

IMPERIAL ARMOUR

UPDATE 2004



WARHAMMER
40,000

**NEW VEHICLES FOR
WARHAMMER 40,000**

ALSO AVAILABLE FROM FORGE WORLD

IMPERIAL ARMOUR

VOLUME 1: IMPERIAL GUARD & IMPERIAL NAVY

This book provides detailed information on the war engines and weapons of the 41st millennium. From Leman Russ battle tanks, Chimera armoured carriers and Basilisk self-propelled artillery, to Tarantula sentry guns, Thunderbolt fighter aircraft and Super-Heavy Tanks like the Baneblade and Shadowsword, this book covers them all in superb detail.

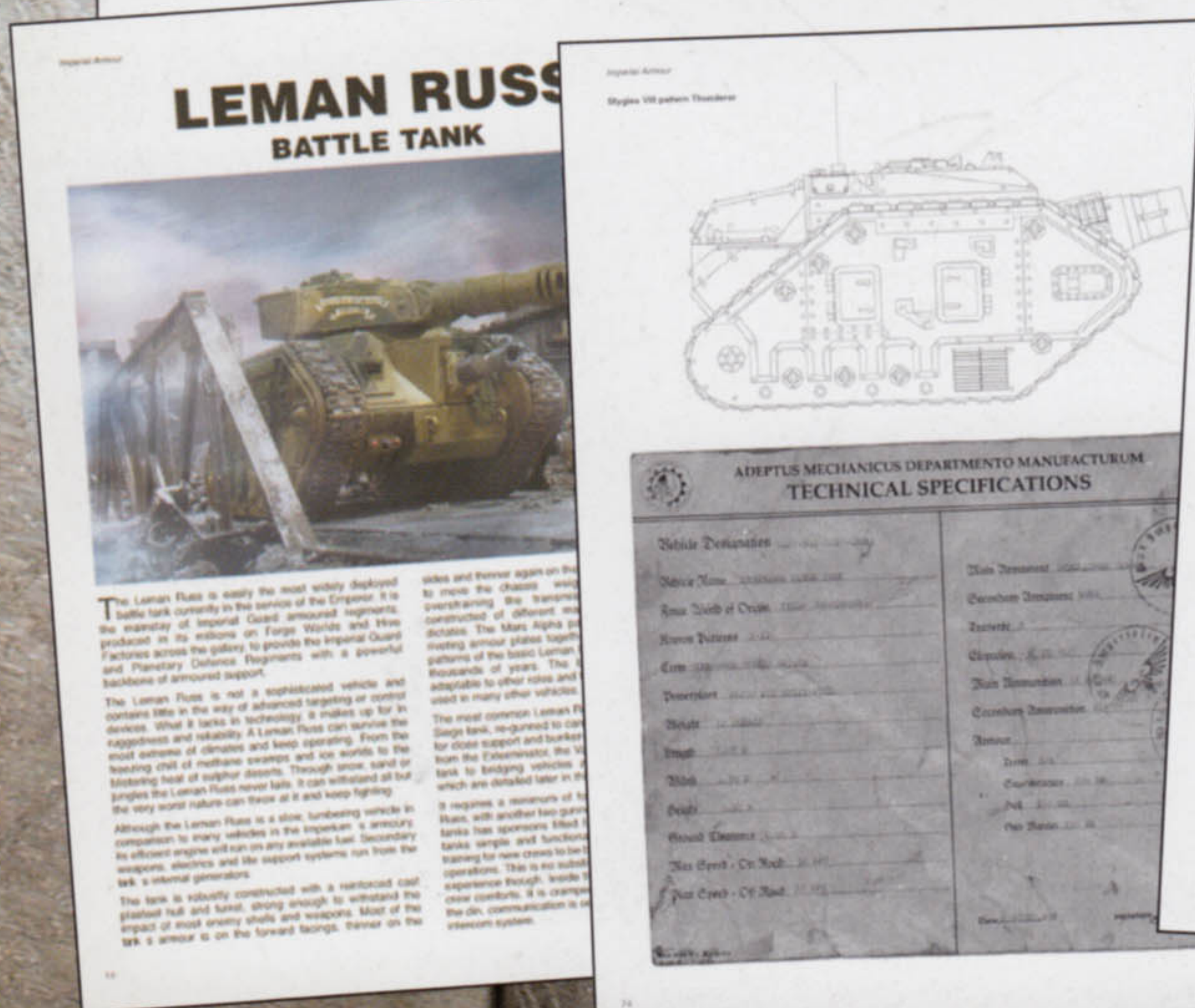
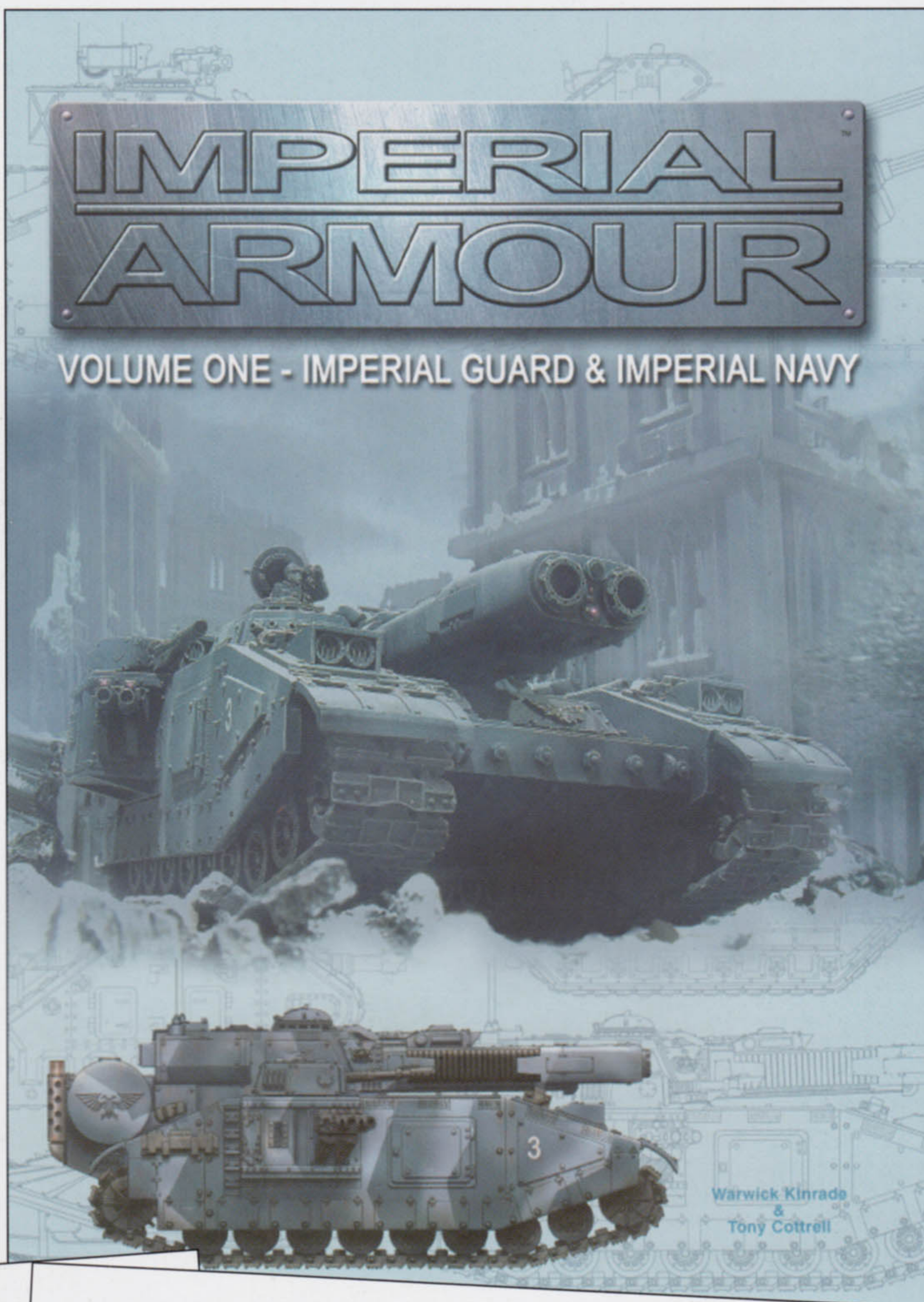
Included within is background, interior details, technical specifications, colour schemes and rules for using all these vehicles, weapons and aircraft in games of Warhammer 40,000.

Heavily illustrated with over 50 colour pictures, 62 pages of full colour vehicle profiles, additional technical drawings, hundreds of black and white photographs, organisation charts, combat formations, battle reports and tactics, to add depth and character to games of Warhammer 40,000.

In addition to all this, there is a new army list for Imperial Guard Armoured Battlegroups, background and rules for variable ammunition types, and rules for four of the Imperial Guard's most famous tank aces.

The Appendices contain all the rules you will need to use Super-Heavy vehicles and aircraft in your games.

This book provides the definitive overview of the armoured fighting vehicles of the Imperial Guard and the aircraft of the Imperial Navy.



IMPERIAL ARMOUR

update
2004

NEW VEHICLES FOR WARHAMMER 40,000

WRITTEN BY
Warwick Kinrade

MASTER MODELS	Will Hayes Daren Parrwood Mark Bedford Daniel Cockersell Simon Egan and the invaluable help of GW plastic kits
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Welcome to the Imperial Update 2004.

The previous Imperial Armour Update book was published two years ago, and since then we have also published two large format Imperial Armour volumes (as advertised on the inside covers of this book), and added many new models to the Imperial Armour range. With the old IA Update going out of print, this was our chance to update the update!

Hopefully, this book contains rules for everything we make that isn't currently covered in one of the large books. The rules have been developing over the past two years, mostly from player feedback, and whilst some remain unchanged, others have been modified (especially the Warhound Titans), so read carefully. These rules will continue to develop until they are published in a large Imperial Armour volume. Until then, I'm happy to hear gamers' feedback and suggestions via the Imperial Armour e-mail address.

Happy gaming, Warwick Kinrade

Forge World™

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BARRACUDA

LENGTH: 11.4m
HEIGHT: 3.25m
WINGSPAN: 12.5m
ESTIMATED WEIGHT:
 7 tonnes
ARMOUR: 35mm, material
 unknown
ESTIMATED MAX SPEED:
 2,100 kph
CREW: 1. Pilot
ARMAMENT: Ion cannon,
 two burst cannons, twin-
 linked missile pods
MAIN AMMUNITION:
 8,000 rounds, 8 missiles

The Barracuda is the most common Tau atmospheric flyer, although different Air caste septs tend to operate slightly different versions. The Barracuda is faster than the Imperial Marauder bomber, but slightly slower than the Thunderbolt fighter. Its electronic systems are very advanced though, and it tends to achieve target locks quicker than the Thunderbolt. Barracudas carry wing-mounted, drone-controlled burst cannon and a pilot-aimed ion cannon. Other variants carry missile pods and seeker missiles.

In case of damage, the pilot's cockpit is ejected intact and has limited gravitic mobility to return the pilot to safety. All pilots are of the Air caste and have superior three-dimensional situational awareness to human pilots and marginally higher acceleration tolerance. This makes them naturally more gifted pilots, but the experience of the best Imperial pilots gives them a hard edge which the Air caste struggles to match.

BARRACUDA FIGHTER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Barracuda	220	10	10	10	3 (4)

Type: Flyer

Crew: Tau Air caste

Weapons: The Barracuda is armed with an ion cannon, two burst cannons and twin-linked missile pods. Note the burst cannons are not twin-linked and fire separately.

The Barracuda is always equipped with a targeting array. This has already been included in its points cost and increased BS. It also has an escape pod. See Orca special rules for details.

Options: The Barracuda can be upgraded to carry up to four seeker missiles for +10 pts each. These can be controlled by any model equipped with a marker light.

