into combat. The unit's laser lances must be fired at a single unit being charged by the Shining Spears and any casualties count towards the combat resolution for that turn. All of the normal shooting rules apply to this attack, such as rolling to hit, saves for cover and so on. In addition, a model armed with a laser lance counts as having Strength 5 when working out hits in hand-to-hand combat. A laser lance has the following profile:

Range: n/a S: 5 AP: 5 Assault 1

LASH OF TORMENT

The Lash is a whip that twists and coils with a mind of its own. Cruelly barbed hooks run along its length

and its sinuous coils are warm yet unsettling to the touch. It thrives on the pain of its victims absorbing their fear and projecting it for the enjoyment (or terror) of all around. The Lash is a one-handed power weapon which may be used at full effect in close combat even if the model wielding it is not in base contact but is within 2" of enemy in close combat with the unit he is with. A unit in close combat with the bearer of the Lash of Torment that loses one or more models to it that turn will be at -1 Leadership if they lose the combat and have to make a Morale check.

LASH WHIP

Lash whips are living ropes of muscle and sinew which writhe and twist with a will of their own. In combat they strangle and bind, entangling creatures so that they are easy meat for the Tyranids. Models in base contact with a creature equipped with a lash whip lose one Attack in each Assault phase (to a minimum of 1).

LEAPING

Powerful, bounding leaps are a notable feature of some Tyranid species, carrying them forward into close quarters with astonishing speed. Leaping creatures gain a Fast Charge of 12", though they do not become Beasts. A creature with Leaping may make its full attacks when within 3" of a friendly model in base contact rather than the usual 2".

LIBER HERESIUS

Containing the wisdom of thousands of Witch Hunters, this tome allows an Inquisitor to better understand the machinations of his enemies and allows him to approach their lairs from the optimum position of attack. In missions where there is a choice of table edge, the Inquisitor must take a Leadership test before the game and if this is passed he may choose the deployment zone for his army rather than rolling a dice for it. If he fails the Leadership test on a double 6, the enemy player may choose his deployment zone. On any other outcome, roll the dice as normal for deployment.

LIGHTNING CLAWS

Lightning claws are commonly used as matched pairs, as only a second lightning claw can provide an additional close combat attack bonus for a model equipped with one. They consist of a number of blades, each a mini-power weapon, extending from a housing on the back of the hand.

Lightning claws ignore Armour Saves and re-roll any To Wound dice that fail to cause a wound.

LIGHTNING FIELD

Bolts of energy arc from the Necron Lord to nearby Necrons, energising and charging their carapaces. Powerful arcs of energy link the Necron Lord and any unit he has joined. For every wound inflicted on them in close combat by an enemy unit or independent character, a single Strength 3 hit (with no AP) will be struck back as they are burned and shocked. The return blows are calculated after all other attacks are resolved and will hit the enemy that triggered them. For example, if one attacking unit inflicted three wounds they would therefore take three hits in return.

LION HELM

This potent protective artefact is said to have been worn by Lion El'Jonson himself. It takes the form of a winged Space Marine helmet and is carried by a Helmet Bearer who is one of a strange race of creatures that inhabit the Rock and are known simply as the Watchers in the Dark. Whenever the character moves, simply place the Helmet Bearer within 2" of his final location, even if the character was teleported or moved by some other extraordinary means. The Watcher has a unique, powerful psychic talent protecting it from all forms of attack, so it can never be harmed in any way, under any circumstances. However, it cannot attack in any way either. If the character is killed or removed from battle, the Helmet Bearer is also removed, but will reappear if the character later returns. The Lion Helm is a unique and revered item, so you may only include one in your army. Built into the helmet is a device that can be used to create a protective force field. This has the effect of providing any model (friend or foe) within 3" of the Helmet Bearer with a 4+ Invulnerable Save against any shooting attacks. Note that the helmet need not be worn to be used, and also note that the Save may be taken instead of another Save, not as well as it.

LITANIES OF FAITH

The Litany of Faith contain the entire teachings of the Ecclesiarchy, and their hymnals and chants fill the Emperor's servants with burning zeal. Once per game, the character may use an Act of Faith without the need for a Test of Faith, and without expending a Faith Point.

LOBBA ①

These are artillery pieces crewed by Gretchin. They are called lobbas because they 'lob' their payload in a high arc onto the enemy. How they go about lobbing their munitions varies. Most look like big mortars or howitzers but rockets are popular too and there have even been reports of medieval-style catapults and trebuchets being used. Regardless of their type all lobbas work in the same way as standard barrage weapons (see pages 4-5). However if a 'Hit' and a 6 are rolled together a hit is scored but one of the Lobba's Gretchin crew is killed in an unfortunate mishap (launched high into the air, crushed by the Lobba's recoil, etc).

Range : 48" S: 5 AP: 5 Heavy 1, Blast

MACE OR SCYTHER TAIL ①

Prehensile tails with knobbed, bladed or spined tips have been observed on larger Tyranid bio-constructs. In combat, these lash about in the area behind the creature, making them dangerous to approach or surround. A creature with a mace or scythe tail may make a special close combat attack each turn if more than four enemy models are in base contact with it at the beginning of that Assault phase. This is conducted at Initiative 1 and is resolved according to the type of tail biomorph chosen.

Scythe-tail: D3 attacks at half the creature's Strength (rounding down).

Mace-tail: 1 attack at creature's full Strength.

MACHARIAN CROSS ②

The Cross is awarded only to Imperial Guard Officers in recognition of innovative and successful tactical thinking. The bearer can be expected to use his initiative in battle. After deployment is complete (including deploying infiltrators and moving scouts) but before determining who has the first turn, any single Infantry squad (including Hardened Veterans, Storm Troopers, Ogryns, Ratlings, Infantry Platoon squads and Armoured Fist squads, but not any vehicles) within 6" of the Officer may be redeployed up to 12", but must abide by all the mission's deployment zones and rules.

MANCATCHER ①

The mancatcher is a two-handed close combat weapon. For each Acolyte carrying a mancatcher in base-to-base contact with an enemy model, that enemy model's attacks are reduced by 1 to a minimum of 1 attack. Each mancatcher may only affect one enemy model.

MANDIBLASTERS ①

These are fitted into the helmets of Striking Scorpion Aspect Warriors. Activated by a psychic pick-up in the helmet, it fires a hail of needle-thin shards that act as a conductor for a highly charged laser. A model with a mandiblaster may make a special attack in close combat, worked out at +2 to the model's Initiative.

Mandiblasters can be used by models within 2" of an enemy, as well as by models in base contact. They inflict a Strength 4 hit on a D6 roll of 4+. Normal Armour Saves are allowed. Remove models as you would other close combat casualties. Once these attacks have been resolved, the Striking Scorpions may make any other attacks at their normal Initiative value. Note that since mandiblaster casualties count as close combat casualties, a Striking Scorpion who starts the combat in base contact with the enemy will get their full number of Attacks, even if the model they are in base contact with is removed by mandiblaster fire.

MANREAPER ①

This rusted and corrupted blade has been dipped in the filth seeping from the very throne of Nurgle, and in so doing absorbed the essence of one of the Daemons that cavort there. The Manreaper is a two-handed power weapon in the shape of a scythe. With each sweep the long blade can cut through several enemies. The bearer gets +D6 extra Attacks to reflect this. If the Manreaper's wielder directs his attacks at a single enemy model he will receive only one bonus Attack as the weapon is too long and unwieldy to be easily readied for further blows.

MANTLE OF OPHELIA ①

The Mantle of Ophelia is a badge of office for high-ranking members of the Adepta Sororitas and is believed to have sacred powers of protection. The first time the wearer takes a wound that would cause an 'instant death' effect, only one wound is actually taken. The mantle may only be used once per battle.

MARK OF THE WULFEN ②

This is a form of genetic instability to which some members of the Space Wolves are prone. These individuals are literally 'marked out' by facial tattoos that are applied by a Wolf Priest. Warriors bearing the Mark are both feared and revered by their fellow Space Wolves. The Mark of the Wulfen is limited to a single Wolf Guard model in each army. It can be shown by either painting facial tattoos on the model, or converting the model to show it in its beastlike state. A Wolf Guard bearing the Mark is treated as an independent character and must remain on his own at all times. He is allowed to be near another unit but he cannot join it. A model bearing the Mark of the Wulfen may not be given Terminator armour, a jump pack nor may he ride a Space Marine bike.



A model bearing the Mark of the Wulfen explodes into wild bestial fury in close combat. He undergoes a physical transformation into a wild beast-like creature. Such is his savagery in combat that he receives D3 additional attacks and always strikes his foes on a roll of 3+ whatever their Weapon Skill. On the other hand, his complete disregard for his own safety means that opponents will always hit him in close combat on a D6 roll of 3+, whatever their Weapon Skill. Finally, a character bearing the Mark of the Wulfen simply does not know the meaning of fear and he will automatically pass all Morale and Pinning tests and may ignore opposing troops or weapons that can cause an opponent to automatically fall back.

