

IMPERIAL ARMOUR APOCALYPSE



NEW RULES FOR WARHAMMER 40,000
AND WARHAMMER 40,000 APOCALYPSE

IMPERIAL ARMOUR

APOCALYPSE

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INTRODUCTION

FORGE WORLD, IMPERIAL ARMOUR AND THE WARHAMMER 40,000 RULES

Welcome to Imperial Armour Apocalypse.

This book serves three purposes. Firstly, it provides rules for Imperial Armour models. The arrival of Apocalypse has made it necessary to update the rules for some of our models, which were previously published in our large Imperial Armour volumes and Update books. In fact this book now replaces the Imperial Armour Update 2006. Rules changes are especially important for super-heavy vehicles, aircraft and gargantuan creatures. All of these troop types have new rules in the Apocalypse rulebook and obviously our rules needed to fit with these. Secondly, Apocalypse has introduced several new blast marker templates, which did not exist when our original rules were published. Where appropriate we have used these new templates for our models (for example, the Manticore). Thirdly, we have incorporated many Imperial Armour models into new battle formations. All straight forward enough... or is it? The arrival of Apocalypse provides players with a perfect arena in which to use their Imperial Armour models, and as such serves as an example of how these models can be used in different styles of Warhammer 40,000 games.

That said, this would seem a good opportunity to discuss some of these different style of gaming and now they effect Forge World's approach to its models and its rules.

STYLES OF GAMING

POINTS-BASED OR TOURNAMENT GAMING

There are many ways to play Warhammer 40,000, but by far the most predominant one is tournament style points-based gaming. In a points-based game, players pre-select a points value for the game, and use their Codexes to select a force to that points total. There are no restrictions on forces other than the force organisation charts. Using this style of game players feel that they are getting a fair and balanced game in which there is a equal chance of either side winning (dependant on tactics and dice rolling luck, etc). This type of game has many advantages, the largest being it is easy to organise and offers total strangers a chance of playing an entertaining game.

The problem that some players have with Forge World's Imperial Armour models in this style of gaming is that Imperial Armour models do not appear in Codexes. This means there is a perception that Imperial Armour models offer a player using them an unfair advantage, either because of the rules or the models availability. This isn't true. Our points values actually tend to on the high side, which is a deliberate plan to avoid this accusation and reflects the fact that they are not Codex equipment.

Although the tournament-style game is predominant, it can be very restrictive for players. If this style of game is 40K (and currently it pretty much is), then why would anybody be interested in many of Forge World's models? What use is a Sentinel Powerlifter or an Arvus Lighter in a points-based game? When writing rules, it means we have to find ways to make all our models useful to players, which can create odd results. I can imagine hundreds of reasons to include an Arvus Lighter in your miniatures collection. First and foremost because it's a cool model, and you'll enjoy building and painting it. In special scenarios that involve evacuations (say of an Inquisitor and his retinue off world or a lost Imperial Guard patrol), it would be useful. Even just as a piece of terrain or an objective it would be great in many games. Because the points-based style of game predominates, we have to find other ways to make a model useful; hence an Arvus can transport squads. But to be honest, if we were hard headed about it, we would never make the Arvus because, let's face it, a gunship is more attractive to most players because it kills the enemy and helps win games. We make the gunship model as well, but Forge World tries to takes a wider view. We want to add depth to the 40K universe, and just knowing that the Arvus shuttle exists and what it looks like, adds to the background.

'RABBITS OUT OF HATS' SYNDROME

By 'rabbits out of hats' I mean nasty surprises that ruin the game. Here is an example. I agree to play a 1,500 point game and select a standard army from my Codex, only to find my opponent has taken a Warhound Titan. Of course this comes as a complete surprise to me, and I haven't a hope of taking the Titan down. I have lost before we start, ruining the game for me as I simply remove my models one by one as the Warhound sweeps the table clear. What was the point of that game for me?

All wargaming is a contract between two (or more) players, for them ALL to enjoy themselves. It is not only about winning, although it's nice to win sometimes, it's about enjoying the game (cliché I know but still true). Who wants to play the above game? It proves nothing except that a Titan is a powerful thing and you need special equipment to take it on. Now, if my opponent had said he was going to use a Warhound I could have selected a different army and maybe put up a proper fight, and the game would have been more fun for me too.

In the past, to avoid 'rabbits out of hats' we have suggested that players ask for their opponent's consent when using super-heavy vehicles and aircraft. This is not so the opponent can say no and stop you using your models, but more so you pre-warn your opponent who can try to do something about it. But players shouldn't expect to use super heavies and aircraft in every game, or in smaller games. They have their real place in big games... and that is where Apocalypse comes in.

APOCALYPSE GAMES

You can't beat a big game, with lots of troops and vehicles on a big table (or the floor). They look great and have a totally different dynamic to standard games. They take a lot of organising, as you'll need to get a group of players together around a wargames board at the same time, and whether you use points values, or you just let each player use everything they're got, a tabletop creaking under the weight of models will be an inspiring sight, and well worth the effort, win, lose or draw.

Now, with the arrival of Apocalypse, we have the proper place for those super-heavies. They won't affect game balance so much, because the enemy will also have their own big stuff, and lots of other guns as well. On a big board a model like a Titan finds its home. Longer weapons range can come into effect, and the big-stuff will still be scary, but won't easily dominate the game. This is why players should include a super-heavy or two in their model collection (as distinct from their army – see later), because when you do get to play that big game, you get to take it out and unleash it.

SPECIAL SCENARIOS AND HISTORICAL REFIIGHTS

Alongside Apocalypse this style of game is where many of Forge World's models really come into their own. Themed games and historical re-fights are a style of game that doesn't need to use points values, and actually sets players free to use their models in more interesting ways. Why would a player field a Trojan towing vehicle in a standard game? But suddenly a Trojan becomes important in a scenario that involves an ambush of an Imperial Guard supply convoy. This approach to gaming also allows Forge World to make that sort of model. We are fully aware that a Sentinel Powerlifter isn't a great troop choice for a tournament game, but they should be part of an Imperial Guard force defending an airfield or supply dump. This is called context. Models used in their correct context suddenly make more sense. A baggage Knarloc isn't much use in a points-based game, but in a scenario where a Kroot baggage train is ambushed by lurking Lictors, you'll need a few baggage Knarlocs, and you'll also need some rules for the model as well. That's where Forge World comes into its own; we provide those models so you can play those games. Siege Dreadnoughts in siege games or bunker assaults are in their correct context and make sense. Siege Dreadnoughts in patrol games are out of context.

I can positively say the best wargames I have ever played have all been this style of game. No points values were included, it was just a good scenario, that gave force lists with game balance achieved through the scenario's victory conditions, which even though the forces weren't equal points, both players still felt they could win it.

CAMPAIGNS

Ultimately every player should aim at playing a campaign at least once. I have played many, and started even more that were never finished, but I see them as the pinnacle of wargaming. The best wargames are campaign games, where there is an on-going narrative behind each game. There are many different ways to organise a campaign – map-based, ladder, narrative, etc, all of which have been discussed at length in other places. However you organise a campaign, remember that the ultimate objective of the campaign is to play 40K games. Many campaigns fail because you can win the campaign without playing tabletop wargames, i.e., on the map. Players should remember that the aim is to create interesting scenarios from the campaign, new and different games that have a story behind them, and help create the on going story of the campaign, which you'll remember for years to come.

COLLECTING ARMIES OR OWNING MODEL COLLECTIONS?

One difference between playing points-based games and other styles of games like Apocalypse, historical re-fights or a campaign is the way players collect their armies. If you only ever play points-based games then you collect an army – one army, to a set points total, and you use it, repeatedly. Your army won't include anything you won't use every time you play.

If you want to play Apocalypse games, historical re-fights or campaigns, then you'll need to own a miniatures collection, from which you can select various armies. This collection will include all the standard troop types, tanks, etc, that you want, but you'll also look to include other units (even non-codex equipment), that are still useful in these different styles of game.

A miniatures collection will include lots of troops, and from that larger collection you can select an army to play any type of game. Playing an Apocalypse game? Then you're got a few super-heavies in the collection. Playing a tournament, then you can easily muster 1,500 codex points that will give anybody a run for their money. Playing a historical scenario? Then you'll have enough troops to cover the basics, and some oddball stuff, or at least other models that make good stand-ins. You can build armies from your wider miniatures collections.

OFFICIAL-DOM

The question of 'is it official?' continues to come up regularly from 40K players about Imperial Armour models and rules. By the above question I take players to mean, a) can they use their model and the rules for it in tournaments, b) use them without their opponent's consent, like codex rules. I'll address the tournament question first.

a) Tournaments are organised independently of Forge World, we have no say in the restrictions applied to tournaments (and quite right too). Therefore we (Forge World) cannot sanction the use of Imperial Armour models in tournaments. The decision must be made by the tournament organiser. Some tournaments allow all Forge World models; others ban the use of aircraft and/or super-heavy vehicles and gargantuan creatures (as these do affect game balance in the smaller sized games usually played in tournaments). Others restrict players to Codex forces only. Any of these options are fine with Forge World, we have no axe to grind over which option is used.

That said, some confusion does exist because of Forge World models being used that are actually just Codex equipment. There was one reported instance of a player complaining about his opponent's use of our Emperor's Children Dreadnought even though it complies with standard codex rules – stating 'that's a Forge World model you can't use it'. But it had Codex rules!

To explain further, some Forge World models are completely new, and have new rules, which we publish on our website, in the Imperial Armour Update book, or within Imperial Armour volumes. Other models do not need rules, as they already exist in the Codexes. So if you upgrade a Rhino with extra armour, and

use the Forge World Rhino extra armour kit to do it, the standard rules apply, and therefore there is no problem with using these models in a tournament as they are just codex equipment.

b) Opponent's consent. In the past we have talked about getting your opponent's consent to use Forge World models. Of course, players don't like this approach, because it gives the opponent sanction over their army. I agree with them, and find the issue of consent difficult. Armies do not get to choose what their opponent will field against them, they just have to deal with it. The very idea that some vehicles are legal and others not seems odd to me. All the vehicles covered by Forge World exist in the 41st millennium and, being a war torn universe, most find their way onto battlefields. Now background descriptions might restrict their availability, but players should not.

Also, in game balance terms, rare and powerful equipment, monsters and characters are problematic. Players naturally want to use them, because a) they are cool models and b) the powerful rules mean they help win games. Of course, this means that these 'uber-killers' turn up far too often in games.

As explained above, to compensate, opponents have to skew their army to counter the uber-killer. The game becomes just about stopping it, and this actually doesn't make for a very entertaining battle because the game balance has been so badly thrown out by its presence. The use of uber-killers can be easily fixed by considering context. This I mean the context within which the game takes place. In stand-alone points-based games the uber-killers of the 41st millennium have no place, but this does not mean they have no place in 40K in general. The solution is to play different styles of games, which will allow players to get hours of gaming fun from their large models.

As far as we are concerned Codexes and the rulebook are official, everything else is up to the players to use or ignore at will. Want to play on a ruined city board using the City of Death rules variants? Fine. What to play on a ruined city board without using the rules variants, just using the rules as published in the 40K rulebook? Also fine. The only thing that matters is that both players know this before they start, and both players agree that's the way they want to play the game. So is City of Death official? You can't use it in a tournament! The Imperial Armour rules are just the same...

Ultimately, however you want to play the game, make sure everybody is having fun!

Warwick Kinrade

October 2007



IMPERIAL GUARD

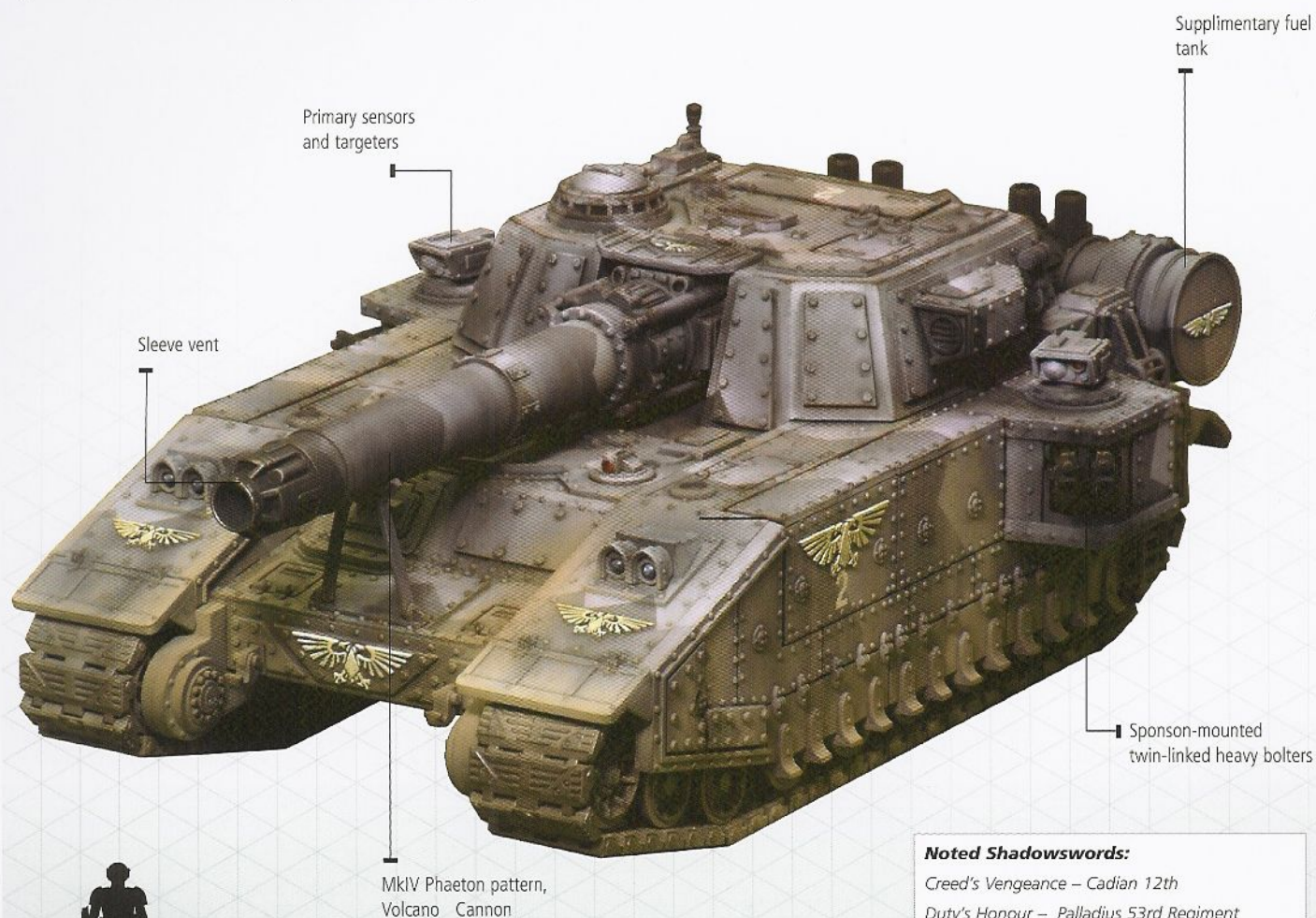
The Imperial Guard is the Emperor's largest fighting force – billions of men recruited from every world across the Imperium. Armed with everything from basic lasguns, to tanks and heavy artillery, wherever the Imperium fight, the regiments of the Imperial Guard will form the backbone of its forces.

SHADOWSWORD

POINTS: 450

The Shadowsword uses the same STC technology as the Baneblade. Armed with a massive Volcano cannon, a large laser powered by the tank's internal capacitors, and equipped with advanced logis engines and targeting systems, the Shadowsword is a dedicated titan-hunter. Its single massive weapon is capable of tearing off a Titan's arm or leg, although a single shot will drain the capacitors which will then require time to recharge.

When deployed, the Shadowsword usually operates with lighter Imperial Guard vehicles or tanks, as it needs these vehicles' assistance, firstly to protect it from enemy assaults, and secondly to initiate an attack on a Titan. The first attackers will attempt to strip a Titan's void shields with massed firepower before the Shadowsword takes aim to deliver the killing blow.



Noted Shadowswords:

Creed's Vengeance – Cadian 12th

Duty's Honour – Palladius 53rd Regiment

Alpha Three – Mordian 3rd Heavy Tank company

1-3 Shadowswords are a

War Machine detachment for an Imperial Guard army.

UNIT: 1 Shadowsword

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Volcano cannon.
- Two sponson mounted twin-linked heavy bolters.
- Targeter (+1BS included)

WEAPON	RANGE	STR	AP	SPECIAL
Volcano cannon	120"	D	2	Ordnance1, 5" blast, destroyer, Primary weapon
Heavy bolters	36"	5	4	Heavy 3

ARMOUR

BS	FRONT	SIDE	REAR
4	14	13	12

OPTIONS:

A Shadowsword may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launchers.

The Shadowsword may replace its side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

SPECIAL RULES:

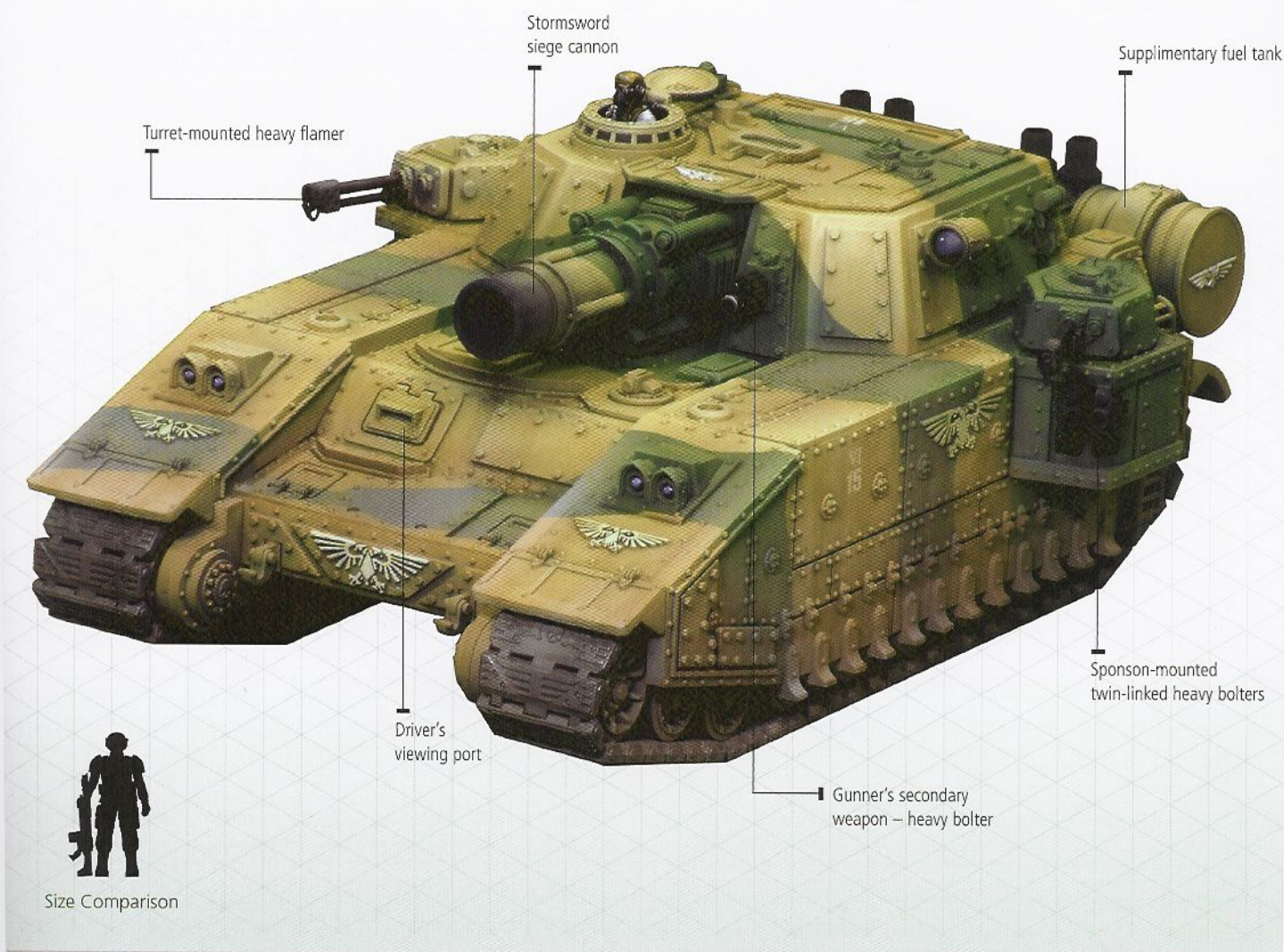
Command Tank: A high ranking officer is using the Shadowsword as a mobile HQ. All Imperial Guard units within 24" of the Shadowsword command tank may re-roll failed Morale checks.

STORMSWORD

POINTS: 450

The Stormsword was originally a field conversion of the Shadowsword, using a salvaged chassis with a new weapon replacing the volcano cannon. Christened the Stormsword by troops, this super heavy tank carries a large Hellhammer siege gun. Used for street fighting and siege warfare, the tank is only used at

close quarters. The siege gun fires huge rocket-propelled siege shells, each weighing in excess of 180kg with enough explosive power to flatten a building in a single shot. In addition to its main weapon, the Stormsword is also formidably equipped with secondary weapons for combat in the close confines of city streets.



UNIT: 1 Stormsword

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Hellhammer cannon.
- Hull-mounted heavy bolter.
- Two sponsons, each with one heavy flamer and one twin-linked heavy bolter.

WEAPON	RANGE	STR	AP	SPECIAL
Hellhammer cannon	36"	10	1	Ordnance 1, 10" blast, primary weapon, No cover saves allowed.
Heavy bolters	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1

ARMOUR

BS	FRONT	SIDE	REAR
3	14	13	12

OPTIONS:

A Stormsword may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launchers.

The Stormsword may replace its side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

SPECIAL RULES:

Command Tank: A high ranking officer is using the Stormsword as a mobile HQ. All Imperial Guard units within 24" of the Stormsword command tank may re-roll failed Morale checks.

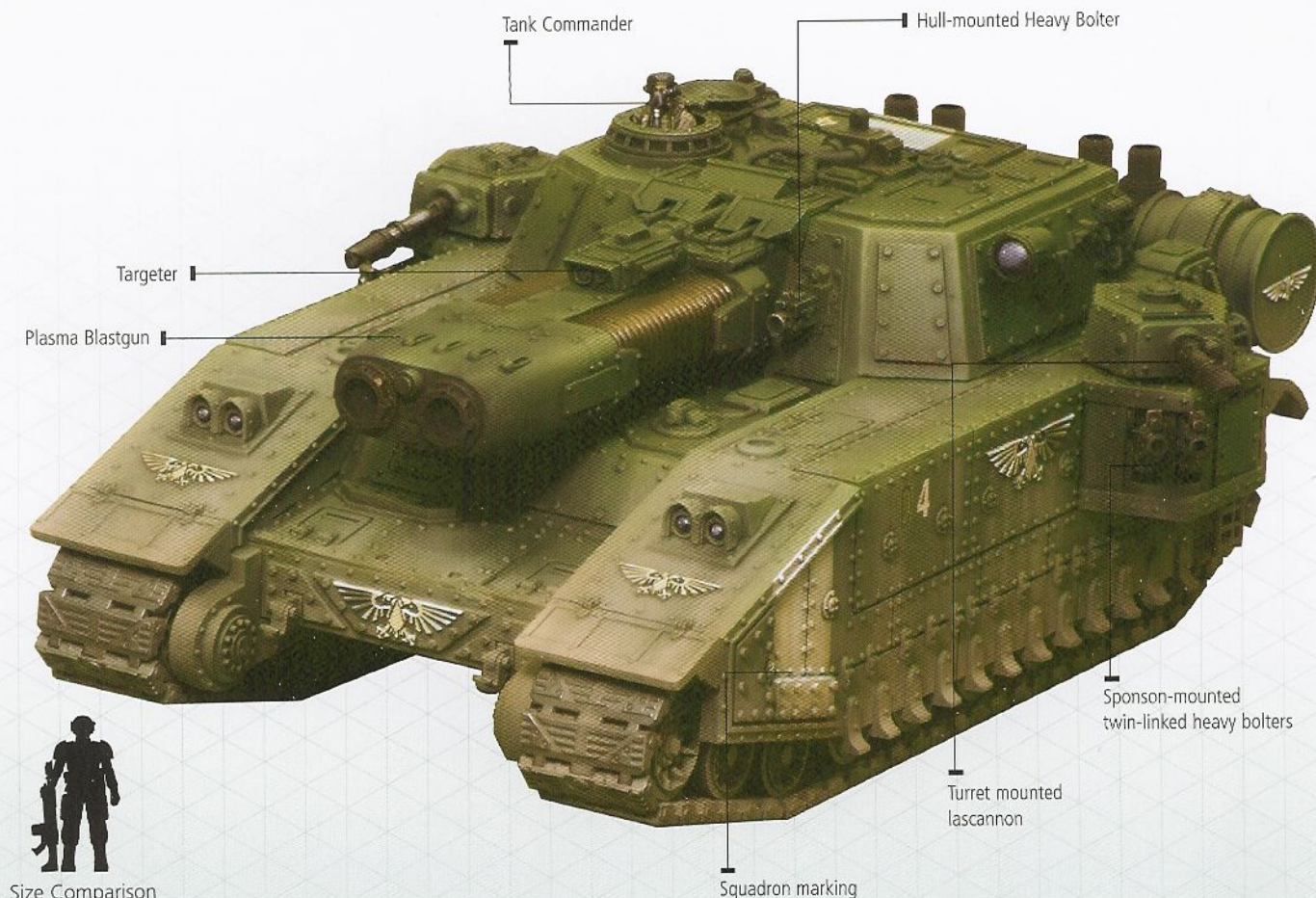
1-3 Stormswords are a War Machine detachment for an Imperial Guard army.

STORMBLADE

POINTS: 450

The Stormblade is a variant of the Shadowsword, armed with a large plasma blastgun instead of the volcano cannon. Not every forge world has access to the STC technology required to manufacture true Shadowswords, but still seek to produce tanks that fulfil the same role. First developed on Ryza, famous for its superior plasma technology, and now produced on other forge

worlds as well, the Stormblade lacks the Shadowsword's advanced targeters and long range but its plasma gun is capable of destroying the toughest targets. To make up for the loss of firepower, the Stormblade compensates by including lascannons in the sponsons.



UNIT: 1 Stormblade

TYPE: Super-Heavy Tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Plasma blastgun.
- Two sponson-each mounting a twin-linked heavy bolter and a lascannon.
- Hull mounted heavy bolter.
- Searchlight.

WEAPON	RANGE	STR	AP	SPECIAL
Plasma blastgun				
(rapid)	72"	8	2	Ordnance 2, 7" blast, Primary weapon
(full)	96"	10	2	Ordnance 1, 10" blast, Primary weapon
Heavy bolters	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

OPTIONS:

A Stormblade may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launchers.

The Stormblade may replace its side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

SPECIAL RULES:

Command Tank: A high ranking officer is using the Stormblade as a mobile HQ. All Imperial Guard units within 24" of the Stormblade command tank may re-roll failed Morale checks.

1-3 Stormblades are a War Machine detachment for an Imperial Guard army.

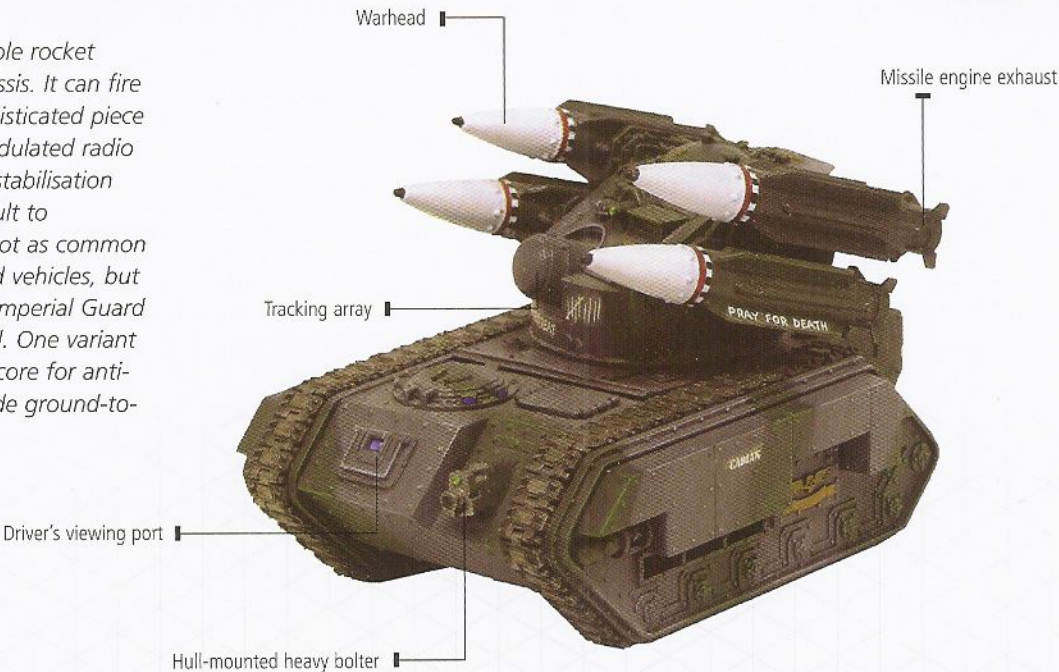
MANTICORE

POINTS: 145

The Manticore is a mobile multiple rocket launcher built on a Chimera chassis. It can fire a variety of rockets, each a sophisticated piece of equipment utilising audio modulated radio control systems, gyroscopic roll stabilisation and radar tracking. Being difficult to manufacture, the Manticore is not as common as other forms of Imperial Guard vehicles, but forms an important part of the Imperial Guard heavy artillery company's arsenal. One variant weapons load is to arm a Manticore for anti-aircraft defence with high altitude ground-to-air missiles.



Size Comparison



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

UNIT: 1 Manticore

TYPE: Vehicle, Tank

WEAPONS AND EQUIPMENT:

- Four Manticore missiles
- One hull-mounted heavy bolter

WEAPON	RANGE	STR	AP	SPECIAL
Manticore missile	G36"-300"	9	2	Ordnance 1, 7" blast, one shot
AA missiles	120"	9	2	Heavy 1, AA mount, one shot
Heavy bolter	36"	5	4	Heavy 3

ARMOUR

BS	FRONT	SIDE	REAR
3	12	10	10

OPTIONS: A Manticore may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launchers.

The Manticore may replace its standard missiles with anti-aircraft missiles for free. The Manticore then becomes an AA mount.

SPECIAL RULES:

Ammunition: The Manticore carries four missiles, once it has fired four times it cannot be re-armed during the game.

MANTICORE PLATFORM

POINTS: 120

UNIT: 1 Manticore Platform

TYPE: Vehicle, Immobile

WEAPONS AND EQUIPMENT:

- Four Manticore missiles

WEAPON	RANGE	STR	AP	SPECIAL
Manticore missile	G36"-300"	9	2	Ordnance 1, 7" blast, one shot
AA missiles	120"	9	2	Heavy 1, AA mount, one shot

ARMOUR

BS	FRONT	SIDE	REAR
3	10	10	10

OPTIONS: The Manticore Platform may be fitted with a carriage to allow it to be towed by a Trojan for +5 pts.

A Manticore Platform may include a Trojan towing vehicle at +45 pts (see Trojan entry in *Imperial Armour volume 1* for more details).

The Manticore Platform may replace its standard missiles with anti-aircraft missiles for free. The Manticore Platform then becomes an AA mount.

SPECIAL RULES:

Ammunition: The Manticore Platform carries four missiles, once it has fired four times it cannot be re-armed during the game.

Towed: Once deployed a Manticore Platform cannot be moved except by being towed.

A Manticore Platform is a Heavy Support choice for an Imperial Guard army.

GORGON

POINTS: 430

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops into enemy front lines, before disgorging them directly into enemy positions. The Gorgon has a heavily armoured prow to protect it as it rumbles across no-man's land, carrying fifty men inside through enemy fire and barrages. As a specialised vehicle, the Gorgon is only deployed for carefully selected

missions, such as to force the first breach in a heavily fortified enemy defensive position, they are not routinely deployed for frontline operations.



1-3 Gorgons are a War Machine detachment for an Imperial Guard army.

UNIT: 1 Gorgon

TYPE: Super Heavy Tank, open-topped

BS	ARMOUR		
	FRONT	SIDE	REAR
3	14	14	10

STRUCTURE POINTS: 3

FIRE POINTS: Although it is open-topped, passengers may not fire out of the Gorgon.

WEAPONS AND EQUIPMENT:

- 2 twin-linked heavy stubbers
- Gorgon mortar

TRANSPORT: The Gorgon has a transport capacity of 50. It may transport up to 2 Cyclops remote control demolition vehicles (counts as 5 models each).

WEAPON	RANGE	STR	AP	SPECIAL
Heavy stubber	36"	4	6	Heavy 3
Gorgon mortar	G48"	4	6	Heavy 4, 3" blast, one shot
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Heavy 1

OPTIONS: A Gorgon may be given the following vehicle upgrades from the Imperial Guard codex: camo-netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

SPECIAL RULES:

Heavy Armoured Prow: The Gorgon's prow is so heavy and thick that if it suffers a Glancing or penetrating hit from the front it may ignore the damage result on a roll of 4+. The prow also means that the Gorgon always counts as having rough terrain modification and the mine sweeper vehicle upgrades.

Amphibious: The Gorgon is an amphibious vehicle. It treats all water terrain as open terrain.

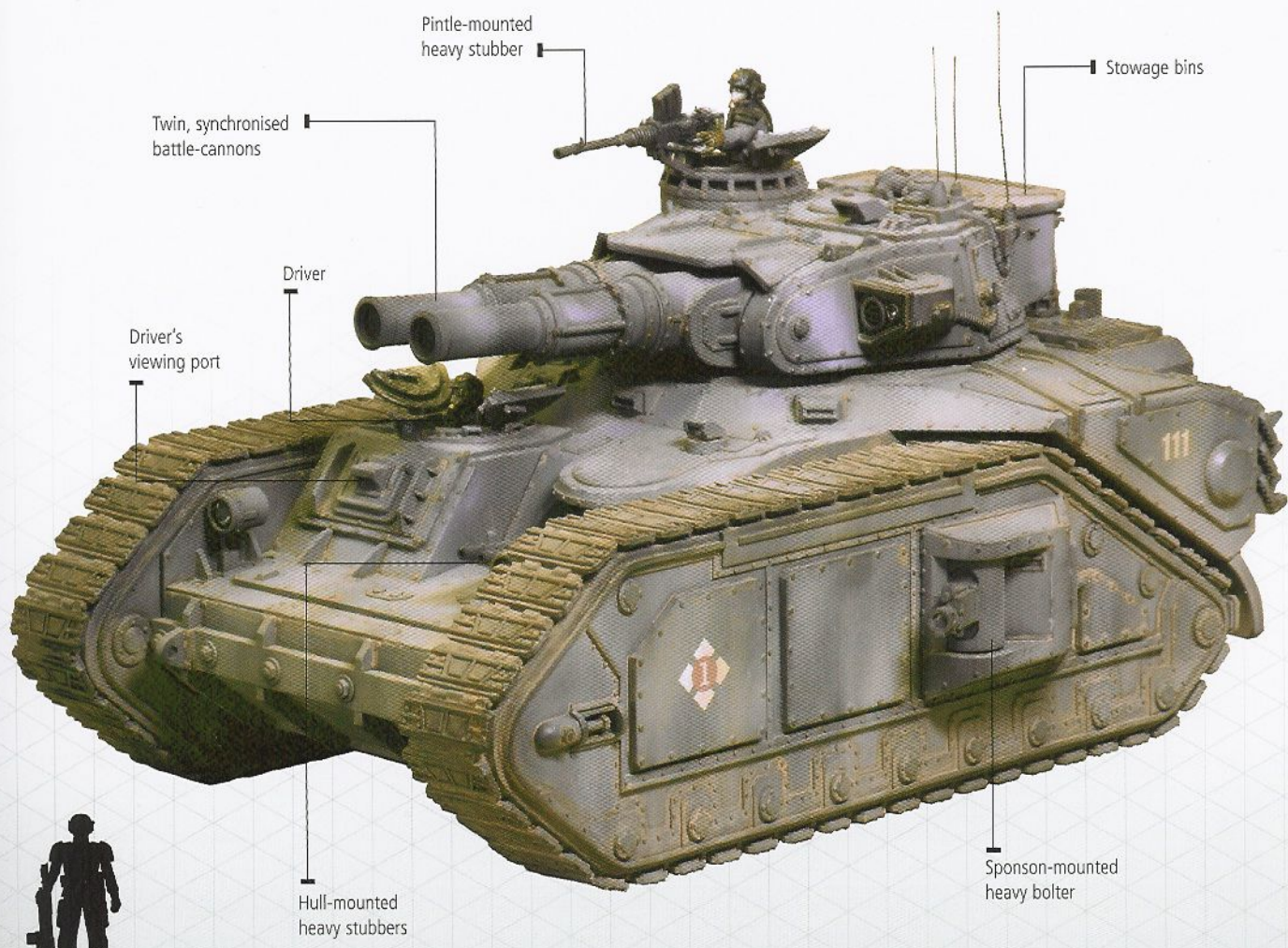
Notes on Troop capacity: The Gorgon model is capable of carrying 15 models, nowhere near the 50 that it can actually fit in. During the game fill the Gorgon with as many models as you can and keep the other models at the side of the table. These may be placed on the table when they disembark.

MACHARIUS

POINTS: 325

The Macharius is one of a variety of super heavy tank referred to as 'second generation' Baneblades. Built by forge worlds that do not possess the STC data to build Baneblades, the Macharius (named after the legendary Lord Commander Solar Macharius), fulfills the same battlefield role as the Baneblade, but lacks most of its

advanced features, engine performance and armour bracing. First developed by Magos Nalax of Lucius forge world, there are also variants of the Macharius with various weapon systems that replace the tank's twin battle cannons.



1-3 Macharius are a War Machine detachment for an Imperial Guard army.

UNIT: 1 Macharius

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Turret-mounted Macharius battle cannon
- One hull-mounted twin-linked heavy stubber
- Two sponsons each with a heavy stubber

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Macharius Battle cannon	72"	8	3	Ordnance 1, 7" blast Primary weapon
Heavy stubber	36"	4	6	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	template	5	4	Assault 1

OPTIONS: A Macharius may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launcher.

The Macharius may exchange its sponson weapons for heavy bolters for +10 pts, or heavy flamers for +10 pts.

"Give all to battle; obey thy orders."
- Lord Solar Macharius

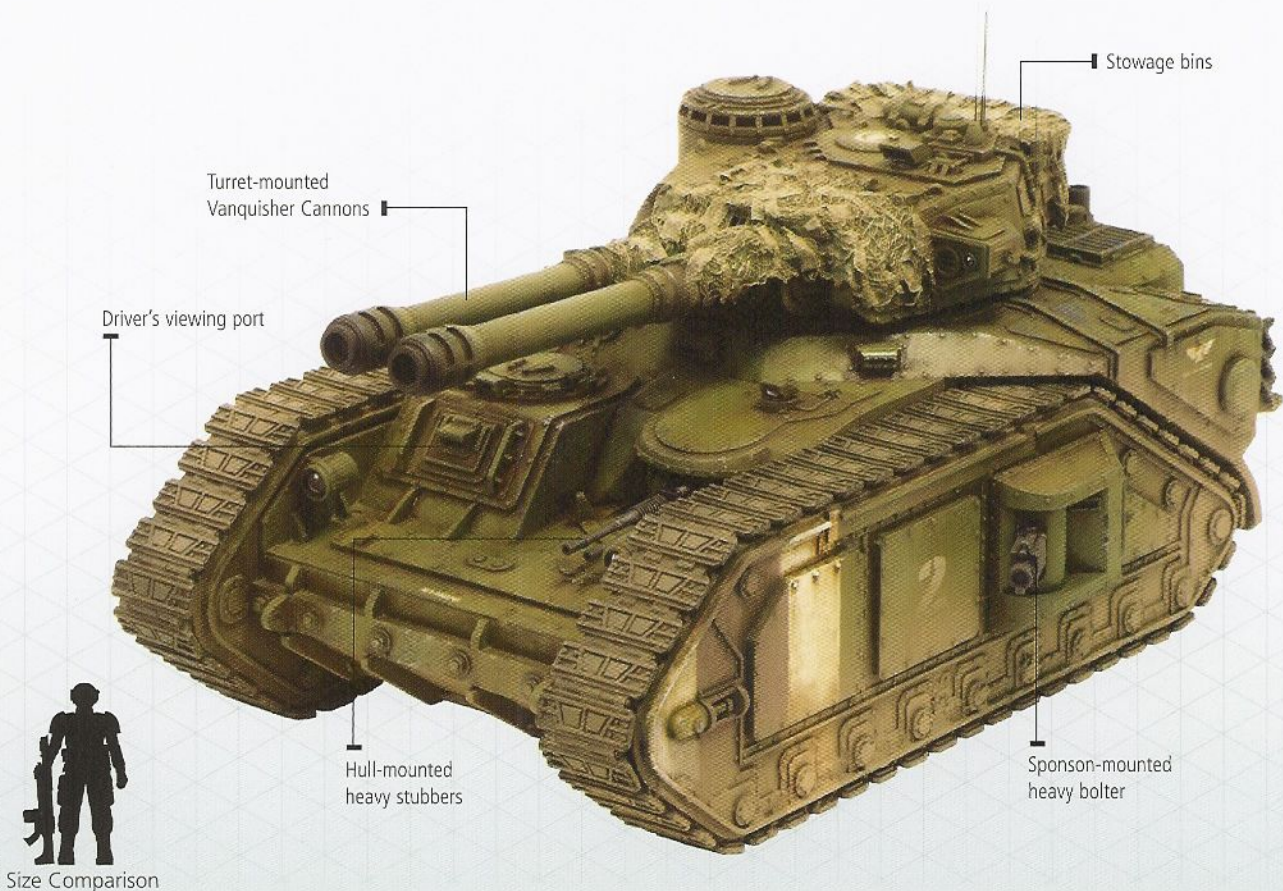
MACHARIUS 'VANQUISHER'

POINTS: 375

One of Magos Nalax's Macharius variants replaces the battle cannons with powerful Vanquisher cannons. These weapons, although harder to manufacture and never available in great numbers, fire a very high velocity anti-tank shell that can penetrate the thickest armour with devastating results. The addition of these weapons turns the standard Macharius into a deadly tank killer.

"Far greater it is to dare mighty things, to win glorious victories, even though stained by failure, than to rank with those poor souls who neither strive nor suffer because they live only in the grey twilight that knows neither victory or defeat."

- from the Teachings of Macharius



UNIT: 1 Macharius 'Vanquisher'

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Twin-linked turret-mounted vanquisher cannons
- One hull-mounted twin-linked heavy stubber
- Two sponsons each with a heavy stubber

WEAPON	RANGE	STR	AP	SPECIAL
Vanquisher cannon	72"	8	3	Ordnance 1, 7" blast Primary weapon
Heavy stubber	36"	4	6	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	template	5	4	Assault 1

OPTIONS:

A Macharius 'Vanquisher' may be given the following vehicle upgrades from the Imperial Guard codex: Hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launcher.

The Macharius 'Vanquisher' may exchange its sponson weapons for heavy bolters for +10 pts, or heavy flamers for +10 pts.

SPECIAL RULES:

Vanquisher cannon: The Macharius 'Vanquisher' may re-roll its 'to-hit' dice when firing AP shells. The Vanquisher cannon's AP shell rolls 2D6 and adds them together when rolling to penetrate a vehicle's armour.

1-3 Macharius Vanquishers are a War Machine detachment for an Imperial Guard army.

MACHARIUS 'VULCAN'

POINTS: 405

The 'Vulcan' variant of the Macharius mounts the fearsome Vulcan mega-bolters, a weapon normally carried by Titans. This multiple-barrelled gatling autocannon fires thousands of rounds per minute in a destructive torrent, turning the standard Macharius into a highly effective anti-personnel weapon, although because of its size, ammunition is restricted.

Though our guards may sleep and our ships may lay at anchor, our foes know full well that big guns never tire.



Size Comparison

UNIT: 1 Macharius 'Vulcan'

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Turret-mounted Vulcan mega bolter.
- One hull-mounted twin-linked heavy stubber
- Two sponsons each with a heavy stubber

1-3 Macharius Vulcanians are a War Machine detachment for an Imperial Guard army.

BS	ARMOUR		
	FRONT	SIDE	REAR
3	14	13	12

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega bolter	68"	6	3	Heavy 15, Primary weapon
Heavy stubber	36"	4	6	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	template	5	4	Assault 1

OPTIONS: A Macharius 'Vulcanian' may be given the following vehicle upgrades from the Imperial Guard codex: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, searchlight, smoke launcher.