The Barracuda can take any of the following vehicle upgrades as described in Codex: Tau: blacksun filter, disruption pod, decoy launchers and target lock.

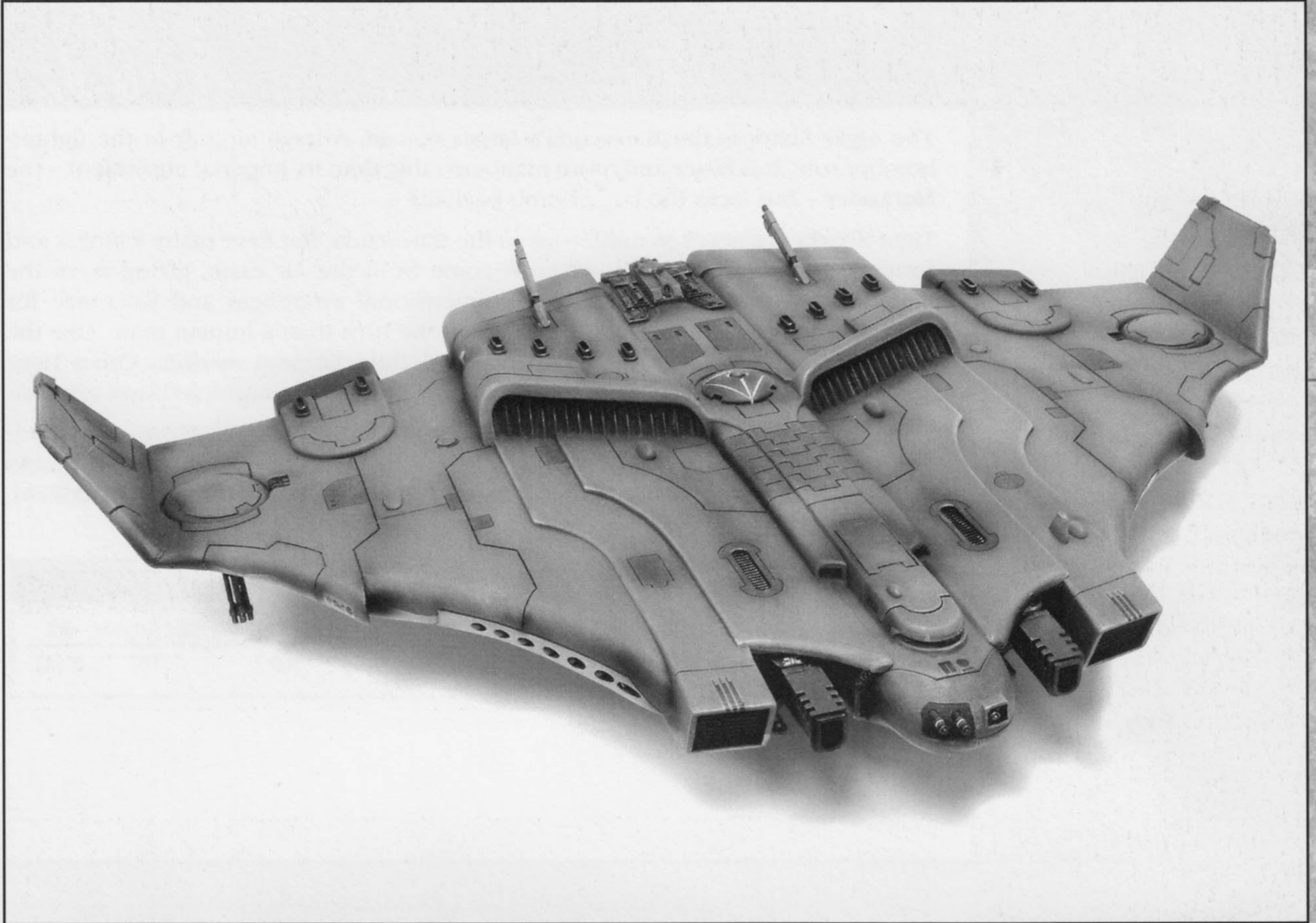
Heavy Support: The Barracuda is a Heavy Support choice for a Tau army.

SPECIAL RULES

Weapon	Range	Str	AP	Type	Notes
Ion cannon	60"	7	3	Heavy 3	-
Burst cannon	18"	5	5	Assault 3	-
Missile pod	36"	7	4	Assault 2	-
Seeker missile	Unlimited	8	3	Heavy 1	*1

*1 These weapons are controlled by any model with a marker light. Any model equipped with a marker light may request a single missile to be launched if they score a hit on the desired target with their marker light.

The seeker missiles can be fired as normal in the Tau's Shooting phase, after the Barracuda has arrived from being in reserve and been placed on the table edge, but before it makes its attack run. Seeker missiles are an exception to the rule that flyers may not fire in their own turn, only on an attack run in their enemy's turn.



Tiger Shark



Barracuda

TIGER SHARK

LENGTH: 14.1m
HEIGHT: 2.31m
WINGSPAN: 20.9m
ESTIMATED WEIGHT:
 25 tonnes
ARMOUR: 35mm, material
 unknown
ESTIMATED MAX SPEED:
 2,100 kph
CREW: 2. Pilot, Navigator
ARMAMENT: Twin-linked
 ion cannons, two burst
 cannons, twin-linked
 missile pods
MAIN AMMUNITION:
 8,000 rounds, 12 missiles
PAYLOAD: 14 drones

The Tiger Shark is the Barracuda's larger cousin. A large aircraft in the fighter-bomber role, it is faster and more manoeuvrable than its Imperial equivalent – the Marauder – but lacks the large bomb payload.

Tiger Sharks are never as numerous as the Barracuda, but have many features and systems in common with it. All crew come from the Air caste, giving them the natural advantage of superior three-dimensional awareness and tolerance for higher acceleration speeds and more Gs in the turn than a human pilot. Like the Barracuda, different Air caste septs operate slightly different versions. Other Tiger Shark variants have been identified, armed with railguns, multiple burst cannons and smart missiles.

The Tiger Shark's main role seems to be the deployment of drones. Its drone racks can deploy a shower of remote weapons platforms anywhere over the battlefield, as well as strafing with its ion cannons and wing-mounted missile pods.

TIGER SHARK					
	Points	Front Armour	Side Armour	Rear Armour	BS
Tiger Shark	353 + 12 pts per drone	10	10	10	3 (4)

Type: Super-Heavy Flyer

Structure Points: 2

Crew: Tau Air caste

Weapons: The Tiger Shark is armed with twin-linked ion cannons, twin-linked missile pods and two burst cannons. Note the burst cannons are not twin-linked and can fire at different targets.

The Tiger Shark has three drone racks carrying 14 drones in total. It also has an escape pod. See Special Rules below.

The Tiger Shark is always equipped with a targeting array. This has been included in the points cost and its increased BS. It is also equipped with a decoy launcher as described in Codex: Tau. The points cost is included in the Tiger Shark's total points value.

Options: The Tiger Shark can carry up to 14 Gun drones in its three drone racks. These can be deployed as one or more squadrons.

The Tiger Shark can take any of the following vehicle upgrades as described in Codex: Tau: black sun filter and disruption pod.

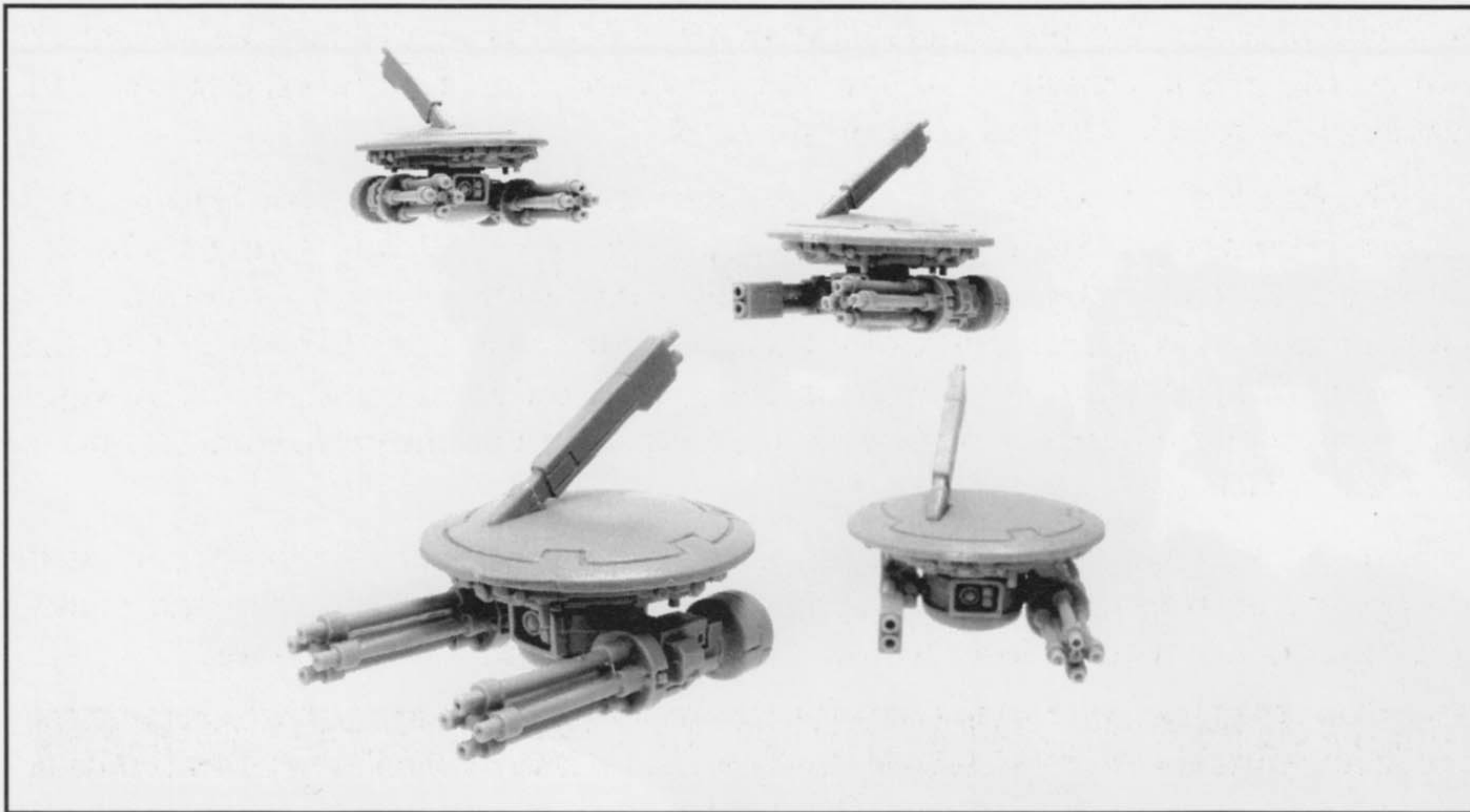
Super-Heavy Detachment: As a Super-Heavy flyer the Tiger Shark must be taken as a separate 'detachment'. A detachment consists of 1-3 Tiger Sharks.

SPECIAL RULES

Drone Rack: The drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn. Any number of squadrons can be deployed in a single turn.

Escape Pod: If the Tiger Shark is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that it is off-table, it is counted as having escaped safely; see below. If not, place two Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth 0 Victory Points on their own, but their vehicle counts only as being damaged for Victory Points purposes whilst the crew are still alive or if they escape.

HEAVY GUN DRONES



Tau employ many drones in different battlefield roles, one of the largest so far identified are the Heavy Gun drones, aiding Fire Warriors with heavy weapons fire from multiple burst cannons. Other heavy weapons have also been mounted on these larger drones as well as a few carrying marker lights and operating as forward spotters for seeker missiles.

HEAVY GUN DRONE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Gun Drones	25	2	2	3	4	1	4	1	7	4+

Squadron: A squadron numbers from 2-6 drones

Equipment: Each drone is armed with twin-linked burst cannons.

Options: Any drone may replace one of its burst cannons with a marker light for free.