MARKERLIGHT

Models use markerlights as a weapon with the profile below instead of using their other weapons, rolling to hit normally. Each markerlight hit can be used to either launch a seeker missile or to mark a target for another vehicle or model. If marking a target then, for each markerlight hit, one vehicle or model in the Tau force which has yet to fire can change its to hit roll against the same target to 2+ with a single weapon (regardless of its BS with that weapon) during the same Shooting phase. Re-rolls for twin-linked weapons still apply to the improved to hit roll. If a Fire Warrior team leader has a markerlight, he must still fire at the same target as his unit unless he also has a sensor – target lock (see page 58).

Range: 36" S: n/a AP: n/a Heavy 1.

MASK OF THE DAMNED

The Mask of the Damned plays upon its victims' deepest fears and phobias. It projects hellish visions into their brains; often dropping them to their knees 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 must take a standard Leadership check. If the check is failed, the unit succumbs to sheer horror, and may not make an assault this turn.

MASTER-CRAFTED WEAPONS

A master-crafted weapon is one forged by a great artisan and is superior in almost every way to a normal weapon of its type. A master-crafted weapon follows the normal rules for the weapon, except that you may re-roll one failed to hit roll per turn. Master-crafted weapons are taken as an upgrade for a weapon that is already being carried by a model and should be represented by

a suitably ornate weapon on the model itself. If the weapon selected has a ranged attack then the re-roll may only be taken on ranged attacks even if the weapon can also be used in close combat. Please note that you may not master-craft grenades!

MASTER-VOX

The vox-caster attached to the army's Command HQ is the hub of all communications into, through and out of the Company. It can be upgraded to a master-vox, a far more sophisticated version capable of maintaining several channels simultaneously. Any number of squads may use the Leadership of the HQ's Officer for a single Morale or Leadership test per turn rather than the usual limit of one allowed with a vox-caster.

MEDALLION CRIMSON

This medal is awarded to men who have suffered the most horrific injuries and have not lost their faith in the Emperor or their will to fight on. It takes a lot to stop a man who has earned this decoration. The first time the bearer is wounded by an attack that causes Instant Death, he takes a single wound instead.

MEDI-PACK

Medi-packs allow a unit with a medic to ignore the first failed saving throw it rolls in every turn. The medi-pack may not be used on any model which suffers Instant Death (see page 27 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no Armour Save. The medi-pack may not be used if the medic is in base contact with an enemy model.

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.

MEGA BOOSTA

Some mega armoured Orks get extra power boost units fitted to their suits to ensure that they don't miss out on any chances for a fight. If an Ork in mega armour has a mega boosta he is allowed to re-roll his dice for the distance he moves. If a unit of Orks in mega armour includes some with mega boostas and some without only the ones that have the boostas will gain the benefit of the re-roll, the others will only move the distance first rolled.

MEKBOY'S TOOLS

A Mekboy equipped with Mekboy's tools can attempt to repair a vehicle which has suffered an Immobilised or Weapon Destroyed damage result, or to fix a big gun which has been destroyed. In order to attempt a repair the Mekboy has to reach the vehicle or gun in his Movement phase and may not shoot or fight in close combat that turn. At the end of the turn roll a D6 and look up the result on the table below.

D6 Result

- | | |
|-----|--|
| 1 | Krunch! Oops! If it wasn't broken before it is now! No further repair attempts can be made on the vehicle unless it becomes damaged again. |
| 2-5 | Umm, dis bit goes dere... The Mekboy makes no progress this turn. He can keep trying in his next turn or give up and go somewhere else. |
| 6 | Job's a good 'un! The weapon/big gun is fixed or the vehicle is made mobile again. |

NARTHECIUM/REDUCTOR

These devices are employed by Space Marine Apothecaries both to heal wounded Space Marines and, if this is impossible, to remove the progenoid glands, the biological repositories of Space Marine gene-seed and the future of the Chapter. In order to use this equipment, the Apothecary cannot be falling back, Locked in close combat or Pinned. He may treat any friendly non-vehicle model within 6" of him. Once per turn, he may use his narthecium to allow a treatable model to ignore a failed Save (of any sort). It is, however, of no use against an attack that causes Instant Death or a close combat attack that ignores Armour Saves. In the enemy Shooting phase, the Apothecary can use his reductor to recover the gene-seed of any treatable models that are killed within 6" of him. These casualties are ignored when determining if their units have to take a Morale test for suffering 25% shooting casualties. For example, a unit suffers four casualties out of nine but two of them are within 6" of the Apothecary, so no Morale test is taken (two casualties out of nine is less than 25%).

NEEDLE OF DESIRE

The Needle of Desire is a long, slim double-pointed needle inscribed with runes within runes to a microscopic level. One half is embedded in the arm of the Champion bearing it where it absorbs the foul narcotics naturally synthesised by Champions of Slaanesh, only for it to be injected into enemies using the other end of the Needle. The Needle of Desire always wounds on a 2+. Its venom will scourge a wounded enemy with extreme sensations from delirium to despair. The effect is so powerful that many victims will simply remain impaled on the needle and let the venom wash through them destroying them from the inside. Any model wounded and not killed must make a single Leadership test (regardless of how many times they were originally wounded) or take a further D3 wounds with no Saves allowed. The Needle is such a precise weapon that it does not ignore Armour Saves even if being used by a model with Daemonic Stature.

NEEDLE PISTOL

The needle pistol, although relatively lightweight, carries the most potent of blessed venoms. It always wounds on a 4+. It has an Armour Penetration value of D6 against vehicles.

Range: 12" S: X AP: 6 Pistol

NEURAL WHIP

The flailing, psycho-conductive neural whips carried by the Mistresses of Sister Repentia squads are as much symbols of rank as they are vicious weapons that lash out at the enemies of the Emperor before they are able to strike back. A neural whip is a power weapon, and adds 1 to the bearer's Initiative.

NIGHTMARE DOLL

The creation of Nightmare Dolls is a risky practice in Commoragh, 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.

NIGHTMARE SHROUD

The worst fears are summoned from the pits of nightmare and thrust into the minds of all those near the Necron Lord. Palpable waves of

horror radiate from the metal-skinned monster, and all who look upon it will find their courage tested to the very limit. The Nightmare Shroud may be activated in the Shooting phase instead of firing a weapon. Every enemy unit with a model within 12" of the Necron Lord must take a Morale check as though they had taken 25% casualties. All the normal exceptions apply, ie, units that will never fall back are immune to the Nightmare Shroud.

NULL ROD

This obsidian rod perpetually crackles with anti-psychic energy, nullifying the Warp-spawned powers of the Daemonhunter's enemies. It counts as a power weapon. No psychic powers whatsoever may affect the character with this item or the squad he has joined, regardless of source. However, the character with this item and the squad he is with may not use any psychic powers of their own.

NURGLE'S ROT

At the end of the Chaos Shooting phase, any model that is within 6" of at least one model with Nurgle's Rot may be affected by the miasma of disease and pestilence exuding from them. Roll a D6 for each affected model, and on a roll of a 6 it takes a wound. Armour and Invulnerable Saves may be taken, but not Cover Saves. Models with the Mark of Nurgle, their followers, and all Daemon Packs, Possessed, Daemon Beasts and Greater Daemons are immune.

NURGLING INFESTATION

Champions of Nurgle are often accompanied by swarms of Nurglings eager to feed off the flakes of dead and diseased flesh they trail behind them. If their host is in close combat, the Nurglings will attack fiercely providing their host with an extra D6 Strength 3 attacks at Initiative 3 (exactly as if the attacks were being made by a Nurglings base) against enemies in base contact.

PANDEMIC STAFF

The Pandemic Staff acts as a vessel for Grandfather Nurgle's favourite contagions when they are carried from the Warp into the real universe. The Pandemic Staff is a normal close combat weapon. Its bearer may use it in the Shooting phase instead of firing another weapon. An enemy unit within 12" can be targeted. Test to hit every model in the target unit on a roll of 4+. Hits are resolved at Strength 3 and normal Saving throws apply.

PARTICLE WHIP

The particle whip emits a tightly focused particle beam, which is used as the carrier for a single immensely powerful bolt of energy. Note that any model under the hole in the middle of the Ordnance template is hit with an AP1 attack. The particle whip is an Ordnance weapon.

PERSONAL ICON

The model bears a personal Icon of the Chaos gods. The Icon will be aligned with whatever power the model bears the Mark of. The personal Icon can be used as a focus for Daemon Summoning just like unit Icons.