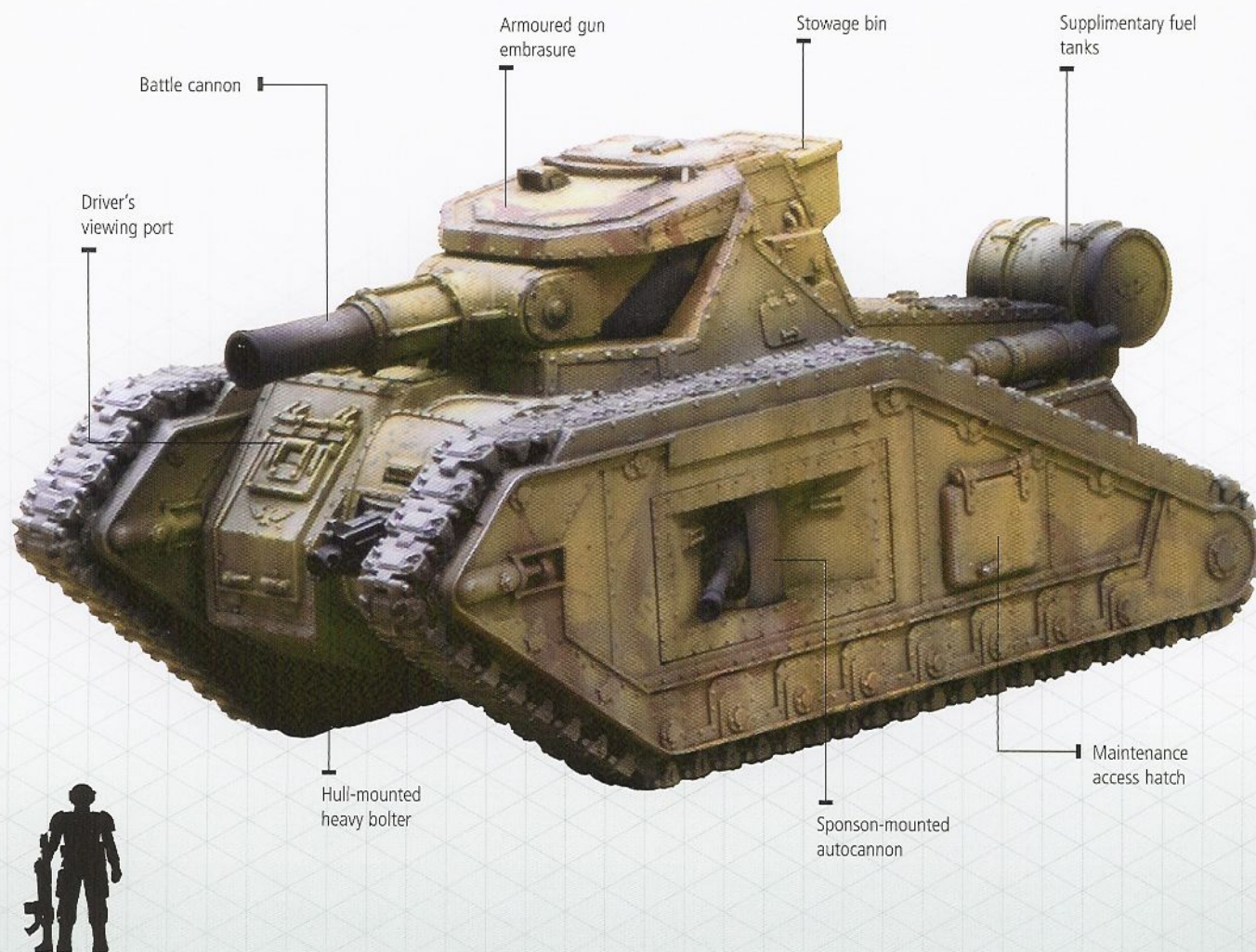
The Macharius 'Vulcanian' may exchange its sponson weapons for heavy bolters for +10 pts, or heavy flamers for +10 pts.

MALCADOR

POINTS: 275

The Malcador is an ancient tank design, perhaps even older than the Leman Russ, but today it is not widely used, or even known about. There are very few Malcador tanks still operating with the Imperial Guard, and very few are built, with production being almost entirely turned over to the Leman Russ and its variants.

The Malcador has long been forgotten in some regions, and whilst some stockpiles still languish, mothballed in stores awaiting need, it is unlikely that many will ever see the light of day. Some militia units, planetary defences forces or other 'second line' forces do still operate the Malcador though.



Size Comparison

1-3 Malcadors are a War Machine detachment for an Imperial Guard army.

UNIT: 1 Malcador

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Turret-mounted battle cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy stubber
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Battle cannon	72"	8	3	Ordnance 1, 5" blast.
Lascannon	48"	9	2	Heavy 1
Autocannon	48"	7	4	Heavy 2
Heavy stubber	36"	5	6	Heavy 3

	ARMOUR		
BS	FRONT	SIDE	REAR
3	13	12	11

OPTIONS:

The Malcador may take the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, rough terrain modification, track guards, smoke launchers.

The Malcador may exchange its hull weapon for a lascannon for +15 pts, or an autocannon for +5 pts.

The Malcador may exchange its sponson weapons for lascannons for +30 pts or autocannons for +20 pts.

SPECIAL RULES:

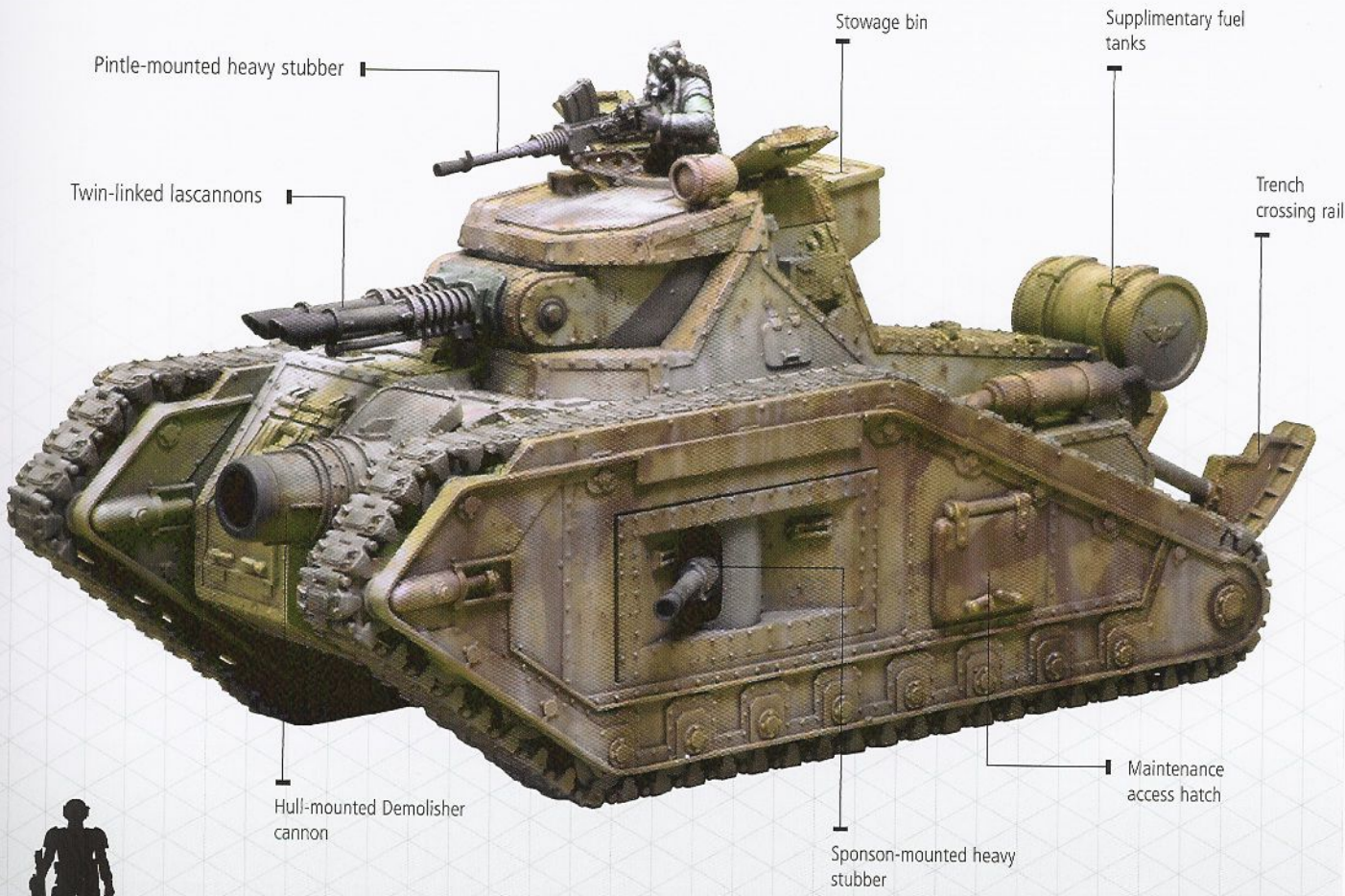
Engine Damage: If the Malcador suffers an engine damage result it loses D6" movement rather than the normal D3".

MALCADOR 'ANNIHILATOR'

POINTS: 305

Just like the Leman Russ, there are numerous variations on the Malcador's chassis, and many different armaments have been used. The Annihilator variant is likely to have come about as a battlefield modification to damaged tanks, with its battle cannon removed and replaced with twin-linked lascannons in its place.

As a tank hunter the Malcador is far too large and too slow. The Malcador's main draw back is its highly unreliable engine, which is prone to overheating and lacks the consistent performance of the Leman Russ.



Size Comparison

1-3 Malcador 'Annihilators' are a War Machine detachment for an Imperial Guard army.

UNIT: 1 Malcador 'Annihilator'

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Turret-mounted twin-linked lascannon
- Hull-mounted demolisher cannon
- Two sponsons, each with one heavy stubber
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Lascannon	48"	9	2	Heavy 1
Autocannon	48"	7	4	Heavy 2
Heavy Stubber	36"	4	6	Heavy 3

OPTIONS:

The Malcador 'Annihilator' may take the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, rough terrain modification, track guards, smoke launchers.

The Malcador 'Annihilator' may exchange its sponson weapons for lascannons for +30 pts or autocannons for +20 pts.

SPECIAL RULES:

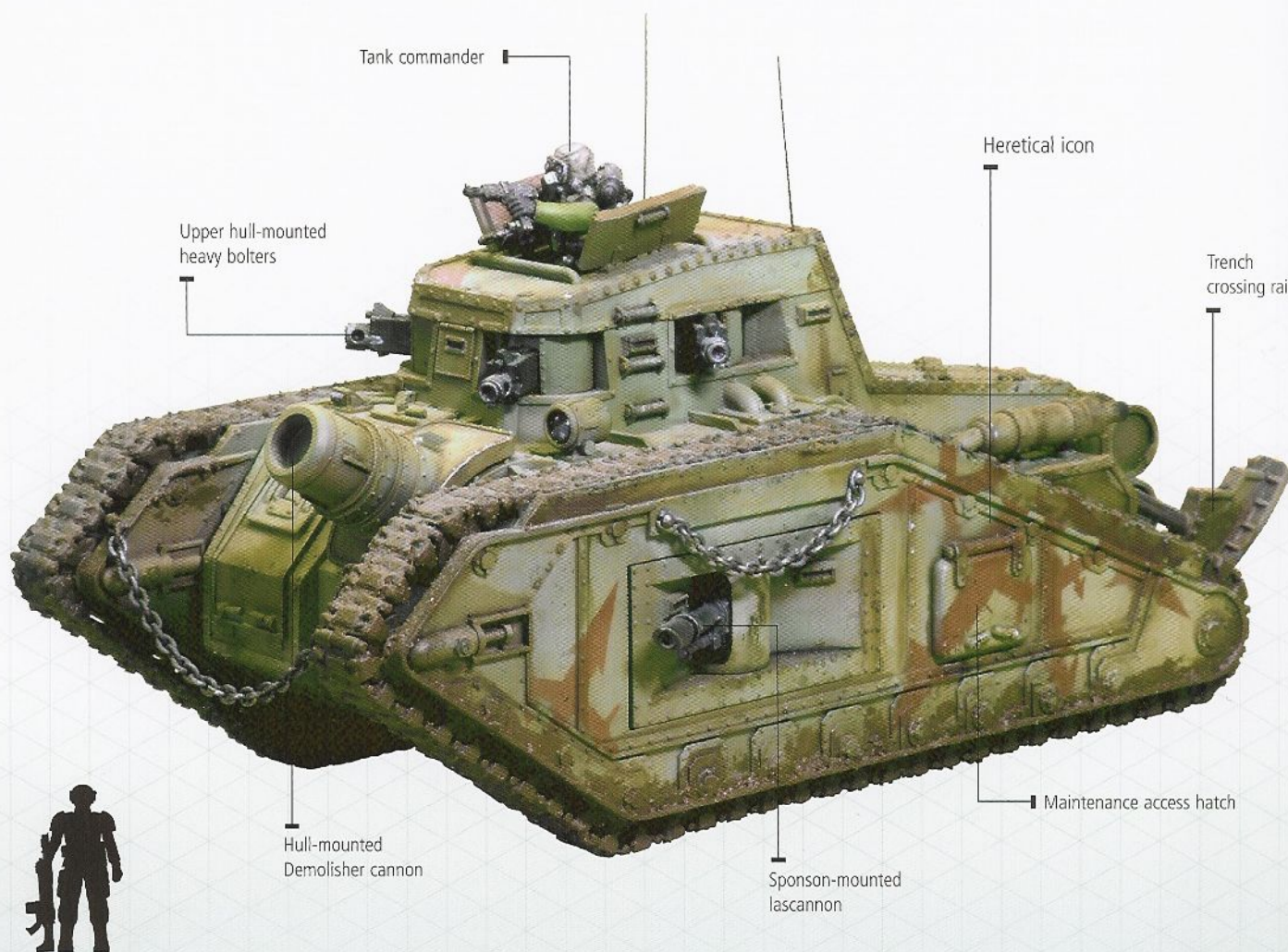
Engine Damage: If the Malcador 'Annihilator' suffers an engine damage result it loses D6" movement rather than the normal D3".

MALCADOR 'DEFENDER'

POINTS: 315

Named after a mysterious figure from the Imperium's earliest days, Malcador the Sigillite – a close advisor to the Emperor during the Battles of Unification (and the man credited with founding the Administratum of Terra), this tank is a mobile fortress, mounting multiple heavy bolters for all round defence and a demolisher cannon in a limited traverse hull mount.

The Malcador 'Defender' is heavily armed and armoured, but slow. It holds a large crew of eight crowded into the hull and these are a driver, main gunner and loader, two sponson gunners, and three heavy bolter gunners, one of whom is also the tank's commander. The crew share responsibility for manning the five upper-hull heavy bolters.



Size Comparison

1-3 Malcador 'Defenders' are a War Machine detachment for an Imperial Guard army.

UNIT: 1 Malcador 'Defender'

TYPE: Tank, Super-heavy

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Five upper hull-mounted heavy bolters.
- Hull-mounted demolisher cannon.
- Two sponsons, each with one heavy bolter.
- Searchlight.

WEAPON	RANGE	STR	AP	SPECIAL
Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
Heavy bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1
Autocannon	48"	7	4	Heavy 2

ARMOUR

BS	FRONT	SIDE	REAR
3	13	12	11

OPTIONS:

The Malcador 'Defender' may take the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, track guards, smoke launchers.

The Malcador 'Defender' may exchange its sponson weapons for lascannons for +30 pts or autocannons for +20 pts.

SPECIAL RULES:

Engine Damage: If the Malcador 'Defender' suffers an engine damage result it loses D6" movement rather than the normal D3".

ARMoured FIST RECONNIASSANCE COMPANY

The first elements of an armoured regiment to be committed to battle are often the armoured reconnaissance companies. These usually fight in small units, as a single vehicle or squadron, racing ahead of the main fighting units to find routes, spring

ambushes and identify enemy positions. When required the entire company will fight together as a reserve force, or to defend the flank of a major attack. For this task they are equipped with lighter vehicles for speed and mobility.

POINTS:

You may field a single Reconnaissance Squadron at a cost of 25 pts plus the cost of the models, or a complete company at a cost of 50 pts plus the cost of the models.

18th Company
Cadian 6th
Armoured Regiment

SALAMANDER
COMMAND



SALAMANDER
SQUADRON



ARMoured FIST SQUADS



RECONNIASSANCE SQUADRON

FORMATION:

2+ Salamander Scouts (see Imperial Armour volume 1)
or
2+ Armoured Fist squads (see Codex Imperial Guard).

ARMoured RECONNIASSANCE SQUADRON SPECIAL RULE:

Forward Recon: All models controlled by the same player that have line of sight to a model in the Recon squadron count as having the Recon strategic asset.

RECONNIASSANCE COMPANY

COMPANY FORMATION

3 squadrons and 1 company command vehicle chosen from the list below.
- Salamander Command, Chimera, Leman Russ Exterminator.

ARMoured RECONNIASSANCE COMPANY SPECIAL RULE:

Forward Recon: All models controlled by the same player that have line of sight to a model in the Recon company count as having the Recon strategic asset.

'EMPEROR'S HAMMER' TANK COMPANY

The Imperial Guard field many variants of the standard Leman Russ battle tank, and although the battle cannon armament is the most common, the more specialised variants are often fielded together for mutual support. Like the Emperor's Fist tank company, these are the Imperial Guard's main strike

force, massed tanks crushing the enemy with their heavy firepower and thick frontal armour. The Emperor's Hammer tank companies mix all variants of the Leman Russ, including the rare Vanquisher, Demolisher siege tank or tank hunting Annihilator.

POINTS:

You may field a single tank squadron at a cost of 25 pts plus the cost of the models, or a complete tank company at a cost of 50 pts plus the cost of the models.

6th Company
Death Korps of Krieg 61st
Armoured Regiment

COMMAND
LEMAN RUSS



'Vengeful Death'

First Squadron

LEMAN RUSS
SQUADRON



Second Squadron

LEMAN RUSS
SQUADRON



Third Squadron

LEMAN RUSS
SQUADRON



TANK SQUADRON

FORMATION

3 tanks from the following list: Leman Russ, Demolisher, Vanquisher, Exterminator, Conqueror, Executioner, Annihilator.

TANK SQUADRON SPECIAL RULE:

Squadron Command Tank: Whilst the squadron command tank is still mobile, any tank in the squadron within 6" of it (including the command tank itself) may ignore 'crew shaken' results.

Strike Force: All tanks in the squadron must be deployed within 6" of the squadron command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the squadron command tank.

TANK COMPANY

FORMATION:

3 'Emperor's Hammer' tank squadrons and 1 company command vehicle chosen from the list below.

- Leman Russ, Vanquisher, Exterminator, Executioner, Conqueror, Annihilator.

TANK COMPANY SPECIAL RULE:

Company Command Tank: The company command tank benefits from the 'Squadron' command tank rule given opposite. In addition, if the company command tank is still mobile at the end of the game, all remaining tanks in the company that are within 24" of the company command tank still count as a scoring unit if immobilised.

Strike Force: All tanks in the company must be deployed within 24" of the company command tank, or, if coming in as reserves, they must enter the table within 24" of the point entered by the company command tank.

'EMPEROR'S FURY' ARTILLERY COMPANY

The Imperial Guard employ a wide variety of artillery, ranging from light mortars up to heavy siege artillery such as the Medusa and Bombard. Whilst the Basilisk is the workhorse of Imperial Guard artillery regiments, these are augmented by Griffon heavy mortar carriers

and short ranged but powerful Medusa siege guns. Not all these weapons are self propelled guns, many companies field static versions of these weapons, on large platforms towed into position by Trojans.

POINTS:

You may field a single artillery battery at a cost of 25 pts plus the cost of the models, or a complete artillery company at a cost of 50 pts plus the cost of the models.

1st Artillery Company
7th Tallarn
Armoured Regiment

SALAMANDER
COMMAND



Company
Headquarters

A Battery

GRIFTON
BATTERY



B Battery

GRIFTON
BATTERY



C Battery

MEDUSA
BATTERY



'EMPEROR'S FURY' ARTILLERY BATTERY

FORMATION:

3 Basilisks, Griffons or Medusas. Or...

3 Earthshaker platforms, Medusa platforms or Heavy Mortars + Trojan towing vehicle.

'EMPEROR'S FURY' BATTERY SPECIAL RULES

Spotting Rounds: As long as each gun is within 6" of another, the gun may fire spotting rounds. Spotting rounds are resolved just like a normal shot from the weapon, but in addition a spotting marker is placed under the hole of the template (a clump of coloured cotton wool looks good). Any other weapon in the battery yet to shoot that turn may choose to fire upon that same spot and automatically hit it, or fire another spotting round.

Strike Force: Each gun in the battery must be deployed within 6" of another, or, if coming on from reserve, they must each enter the table within 6" of the point entered by another gun in the battery.

'EMPEROR'S FURY' ARTILLERY COMPANY

FORMATION:

3 'Emperor's Fury' artillery batteries and 1 company command vehicle chosen from the list below:

- Chimera; Salamander command vehicle.

'EMPEROR'S FURY' COMPANY SPECIAL RULES:

Any weapon within 24" of the company command vehicle may make use of the spotting rounds of any Basilisk in the company. In addition, if the company command vehicle is still mobile at the end of the game, all remaining weapons in the company that are within 24" of the company command vehicle still count as scoring units if immobilised.

Strike Force: All weapons in the company must be deployed within 24" of the company command vehicle, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

'EMPEROR'S THUNDER' HEAVY ARTILLERY COMPANY

The Imperial Guard's largest guns are their heavy and siege artillery, Bombards and Manticore missile launchers. The Bombard fires a huge shell in a high arc, to plunge down inside enemy walls or onto trenches, whilst the Manticore fires large, guided missiles. The heavy artillery is used to pulverise an

enemy from long range, destroying his strong points, bunkers and pillboxes in sustained bombardments that reduce the battlefield to a cratered moonscape. The constant hammering of such mighty weapons has cracked the morale of many a rebel.

POINTS:

You may field a single artillery battery at a cost of 25 pts plus the cost of the models, or a complete artillery battery at a cost of 50 pts plus the cost of the models.

3rd Artillery Company 55th Tallarn Rgt

SALAMANDER
COMMAND



Company
Headquarters

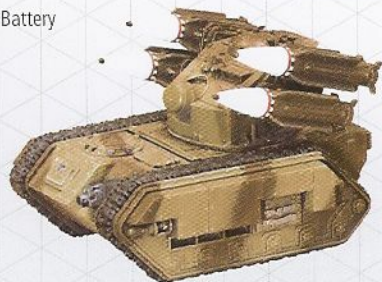
A Battery

BOMBARD
BATTERY



B Battery

MANTICORE
BATTERY



HEAVY ARTILLERY BATTERY

FORMATION:

3 Bombards or Manticores or Manticore platforms

BATTERY SPECIAL RULES

Spotting Rounds: As long as each gun is within 6" of another, the gun may fire spotting rounds. Spotting rounds are resolved just like a normal shot from the weapon, but in addition a spotting marker is placed under the hole of the template (a clump of coloured cotton wool looks good). Any other weapon in the battery yet to shoot that turn may choose to fire upon that same spot and automatically hit it, or fire another spotting round.

Strike Force: Each gun in the battery must be deployed within 6" of another, or, if coming on from reserve, they must each enter the table within 6" of the point entered by another gun in the battery.

HEAVY ARTILLERY COMPANY

FORMATION:

2 Heavy artillery batteries and 1 company command vehicle chosen from the list below:

- Chimera; Salamander command vehicle.

COMPANY SPECIAL RULES:

Any gun within 24" of the company command vehicle may make use of the spotting rounds of any gun in the company. In addition, if the company command vehicle is still mobile at the end of the game, all remaining guns in the company that are within 24" of the company command vehicle still count as scoring units if immobilised.

Strike Force: All guns in the company must be deployed within 24" of the company command vehicle, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

'AVENGER' FIELD ARTILLERY COMPANY

The Imperial Guard's lighter artillery is deployed as field artillery companies. They deploy the four barrelled quad-launcher and the heavy mortar, these are towed into position by Centaurs or Trojans. Field artillery companies have gradually fallen out of favour with Imperial Guard

commanders, who prefer the destruction of heavy weapons, and towed artillery is generally seen as too slow, with most preferring self propelled guns. As a result most field artillery companies have been relegated to second line use, by planetary defence forces and militias, or to siege regiments.

POINTS:

You may field a single artillery battery at a cost of 25 pts plus the cost of the models, or a complete artillery company at a cost of 50 pts plus the cost of the models.

21st Field Artillery Company
179th Krieg Siege Rgt

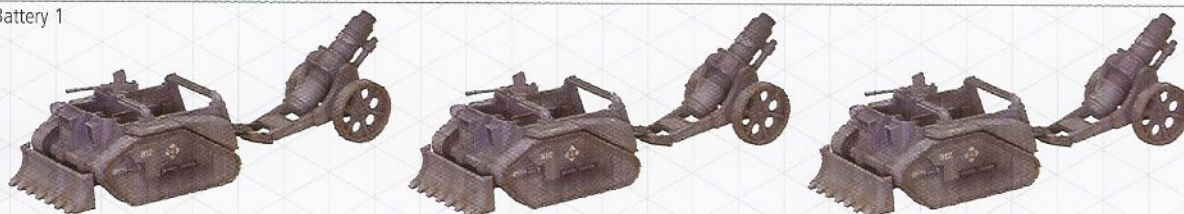
SALAMANDER
COMMAND



Company
Headquarters

Battery 1

HEAVY
MORTAR



Battery 2

QUAD
LAUNCHER



Battery 3

QUAD
LAUNCHER



FIELD ARTILLERY BATTERY

FORMATION:

3 Thudd guns or Heavy Mortars, each with a Centaur or Trojan towing vehicle.

BATTERY SPECIAL RULES

Spotting Rounds: As long as each gun is within 6" of another, the gun may fire spotting rounds. Spotting rounds are resolved just like a normal shot from the weapon, but in addition a spotting marker is placed under the hole of the template (a clump of coloured cotton wool looks good). Any other weapon in the battery yet to shoot that turn may choose to fire upon that same spot and automatically hit it, or fire another spotting round.

Strike Force: Each gun in the battery must be deployed within 6" of another, or, if coming on from reserve, they must each enter the table within 6" of the point entered by another gun in the battery.

FIELD ARTILLERY COMPANY

FORMATION:

3 Field artillery batteries and 1 company command vehicle chosen from the list below:

- Centaur, Salamander command vehicle.

COMPANY SPECIAL RULES:

Any weapon within 24" of the company command vehicle may make use of the spotting rounds of any Basilisk in the company. In addition, if the company command vehicle is still mobile at the end of the game, all remaining weapons in the company that are within 24" of the company command vehicle still count as scoring units if immobilised.

Strike Force: All weapons in the company must be deployed within 24" of the company command vehicle, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

ELYSIAN DROP INFANTRY PLATOON

POINTS: 50 + MODELS

Some Imperial Guard regiments are designated as drop troops, trained and equipped for mobile airborne operations. These tend to be lightly equipped units, lacking the usual heavy weapons and tanks, instead relying on Valkyrie airborne assault

carriers for rapid movement and Vulture gunships for heavy fire support. Elysia is a world famous for raising drop troop regiments, training its recruits to master grav-chute operations for sudden attacks far behind enemy lines.

5th Platoon
2nd Drop Infantry Company
23rd Elysian Drop Troop Rgt
Operation 'Comet'
– Taros campaign



DROP INFANTRY PLATOON

FORMATION

- 1 x Command squad in Valkyrie
- 2+ Infantry squads in Valkyries
- 0-1 Vulture gunship

PLATOON SPECIAL RULES

Death from the Skies: The units of a drop infantry platoon are not deployed or kept in strategic reserve. Instead, in the first Movement phase of the player's turn, the Command squad's Valkyrie is placed anywhere on the table, then the other units of the platoon are placed within 24" of the command squad's Valkyrie. All units in the platoon count as flying.

DEATH KORPS OF KRIEG DEATH RIDER COMPANY

POINTS:
25 + MODELS

Some Imperial Guard regiments still use cavalry in various forms, known as Rough Riders. Many are mounted upon xenos-creatures, such as the Tallarn Mukaali riders, others ride horses, descendants of ancient creatures originally transported from Terra. The Death Korps of Krieg's cavalry are called Death Riders, and they ride a

genetically altered horse, grown in vats on Krieg. The Death Riders are able to range far and wide, across any terrain, and can also assist in attacks with their explosive tipped lances. Their mounts are ferocious, strong and hardy, able to withstand terrible wounds and keep charging.

84th Company
Krieg 143rd
Siege Regiment

DEATH RIDER
COMMAND

Squadron 84-Prime



Squadron 84-1

DEATH RIDER
SQUAD



Squadron 84-2

DEATH RIDER
SQUAD



Squadron 84-3

DEATH RIDER
SQUAD



DEATH KORPS OF KRIEG DEATH RIDER COMPANY

FORMATION

- 1 Death Rider Command squad
- 3+ Death Rider squadrons

COMPANY SPECIAL RULES

Strike Force: All Death Rider squadrons in the company must be deployed within 12" of the command squad or, if coming on from reserve, they must enter the table within 12" of the point entered by the command squad.

IMPERIAL GUARD ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Imperial Guard forces (not including drop troops or other doctrines), and where their rules can be found.

HEADQUARTERS

Command Squad – IC
0-2 Fire Support Squad – IC
0-2 Anti-Tank Squad – IC
0-2 Mortar Squad – IC
0-1 Sentinel Squadron – IC
0-2 Special Weapons Squad – IC
0-5 Commissar – IC
0-5 Sanctioned Psyker – IC
0-5 Priest – IC
Salamander Command – IA1
Atlas Recovery Tank – IA1
0-1 Long-Range Ground Scanner – IA4

ELITE

Storm Troopers Squad – IC
0-1 Hardened Veterans – IC
0-1 Ratlings – IC
Ogryns – IC
0-1 Techpriest – IC
Heavy Mortar Battery – IA5
Quad-Launcher Battery – IA5

TROOPS

Infantry Platoon – IC
Conscript Platoon – IC
Armoured Fist Squad – IC
Trojan – IA1
Searchlight Team – IA4

FAST ATTACK

Hellhound – IC, IA4
Sentinel Squadron – IC
Rough Riders Squadron – IC
Salamander Scout – IA1
Cyclops Remote Control Demolition Vehicle – IA1
Sentinel Powerlifter Squadron – IA1
0-1 Support Sentinel Squadron – IA3

HEAVY SUPPORT

Heavy Weapons Platoon – IC
Sabre Gun Platform – IA4
Leman Russ Battle Tank – IC
Leman Russ Vanquisher – IA1
Leman Russ Exterminator – IA1

Leman Russ Conqueror – IA1
Leman Russ Executioner – IA1
Leman Russ Annihilator – IA5
0-1 Destroyer Tank Hunter – IA1
Thunderer Siege Tank – IA1
Demolisher Siege Tank – IC
Basilisk – IC
Medusa – IA1
Medusa Siege Gun Artillery – IA5
Hydra Flak Tank – IA1, 40KA
Manticore – IA1, IA4
Earthshaker Platform – IA1
Earthshaker Cannon – IA5
Hydra Platform – IA1
Manticore Platform – IA1, IA4
Sentry Gun Battery – IA1
Bombard – IA3
Griffon Heavy Mortar Carrier – IA3
Lightning – IA1, IA4
Thunderbolt – IA1, 40KA
Vulture Gunship – IA1, IA3, IA4, IA4

TRANSPORT OPTIONS

Chimera – IC, IA1
Option for Command Squad, Armoured Fist Squad, Hardened Veterans, Storm Troopers and Ogryns
Centaur Carrier – IA5
Option for Command Squad and Storm Trooper Squad
Valkyrie – IA1, IA2, IA3, IA4, IA4
Option for Storm Troopers Squad
Arvus Lighter – IA4, IA4
Option for Command Squad, Infantry Squad, Fire Support Squad, Anti-Tank Squad, Mortar Squad, Special Weapons Squad, Hardened Veterans, Storm Troopers, Ogryns, Ratlings, Techpriest and Enginseer
Aquila Lander – IA3, IA4
Option for a Command Squad

SPECIAL CHARACTERS

Lord Castellan Ursark Creed – IC
Commissar Yarrick – IC
Colonel-Commissar Ibram Gaunt – IC

Colonel Schaeffer – IC
Maximillian Weisemann – IA1
Captain Obadiah Schfeer – IA1
Colonel 'Snake' Stranski – IA1
General Grizmund – IA1
Colonel 'Iron Hand' Straken – CC
Sly Marbo – CC

SUPPORTING WAR MACHINE DETACHMENTS

Baneblade – IA1, 40KA
Shadowsword – IA1, IA4
Stormsword – IA1, IA4
Stormblade – IA1, IA4
Marauder Bomber – IA1, 40KA
Marauder Destroyer – IA1, IA4
Warhound Titan – IA3, 40KA
Macharius – IA5, IA4
Macharius 'Vanquisher' – IA4
Macharius 'Vulcan' – IA4
Malcador – IA4
Malcador Annihilator – IA4
Malcador Defender – IA4

FORTIFICATIONS

Turret Emplacements – IA1
Containment Fence – IA4

APOCALYPSE BATTLE FORMATIONS

'Emperor's Fist' Tank Company – 40KA
'Emperor's Wrath' Artillery Company – 40KA
'Emperor's Talons' Recon Troop – 40KA
Ogryn Auxilia – 40KA
Armoured Fist Recon Company – IA4
'Emperor's Hammer' Tank Company – IA4
'Emperor's Fury' Artillery Company – IA4
'Emperor's Hammer' Heavy Artillery – IA4
'Avenger' Field Artillery Company – IA4
Elysian Drop Infantry Platoon – IA4
Death Rider Company – IA4

RULES REFERENCE GUIDE

IC – Imperial Guard Codex
CC – Catachan Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IA4 – Imperial Armour Apocalypse





SPACE MARINES

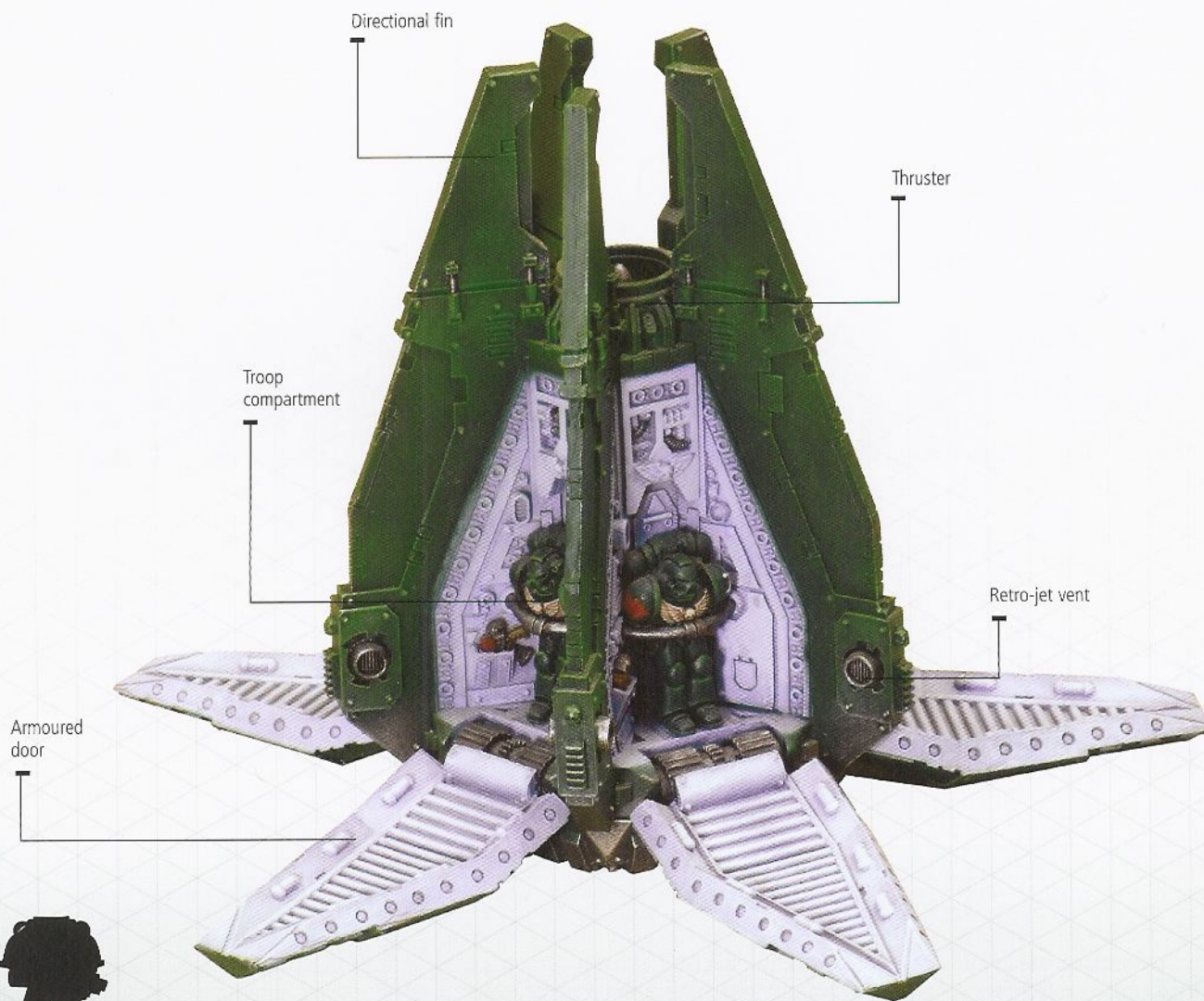
The battle brothers of the Adeptus Astartes are the Imperium's elite strike force. Every Space Marine is a genetically engineered super-warrior, indoctrinated into steadfast loyalty to the Emperor and equipped with the most advanced weaponry. They fight the Emperor's battles with a merciless resolve, and few can stand against them.

DROP POD

POINTS: 50

Space Marine Chapters are often called upon to carry out special missions that require them to make rapid assaults from orbital strike cruisers or battle barges. Drop pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's atmosphere, streaking across the sky, firing retro-jets to slow descent before landing and disgorging the battle brothers within.

All drop pods have an armoured exterior casing to protect them against incoming fire as they approach a battlefield, with reinforced shielding to protect them against the heat of atmospheric re-entry. The machine spirit of each drop pod controls the vehicle's descent, guiding it to its target coordinates and relaying telemetry information to its mother ship. Commanders on the mother ship can make slight adjustments to the drop pod's flight through control of its retro rockets and control fins, making for a high degree of accuracy.



Size Comparison

A Drop Pod is a Transport option for a Space Marine squad.

UNIT: 1 Drop Pod

TYPE: Vehicle, Flyer, Immobile (once landed), open-topped (once landed)

ACCESS POINTS: 5 doors

TRANSPORT: A Drop Pod has a transport capacity of 5. It may not carry Terminators or troops equipped with jump packs.

	ARMOUR		
BS	SEALED	OPEN	
–	12	10	

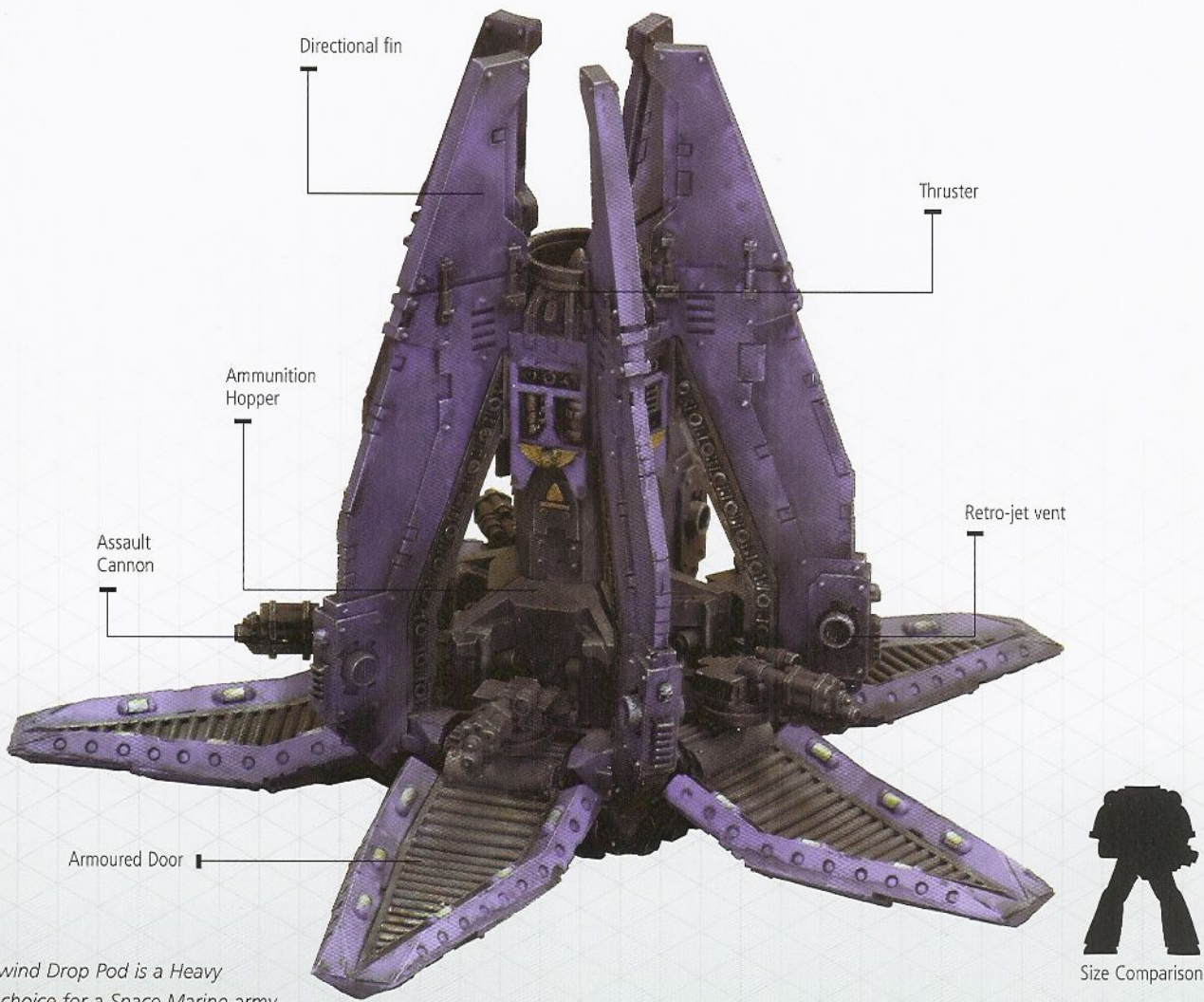
SPECIAL RULES

Drop Pod Landing: A Drop Pod enters play just like other aircraft, arriving from reserve and being placed anywhere on the table. Next turn it moves anywhere on the table, but at a minimum of 36" and lands. Place the drop pod where you want it to land and then roll a scatter dice. On a Hit it is on target, on an arrow it deviates 1D6". Once on the ground the Drop Pod opens and the Space Marines within may deploy as if from a moving open-topped vehicle.

DEATHWIND DROP POD

POINTS: 90

Deathwind drop pods are a variant of the drop pod and are is armed with automated weapon systems. The drop pod can be dropped ahead of an attack, directly into the heart of the enemy, and once landed its doors will fall open to reveal the weapons within, which blaze away in all direction, clearing the area with sweeping, indiscriminate fire from missile launchers or assault cannons.



A Deathwind Drop Pod is a Heavy Support choice for a Space Marine army.

UNIT: 1 Deathwind Drop Pod

TYPE: Vehicle, Flyer, Immobile (once landed), open-topped (once landed)

WEAPONS AND EQUIPMENT:

5 missile launchers (frag missiles only)

WEAPON	RANGE	STR	AP	SPECIAL
Missile launcher	12"	4	6	Heavy 1, 3" blast
Assault cannon	12"	6	4	Heavy 4, rending

ARMOUR		
BS	SEALED	OPEN
2	12	10

SPECIAL RULES

Drop Pod Landing: A Deathwind Drop Pod enters play just like other aircraft, arriving from reserve and being placed anywhere on the table. Next turn it moves anywhere on the table at minimum of 36" and lands. Place the Deathwind Drop Pod where you want it to land and then roll a Scatter dice. On a Hit it is on target, on an arrow it deviate, 1D6". Once on the ground the Deathwind Drop Pod opens and will open fire in the Shooting phase.

Automated Weapons: A Deathwind Drop Pod opens fire indiscriminately. After landing the Deathwind, each unit, enemy or friendly within 12" and in line of sight comes under attack by a hail of frag missiles or bullets. Roll to hit using the Deathwind's BS2 for either D3 frag missile attacks or D3 assault cannon (heavy 4) attacks against each target unit. After its first attack the Deathwind is out of ammunition and cannot fire again. Leave the model on the table as a piece of terrain.

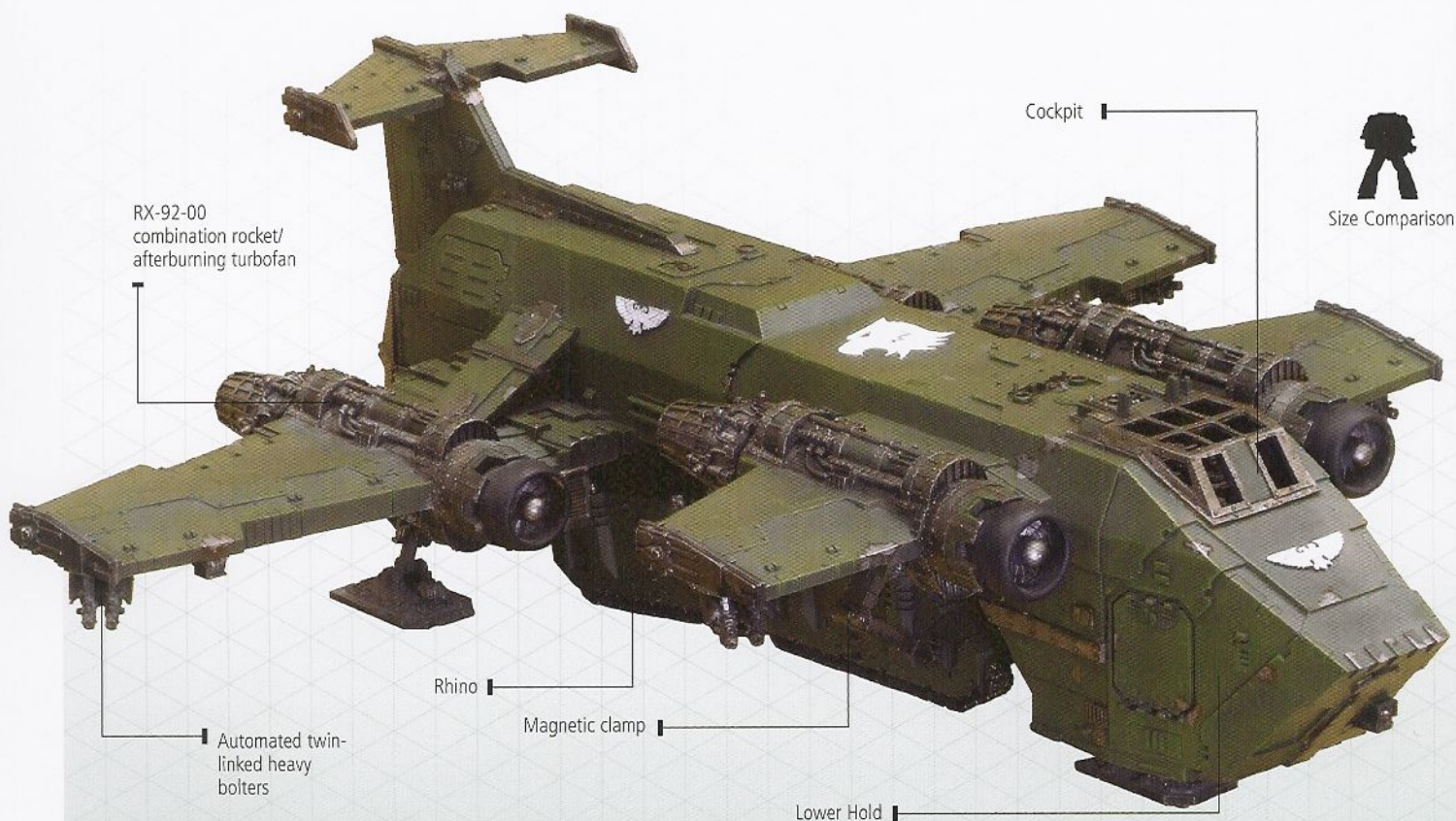
OPTIONS: A Deathwind Drop Pod may replace its missile launchers with assault cannons for +50 pts.