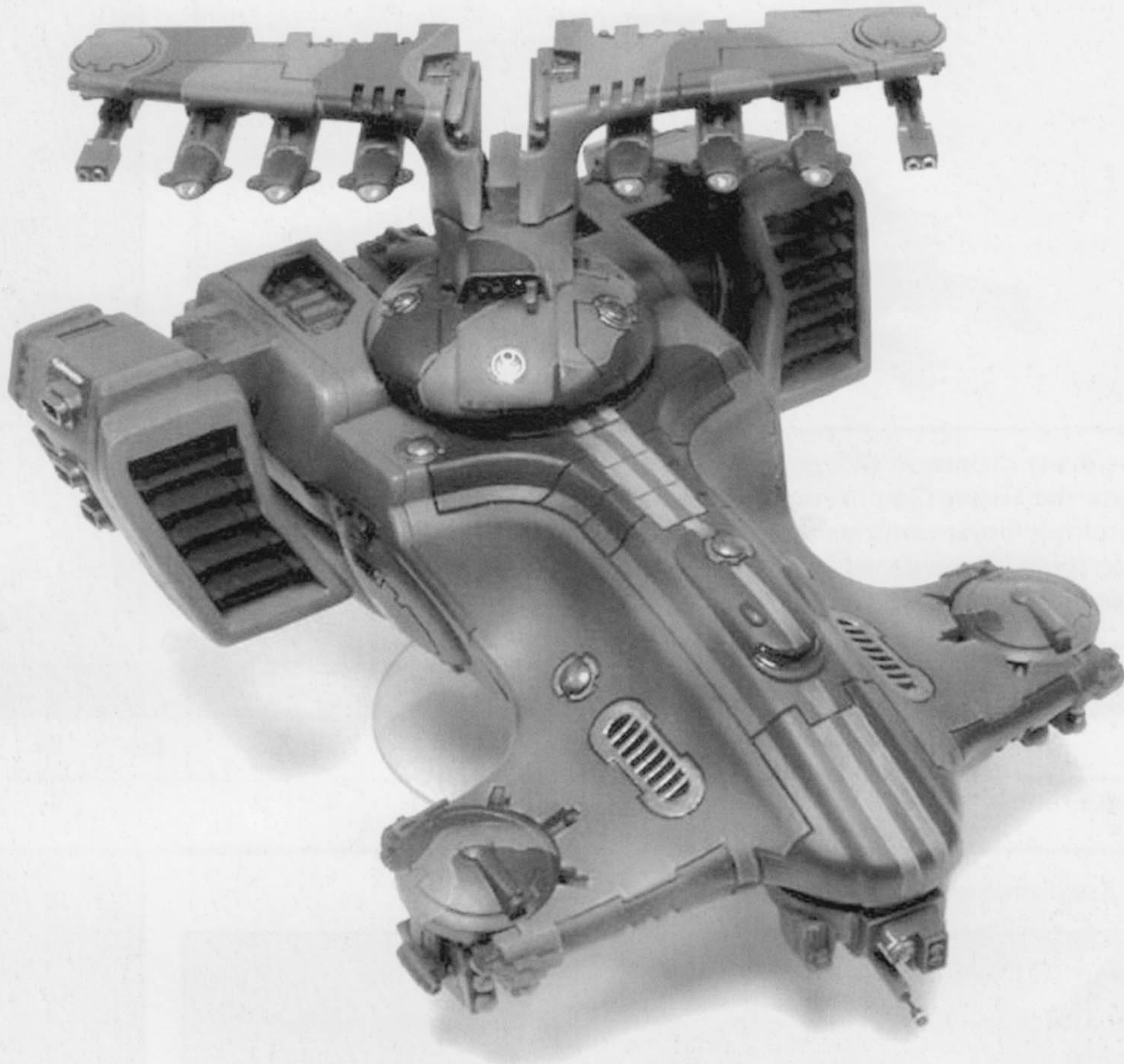
Jetpacks: Drones are equipped with Tau jetpacks and can use these to Deep Strike as described in the jet pack wargear entry in Codex: Tau.

Heavy Support: A Heavy Gun Drone squadron is a Heavy Support choice for a Tau army.

SPECIAL RULES

Independent: A Heavy Gun Drone squadron has its processors linked to enable it to have the capacity for independent action. They are programmed for self-preservation and take Leadership tests normally. If their numbers are reduced to less than three their Leadership drops to 4.

SKY RAY



The Sky Ray is the Tau's heavily armed missile defence tank, carrying a turret array of six seeker missiles, each guided by the vehicle's marker light target designators. The marker lights sweep the skies to find and lock-on to approaching enemy aircraft, before efficiently guiding the missiles to their targets. The Sky Ray's automated systems quickly gauge how many missiles to launch at a target, anywhere between one and the full six, dependant on range, target speed and type. So fast and accurate are the seeker missiles that many pilots are hit and downed before they realise they are under attack or can take evasive manoeuvres.

Such is the Sky Ray's effectiveness that Imperial pilots despise it, and any confirmed Sky Ray kill is highly prized amongst Imperial Navy pilots. Such is the tank's infamy, it has earned the common nick-name of 'Stinger' amongst Imperial Navy pilots.

When required it has been known for Sky Rays to be used in a ground combat role, but their lack of ammunition means they cannot operate effectively for long, and most wise Tau commanders avoid using them if possible.

For all their effectiveness Sky Rays are rarely encountered in large numbers, with a single vehicle attached to a Hunter cadre being standard practice. Important or vulnerable locations, such as Tau air bases or headquarters, will often include a Sky Ray as part of its defence force.

SKY RAY					
	Points	Front Armour	Side Armour	Rear Armour	BS
Sky Ray	200	13	12	10	3 (4)

Type: Tank, Skimmer

Crew: Tau Fire caste

Weapons: The Sky Ray missile defence tank is armed with six seeker missiles and twin-linked marker lights on an anti-aircraft mount and a smart missile system.

Options: The Sky Ray always has the following upgrades: targeting array, landing gear.

It may take the following vehicle upgrades as described in Codex: Tau; sensor spines, blacksun filter, flechette discharger, decoy launchers, disruption pod.

Heavy Support: The Sky Ray is a Heavy Support choice for a Tau army.

SPECIAL RULES

AA Tank: The Sky Ray's main role is to engage enemy aircraft. To do this it must first hit the target with its marker light, using its BS4 (with a re-roll for being twin-linked). It can target aircraft up to 36" away (the marker lights are not affected by the additional 12" range for targeting aircraft). If the target is 'hit' then any number of seeker missiles can be fired at the target. Each missile hits on a roll of 2+. If the marker lights miss then no seeker missiles can be fired. Once all six missiles have been fired then the Sky Ray is out of ammunition and can only fire its smart missile system for the rest of the game.

As an anti-aircraft weapon, the Sky Ray cannot fire any other weapons whilst engaging aircraft. The Sky Ray must remain stationary to target aircraft.

The Sky Ray seeker missiles will only fire at targets designated by its own marker lights, they cannot be used to fire at targets designated by other marker lights, such as those carried by Pathfinders.

A Sky Ray may engage ground targets as normal.

Landing Gear: The Sky Ray may opt to set down at the beginning of its Movement phase, although it must remain stationary that turn. The vehicle no longer counts as a Skimmer and therefore ignores the Skimmer special rules (they no longer count as destroyed on an Immobilised damage result).

HULL LENGTH: 3.8m

HULL HEIGHT: 8.14m

HULL WIDTH: 7.1m

ESTIMATED WEIGHT:
12 tonnes

ARMOUR: 35mm-120mm,
material unknown

COMBAT SPEED: 50 kph

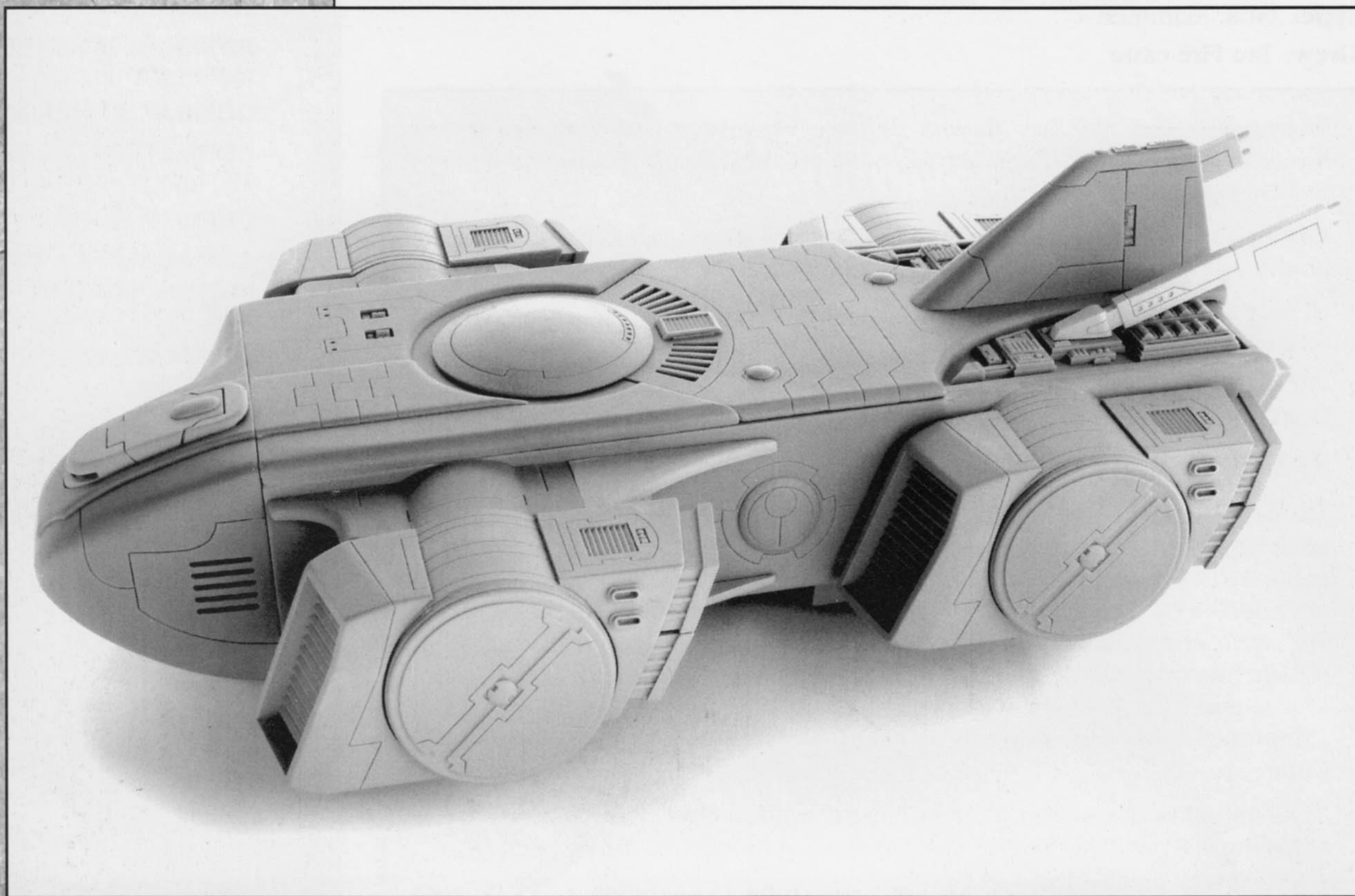
ESTIMATED MAX SPEED:
100 kph

CREW: 1. Driver

ARMAMENT: 6 x seeker
missiles, smart missile
pod

MAIN AMMUNITION:
6 missiles

ORCA DROPSHIP



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 Space Marine Thunderhawk, or the Tau's far larger Manta, it is not a front line combat vehicle, armed and armoured to take part in a battle. The Orca is only equipped for self-defence. Its primary function is transportation. An Orca's large hold can carry up to 48 Tau Fire Warriors and their equipment. Two or three Orcas can transport an entire Hunter cadre, drones, battlesuits and all, onto a planet's surface. These would not usually be dropped directly in combat, more likely be inserted onto the planet's surface some distance from the enemy before moving into battle. During major planetary invasions the Orca provides important support to the Manta. Whilst Mantas transport the bulk of the Tau forces, Orcas allow a Shas'o to be flexible in the deployment of his Hunter cadres, using the Orca for special missions – such as deploying Pathfinders or Stealth suits close to the enemy for scouting and sabotage missions, or to transport important personnel, such as Ethereals, Diplomats or the Shas'o commander himself, and their bodyguards.