PHASE SHIFTER

The very fabric of the Necron Lord seems hazy and indistinct, as though he were not completely corporeal. Shots and blows pass through his mechanical body and even the most powerful weapons cannot harm him. A Necron Lord with a phase shifter gains a 4+ Invulnerable Saving throw.

PHOTON GRENADES

Identical to the grenades fired from the launcher on the pulse carbine, photon grenades are designed to assail the enemy with a sonic blast and an overpowering pulse of multi-spectrum light. They are hurled by hand to confuse and slow enemy closing to hand to hand combat. If a model has photon grenades then enemy assaulting them do not get any bonus attacks for charging. Photon grenades cannot be used with XV battlesuits.

PHYLACTERY

This inconspicuous charm is a powerful self-repair device, filled with tiny, spider-like creatures that swarm all over a wounded Necron Lord, re-knitting his body so that he may continue to fight. When a Necron Lord is reduced to 0 Wounds and attempts his Self-repair roll at the start of the Necron turn, instead of using the normal rules, use the following table to see what happens.

D6	Result
1-3	The model is removed as a casualty as normal
4	The Necron Lord stands up with 1 Wound.
5	The Necron Lord stands up with 2 Wounds.
6	The Necron Lord stands up with 3 Wounds.

PLAGUE BANNER

The Plague Banner is a hideous fabrication of rotting hides that flap in a pestilent wind. Not only can it function like a normal Icon but, in addition, a

powerful curse is held in the standard that can be released once per battle in the owner's Shooting phase. Any one enemy unit with a model within 6" of the banner will take D6 wounds just as shooting with no Armour or Cover Saves possible.

PLAGUE SWORD

The Plague Sword drips with venomous pus. No Armour Saves are allowed against its blows and in addition roll a D6 for each model wounded by it but not killed. On a roll of 4+ it will be killed outright no matter how many wounds they have.

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. These negate the effect of cover in close combat, so that all attacks are worked out in Initiative order.

POISONED BLADES

The Dark Eldar frequently make use of poison-coated blades. However, they have to be used with great care in case the Dark Eldar end up poisoning themselves! Hits inflicted in close combat with poisoned blades always wound on a 2+, regardless of the victim's Toughness. However, this ability may not be combined with the ability of any other weapon in close combat (eg, it can't be combined with a power weapon's ability to negate Saves, a plasma grenade's ability to negate cover, or an additional close combat weapon's +1 Attack, etc.).

POWER ARMOUR

Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour is among the best protective equipment the Imperium can provide. It affords the wearer a 3+ Armour Save.

POWER FIST/CLAW

A power fist or claw is a powered, armoured gauntlet surrounded by a disruptive energy field. It doubles the user's Strength (up to a maximum of 10), ignoring Armour Saves. Only the user's basic Strength is doubled – any additional bonus for special abilities are added afterwards. A power fist or claw is slow and cumbersome to use, so strikes with a power fist/claw are always delivered at Initiative 1 (ignore any bonuses for special rules, cover, grenades or wargear, etc).

POWER WEAPON

A power weapon (typically a sword or axe, but sometimes a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field, eating through armour, flesh and bone with ease. Power weapons ignore Armour Saves, and some may even give a Strength bonus, or wound on a fixed dice score regardless of the enemy's Toughness characteristic (as detailed in the appropriate army Codex).

POWERBLADES

Powerblades are fitted to the forearm, enabling the wearer to use both hands freely. A well-trained warrior can make sweeping strikes with the powerblades as well as their other weapons. A model equipped with powerblades gets +1 Attack. This can be in addition to the +1 Attack for being armed with two other close combat weapons for a total of +2 Attacks. A model using powerblades ignores Armour Saves.

POWER STAKE

A long iron stake that immolates as it pierces the body of a psyker. The stake counts as a power weapon but against targets that have psychic powers, it will always wound on a 2+.

PRAESIDIUM PROTECTIVA

Believed to contain shards of armour worn by the Emperor Himself, this shield can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ Invulnerable Save in an assault instead of her normal Armour Save. The Save may only be used against one opponent per turn (the defender chooses which one). Although not a weapon as such, a Praesidium Protectiva must be carried in one hand and therefore takes the place of one single-handed weapon.

PSI-TRACKER

If a model has a psi-tracker, one roll to hit made by any model in the Witch Hunters army may be re-rolled once per Shooting phase, so long as the target is a psyker, or is a squad with a psyker attached to it.

PSYCANNON

Psycannon are based on bolt weapons, replacing the bolt warheads with ritually inscribed silver tips, psychically charged and backed by an isotope explosive. The psycannon's weight is offset by suspensors to permit it to be fired on the move, although the effective range is reduced compared to firing when properly braced.

On the move

Range: 18" S: 6 AP: 4 Assault 3

Braced

Range: 36" S: 6 AP: 4 Heavy 3

Only Armour Saves may be taken against a psycannon, Invulnerable Saves may not be taken.

PSYCANNON BOLTS

This bolt weapon has a magazine of psychically impregnated psycannon bolts. These vary in calibre from bolt pistol size to storm bolter shells, although their potency is remarkable in all cases. A bolt weapon (storm bolter, bolter, combi-bolter or bolt pistol) with this upgrade counts as AP4. Only Armour Saves may be taken against psycannon bolts; Invulnerable Saves may not be taken.

PSYCHIC HOOD

Psychic hoods are arcane constructions of psychically attuned crystals that allow a the wearer to nullify an opposing psyker'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 wearer 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. Only one Librarian may use his psychic hood against a single use of a psychic power.

PSYOCULUM

A model wearing these witch-finding eyepieces does not need to roll to determine how far it can see when using the Night Fighting rules, so long as the target is a psyker, or a squad joined by one.

PUNISHER

The punisher is a two-handed power weapon used by Dark Eldar Incubi. It counts as a power weapon but also adds +1 to the user's Strength.

PURITY SEALS

Purity seals are bestowed upon Space Marines of proven purity and virtue. If a model with purity seals falls back, roll one extra D6 for its Fall Back distance, and then remove one of the dice rolled 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.

RAGE OF KHORNE

The Champion is so consumed by the need for battle that its rage builds and builds until it can be released in the first frenzy of close combat. The model gets +D3 extra attacks for charging instead of the normal +1.

RANGER LONG RIFLE

The Ranger long rifle is equipped with highly sophisticated sights, allowing the firer to locate weak points in an enemy's armour. The long rifle is treated like a sniper rifle. In addition, if a 6 is rolled for the hit roll, the shot counts as having AP 1.

RAPTUROUS STANDARD

The Rapturous Standard jingles with the sound of distant chimes and carries the scent of forbidden pleasure. As well as acting as a focus for summoning Daemons once per game (either in the Chaos player's phase or the enemy's) at the start of the Shooting phase its special power may be invoked. Any model within 6" gains the Feel no Pain special ability (see page 47) for the remainder of the current player's phase.

REAVER JETBIKE

Reaver jetbikes are treated in the same way as the Eldar jetbike (see page 46). 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). In addition they may not use a webway portal or Crucible of Malediction. A model mounted on a Reaver Jetbike gets +1 Strength and +1 Toughness.

RECOIL ABSORPTION

All XV battlesuits are designed to compensate for the recoil of light weapons fire, so they do not count as moving when they fire rapid fire weapons. This ability does not extend to heavy weapons, however, and the user must be stationary to fire them. In this regard, XV battlesuits are not as well stabilised as Space Marine Terminators but they do have a better range of weapons fits available.

REFRACTOR FIELD

This piece of equipment produces an energy field that gives the model a 5+ Invulnerable Save. This may be used instead of the model's normal Armour Save and is not cumulative with any other type of Save.

REGENERATE

Some Carnifex genus creatures have exhibited the ability to regenerate

battle damage. Every part of the creature has evolved to the point that its can repair surrounding tissue and lost organs with astounding speed. Externally such creatures usually show evidence of old, scarred over wounds and burns, most obviously head or neck shots that would be instantly fatal to any normal being. At the start of each Tyranid turn, a surviving model with Regenerate rolls a dice for each wound it has lost, and for each 6 rolled that creature regains one lost wound, up to its starting total.

REGIMENTAL STANDARD

Units of Imperial Guard (not including Conscripts, Engineers, Ogryns, Ratlings or Storm Troopers) near the Regimental Standard fight with greater fervour. Add +1 to combat resolution of any assault that takes place at least partly within 6" of the Regimental Standard (ie, treat the Imperial Guard side as having scored one more wound). A Regimental Standard also counts as a Company Standard (see page 43 for further details).