THUNDERHAWK TRANSPORTER

POINTS: 455

The Thunderhawk transporter is a logistical support variant of the standard gunship. Used to quickly move a Space Marine Chapter's vehicles from strike cruisers in orbit to the planet's surface, or from one ground operation to another, the transporter does not generally carry men (unless they are pre-loaded into their vehicles).

It can carry two Rhino sized vehicles, or a single Land Raider sized vehicle using its powerful magnetic clamps. It can also carry an under slung supply pod, for moving ammunition or fuel. It also has other useful equipment, such as a winch for recovering drop pods.



UNIT: 1 Thunderhawk Transporter

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 3

TRANSPORT: The Thunderhawk Transporter may carry 2 Rhino sized vehicles, or 1 Land Raider sized vehicle. These vehicles may contain passengers.

WEAPONS AND EQUIPMENT:

- 4 twin-linked heavy bolters
- decoy launcher

WEAPON	RANGE	STR	AP	SPECIAL
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, One shot

1-3 Thunderhawk Transporters are a War Machine detachment for a Space Marine army.

	ARMOUR			
BS	FRONT	SIDE	REAR	
4	12	12	10	

OPTIONS: Ejector seats, flares or chaff launcher, armoured cockpit, illum flares, distinctive paint scheme or decals.

The Thunderhawk Transporter may carry up to 6 Hellstrike missiles for +10 pts per missile.

SPECIAL RULES

Hover Mode.

Unloading Vehicles: Vehicles can disembark from the transporter very quickly. If the transport lands (ie doesn't move in a turn), then the vehicles may move instead.

Loading Vehicles: An empty transport can pick up a vehicle by landing on top of it (ie, moving over it). The vehicle cannot move. Next turn the transport can move again, taking the vehicle with it.

Ceramite Shielding: In order to resist the heat of atmospheric entry, a Thunderhawk has thick ceramite shielding. Weapons with the 'melta' special rule never roll an extra dice for armour penetration against the Thunderhawk transporter.

SIEGE DREADNOUGHT

POINTS: 120

Some Space Marine Chapters have equipped their Dreadnought armoured battle-brothers especially to take part in sieges, and to lead assaults upon fortified enemy positions. They are equipped with flamer weapons for clearing bunkers, and an assault drill arm for grinding through ferrocrete in a matter of seconds. This arm also includes an in-built heavy flamer so that once a hole has been created, the Dreadnought can pour super-heated promethium into a bunker or pillbox.

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



Size Comparison



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

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	4	6(10)	12	12	10	4	2

UNIT: 1 Siege Dreadnought

TYPE: Walker

CREW: 1 Space Marine

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

WEAPON	RANGE	STR	AP	SPECIAL
Inferno cannon	24"	6	4	Heavy 1, Template

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

SPECIAL RULES

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

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

Inferno Cannon: When firing the Inferno cannon, designate a target unit and place the normal Flamer template so that it is at least partially over as many enemy members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Dreadnought's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+. The Dreadnought can only carry a limited amount of fuel for the Inferno cannon. After each shot roll a D6, on a 1 the Dreadnought is out of fuel and cannot fire its Inferno cannon again.

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

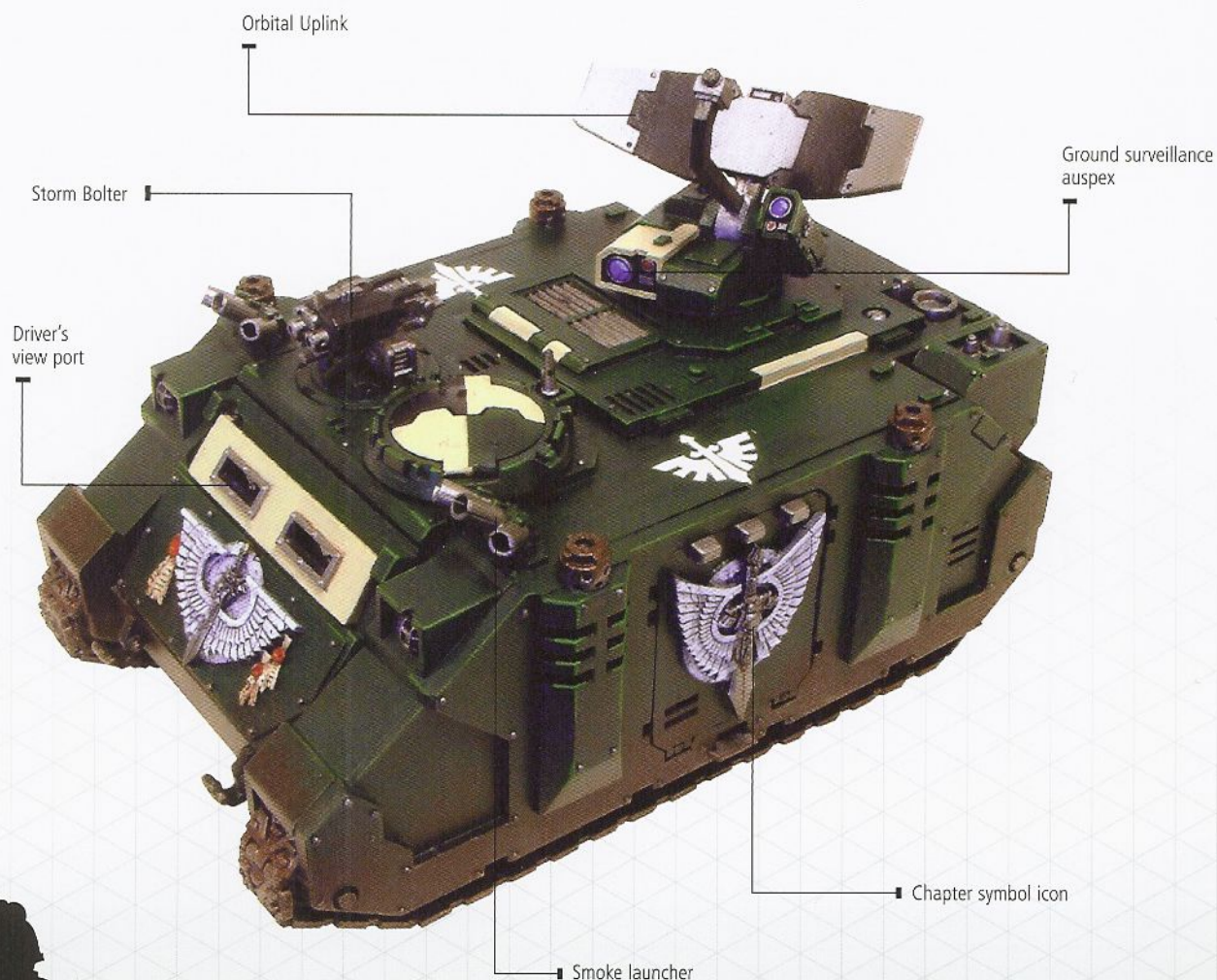
Wrecker: In City Fight games, the Siege Dreadnought counts as having the Wrecker stratagem.

DAMOCLES RHINO

POINTS: 60

The Damocles is the Rhino command vehicle, equipped with sophisticated communications and tracking equipment, helping to direct a Space Marine strike force and acting as the main comm-link between orbiting strike cruisers, Thunderhawk gunships, commanders and their units on the ground.

It is used to control and direct the movements of large Space Marine formations - a small surgical strike force does not require the Damocles' aid. This includes secure multi-band communications for co-ordinating Space Marine operations with other Imperial forces, multi-spectral ground surveillance auspex, squad and vehicle tracking, teleport homer beacon, transmission monitor and decryptions for breaking enemy codes and bio-status read-outs relayed from Space Marines powered armour.



Size Comparison

A Damocles is a Headquarters choice for a Space Marine army.

UNIT: 1 Damocles

TYPE: Vehicle tank

WEAPONS AND EQUIPMENT:

- Storm bolter
- Improved Communications
- Teleport Beacon
- Orbital Bombardment

BS	ARMOUR		
	FRONT	SIDE	REAR
4	11	11	10

WEAPON	RANGE	STR	AP	SPECIAL
Storm bolter	24"	4	5	Assault 2

SPECIAL RULES

Improved Communications: The Space Marine player may re-roll a single Reinforcement dice once per turn, and may re-roll the dice to see if an enemy unit is hit by a preliminary bombardment.

Teleport Beacon: If a Damocles is deployed on the table, then any teleporting troops may re-roll the Scatter and Distance dice.

Orbital Bombardment: The Damocles gives the Space Marine player the Orbital Bombardment strategic asset.

'STRIKE EAGLE' DROP POD ASSAULT

POINTS: 50 + MODELS

Arriving in orbit above the planet, Space Marines have many weapons at their disposal with which to achieve their missions. For rapid deployment to the surface their Strike Cruisers are equipped with many drop pods. These can be quickly loaded and launched, each carrying a combat squad of battle brothers, to land anywhere on a planet's surface. These forces can either drop directly into battle, surrounding an important objective or cutting off an

enemy's line of retreat, or they can land some distance from the battlefield and move on foot to take up positions whilst heavier equipment is landed. The speed of a drop pod assault often catches the enemy by surprise, and the speed of a drop pod's descent make them difficult to track, giving Space Marine commanders the advantage of surprise.

Ultramarines Strike Eagle Assault Force Battle of Arconar

At the height of the Battle of Arconar, the Ultramarines were heavily engaged against rebel forces and Imperial Guard mutineers. Whilst conducting a well planned defence in depth, the 'Strike Eagle' force was used to land amongst the enemy's rear echelon. Led by Veteran Sergeant Herulus, the force overran the enemy's main artillery batteries, and destroyed two supply columns en-route to the front lines. Caught completely by surprise, many enemy units fled rather than face the wrath of the Space Marines. Herulus sustained only four battle brothers wounded during the action.

Combat Squad Herulus

DROP POD



Combat Squad Incaedus

DROP POD



Combat Squad Cerius

DROP POD



Deathwind

DEATHWIND DROP POD



Brother Ileum

DREADNOUGHT DROP POD



FORMATION:

3+ Drop Pods + Command, Veteran, Tactical, Devastator or Scout squads
0+ Dreadnought Drop Pods + Dreadnought
0+ Deathwind Drop Pods
All squads and Dreadnoughts must be chosen from the same Codex.

SPECIAL RULES:

For the Chapter! In addition to his normal strategic assets, the Space Marine player gains the Careful Planning strategic asset.

AUTOMATED DEFENCE FORCE

POINTS: 25 + MODELS

Space Marine Chapters are composed of 1,000 elite troops, the finest warriors Mankind can produce. This means that powerful though a Chapter is, it will always lack numbers. The Space Marines are equipped with a variety of remotely activated weaponry which can help alleviate these problems. Should a

Chapter need to hold ground, but lack the troops to leave on stationary guard duty, then it can use an automated defence force. These weapons are dropped into place by Thunderhawks, and activated by the Chapter's Techmarines. The weapon's status can then be monitored from command vehicles.

Raptors Chapter
Automated Defence Force
– Taros landing zone protection

HYPERIOUS
COMMAND



HYPERIOUS



HYPERIOUS



TARANTULA



TARANTULA



TARANTULA



TARANTULA



FORMATION:

- 3+ Tarantula sentry gun platforms
- 0+ Hyperios platform
- 0+ Hyperios command platform

SPECIAL RULES:

Objective Secure: Tarantulas and Hyperios deployed as part of an automated defence force are infiltrators. They may be deployed using the standard rules for infiltrators.

ANCIENTS ASSAULT FORCE

POINTS: 50 + MODELS

Amongst a Chapter's most revered relics are its Dreadnoughts. Each is a mighty hero from the Chapter's past, entombed within the adamantium hull of a Dreadnought's life support systems. Here the warrior's soul lives on, to fight anew for his Chapter and the Emperor.

Each Space Marine company has its own Dreadnoughts and these are usually fielded individually to support squads in battle. During larger deployments a commander can group these fearsome warriors together, creating an almost unstoppable assault force. Guided and supervised by one of the Chapter's Techmarines, some of the Chapter's greatest warriors will fight alongside each other once again.

Ultramarines Assault Force Odora, part of Strike Force Idaeus, deployed during protection duties for Explorator Delpha

TECHMARINE



Brother Odora

VEN. DREADNOUGHT



Brother Aega

DREADNOUGHT



Brother Ileum

DREADNOUGHT



Brother Atarus

DREADNOUGHT



Brother Furor

FORMATION:

- 1+ Techmarine
- 3+ Dreadnoughts (any variants).

The Techmarine and all Dreadnoughts must be chosen from the same Codex.

"Be ashamed to die until you have won some victory for our Emperor."

- Marneus Calgar during the Ichar IV campaign.

SPECIAL RULES:

Strike Force: All units in the Ancients assault force must be deployed with 12" of the Techmarine, or if entering from reserve, they must enter the table within 12" of the point entered by the Techmarine.

Wisdom of the Ancients: As well as fearsome warriors and fighting machines, these veterans are also wise in the ways of war, and know many cunning tricks and tactics. As well as his normal strategic assets the Space Marine player gains the Flank March asset.

SPACE MARINE ARMY LIST REFERENCE INDEX

This is a comprehensive list of troop types available to Space Marine forces (not including Space Wolves), and where the rules can be found.

HEADQUARTERS

Commander – SMC
Chaplain – SMC
Librarian – SMC
Command Squad – SMC
Terminator Command Squad – SMC
0-1 Damocles Command Rhino – IA2, IAA

ELITE

Terminator Squad – SMC
Terminator Assault Squad – SMC
Veterans Squad – SMC
Dreadnought – SMC, IA2
0-1 Venerable Dreadnought – SC, IA2
Furioso Dreadnought – BAC, IA2
(Blood Angels And Successor Chapters Only)
0-1 Mortis Dreadnought – IA2
(Dark Angels And Successor Chapters Only)
0-1 Siege Dreadnought – IAA
Techmarine – SMC

TROOPS

Tactical Squad – SMC
Scout Squad – SMC

FAST ATTACK

Assault Squad – SMC
Land Speeder Squadron – SMC, IA2
Land Speeder Tornado – SMC, IA2
Land Speeder Typhoon – SMC, IA2
Land Speeder Tempest – IA2
Bike Squadron – SMC
Attack Bike Squadron – SMC
Scout Bike Squadron – SMC

HEAVY SUPPORT

Devastator Squad – SMC
Vindicator – SMC, IA2
Predator Annihilator – SMC, IA2
Predator Destructor – SMC, IA2
Baal Predator – IA2
(Blood Angels And Successor Chapters Only)
Whirlwind – SMC, IA2
Whirlwind Hyperios – IA2
Land Raider – SMC, IA2
Land Raider Crusader – SMC, IA2
0-1 Land Raider Helios – IA2
Deathwind Drop Pod – IA2, IAA
0-1 Sentry Gun Battery – IA2
0-1 Hyperios Air Defence Battery – IA2
Orbital Strike – IA2, 40KA
Imperial Navy Air Support: – IA2
– Thunderbolt – IA1
– Lightning – IA1
– Vulture Gunship – IA1, IA3, IA4

TRANSPORT OPTIONS

Rhino – SMC, IA2
Option for Command Squad, Veteran Squad, Techmarine, Tactical Squad, Devastator Squad.
Razorback – SMC, IA2
Option for Command Squad, Veteran Squad, Techmarine, Tactical Squad, Devastator Squad.
Landraider – SMC, IA2
Option for Terminator Command Squad, Terminator Squad, Terminator Assault Squad.
Land Raider Prometheus – IA2
Option for Command Squad, Terminator Command Squad
Drop Pod – SMC, IA2, IAA
Option for Command Squad, Veteran Squad, Techmarine, Tactical Squad, Scout Squad, Devastator Squad.
Dreadnought Drop Pod – IA2
Option for any Dreadnought

SPECIAL CHARACTERS

Marneus Calgar of the Ultramarines – SMC
Chaplain Cassius of The Ultramarines – SMC
Tigurius, Chief Librarian of the Ultramarines – SMC
High Marshall Helbrecht – BTC
Chaplain Grimaldus of the Black Templars – BTC
Grandmaster Azrael of the Dark Angels – DAC
Ezekiel, Grand Master of Librarians – DAC
Master Belial of the Deathwing – DAC
Master Sammael of the Ravenwing – DAC
Interrogator-Chaplain Belphegor – IA5
Commander Dante of the Blood Angels – BAC
Brother Captain Tycho – BAC
Mephiston, Chief Librarian – BAC
Corbulo, Sanguinary High Priest – BAC
Chaplain Lemartes – BAC
Commander Culln of the Red Scorpions – IA4
Kayvaan Shrike of the Raven Guard – SMC
Captain Lysander of the Imperial Fists – SMC

SUPPORTING WAR MACHINE DETACHMENTS

Thunderhawk Gunship – IA2, 40KA
Thunderhawk Transporter – IA3, IAA
Warhound Titan – IA3, 40KA

APOCALYPSE BATTLE FORMATIONS

Armoured Spearhead – 40KA
Suppression Force – 40KA
Line Breaker Squadron – 40KA
Masters of the Chapter – 40KA
Battle Company – 40KA
Strike Eagle Drop Pod Assault – IAA
Automated Defence Force – IAA
Ancients Assault Force – IAA

RULES REFERENCE GUIDE

SMC – Space Marine Codex
BTC – Black Templars Codex
DAC – Dark Angels Codex
BAC – Blood Angels Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IAA – Imperial Armour Apocalypse





FORCES OF THE IMPERIUM

The Imperium has many fighting arms, ranging from the countless billions of Imperial Guardsmen to the holy Sisters of Battle, the secret orders of the Inquisition, the aircraft of the Imperial Navy or the mighty Titan Legions of the Adeptus Mechanicus. In warzones across the galaxy these forces must fight alongside one another in the name of the Emperor.

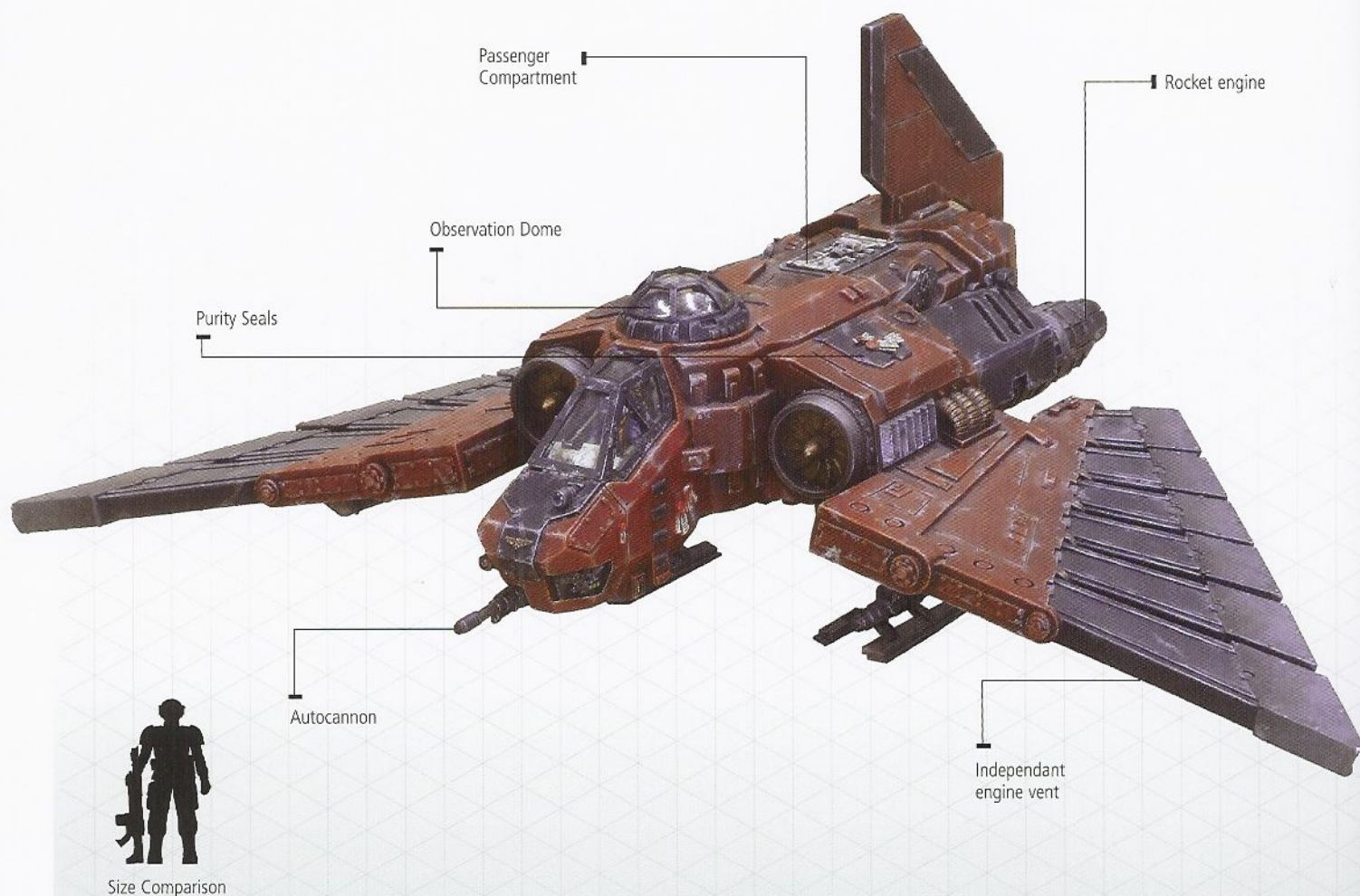


AQUILA LANDER

POINTS: 110

The Aquila Lander is a light personnel shuttle used by the Imperial navy to transport dignitaries, officials and other important personnel from ship-to-ship or from orbit to a planet's surface.

It is not a combat aircraft, each is only armed with a single nose-mounted weapon for self defence, although it is well armoured for the protection of its important passengers.



UNIT: 1 Aquila

TYPE: Flyer

FIRE POINTS: None

ACCESS POINTS: Passenger compartment door

WEAPONS AND EQUIPMENT:

- nose mounted heavy bolter

TRANSPORT: The Aquila has a transport capacity of 7.

WEAPON	RANGE	STR	AP	SPECIAL
Heavy bolter	36"	5	4	Heavy 3
Multi-laser	36"	6	6	Heavy 3
Autocannon	48"	7	4	Heavy 2

SPECIAL RULES:

Hover Mode.

OPTIONS: Ejector seats, flares or chaff launcher, armoured cockpit, illum flares, distinctive paint scheme or decals.

The Aquila may replace its heavy bolter with a multi-laser for +10 pts, or an autocannon for +15 pts.

An Aquila Lander is a transport option for an Imperial Guard Command squad or an Inquisitor and retinue.

LIGHTNING

POINTS: 145

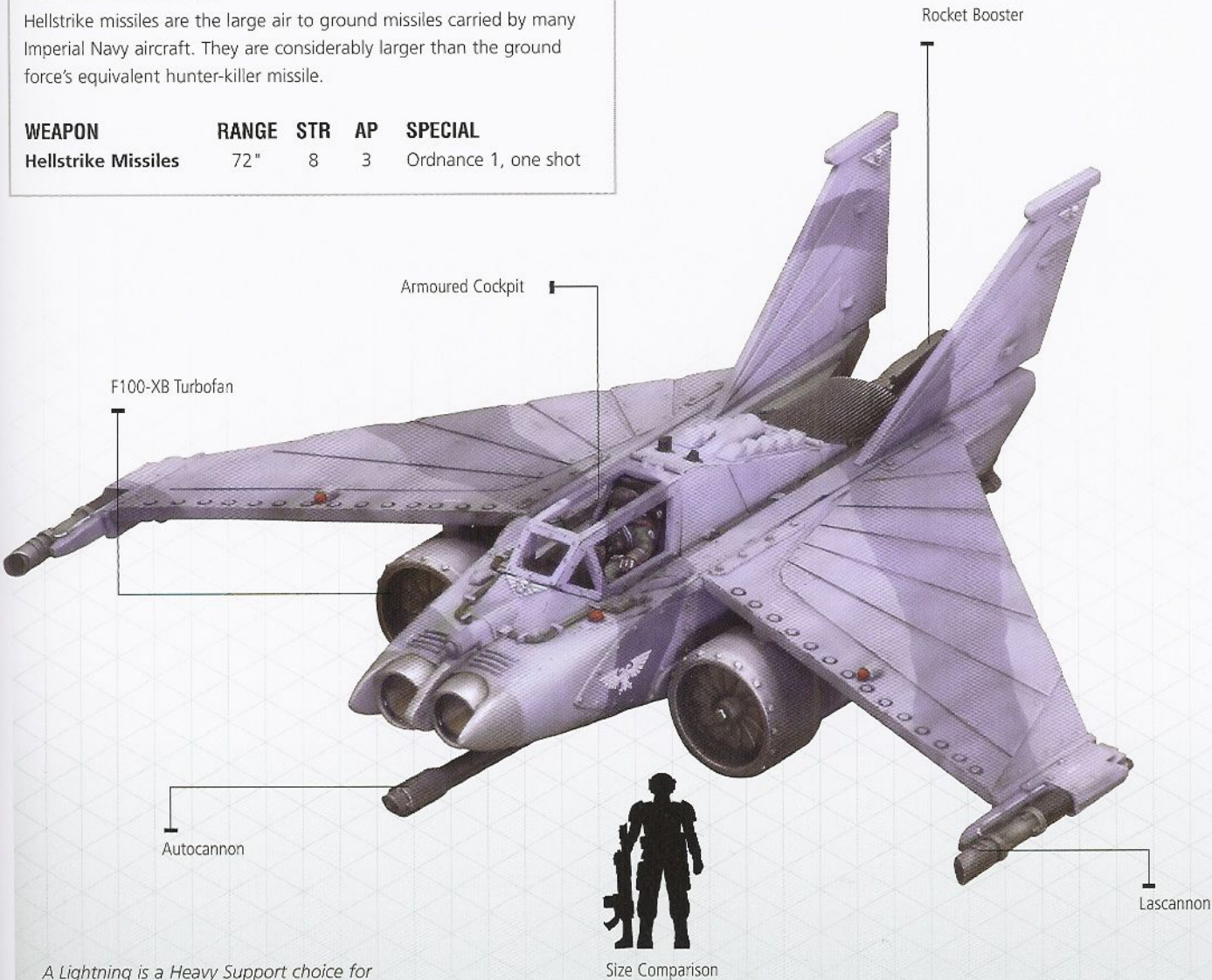
The Lightning's STC was first recovered by an Adeptus Mechanicus Exploritas team on Karnak II. It took half a millennium until the aircraft finally came into service, operating alongside the

Thunderbolt as an interceptor and ground attack aircraft. It is smaller and lighter than the Thunderbolt, carrying less weaponry, but with extra manoeuvrability.

HELLSTRIKE MISSILES

Hellstrike missiles are the large air to ground missiles carried by many Imperial Navy aircraft. They are considerably larger than the ground force's equivalent hunter-killer missile.

WEAPON	RANGE	STR	AP	SPECIAL
Hellstrike Missiles	72"	8	3	Ordnance 1, one shot



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

UNIT: 1 Lightning

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:

- Long barrelled autocannon
- 1 twin-linked lascannon

WEAPON	RANGE	STR	AP	SPECIAL
Lb autocannon	72"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Hellstrike missile	72"	8	3	Ordnance 1, one shot
Bombs	Bomb	6	4	Apocalypse Barrage (1)* One shot

ARMOUR

BS	FRONT	SIDE	REAR
3	10	10	10

OPTIONS: Ejector seat, flare or chaff launcher, armoured cockpit, infra-red targeting, illum flares, distinctive paint scheme or decals.

The Lightning may replace its long barrelled autocannon with two hellstrike missiles for free.

The Lightning may be armed with four hellstrike missiles for +40 pts, or 4 bombs for +40 pts.

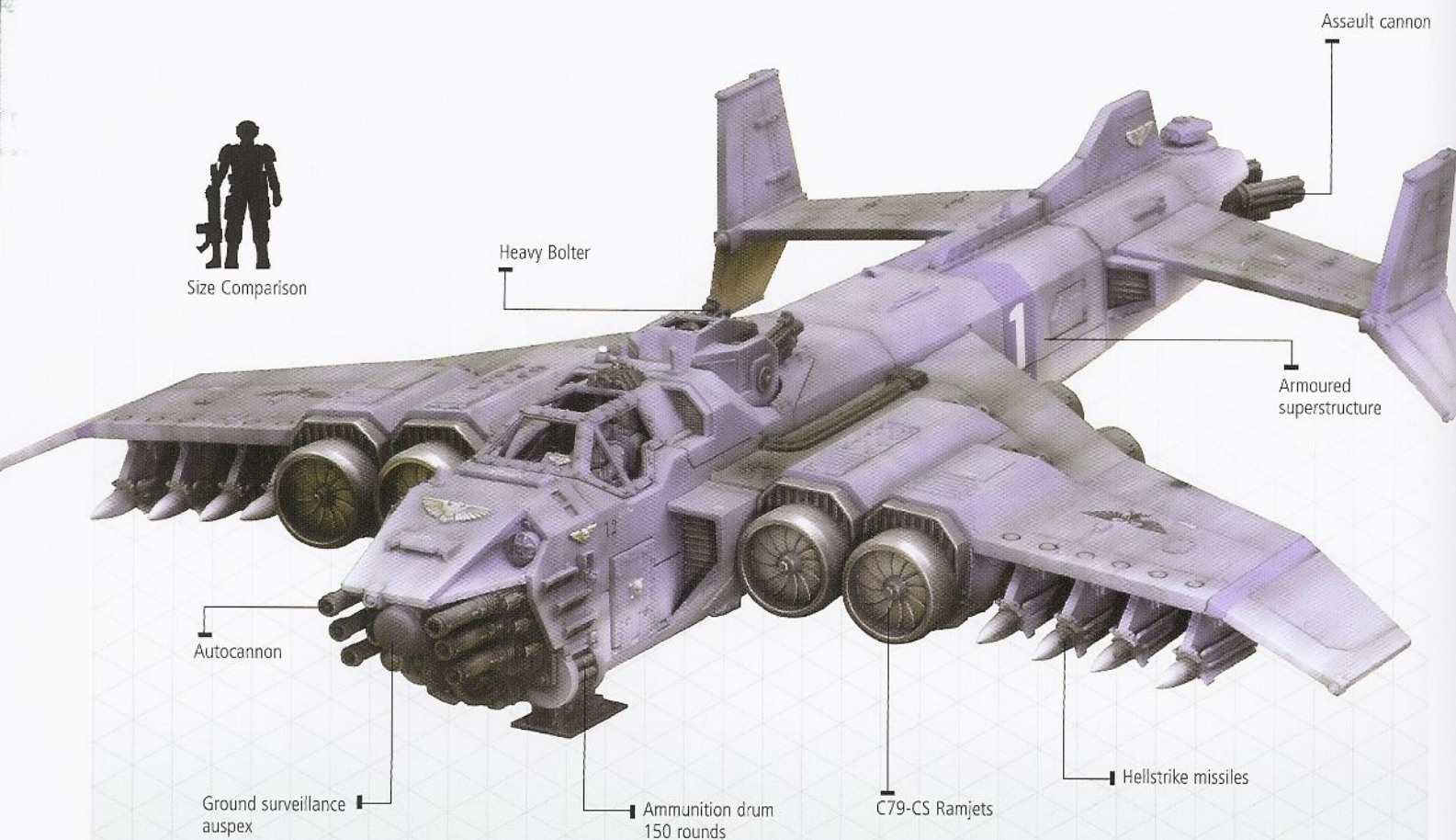
* You can elect to have the Lightning drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

MARAUDER DESTROYER

POINTS: 425

The Marauder Destroyer is the ground attack variant of the Marauder Bomber. Specialising in low level attacks, it has a reduced bomb payload in favour of direct firepower from its six nose mounted autocannons and eight underwing Hellstrike missiles.

Developed during the Second Armageddon war, the Marauder Destroyer was refitted for night operations, and armed to strike with precision at key targets with overwhelming firepower.



UNIT: 1 Marauder Destroyer

TYPE: Super Heavy Flyer

WEAPONS AND EQUIPMENT:

- Three twin-linked autocannons
- One twin-linked heavy bolter
- One twin-linked assault cannon
- The Marauder Destroyer carries 6 bombs in its bomb bay

WEAPON	RANGE	STR	AP	ARMOUR
				BS FRONT SIDE REAR
Autocannon	48"	7	4	3 10 10 10
Heavy Bolter	36"	5	4	
Assault cannon	24"	6	4	
Bomb	bomb	6	4	
Hellstrike missile	72"	8	3	

OPTIONS: Ejector seat, flare or chaff launcher, armoured cockpit, infra-red targeting, illum flares, distinctive paint scheme or decals.

The Marauder Destroyer may carry 8 Hellstrike missiles for +80 pts.

* You can elect to have the Marauder Destroyer drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

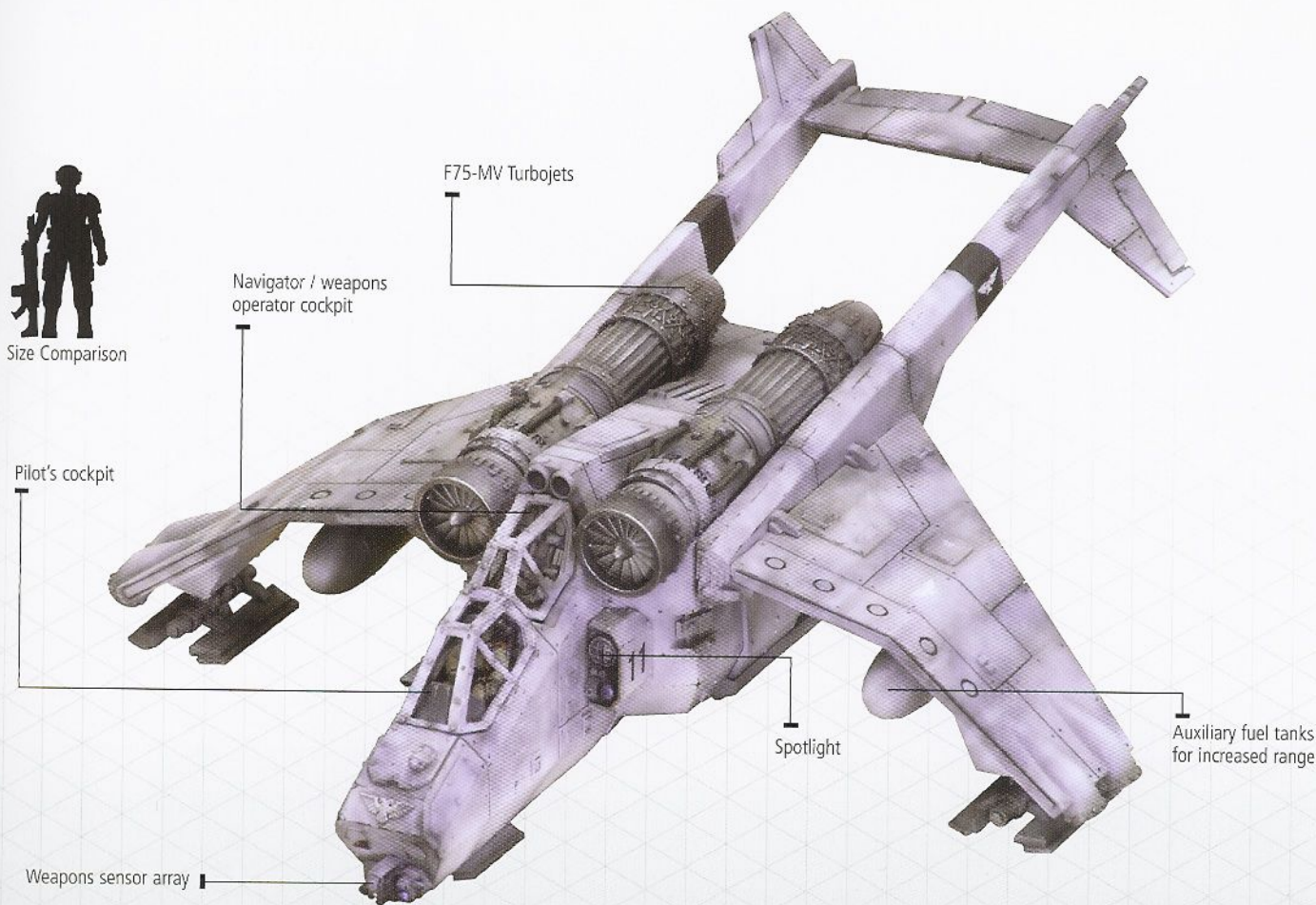
1-3 Marauder Destroyers are a War Machine detachment for an Imperial Guard army.

VALKYRIE

POINTS: 140

The Valkyrie airborne assault carrier is the aircraft issued to Storm Trooper units and drop troop regiments for airborne attacks. It has vectored engines for vertical take-off and landing, allowing it to hover and giving it high manoeuvrability, although it lacks the high

top speed of a true fighter aircraft. As well as carrying troops, it can also carry heavier equipment such as a sentry gun or the Cyclops demolition vehicle.



UNITS: 1 Valkyrie

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:

- Hull mounted multi-laser
- 2 door-mounted heavy bolters

TRANSPORT: A Valkyrie has a transport capacity of 12. It may carry a single Cyclops or tarantula sentry gun.

ACCESS POINTS: Rear ramp and 2 side doors.

FIRE POINTS: None.

BS	ARMOUR		
	FRONT	SIDE	REAR
3	11	11	10

WEAPON	RANGE	STR	AP	SPECIAL
Multi-laser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, one shot
Multiple Rocket pod	24"	4	6	Heavy 1, 5" blast

OPTIONS: The Valkyrie may replace its multi-laser with a lascannon for +10 pts.

The Valkyrie may be armed with 2 Hellstrike missiles for +20 pts, or two multiple rocket pods for +50 pts. It may have external fuel tanks for free.

SPECIAL RULES

Hover Mode.

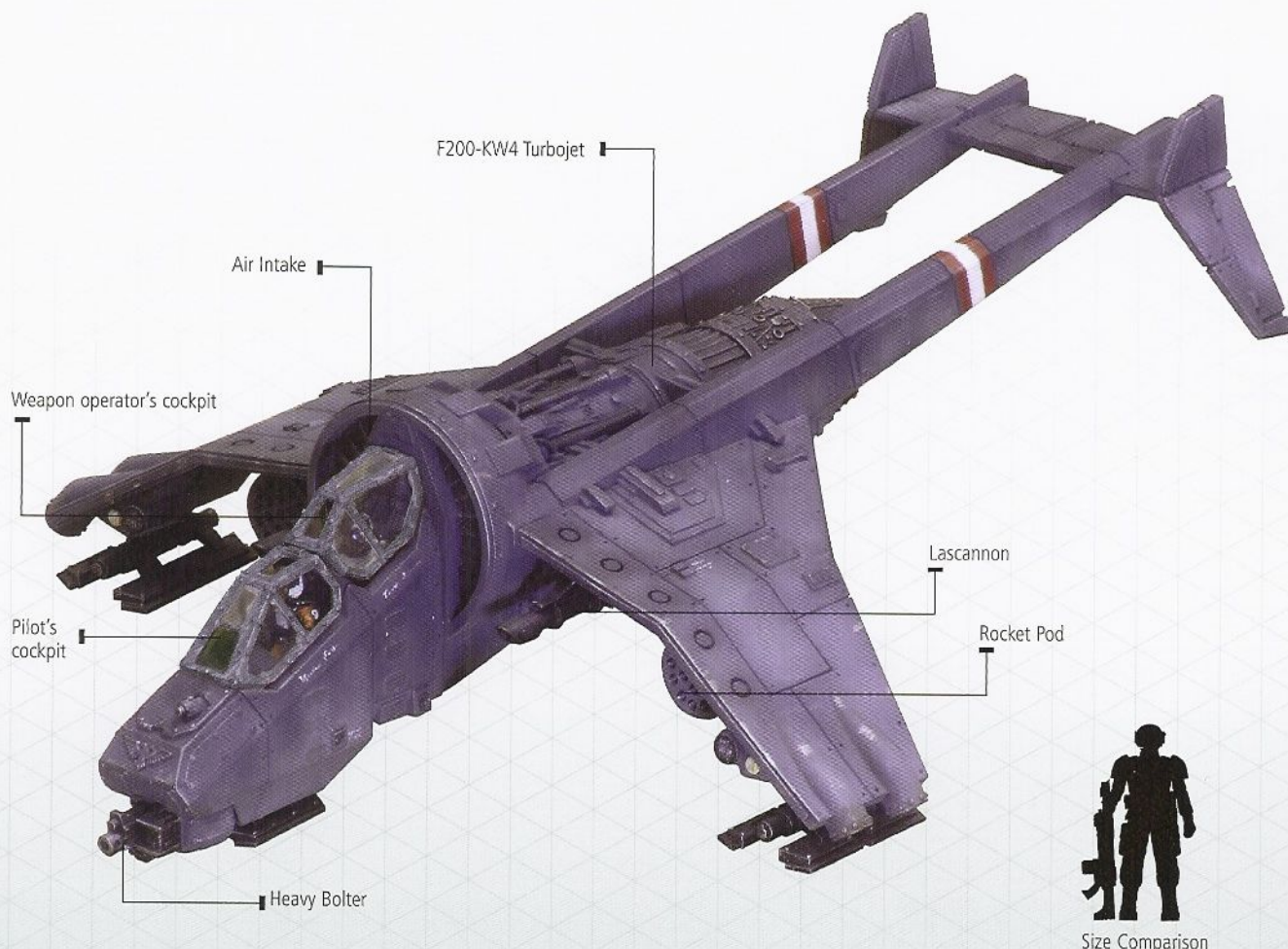
Heavy Lift: If the Valkyrie is carrying Cyclops or Tarantula sentry guns then it must be equipped with external fuel tanks. This means it cannot take Hellstrike missiles or rocket pods.

A Valkyrie is a Transport option for a Storm Trooper squad or any Drop Troop squad for an Imperial Guard army.

VULTURE

POINTS: 150

Whilst the Valkyrie is a transport vehicle, the Vulture is a multi-role gunship, replacing its transport compartment in favour of extra weapons. Vultures fly in close support of Valkyries, providing heavy firepower for drop troops who lack the heaviest weapons.



Size Comparison

UNITS: 1 Vulture

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:

- Nose mounted heavy bolter
- One twin-linked multi-laser
- Two Hellstrike missiles

BS	ARMOUR		
	FRONT	SIDE	REAR
3	11	11	10

WEAPON	RANGE	STR	AP	SPECIAL
Multi-laser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Autocannon	48"	7	4	Heavy 2
Missile launcher frag	48"	4	6	Heavy 1, 3" blast
Missile launcher krak	48"	8	3	Heavy 1
Heavy bolter	36"	5	4	Heavy 3
Hunter-killer missile	72"	8	3	Heavy 1, one shot
Hellstrike missile	72"	8	3	Ordnance 1, one shot
Multiple Rocket pod	24"	4	6	Heavy 1, 5" blast
Bombs	Bomb	6	4	Apoc barrage (1)*, one shot

OPTIONS: The Vulture may replace its multi-lasers with twin-linked autocannons for free, twin-linked lascannon for +15 pts, twin-linked missile launchers at +15 pts, or 2 rocket pods for +20 pts.

The Vulture may replace both its Hellstrike missiles with 6 hunter-killer missiles for +40 pts, or 6 bombs for +40 pts, or two multiple rocket pods for +30 pts.

* You can elect to have the Vulture drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

SPECIAL RULES

Hover Mode.