On dangerous missions or if they have to approach a battlefield, a flight of Orcas will be defended by Barracudas, whose job is to intercept enemy fighters or engage ground targets that threaten an Orca and its precious cargo. The Orca's ventral, pop-down turret mounted weaponry is not well suited to dog-fighting, although it provides some protection from interceptors attacking from below, climbing to intercept the descending Orca. The weaponry's main use is for sweeping a landing zone with fire prior to a landing.

Using the Tau's anti-grav technology, and powered by quad ramjets, the Orca is fast and highly manoeuvrable for its size and bulk.

There have been unconfirmed reports of other variants of the Orca, armed with multiple missile racks and bomb bays.

ORCA DROPSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Orca	410	11	11	10	3 (4)

Type: Super-Heavy Flyer, Orbital Lander

Structure Points: 3

Crew: (3) 1 Air caste pilot, 2 Fire caste operators

Weapons: Twin-linked long-barrelled burst cannons and a missile pod. It also has an escape pod.

The Orca is always equipped with targeting array. This has been included in the points costs and its increased BS.

Options: The Orca may take the following vehicle upgrades from Codex: Tau; blacksun filter, disruption pod, decoy launchers, up to 4 seeker missiles.

Transport: The Orca may carry 24 Tau warriors*, up to 8 Gun drones and 1 Ethereal.

In addition it can also carry up to 24 more Tau warriors or gun drones.

or up to a maximum of 6 Crisis battlesuits (each battlesuit counts as 4 Tau warriors).

or up to a maximum of 3 Broadside battlesuits (each Broadside counts as 8 Tau warriors)

or up to a maximum of 6 Heavy Gun drones (each Heavy drone counts as 4 Tau warriors)

or up to a maximum of 4 Drone Sentry turrets (each drone sentry turret counts as 6 Tau warriors)

** Tau warriors includes Fire Warriors, Stealth suits or Pathfinders. If a Pathfinder squad is deployed from an Orca they do not have to take a Devilfish troop carrier.*

Access Points: 1. Rear Ramp

Fire Points: 0

SPECIAL RULES

Rapid Deployment: Rather than land on a dangerous, fire-swept, drop zone, the Orca can drop its passengers from the rear ramp without halting, skimming low over the ground whilst the squads, drones and battlesuits disembark via jetpacks. Instead of halting to deploy troops (like an orbital lander), squads can disembark from the back of the Orca anywhere along its flight path. This is treated just like normal disembarking from a vehicle. Place the models within 2" of the rear ramp before moving the Orca on to the next drop point. Troops which disembark do nothing else until the start of their next turn. Alternatively, the Orca can land using the Orbital Lander rules.

Escape Pod: If the Orca is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that it is off-table, it is counted as escaped safely; see below. If not, place a Tau model within 2" of it (counts as a Fire warrior with no weapons). The crewman is counted as being below half strength and is worth 0 Victory Points on his own, but the Orca counts only as being damaged for Victory Points purposes whilst the crewman is still alive or if he escapes off the table.

Decoy Launchers: If an Orca is equipped with a decoy launcher then instead of re-rolling an Immobilised glancing hit, you may re-roll an Engine damaged glancing hit on the Super-Heavy Flyers Damage tables. You may only re-roll the damage once, and the second result must stand.

Weapon	Range	Str	AP	Type
LB Burst cannons	30"	5	5	Assault 3
Missile pod	36"	7	4	Assault 2

LENGTH: 21.45m

HEIGHT: 4.95m

WIDTH: 14m

ESTIMATED WEIGHT:
88 tonnes

ARMOUR: 35mm, material unknown

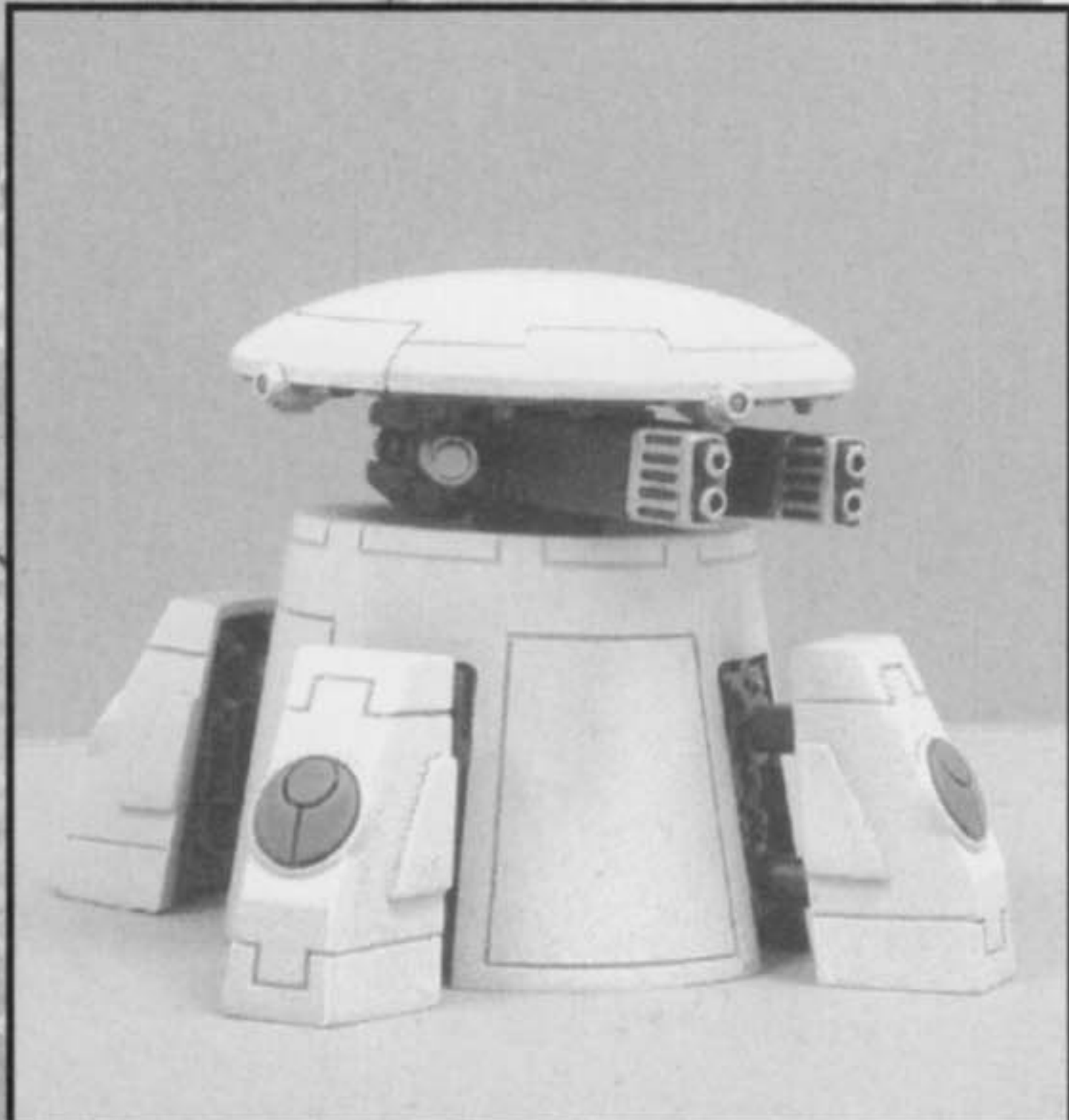
ESTIMATED MAX SPEED:
2,100 kph

CREW: 3. Pilot, 2 Operators

ARMAMENT: Twin-linked burst cannons, missile pod

MAIN AMMUNITION:
6000 rounds, 12 missiles

DRONE SENTRY TURRET



A Drone sentry turret is an automated weapons system, each contains an advanced processor, giving it a basic intelligence. A team of turrets are networked together to form an artificially intelligent defensive perimeter.

The turret itself consists of a cylindrical armoured hull with a pop-up gun turret, which only activates when a suitable target is identified. Unlike Imperial Tarantula sentry guns, the drone intelligence is capable of making independent targeting decisions, and can differentiate between friendly and enemy units effectively, choosing to ignore some targets in favour of others.

Drone turrets are often deployed by aircraft dropping them into position. Target points will be designated with markerlights, and an Orca or Manta will drop the turrets, which incorporate a small Tau jetpack to direct and slow its descent into position. Once in place the turret will remain dormant until an enemy is identified.

DRONE SENTRY TURRET					
	Points	Front Armour	Side Armour	Rear Armour	BS
Drone Sentry Turret	45	12	12	12	2

Type: Immobile (Open-topped if fired last turn)

Crew: Drone

Team: 1-4 turrets

Weapons: A Drone sentry turret is armed with twin-linked burst cannons

Options: The twin-linked burst cannons may be upgraded to twin-linked missile pods for + 6 pts; or twin-linked plasma rifles at + 9 pts; or twin-linked fusion blaster at + 7 pts

A turret may include a shield generator, conferring a 4+ Invulnerable Save at + 20 pts (roll to save after a hit, before rolling for penetration). A turret may also be equipped with a disruption pod for +5 pts.

Deep Strike: Drone sentry turrets may Deep Strike (dropped from Orcas or Mantas) at +1 pt per model, if the mission permits. Each turret should be positioned separately using the normal Deep Strike rules, they do not have to be deployed together. If the turret lands on another vehicle then both vehicles take a glancing hit from the impact. If it lands in impassable terrain or deviates off the table then the turret is destroyed.

Heavy Support: A team of 1-4 Drone sentry turrets is a Heavy Support choice for a Tau army. A team may be transported in an Orca dropship.

Fortifications: If playing a scenario where the Tau can take Fortifications then a Drone sentry turret team counts as a Troop choice. A Tau player may also purchase Drone sentry turrets as part of the Defenders Armoury in a Cityfight game.

SPECIAL RULES

Pop-Up Turret: A sentry turret only counts as open topped once it has opened fire. If the Sentry gun fired last turn then it counts as an open topped vehicle. If the Sentry model did not fire last turn then it does not count as open-topped.

Damage: If the turret takes a crew shaken or crew stunned result (and can therefore not fire), then the turret will automatically close, this is part of the turrets defence against incoming fire. It will not count as open topped in the subsequent turn.

If the turret takes an Immobilised damage result, then this has no effect, but the turret still counts as damaged for the purposes of calculating Victory Points

Markerlight Targeting. A model equipped with a markerlight can designate a target point for a single deep striking Drone sentry turret. Nominate a target point within LOS and range of the markerlight, and the Drone sentry turret will land on that point, do not roll for scatter. The model with the markerlight cannot move whilst designating the point, or fire another weapon in the Shooting phase.

Victory Pts: Drone sentry turrets may not claim Victory Points for occupying table quarters or other objectives.

GREAT KNARLOCS



Xenos - Biologis Report

Author: Xenos Genetor Adept Grenchov

Field Study: 7341a

Unknown Xeno-Type XB-432-01270

Classification: Type III Predator [[Avian Genis]]

Homeworld: Pech

Studies reveal the jungle world of Pech is home to many creatures related to the native Kroot. The Great Knarloc seems to be, like the Krootox and Kroot Hound, an evolutionary dead end. It is an evolutionary strain that developed into a large, solitary predator. Its effectiveness in this niche would seem to be limited by many factors; by its small eyes, (needed to see prey), weak forearms (needed for holding live prey), huge legs resulting in relatively slow running speed (needed for pursuit), body size and light weight skeletal structure.