REINFORCED CHITIN

Tyranids that survive in hostile environments start developing thicker armour plates to compensate. Their carapace plates excrete a resinous mucus which continually hardens into ceramic-like layers with pockets of gel (dubbed 'Trygel' by xenosavants). The resultant chitin may be particularly ballistic or radiation resistant depending on opposition. Tyranids with reinforced chitin gain +1 Wound.

RENDING CLAWS

Rending claws are usually short and powerful, tipped with diamond-hard spikes or talons. They are quite capable of crushing plasteel and ripping through the thickest armour with their vice-like grip. Tyranids with rending claws gain the Rending ability for all their close combat attacks (see page 5 for details).

RESURRECTION ORB

With a gesture from the Necron Lord, the scattered remains of destroyed warriors crawl together before standing ready to do battle once more. The Necron Lord is able to augment the self-repair systems of Necrons within 6" of him. All Necron units with a model within 6" (including the Lord himself) may attempt We'll Be Back rolls even if they were damaged by weaponry that causes Instant Death or close combat weapons that allow no Armour Save.

ROSARIUS

A rosarius is a badge of faith incorporating a powerful conversion field that protects its wearer. A model with a rosarius gets a 4+ Invulnerable Save that may be taken instead of the model's normal Armour Save.

RUNE ARMOUR

Eldar Farseers and Warlocks are covered by protective runes and sigils that use psychic energy to ward off enemy attacks. A model wearing rune armour has an Invulnerable Saving throw. If the model is mounted on a jetbike, it may take either a normal 3+ Saving throw or its 4+ Rune Armour Save.

RUNES OF WARDING

A Farseer can use runes of warding to divine when an enemy psyker is using his powers and to throw up a psychic shield to protect himself and those nearby. If an enemy psyker attempts to use a psychic power and the psyker or the target is within 6" of the Farseer, the enemy must take the Psychic test on 3D6 and discard the lowest roll. Psykers who do not normally have to take a Psychic test remain unaffected by the runes of warding.

RUNES OF WITNESSING

A Farseer uses runes of witnessing to guide his second sight along the twisting strands of fate, giving him even greater clairvoyance. A Farseer with runes of witnessing rolls 3D6 and discards the highest roll when taking a Psychic test. Note that you must use the lowest two rolls, even if they are a double 1.

RUNIC ARMOUR

This can only be forged by the combined efforts of a Rune Priest and an Iron Priest. The resulting armour is inscribed with powerful protective runes that can protect the wearer from harm. In game terms, it has the same effect as a suit of artificer armour (see page 38).

RUNIC CHARM

Space Wolves warriors are strong believers in charms and other blessed items, which they believe have the power to protect them in battle. A model protected by a runic charm may re-roll one failed Armour Saving throw per battle.

RUNIC STAFF

A Rune Priest's staff is carved with many mighty runes of nullification which protect him against enemy



psychic powers. In game terms it has the same effect as a psychic hood (see page 55) and a one-handed close combat weapon.

RUNIC WEAPON ☠

This ancient weapon is inscribed with potent death runes that can drain the life energy from an enemy. In game terms it has the same effect as a force weapon (see page 46 of the Warhammer 40,000 rulebook).

SACRED BANNER OF THE ORDER MILITANT ⚔

Any Adepta Sororitas unit with a model within 12" of the Sacred Banner of the Order Militant is counted as Fearless, and will therefore ignore Morale tests and Pinning tests – they are assumed to automatically pass the test.

SACRED INCENSE ⚔

The Daemonhunter carries a brazier burning with incense taken from the censers surrounding the Golden Throne, and the smoke it releases carries a tiny portion of the Emperor's holy grace. All Chaos models involved in an assault with a model equipped with sacred incense suffer -1 to their Initiative.

SACRED STANDARD ⚔

Battle Sisters. Any unit with the Adepta Sororitas rule with a model within 6" of the standard adds +1 to its combat resolution score in an assault, ie, it

counts as having inflicted one more casualty than it actually did.

SACRED STANDARD ⚔

Space Marines. A Sacred Standard embodies the faith and resolution of the Space Marines never to falter in the face of the enemy. It adds +1 to the Space Marine combat resolution score of any assault that takes place within 6" of the Sacred Standard. It otherwise functions as a Company Banner (or a Fighting Company Banner if Black Templars).

SARISSA ⚔

These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter. The sarissa may only be used by a model equipped with a standard bolter. In any Assault phase in which the model charges, her close combat hits to wound may be re-rolled. The sarissa may not be combined with any other close combat weapon, although it may be used in conjunction with Acts of Faith. It does not count as an additional close combat weapon, so the model only ever gets to make her base number of Attacks, plus any bonus for charging.

SCISSORHAND ⚔

The scissorhand is a close combat weapon only used by Dark Eldar Haemonculi. It has the same effect as two sets of poisoned blades, so the Haemonculus gains +1 Attack in close combat, and all hits wound on a 2+.

See the poisoned blades entry for more details (page 55).

SCORPION'S CLAW ⚔

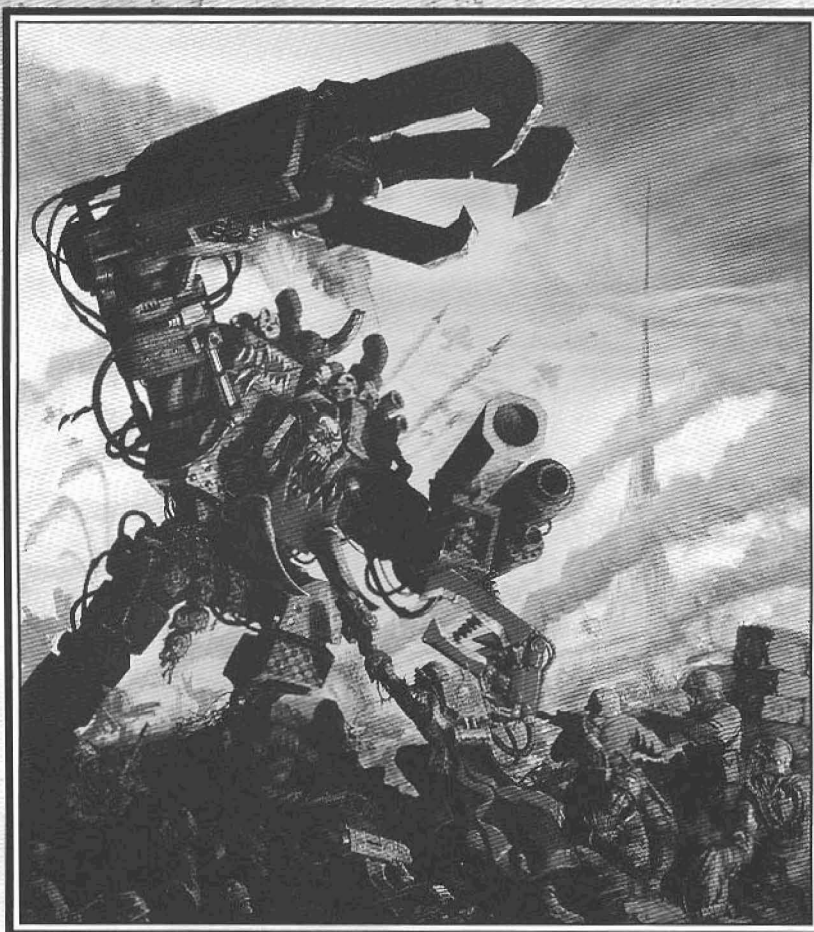
The Scorpion's Claw is an ancient weapon of the Striking Scorpion Exarchs. It takes the form of a powered claw-shaped glove with a shuriken catapult incorporated into its back. The claw may be used both as a power fist and a shuriken catapult, and may be used as both in the same turn.

SCUTTLERS ⚔

Some Tyranids are intelligent and stealthy, using every available piece of cover to creep nearer to the enemy before the main attack is launched. Tyranids with the Scuttlers biomorph may Scout as described on page 75 of the Warhammer 40,000 rulebook.

SCYTHING TALONS ⚔

Many Tyranid creatures have long stabbing and slashing claws of razor-edged bone or chitin, frequently formed from fused talons. Tyranid creatures with scything talons count as having two close combat weapons and so gain +1 Attack. Creatures with two sets of scything talons gain +2 Attacks in close combat instead of +1. No more than +2 Attacks can be gained in this way, and the number of Attacks from ranged weapon-symbiotes is not increased. Note that this is the only way that Tyranids gain extra Attacks in close combat for multiple weapons.



SHADOW FIELD ☼

Surrounding the model in a dark miasma of energy, a shadow field absorbs the energy of any hits inflicted on the model wearing it, making them almost immune to any damage. However, the energy field can become overloaded and cut out. A shadow field provides a 2+ Invulnerable Save, but if the Save is ever failed then the field is destroyed. Shadow fields are rare, so no more than one shadow field may be taken per army. Despite having a 2+ Save, the model is still considered as being Fleet of Foot.