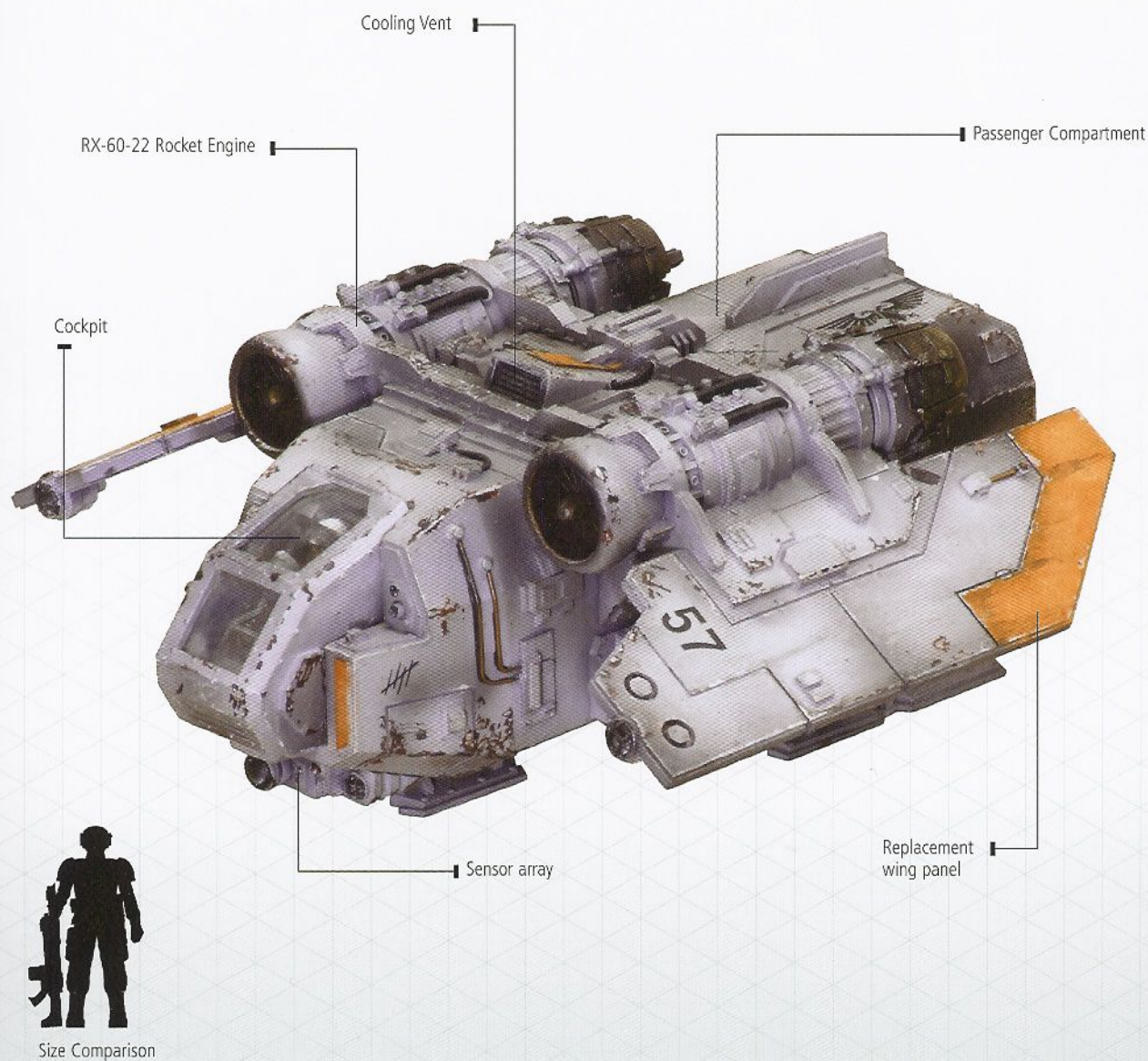
A Vulture is a Heavy Support choice for an Imperial Guard army.

ARVUS LIGHTER

POINTS: 75

The Arvus is small utility cargo shuttle, used by ships of the Imperial Navy for transferring supplies or small units of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable, with two powerful engines for carrying heavy loads. The Arvus has no armament, it is not a combat vehicle and is not expected to engage the enemy. The Arvus is commonly seen

on the launch decks of large Imperial Navy ships and is just one of a wide variety of shuttles, lighters, brigs, dories and pinnaces employed by the Imperial Navy for routine work. When required the Arvus can stand in as an assault boat, it can transport a squad of infantry or a small boarding party.



UNITS: 1 Arvus Lighter

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:
- None

TRANSPORT: An Arvus has a transport capacity of 12. It may not carry any vehicles.

ACCESS POINTS: Rear ramp.

ARMOUR			
BS	FRONT	SIDE	REAR
3	10	10	10

OPTIONS: Ejector seat, flares or chaff launchers, armoured cockpit, illum flares.

SPECIAL RULES
Hover Mode.

An Arvus is a Transport option for an Imperial Guard squad.

FORTRESS WALLS



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

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

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

Wall Section 50 pts each

Each Wall section has 4 hits.

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

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

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

Tower 75 pts each

Each Tower has 6 hits.

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

Any Tower may be upgraded to include a flak turret with twin-linked long-barrelled autocannons on an AA mount for +50 pts

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

Gate 50 pts

A Gate has 4 hits.

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

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

Each Gate must also have two Gate Towers.

Gate Tower 100 pts each

Each Gate Tower has 8 hits.

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

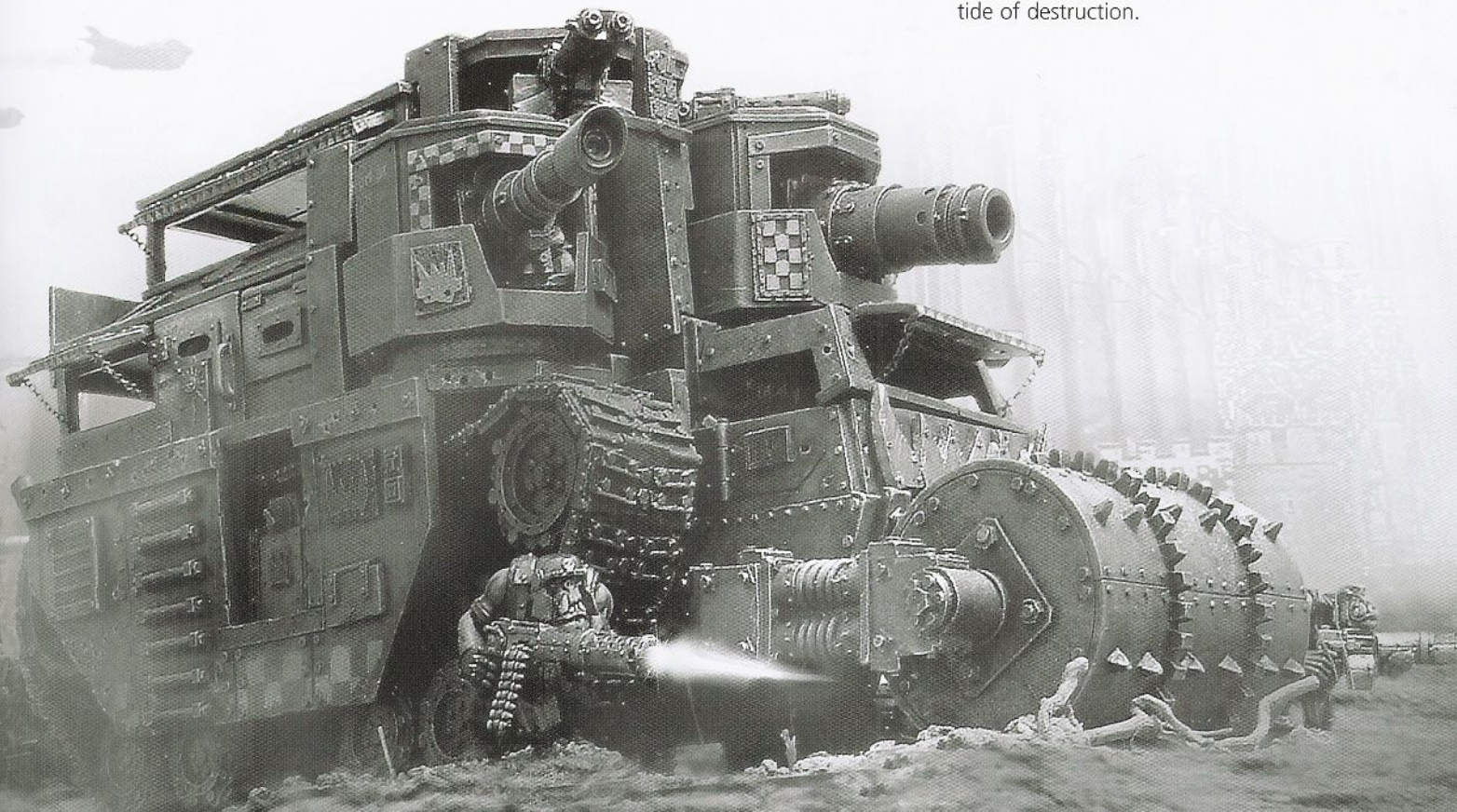
A Gate Tower may be upgraded to include buttress-mounted Sentry guns with twin-linked heavy bolters at +15 pts, or twin-linked lascannons at +25 pts.

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

Example: The Fortress shown above has 2 Walls sections, 2 Towers with flak gun turrets, 2 Gate Towers and a Gate. In all, it costs 650 pts. In a 2,000 point game this would leave the defender with 1,350 points to spend on an army to defend it.

ORKS

The savage green-skinned aliens known as Orks plague the galaxy. As plundering warbands they maraud from planetary system to planetary system, each Ork is a brutal warrior who lives to fight and kill. Although outwardly crude and primitive, Ork attacks are a threat to every planet, and once united under a strong Warlord an Ork Waaagh! becomes an unstoppable tide of destruction.

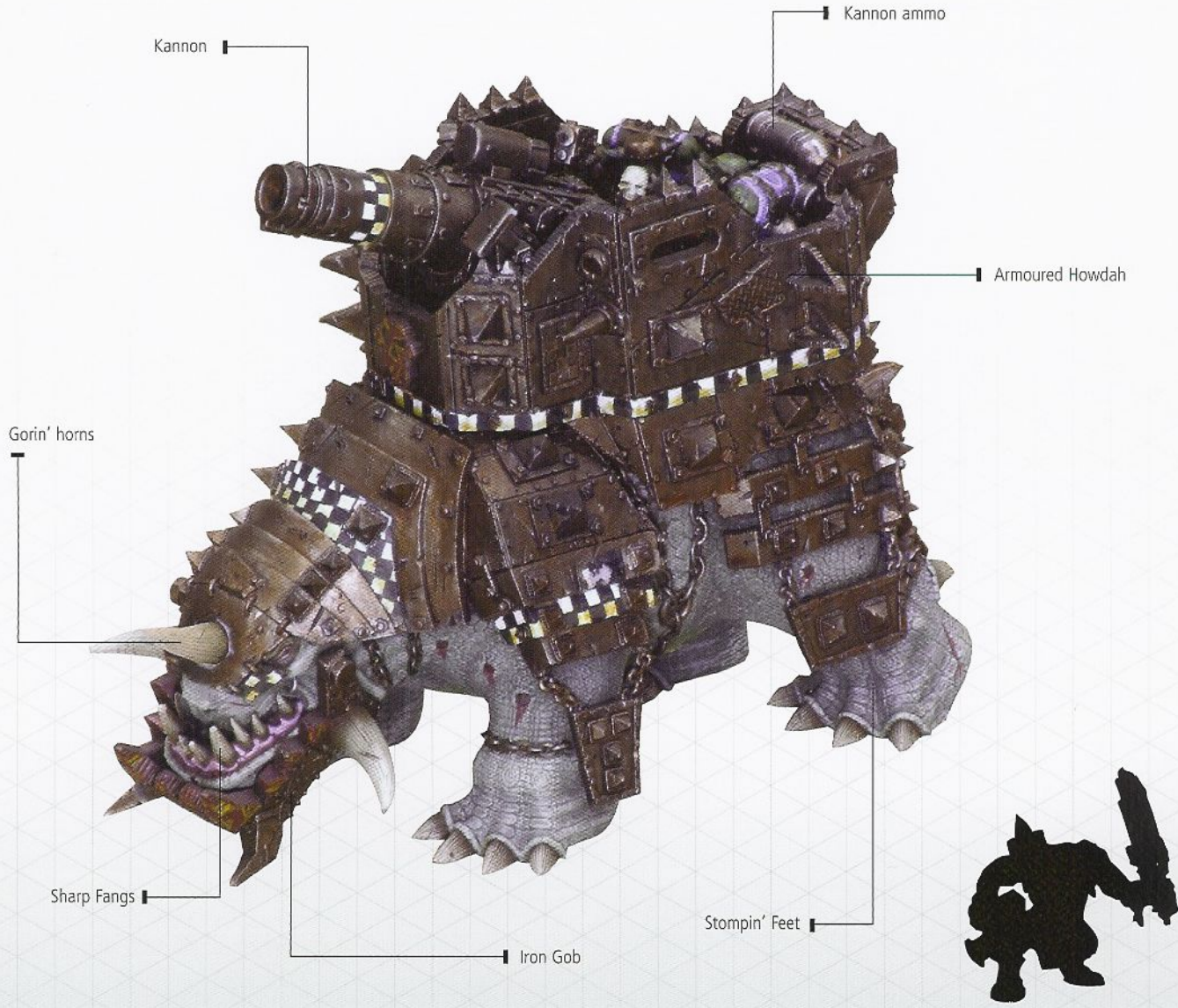


BIG SQUIGGOTH

POINTS: 50

Squiggoths are enormous creatures, bred by Ork Pigdoks from squigs for size. In battle Orks use Squiggoths as mounts for heavy weapons, and as transports for Boyz mobs, as well as for the creature's own strength and aggression.

They are much favoured by feral Orks of the Snakebites clan who like to ride into battle in the beast's howdah, chanting their battlecries, but any Ork Warlord would happily include a Squiggoth in his warband, for their destructive power alone. Only the Kult of Speed avoid Squiggoths, as they are far too ponderous and slow for their tastes.



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

Size Komparison

WS	BS	S	T	W	I	A	LD	SV
2	2	7	6	4	1	3	7	5+

UNIT: 1 Big Squiggoth

TYPE: Monstereous Creature

TRANSPORT: The Big Squiggoth may transport up to 10 Orks, who ride in the howdah and hang onto the sides. It may only transport infantry. It is treated as an open-topped vehicle for the purposes of transport.

WEAPONS AND EQUIPMENT:

- Tusks, fangs and stomping feet.

OPTIONS:

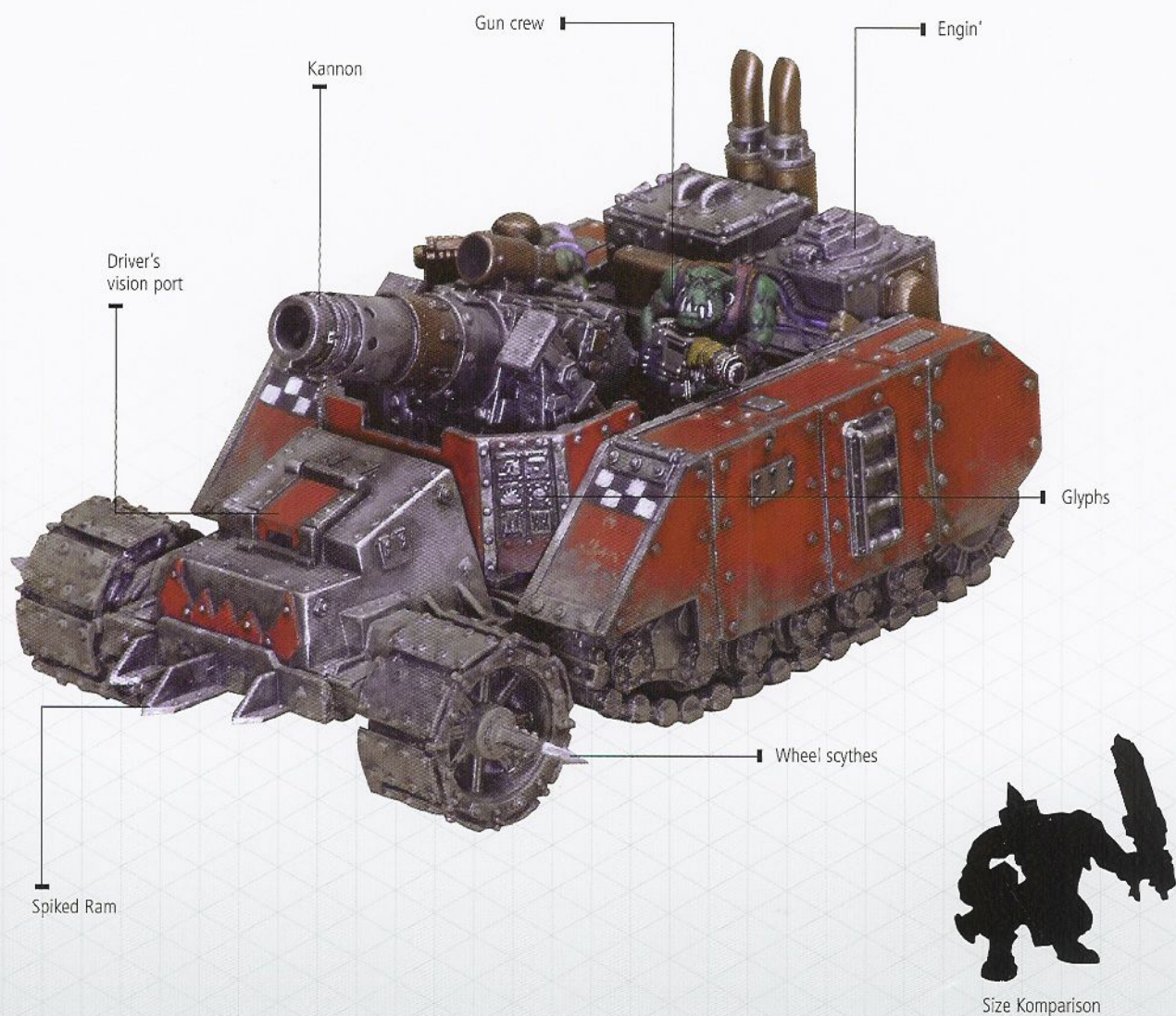
The Big Squiggoth may be armed with one of the following weapons: Kannon at +20 pts, Zzap gun at +30 pts, Lobba at +25 pts

WEAPON	RANGE	STR	AP	SPECIAL
Kannon (frag)	36"	4	5	Heavy 1, 3" Blast
(shell)	36"	9	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, 3" Blast
Zzap Gun	36"	2D6	2	Heavy 1

GUN WAGON

POINTS: 80

A Gun Wagon is a half tracked weapons carrier, mounting a heavy weapon and capable of carrying a Boyz mob, who hang on to the sides as the vehicle races into battle. Also called 'eavy trukks by the Orks, and sometimes mistakenly identified as battle wagons, Gun Wagons are widely used as transport for the Boyz mobs and by the Kult of Speed.



UNIT: 1 Gun Wagon

TYPE: Tank, Open-topped

TRANSPORT:

A Gun Wagon can carry 10 Orks. It may only carry infantry.

WEAPONS AND EQUIPMENT:

- Twin-linked Big Shootas

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Kannon (frag)	36"	4	5	Heavy 1, 3" Blast
(shell)	36"	9	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, 3" Blast
Zzap Gun	36"	2D6	2	Heavy 1

BS	ARMOUR		
	FRONT	SIDE	REAR
2	13	12	10

Options:

The Gun Wagon may replace its Big Shootas with one of the following weapons; Kannon at +20 pts, Zzap gun at +30 pts, Lobba at +25 pts

A Gun Wagon may be given any of the following from the Ork Codex: Armour plates, boarding plank, grot riggers, red paint job, reinforced ram, stikkbomb chukka, turbo-boosta, wrecker ball.

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

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

'KRUSHA' BATTLE WAGON

POINTS: 160

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

'gubbinz', until a Battle Wagon grows large enough to become a Battle Fortress. To an Ork's mind size is very important, and the bigger the Battle Wagon the better it is, and the more important the owner appears to the Boyz.

Each Battle Wagon, designed and built by a Mek, will evolve over time. The owner will continue to add new armour plates and extra weapons, increase it's engine power and add more and more



Size Komparison

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

UNIT: 1 'Krusha' Battlewagon

TYPE: Tank, Open-topped

TRANSPORT:

The battle wagon has a transport capacity of 20 models. It may only carry infantry.

WEAPONS AND EQUIPMENT:

- Three hull-mounted twin-linked big shootas.

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Rokkit Launcha	24"	8	3	Assault 1
Skorcha	Template	5	4	Assault 1
Kannon (frag)	36"	4	5	Heavy 1, 3" Blast
(shell)	36"	9	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, 3" Blast
Zzap Gun	36"	2D6	2	Heavy 1

OPTIONS:

A 'Krusha' may replace any of its twin-linked big shootas with either twin-linked rokkit launchas or twin-linked scorchas for free.

It may replace one of its twin-linked Big Shootas with a Kannon for +10 pts, Lobba for +15 pts or Zzap gun for +20 pts.

In addition the 'Krusha' may be equipped with up to five bolt-on big shootas at +5 points each. These must be fired by the Ork mob onboard.

It may be given any of the following upgrades from Codex Orks: Armour plates, boarding plank, grot riggers, grot bomb launcha, red paint job, reinforced ram, stikkbomb chukka, turbo-boosta, deth-rolla, wrecker ball.

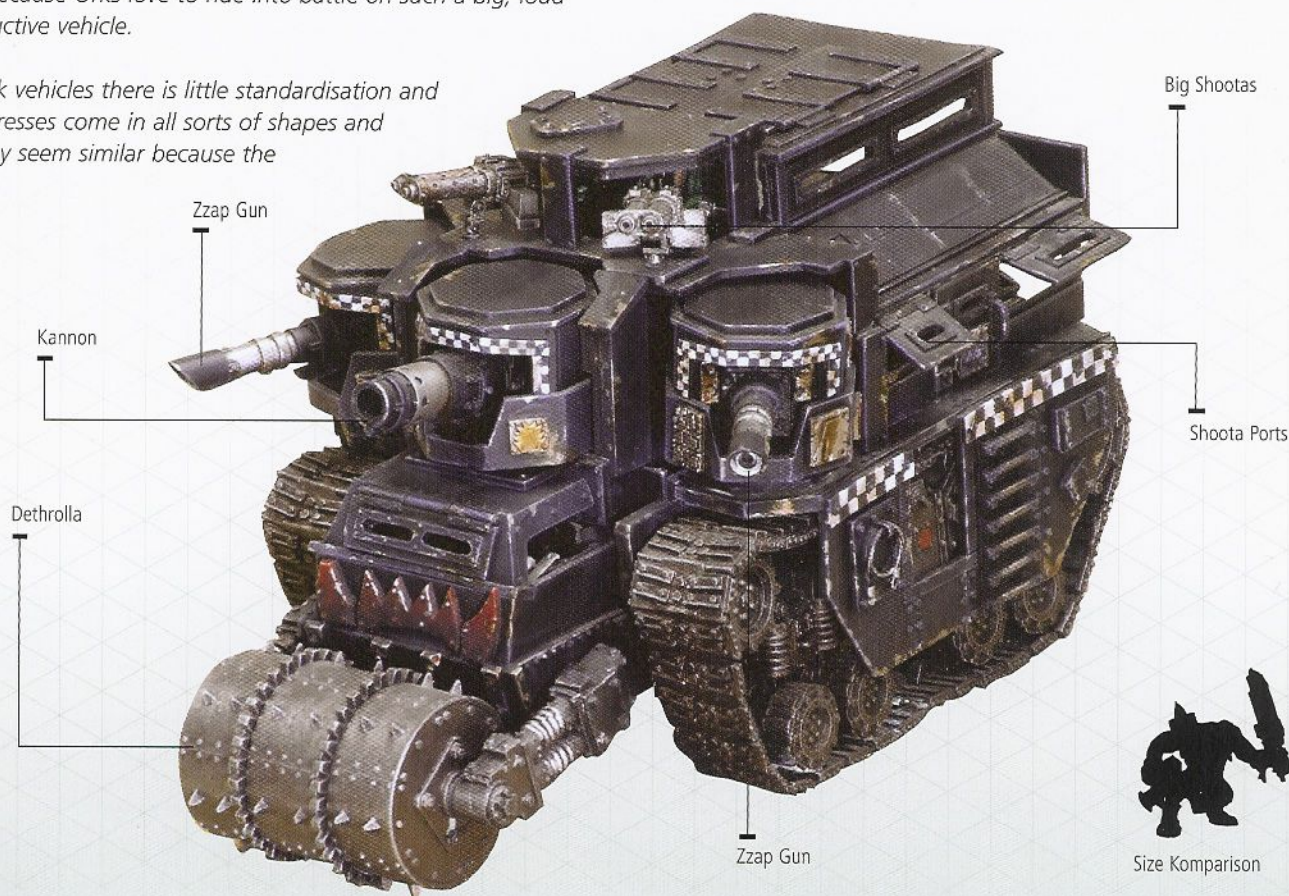
'DETHROLLA' BATTLE FORTRESS

POINTS: 325

Large battle wagons are referred to as Battle Fortresses. These are huge armoured vehicles, bristling with weapons and firing platforms for the Ork Boyz onboard. Only the biggest, meanest and most important Nobz can afford a battle fortress, but he'll have lots of Boyz, because Orks love to ride into battle on such a big, loud and destructive vehicle.

Like all Ork vehicles there is little standardisation and battle fortresses come in all sorts of shapes and sizes. Many seem similar because the

Mekboys seem to work to the same basic, instinctive designs, but occasionally a Mekboy will come along with radical new ideas. In the end, whatever the design, a battle fortress will always be a large, multi-storey tank, heavily armed and carrying mobs of Boyz.



UNIT: 1 'Dethrolla' Battle Fortress

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

TRANSPORT: A 'Dethrolla' Battle Fortress can carry 20 Orks. It may only carry infantry.

ACCESS POINTS: The Dethrolla has 3 access points: left side doors, right side doors and a top hatch.

WEAPONS AND EQUIPMENT:

- Turret-mounted Kannon
- Two turret-mounted Zzap guns
- Two pintle-mounted twin-linked Big Shootas

WEAPON	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Rokkit Launcha	24"	8	3	Assault 1
Skorcha	Template	5	4	Assault 1
Kannon (frag)	36"	4	5	Heavy 1, Blast
(shell)	36"	9	3	Heavy 1
Lobba	G48"	5	5	Heavy 1, Blast
Zzap Gun	36"	2D6	2	Heavy 1

OPTIONS:

The 'Dethrolla' may replace either its Kannon or Zzap guns with Lobbas, Kannons or Zzap guns for free. This means it can have three Big Gunz in any combination.

It may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Skorcha for free.

The 'Dethrolla' can be equipped with up to five bolt-on Big Shootas at +5 pts each. These must be fired by the Ork mob onboard.

It may be given any of the following upgrades from Codex: Orks: Armour plates, boarding plank, grot riggers, grot bomb launcha, red paint job, reinforced ram, stikkbomb chukka, deth-rolla, turbo-boosta.

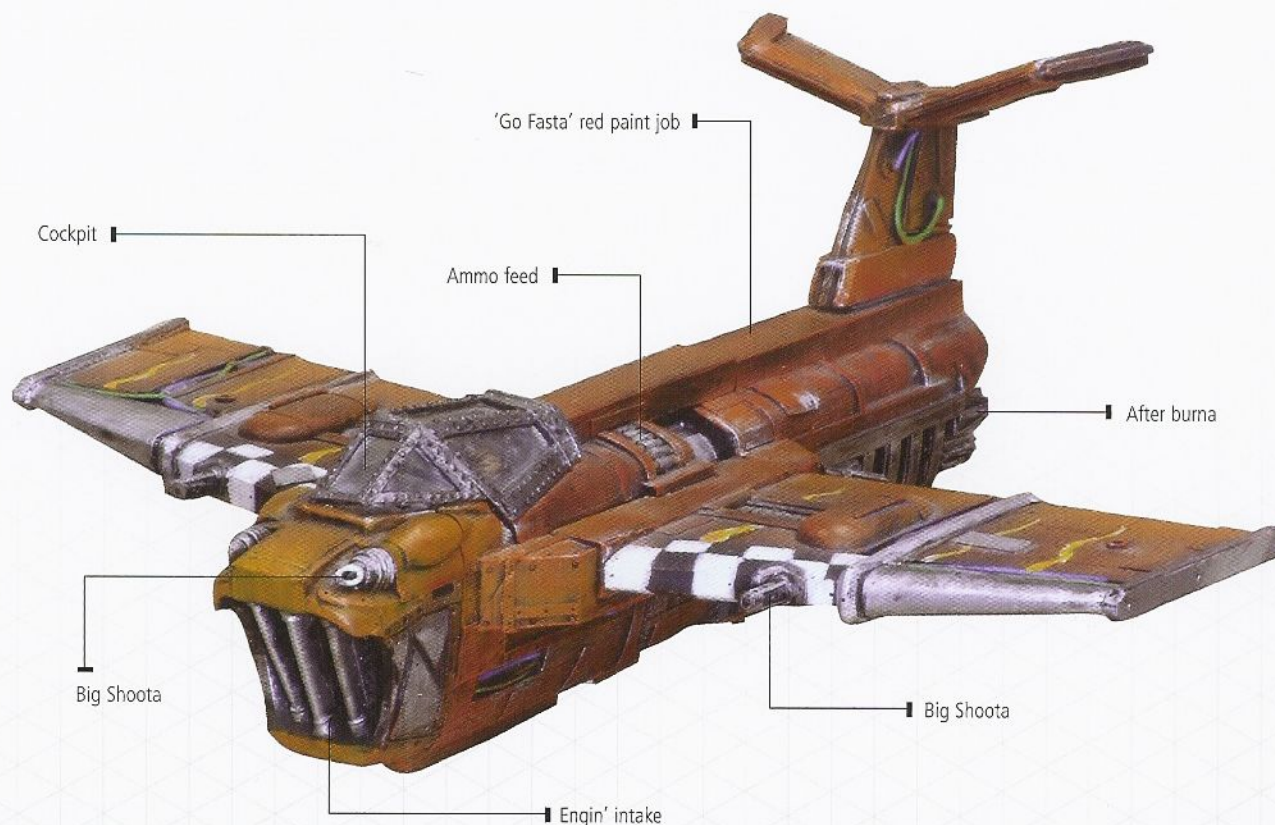
1-3 Dethrollas are a War Machine detachment for an Ork army.

FIGHTA

POINTS: 140

Ork fightas are the smallest type of Ork aircraft. Built for speed and firepower, a fighta can only carry a small wing-mounted payload of bombs or rockets, but do carry multiple 'eavy shootas in the nose and wings, producing a lethal hail of bullets, especially at close ranges. Ork fighta pilots love nothing better than to dive at break neck speeds toward a ground target before pouring fire (known as dakka to Orks) into it, tearing it apart. Flyboyz fire long, uncontrolled bursts, the more bullets the better- ammunition expenditure is never a consideration.

The fighta's powerful engine is crude but remarkably effective, producing a huge amount of thrust (and often an alarming trail of black smoke). Flying in a straight line, a fighta is easily a match for any Imperial fighter. It retains its manoeuvrability by using two thrust nozzles, angled sideways to change the aircraft's trajectory. Using these engine nozzles tends to throw the aircraft violently into its new direction, giving the appearance that the Flyboy is wildly out of control. This is a feature that appeals to the crazed pilot, as he careens through the sky.



Size Komparison

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

UNIT: 1 Fighta

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:

- One nose-mounted twin-linked Big Shoota
- One wing-mounted twin-linked Big Shoota
- One payload of two bomms.

BS	ARMOUR		
	FRONT	SIDE	REAR
2	10	10	10

WEAPON

	RANGE	STR	AP	SPECIAL
Big Shoota	36"	5	5	Assault 3
Bomms	Bomb	6	4	Apocalyptic Barrage (2), One Shot
Rokkit	24"	8	3	Assault 1, one shot

OPTIONS:

The Fighta may replaces its Bomms with two Rokkits for free.

LOOTED RHINO

POINTS: 50

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

Whilst all Ork meks enjoy plundering a battlefield, and rooting around for useful mechanical parts, the Deathskulls tribe specialize in looting (or stealing), any equipment they can get their claws on.



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

UNIT: 1 Rhino

TYPE: Tank

TRANSPORT: The Rhino can transport 10 Orks.

ACCESS POINTS: Rhinos have two side doors and one rear ramp.

FIRE POINTS: Up to two Orks may fire from the Rhino's top hatch.

WEAPONS AND EQUIPMENT:

- Big Shoota

WEAPON	RANGE	ARMOUR			
		BS	FRONT	SIDE	REAR
Big Shoota	36"	2	11	11	10
Rokkit Launcha	24"	8	3	Assault 1	
Skorcha	Template	5	4	Assault 1	

OPTIONS:

The Rhino may replace its Big Shoota with a Rokkit Launcha or a Skorcha for free.

The Rhino may be given any of the following upgrades from Codex: Orks: Armour plates, boarding plank, grot riggers, red paint job, reinforced ram, stikkbomb chukka, deth-rola, turbo-boosta.

SPECIAL RULES:

Don't Press Dat: Due to its non-Ork technology, Looted Rhinos are prone to unforeseen difficulties. Each Looted Rhino must roll a dice at the start of each movement phase. On a roll of a 1, that Rhino must move directly forward as far as possible as the Orks inside get carried away. This can potentially mean that the Rhino may Tank Shock an enemy unit. Passengers may not disembark this turn.

TANKA MOB

POINTS: 50 + MODELS

For Orks bigger is always better, and in major battles a Warboss will often mass the heaviest wagons and looted vehicles he has into a single formation and hurl it like an armoured fist right at the heart of the enemy line. These tanka mobs are haphazard affairs made up of all manner of rattling, smoke-belching monstrosities and

often bulked out with hastily repaired and 'Ork-ified' wrecks recovered from previous battles, but despite their appearance they are undeniably effective. As with most examples of Ork warfare, what a tanka mob lacks in discipline and tactics it makes up for in brute force, savagery and unrestrained enthusiasm.

Vorg's Deth Krushas

The Krushas were a freebooter tanka mob operating as part of the Arch Arsonist of Charadon's forces during the desolation of Shadraj Prime, they became infamous for smashing through defensive lines regardless of losses and rebuilding their forces even stronger from the wreckage of their victims. The Krushas were finally cornered and destroyed by the Hecatene 17th Armoured Brigade aided by a land speeder wing from the Sons of Medusa Space Marines chapter during the decisive Imperial counter offensive at Hive Shivas.

DETHROLLA BATTLE
FORTRESS

Bonegrinda



KRUSHA BATTLE
WAGON



Shredda

KRUSHA BATTLE
WAGON



Da Reapa

GUN WAGON

Mekboyz Special



GUN WAGON

Irongob's Ride



GUN WAGON

Rattle Track



LOOTED RHINO

Cut'n Shunt



FORMATION:

3-10 Ork vehicles.

These may be chosen from any variants of the following: Dethrolla Battle Fortress, Skullhamma Battle Fortress, Battle Wagon, Krusha Battle Wagon, Gun Wagon or Looted Vehicles.

The largest tank must be marked as 'da Boss' tank'.

SPECIAL RULES:

Da Boss' Tank: Whilst da Boss' Tank is still mobile, any tank in the mob within 6" of it (including da Boss' tank itself) may ignore 'crew shaken' results.

Tanka Riders: Friendly Ork Mobs without their own dedicated transports may be carried in or on the Tanka Mob's vehicles as normal.

SQUIGGOTH BATTLE HERD

POINTS: 100 + MODELS

Among the feral Ork clans, the Squiggoth represents the Orky ideals of strength, size, sheer meanness and love of a good scrap. These huge creatures are more than capable of smashing down buildings and pounding armoured vehicles they can get close to into wreckage, as well as providing their Ork masters with a ride into the thick of the battle and a mobile gun platform. When the

feral clans go to war they often gather their Squiggoths of battle-worthy size into herds much in the same way that tanks are formed into an armoured column. Herded like this their proximity to each other makes them if anything even more ill-tempered and violent, - just how the Orks like them, and woe betide anything that stands in their way!

Big Strog's
Snakebite
Kill Herd



FORMATION:

3+ Squiggoths of any size.

One Squiggoth must be designated as 'Da Big Un' (which counts as a command unit). If beasts of different sizes are present, this must be the largest Squiggoth in the herd.

Friendly Ork mobs without their own dedicated transports may be carried by the Squiggoths as normal.

SPECIAL RULES:

Da Big Un: As with Orks, the largest, meanest Squiggoth is in charge. When deployed for the game all Squiggoths must be placed within 18" of the Da Big Un, or if entering as reserves they must enter within 18" of the point where Da Big Un entered play.

Da Rampage!: Goaded by their masters and driven into a frenzy by the bellowing of the other Squiggoths in the herd, once per game the Ork player may declare that the Squiggoths go on 'Da Rampage!'. Instead of firing weapons in the Shooting Phase each Squiggoth moves an additional 2D6" and must end this move closer to the enemy than it started. If able to do so, the Squiggoths must assault the enemy and gain an additional +1 attack on the charge. If a Squiggoth is already in combat when the herd rampages, it simply gains +1 attack this turn.

"Stomp 'em, Crush 'em, Flatten 'em and
Rip 'em good! Waaaaaaagh!"
- Big Strog's War Cry

GROT BOMM LAUNCHA

POINTS: 35

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

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



UNIT: 1 Grot bomm launcha

TYPE: Fast, Open-topped.

WEAPONS AND EQUIPMENT:

- One Grot-guided bomm.

WEAPON	RANGE	STR	AP	SPECIAL
Grot bomm	G24"-72"	8	3	Ordnance 1, 5" blast.

ARMOUR

BS	FRONT	SIDE	REAR
2	10	10	10

SPECIAL RULES:

Grot Bomms: A Grot Bomm is a guided missile, piloted to its target by a Gretchin 'pilot'. Each Grot Bomm Launcha may only fire once per game, once its missile is launched it cannot fire another. The Grot Bomm works in exactly the same way as normal barrage weapons, except you may re-roll the Scatter dice and distance if you do not like the first result, but you must accept the second roll.

ORK ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Ork forces and where the rules can be found.

HEADQUARTERS

Warboss - oc
Big Mek - oc
Weirdboy - oc

ELITES

Kommandos - oc
Nobz Mob - oc
Mega Nobz - oc
Tank Bustaz - oc
Lootas - oc
Burnaboyz - oc

TROOPS

Boyz - oc
Grotz Mob - oc

FAST ATTACK

Stormboyz - oc
Warbuggy Squadron - oc
Warbike Squadron - oc
Deathkopta Squadron - oc

HEAVY SUPPORT

Big Gunz Battery - oc
Deff Dred - oc
Killa Kan Mob - oc
Looted Wagon - oc
Battle Wagon - oc
1-3 Looted Rhinos - IAA
Big Squiggoth - IAA
Gun Wagon - IAA
'Krusha' Battle Wagon - IAA
Fighta - IAA
Fighta Bommer - 40KA
Grot Bomb Launcha - IAA

TRANSPORT OPTIONS

Trukk - oc
Option for Big Mek, Nobz, Meganobz, Boyz
Battle Wagon - oc
Option for Big Mek

SPECIAL CHARACTERS

Ghazaghul Thraka - oc
Mad Dok Grotz - oc
Wazzadakka Gutmek - oc
Old Zogwort - oc

VEHICLE UPGRADE

Grot Bomb Launcha - IAA

SUPPORTING WAR MACHINE DETACHMENTS

Stompa - 40KA
Big Mek's Stompa - 40KA
'Skullhamma' Battle Fortress - 40KA
Gargantuan Squiggoth - 40KA
'Dethrolla' Battle Fortress - IAA

APOCALYPSE BATTLE FORMATIONS

Kult Of Speed - 40KA
Dred Mob - 40KA
Tanka Mob - IAA
Squiggoth Battle Herd - IAA

RULES REFERENCE GUIDE

oc - Ork Codex
IAU06 - Imperial Armour Update 2006
40KA - Warhammer 40,000 Apocalypse
IAA - Imperial Armour Apocalypse



ELDAR

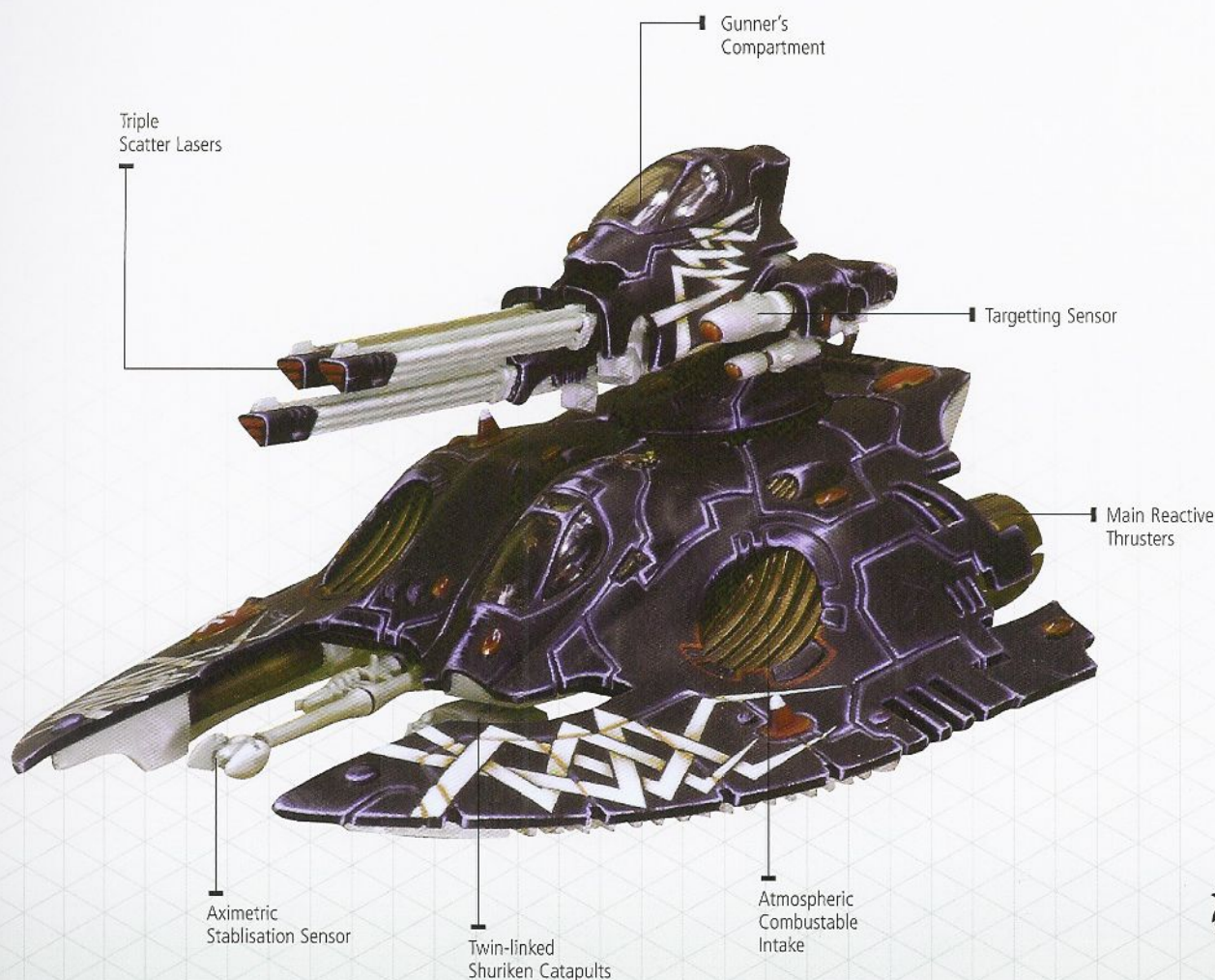
An ancient and aesthetic race, who once long ago, ruled the galaxy. Now they are the scattered remnants of a once great civilisation, fighting a desperate war for survival. Led by their mysterious Seers, the Eldar can read the shifting strands of fate and predict the future, often striking mercilessly without warning – acting upon their own unfathomable motives.

FIRE STORM

POINTS: 180

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

With two crew, the Fire Storm retains its troop transport capacity and can assist Eldar attacks by delivering a squad of Aspect warriors to the battlefield before withdrawing to its usual anti-aircraft role.



Size Comparison

A Fire Storm is a Heavy Support choice for an Eldar army.

UNIT: 1 Firestorm

TYPE: Skimmer, Tank, Fast

TRANSPORT:

The Firestorm has a transport capacity of 6.

ACCESS POINTS: Rear ramp.

WEAPONS AND EQUIPMENT:

- Twin-linked shuriken catapults
- Twin-linked Firestorm scatter lasers with anti-aircraft mount

BS	ARMOUR		
	FRONT	SIDE	REAR
3	12	12	10

WEAPON	RANGE	STR	AP	SPECIAL
Firestorm scatter lasers	60"	6	6	Heavy 6
Shuriken catapult	12"	4	5	Assault 2

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

The Firestorm may be upgraded with vectored engines for +20 pts; star engines at +15 pts, holo-field at +35 pts and spirit stones at +10 pts.

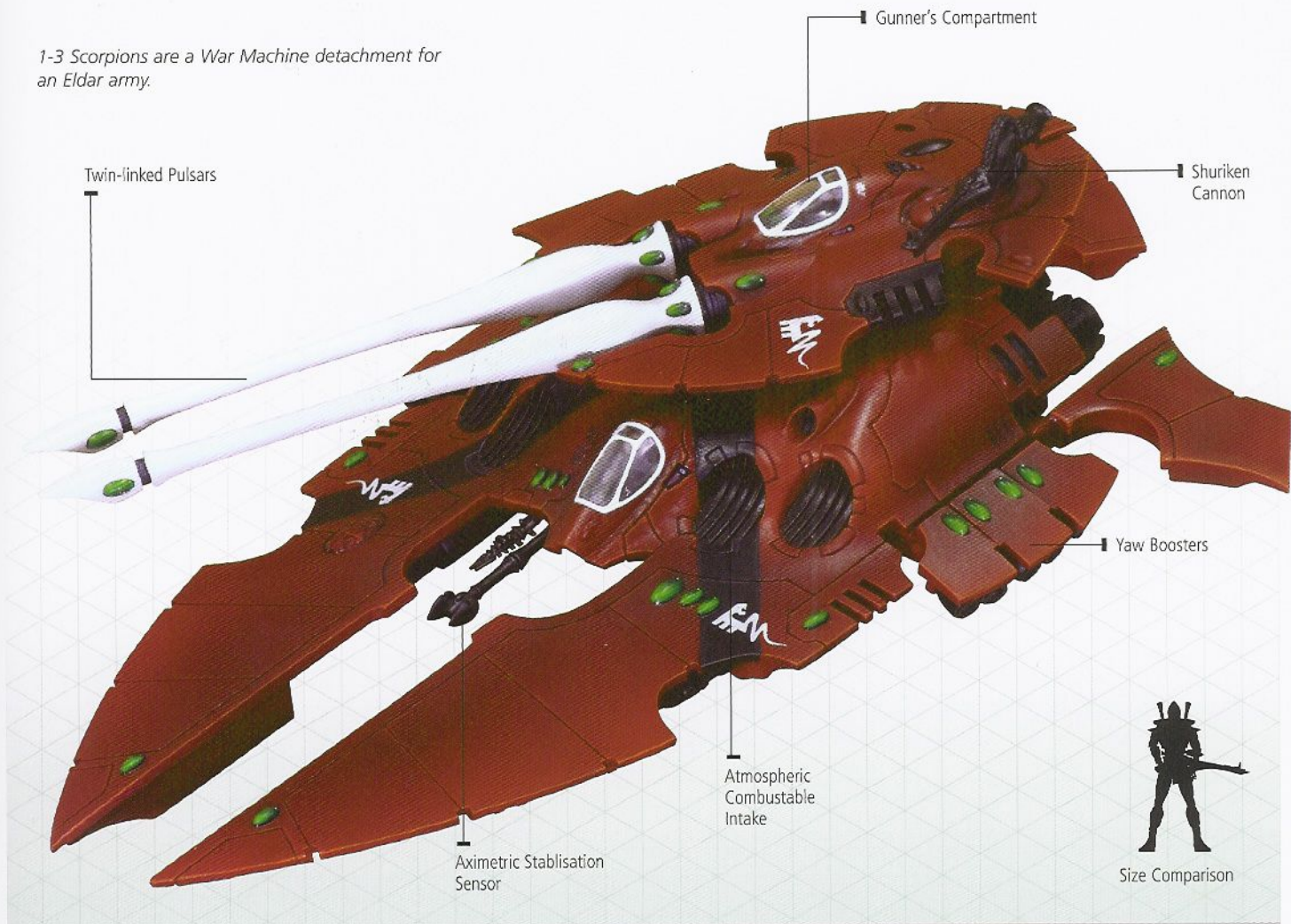
SCORPION

POINTS: 500

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

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

1-3 Scorpions are a War Machine detachment for an Eldar army.