Given these drawbacks it seems the Great Knarloc is lucky to have survived at all, except that its morphology has other advantages. Its muscular legs are built for travelling long distance and sustaining a good constant speed, this is due to its well developed hinge-like ankles. The creature's lower leg and claw structure mean the creature is capable of brief bursts of sudden speed, aided by its well developed Nymune organ, a trait still retained by some of the great Knarloc's smaller relatives. It is capable of standing on its toes in the manner of many fast running creatures, helping it to spring suddenly from hiding onto an unwary prey. It is not capable of maintaining a top speed over long distances.

The creature's 'hands' are large, well developed and dexterous, making them useful for foraging, picking fruit or digging, aided by long, thin, talon-like claws.

Whilst lacking any olfactory lobes the beast's long tendrils, concentrated at the rear of the head but also situated all over the body, provide superb sensory information to the creature's small brain. It may have difficulty seeing a prey but a Great Knarloc can efficiently track by scent and sound over long distances.

All these morphological features point to a creature which is at home scavenging as well as hunting by a variety of methods. Whilst all carnivores are happy to eat dead flesh, they prefer fresh meat. The Great Knarloc seems to be the same, hunting on occasion, but at other times happy scavenging carcasses. It is also adept at foraging amongst the jungle growth for fruit or using its long, dexterous claws to seek out insects or even dig for grubs. Whilst the Great Knarloc is omnivorous it has evolved to hunt by one of two means. Either lurking in dense undergrowth to suddenly ambush passing prey or using its sensory organs to detect a prey at long distance. It can then utilise its stamina to remorselessly pursue its victim until exhaustion.

Like the Krootox the Great Knarloc does not seem predisposed to violence unless hunting, threatened or goaded. It may be that a Great Knarloc spends most of its time alone underneath the jungle canopy, foraging for foodstuff and scavenging, suddenly exploding into extreme violence should a suitable quarry be encountered. Being a solitary creature they have not benefited from the presence of other creatures and have not developed a pack hunter's cunning, intelligence or sociability. They remain dull witted creatures and show none of the higher psychological traits of a Kroot Hound.

The Great Knarloc's natural characteristics make it useful to the Kroot in several ways, most commonly as a beast of burden. Large enough to carry heavy loads with great stamina over long distances but lacking intelligence, they are easily led once domesticated. The only drawback is the beast's sudden bouts of extreme aggression, making them unpredictable. It is noted that Great Knarlocs in domestic service are always kept muzzled and chained.

The most common use of the Great Knarloc on the battlefield is for its keepers to goad the creature into aggression, enraging it by the use of goad sticks and excreted chemicals. Once angered the beast is goaded towards the enemy. There is no subtlety to this tactic, once angered the beast will attack anything that comes into range of its claws or sharp beak. The excretion of chemicals and pheromones means it is unlikely to attack a Kroot, as they are not the creature's natural prey, but its unpredictable nature means this is not a sure defence and many unwary handlers have become a Great Knarloc's next meal!

Less commonly, the creature's basically placid nature also makes it useful as a riding beast. Several Kroot can mount the creature and use it as a stable weapons platform for mounting Kroot guns. Again this may be aided by the excretion of chemicals to calm a beast in battle.

Great Knarlocs accompany many Kroot Mercenary forces and have even been identified amongst Kroot contingents fighting alongside their benefactors, the Tau.

GREAT KNARLOC - GOADED

GOADED GREAT KNARLOC HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	60	4	-	6	5	5	3	3	7	6+
Kroot Goad	+ 10 each	4	3	4	3	1	3	1	8	6+
Shaper	+ 21	4	3	4	3	3	3	3	8	6+

Herd: Each Great Knarloc must be accompanied by 4-8 Kroot Goads. A maximum of one Kroot must be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weapons gifted by their employers and may choose additional equipment from the armoury.

Equipment: The Great Knarloc is armed with a large, sharp beak and claws. The Goads and Shaper are armed with a Kroot rifle and a goad-stick (used for prodding the Great Knarloc in the right direction).

Heavy Support: 1-3 Great Knarlocs and Goads are a single Heavy Support choice for a Kroot Mercenary army.

A single Great Knarloc and 4-8 Kroot Goads are a Heavy Support choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Great Knarloc if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc with no remaining Goads cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Rending Beak: The Great Knarloc has a powerful beak, capable of crushing through armour and bone. Any close combat attacks which roll a 6 to hit automatically inflicts a wound with no Armour Save possible. Other attacks which hit must roll to wound as normal, and the victim receives their normal Armour Save.

If a Great Knarloc rolls a 6 for armour penetration against a vehicle it rolls another D6 and adds the result to the total armour penetration score.

Feeding Frenzy: An angry Great Knarloc is a voracious creature. When rolling its 'to hit' dice in close combat, if the Great Knarloc rolls more 1s than 6s it gets carried away and eats one of its Goads. Immediately remove the closest Goad from play.

Hyperactive Nymune Organ: The Great Knarloc and its all its Goads are all affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as 'Fleet of Foot'. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Hits on the Squad: The Great Knarloc is far larger than its Goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-3 the shot hits the Kroot Goads. 4-6 Hits the Great Knarloc.

If all the Goads are killed then the Knarloc must make a Leadership test. If it passes it is enraged enough to fight on as normal. If it fails the Great Knarloc flees the battlefield, remove it from play.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by Signature Evolutionary Adaptations. The Goads and Shaper must take the same Adaptation as the rest of the army.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles. The Goads also benefit from the Fieldcraft special rule.

GREAT KNARLOC - MOUNTED

Many Great Knarlocs, once captured and domesticated, are trained to carry riders and used to mount weapons, much like the more common Krootox. These weapon mounts are not as common as the herded beasts or those used to carry heavy loads, which are easier to train. They make effect assault troops supporting the Carnivore squads, able to provide heavy weapons fire, or quickly advance and join an assault, using the Great Knarloc natural predatory instincts in close combat.

The Kroot bolt thrower is a primitive but effective weapon, used by the Kroot since long before they encountered the Tau Empire. As with Kroot rifles and guns the Tau have aided their auxiliaries by using Tau technology to improve the Kroot's weaponry. Instead of the basic sharpened bolts the Tau provide impact fused explosive tips, making them far more dangerous. These tips are a smaller version of the warheads used in their own missile pods. The bolt thrower is fired by an ingenious hand-crank system which drops bolts from the magazine into position and quickly re-draws the bow string, allowing it to keep up a high rate of fire for little effort on behalf of the crew.

0-1 MOUNTED GREAT KNARLOC HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	70	4	3	6	5	5	3	3	7	6+

Herd: A herd consists of 1-3 Great Knarlocs, each with two Riders.

Equipment: A Kroot bolt thrower. The 2 Riders are armed with Kroot rifles. The Great Knarloc is armed with a large, sharp beak and claws.

Options: The bolt thrower can be loaded with explosive bolts at +15 pts, or the bolt thrower can be upgraded to a twin-linked Kroot gun for + 30 pts.

Heavy Support: 0-1 Great Knarloc herd are a Heavy Support choice for a Kroot Mercenary army.

A Great Knarloc herd is a Heavy Support choice for a Tau army. The army may only include a Great Knarloc herd if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc can capture table quarters, hold objectives and counts as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Rending Beak: The Great Knarloc has a powerful beak, capable of crushing through armour and bone. Any close combat attacks which roll a 6 to hit automatically inflicts a wound with no Armour Save possible. Other attacks which hit must roll to wound as normal, and the victim receives their normal Armour Save.

If a Great Knarloc rolls a 6 for armour penetration against a vehicle it rolls another D6 and adds the result to the total Armour Penetration score.

Hyperactive Nymune Organ: The Great Knarloc is affected by the Hyperactive Nymune Organ adaptation. This means that it counts as 'Fleet of Foot'. In the Shooting phase you may declare that it is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by Signature Evolutionary Adaptations.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles.

Weapon	Range	Str	AP	Type
Kroot bolt thrower	36"	4	-	Assault/2
Explosive bolt	36"	6	6	Assault/2, Blast
Kroot gun	48"	7	4	Rapid Fire

GREAT KNARLOC - BAGGAGE

Great Knarlocs are commonly used by Kroot forces as baggage animals, to carry heavy equipment and supplies whilst on campaign. These domesticated creatures are kept chained and muzzled for safety, but they are not expected to fight in combat. Occasionally a baggage column might be caught up in a battle, for example, if a Kroot column is caught in an ambush. In this case the Goads and the Great Knarloc will be forced to fight to defend themselves.

0-1 GREAT KNARLOC BAGGAGE HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	25	4	-	5	5	5	2	2	7	6+
Kroot Goad	+ 10 each	4	3	4	3	1	3	1	8	6+

Herd: Each herd consists of 1-3 Baggage Great Knarlocs. Each Great Knarloc must be accompanied by 1-2 Kroot Goads.

Equipment: The Great Knarloc is armed with claws. The Goads are armed with a Kroot rifle.

Troop Choice: 0-1 Baggage herd is a single Troops choice for a Kroot Mercenary army. It may not be taken as one of the compulsory Troop choices, these must be filled with other Troops before a Baggage herd can be selected. If a Kroot army is being ambushed they may add a single Baggage herd to their force for free.

A single Great Knarloc and 1-2 Kroot Goads is a Troops choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Great Knarloc if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc with no remaining Goads cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Hyperactive Nymune Organ: The Great Knarloc and all its Goads are affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as 'Fleet of Foot'. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Hits on the Squad: The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-2 the shot hits the Kroot Goads. 3-6 Hits the Great Knarloc.

If all the Goads are killed then the Knarloc must make a Leadership test. If it passes it is enraged enough to fight on as normal. If it fails the Great Knarloc flees the battlefield, remove it from play.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by Signature Evolutionary Adaptations. The Goads and Shaper must take the same Adaptation as the rest of the army.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles. The Goads also benefit from the Fieldcraft special rule.

KROOT KNARLOC RIDERS



In battle the primitive Kroot utilise many creatures native to Pech, including the Knarloc (a smaller cousin of the Great Knarloc) as a riding beast. A Knarloc is a formidable mount, making it a fast and powerful assault unit.

KNARLOC RIDERS

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Knarloc	30	4	3	5(4)	4	3	3	2 (+1)	8	6+

Squad: A squad numbers from 3-6 Knarloc Riders

Equipment: The rider is armed with a Kroot rifle. The Knarloc is armed with a sharp beak and claws.

Fast Attack: A Knarloc rider squad is a Fast Attack choice for a Kroot Mercenary force.

0-1 Knarloc rider squad is a Fast Attack choice for a Tau army, but it may only be taken if the army also includes at least one Kroot Carnivore squad.

SPECIAL RULES

Cavalry: Knarloc Riders are cavalry, and the special rules for cavalry apply to the unit.

Eaters of the Dead: Both Kroot and Knarloc are voracious carnivores and will often let a defeated enemy escape whilst they feast on the flesh of the fallen. The Knarloc Rider must pass a Leadership test in order to pursue a foe defeated in close combat or make a sweeping advance. If the test is failed the Knarloc rider squad must consolidate.

Hyperactive Nymune Organ: The Knarloc and its Rider are all affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as 'Fleet of Foot'. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Signature Evolutionary Adaptations: The Knarloc is not affected by Signature Evolutionary Adaptations.

Fieldcraft: The Knarloc and rider benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles.

Attacks and Strength: The Knarloc has 2 attacks, one for its beak and one for its claws, these should be resolved at strength 5. The Kroot rider has a single attack. This should be resolved at strength 4.

GARGANTUAN SQUIGGO'TH



Squiggoths are the huge relatives of squigs or 'squiggly beasts'. Bred and overfed for size and aggression Squiggoths can grow to elephantine sizes, so large they dwarf tanks and buildings. Squiggoths come in many shapes and sizes, but all have large tusks, claws and fangs and a very bad temper! Squiggoths are much favoured by more primitive Feral Orks, but any Ork warboss would be glad to field one, with the exception of Speed Freeks, who find them far too slow!