SENSOR – MULTI-TRACKER ☼

The multi-tracker enables the suit wearer to fire two Crisis or Broadside battlesuit weapon systems.

SENSOR – TARGET LOCK ☼

The target lock enables the model to target a separate enemy unit to that engaged by the rest of its own unit.

SERVITOR ☼

A Techpriest Engineer may be accompanied by up to four Servitors. Together they will form a unit. The Servitors may be the same or different

types as desired. The types are as follows:

- Technical Servitors are a common sight in the Imperium. They are not really intended for combat, but are very useful in repairing battlefield equipment. For each Technical Servitor in the Techmarine's retinue add +1 to the dice when rolling to repair damaged vehicles, to a maximum score of 6 (see the Servo-arm entry). Other Servitor types may not help repair battlefield equipment.

- Combat Servitors are intended to fight in close combat so are equipped with a power fist and a close combat weapon.

- Gun Servitors are intended to provide fire support for the Techpriest Engineer while he works. They are armed with either a multi-melta, heavy bolter or plasma cannon. Only one plasma cannon-armed Gun Servitor can accompany each Techpriest Engineer.

	WS	B	S	T	W	I	A	Ld	Sv
Gun Servitor	3	4	3	3	1	3	1	8	4+
Combat Servitor		4	3	3	3	1	3	1	8 4+
Technical Servitor	3	3	3	3	1	3	1	8	5+

SERVO-ARM ☼

Many Techmarines are equipped with powerful augmetic servo-arms that can be used to carry out hasty battlefield repairs. If a Space Marine vehicle has suffered an immobilised or Weapon Destroyed result then there is a chance that the Techmarine can rekindle its angered war spirit. To do this, the Techmarine must start the Movement phase of the Space Marine turn in contact with the damaged vehicle and not be inside it (although he can disembark and begin the repairs), Falling Back, Locked or Pinned. Roll a D6 and if the result is a 6 then either a Weapon Destroyed or Immobilised result (owning player's choice) will be repaired. Both the vehicle and the Techmarine (including any unit he leads or has joined) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins. The servo-arm grants the Techmarine an additional close combat attack, counting as a power fist.

SHIELD GENERATOR ☼

This confers a 4+ Invulnerable Save.

SIGNUM ☼

The signum is a special form of communication device that allows the Techmarine to access a myriad of useful battlefield targeting information, and then pass it on to his fellow battle brothers. In game terms it allows you, each turn, to re-roll one missed to hit shooting roll for the Techmarine or any squad that the Techmarine belongs to or has joined.

SIMULACRUM IMPERIALIS ☼

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. The presence of the Simulacrum Imperialis allows a Faithful unit to roll one extra dice when making a Test of Faith and choose which two dice to use. This may be used once per player turn.

SINGING SPEAR ☼

The Singing Spear is a psychically charged weapon used by Farseers and Warlocks, which can be thrown at opponents and returns automatically to the user's hand. The Singing Spear has the profile below, and always wounds opponents on a 2+, regardless of their Toughness. If thrown at a vehicle, it has a Strength equal to three times the thrower's Strength and adds +D6 for Armour Penetration as usual. A Singing Spear may also be used in close combat, but requires two hands to wield and so cannot be used with

another close combat weapon or pistol to gain +1 Attack. A model may not throw the Singing Spear and use it in close combat in the same turn.

Range: 12" S: special AP: n/a Assault 1

SOLAR PULSE ☼

The Necron Lord's staff releases a flash of energy, blinding his enemies and illuminating the battlefield. The solar pulse is used at the beginning of the Necron turn. If the Night Fighting rules are in effect, they will cease to apply during the Necron turn in which the solar pulse is used. If the Night Fighting rules are not in use then for the following enemy turn after the solar pulse is used, the Night Fighting rules will apply to any unit firing at the Necron Lord (and any unit he has joined). If a unit cannot see the Necron Lord as a result they may redirect their fire at another target.

SOUL SEEKER AMMUNITION ☼

The Dark Eldar use captured wraithbone looted from the bodies of slain Eldar Wraithguard to create a special kind of ammunition that they use in battle. Models using soul seeker ammunition may re-roll any missed to hit rolls, and any cover saves that would normally be taken by the target are ignored. Soul seeker ammunition may only be used in conjunction with a splinter rifle, splinter pistol, tormentor helm or a hellglave.

SPACE MARINE BIKE ☼

Space Marine Bikes are fitted with twin-linked bolters, and increase the rider's Toughness by +1 point. See page 53 of the Warhammer 40,000 rulebook for details on how Bikes move. Space Marine characters that have a Command squad may not be mounted on a Bike.

SPIKY BITS ☼

Chaos Space Marine armour includes many spikes and blades. These are partially embellishment but can be used to deadly effect in close combat. A model equipped with spiky bits may re-roll one miss in each round of close combat. A miss can only be re-rolled once.

SPINE BANKS ☼

Rows of poison spines embedded in cavities in the Tyranid's carapace are fired by muscle contraction at close range, showering the target area with venomous projectiles which blind and incapacitate with frightening effectiveness. A model with spine banks counts as being equipped with frag grenades in close combat and can release a spray of spines with the same effect as a spinesfist in the

Shooting phase, in addition to any other weapons used.

SPIRIT STONE ☼

Every Craftworld Eldar wears a waystone, to trap their soul when they die and to stop it being consumed by the Chaos god Slaanesh. Waystones containing a soul are known as spirit stones, and can be put to a variety of uses by the Eldar. An Eldar psyker can use the power of a spirit stone to charge themselves with psychic energy. A psyker with spirit stones can use two psychic powers each turn instead of one. However, these must be different powers; a psyker cannot use the same psychic power twice in the same turn.

SPORE CYSTS ☼

Another feature sometimes observed in larger Tyranids are subcutaneous excretion pits for the generation of Spore Mines. These are apparently symbiotic organisms meshed so closely into the carapace of their host they are impossible to separate. A creature with spore cysts that is not in base contact with the enemy may produce a toxin Spore Mine in the Shooting phase in addition to any other shooting. Roll a dice; on the roll of a 1 the creature takes one wound with no Saves allowed. Then place the Spore Mine in base contact with the creature – from this point on the Spore Mine acts as described on page 28 of Codex: Tyranids.

SQUIGHOUND ☼

Squigs are simple creatures genetically related to Orks that form an essential part of Ork ecology (or Orkology). Some are trained as guards and hunters, particularly by Slaverz. A Slaver with a squighound in base contact may re-roll Leadership tests and Morale checks for the Grot mob or Big Gun battery he is leading. The Squighound is represented by a separate model with the following characteristics:

	WS	BS	S	T	W	I	A	Ld	Sv
Squighound	3	0	3	3	1	2	1	2	-

STAFF OF LIGHT ☼

The Staff of Light is a device of arcane technology that serves as both a symbol of rank and a weapon for Necron Lords. As well as projecting devastating blasts of energy, the Staff of Light may also be used in the Assault phase, in which case it counts as a power weapon.

STANDARD OF DEVASTATION ☼

This standard follows the same rules as a Sacred Standard (see page 57). In addition, once per battle the bearer

can call on the power of the Standard. This is done in the opponent's Assault phase, after they have declared any charges but before they have moved. It allows one Dark Angels unit with a model within 6" of the bearer to shoot, as if it were the unit's Shooting phase. The unit counts as moving for the purposes of using weapons, even if they were stationary in their last turn.

STANDARD OF FORTITUDE ☼

This standard follows the same rules as a Sacred Standard (see page 57). In addition, once per battle the bearer can call on the power of the Standard. This is done in your own Movement phase. It allows one Dark Angels unit with a model within 6" of the Standard Bearer to move in the Movement phase, but still use any rapid fire weapons in the Shooting phase, just as if the unit had been stationary.

STANDARD OF RETRIBUTION ☼

This standard follows the same rules as a Sacred Standard (see page 57). In addition, once per battle the bearer can call on the power of the Standard. This is done in an Assault phase. It allows one Dark Angels unit with a model within 6" of the Standard Bearer to re-roll any failed To Hit rolls.

STEALTHSUIT ☼

Stealthsuits incorporate a holographic disruption field that makes its wearer hard to spot. Enemy models attempting to fire at Stealth armour troopers count as if firing at night and must roll to check their spotting distance by rolling 2D6x3 (see page 84 of the Warhammer 40,000 rulebook). If the Stealth armour troopers are not within spotting range, the unit misses its chance to fire while searching for a target and may not choose to fire at a different target. Stealth armour troopers count as being in cover if they are assaulted, but not if they charge. If firing at Stealthsuits while the Night Fighting scenario special rules are in effect, the rolled spotting distance is halved. Any drones controlled by a model in a Stealthsuit will also be shielded at no further cost in points.