UNIT: 1 Scorpion

TYPE: Super Heavy Tank, Skimmer, Fast

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- One turret mounted twin-linked Pulsars
- One turret mounted Shuriken cannon

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

SPECIAL RULES

Eldar Titan Holo-fields.

WEAPON

Pulsar

RANGE	STR	AP	SPECIAL
60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon
24"	6	5	Assault 3
36"	6	6	Heavy 4
48"	8	3	Heavy 1
48"	4	4	Heavy 1, 3" blast, pinning
36"	8	2	Heavy 1, Lance
36"	6	2	Heavy 2

Shuriken Cannon

Scatter Laser

Eldar Missile Launcher

(krak)

(plasma)

Bright Lance

Starcannon

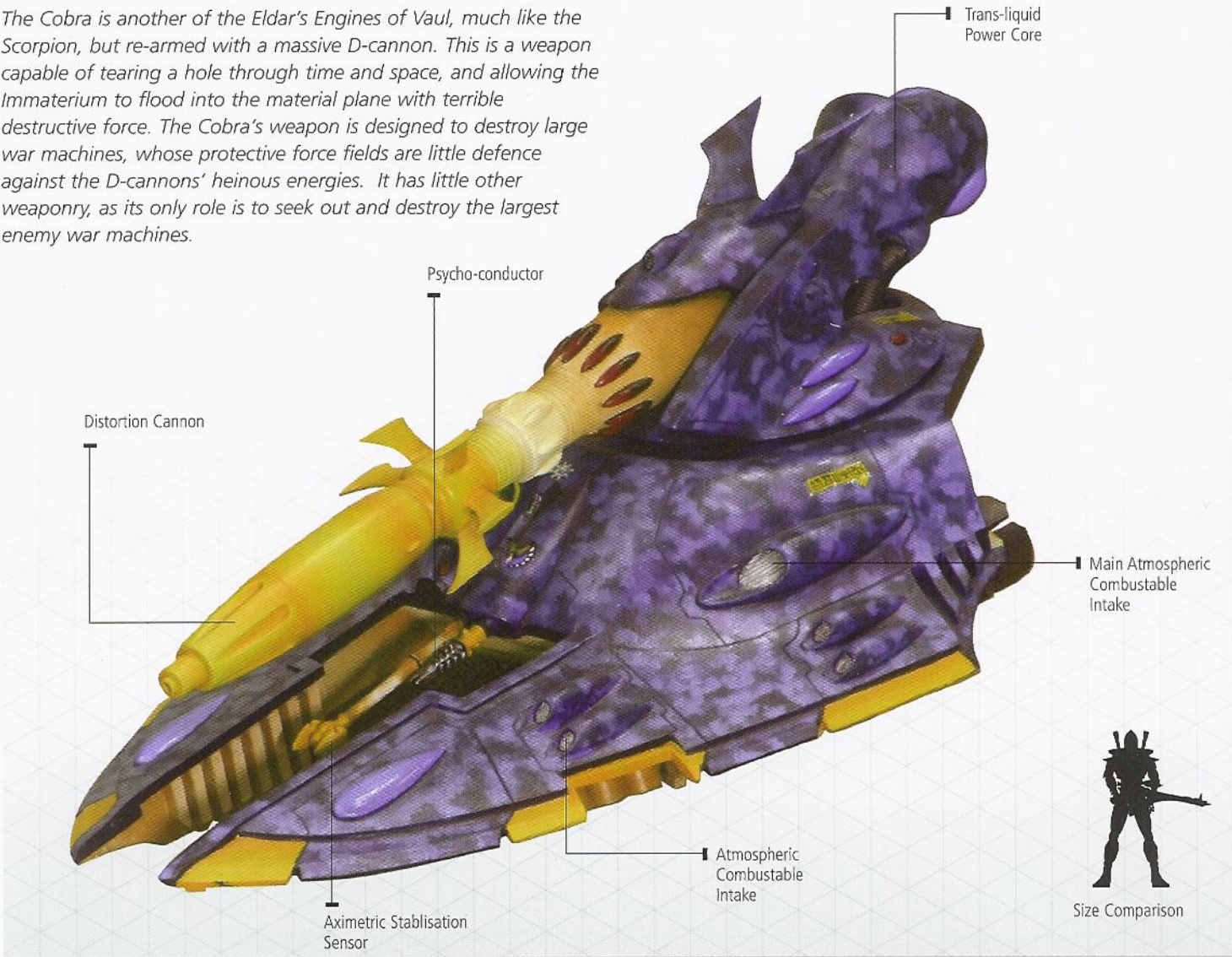
The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. That which we see today is only a tiny shard from a shattered mirror.

- Inquisitor Czevak, Teachings on the Unholy

COBRA

POINTS: 600

The Cobra is another of the Eldar's Engines of Vaul, much like the Scorpion, but re-armed with a massive D-cannon. This is a weapon capable of tearing a hole through time and space, and allowing the Immaterium to flood into the material plane with terrible destructive force. The Cobra's weapon is designed to destroy large war machines, whose protective force fields are little defence against the D-cannons' heinous energies. It has little other weaponry, as its only role is to seek out and destroy the largest enemy war machines.



UNIT: 1 Cobra

TYPE: Super Heavy Tank,
Skimmer, Fast

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Hull-mounted Distortion Cannon
- Turret-mounted Shuriken Cannon

WEAPON	RANGE	STR	AP	SPECIAL
Distortion Cannon	G48"	D	2	Ordnance 1, 10" Blast, Destroyer, Primary Weapon
Shuriken Cannon	24"	6	5	Assault 3
Scatter Laser	36"	6	6	Heavy 4
Eldar Missile Launcher (krak)	48"	8	3	Heavy 1
(plasma)	48"	4	4	Heavy 1, 3" blast, pinning
Bright Lance	36"	8	2	Heavy 1, Lance
Starcannon	36"	6	2	Heavy 2

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

SPECIAL RULES

Eldar Titan holo-field.

D-cannon: The D-cannon uses the Eldar's advanced knowledge of Warp technology to unleash a miniature sphere of Warp energy onto the battlefield, tearing apart its targets. The D-cannon always inflicts instant death on the victim (regardless of its Toughness value). A D-cannon may ignore defensive field and shields, such as Void shields, and Ork powerfields.

1-3 Cobras are a War Machine detachment for an Eldar army.

PHOENIX

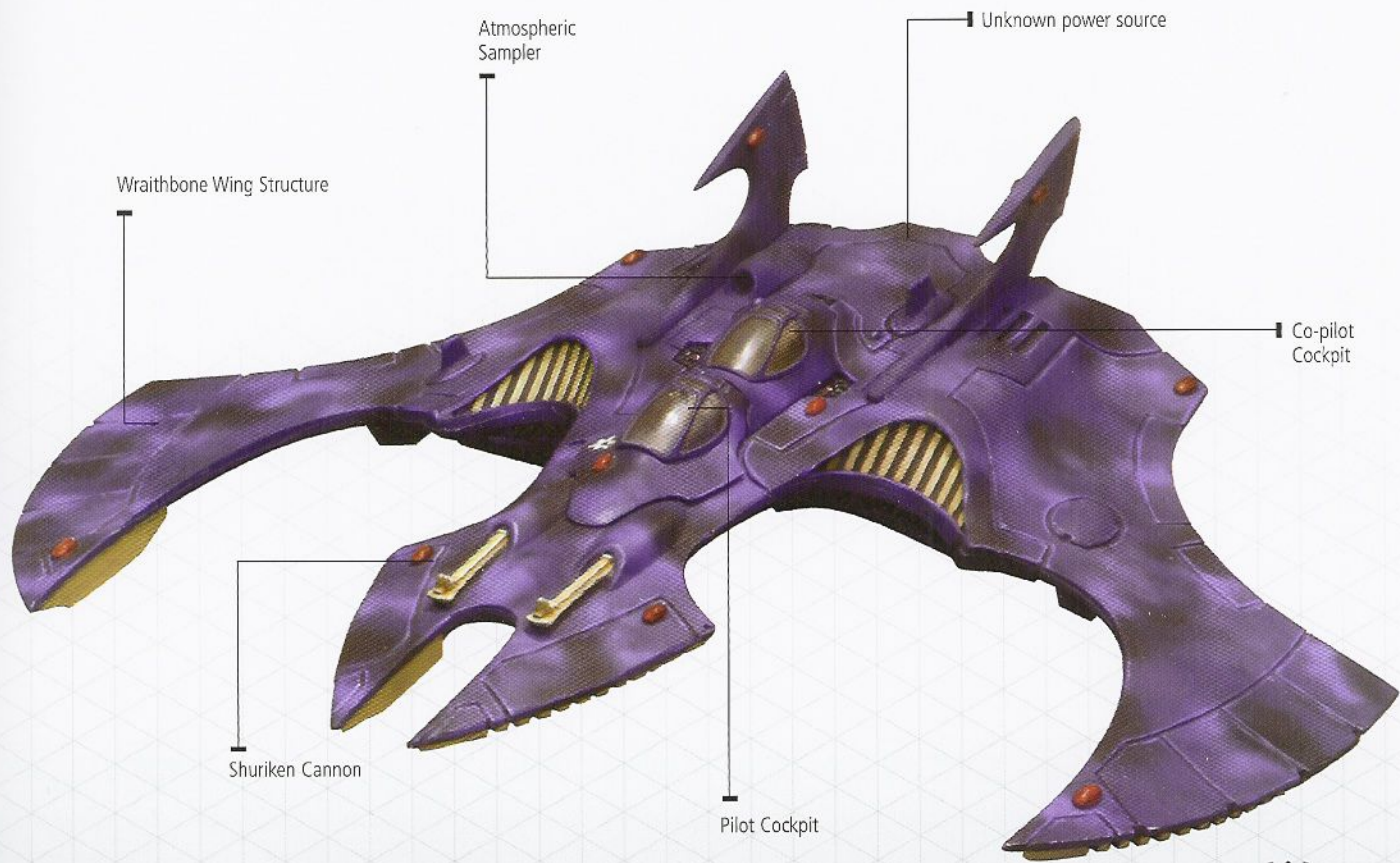
POINTS: 350

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

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

"I have heard tales of sorcerers that can forecast your doom, warriors whose screams freeze the blood, machines that fight with the grace of a dancer, and fiery daemons that cannot die. None of these dangers concerned me, except one. When fighting the Eldar, watch the skies!"

- Colonel Ishmail Mort



Size Comparison

A Phoenix is a Heavy Support choice for an Eldar army.

UNIT: 1 Phoenix

TYPE: Flyer

WEAPONS AND EQUIPMENT:

- Two wing-mounted Phoenix Missile Launchers
- Two nose-mounted Shuriken Cannons with anti-aircraft mount
- One fuselage-mounted Pulse Laser

WEAPON	RANGE	STR	AP	SPECIAL
Phoenix Missile Launcher	48"	5	3	Heavy 3
Shuriken Cannon	24"	6	5	Assault 3
Pulse Laser	48"	8	2	Heavy 2

BS	ARMOUR		
	FRONT	SIDE	REAR
4	10	10	10

SPECIAL RULES

Impossible Manoeuvres: The Phoenix can move a minimum of 18" rather than the usual 36" required for flyers.

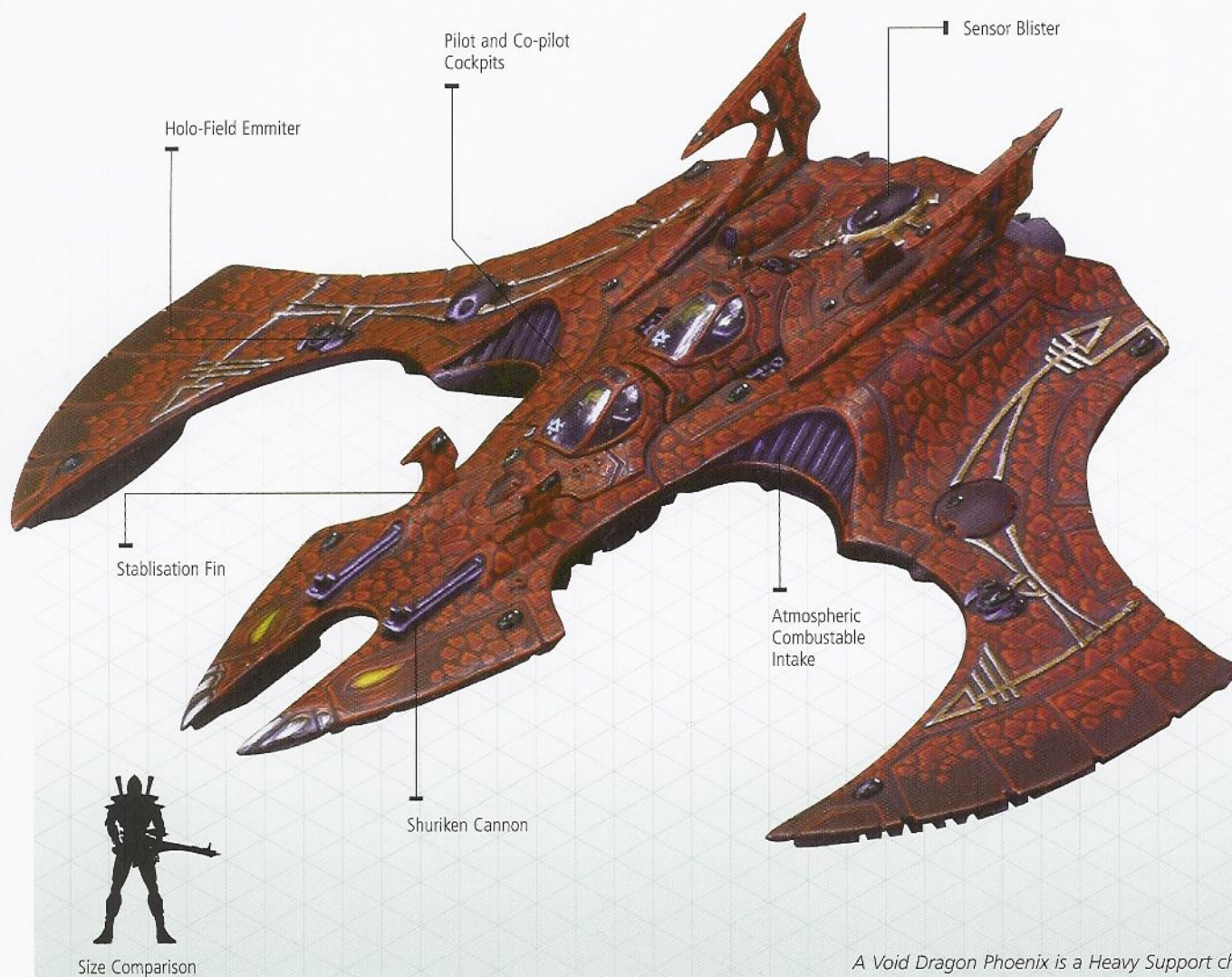
Chasing Shadows: The Phoenix is protected by banks of highly advanced systems designed to mask it from the enemy. The Phoenix counts as equipped with Eldar Titan Holo-fields.

VOID DRAGON PHOENIX

POINTS: 360

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

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



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

UNIT: 1 Void Dragon Phoenix

TYPE: Flyer

WEAPONS AND EQUIPMENT:

- Two wing-mounted Phoenix Missile Launchers
- Two nose-mounted Shuriken Cannons with anti-aircraft mount
- Two fuselage-mounted Star Cannons

WEAPON	RANGE	STR	AP	SPECIAL
Phoenix Missile Launcher	48"	5	3	Heavy 3
Shuriken Cannon	24"	6	5	Assault 3
Starcannon	36"	6	2	Heavy 2

ARMOUR

BS	FRONT	SIDE	REAR
4	10	10	10

SPECIAL RULES

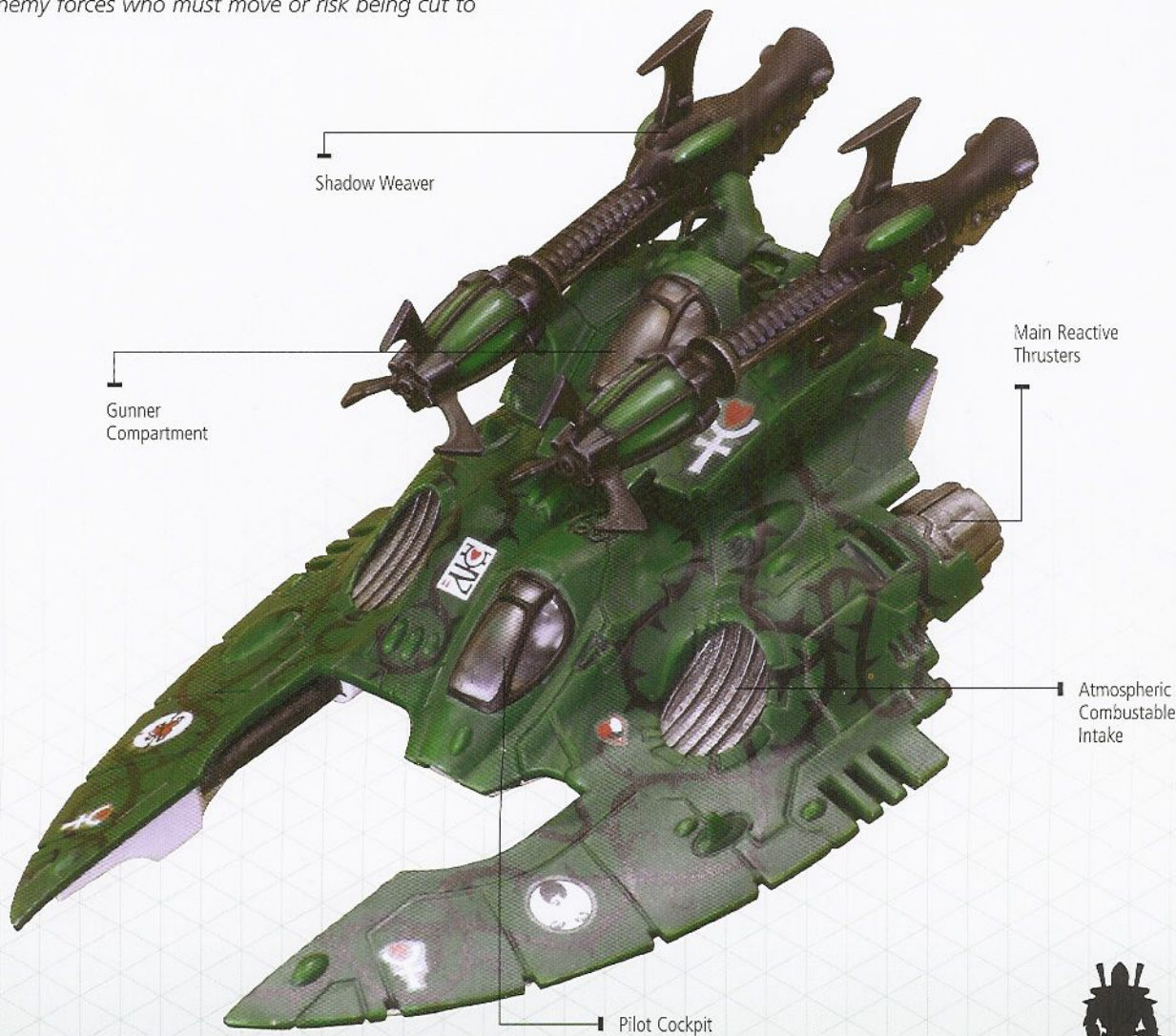
Impossible Manoeuvres: The Phoenix can move a minimum of 18" rather than the usual 36" required for flyers.

Chasing Shadows: The Phoenix is protected by banks of highly advanced systems designed to mask it from the enemy. The Phoenix counts as equipped with Eldar Titan Holo-fields.

NIGHT SPINNER

POINTS: 135

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



Size Comparison

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

UNIT: 1 Night Spinner

TYPE: Fast, Skimmer, Tank

TRANSPORT:

The Night Spinner has a transport capacity of 6.

ACCESS POINTS: Rear ramp.

WEAPONS AND EQUIPMENT:

- One turret-mounted Shadow Weaver
- Twin-linked Shuriken catapults

BS	ARMOUR		
	FRONT	SIDE	REAR
3	12	12	10

WEAPON	RANGE	STR	AP	SPECIAL
Shadow Weavers	G72"	6	-	Heavy 1, 7" Blast
Shuriken catapults	12"	4	5	Assault 2
Shuriken cannon	24"	6	5	Heavy 3

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

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

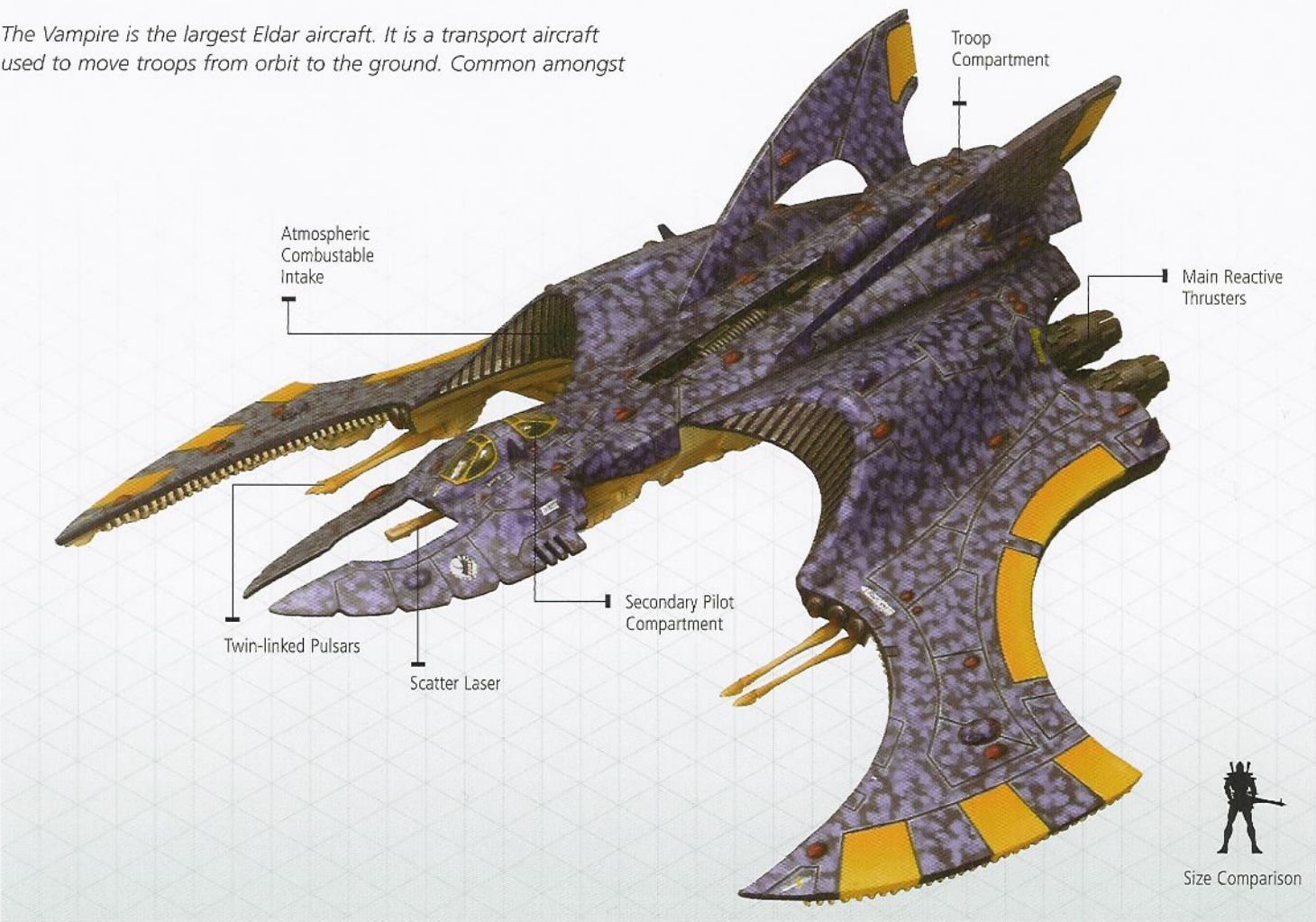
VAMPIRE RAIDER

POINTS: 730

The skies above a battlefield are a crucial aspect of war. Whoever wins the battle for the skies has the upper hand in the ground war. The Eldar have long known this, and their superb aircraft provide them with a telling advantage in any air war.

The Vampire is the largest Eldar aircraft. It is a transport aircraft used to move troops from orbit to the ground. Common amongst

Eldar corsair bands, but also used by craftworld forces, the Vampire fulfills the same rapid response role as the Space Marine Thunderhawk gunship.



UNIT: 1 Vampire Raider

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 3

TRANSPORT: The Vampire can carry up to 30 models. It may not carry an Avatar, Wraithlord or any other vehicles.

ACCESS POINTS: Rear ramp. Up to 3 units may disembark from the Vampires Raider's rear ramp in a single turn.

WEAPONS:

- Two wing-mounted twin-linked pulse lasers
- Nose-mounted scatter laser.

WEAPON	RANGE	STR	AP	SPECIAL
Pulse laser	48"	8	2	Heavy 2
Scatter laser	36"	6	6	Heavy 4
Phoenix Missile Launcher	48"	5	3	Heavy 3
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer Primary Weapon

ARMOUR			
BS	FRONT	SIDE	REAR
4	10	10	10

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

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

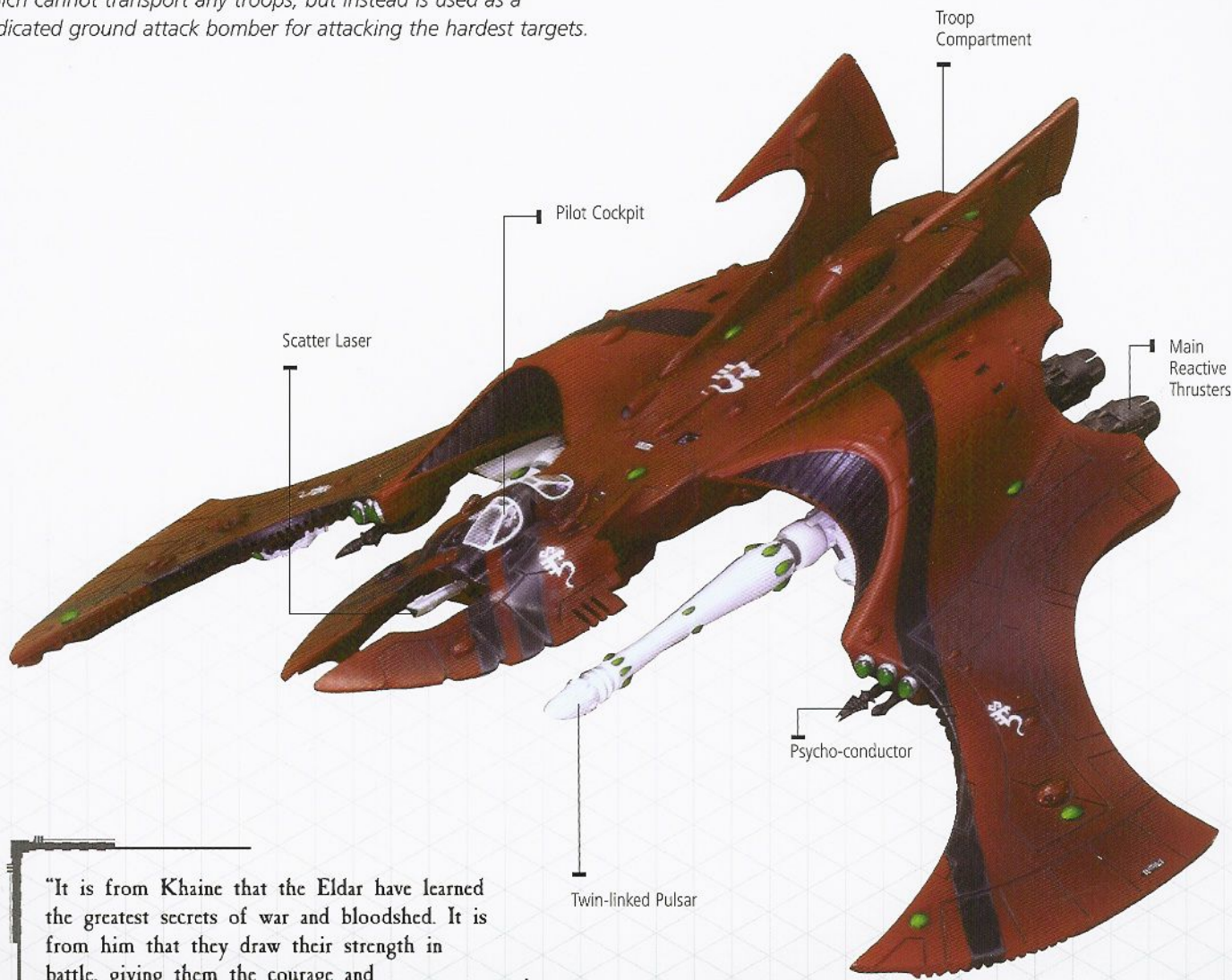
SPECIAL RULES
Eldar Titan Holo-fields.

1-3 Vampire Raiders are a War Machine detachment for an Eldar army.

VAMPIRE HUNTER

POINTS: 730

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



"It is from Khaine that the Eldar have learned the greatest secrets of war and bloodshed. It is from him that they draw their strength in battle, giving them the courage and determination to fight. When the Eldar enter battle they divorce their minds from surrounding events, allowing the spirit of Khaine to infuse them. In this way they can perform horrific acts of violence, whilst keeping their mind pure."

- Inquisitor Czevak, Teachings on the Unholy



Size Comparison

1-3 Vampire Hunters are a War Machine detachment for an Eldar army.

UNIT: 1 Vampire Hunter

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 3

WEAPONS:

- One wing-mounted twin-linked Pulsar
- One hull-mounted twin-linked Phoenix missile launchers
- Nose-mounted scatter laser.

BS	ARMOUR		
	FRONT	SIDE	REAR
4	10	10	10

WEAPON

	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Primary Weapon
Scatter laser	36"	6	6	Heavy 4
Phoenix Missile Launcher	48"	5	3	Heavy 3

SPECIAL RULES
Eldar Titan Holofield.

GUARDIAN SERPENT RIDER HOST

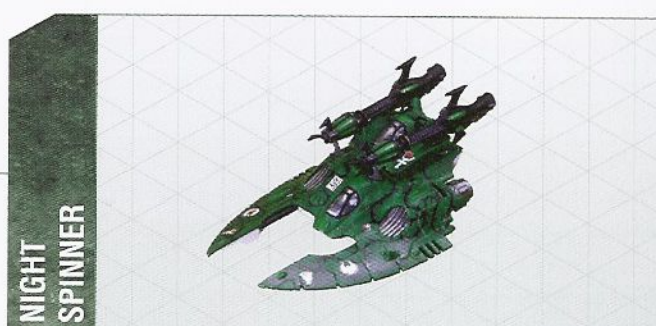
POINTS: 50 + MODELS

The Eldar are a dwindling and some say dying race, and cannot afford to squander men and material at the same rates as the Imperium or Ork do, so rather than brute force they must rely instead on the superiority of their technology, and their undoubted skill and guile. To the Eldar war is a shifting, protean dance of subtlety and destruction applied as an artist might apply the strokes of their brush, and so they favour battle formations that can be wielded with the speed and deftness of a rapier.

The Fate of the Sorrowful Bands

When the wiles of the False One tricked the Eldar of Il-Kaithe into attacking the human renegades on Redjack Secundus, the ancient enemy rose among them and all seemed lost. A full thousand Eldar Guardians gathered into what became known as the Sorrowful Bands fought a desperate rearguard action against the unliving metallic legions. Their lives bought Il-Kaithe's escape from the clutches of the terrible foe and a thousand crystal flames glimmer for each lost soul in the dim halls of their Craftworld to mark their sacrifice.

The Band of Counted Sorrows



FORMATION:

- 3+ Guardian squads mounted in a Wave Serpent
 - 0-2 Firestorm
 - 0-3 Night Spinners
- One Wave Serpent must be designated as the command vehicle.

SPECIAL RULES:

Strike Force: All units in the host must be deployed within 12" of the command vehicle or if coming on from reserve, they must enter the table within 12" of the point entered by the command vehicle.

Shadowfire: While the formation's command vehicle remains mobile, the entire formation benefits from the Night Vision/Acute Senses rule and may re-roll failed Target Priority tests.

Strategic Redeployment: Specialising in rapid deployment and quickly dominating tactically advantageous positions, the Serpent Rider Host gets a single Strategic Redeployment strategic asset.

SKYREAVER CORSAIR RAIDING FORCE

POINTS: 50 + MODELS

Not all of the Eldar race originate from the Craftworlds. After their race's downfall, the Eldar were scattered across the galaxy, and many survived outside of the Craftworlds, on isolated Exodite worlds or scattered in far-flung outposts. These have become the corsair bands, Eldar who have shunned the restrictions of Craftworld life to walk the dangerous 'Path of the Outcast'.

Corsair bands are led by aristocratic Corsair Princes, and many still have strong ties to their Craftworlds, via wandering Ranger units and nomadic Harlequin troupes. Despite their separation, Corsairs will come to a Craftworld's aid if the gods of war call them. Some bands are also believed to have links with other, far more sinister allies...

Skyreavers of Vanadris
the Star Walker



FORMATION:

- 1 Vampire Raider
- 1 Corsair Prince (counts as an Autarch)
- 2+ Guardian squads
- 0+ Ranger squads
- 0+ Support Weapon batteries

SPECIAL RULES:

Strike Force: All squads in the formation must start the game mounted in a Vampire Raider. The Vampire Raider must start the game in Strategic Reserve.

At Kaela Mensha Khaine's Bidding: Corsairs are not restricted by the Eldar paths, and because of this they walk in a grey twilight between their race's new found enlightenment and the old dark ways that led to their race's downfall. When battle is joined, the violent side of their psyche often comes to the fore. All the units in the formation never suffer any negative modifiers to their Leadership, they always use their standard, unmodified Leadership value for any tests they are forced to take.

"The skies will weep with the ash of your kind's passing, and none but the dust shall remember."

The Lament of Ba've Matha

ELDAR ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Eldar players and where their rules can be found.

HEADQUARTERS

Autarch – EC
Farseer – EC
Warlock – EC
Avatar of Khaine – EC

ELITE

Striking Scorpions – EC
Fire Dragons – EC
Wraithguard – EC
Howling Banshees – EC
Harlequin Troupe – EC

TROOPS

Dire Avengers – EC
Rangers – EC
Guardians – EC
Guardian Jetbike squadron – EC

FAST ATTACK

Shining Spears – EC
Warp Spiders – EC
Swooping Hawks – EC
Vyper squadron – EC

HEAVY SUPPORT

Support Weapon battery – EC
Dark Reapers – EC
Wraithlord – EC
War Walker squadron – EC
Falcon – EC
Fire Prism – EC
Fire Storm – IAA
Nightwing interceptor – IAA
Phoenix – IAA
Void Dragon Phoenix – IAA
Night Spinner – IAA

TRANSPORT OPTIONS

Wave Serpent – EC
*Transport option for Striking Scorpions,
Fire Dragons, Wraithguard, Howling Banshee,
Dire Avengers, Guardians, Dark Reapers.*

SPECIAL CHARACTERS

Prince Yriel of Iyanden – EC
Eldrad Ulthran – EC
Asurmen – EC
Jain Zar – EC
Baharroth – EC

Karandras – EC
Fuegan – EC
Maugan Ra – EC

SUPPORTING WAR MACHINE DETACHMENTS

Revenant Titan – 40KA
Scorpion – IAA
Cobra – IAA
Vampire Raider – IAA
Vampire Hunter – IAA

APOCALYPSE BATTLE FORMATIONS

Cloudstrike Squadron – 40KA
Aspect Assault Wave – 40KA
Spirit Host – 40KA
Wind Rider Host – 40KA
Guardian Serpent Rider Host – IAA
Skyreaver Corsair Raiders – IAA

RULES REFERENCE GUIDE

EC – Eldar Codex
40KA – Warhammer 40,000 Apocalypse
IAA – Imperial Armour Apocalypse





TYRANIDS

They came from another galaxy. After silent aeons crossing the intergalactic void, the Tyranid hive fleets have begun to consume this galaxy. Acting under the guidance of the single Hive Mind, the many Tyranid creatures are actually a single giant organism, devouring whole planets in its hunger for new genetic material.

TRYGON

POINTS: 300

A Trygon's claws can burrow through just about any material, carving out underground tunnels as it goes. These tunnels are utilised by other Tyranid creatures which follow in the Trygon's wake and move without detection. This often means a Trygon's appearance is a precursor to a far larger Tyranid attack, as scores of smaller creatures pour out of the hole in the ground left by the Trygon. Their acute senses can detect enemy lifeforms above, and the Trygon will burrow upwards, exploding through the ground underneath its unsuspecting target with devastating power, its huge claws scything through men and vehicles. It is powerful enough to easily smash through buildings and bunkers.

Alongside its huge powerful claws, the Trygon also generates a strong bio-electric field or aura. Created by constant micro-vibrations across the Trygon's body and chitinous armour, this energy can build up to dangerous levels for anybody too close, discharging in a sudden powerful arc. Whilst the field is building up, it creates a low frequency magnetic field around the creature, which will disrupt the energy of weapons used against it, acting like a protective shield.



WS	BS	S	T	W	I	A	LD	SV
6	3	8	7	5	5	5	10	3+

UNIT: 1 Trygon

TYPE: Gargantuan Creature

WEAPONS AND BIOMORPHS:

- Two pairs of Scything talons (additional attacks included)
- Bio-electric field

WEAPON	RANGE	STR	AP	SPECIAL
Bio-Electric Field	12"	5	5	Assault 5

SPECIAL RULES:

Agile: In the Shooting phase the Trygon may choose to either:

- Fire its bio-electric field
- Not fire its field and move an extra D6" (as per Fleet of Foot).

Deep Strike:

The Trygon must start in strategic reserve and enter play using the Deep Strike special rule.

Bio-electric field: The Trygon generates a potent bio-electric field which can be used either as a defensive barrier, giving it a 6+ invulnerable save, or used in the Shooting phase to attack the enemy. Declare how the Trygon will use its field each turn.

Subterranean Tunnels: The Trygon is large enough to carve underground tunnels along which other smaller Tyranid creatures can follow. The Tyranid player may place a single brood of Gaunts, Hormagaunts, Raveners or a Ripper Swarm in strategic reserve with the Trygon. Once the Trygon emerges, the brood will automatically follow next turn, moving onto the table from the point where the Trygon arrived.

A Trygon is a Heavy Support choice for a Tyranid army.

SCYTHED HIERODULE

POINTS: 600

The Scythed Hierodule was first recorded during the invasion of Hamman's World, a small Imperial colony close to one of the tendrils of Hive Fleet Kraken. Hamman's World was attacked soon after the Kraken's defeat on Ichar IV, as the hive fleet began to splinter. Nothing like the Hierodule had ever been reported before. It is armed with four huge razor-sharp claws, each capable of slicing clean through a battle tank, and heavily protected by chitin plates, in places up to 30 cm thick. A Hierodule is far larger than a Carnifex, a monstrous-killing machine, even by Tyranid standards.

A Scythed Hierodule is a Heavy Support choice for a Tyranid army.

As well as its claws, the Scythed Hierodule also bears a symbiote creature which appears to live in the Hierodule's back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of potent mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research. Those creatures that have been killed have all been destroyed by large weapons, leaving few remains for laboratory investigation.



UNIT: 1 Scythed Hierodule

TYPE: Gargantuan Creature

WEAPONS AND BIOMORPHS:

- 4 scything talons (additional attacks included).
- Bio-acid spray.

WEAPON	RANGE	STR	AP	SPECIAL
Bio-acid spray	Hellstorm template	6	3	Assault 1

WS	BS	S	T	W	I	A	LD	SV
4	3	10	8	6	3	7	10	3+

SPECIAL RULES:

Agile: In the Shooting phase the Scythed Hierodule may choose to either:

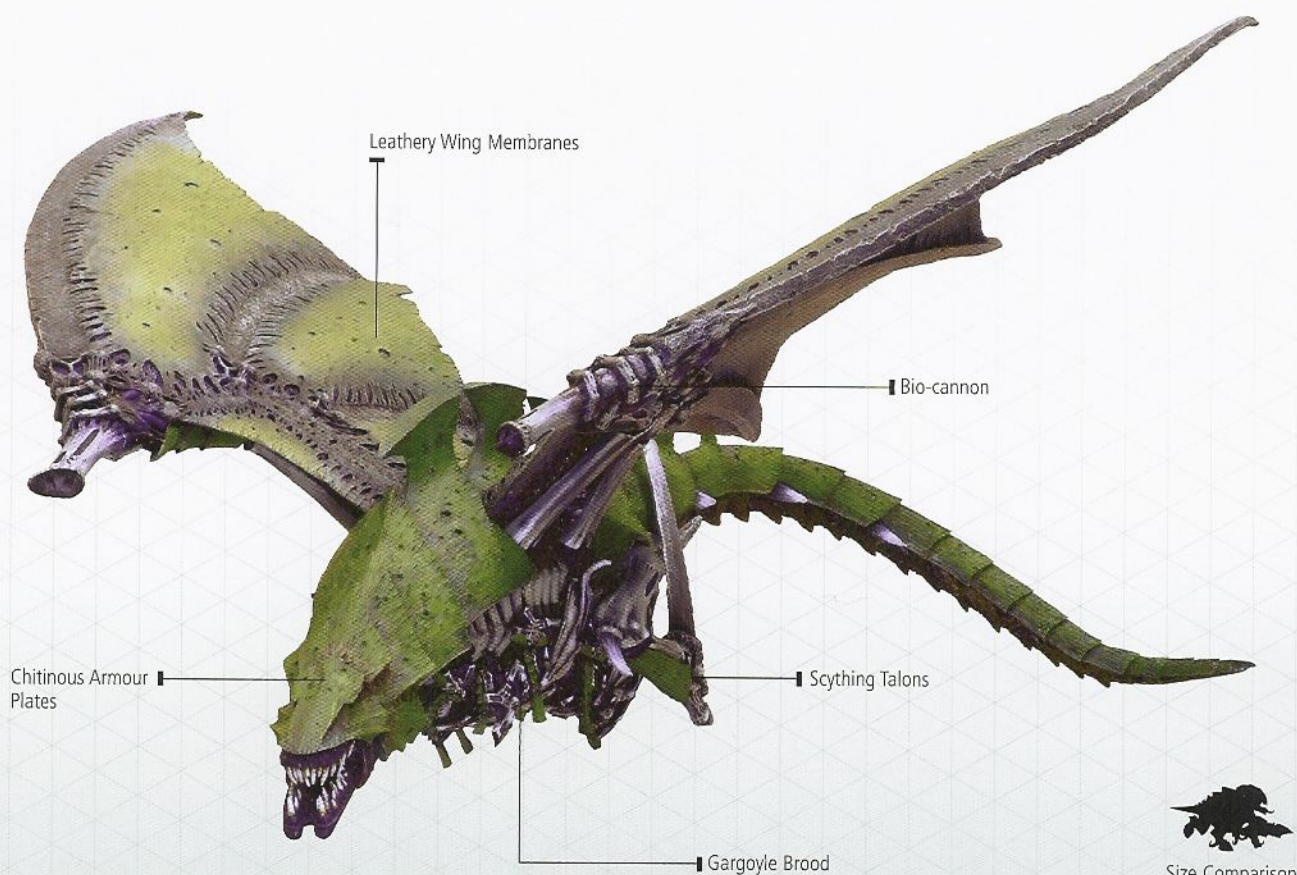
- Fire its bio-acid spray and move an extra D6" (as per Fleet of Foot)
- Move an extra 2D6" (as per Fleet of Foot)

HARRIDAN

POINTS: 900

Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the inter-galactic alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before diving down over the battlefield, strafing its foes with bio-cannons or swooping low to rake a tank with its two massive claws, or snapping its massive fanged jaws around an infantryman. The Harridan's fearsome armament means it is capable of attacking just about any target, and the high-speed impact of its two main claws are capable of punching through just about any armour.

Harridans seem to act as brood mothers to smaller Gargoyles. It is thought that Gargoyles lack the endurance for very long distance movement, but it is known that they can hitch a lift on a Harridan, using their hooks and claws to attach themselves to the larger creature. With a Gargoyle brood attached, a Harridan's belly appears to constantly writhe with hideous clusters of scaly limbs and leathery wings, writhing over the mother's skin and chitinous armour plates. As the Harridan soars over the battlefield, the Gargoyles will detach themselves and flap off to attack the enemy. When Harridans gather for a large attack, swarms of Gargoyles will usually darken the skies around them.



WS	BS	S	T	W	I	A	LD	SV
4	3	10	8	6	3	4	10	3+

UNIT: 1 Harridan

TYPE: Gargantuan Creature

WEAPONS AND BIOMORPHS:

- 2 bio-cannons
- 2 scything talons (attacks included)

WEAPON	RANGE	STR	AP	SPECIAL
Bio-cannon	48"	10	3	Assault 6

1-3 Harridans are a War Machine detachment for a Tyranid army.