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

GARGANTUAN SQUIGGOTH

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

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

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

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

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

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

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

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

SPECIAL RULES

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

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

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

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

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

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

BIG SQUIGGOTH



Squiggoths are enormous creatures which are usually hunted by Orks for food. Feral Orks and some more backwards Ork clans see them as more than simply a good dinner! Squiggoths are also a means of transport. These Orks have discovered how to harness these beasts and make a mobile platform on their backs which then carries the clan or tribe into battle. Amongst the Feral Orks the Pigdoks have bred larger and larger variants of the Squiggoth, and many Ork warbosses view the size of their Squiggoth as an indication of their power, status and combat prowess. Most Orks see this as simple showing off, and joke about it behind the Warboss' back!

BIG SQUIGGOTH

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

Weapons: The Big Squiggoth is unarmed.

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

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

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

SPECIAL RULES

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

LOOTED RHINO



WEIGHT: 32 tonnes approx
HULL LENGTH: 6.1m
HULL WIDTH: 4m
HEIGHT: 2.6m
GROUND CLEARANCE: 0.45m
ARMOUR: 30mm-60mm (may vary)
MAXIMUM SPEED: Variable.
CREW: 2. Driver, Gunner
ARMAMENT: Big Shoota
MAIN AMMUNITION: Variable.
FORDING DEPTH: 1.20m

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

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

Type: Tank
Crew: Orks

Weapons: Big Shoota

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

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

Transport Capacity: A Looted Rhino can carry 10 Orks.

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

SPECIAL RULES

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

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

BATTLE FORTRESS

WEIGHT: 100 tonnes, varies by design.
HULL LENGTH: 15.3m
HULL WIDTH: 8m
HEIGHT: 7.2m
GROUND CLEARANCE: 0.45m
ARMOUR: 20mm-110mm
MAXIMUM SPEED: 55 kph on road; 40 kph off road
CREW: Varies. This example has 6. Driver and 5 Gunners.
ARMAMENT: Varies widely. This example has 1 x Kannon, 2 x Zzap guns, 2 x twin-linked Big Shootas
MAIN AMMUNITION: Estimated 30 rounds.

As Battlewagons grow, with more weapons and firing platforms being added they slowly become Battle Fortresses. Like all Ork vehicles there is no standardisation and these vehicles can come in all sorts of shapes and sizes, but regardless of their appearance they are all heavily armoured and bristling with big gunz and heavy shootas.

The rules here represent a typical Battle Fortress, but there is no reason why a Battle Fortress should not be larger, carry more or different guns or have greater transport capacity. In this case I advise you use the Vehicle Design rules to create your own Battle Fortress.

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

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 2

Crew: Orks

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

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

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

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

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

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

SPECIAL RULES

(See Chapter Approved or the Imperial Armour books for full Super-Heavy Tank rules)

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

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

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

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



Ork Battle Fortress

GROT BOMB LAUNCHA

A Grot Bomb is a guided missile, only it is not guided by targeters or a Machine Spirit, but a single Gretchin pilot. The Gretchin sacrifices himself to aim the missile. Whether this is a punishment or a reward from his Ork masters is unknown, but it is possible that Ork Mekboyz do not make the pilot fully aware of the fatal effects of detonation.

Each Grot Bomb Launcha can only be fired once per game. Once the missile is launched it may not be fired again.

Most commonly the launcha ramp is mounted on the back of an Ork Wartrak, but a Grot Bomb's launch ramp can also be mounted on a vehicle, allowing it to fire a single missile.

The Grot Bomb works exactly the same way as a normal Guess Range weapon, except you may re-roll the Scatter dice if you don't like the first result, but you must accept the second roll.



Grot Bomb Launcha Vehicle Upgrade 20 pts

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

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

VAMPIRE HUNTER



The Vampire Hunter is a variant of the Vampire Raider. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile pods. The Vampire Hunter is a Super-Heavy gunship, capable of taking on the heaviest enemy units, including Titans and will only be deployed into the fiercest battlefields against the largest targets. They fly on missions to engage and destroy specific enemy targets, such as an attacking Titan, and each Vampire Hunter squadron will have its own Nightwing fighter cover to support their attack runs and drive off enemy interceptors.

VAMPIRE HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vampire Hunter	730	10	10	10	4

Type: Super-Heavy Flyer

Structure Points: 3

Crew: Eldar

Weapons: The Vampire Hunter is armed with twin-linked pulsars, twin-linked gatling Eldar missile launchers and a scatter laser in its nose.

Options: None.

SPECIAL RULES

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

Twin-linked Pulsar:

Range: 60" Strength: 9 AP: 1 Special: Heavy D3, Blast

A Pulsar treats all Armour Values of 12 or above as 12.

Twin-linked Gatling Missile Launcher: The missile launchers mounted under the Vampire Hunter's fuselage are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Hunter can fire D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile template must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S:8 AP: 3 Special: Heavy D3

Plasma: Range: 48" S:4 AP:4 Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 58 of the Warhammer 40,000 rulebook).

LENGTH: 26m

HEIGHT: 7.1m

WINGSPAN: 26.4m

ESTIMATED WEIGHT:
58 tonnes

ARMOUR: 8-10mm,
material unknown

MAXIMUM RECORDED
SPEED: 3100kph

CREW: 2. Pilot, Gunner

ARMAMENT: Twin-linked
pulsars, twin-linked Eldar
missile launchers, scatter
laser.

MAIN AMMUNITION:
Unknown

PAYLOAD: Unknown

VAMPIRE RAIDER WEAPONS UPGRADE

(see Imperial Armour II for full details of the Vampire Raider).

Option: A Vampire Raider may be upgraded to carry a single, centre-line mounted Pulsar for + 200 points or a gatling Eldar missile launcher for + 80 pts, mounted under the aircraft's fuselage. The Vampire must reduce its transport capacity to 20 models to take either of these options.

Pulsar:

Range: 60" Strength: 9 AP: 1 Special: Heavy D3, Blast

A Pulsar treats all Armour Values of 12 or above as 12.

Gatling Missile Launcher: The missile launcher mounted under the Vampire Raider's fuselage is capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Raider can fire D3 missiles per shot. The Plasma Missile template must be placed touching the first using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S:8 AP: 3 Special: Heavy D3

Plasma: Range: 48" S:4 AP:4 Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 58 of the Warhammer 40,000 rulebook).

PHOENIX

LENGTH: 12.60m
HEIGHT: 3.40m
WINGSPAN: 14.75m
ESTIMATED WEIGHT: 6 tonnes
ARMOUR: 8-10mm, material unknown
MAXIMUM RECORDED SPEED: 3100kph
CREW: 2. Pilot, Navigator
ARMAMENT: Twin-linked shuriken cannons, twin-linked Eldar missile launchers, Pulse laser.
MAIN AMMUNITION: Unknown
PAYLOAD: Unknown

"I had heard many rumours of the horrors of the mysterious Eldar. Of fire-clad demons no weapons could harm. Of power-wreathed pyskers who can tell your fortune and forecast your doom. Of winged warriors falling from the sky like rain and tall guardian warriors powered by the spirits of the dead. None concerned me. None held any terror for a faithful servant of the Emperor with the might of the Imperial Guard at his command. None save their aircraft. When fighting the Eldar, watch the skies..."

From the Memoirs of Lord Commander Morcar

The Phoenix is a ground attack and support aircraft, heavily armed with an array of weapons for engaging different targets, so is highly versatile. The shuriken cannons are used against infantry targets or for self defence against interceptors. Its centre-line mounted pulse laser is its main weapon against armour targets, whilst the wing mounted missile launchers give extra firepower against any target, including hard targets and well dug in infantry in cover.

It has been noted that the Phoenix lacks the swept wing design of the Nightwing, meaning it lacks the very top speed, but with Nightwings covering their attack runs and the Eldar's mysterious knowledge of anti-gravitic engines, a Phoenix is still capable of out running or evading most Imperial interceptors.

These fearsome aircraft, working together, can provide the Eldar with air superiority over almost any battlefield they choose to fight on.

PHOENIX					
	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	353	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, a pulse laser under the fuselage and twin-linked gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

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

SPECIAL RULES

(see Flyers rules in the Imperial Armour book II)

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

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast

A squad that takes casualties from a plasma missile must test for Pinning (see page 58 of the Warhammer 40,000 rulebook).



Phoenix



Void Dragon Phoenix

VOID DRAGON PHOENIX

LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 8-10mm,
material unknown

MAXIMUM RECORDED SPEED:
3100kph

CREW: 2. Pilot, Navigator

ARMAMENT: Twin-linked
shuriken cannons, twin-linked
Eldar missile launchers, twin-
linked star cannons.

MAIN AMMUNITION: Unknown

PAYLOAD: Unknown

Eldar Corsairs walk the Path of the Outcast. Many young Eldar find the restrictive life of a Craftworld stifling and leave to seek a life free from restraints – uncaring of the peril they face in doing so. These Eldar form the backbone of Eldar corsair bands, such as the Void Dragons.

The Void Dragons are a large and well equipped corsair band. Their fleet is a constant threat to the space lanes, and their troops, using Vampire Raiders, launch surprise raids against ground targets. These raids are always well supported by aircraft, providing fast moving heavy firepower which can operate from their orbiting fleet with ease.

Female crews are not unusual amongst the Eldar. Female Eldar corsairs fulfil all the same roles as male warriors, in fact it seems the Eldar do not recognise any difference. As a race, the sexes seem to be physically and psychologically very similar. Amongst such an androgynous race telling the sexes apart can be very difficult.

VOID DRAGON PHOENIX

	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	360	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, twin-linked star cannons under the fuselage and twin-linked gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

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

SPECIAL RULES

(see Flyers rules in Imperial Armour book II)

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

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other Guess Range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast *

* A squad that takes casualties from a plasma missile must test for Pinning (see page 58 of the Warhammer 40,000 rulebook).

FIRE STORM



LENGTH: 26m
HEIGHT: 7.1m
WINGSPAN: 26.4m
ESTIMATED WEIGHT: 58 tonnes
ARMOUR: 8-10mm, material unknown
MAXIMUM / RECORDED SPEED: 3100kph
CREW: 2. Pilot, Gunner
ARMAMENT: Twin-linked pulsars, twin-linked Eldar missile launchers, scatter laser.
MAIN AMMUNITION: Unknown
PAYLOAD: Unknown

The Fire Storm is a rarely encountered variant of the Falcon grav-tank, armed for anti-aircraft defence with fire storm scatter lasers, whose long range and high rate of fire make it highly effective. The Fire Storm is never deployed in great numbers, and only when there is the significant threat of enemy air attacks or not enough Nightwings to provide effective fighter protection.

0-1 FIRE STORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Fire Storm	210	12	12	10	3

Type: Skimmer, Fast, Tank

Crew: Eldar

Weapons: The Fire Storm is armed with twin-linked shuriken catapults and twin-linked fire storm scatter lasers.

Options: The shuriken catapults can be upgraded to a single shuriken cannon for +20 pts.

A Fire storm may be given the following vehicle upgrades from Codex: Eldar: crystal targeting matrix, spirit stones, holo-field, star-engines, vectored engines, scythes.

Transport Capacity: The Fire Storm retains the Falcon's transport capacity. It can carry 6 models. It may not carry an Avatar, Wraithlord, Wraithguard or a squad containing an anti-grav platform.

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

SPECIAL RULES

Fire Storm Scatter Lasers

Range: 54" **Strength:** 6 **AP:** 6 **Special:** Heavy D6+3, AA mount

SCORPION



The Scorpion is amongst the largest vehicles recorded as capable of anti-gravitic movement. Known to the Eldar as an Engine of Vault, it combines sophisticated and powerful weaponry with the Eldar's customary manoeuvrability and speed. Protected by a holo-field and armed with two Pulsars, using similar technology to that of a Bright Lance but four or five times the size, the Scorpion has earned nicknames like the Grave-maker and Deathsled from the Imperium's forces.