STEED OF SLAANESH ☼

Steed. These sinuous, graceful daemonic beasts are the preferred mounts of Champions of Slaanesh. Their long whip-like tongues confer the Daemonic Mutation ability and their writhing gait confers the Daemonic Speed ability.

STIKKBOMB CHUKKA

A stikkbomb chukka allows a mega-armoured Ork to use frag stikkbombz so that it can fight troops in cover simultaneously instead of striking last. A mega-armoured Ork that chooses to use a stikkbomb chukka must attack with its basic Strength instead of using its power claw that turn.

STINGER

This is a special type of gun used by Dark Eldar Haemonculi that fires a dart of very virulent poison into the victim's blood stream, causing them to explode! The stinger has the following profile:

Range: 12" S: n/a AP: 6 Assault 1

The weapon does not have a Strength value as such, and always wounds a victim on a D6 roll of 2+. If the target is killed place a Blast marker centred on the exploding model and roll to hit other models using the rules for blast weapons. The attacks have a Strength equal to the exploding model's Toughness, and an AP value equal to the victim's Saving throw (ie, models hit by an exploding Space Marine would take a S4 hit with AP 3). Stingers count as having a Strength of 1 if fired at a vehicle.

STORM SHIELD

A storm shield is a small metal shield that has an energy field generator built into it. The energy field is too small to

be of much use against ranged attacks, but is very useful in close combat. A model that has a storm shield may take a 4+ Invulnerable Save in close combat instead of its normal Armour Save. It may not be combined with a rosarius or Iron Halo save and a model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.

SUPER STIKKBOMBZ

Mekboyz can't resist improving something, even if it makes that something hideously dangerous in the process. Super stikkbombz are a case in point, each one is a bundle of krak bombz wired together to make one almighty bang. Super stikkbombz work just like krak stikkbombz but have an Armour Penetration of 10+2D6. If a double is rolled on the 2D6 the attack is resolved as normal but the Mekboy using them is also caught in the explosion, he suffers a wound automatically but may attempt an Armour Save as normal.

SURVEYOR

A surveyor is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a surveyor then the 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, the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back.

SWOOPING HAWK GRENADE PACK

The leg armour of Swooping Hawks incorporates a grenade launcher that can be used to fire a hail of grenades as the Swooping Hawks drop down to attack. If a Swooping Hawk unit uses its Deep Strike ability to deploy, it may use its grenades on the turn it arrives. These have the profile shown below. Place the large Ordnance Blast marker anywhere on the table before the unit lands and roll a Scatter dice. If an arrow is rolled, the marker scatters D6" in the indicated direction. Work out hits and damage as normal. Note that only one marker is placed per Swooping Hawks unit regardless of the number of models in the unit.

Range: n/a S: 4 AP: 5 Large Blast

SWOOPING HAWK WINGS

Swooping Hawks have glittering, multicoloured wings. In flight, the 'feathers' of these wings vibrate rapidly, turning them into a blur of vibrant colour. These wings allow the Swooping Hawks to move rapidly across the battlefield, or hover high above it, waiting for the chance to



strike. A model with Swooping Hawk wings moves as if equipped with a jump pack. In addition, a squad with Swooping Hawk wings may always use the Deep Strike rules to deploy, even if the mission does not normally allow units to do so.

SWORD OF SECRETS 🌀

The Sword of Secrets is cut from a single block of jet-black obsidian. The blade is incredibly well crafted and has not chipped or lost its razor-sharp edge over the millennia. In game terms it is treated as a power weapon that also allows the wielder to strike as if they had Strength 6 in close combat.

SYMBIOTE RIPPERS 🦋

Tyranid organisms of all kinds readily mass together; Gaunts rub shoulders with Warriors and Carnifexes while a mass of Ripper swarms writhe underfoot. Symbiote Rippers are represented by extra Rippers glued to a creature's base. When in close combat each Ripper infested base adds one to the unit's size for outnumbering purposes (after any other modifiers).

TALISMAN OF BURNING BLOOD 🔥

When testing for Blood Frenzy, any model bearing this talisman, together with any unit bearing the Mark of Khorne that they are part of or have joined, rolls two dice rather than one to see if they enter Blood Frenzy. If either is a 1 or 2 they advance as described in the Blood Frenzy rule (see Codex: Chaos Space Marines, page 47).

TALISMAN OF TZEENTCH 🐉

If an army includes a model with this talisman, opposing psykers suffer a -1 modifier to their Leadership for Psychic tests. Multiple Talismans have no cumulative effect. If both sides have this gift they cancel each other out and the normal rules apply.

TANKBUSTA BOMBZ 💣

These bombz are directional explosive charges the size of manhole covers. They are used by Orks against vehicles and fortifications which krak stikkbombz just aren't heavy enough to break. Tankbusta bombz are used just like krak grenades to attack vehicles and bunkers. However Tankbusta bombz double the D6 roll for penetrating armour, giving them an Armour Penetration of 6+(D6x2).

TARGETER 🎯 📏

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide what to shoot at in the Shooting phase. After you have used a targeter then any Guess range weapons may not be fired that turn.

TELEPORT HOMER 🌀 📏 🏠

Teleport homers produce a signal that can be locked onto by teleporting troops. If Terminators wish to teleport onto the battlefield via Deep Strike and choose to do so within 6" of the model carrying the homer, then they won't scatter. Note that the homer only works for squads who are teleporting, not for squads entering play using jump packs, drop pods or other means of transport. Also note that the homer must already be on the table at the start of the turn for it to be used.

TERMINATOR ARMOUR 🛡️

Chaos Space Marines. Chaos Space Marines in Terminator armour are capable of moving and firing with heavy weapons thanks to the bulky exoskeleton and powerful servos built into the armour. They are as a result slightly cumbersome, so models in Terminator armour that win a close combat may not sweep advance. A Chaos Space Marine wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save and adds +1 to its Attack characteristic. Any Chaos Space Marine 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.

TERMINATOR ARMOUR 🛡️

Daemonhunters. Due to the powerful exoskeleton and power sources built into their armour, characters in Terminator armour are capable of moving and firing with heavy weapons. On the other hand, this armour is somewhat cumbersome, so models in Terminator armour that win a close combat may not sweep advance. A model wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save. Having been trained to use these suits to their full potential, Grey Knights in Terminator armour (but not Inquisitors) have one more Attack on their profile than normal. 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.

TERMINATOR ARMOUR 🛡️

Space Marines. Also known as Tactical Dreadnought armour, Terminator armour is the best protection a warrior can be equipped with. Due to the powerful exoskeleton and power sources built into their armour, Space Marines in Terminator armour are capable of moving and firing with heavy weapons. On the other hand, this armour is somewhat cumbersome, so Space Marine Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators may not Sweep Advance. A model wearing Terminator armour has a 2+ Armour Save and a 5+ Invulnerable Save. The wearer automatically has Terminator Honours at no extra points cost. Also, any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in Reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played.

TERMINATOR HONOURS 🏆

A model with Terminator Honours has proved himself a superior combatant and has earned the right to wear Terminator armour in battle. Sergeants with Terminator Honours are generally referred to as Veteran Sergeants. A model with Terminator Honours adds +1 to its Attacks characteristic. In addition its Leadership characteristic is increased to 9 if originally lower. Note that a single-Wound model that has selected Terminator Honours from its list entry cannot then select it again from the Armoury.

TERRORFEX 🦋

The terrorfex is a wrist-mounted grenade launcher that fires grenades made from captured Eldar wraithbone. The effect this causes is to produce nightmarish, psychically induced visions that terrify the user's enemies. The terrorfex has the following profile:

Range: 12" S:n/a AP:n/a Assault 1, Blast

Roll to hit as normal, but don't roll to wound or save. Instead, if one or more models are hit then the unit they belong to must pass a Leadership test or become pinned. Apply a -1 modifier if the unit is under half its starting strength, and -1 per model hit if the grenade hits more than one model.

THORNBACK

Creatures with a profusion of hooked blades growing out of their carapace are nicknamed thornbacks by Imperial Guard soldiers. These beasts smash bodily into opposing formations, using raw body mass to impale anything too slow to get out of the way. A thornbacked creature doubles the number of models it counts as for the purposes of outnumbering if it is on the winning side in a close combat.

THRALL WIZARD

Follower. Thrall Wizards are normal human sorcerers that serve Chaos Sorcerers as apprentices. Only models with psychic abilities may have Thrall Wizards and each sorcerer can command up to four of them. Thrall Sorcerers may be sacrificed to allow their master to use more than one psychic power in a turn.