OPTIONS:

Gargoyle Brood: A Harridan may carry a single brood of Gargoyles clinging to its body. The brood consists of 8-20 Gargoyles at 12 pts each.

SPECIAL RULES:

FLYER: The Harridan can fly up to 24" per turn.

Gargoyle Brood: If carrying a Gargoyle brood they may detach themselves before the Harridan moves, place them within 2" of the Harridan. They then move as normal.

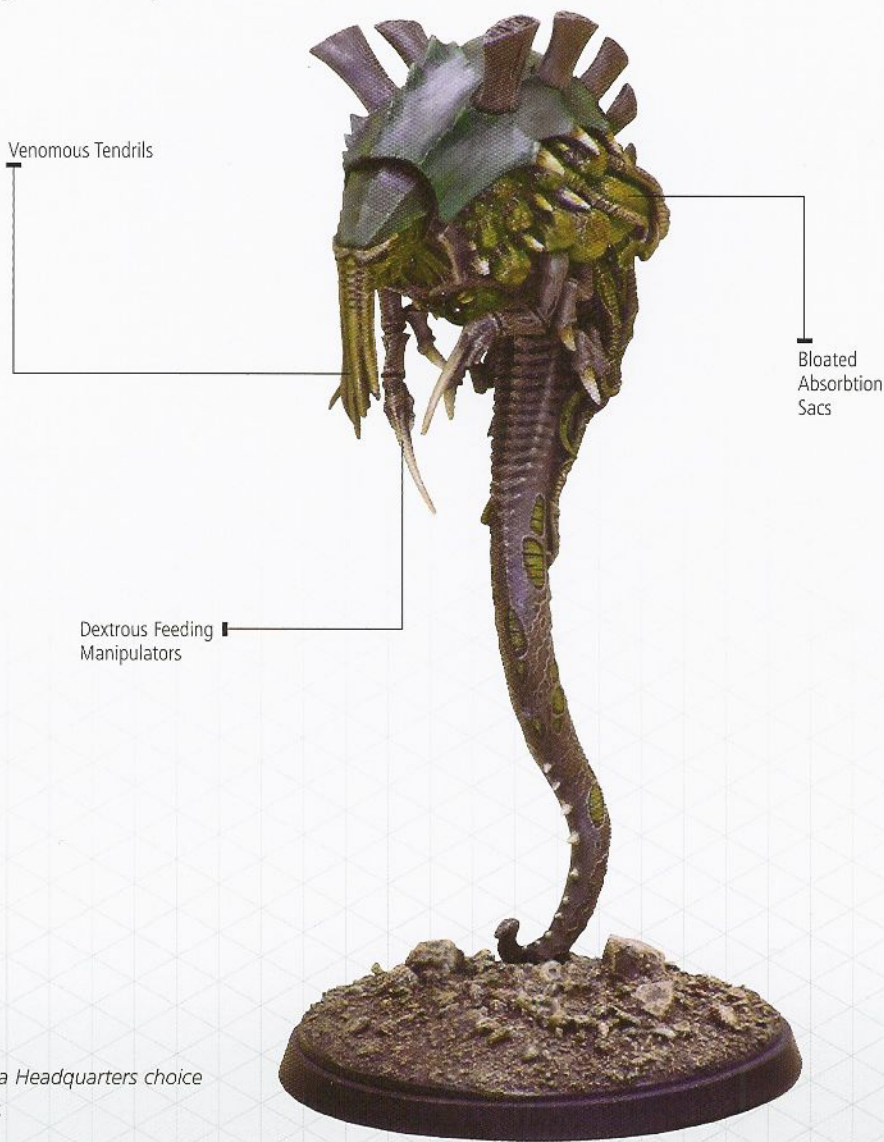
If the Harridan is hit by a blast weapon whilst carrying the Gargoyles, then the brood is also hit. If the Harridan is killed then the Gargoyles immediately flap off. Deploy them from the point where the Harridan was destroyed.

MALANTHROPE

POINTS: 150

Rarely seen, the Malanthrope's existence has only recently been discovered. For a long time the creature was a total mystery to Imperial forces. The reason for this lack of knowledge was that the creature's role meant it only followed behind a Tyranid attack swarm. Few troops survived long enough to witness a Malanthrope at work or, if the Tyranid swarm was destroyed in battle, then no Malanthropes would appear. As more battles were fought against the Tyranids, reports describing the Malanthrope were often mistaken for sightings of Zoanthropes.

It is well known that once a battle is over and a Tyranid attack has moved on, the Ripper swarms move in, devouring anything in their path. These follow-up swarms are sometimes accompanied by strange and hideous Malanthropes. The Malanthrope's role seems to be to selectively collect and process genetic material from fallen enemies, before itself being reabsorbed along with the Ripper swarms into the Tyranid biomass. The biomass is then used to create more complex creatures.



A Malanthrope is a Headquarters choice for a Tyranid army.

WS	BS	S	T	W	I	A	LD	SV
3	3	6	6	4	5	5	10	2/6+



Size Comparison

UNIT: 1 Malanthrope

TYPE: Monstrous Creature

WEAPONS AND HIVE MIND POWERS:

- Feeder Tendrils
- Warp Field
- Synapse Creature
- The Horror

SPECIAL RULES:

Agile: In the Shooting phase the Malanthrope may choose to:

- Move an extra D6" (as per Fleet of Foot).

Anaphylactic Shock: Due to its extreme toxicity, any wounds from a Malanthrope cause Instant Death. This does not affect Daemons, including C'tan and the Eldar Avatar.

MEIOTIC SPORE

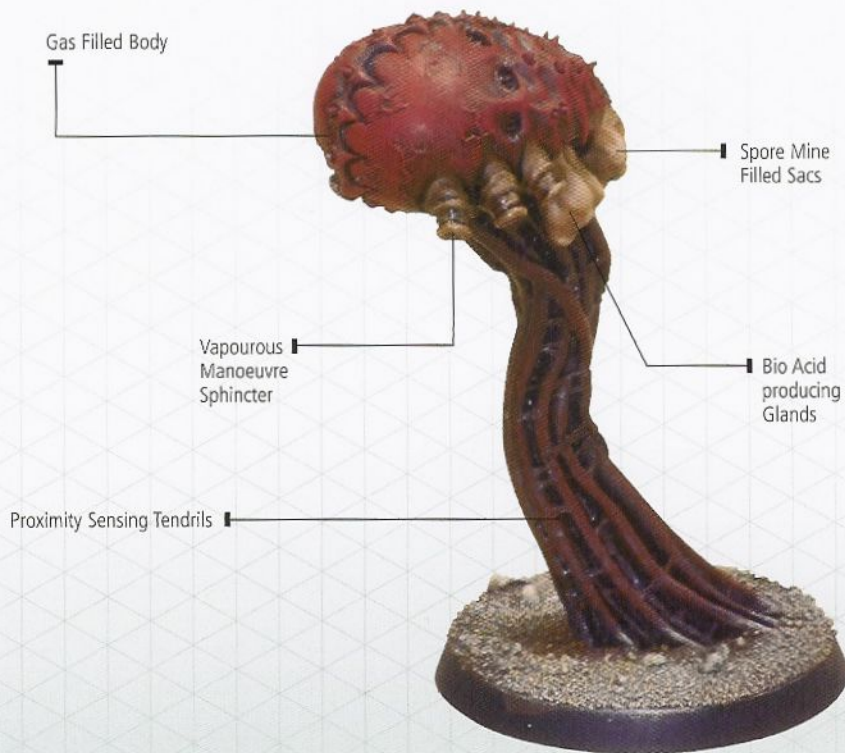
POINTS: 35

First encountered on Beta Anphelion IV, Meiotic Spores were first thought to be just large spore mines.

These large spore sacks are full of bio-acid and toxins and contain smaller spore mines within them. Trailing long groping tendrils, which writhe in search of a target, Meiotic Spores act much like a larger versions of the common spore mine clusters. Once their tendrils sense an enemy nearby they detonate, showering the area with razor-sharp chitin and bone shrapnel, toxic gases and corrosive juices. Unlike other spore mines, Meiotic Spores also have gas-filled

sacks, which allow them to rise high into the sky and drift on the winds, forming floating minefields.

Meiotic Spores also carry other spore mines inside them. When the sack detonates many of these mines are destroyed, adding to the force of the explosion, however the big spore seems to have evolved in such a way that some spore mines will be flung clear and will continue drifting to find new targets, meaning destroying a Meiotic Spore is not as easy as simply shooting it down.



A Meiotic Spore is a Fast Attack choice for a Tyranid army.

Size Comparison

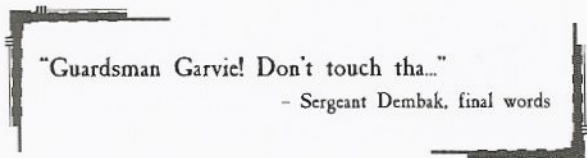
WS	BS	S	T	W	I	A	LD	SV
1	0	1	5	1	1	0	10	5+

UNIT: 1 Meiotic Spore

WEAPONS AND BIOMORPHS:

- Bio-acid spores

WEAPON	RANGE	STR	AP	SPECIAL
Meiotic Spore	n/a	5	3	5" blast



SPECIAL RULES:

Deep Strike: The Meiotic spores must start the game in strategic reserve and must deploy by Deep Strike. They deploy as individual models.

Movement: The Meiotic spore moves like a spore mine, moving D6" in a random direction. On a Hit result the Tyranid player may choose the direction. A Meiotic spore cannot move in the Assault phase.

Self Destruction: Meiotic spores can be detonated during the Tyranid player Shooting phase, or as soon as it comes into contact with an enemy model. If an enemy model within 2" of the Spore fires a weapon, then it immediately explodes.

If a Spore is destroyed, by enemy fire or self-destructing, then D6-1 bio-acid spores mines are thrown out. Place a Spore Mine on the same spot as the Meiotic Spore, then place the remaining Spores in base contact with the first. These act like a normal spore mine cluster.

STONE-CRUSHER CARNIFEX

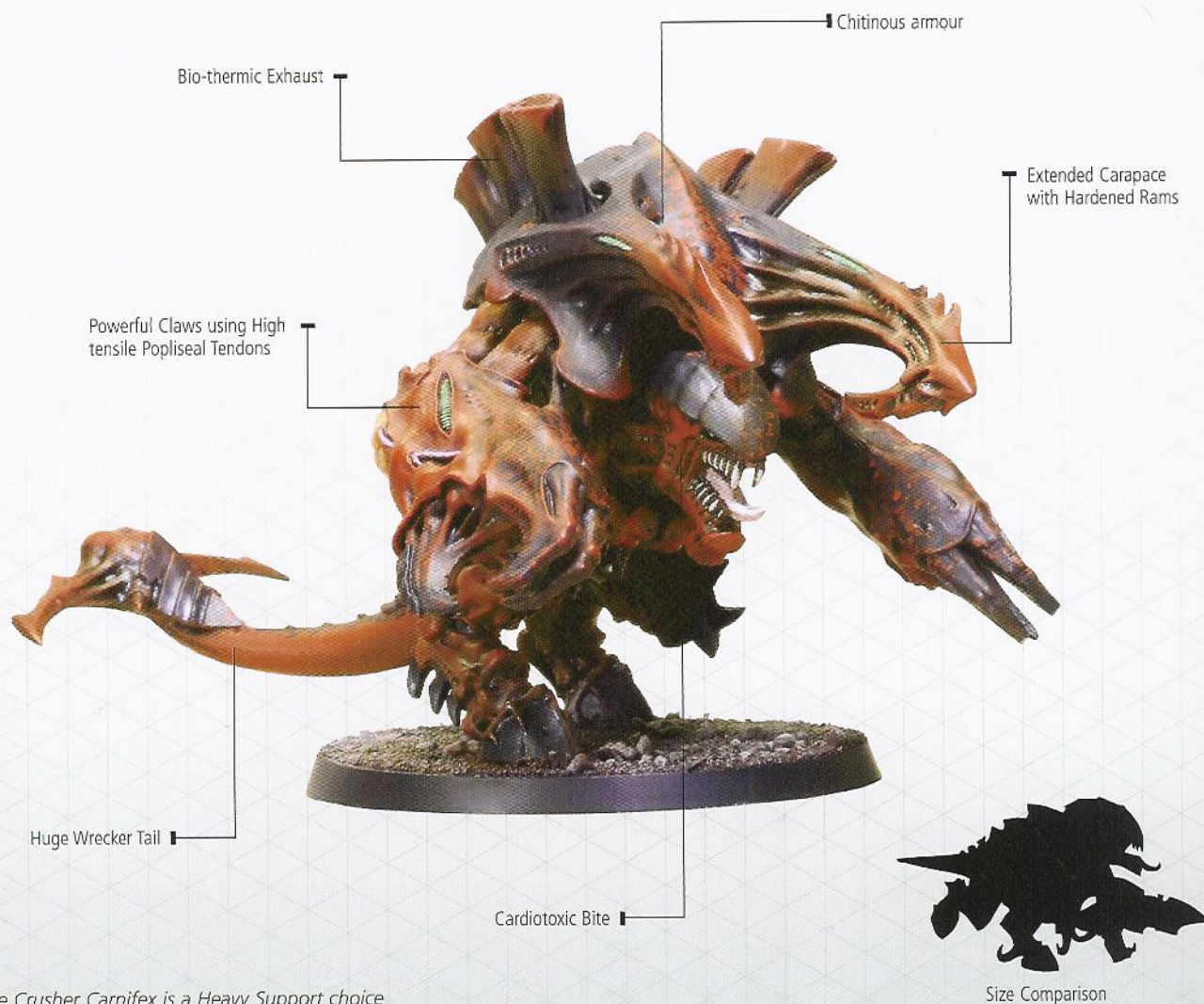
POINTS: 180

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

Armed with crushing claws, which can easily tear ferrocrete to rubble, as well as long rams on its carapace. When the Stone-

Crusher charges it drives its rams through a wall, then using its immense strength, it pulls backwards to wrench the wall down.

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



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

UNIT: 1 Stone-crusher Carnifex.

TYPE: Monstrous Creature

WEAPONS AND BIOMORPHS:

- Crushing claws
- Rending claws
- Thornback
- Tusked
- Extended carapace
- Toxin sacs
- Scythed tail

WS	BS	S	T	W	I	A	LD	SV
3	2	10	6	4	1	D6	10	2+

SPECIAL RULES:

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

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

WINGED SWARM

POINTS: 50 + MODELS

When the Tyranid assault begins in earnest, Winged Swarms come on in a great relentless tide of carapace, claw and fang, numberless and utterly implacable. But for all their seemingly mindless destructive savagery, the Tyranid threat is the action of no mere race of beasts, but is rather under the control of the vast and alien Tyranid Hive

Mind, and it spawns living weapons in great diversity and profusion. Among these are winged organisms, variations on their more common forms but equally lethal, genetically rebuilt to bring their hunger and terror to the skies.

The Destroyer Swarm:
Encountered
Outpost KX-Ultra
(Ref Hive Splinter Daghon)

WINGED
HIVE TYRANT



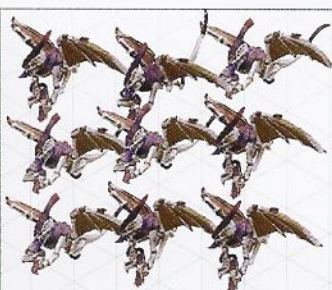
WARRIOR
BROOD



WARRIOR
BROOD



GARGOYLE
BROOD



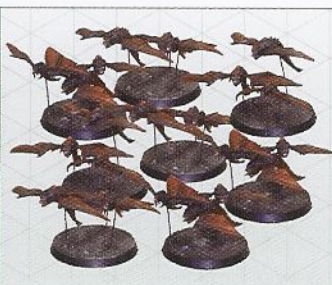
GARGOYLE
BROOD



GARGOYLE
BROOD



RIPPER
SWARM



RIPPER
SWARM



RIPPER
SWARM



FORMATION:

- 1 Winged Hive Tyrant
- 2+ Broods of Winged Warriors
- 1+ Broods of Gargoyles
- 0+ Swarms of Winged Rippers

SPECIAL RULES:

Attack Swarm: All broods in the swarm must be deployed within 18" of the Winged Hive Tyrant or, if coming on from reserve, they must enter the table within 18" of the point entered by the Tyrant.

Winged Death: The swarm begins with the Flank March strategic asset, reflecting its ability to appear suddenly from any quarter on a tide of leathery wings.

SPORE CHIMNEY INFESTATION

POINTS: 25 + MODELS

When the Tyranids assault a world they do more than merely attack its cities or slaughter its people, the Hive Mind seeks to devour the world whole, stripping it of all life and other elements that could be of use to satiate its endless hunger. An important part of this process is the infestation of feeder organisms that prepare the way for this

mass-consumption, subverting the planetary biosphere itself. Quickly after infection, barbed capillary towers will erupt from the dying earth and the fecund mass of spore chimneys will soon follow, belching lethal spores into the skies and further poisoning the air and land.

The Infestation at the Cannis Alpha processing plant, Belis Corona



"They have murdered this world once fair and green; for this there can be no forgiveness or understanding, only extermination for all their soulless kind."

- Aul'vycwthe, Pathfinder of Alaitoc

FORMATION:

- 1 Spore Chimney*
- 0-3 Capillary towers*
- 1+ Meiotic Spores
- 1+ Spore mine clusters

*See Imperial Armour Volume 4 The Anphelion Project for more information and rules for these models.

SPECIAL RULES:

Static Infestation: Tyranid Spore Chimney and Capillary Towers must be placed along with terrain by the Tyranid player before the game begins, within their own deployment zone, but before other deployment by either side.

The rest of the formation is deployed during normal deployment and must be placed within 12" of the Spore Chimney.

TYRANID ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Tyranid players and where the rules can be found. Where two references are given it means additional options for this troop type can be found in Imperial Armour Volume 4.

HEADQUARTERS

Hive Tyrant – TC
Tyrant Guard – TC
Tyranid Warrior Brood – TC
Brood Lord – TC
Malanthrope – IA4, IAA

ELITE

Tyranid Warrior Brood – TC
0-1 Lictors – TC

TROOPS

Genestealer Brood – TC
Gaunt Brood – TC
Hormaguant Brood – TC
Ripper Swarm – TC

FAST ATTACK

Ravener Brood – TC
Gargoyle Brood – TC
Spore Mine Cluster – TC
Meiotic Spore – IA4, IAA

HEAVY SUPPORT

0-1 Zoanthropes – TC
0-1 Biovores – TC
Carnifex – TC
Scythed Hierodule – IA4, IAA
Barbed Heirodole – IA4, 40KA
Trygon – IA4, IAA

BROOD UPGRADE

Brood Nest – IA4
Option for Broodlord, Genestealers, Gaunts, Hormagaunts, Genestealers, Ripper Swarms, Spore Mine Cluster.

SUPPORTING WAR MACHINE DETACHMENTS

0-3 Hierophant Bio-Titan – IA4, 40KA
0-3 Harridan – IA4, IAA

SPECIAL TERRAIN

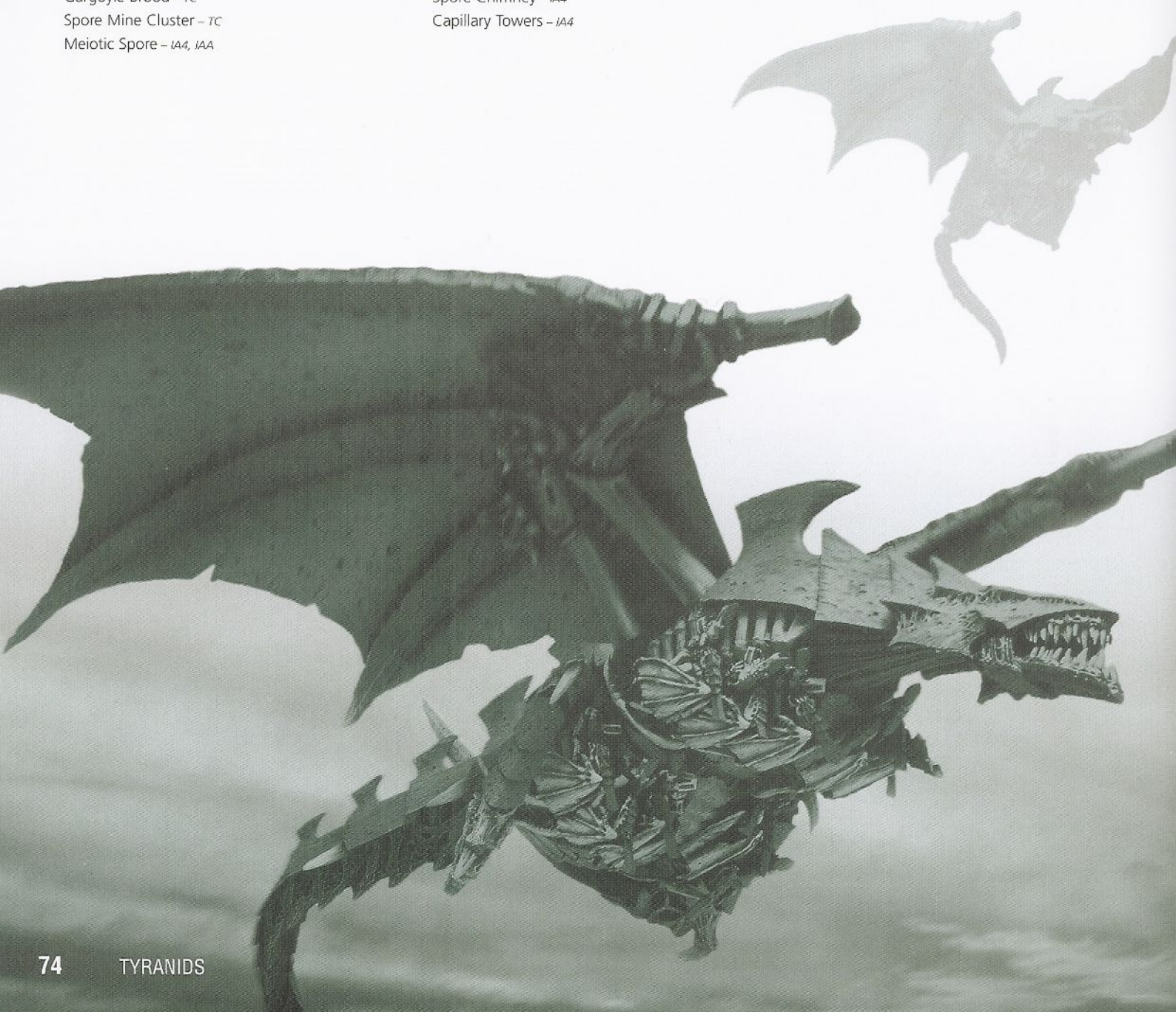
Spore Chimney – IA4
Capillary Towers – IA4

APOCALYPSE BATTLE FORMATIONS

Subterranean Swarm – 40KA
Hive Mind Brood – 40KA
Mycetic Assault Storm – 40KA
Endless Swarm – 40KA
Winged Swarm – IAA
Spore Chimney – IAA

RULES REFERENCE GUIDE

TC – Tyranid Codex
IA4 – Imperial Armour Volume 4
The Anphelion Project
40KA – Warhammer 40,000 Apocalypse
IAA – Imperial Armour Apocalypse Update



The background of the page is a detailed illustration of a Tau Empire cityscape. In the foreground, several Tau Battlebarges are parked on a paved surface. The central Battlebarge is prominently displayed, showing its distinctive design with a large front grille and various weapon ports. In the background, tall, classical-style buildings with columns and arches rise into the sky. The sky is filled with a bright, hazy light, possibly from a nearby star or a large explosion. In the upper right corner, there is a circular graphic element resembling a targeting reticle or a sensor display, with concentric circles and a central point. The overall color palette is a mix of greys, blues, and whites, giving it a futuristic and somewhat somber feel.

TAU

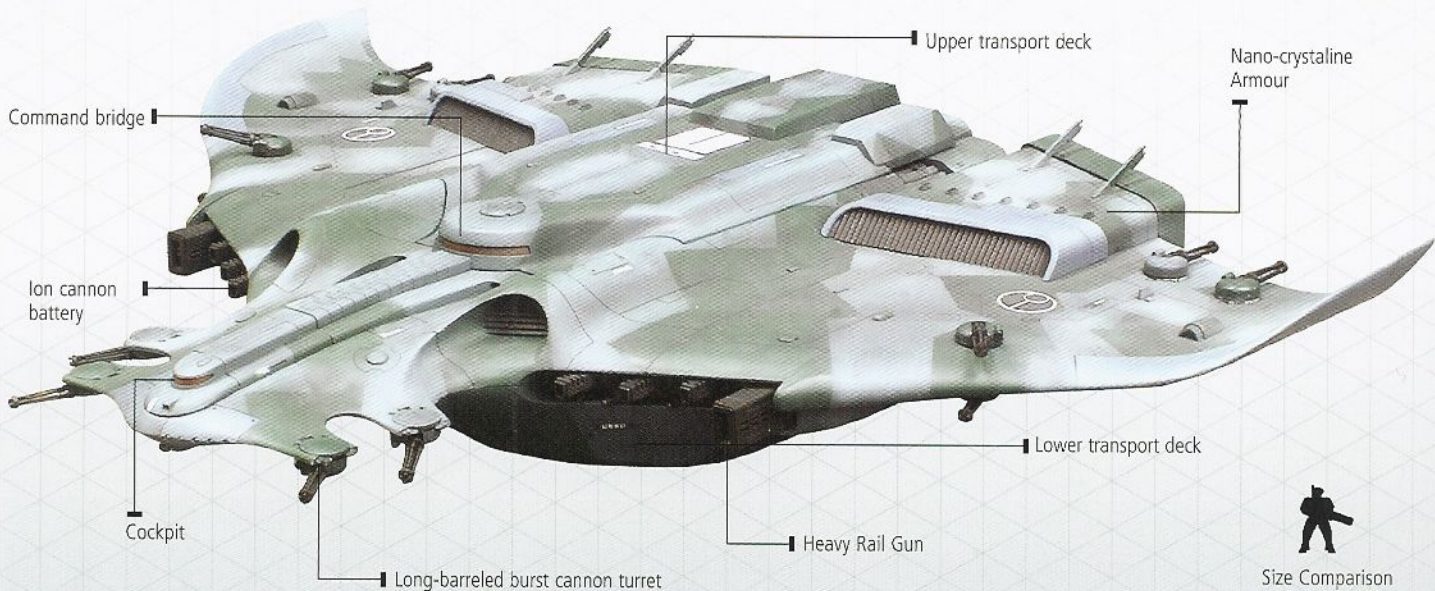
The Tau are a young alien race who have only recently emerged as a growing galactic power, building their own Empire close to the eastern fringes of the galaxy. Their advanced technology, and belief in the 'greater good' have allowed them to expand rapidly and induct several minor alien races into their service.

MANTA

POINTS: 2000

The Manta is the Tau's super heavy drop ship. It is so large it is actually a small spacecraft. It is well armed and armoured for use in frontline combat, where it is expected to deploy and fight as an attack craft. Carrying a fearsome amount of firepower, protected by a powerful energy field and 16 drone controlled burst cannons facing in all directions, the Manta is the Tau's closest equivalent to

the Imperium's Titans. As well as its firepower the Manta has a large transport capacity. The ship's main body is split into two transport decks. The upper deck holds troops, whilst the cavernous lower deck can hold up to four (fully loaded) Devilfish or Hammerheads and battlesuits.



UNIT: 1 Manta

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 10

ACCESS POINTS: Rear transport ramp and lower transport deck elevator

FIRE POINTS: None

WEAPONS AND EQUIPMENT:

- One twin-linked heavy railgun
- Three twin-linked long barrelled ion cannons
- One twin-linked missile pod
- Sixteen drone controlled long barrelled burst cannons
- Ten Seeker missiles
- Network markerlight
- Targeting array, black sun filter, escape pod, decoy launchers
- Energy shield

TRANSPORT: The Manta has two transport decks. The upper deck has a transport capacity of 48. This may only transport infantry. The upper deck also contains a command deck which can be used to transport one independent character and any drone upgrades.

The lower deck has a transport capacity of 140. This can include up to four vehicles (each vehicle counts as 30 men). Vehicles may be carried fully loaded with infantry at no additional transport cost.

A Manta is a War Machine detachment for a Tau army.

BS	ARMOUR		
	FRONT	SIDE	REAR
(2) 4	13	12	11

WEAPON	RANGE	STR	AP	SPECIAL
Heavy railgun	110"	D	1	Ordnance 1, destroyer, primary weapon
- sub munitions	110"	7	3	Ordnance 1, 10" blast, primary weapon
1b Ion cannon	90"	7	3	Heavy 3
Missile pod	36"	7	4	Assault 2
1b Burst cannon	36"	5	5	Assault 3
Seeker missile	72"	8	3	Heavy 1

OPTIONS: None

SPECIAL RULES:

Hover Mode.

Energy Shield: The Manta's energy shield gives it a 4+ invulnerable save against any hits it receives.

AA Fire: Due to its size, when rolling to hit the Manta the enemy do not need 6s, but uses their standard BS as normal.

Drone controlled sub-munitions: When firing sub-munitions the Manta does not roll the extra D6 for deviation for moving, it always rolls a D6 for deviation.

Transport ramp: Up to four units may exit from the Manta's rear transport ramp per turn.

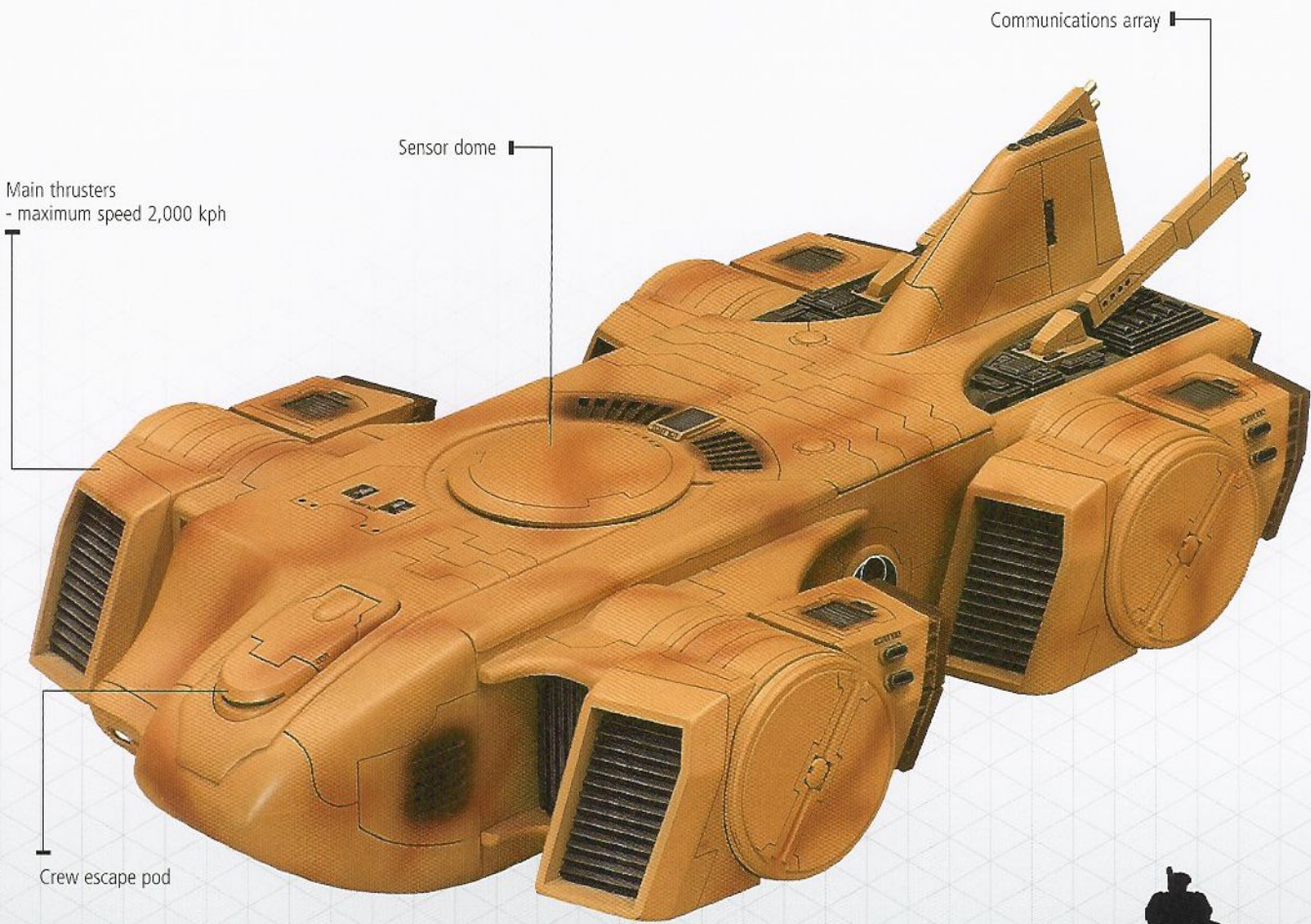
Transport Elevator: The entire lower deck can be lowered. All units on the lower transport deck can disembark in the same turn.

ORCA

POINTS: 400

The Orca is a dedicated orbital transport vehicle – a shuttle for moving troops, equipment and supplies from spaceships in orbit to a planet’s surface. Unlike the Thunderhawk Gunship, the Orca is not a combat aircraft, it is only equipped for self defence, and its

primary transport function usually takes place well away from the fighting. An Orcas hold can carry up to 55 Tau Fire warriors and their equipment and drones, and provide command and control support from its command deck.



1-3 Orcas are a War Machine detachment for a Tau army.



Size Comparison

UNIT: 1 Orca

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 3

ACCESS POINTS: Rear transport ramp.

OPTIONS: Blacksun filter, disruption pod, decoy launcher, targeting array, up to 4 seeker missiles.

WEAPONS AND EQUIPMENT:

- Turret mounted twin-linked long barrelled burst cannons
- Turret mounted missile pod

TRANSPORT: The Orca has a transport capacity of 55. It may carry a maximum of 6 battlesuits. It may not carry any vehicles.

BS	ARMOUR		
	FRONT	SIDE	REAR
3	11	11	10

WEAPON	RANGE	STR	AP	SPECIAL
1b Burst cannon	36"	5	5	Assault 3
Missile pod	36"	7	4	Assault 2
Seeker missile	72"	8	3	Heavy 1

OPTIONS: None

SPECIAL RULES:
Hover Mode.

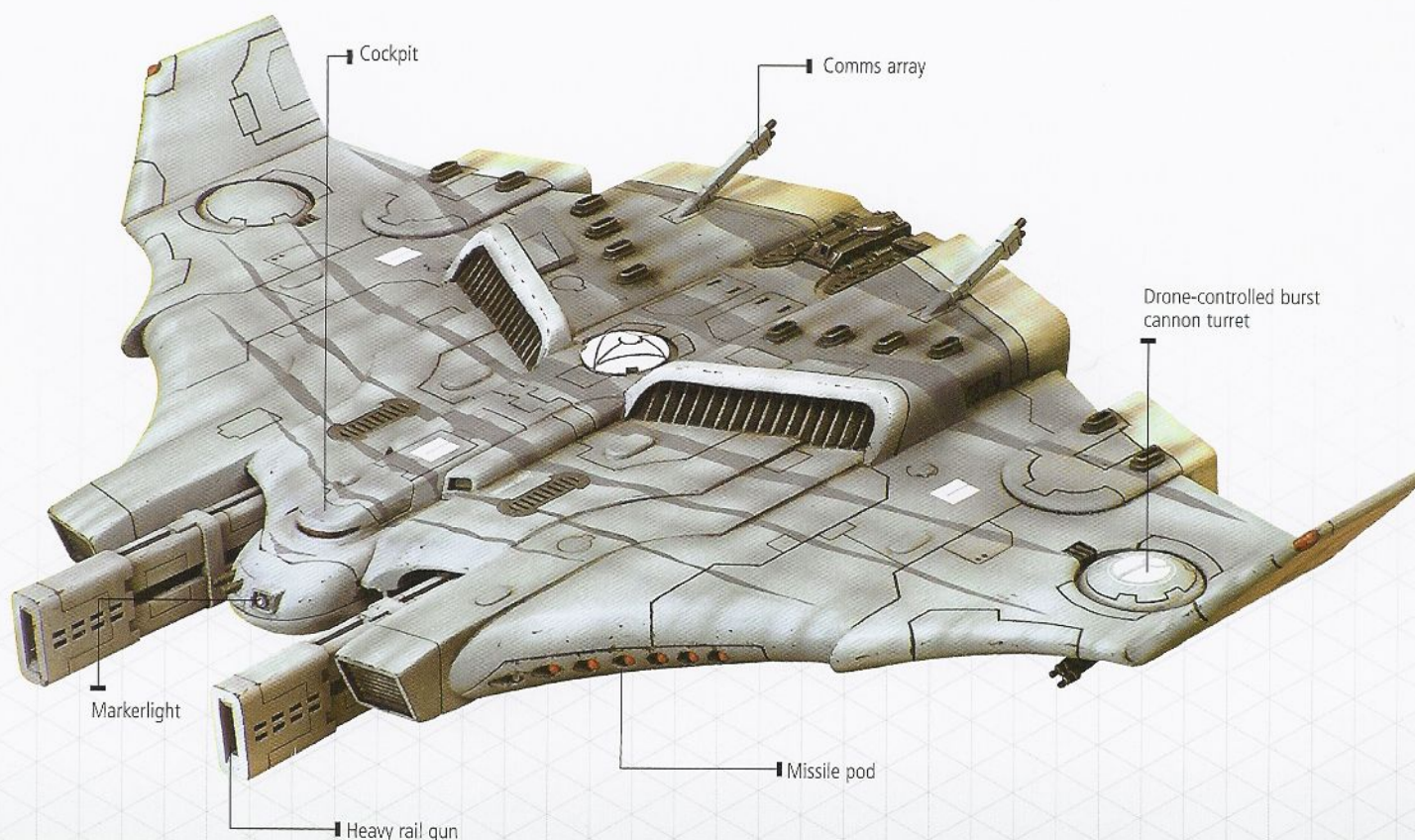
Transport Ramp: Up to four units may exit from the Orca’s rear ramp per turn.

TIGER SHARK AX-1-0

POINTS: 660

A recent innovation first introduced by the Tau Air cadres during the Taros campaign, the AX-1-0 is the Tau's response to the Imperium's largest war machines. Armed with two heavy railguns, the AX-1-0 is a dedicated ground attack aircraft, carrying ferocious

firepower. As yet the AX-1-0 has not been encountered in large numbers, although at least eight aircraft were identified during the Tau's raid on Typha-IV, the largest deployment yet.



Size Comparison

1-3 Tiger Sharks are a War Machine detachment for a Tau army.

UNIT: 1 Tiger Shark AX-1-0

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- One twin-linked heavy rail gun
- One twin-linked missile pod
- Two burst cannons
- Network markerlight
- Targeting array (BS increase already included)

BS	ARMOUR		
	FRONT	SIDE	REAR
4	10	10	10

WEAPON

WEAPON	RANGE	STR	AP	SPECIAL
Heavy railgun	110"	10	1	Ordnance 1, destroyer, Primary weapon
Sub-munitions	110"	7	3	Ordnance 1, 10" blast Primary weapon
Missile pod	36"	7	4	Assault 2
Burst cannon	24"	5	5	Assault 3
Seeker missile	72"	8	3	Heavy 1

OPTIONS: Blacksun filter, disruption pod.

The Tiger Shark may carry 6 additional seeker missiles for +60 pts.

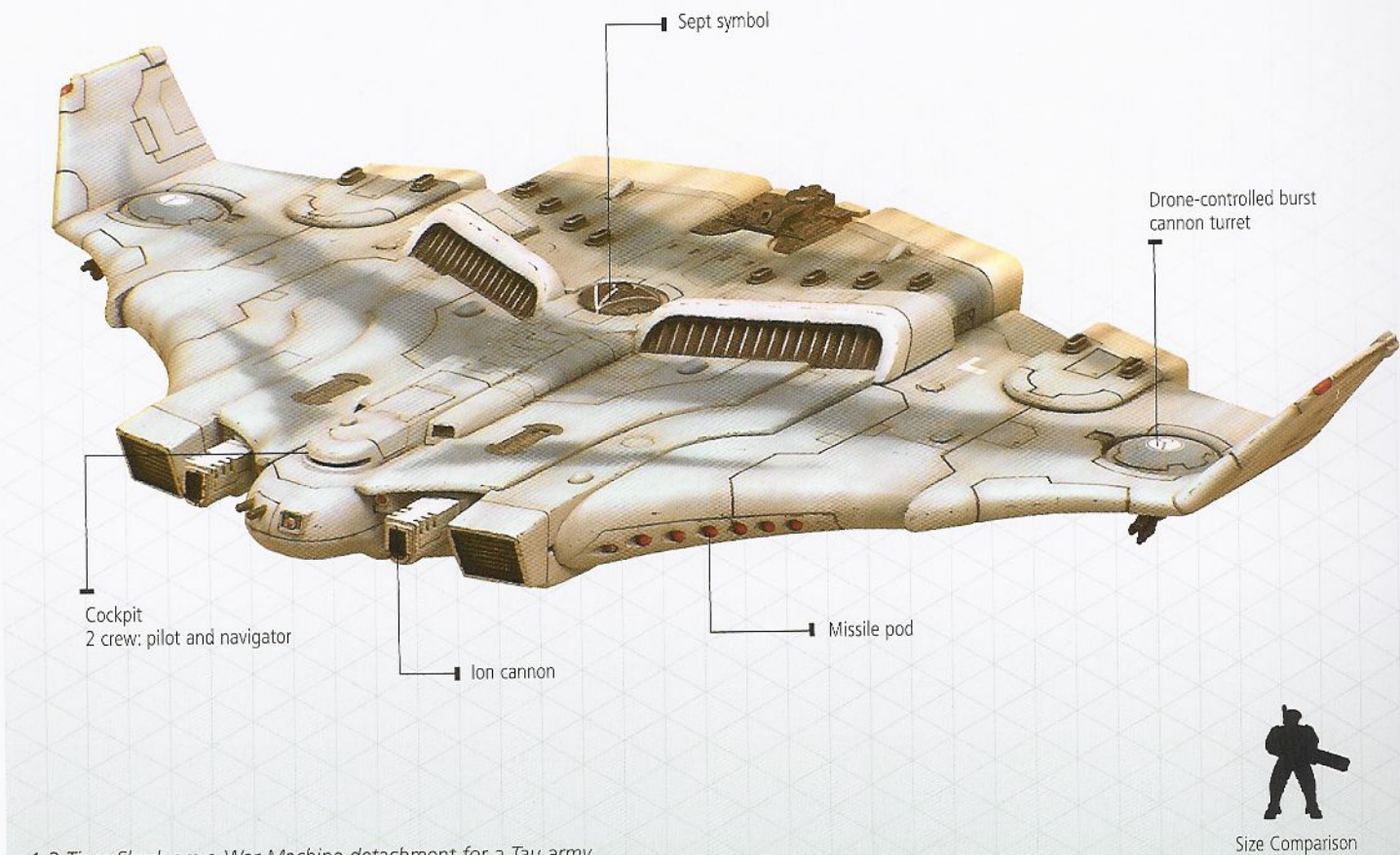
SPECIAL RULES: None

TIGER SHARK

POINTS: 520

The Tiger Shark is large aircraft deployed in a fighter bomber role. Often encountered flying in support of Tau Hunter cadres during major operations, the Tiger Shark's main role appears to be the

deployment of drones, although more recently those armed with multiple seeker missiles have also been encountered.



1-3 Tiger Shark are a War Machine detachment for a Tau army.

UNIT: 1 Tiger Shark

TYPE: Super Heavy Flyer

STRUCTURE POINTS: 2

ACCESS POINTS: Fuselage door

FIRE POINTS: None

WEAPONS AND EQUIPMENT:

- One twin-linked ion-cannon
- One twin-linked missile pod
- Two burst cannons
- Fourteen gun drones
- Targeting array (BS increase already included)

TRANSPORT: The Tiger Shark has a transport capacity of 14.

BS	ARMOUR		
	FRONT	SIDE	REAR
4	10	10	10

WEAPON	RANGE	STR	AP	SPECIAL
Ion cannon	60"	7	3	Heavy 3
Missile pod	36"	7	4	Assault 2
Burst cannon	24"	5	5	Assault 3
Seeker missile	72"	8	3	Heavy 1

OPTIONS: Blacksun filter, disruption pod.

The Tiger Shark may replace its 14 gun drones with 6 Seeker missiles for no extra points cost.

SPECIAL RULES:

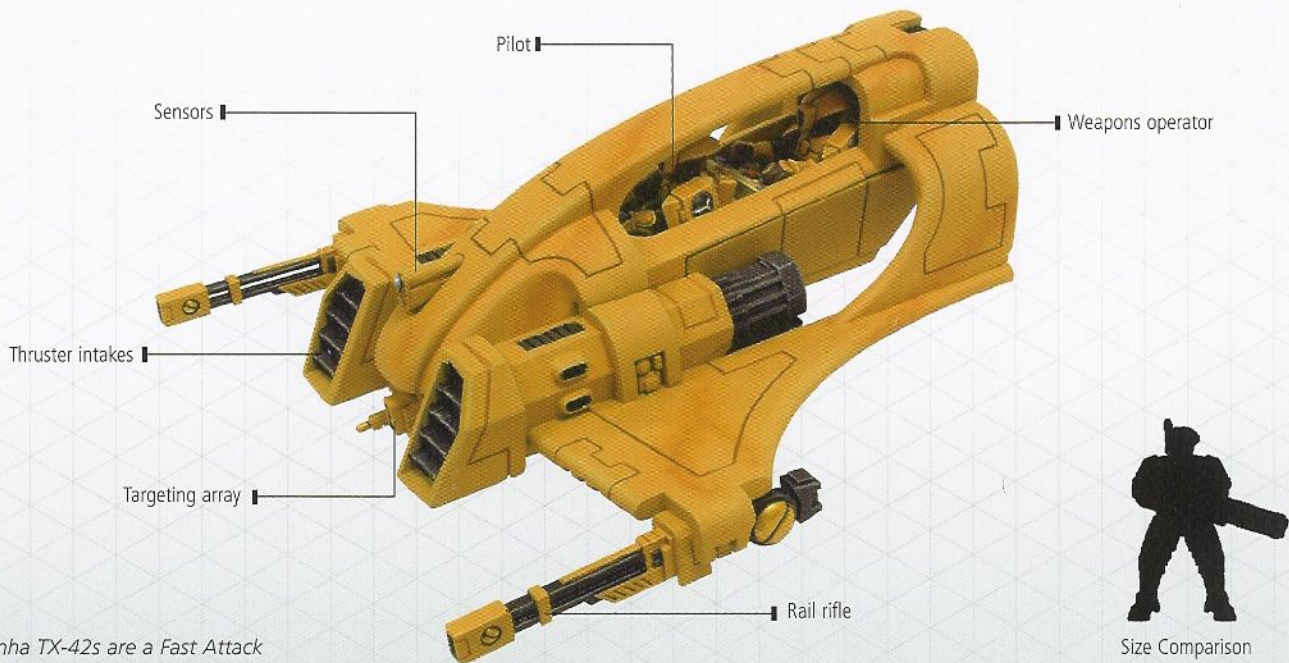
Drone Rack: The Drones are deployed using the Deep Strike rules. All the Drones may be deployed in a single turn.