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

Type: Super Heavy Tank, Skimmer, Agile

Crew: Eldar

Structure Points: 3

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

Options: The Shuriken cannon can be upgraded to any of the following for the additional points given: Scatter Laser at + 5pts; Eldar missile launcher at +20 pts; Bright Lance at +15 pts; Star Cannon at + 15 pts.

SPECIAL RULES

Pulsar

Range: 60" **Strength:** 9 **AP:** 1 **Special:** Heavy/D3, Blast

Note: A Pulsar treats all Armour Values of 12 or above as 12.

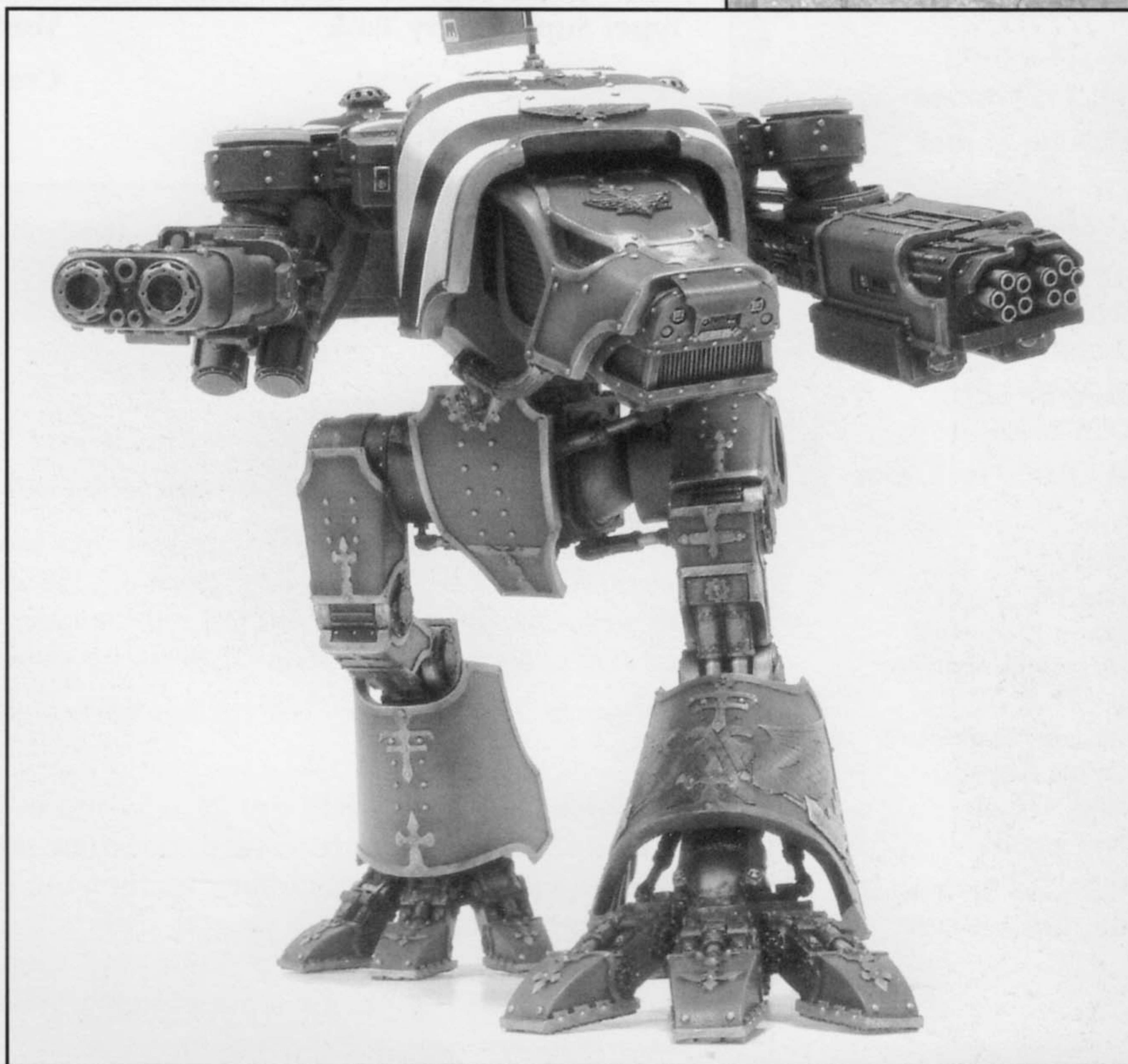
Eldar Field: The Scorpion is protected by an energy field. The fields provide the Scorpion with a 4+ Invulnerable Save against glancing or penetrating hits from front, side or rear. The field does not work against close combat attacks.

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

WARHOUND TITAN

Titans are huge walking war machines, protected within powerful void shields and mounting massive weapons of awesome destructive power. Titans can easily dominate the battlefields of the 41st millennium.

Bear this in mind when fielding your Titan model. Unless you are playing on a large table (or in your back garden), then even a Warhound, the smallest of the Titans, is going to dominate the tabletop. Normal tanks and infantry are not going to stand much chance when faced with a Titan's massive firepower. If you want a close, competitive game of Warhammer 40,000 then you are best leave the Titan on the shelf for now and field it either in special scenarios, as part of a campaign or in much larger games.



TITAN WEAPONS

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

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

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

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

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

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

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

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

FORGE WORLD OF ORIGIN:
Gryphon IV

CLASS: Warhound

PATTERN: Lucius

WEIGHT: 412 tonnes

HEIGHT: 14m at rest

LENGTH: 12.1m

WIDTH: 11m

ARMOUR: 60mm-120mm
(layered Ceramite and Adamantium)

MAXIMUM SPEED:
58 kph on road

STRIDE LENGTH: 8.25m

CREW: 4

Princeps
Tactical Moderati
Weapons Moderati
Tech-Priest Engineer

2 Weapons Servitors
1 Reactor Servitor
1 Shield Servitor
4 Servo-skulls

ARMAMENT: Plasma
blastgun, turbo-laser

WARHOUND

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

Type: Super-Heavy Tank

Void Shields: 2

Speed: Normal

Crew: Adeptus Titanicus

Structure Points: 3

Weapons: A Warhound must take two weapons from the following list for the points cost given: Plasma Blastgun +180 pts; double-barrelled Turbo-laser +210 pts; Inferno gun +145 pts; Vulcan Mega-bolter +180 pts.

Options: None

SPECIAL RULES

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

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

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

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

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

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

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

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

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

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

AQUILA LANDER

The Aquila lander is a light personal transport shuttle, used by the Imperial Navy to transport dignitaries, officials and other important personnel from orbit to a planet's surface. It is not a combat aircraft, although for an aircraft, it is well armoured to protect the passengers and carries a single nose-mounted weapon for self defence.

Crewed by a single pilot, the Aquila can carry up to seven men in its transport compartment, and the official is also provided with command chair and observation dome.



AQUILA LANDER

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

Type: Flyer, Orbital Lander

Crew: Imperial Navy Pilot

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

Options: May upgrade heavy bolter to multi-laser for +10 pts, or autocannon for +15 pts.

May take the following Imperial Navy Aircraft upgrades: Ejector seats, Flare or Chaff launcher, Armoured cockpit, Illum flares, Distinctive paint scheme or decals.

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

Access Pts: 1. Front Door

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

SPECIAL RULES

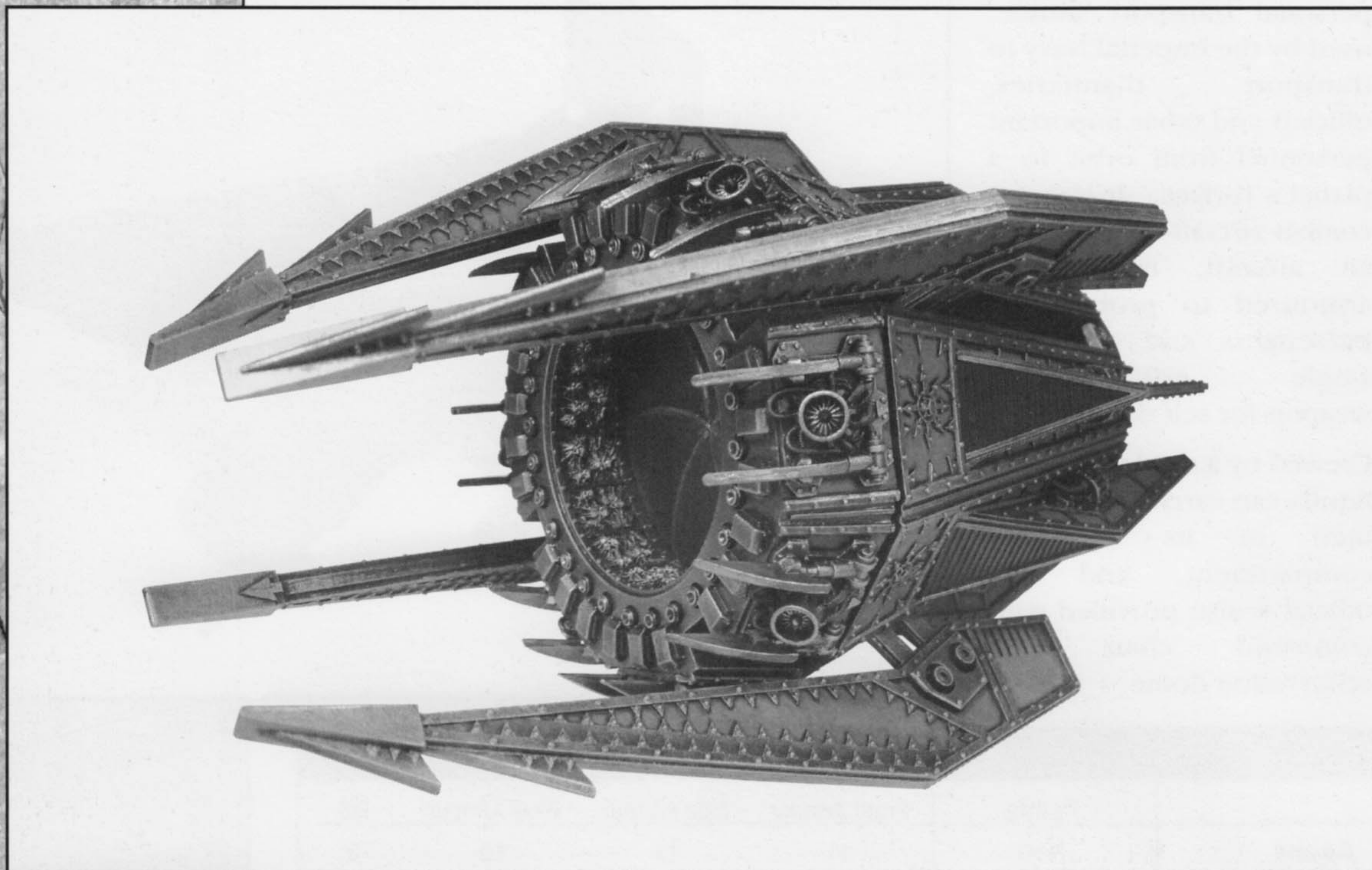
VTOL Hover Mode: After arriving on the table the Aquila can choose to engage its VTOL hover mode and remain on the table. The Aquila uses its pinion thrusters to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering it may fire its weapons.

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

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

Imperial Character: This is a term to cover a variety of characters from different Codexes and army lists. The Aquila is a transport option for any of the following: Inquisitor and retinue (Daemon Hunter and Witch Hunters), Techpriest and Servitors (Imperial Guard), Cannoness and bodyguard (Witch Hunters), Preacher and followers (Witch Hunters), Administratum Prefect and bodyguard, Adeptus Arbites Marshall and Arbitrator bodyguard, Imperial Guard General and staff, a single Officio Assassinorum Operative (Daemon Hunters and Witch Hunters). It may not be used as a transport option by any Space Marine characters.