	WS	BS	S	T	W	I	A	Ld	Sv
Thrall Wizard	3	3	3	3	1	3	1	7	-

A Thrall Sorcerer may not be given weapons or wargear. When the Sorcerer wishes to use a further power, a Thrall is sacrificed and the psychic power is cast automatically. No more than one Thrall Wizard can be sacrificed by the same Sorcerer in a turn. A Thrall Wizard may be sacrificed to use the same power a second time in the same turn.

THUNDER HAMMER

Thunder hammers are ancient and mighty weapons that release a terrific blast of energy when they strike an opponent. A thunder hammer counts as a power fist, but any model wounded by it and not killed may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit by a thunder hammer are considered Crew Shaken, in addition to any other results they suffer.

TORMENTOR HELM

The tormentor helm is worn by Incubi, and incorporates a neurally activated splinter pistol that can be fired by thought alone. This allows the model to use the pistol even if he is carrying something in both hands. This means that the model gains +1 Attack for an additional close combat weapon even when using a double-handed weapon!

TOXIC MIASMA

The chimney-like vents sprouting from the backs of the larger Tyranids sometimes have clusters of microscopic, algal symbiotes around their rims that poison the air with soporific emissions. Any creature being attacked by, or directing its

attacks towards, a Tyranid with a toxic miasma reduces its WS by 1.

TOXIN SACS

This tick-like parasite feeds on the host and excretes lethal poisons into or over its weapon-symbiotes. Poisons created vary widely, from agonising paralytic neurotoxins to aggressive necrotic enzymes, all swimming with deadly Tyranic phage cells. A Tyranid with toxin sacs gains +1 Strength to its profile.

TRADEMARK ITEM

This is something the character carries into battle to show his disregard for the enemy. It could be a swagger stick or a nonchalantly smoked cigar, or something more grandiose like a billowing, scarlet cape or a loyal pet. A unit led in person by a character who carries a trademark item will be reassured by his presence and may re-roll any failed Morale or Pinning checks that it suffers. However, if the character is slain, the unit must pass a Morale test to avoid falling back.

TROPHY RACKS

Many Dark Eldar enter battle bearing trophy racks adorned with the heads of foes they have slain. If a model with a trophy rack slays an enemy in close combat, he may chop off their head and stick it onto the trophy rack! This adds +1 to the model's Ld for the rest of the battle. Chopping off more than one head doesn't increase the model's Ld any further.

TUSKED

Curving tusks of adamantium-laced chitin sprout from the Tyranid's head, allowing it to effect a devastating charge. Tusked Tyranids gain +2 Attacks when charging instead of +1.

'UGE CHOPPA

'Uge choppas are unsuited double-handed hitting implements easily capable of cleaving an opponent in two. An Ork with an 'uge choppa always strikes last in close combat but adds +2 to their Strength and their opponent's maximum Save is reduced to 4+. An Ork using an 'uge choppa may not use any other close combat weapons at the same time.

UNGUENTS OF WARDING

These blessed and pungent ointments can be used to trace sigils of protection onto armour, and are known to repel the Warp-spawned powers of the Daemon and its kin. The Daemonhunter and the unit he is with benefit from a 4+ Save against the

effects of any and every enemy psychic power used upon them. If this Save is passed then the power has no effect.

'URTY SYRINGE

Mad Doks carry all kinds of crude, rusty, medical paraphernalia. Most of the saws, blades and hammers they carry make perfect close combat weapons, but a special favourite is a huge steel syringe filled with a toxic goo of the Dok's own devising. A Mad Dok armed with an 'urty syringe always wounds on a 4+ regardless of the victim's Toughness. 'Urt syringes have no effect on vehicles, Tyranids, Daemons, Eldar Wraithguard or the Eldar Avatar.

VEIL OF DARKNESS

The Necron Lord can summon a veil of darkness which twists about it like a ghostly cloak blown by an ethereal breeze. When the darkness ebbs, the Lord and those nearby will have disappeared, only to reappear mysteriously some distance away moments later. A Necron Lord can use a Veil of Darkness at the start of its Movement phase instead of moving normally. The Necron Lord and up to one unit of Necrons (specifically Immortals, Flayed Ones, Warriors, Destroyers, Heavy Destroyers or Wraiths) within 6" of it are removed from the tabletop and both are then immediately placed back together anywhere on the tabletop using the Deep Strike rules. The Veil may be used even if enemy models are in base contact with the Necron Lord or any of the Necrons that move with him (the enemy models are left behind).

VEXANTROPE

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 attacks against a different model within 2" as per the normal rules for a supporting attack. The Vexantrope cannot affect unliving models, Daemons, vehicles, Tyranids or walkers.

VIBRO CANNON

A vibro cannon uses resonant sonic waves to shake its targets apart and fling troops to the ground. When firing a vibro cannon, pick a target point

anywhere within range and line of sight of the vibro cannon, and then roll to hit as normal. If it hits, draw a line between the cannon and its target point, and any unit that the line passes through suffers D6 hits. A vehicle or other target with damage tables hit by a vibro cannon suffers a single glancing hit – do not roll for Armour Penetration. A unit suffering a casualty from a vibro cannon must take a Pinning test as detailed on page 5. If there is more than one vibro cannon in the battery, they all fire a single shot together as described above. Each additional cannon in the battery adds +1 to the Strength of the attack and inflicts a -1 modifier on any Pinning tests taken.

Range: 36" S: 4 AP: – Heavy 1

VOX-CASTER ☉

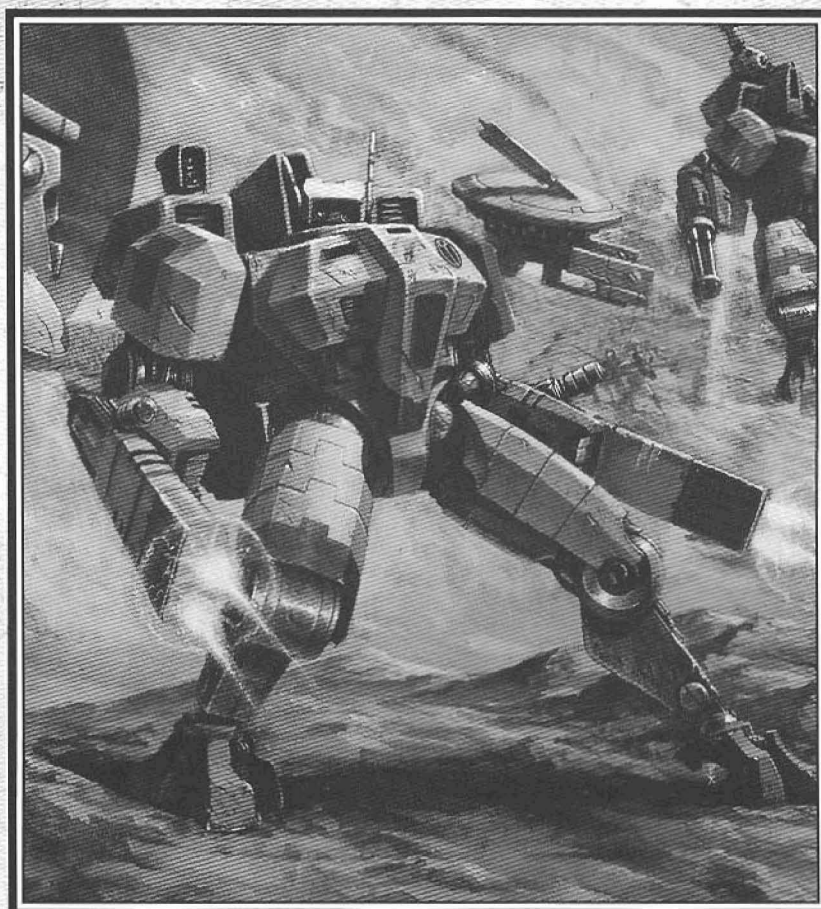
Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special comm-links. The size and appearance of a vox-caster depends on its place of origin but in game terms they all have the same effects. If a Command HQ or Command Section has a vox-caster, then one squad per turn that also has a vox-caster may use the Leadership value of the Officer, no matter where they are located on the battlefield (ie, they don't have to be within 12" of the Officer as would normally be the case). You may choose to use the vox-caster at any time (eg, when an eligible squad is about to take a Leadership test, even if the Command unit is in reserve). The benefits of standards and trademark items are not conveyed through the vox-caster!

WAAAGH! BANNER ☉

This banner is carried by a Warboss or his bodyguard to show how dangerous the warband is. It is decorated with glyphs declaring the warband's invincibility and mementoes of defeated foes. The banner has an almost religious significance to Orks and they will fight ferociously in its presence. Any mob that has one or more models within 12" of the banner may re-roll their Power of the Waaagh! test when they charge.