PIRANHA TX-42

POINTS: 70

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

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



1-5 Piranha TX-42s are a Fast Attack choice for a Tau army.

Size Comparison

UNIT: 1 Piranha TX-42

TYPE: Skimmer, Fast, Open-topped

WEAPONS AND EQUIPMENT:

- Twin-linked fusion blasters
- Targeting array

WEAPON	RANGE	STR	AP	SPECIAL
Fusion blasters	12"	8	1	Assault 1, melta

ARMOUR				
BS	FRONT	SIDE	REAR	
3 (4)	11	11	10	

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

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

DX-4 TECHNICAL DRONE

The Tau utilise many different types of drones to perform mundane or dangerous tasks, or to act as personal servants to high ranking Tau officials. Drones can carry a wide variety of equipment, from shield generators to weaponry, to communications equipment and

markerlights. The DX-4 is a technical drone, carrying repair and sensor equipment to assist Tau commanders and Fire Warrior teams on the battlefield.



Size Comparison

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

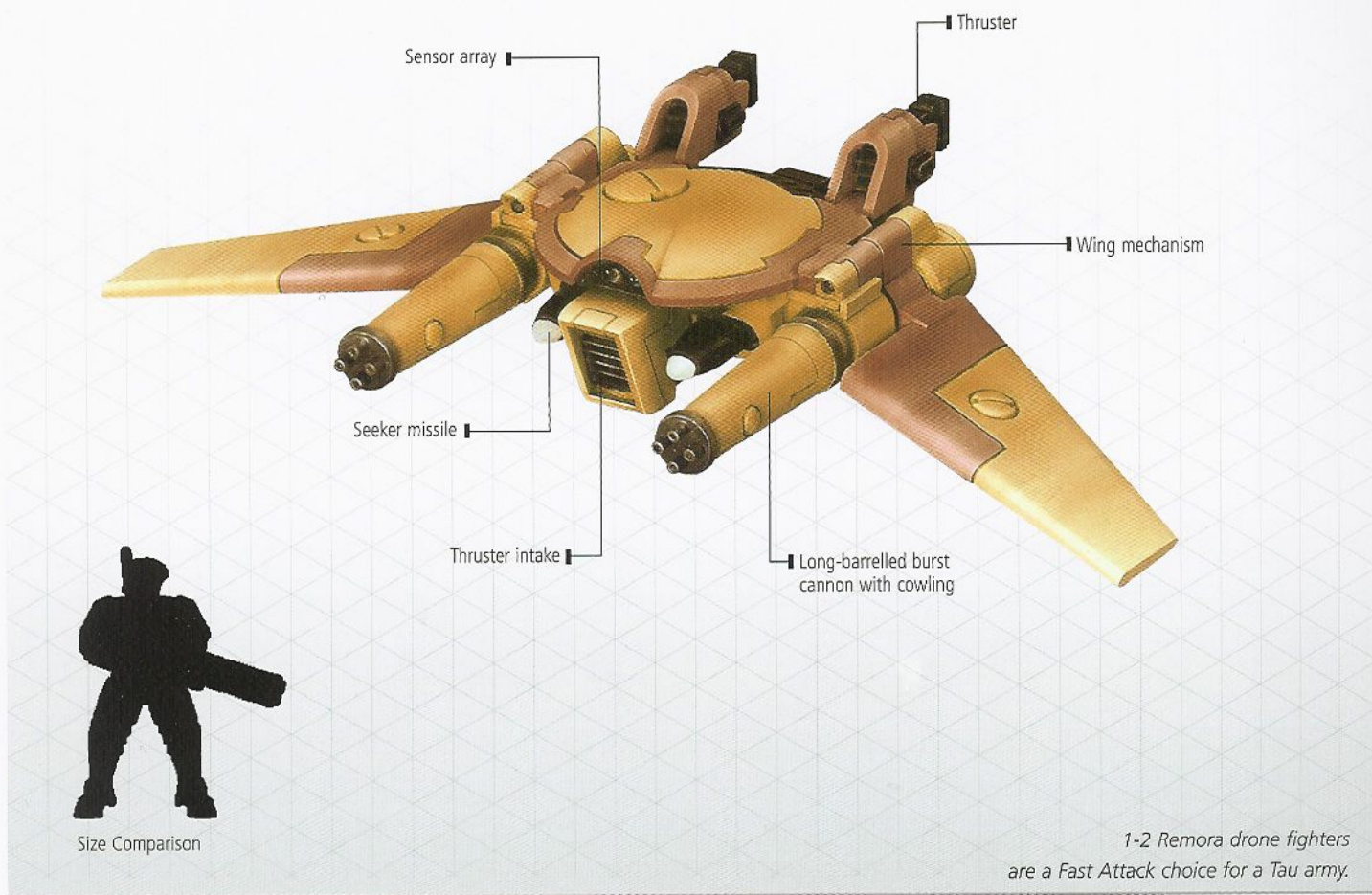
You can also use it to represent Tau infantry wargear. Place the Drone alongside a battlesuit with hardwired wargear to represent its blacksun filter, drone controller, multi-tracker or target lock. The drone cannot be targeted and is only removed when the battlesuit is destroyed.

DX-6 'REMORA' DRONE FIGHTER

POINTS: 110

First encountered during the Tau's raid on the Imperium's penal mining colony of Typha-IV, the Remora is a small drone fighter. Packed with advanced Tau technology, it is a stealth aircraft, flying in support of Pathfinder and Stealtsuit teams, armed with burst cannons for aerial combat, and two seeker missiles for ground attack.

The Remora has a short range and is carried into battle underneath a modified Tiger Shark mothership (or in the back of a Manta), which controls data to the drone. These control the aircraft from high altitude and play no part in the battle closer to the ground.



UNIT: 1 DX-6 Ramora

TYPE: Flyer

ARMOUR			
BS	FRONT	SIDE	REAR
2(3)	10	10	10

WEAPONS AND EQUIPMENT:

- One twin-linked long barrelled burst cannon.
- Two seeker missiles.
- Network markerlight.
- Targeting array.
- Stealth field generator.

WEAPON	RANGE	STR	AP	SPECIAL
Lb Burst cannon	36"	5	5	Assault 3
Seeker missile	unlimited	8	3	Heavy 1

OPTIONS: Blacksun filter.

SPECIAL RULES

Stealth field Generator: Any enemy unit attempting to fire at a Remora must roll to check their spotting distance, by rolling 2D6x3 as if firing at night. If the model is not within range, the firer may not choose a different target. The firer may, however, choose to ignore models equipped with a stealth field generator and fire at a more distant target without taking a target priority test. (see Codex: Tau Empire for full details of stealth field generators).

PATHFINDER SEARCH AND DESTROY CADRE POINTS: 50 + MODELS

Tau commanders making use of specialised detachments of rapid moving, highly manoeuvrable units operating forward of the Hunter cadres to reconnoitre and disrupt enemy movements and destroy targets of opportunity has proved its worth to the Fire Caste time and again.

Such cadres are formed around the most skilled Tau Pathfinder teams, who serve to direct and control their cadre's actions, providing marker light guidance and selecting which targets should be concentrated on by the cadre's sudden attacks. The formation's main fighting force is comprised of stealthy Remora drone fighters

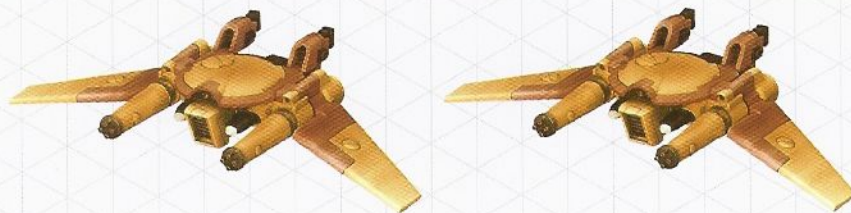
that excel in conducting high speed hit and run attacks and rapid flanking manoeuvres. The Remoras work to disrupt and scatter enemy troops, while singling out and destroying targets of strategic value such as command vehicles and support units with their heavier armaments. The cadre's eyes and ears on the move are Tetra Scout Speeder teams, who range ahead of the Remoras and Devilfish and relay battlefield data. In battle the search and destroy cadres are continually on the move, hunting down their prey and attacking targets before moving swiftly on.

Pathfinder Cadre El Kai'aun
'the Vengeful Death'

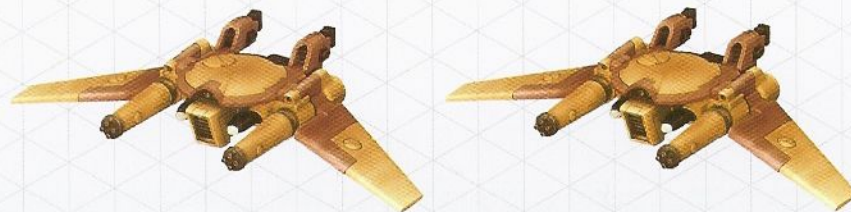
PATHFINDER
TEAM



REMORA
DRONE TEAM



REMORA
DRONE TEAM



TETRA
SPEEDER TEAM



FORMATION:

- 1 Command Devilfish with Pathfinder team
- 1+ Remora Drone fighter team
- 1+ Tetra team
- 0+ Pathfinder teams in Devilfish

SPECIAL RULES:

Rapid Deployment: All models in the cadre count as having the Scouts special rule if they do not already do so.

Marked For Destruction: While the Command Devilfish is still mobile, it may co-ordinate the cadre's attacks to eliminate strategically valuable targets. Pick a single enemy target model or unit each turn, no models in the Search and Destroy Cadre need pass a Targeting Priority roll to attack it this turn.

DRONE PERIMETER DEFENCE TEAM

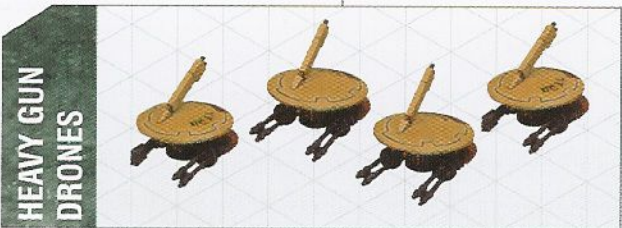
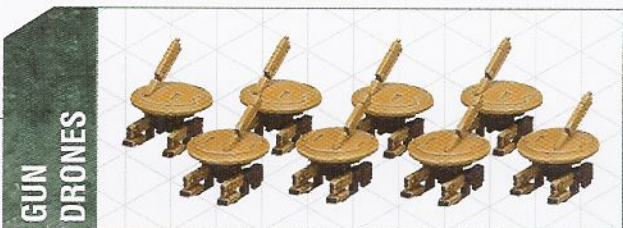
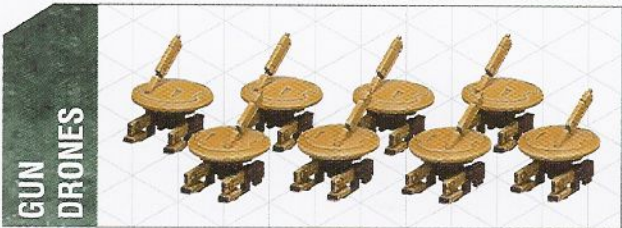
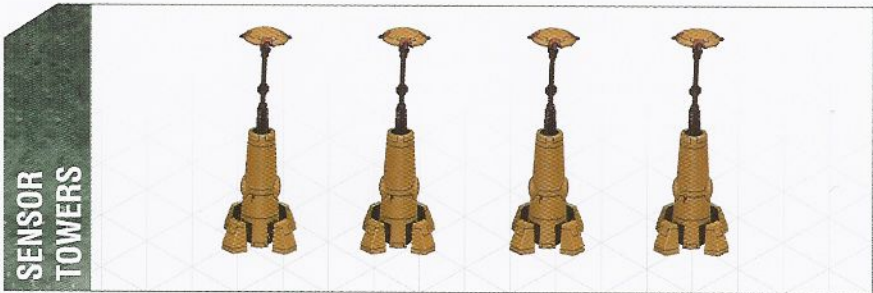
POINTS: 25 + MODELS

The Tau Empire has no compunction about the use of machine intelligences in its armed forces, indeed they embrace them as a tool for reducing the number of Tau lives lost on the battlefield. To this end, one of the most widely found examples of Tau formations composed purely of drone systems is in the role of perimeter defence. These detachments are networked together to increase their efficiency, and utilise a variety of systems from the more

common mobile gun drones to static emplacements of sentry and sensor towers to provide for flexibly, firepower and tireless vigilance.

These perimeter defence detachments can serve a variety of specific tasks in their deployment, ranging from protection of strategic assets to providing defence in depth to a Tau front line.

Defence Team LVC-411



This automated detachment was encountered during the Taros Campaign in the ruins of a hydro-processing plant in the Iracunda Isthmus. The detachment succeeded in destroying a Tallarn sentinel platoon scouting the area for a possible forward observation point and proved difficult to dislodge, slowing the advance into the area for a full two days until armour was brought up and subjected the area to heavy shelling

FORMATION:

- 1+ Remote Sensor Tower Team
- 1+ Drone Sentry Turret Team
- 0-2 Heavy Gun Drone Squadrons
- 0+ Gun Drone Squadrons
- 0-3 DX-4 Technical drones

SPECIAL RULES:

Networked Defence: Drone perimeter detachments are deployed to stand sentry over a certain area; each unit (including turrets and towers), deployed after the first must be placed within 12" of another in the formation. Drone squadrons attached to the formation may not deep strike.

Hold the Line: Drone units attached to defensive detachments are programmed to hold the line at all costs; as a result, they may attempt to re-group regardless of the amount of casualties they have sustained.

Technical Support: Some perimeter defence detachments utilise specially outfitted DX-4 Technical Drones to provide maintenance and support. These drones cost 20 points each and operate independently; they have the same profile as a standard gun drone but are unarmed. A technical drone that spends a turn in base contact with a damaged sentry turret can repair a destroyed weapon on a roll of 5+.

KROOT KNARLOC RAIDERS

POINTS: 50 + MODELS

The Kroot are a notoriously savage race of alien mercenaries, well known as allies of the Tau Empire, although not averse to selling their services to any that can pay their price and stomach their carnivorous ways.

Natural predators and born hunters, both they and their Knarloc mounts make for fearsome and deadly fighters, able to close

swiftly and overwhelm their enemy with sheer ferocity, before running them down and devouring them in a fury of blade, beak and claw. Although they find such bloodlust distasteful and uncivilised, the Tau have no problem about using Kroot raider kindreds (made up exclusively of Knarloc riding Kroot), putting them to good effect as shock troops, scouts and guerrilla fighters.



FORMATION:

- 1 Prey Shaper
- 3+ Knarloc Rider Herds
- 0-1 Mounted Great Knarloc Herd (see Imperial Armour volume 3).

SPECIAL RULES:

Prey Shaper: The raiding force is lead by a Prey Shaper, who counts as a Knarloc rider with a Leadership of 9. The Prey Shaper is an independent character who may join a Knarloc Rider herd. The cost of the Prey Shaper has already been included in that of the formation.

Battlefield Hunters: Guided by the instincts of the hunt and mounted on their swift and sure-footed beasts, Kroot Raiders are seldom out-manoeuvred on the battlefield. A Kroot Raider formation may make a Flank March (see Strategic Assets in Apocalypse). This only affects the Knarloc Raiders.

MANTA DEATH BLOW CADRE

POINTS: 100 + MODELS


The Tau Fire Caste doctrine of "Mont'ka" or the 'killing blow' is one that finds its expression in many aspects of the Tau way of war, and in particular the precise application of overwhelming force to destroy the enemy. One direct application of this idea is the use of the huge and devastatingly powerful Manta super heavy dropship as a direct spear-thrust into the heart of the enemy. Often dropping directly from high altitude straight down onto a target chosen for

its strategic importance, the task of the Manta-borne force is to destroy the target utterly. In these sudden and dramatic attacks the Manta's vast firepower, coupled with the element of surprise can decide a battle. To ensure victory the Manta will carry a specially chosen strike force for deployment directly into the teeth of the enemy. It is their task to engage and destroy any opposition on the ground at close quarters with massive firepower.

Hunter Cadre El'Courra
Nimbosa Campaign

MANTA

Unbound Strength of Unity



COMMANDER



CRISIS TEAM



BROADSIDE TEAM



PATH FINDERS



FIRE WARRIORS



SKYRAY



SKYRAY



DRONES



FIRE WARRIORS



FIRE WARRIORS



FIRE WARRIORS



FORMATION:

- 1 Manta
- 1 Tau Commander
- + Transported units and Troops filling at least 75% of the Manta's transport capacity (see Manta description) must begin the game on board the Manta.

SPECIAL RULES:

Brothers in Death: United in their cause, all the units in the Mont'ka Cadre are Fearless whilst the Tau commander is alive.

Darkens the Skies: The sight of the vast bulk of the Manta is not only heartening to the Tau forces, but can crush the morale of the staunchest enemy. All enemy models in the open within 24" of the Manta model must take a Morale check. If the unit fails they must make an immediate fall back move. Fearless models, etc, are immune to this effect.

TAU ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Tau forces and where the rules can be found. Where two references are given it means additional options for this troop type can be found in Imperial Armour Volume 3.

HEADQUARTERS

1+ Tau Commander – TC, IA3
Crisis Battlesuit Bodyguard Team – TC, IA3
Ethereal – TC

ELITE

Crisis Battlesuit Team – TC
Stealth Team – TC

TROOPS

1+ Fire Warrior Team – TC
Kroot Carnivore Squad – TC
Remote Sensor Tower Team – IA3
Great Knarloc Baggage Herd – IA3

FAST ATTACK

Gun Drone Squadron – TC
Pathfinder Team – TC
Piranha Light Skimmer Team – TC
Vespid Stingwings – TC
Tetra Scout Speeder Team – IA3
Knarloc Rider Herd – IA3
Piranha Tx-42 Team – IAA
Dx-6 Remora Drone Fighter – IAA

HEAVY SUPPORT

Broadside Battlesuit Team – TC
Sniper Drone Team – TC
Hammerhead Gunship – TC, IA3
Sky Ray Missile Defence Gunship – TC, IA3
Heavy Gun Drones – IA3
Drone Sentry Turret – IA3
Barracuda – IA3, 40KA
Goaded Great Knarloc – IA3
0-1 Mounted Great Knarloc – IA3, 40KA

TRANSPORT OPTIONS

Devilfish – TC
Option for Fire Warrior Team, Pathfinder Team

SPECIAL CHARACTERS

Aun'va – TC
O'shovah – TC
O'shasserra – TC
Shas'o R'myr – IA3

SUPPORTING WAR MACHINE DETACHMENTS

Tiger Shark – IA3, IAA
Tiger Shark Ax-1-0 – IA3, IAA
Orca Dropship – IA3, IAA
Manta – IA3, IAA

APOCALYPSE BATTLE FORMATIONS

Armoured Interdiction Cadre – 40KA
Rapid Insertion Force – 40KA
Great Knarloc Pack – 40KA
Pathfinder Search and Destroy Cadre – IAA
Drone Perimeter Defence Team – IAA
Kroot Knarloc Raiders – IAA
Manta Death Blow Cadre – IA3, IAA

RULES REFERENCE GUIDE

TC – Tau Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The
Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IAA – Imperial Armour Apocalypse





NECRON

Long has been the sleep of the Necontyr. A race who, many aeons ago when the galaxy was still young, went into a deep hibernation. Now they are reawakening, and beginning to search the galaxy...

UNDYING LEGION

POINTS: 100 + MODELS

The Necrons are an ancient evil beyond imagining, with hearts darker and colder than the deepest void between the stars. In unknown ages long before Mankind first evolved, the Necrons' numberless and undying legions crushed world after world under their metallic feet and snuffed out countless species as easily as they might a guttering candle flame. Now the Necrons are beginning to wake from their deep slumber and hear the silent call of their god-like and terrible masters – the C'tan.

Once again the living must face an enemy that cannot die. Until recently, conflicts between the Imperium and the Necrons have been sporadic and sudden affairs where tomb worlds have been trespassed upon or the Necron have conducted a raid for some inscrutable purpose of their own. But this is slowly changing. Growing evidence shows that the Necron are on the move again in unknown strength and numbers.

GAUSS PYLON

Necron forces identified at the massacre of the heretical forces in the 'shattered city' ruins on Voltessa-Quintus



WARRIORS



WARRIORS



WARRIORS



WARRIORS



WARRIORS



WARRIORS



"My lord I beseech thee! We did not stand a chance, they were waiting for us on the ruins, things the like of which I have never seen, a legion of the dead, vast arcs of black metal that spat lightning and numberless iron skeletons with death burning in their eyes! Our weapons were useless; they just kept coming on through bolt shell, blade and spell, even the daemons we summoned were cut down by their killing light! ...Yes lord I fled, but, but only so that I could warn you great one... lord no!...N-..."

- Last words of Yosarus the Profane
Aspiring Champion

FORMATION:

1 Necron Pylon
4+ Necron Warrior Squads

SPECIAL RULES:

Our Number is Legion: To face a single Necron warrior is to know fear, to face an unstoppable, relentless legion of them, bound together by baleful lightning, is to face an ancient terror beyond imagining.

All Necron warrior squads in the formation must begin the game within 12" of the formation's Pylon (which may not use their own special deployment rules). While the formation's Pylon remains in play, all Necron warriors in the formation (and only them) count as if they are in the effective range of a Resurrection Orb.

GAUSS PYLON NETWORK

POINTS: 200 + MODELS

Utilising the Necron's unmatched mastery of space-time manipulation and inter-dimensional physics (laws of the universe that Mankind is still wholly ignorant of), the Gauss Pylons can be carefully positioned within the four dimensional universe and become interconnected, much like the Monolith Phalanx. The Gauss Pylons then generate a shimmering nodal grid, by emitting a frequency waveform that distorts space-time, making the Necrons within all but impossible to destroy.

As yet this configuration has only been encountered once, during the infamous Artaxerxes Incident. The existence of such a potent alien technology has been kept secret by the Ordo Xenos, lest awe at the power of the Necrons should spread heresy throughout the upper echelons of the Adeptus Mechanicus.



Gauss Pylon Network
[Re: The Artaxerxes Incident]



FORMATION:

2-5 Necron Pylons

SPECIAL RULES:

The Nightshroud: If two Pylons from the network are within 24" of each other, they project the Nightshroud. The line of effect of the Nightshroud is traced from the centre of the projecting Pylon to all other projecting Pylons within 24". Any shot that traces its line of sight across one or more Nightshrouds has its strength reduced by 1. This has no effect on Gauss Weapons. Psychic powers cannot be targeted through the Nightshroud.

Nodal Grid: If there are three or more Pylons all projecting Night Shrouds between them, they create a nodal grid. The area of the grid is located inside the position of the the Pylons (as per the Monolith Phalanx). While the nodal grid is in operation the following special rules apply:

- The Necron player receives +1 to all 'We'll be Back!' rolls for models within the Nodal Grid.
- Null Field: No pysker within the nodal grid may use psychic powers.

NECRON ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Necron players and where their rules can be found.

HEADQUARTERS

Necron Lord – *NC*

ELITE

0-1 Pariahs – *NC*

Immortals – *NC*

Flayed Ones – *NC*

TROOPS

Warriors – *NC*

FAST ATTACK

Wraiths – *NC*

Destroyers – *NC*

Scarab Swarms – *NC*

HEAVY SUPPORT

Tomb Spyders – *NC*

Heavy Destroyers – *NC*

Monolith – *NC*

SPECIAL CHARACTERS

The Nightbringer – *NC*

The Deceiver – *NC*

SUPPORTING WAR MACHINE DETACHMENTS

Pylon – *40KA*

APOCALYPSE BATTLE FORMATIONS

Monolith Phalanx – *40KA*

Undying Legion – *IAA*

Gauss Pylon Network – *IAA*

RULES REFERENCE GUIDE

NC – Necron Codex

IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy

IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The
Inquisition

IA3 – Imperial Armour Volume 3
The Taros Campaign.

IA4 – Imperial Armour Volume 4
The Anphelion Project

40KA – Warhammer 40,000 Apocalypse

IAA – Imperial Armour Apocalypse



DARK ELDAR

When the Eldar civilisation collapsed, a few survivors escaped into isolation, but others fell into darkness – consumed by their own base desires for violence and bloodthirsty cruelty. These are the Dark Eldar, pitiless raiders, pirates and slavers who prey upon the other races, dragging their victims away in chains to an unspeakable death.

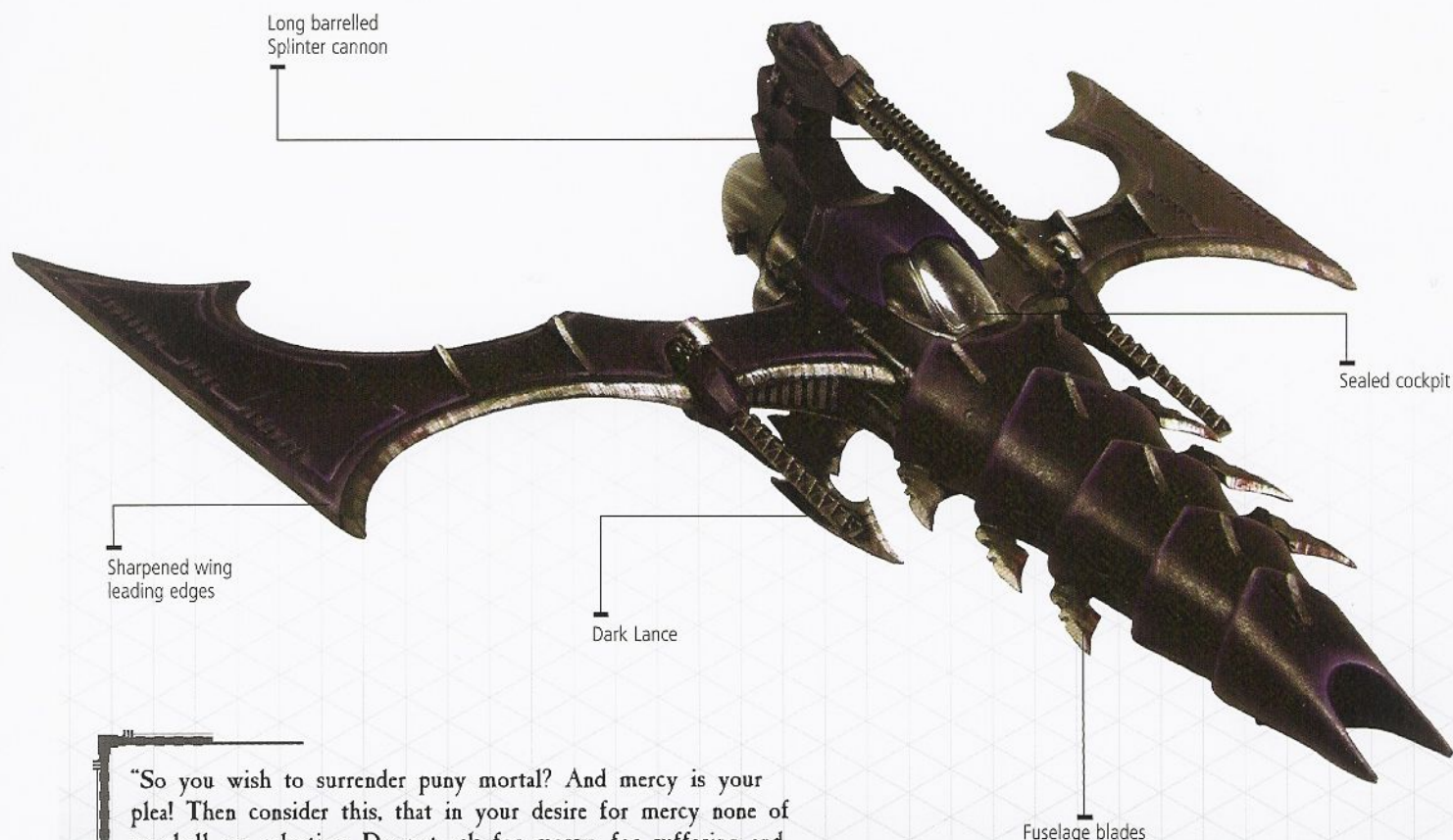
RAVEN

POINTS: 205

The Raven flies in support of fast moving Dark Eldar raiding forces. A fleeting shadow that passes across the sun, falling upon the enemy with deadly precision. It is fast, agile and a deadly fighter and interceptor, capable of challenging the Eldar's aerial supremacy, using much of the same advanced technology. The Raven is crewed by a single pilot, and armed with dark lances in the wings and a long splinter cannon in its tail. It does not carry any additional weapons.

To them, the fear of their victims is an elixir that warms the blood, and there is no greater pleasure than the screams of the innocent. Cruelty is enthroned in the violence of their hearts.

- Inquisitor Czevak



"So you wish to surrender puny mortal? And mercy is your plea! Then consider this, that in your desire for mercy none of us shall see salvation. Do not ask for mercy, for suffering and pain are the only true measures of a life, and soon your life shall measure alongside the best of your pathetic race..."

- Archon Asdrubael Vect to Captain Nalzac of the Mordian 276th regiment.



Size comparison

A Raven is a Heavy Support choice for a Dark Eldar army.

UNIT: 1 Raven

TYPE: Flyer

WEAPONS AND EQUIPMENT:

- Wing-mounted twin-linked Dark Lance
- Tail-mounted long-barrelled Splinter Cannon with anti-aircraft mount

WEAPON	RANGE	STR	AP	SPECIAL
Dark Lance	36"	8	2	Heavy 1, Lance
Lb Splinter Cannon	36"	4	5	Assault 4

ARMOUR

BS	FRONT	SIDE	REAR
4	10	10	10

SPECIAL RULES:

Impossible Manoeuvres: The Raven can move a minimum of 18" rather than the usual 36" required for flyers.

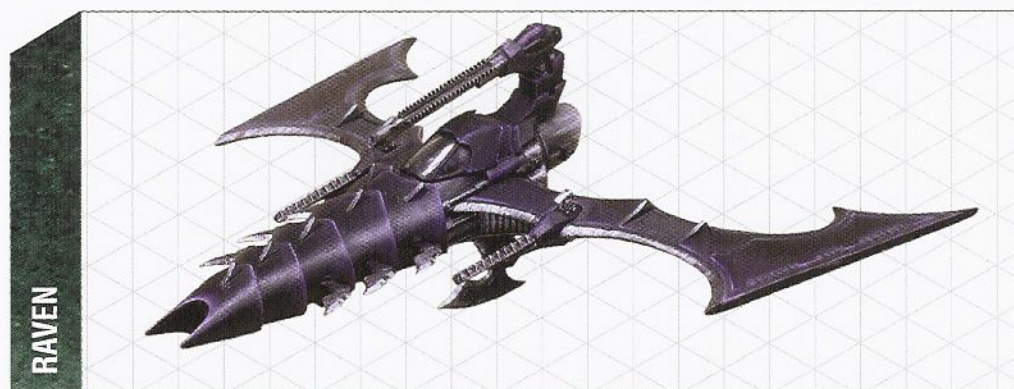
Interceptor: When targeting other flyers, the Raven's weapons count as being anti-aircraft weapons (rolling to hit using its BS as normal instead of needing 6s).

RAVEN MURDER SQUADRON

POINTS: 25 + MODELS

Appearing out of nowhere and striking with deadly accuracy, squadrons of Ravens often form the leading edge of a Dark Eldar raid. Targeting the enemy's key defences with their dark lances,

they attack with pitiless malice ahead of the main ground attack, then circle high to cover the raiders below from enemy aircraft.



FORMATION:

3+ Ravens

One Raven must be designated as the command aircraft.

"We learnt long ago that the inscrutable universe turns upon an axis of suffering, because pain is inevitable."

- Uricen Rakarth

SPECIAL RULES:

Strike Force: All models in a Raven squadron must be deployed within 18" of the command aircraft, or, if coming from reserve, they must enter the table within 18" of the point entered by the command aircraft.

Cutting Edge: A Raven Murder squadron does not have to start the game in strategic reserve, like other aircraft. A Murder squadron can start the game on the table and set-up in the Dark Eldar player's deployment zone as normal. The Dark Eldar player may start his squadron either deployed or in strategic reserve.

DARK ELДАР ARMY LIST RULES INDEX

This is a comprehensive list of troop types available to Dark Eldar players and where their rules can be found.

HEADQUARTERS

Dark Eldar Lord – DC
Haemonculus – DC
Incubi Retinue – DC

ELITE

Grotesques – DC
Mandrakes – DC
Wyches – DC
0-1 Warp Beast Pack – DC

TROOPS

Warriors Squad – DC
Raider Squad – DC

FAST ATTACK

Reaver Jetbike Squad – DC
0-1 Hellions – DC

HEAVY SUPPORT

Dark Eldar Scourges – DC
Ravager – DC

Talos – DC
Raven – IAA
Void Dragon Phoenix – IAA

TRANSPORT OPTIONS

Raider
Option for Lord and Retinue, Grotesques, Wyches.

SPECIAL CHARACTERS

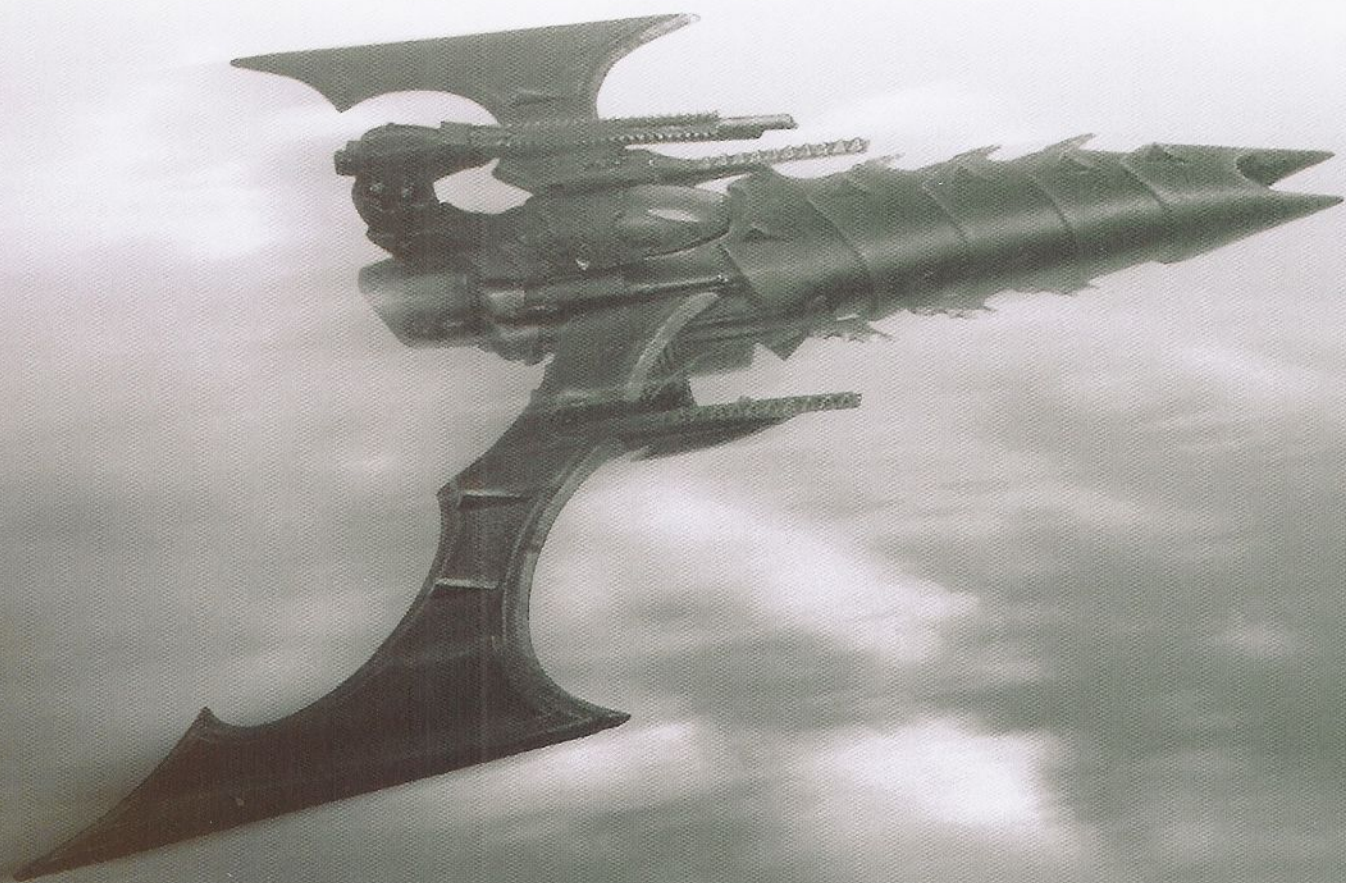
Asdrubael Vect – DC
Kruellagh – DC
Lelith Hesperax – DC
Drazhar – DC
Urien Rakarth – DC
Decapitator – DC

APOCALYPSE BATTLE FORMATIONS

Splinter Raid Force – 40KA
Ravager Titan-Hunters – 40KA
Raven Murder Squadron – IAA

RULES REFERENCE GUIDE

DC – Dark Eldar Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IAAU – Imperial Armour Apocalypse





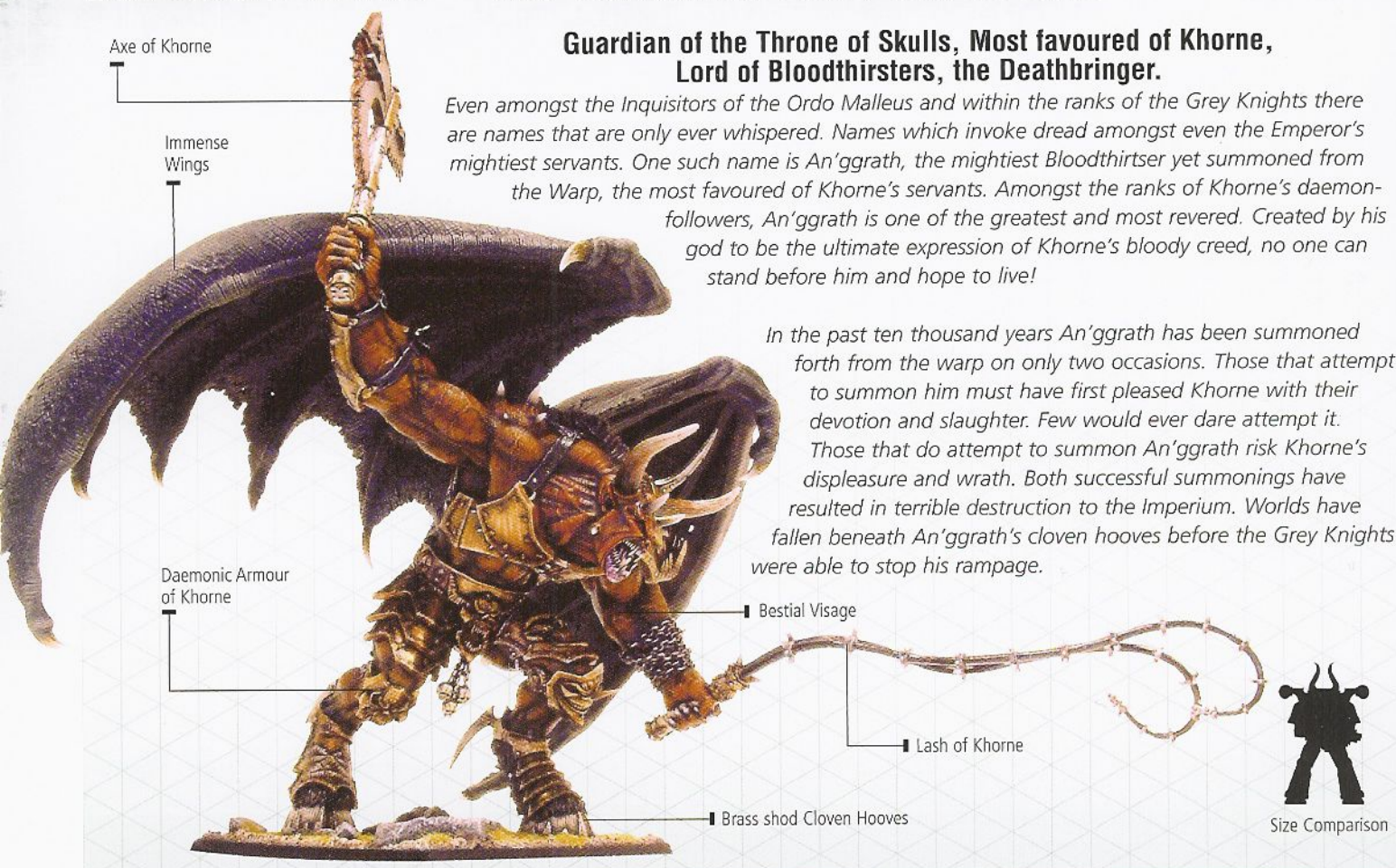
CHAOS

Across the galaxy there are many traitors, renegades and mutineers – men who have turned their backs on the Emperor and found dark gods to worship.

The worshippers of Chaos hate the Emperor, and seek to overthrow his divine rule. Hidden within the Eye of Terror, where warp-space and real-space overlap, they sally forth to raid and plunder and offer sacrifices to their masters.

DAEMON LORD – AN'GGRATH THE UNBOUND

POINTS: 888



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

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

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

UNIT: 1 Bloodthirster Lord

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

- Axe of Khorne.
- Lash of Khorne.
- Daemonic Armour.

WEAPON	RANGE	STR	AP	SPECIAL
Lash of Khorne	12"	7	3	Assault 2

WS	BS	S	T	W	I	A	LD	SV
10	3	10	8	8	5	7	10	2+/4+

SPECIAL RULES

Possession: An'ggrath must possess another model to enter the battlefield. See the Daemon special rules for more details.

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

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

Living Icon: Such is the power of An'ggrath that he counts as an Icon of Khorne, so Lesser Daemons can be summoned adjacent to it.

Daemonic Flight: An'ggrath has wings. He may move as if he had a jump pack. Because of his strength and power he does not have to take a test if he lands in difficult terrain.

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

Blood Frenzy: An'ggrath must charge if there is an enemy in range at the start of the Assault phase. An'ggrath may not join a unit. He always operates as an independent character.

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

Axe of Khorne: The Axe of Khorne contains the bound spirit of another daemon, imbuing it with an insatiable bloodlust. Any to hit roll of 6 allows An'ggrath to make an additional attack. As long as he keeps rolling 6s you can keep making additional attacks.

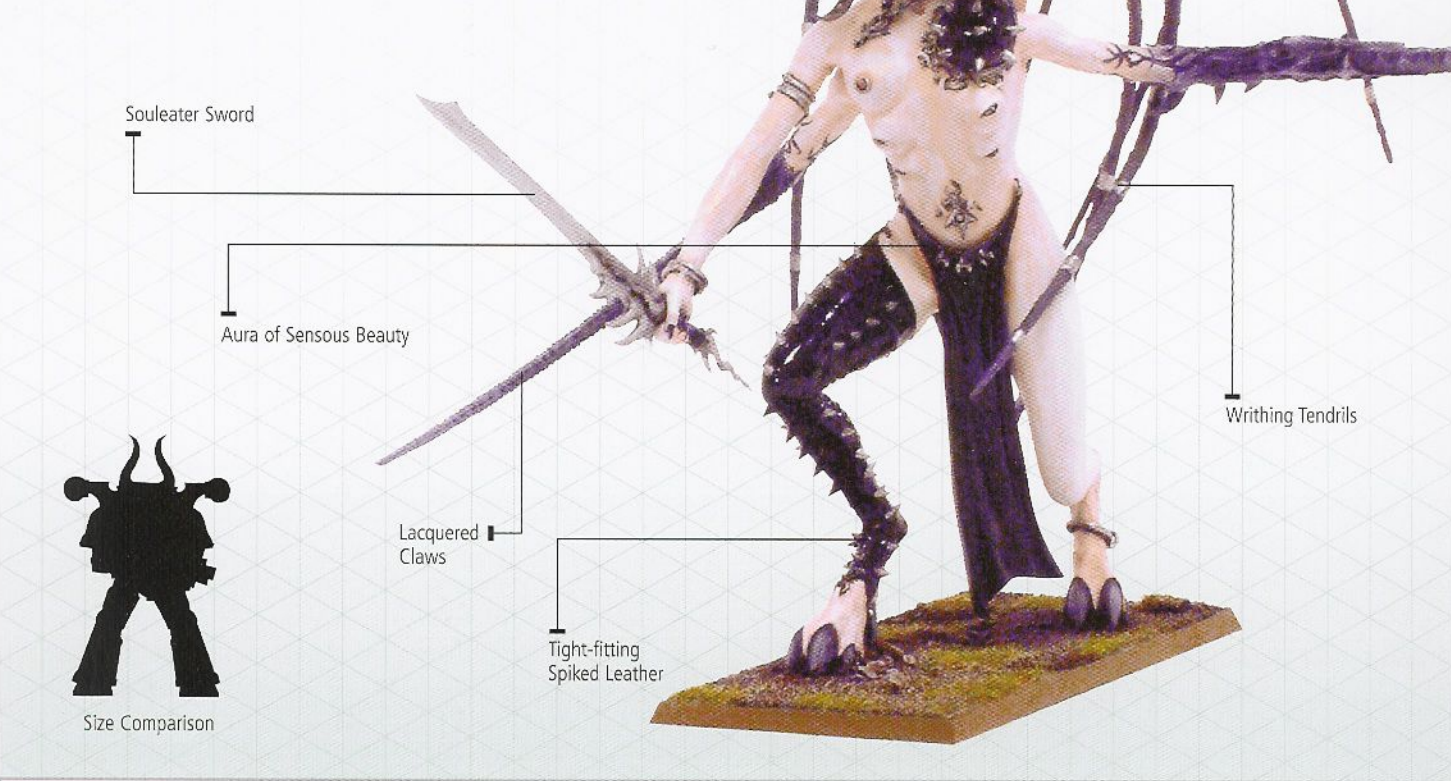
DAEMON LORD – ZARAKYNEL

POINTS: 666

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

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

Zarakynel is also well known to the Farseers of the Eldar race. In the past the Souleater (as they have named this Keeper of Secrets), has preyed upon their race, several times ravaging isolated Exodite worlds, feasting on spirit stones and condemning all it kills to eternal torment at the whims of Slaanesh.



UNIT: 1 Keeper of Secrets Lord.

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

- The Souleater sword.

WS	BS	S	T	W	I	A	LD	SV
10	3	7	7	6	5	5	10	3+

A Daemon Lord is a Summon Daemon choice for a Chaos Space Marine army. It does not use up any force organisation chart selection, but is otherwise treated as a Headquarters.

SPECIAL RULES

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

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

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

Master Sorcerer: Zarakynel is a master sorcerer and has the following

psychic powers: Doombolt, Warptime, Lash of Submission. Note that it may only use one psychic power per turn.

The Mark of Slaanesh: Zarakynel has the Mark of Slaanesh, (stat increase already included).

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

DAEMON LORD – SCABEIATHRAX THE BLOATED

POINTS: 777



PAPA G'AAP, LORD OF THE BLIGHTED PIT,
MAGGOTSPORE, THE WIND OF NURGLE

Amongst the most favoured of Nurgle's daemons is the ancient and terrible Great Unclean One named Scabeiathrax. He is a great bloated sack of contagion and disease, the size of a house. The Blighted Pit is one of Nurgle's great plague pits, hidden within the Eye of Terror. From within the pit everything from flies to Beasts of Nurgle come forth to plague the universe.

When appearing in the corporeal universe Scabeiathrax is a terrifying sight. Lumbering along, merrily whistling and humming to himself accompanied by the dull buzz from clouds of large black flies. Wherever Scabeiathrax treads, vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust, pools of toxic goo lie in his wake. He carries a crude rusting cleaver imbued with the power to rapidly age and decay all that it touches. Those hit by the Blade of Decay find their wounds instantly become infected, quickly rotting away the flesh.



Size Comparison

UNIT: 1 Great Unclean One.Lord

TYPE: Gargantuan Creature

WEAPON:

- Blade of Decay.

WS	BS	S	T	W	I	A	LD	SV
9	3	8	9	10	3	5	10	-4+

WEAPON	RANGE	STR	AP	SPECIAL
Toxic discharge	template	5	4	Assault 1

SPECIAL RULES:

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

Fearsome: The Great Unclean One is terrifying, disgusting and very stinky! If an enemy unit has to take a morale check after losing a close combat, they do so at -2 Leadership.

Living Icon: Such is the power of Scabeiathrax that he counts as an Icon of Nurgle, so Lesser Daemons can be summoned adjacent to him.

Nurgling Infestation: Scabeiathrax is infested with Nurglings, in fact they grow within him and burst through spores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat the Nurglings will swarm over Scabeiathrax's enemies. He gains an extra D6+3 attacks at Strength 3 and Initiative 3 against enemies in close combat.

Blade of Decay: Forged in the Blighted Pit using Nurgle's most potent diseases, every wound caused by the Blade of Decay is doubled, so if the Great Unclean One causes 1 wound then this becomes 2, if he caused 2 wounds this becomes 4, etc. Note, this only affects creatures with wounds.

Master of Sorcerer: Scabeiathrax is a sorcerer and has the following psychic powers: Doombolt and Nurgle's Rot.

Aura of Decay: Scabeiathrax is constantly surrounded by an aura of corruption, clouds of flies, disease and filth. Any enemy model in base contact with Scabeiathrax has his attacks reduced by -1 (to a minimum of 1).

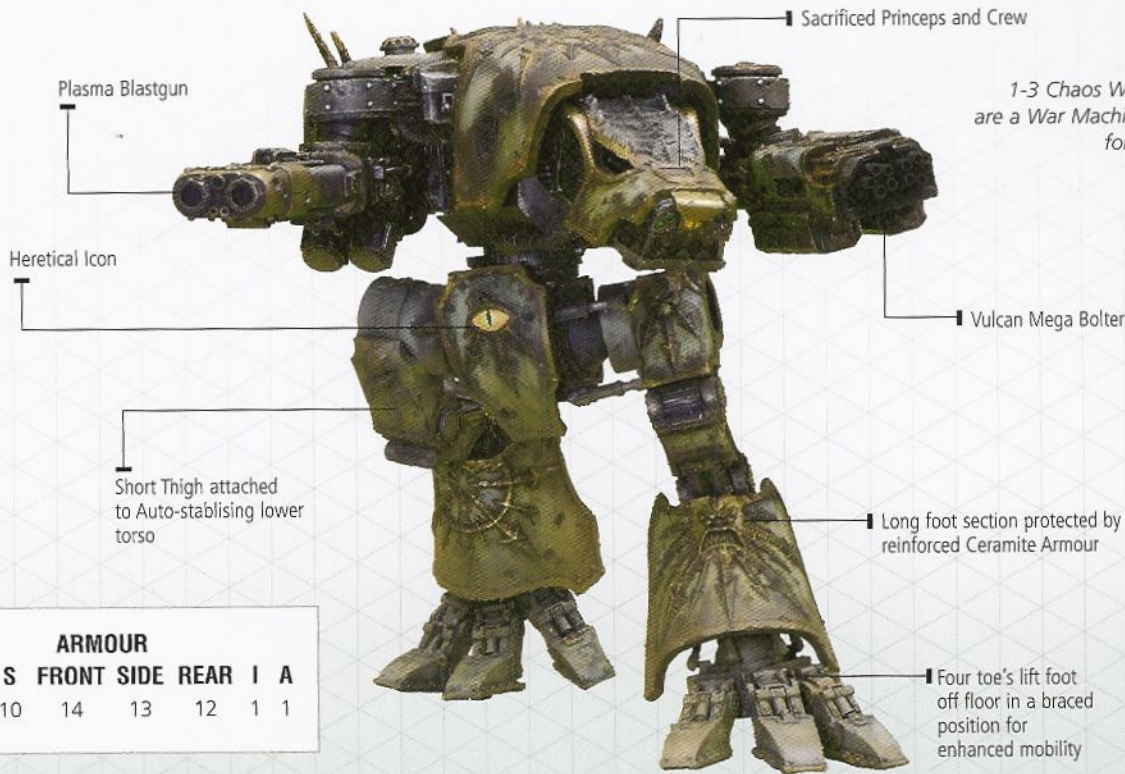
Toxic Discharge: Scabeiathrax may spew forth a stream of stinking filth over his enemies. He may attack in the Shooting phase as a normal shooting attack.

CHAOS WARHOUND TITAN

POINTS: 750

To their eternal shame, the stain of disloyalty lies upon the Titan Legions. Like the Space Marines, many Titan legions sided with Horus against the Emperor, and fled to the Eye of Terror when their master was defeated. Despite their defeat the traitors fight on,

driven by hatred and a desire to please their new gods. The machine spirit of their Titans have been corrupted by the powers of Chaos. The Titan's soul and its crew are now possessed by daemons, doomed to serve the Chaos gods in battle for all eternity.



1-3 Chaos Warhound Titans are a War Machine detachment for a Chaos army.



Size Comparison

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
2	4	10	14	13	12	1	1

UNIT: 1 Chaos Warhound Titan

TYPE: Super heavy walker

STRUCTURE POINTS: 3

VOID SHIELDS: 2

SPECIAL RULES:

Agile: In the Shooting phase the Warhound may divert some of the energy from its primary weapons towards its legs, so it can choose to:

- Fire all available weapons, as normal.
- Or fire a single Primary Weapon and move an extra D6" (as per the Fleet of Foot rule).
- Or fire no weapons at all and move an extra 2D6" (as per the Fleet of Foot rule).

Reactor Meltdown: If the Warhound suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and models within range suffer a Destroyer hit.

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

WEAPONS AND EQUIPMENT:

Two arm weapons from the following list:

- Double-barrelled Turbo-laser Destructor
- Plasma Blastgun
- Inferno Gun
- Vulcan Mega-bolter

WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" blast, Destroyer, Primary Weapon,
Plasma Blastgun* (rapid)	72"	8	2	Ordnance 2, 7" blast, Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" blast, Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon

*The Plasma Blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

** To fire the Inferno Gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other template weapon.

DREADCLAW

POINTS: 65

Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. However, the construction was flawed. When interfaced with the array of navigational augurs and logic engines, the Machine Spirit began to develop a dangerous level of self-awareness. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the Techpriests, created superstitious rumours that the Machine Spirits were in some way tainted.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor.

Many loyal Captains simply jettisoned their Dreadclaws into space.

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

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



A Dreadclaw is a Transport option for a Chaos Space Marine army.

UNIT: 1 Dreadclaw

TYPE: Vehicle, Flyer.

BS	ARMOUR		
	FRONT	SIDE	REAR
-	12	12	12

TRANSPORT: The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought.

ACCESS POINTS: One access hatch beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

SPECIAL RULES

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

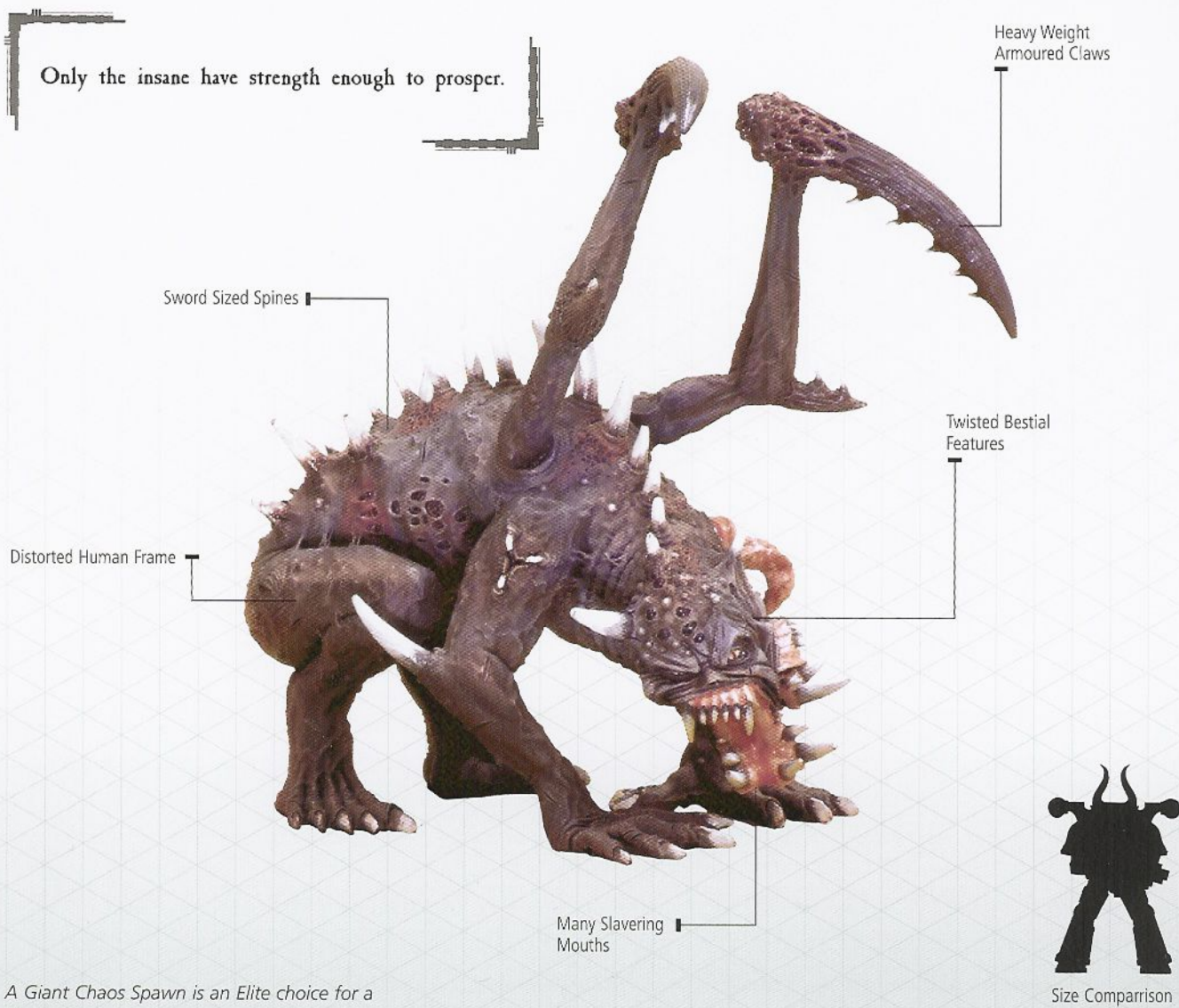
Deploying the Dreadclaw: The Dreadclaw and any unit assigned to be transported by it will always begin the game in strategic reserve. When the Dreadclaw becomes available from reserve it is deployed using the Drop Pods rules.

GIANT CHAOS SPAWN

POINTS: 140

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

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



A Giant Chaos Spawn is an Elite choice for a Chaos Space Marine army.

UNIT: 1 Giant Chaos Spawn.

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT:

- Teeth, claws, tentacles, bad breath, stingers, etc...

SPECIAL RULES

Fearless, Slow and Purposeful.

Random Attacks: Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling a D6 at the start of each Assault phase when they are fighting.

Mindless: A Giant Chaos Spawn always moves as far as they can towards the closest enemy. They must always try to assault the closest enemy. Giant Chaos Spawn never count as scoring units.

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

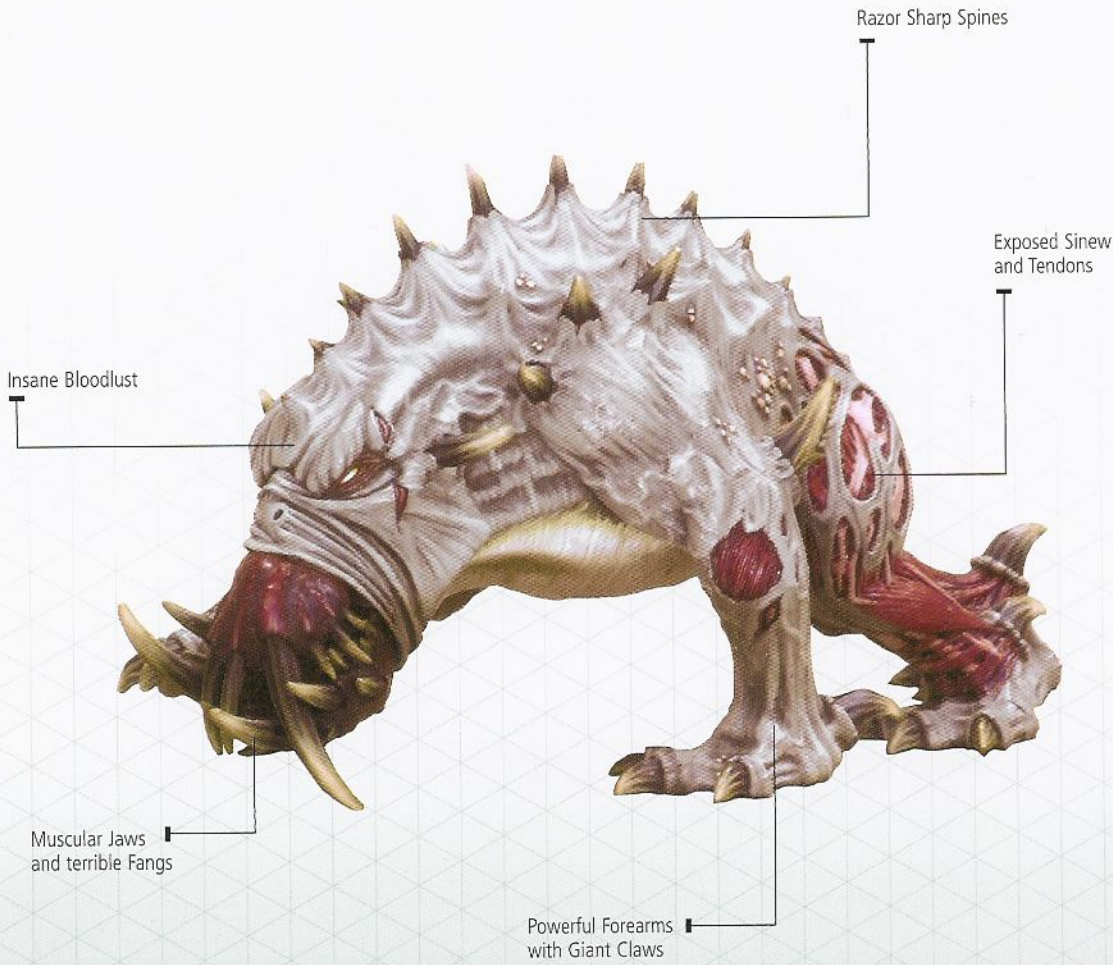
WS	BS	S	T	W	I	A	LD	SV
4	0	6	6	4	3	D6	10	4+

SPINED CHAOS BEAST

POINTS: 140

Many horrors too foul to name spill from the daemon worlds of the Eye of Terror. They are foul abominations of Chaos, creatures taken by the dark gods and corrupted for the god's entertainment or possessed by ravenous daemons. Tormented and driven insane by its new hideous form, its soul driven by the base desires of the daemon within, the Chaos Beast seeks only to kill before being slain in its turn.

Chaos beasts come in many forms, but each is a creature of muscle, sinew, fangs and claws, with only one thought driving it, to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.



Size Comparison

A Spined Chaos Beast is a Heavy Support choice for a Chaos Space Marine army.

UNIT: 1 Spined Chaos Beast.

TYPE: Monstrous Creature

WEAPONS AND EQUIPMENT:

- Large Fangs and Claws.

OPTIONS:

- The Chaos Beast may be given a Mark of Chaos.
- Mark of Khorne +10 pts
- Mark of Slaanesh +5 pts
- Mark of Nurgle +20 pts
- Mark of Tzeentch +15 pts

SPECIAL RULES

Fearless.

WS	BS	S	T	W	I	A	LD	SV
5	1	7	6	4	4	3	5	6+/5+

Invulnerable: Created from the raw stuff of chaos, the Beast is very difficult to stop. It may therefore make an Invulnerable Save of 5+.

Daemonic: The Spined Chaos Beast is daemonic, and is affected by the special rules that affect daemons, such as pscannons or the Grey Knights' Rites of Exorcism, Banishment and Destroy Daemon psychic powers.

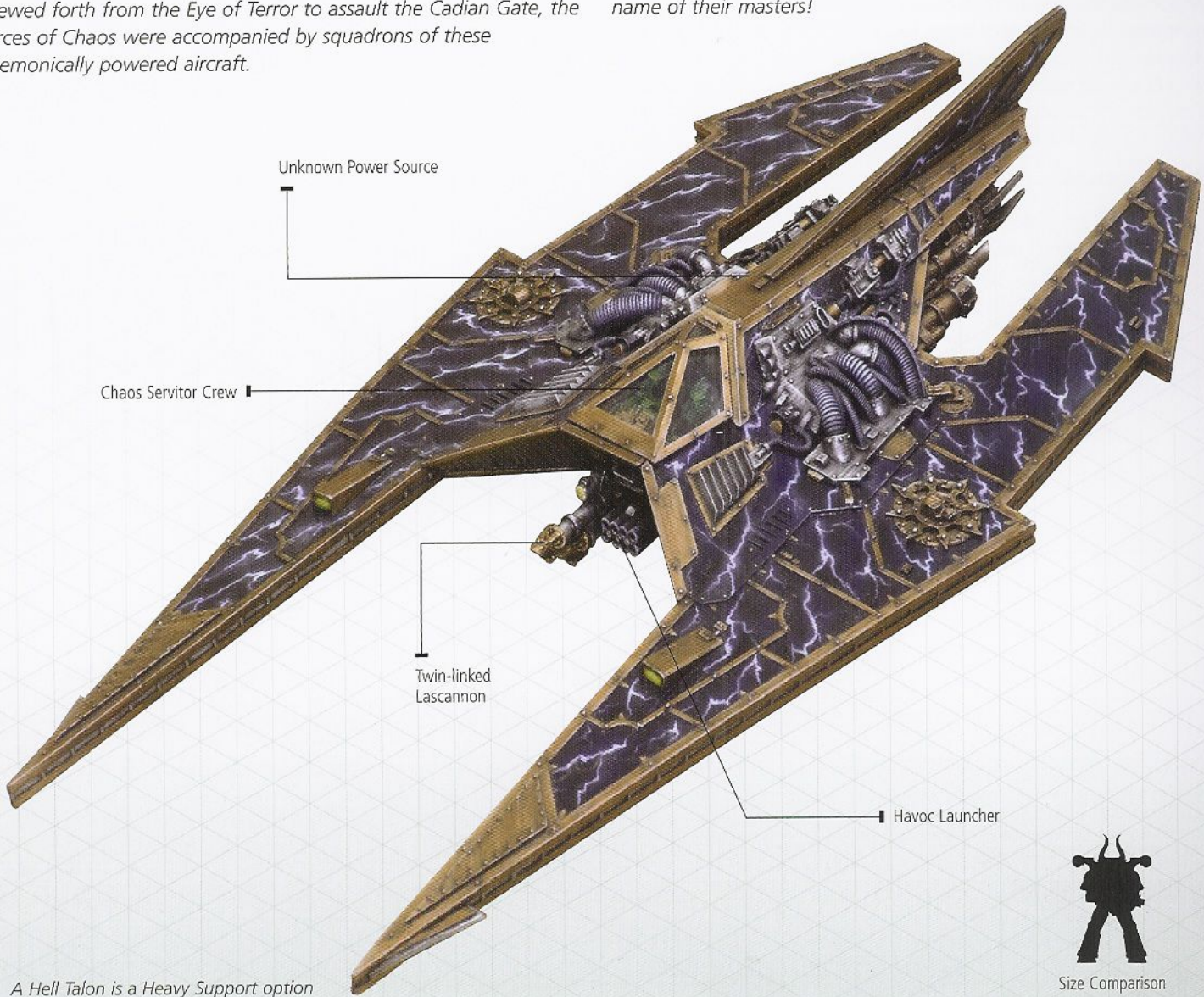
Transport: A Spined Chaos Beast may not ride in a transport vehicle.

HELL TALON

POINTS: 135

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

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



A Hell Talon is a Heavy Support option for a Chaos Space Marine army.

UNIT: 1 Hell Talon

TYPE: Flyer

WEAPONS AND EQUIPMENT:

- Fusilage-mounted twin-linked lascannon.
- Fusilage-mounted autocannon.
- The Hell Talon carries eight bombs.

WEAPON	RANGE	STR	AP	SPECIAL
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Havoc Launcher	48'	5	5	Heavy 1, 3" Blast, Twin-linked.
Bomb	Bomb	6	4	Apocalyptic Barrage (1)*, One-shot

BS	ARMOUR		
	FRONT	SIDE	REAR
3	10	10	10

OPTIONS:

The autocannon may be upgraded to a Havoc launcher for free.

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

SPECIAL RULES

*You can elect to have the Hell Talon drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!



Size Comparison

HELL BLADE

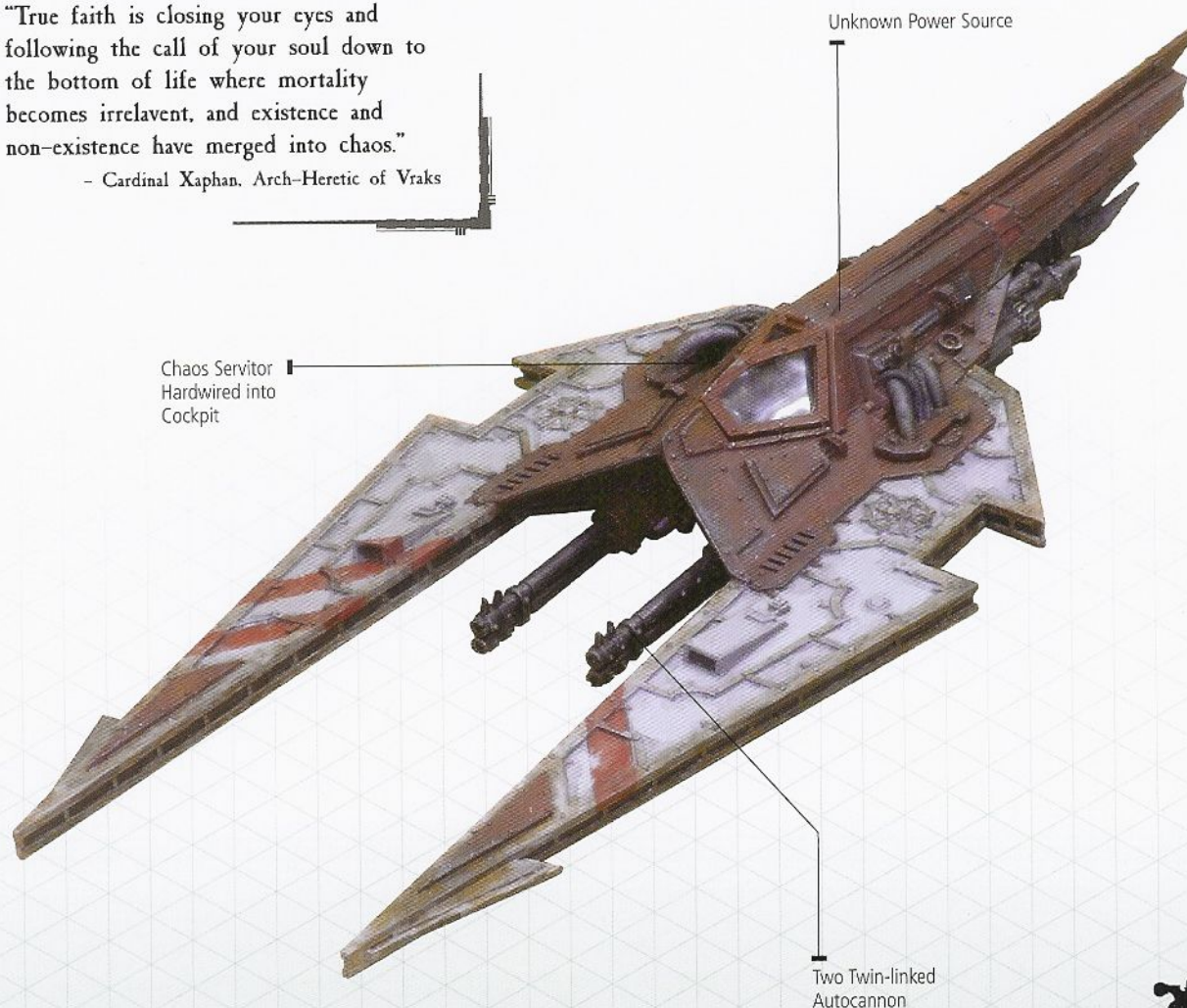
POINTS: 130

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

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

"True faith is closing your eyes and following the call of your soul down to the bottom of life where mortality becomes irrelevant, and existence and non-existence have merged into chaos."

- Cardinal Xaphan, Arch-Heretic of Vraks



Size Comparison

A Hell Blade is a Heavy Support option for a Chaos Space Marine army.

UNIT: 1 Hell Blade

TYPE: Flyer

WEAPONS AND EQUIPMENT:

- Two twin-linked autocannons with anti-aircraft mount.

WEAPON	RANGE	STR	AP	SPECIAL
Autocannon	48"	7	4	Heavy 2

ARMOUR

BS	FRONT	SIDE	REAR
3	10	10	10

OPTIONS:

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

DREADCLAW TALON

POINTS: 50 + MODELS

Many Chaos Legions favour sudden and brutal assaults to shatter the cohesion and morale of an often numerically superior enemy. Such attacks serve the twofold purpose of eliminating strategic targets and allowing the Chaos Marines to get to grips with their enemies and tear them apart in hand-to-hand combat as an offering to the dark gods. One form that these strikes take is that

of the Dreadclaw Talon. This formation uses the Deathclaw drop pod to deliver a hand-picked force into battle mere moments behind a precisely targeted orbital bombardment. With lance and torpedo strikes clearing a landing zone, the Chaos forces spill forth from the Deathclaws to ensure the destruction of their objective.

THE KILLING HAND



The Killing Hand Dreadclaw Talon was deployed to murderous effect during the Battle of Ironholm during the 12th Black Crusade. Crashing with devastating force into the heart of the Imperial Guard defence lines and slaughtering General Kolke and his entire command staff, the assault threw the defenders into disarray and turned the course of the battle.

FORMATION:

3+ Dreadclaw Assault Pods.

Each pod must be bought one of the following units from Codex Chaos Space Marines to occupy it, at the unit's normal cost: Chosen Chaos Space Marines, Chaos Terminators, Possessed Chaos Space Marines, Khorne Berserkers, Noise Marines, Plague Marines, Thousand Sons, Chaos Space Marines or a Chaos Dreadnought.

SPECIAL RULES:

Into The Fire: The formation includes an Orbital Bombardment Strategic Asset (see page 189 of Apocalypse) which is included in its price and does not count toward the Chaos player's usual number of assets. Once this bombardment strikes, the Deathclaw Talon will enter play immediately on the following turn, deploying by Deep Strike, arriving within 12" of the bombardment's impact point, (although they may scatter further away).

DAEMON ENGINE SUMMONING

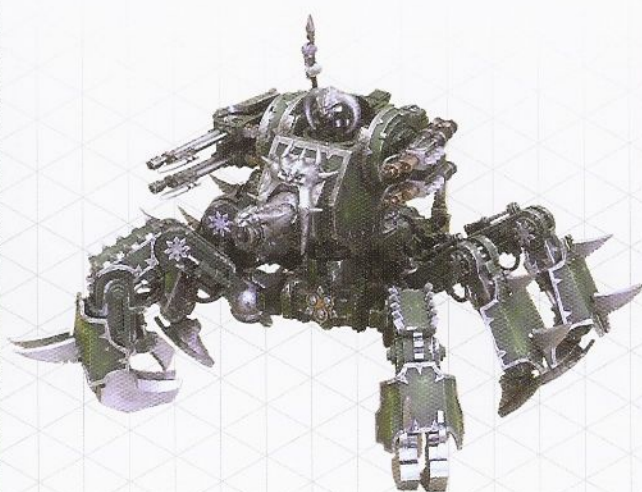
POINTS: 100 + MODELS

Of all the weapons of Chaos, fewer are more destructive and terrifying as the great daemon engines. Mighty war machines with savage daemons bound within them, these beasts of steel and caged hellish fury delight in sowing destruction and slaughtering all that cross their path, and only the strongest sorceries can bind them to a Chaos warlord's will. Dangerous even to their masters, the greatest

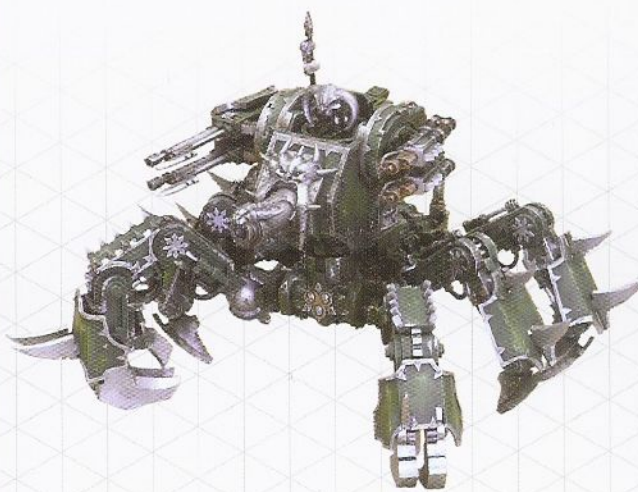
or most foolhardy of Dark Magos-Diabolists will seek to bind such nightmarish creations together into covens whose warp-spawned power is increased tenfold, allowing them to regenerate damage at unbelievable speeds. Controlling such blood-glutted monstrosities once the battle is over is a different matter however....

SCIONS OF HECATON

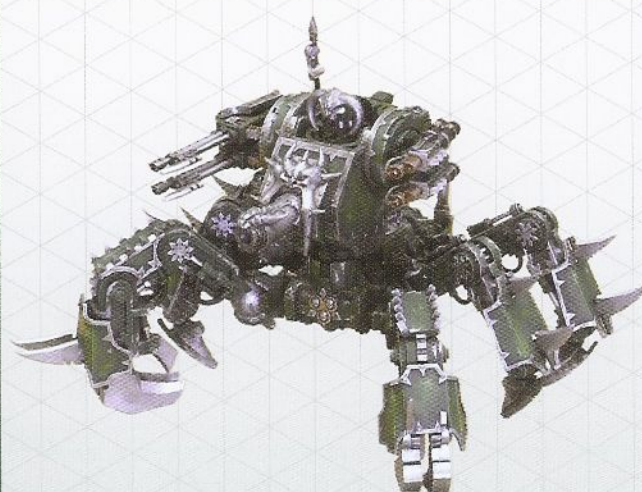
CHILD OF FURY



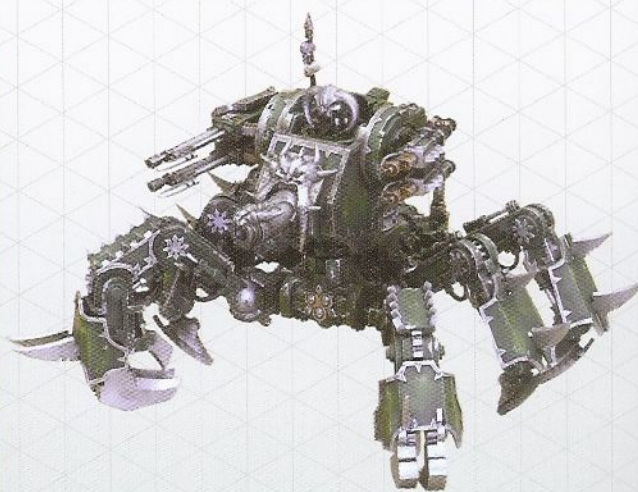
CHILD OF WOE



CHILD OF SLAUGHTER



CHILD OF TERROR



FORMATION:

3+ Daemon Engines: These may be Defilers (any variants) or Brass Scorpions.

One member of the formation must be designated as a Command Vehicle – the Infernal Engine.

"In blood consecrated, in grief blessed, in iron bound,
in tears bathed and with souls fed! Bless'd Engine I
Abjure Thee: Awake!"

– The Incantation of Anima Malifica

SPECIAL RULES:

Infernal Engine: Owing to the seething daemonic energies of the Infernal Engine, while it remains undestroyed all members of the coven (including the Infernal Engine) within 18" can repair either a single Weapon Destroyed or Immobilised result on a roll of a 4+ at the end of each turn.

Strike Force: All vehicles in the squadron must be deployed within 18" of the Infernal Engine or, if coming on from reserve, they must enter the table within 18" of the point entered by the Infernal Engine.

VRAKSIAN RENEGADE ATTACK FORCE

POINTS: 50 + MODELS

Once the heretic Cardinal Xaphan led the rebellion on the world of Vraks it quickly became besieged by Imperial forces and the fighting soon degenerated into a bloody stalemate of bitter trench warfare, claiming tens of thousands of lives. Although the Vraksian renegades fought a mainly defensive war against the loyalist attackers, they conducted frequent counter-attacks, utilising their

stockpiles of the ancient but powerful Malcador tanks to spearhead their assaults across no-man's land. These suicidal missions were spurred on by the Cardinal's fanatic enforcers and the oratory of his accursed apostate preachers, who cared little for the lives of their men, but only that the enemy was killed and blood was shed in Xaphan's name.

MALCADOR DEFENDER



MALCADOR



APOSTATE PREACHER



ENFORCERS



RENEGADE OGYRN BERSERKER SQUAD



RENEGADE MILITIA PLATOON



FORMATION:

- 1+ Malcador Heavy Tanks (any variant)
- 1-3 Enforcers*
- 1-3 Apostate Preachers*

For each Malcador Heavy tank in the formation, it must also include either a Renegade Militia Platoon*, an Ogyrn Berserker Squad* or a Renegade Armoured Fist Squad*.

For each Malcador Heavy tank in the formation, it may also contain one of the following: Workers Rabble*, a Rogue Psyker*, Disciples of Xaphan* or a Hellhound tank.

SPECIAL RULES:

Strike Force: All other units in the assault force must be deployed within 12" of one of the force's Malcador Heavy Tanks, or within 12" of the point on which a Malcador Heavy Tank entered play if held in strategic reserve.

Suicidal Resolve: The Vraksians know only death awaits them in retreat, as a result infantry units in this formation may attempt to regroup regardless of the casualties they have taken.

* Rules for these units can be found in Imperial Armour Volume 5: The Siege of Vraks.

CHAOS SPACE MARINE ARMY LIST REFERENCE INDEX

This is a comprehensive list of troop types available to Chaos Space Marine players and where their rules can be found.

HEADQUARTERS

Daemon Prince – CC
Chaos Lord – CC
Chaos Sorcerer – CC

ELITE

Chosen Chaos Space Marines – CC
Chaos Terminators – CC
Possessed Chaos Space Marines – CC
Chaos Dreadnought – CC
Giant Chaos Spawn – IAA

TROOPS

Chaos Space Marines – CC
Plague Marines – CC
Noise Marines – CC
Khorne Berserkers – CC
Thousand Sons – CC

FAST ATTACK

Chaos Bikers – CC
Chaos Raptors – CC
Chaos Spawn – CC

HEAVY SUPPORT

Chaos Havocs – CC
Obiliterators – CC
Chaos Predator – CC
Chaos Vindicator – CC
Chaos Defiler – CC
Chaos Land Raider – CC
Spined Chaos Beasts – IAA
Hell Blade – IAA
Hell Talon – IAA

SUMMONED DAEMONS

Greater Daemon – CC
Lesser Daemon – CC
An'ggrath – IAA
Zarakynal – IAA
Scabiethrax – IAA

TRANSPORT OPTIONS

Chaos Rhino – CC
Option for Chaos Lord and Retinue, Chosen Chaos Space Marines, Possessed Chaos Space Marines, Chaos Space Marines, Plague Marines, Noise Marines, Khorne Berserkers, Thousand Sons, Chaos Havocs
Chaos Land Raider – CC
Option for Lord and Retinue, Chosen Chaos Space Marines, Possessed Chaos Space Marines, Chaos Space Marines, Death Guard, Noise Marines, Khorne Berserkers, Thousand Sons, Chaos Havocs, Chaos Dreadnought.
Dreadclaw – IAAU
Option for Chaos Lord and Retinue, Chosen Chaos Space Marines, Possessed Chaos Space Marines, Chaos Space Marines, Death Guard, Noise Marines, Khorne Berserkers, Thousand Sons, Chaos Havocs, a Chaos Dreadnought.

SPECIAL CHARACTERS

Abaddon The Despoiler – CC
Fabius Bile – CC
Huron Blackheart – CC
Typhus – CC
Kharn The Betrayer – CC
Ahriman – CC

Lucius The Eternal – CC
Arkos The Faithless – IAS

SUPPORTING WAR MACHINE DETACHMENTS

Plaguereaper of Nurgle – 40KA
Brass Scorpion of Khorne – 40KA
Chaos Warhound Titan – IAA

APOCALYPSE BATTLE FORMATIONS

Tide Of Spawn – 40KA
Warp Rift – 40KA
Dreadclaw Talon – IAA
Daemon Engine Summoning – IAA
Vraksian Renegade Attack Force – IAA

RULES REFERENCE GUIDE

CC – Chaos Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IAA – Imperial Armour Apocalypse



CHAOS RENEGADES AND HERETICS ARMY LIST REFERENCE INDEX

This is a comprehensive list of troop types available to Renegades and Heretics players and where their rules can be found.

HEADQUARTERS

Militia Command Squad – IA5
Fire Support Squad – IA5
Anti-Tank Squad – IA5
Mortar Squad – IA5
Sentinel Squadron – IA5
Enforcers – IA5
Rogue Psykers – IA5
Apostate Preachers – IA5

ELITE

Alpha Legion Squad – IA5
Disciples Of Xaphan – IA5
Renegade Ogryn Berserkers – IA5

TROOPS

Militia Command Squad – IA5
Renegade Militia Squad – IA5
Workers Rabble – IA5
Renegade Armoured Fist Squad – IA5

FAST ATTACK

Hellhound – IA5
Sentinel Squadron – IA5
Salamander Scout – IA5

HEAVY SUPPORT

Heavy Weapons Platoon – IA5
Sabre Gun Platform – IA5
Leman Russ – IC, IA1
Demolisher – IC, IA1
Vanquisher – IA1
Exterminator – IA1
Executioner – IA1

Conqueror – IA1
Annihilator – IA5
Thunderer – IA1
Destroyer – IA1
Basilisk – IC, IA1
Griffon – IA3
Medusa – IA1
Manticore – IA4
Hydra Flak Tank – 40KA
Bombard – IA3
Earthshaker Platform – IA1
Hydra Platform – IA1
Medusa Platform – IA1
Turret Emplacement – IA1
Sentry Gun Battery – IA1
Minefield – IA5
Artillery Strike – IA5

TRANSPORT OPTIONS

Chimera – IC, IA1
Option for Militia Command Squad, Disciples of Xaphan, Armoured Fist squad

SPECIAL CHARACTERS

Arkos The Faithless – IA5

SUPPORTING WAR MACHINE DETACHMENTS

Macharius – IA5, IA4
Macharius 'Vanquisher' – IA4
Macharius 'Vulcanian' – IA4
Baneblade – IA1, 40KA
Shadowsword – IA1, IA4
Stormblade – IA1, IA4
Stormsword – IA1, IA4

Gorgon – IA5
Malcador – IA4
Malcador Annihilator – IA4
Malcador Defender – IA4
Chaos Warhound Titan – IA4

APOCALYPSE BATTLE FORMATIONS

'Emperor's Fist' Tank Company – 40KA
'Emperor's Wrath' Artillery Company – 40KA
'Emperor's Talons' Recon Troop – 40KA
Armoured Fist Recon Company – IA4
'Emperor's Hammer' Tank Company – IA4
'Emperor's Fury' Artillery Company – IA4
'Emperor's Thunder' Artillery Company – IA4
Vraksian Renegade Attack Force – IA4

RULES REFERENCE GUIDE

IC – Imperial Guard Codex
CC – Chaos Codex
IA1 – Imperial Armour Volume 1
Imperial Guard And Imperial Navy
IA2 – Imperial Armour Volume 2
Space Marines And Forces Of The Inquisition
IA3 – Imperial Armour Volume 3
The Taros Campaign.
IA4 – Imperial Armour Volume 4
The Anphelion Project
IA5 – Imperial Armour Volume 5
The Siege Of Vraks, Part 1
40KA – Warhammer 40,000 Apocalypse
IA4 – Imperial Armour Apocalypse



IMPERIAL ARMOUR

APOCALYPSE

This rules guide is packed with over 60 new legendary unit datafaxes for Warhammer 40,000 Apocalypse, from Imperial Guard super-heavy tanks like the Shadowsword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon-Lords, as well as gargantuan Tyranid creatures like the Scythed Heirodule and Trygon.

There are also 25 new battle formations, including all the races, from the Space Marine Drop Pod Assaults, Ork Tanka Mob, Eldar Serpent Rider Host, Winged Tyranid Swarm and Tau Pathfinder Search & Destroy Cadre to the Necron Undying Legion and Daemon Engine Covens.

Here are all the latest rules you'll need to include the following Imperial Armour models in your games of Warhammer 40,000 and Warhammer 40,000 Apocalypse.

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Shadowsword
Stormsword
Stormblade
Manticore
Gorgon
Macharius
Macharius 'Vanquisher'
Macharius 'Vulcanian'
Malcador
Malcador 'Annihilator'
Malcador 'Defender'
Armoured Fist Recon Company
'Emperor's Hammer' Tank Company
'Emperor's Fury' Artillery Company
'Emperor's Thunder' Artillery Company
'Avenger' Field Artillery Company
Elysian Drop Infantry Platoon
Death Rider Company

Space Marines

Drop Pod
Deathwind Drop Pod
Thunderhawk Transporter
Siege Dreadnought
Damocles
'Strike Eagle' Drop Pod Assault
Automated Defence Force
Ancients Assault Force

Forces-- of the Imperium

Lightning
Marauder Destroyer
Valkyrie
Vulture

Aquila Lander
Arvus Lighter
Fortress Walls

Orks

Big Squiggoth
Gun Wagon
Krusha Battle Wagon
Dethrolla Battle Fortress
Fighta
Looted Rhino
Tanka Mob
Squiggoth Battle Herd
Grot Bomm Launcha

Eldar

Fire Storm
Scorpion
Cobra
Phoenix
Void Dragon Phoenix
Night Spinner
Vampire Raider
Vampire Hunter
Guardian Serpent Rider Host
Skyreaver Corsair Raiding Force

Tyranid

Trygon
Scythed Heirodule
Harridan
Malanthrope
Meiotic Spore
'Stone Crusher' Carnifex
Winged Swarm
Spore Chimney Infestation

Tau

Manta
Orca
Tiger Shark
Tiger Shark AX-1-0
TX-42 Piranha
DX-4 Technical Drone
DX-6 Remora Drone Fighter
Pathfinder Search and Destroy Cadre
Drone Perimeter Defence Force
Kroot Knarloc Raiders
Manta Death Blow Cadre

Necrons

Undying Legion
Gauss Pylon Network

Dark Eldar

Raven
Raven Murder Squadron

Chaos

Daemon Lord – Zarakynel
Daemon Lord – An'ggrath
Daemon Lord – Scabieathrax
Chaos Warhound Titan
Dreadclaw
Giant Spawn
Spined Chaos Beast
Hell Talon
Hell Blade
Dreadclaw Talon
Daemon Engine Coven
Vraksian Renegade Attack Force

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