WARP BLADE ☉

Gifted to the mightiest of sorcerers and most devious of plotters, the Warp blade has the power to dissipate and scatter psychic energy aimed at its bearer. This tends to attract the denizens of the Warp who hungrily sniff out the source of the power. Any enemy psyker using a psychic power when within 12" of the Warp blade



must roll a D6. On a 4+ the power works normally, otherwise they will suffer an immediate Perils of the Warp attack and the power will fail to function. If an enemy is killed in this way, it does not count as being killed by the Daemon weapon for mastery purposes. The Warp blade is a power weapon.

WARP FOCUS ☉

This is a weapon upgrade that can be conferred on any close combat weapon including Daemon weapons. The weapon is inscribed with runes of arcane power that allow the Sorcerer to channel his powers through it. The focus adds D6" to the range of any psychic power projected through it except Wind of Chaos. Roll for additional range each time a power is used.

WARP SPIDER JUMP GENERATOR ☉

Warp Spiders use a compact but complex jump generator that allows them to teleport short distances via the Warp. Although this allows them to move rapidly and avoid any obstacle, the Eldar's exposure to the Warp is not without peril. A model with a Warp Spider jump generator

may move up to 12" in the Movement phase and ignores all terrain during its move. This means that it can pass through woods, over rivers and even through solid walls without penalty. The model may not finish its move in impassable terrain. The Warp Spiders may make a second jump at the start of the Assault phase if you wish. They cannot make a second jump and charge into an assault in the same turn. The jump generator becomes more unpredictable during this second jump and the following rules apply. Nominate the direction the squad is jumping in and move the squad 2D6" in this direction. If you roll a double, one member of the squad has suffered a calamity in the Warp and is removed as a casualty (the survivors move the distance rolled). A unit equipped with Warp Spider jump generators advances and falls back 3D6", ignoring terrain as for its normal move.

WARP TALISMAN ☉

A Warp talisman demonstrates that the bearer is favoured by the Chaos gods. It allows a Sorcerer to re-roll a Psychic test. This ability may only be used once per battle.

WARSCYTHE

Warscythes are made from the same living metal as the hulls of Necron ships and the C'tan necrodermis. They have phase blades that slip effortlessly through the most powerful armour. A well-directed Warscythe can cut the barrel from a Leman Russ or carve a hole in the side of a bunker. There are no Saving throws of any sort (including Invulnerable Saves) allowed against Warscythes, and when attacking vehicles 2D6 + Strength is rolled for Armour Penetration.

WEB OF SKULLS

The Web of Skulls is made from three or more crystalline skulls linked together with lightweight chains, and is thrown like a bolas. It will fly in an arc, smashing through an enemy unit before returning to the thrower. A Web of Skulls is thrown at an enemy unit using the normal shooting rules. If it hits, you may roll to hit again. Keep on rolling to hit the unit until you fail a roll or you have inflicted 4 hits. Make rolls to wound and Armour Saves for each hit inflicted as normal. No model in the target unit may be hit more than once. A Web of Skulls may also be used in close combat, and counts as a power weapon. It has the following profile.

Range: 24" S: 4 AP: 5 Assault 1

WEBWAY PORTAL

This is a mobile form of the portal used by the Dark Eldar to link together places via the webway. It may be activated by the model carrying it in the shooting phase, instead of moving or shooting that turn. Place a spare Blast marker in base contact with the model when it activates the portal. From then on units entering play as reserves may be placed on the portal template instead of entering on the table edge. There is no risk of scattering or being killed when travelling in this way, and the portal cannot be destroyed. Once activated the model that was carrying the portal may move away, and doesn't have to remain in contact with it. If you have a webway portal in your army, you may keep units in reserve, even if you are not normally allowed to do so in the mission being played. If you do this then the troops may only enter through the webway, and if it has not been opened on the turn they become available to enter play, they must be held back until it is.

WINGED

Specialised organisms of Tyranids evince one or more sets of wings and a lightened exoskeleton that enables them to fly over short distances. Some creatures, particularly Gargoyles, have

atrophied lower limbs that make them able to fly higher and for longer. Winged creatures are treated as Jump Infantry in all respects (see page 55 of the Warhammer 40,000 rulebook). A winged model may not have the leaping or extended carapace biomorphs.

WITCHBLADE

Eldar psykers carry potent force weapons known as witchblades, which may take the form of a spear, sword or some other weapon. A model with a witchblade always inflicts a wound on a roll of a 2+ in hand-to-hand combat (but only inflicts 1 wound with each hit). Armour Saving throws are taken normally. Against vehicles, a witchblade allows the bearer to triple their Strength characteristic when working out Armour Penetration.

WOLF HELM OF RUSS

This is one of the Space Wolves' most revered artefacts and is said to have been worn by Russ himself. Which Great Company receives the honour of using the Helm is decided once every hundred years, at the Great Feast of Russ. At this feast, champions from each of the Great Companies compete in a series of increasingly dangerous contests. The last contestant standing wins the Wolf Helm for his Great Company. The Helm was last won by Ragnar Blackmane, who presented it to Ulrik the Slayer as a mark of respect to his mentor. In game terms, the Wolf Helm has the same effect as a holy relic (see page 49).

WOLF PELT

This pelt comes from a massive Wolf of Fenris, slain by the bare hands of the wearer himself. The only way to slay a Fenrisian Wolf in this way is to wait until the Wolf pounces and then to leap forward while it is in the air so that the exposed neck and belly can be attacked. Such an attack calls for cunning combined with bestial ferocity. To reflect these traits, a model with a Wolf Pelt receives a +1 Attack bonus when they Counter-attack.

WOLF TAIL TALISMANS

Space Wolves warriors are highly superstitious and many carry a collection of talismans which they feel somehow protect them in battle against enemies that have 'the evil eye'. Most potent of these are said to be a wolf tail talisman. A model protected by such a talisman is not affected by enemy psychic powers on a D6 roll of 6+. The power still takes effect, but any character that makes his Save will be unaffected.

WOLF TOOTH NECKLACE

A Space Wolves warrior who has shown exceptional ability in close combat may be granted a wolf tooth necklace as a mark of his prowess. Models with a wolf tooth necklace always hit on a 3+ in close combat, even against opponents with a Weapon Skill equal to or higher than their own.

WOLF TOTEM

All Space Wolves Great Companies have totems and banners that are sometimes carried into battle by a Grey Hunter. These have the same effect as a Sacred Standard.

WRAITHCANNON

The wraithcannon uses the same Warp technology found in the larger Distort cannons. It works by opening a small Warp space/real space hole, tearing apart the target as it is ripped between dimensions. The wraithcannon always wounds on a roll of 4+ regardless of Toughness, and on a roll to wound of a 6, it inflicts instant death as the target is wholly transported to the Warp. Against targets with an Armour Value, a wraithcannon always inflicts a glancing hit on a roll of 4 and a penetrating hit on a roll of 5 or 6, regardless of the target's Armour Value.

Range: 12" S: n/a AP: 1 Assault 1

XENOSPASM

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. The xenospasm has the following profile:

Range: 12" S: 3 AP: 3 Assault 1, Blast

Any non-Dark Eldar unit with models under the Terrorfex Blast marker must take a Pinning test at -1 per model hit.

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 target and roll 2D6 to determine the Strength of each hit (up to S10). If the gun rolls an 11 or 12 for its Strength it overheats, no hit is scored and one of the Gretchin is killed. If the weapon is mounted on a vehicle, there are no additional effects. Against vehicles the gun rolls its Strength on 2D6 as normal and then adds 2D6 to the Armour Penetration roll.

Range: 24" S: 2D6AP: 2 Heavy 1



WARHAMMER 40,000

WARGEAR

'As our bodies are armoured with adamantium,
our souls are protected with loyalty.

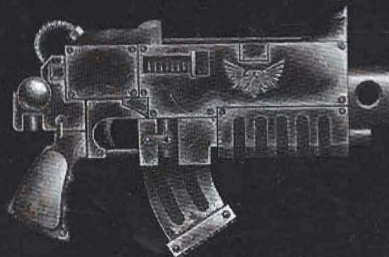
As our bolters are charged with death for the
Emperor's enemies, our thoughts are charged
with wisdom.

As our ranks advance, so does our devotion,
for are we not Marines?

Are we not the chosen of the Emperor,
his loyal servants unto death?

This book serves as the ideal quick reference manual for all players of Warhammer 40,000, covering the complete current range of Codex army books. Within its pages you will find:

- Rules for every weapon
- Statistics for every troop type
- Every item of wargear
- Every vehicle upgrade
- Vehicle access and fire points



WARHAMMER 40,000
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