DREADCLAW



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

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

DREADCLAW OPERATIONS

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

For boarding actions, the Dreadclaw's main thruster drives it towards the target ship. As it closes, the four main claws extend, whilst manoeuvring thrusters adjust the final approach before it accelerates into the hull. The impact punches the main claws through the hull, and smaller secondary claws clamp the pod securely to the surface, creating a tight seal. A ring of melta-cutters in the pod's base then begin to burn through the hull, creating a circular breach large enough for the

troops inside the pod to access the interior. Once the cutting operation is complete, (which only takes a couple of minutes) the iris hatch rotates open and the troops inside can disgorge into the ships.

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

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

USING THE DREADCLAW

The Dreadclaw is a special case, as its only real use is to deploy a squad from reserve anywhere on the table. It does not have any weapons. Putting a points value on this is difficult as it can't really affect the opposition, but if it delivers five Terminators onto the table, late in a battle to secure the objective, and thereby wins the game, how many points is that worth?

Really, a Dreadclaw is more akin to a piece of terrain, to make your battlefield look great rather than win you the game. In fact there is nothing to stop you deploying the Dreadclaw on the tabletop for any battle involving Chaos forces, and just using it as cover and to block lines of sight like a building. It would represent a damaged pod that has crash landed.

DREADCLAW ASSAULT POD					
	Points	Front Armour	Side Armour	Rear Armour	BS
Dreadclaw	65	12	12	12	-

Type: Flyer, Orbital Lander, Drop Pod

Crew: None

Weapons: None. The Dreadclaw is unarmed.

Options: None.

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

SPECIAL RULES

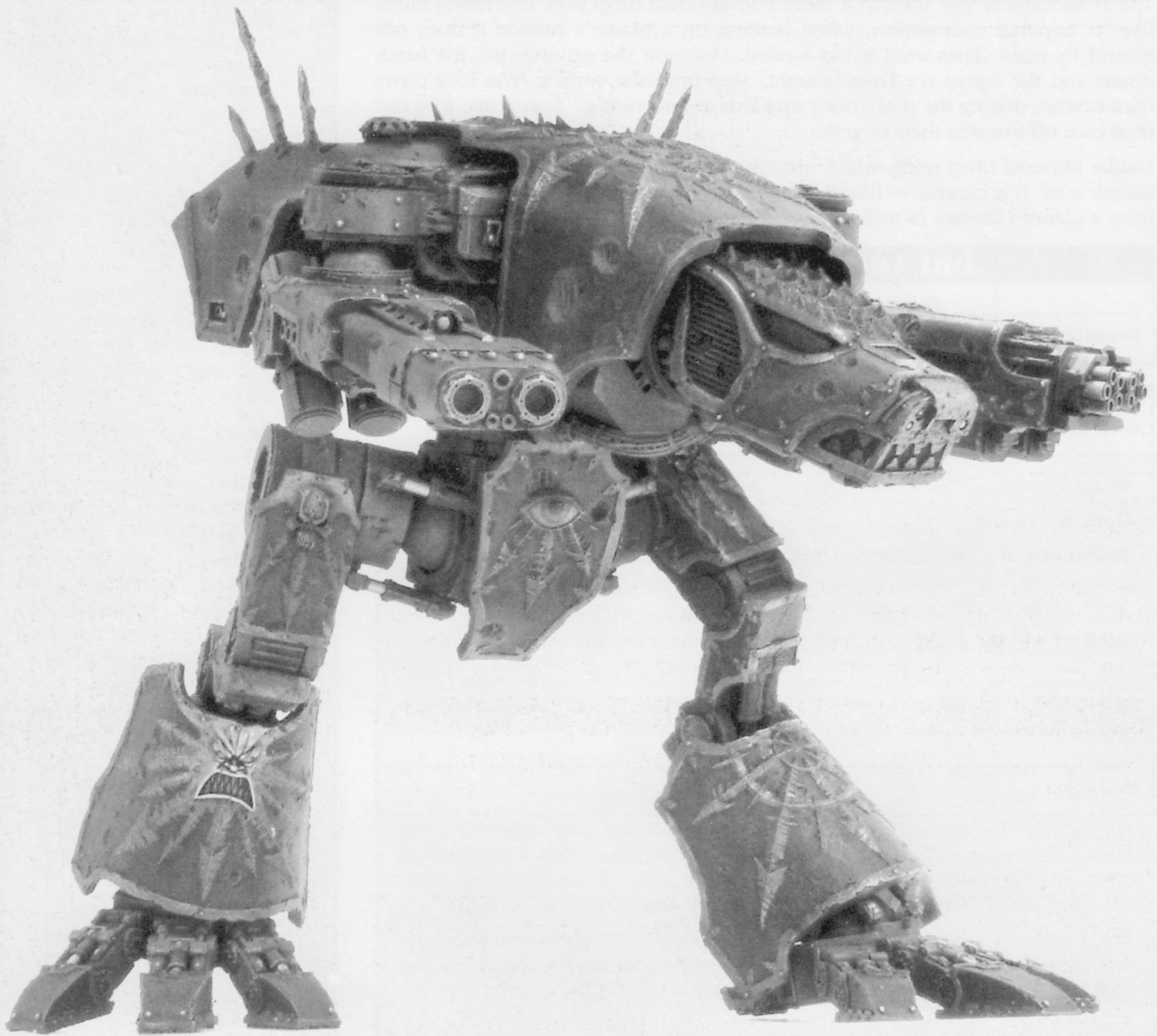
Transport: The Dreadclaw can carry a single squad of up to 10 Chaos Space Marines. A Chaos Terminator counts as two Chaos Space Marines. A Dreadclaw can carry a single Dreadnought.

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

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

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

CHAOS WARHOUND TITAN



Once a loyal servant of the Imperium, the machine-spirit of the Warhound has been corrupted by the powers of Chaos, and now it has turned against its former masters. Daubed in sigils and blasphemous runes, the Titan's soul and crew are now possessed by a warp daemon, doomed to serve the Chaos God's in battle for all eternity.

As the Warhound advances it growls and roars, broadcasting a dirge of Chaos litanies and prayers, driving the worshippers of Chaos into a blood-letting frenzy, for surely nothing can stand before them when a Titan bestrides the battlefield!

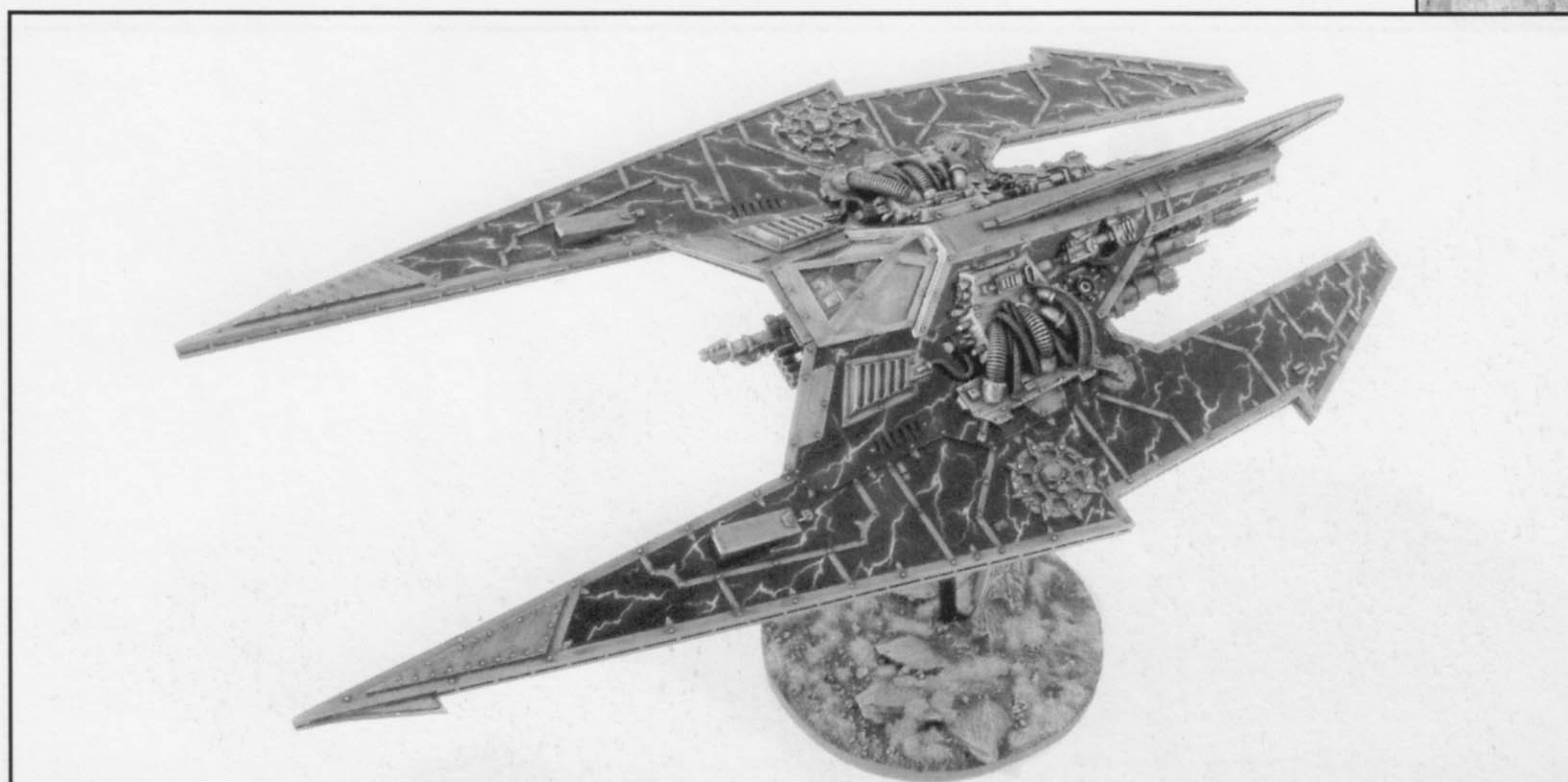
Over the millennium many Titan's, and even entire Titan Legions, have turned traitor. This is a great stain upon the reputation of the Adeptus Mechanicus, who regard a Chaos Titan as the greatest blasphemy against the Machine God, which must be destroyed at all costs.

The rules for the Chaos Warhound Titan are exactly the same as those for the Imperium Warhound, except it loses the *'Engineer Repair'* Special Rule and gains the following instead.

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

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

HELL TALON



The Hell Talon was created on the hellish forge world of Xana II within the Eye of Terror. When renegade forces spew forth from the Warp to raid Imperial worlds they can be accompanied by these daemonically powered aircraft.

The Hell Talon's sleek form races through the skies issuing horrific shrieks, wails and screams. They are flown with reckless abandon by corrupted servitors hardwired into the cockpit, swooping low to strafe with lascannons and dropping incendiary bombs indiscriminately, to bring death in the name of their masters!

HELL TALON

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

Type: Flyer

Crew: Chaos Servitors

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

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

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

Heavy Support: A Hell Talon is a Heavy Support choice for a Chaos Space Marines army or a Lost and Damned army.

SPECIAL RULES

Weapon	Range	Str	AP	Type
Lascannon	48"	9	2	Heavy/1
Autocannon	48"	7	4	Heavy/2
Havoc launcher	48"	4	6	Heavy/2, Blast *

* If the Havoc launcher scores two hits on a unit place the blast marker once to determine the number the models that are hit and double the result after rolling for partial hits.

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

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

AN'GGRATH THE UNBOUND



Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names which 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. He is known by many titles – the Guardian of the Throne of Skulls, Lord of Bloodthirsters, the Deathbringer. 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 who attempted to summon him must have pleased Khorne with their devotion and slaughter, few would even 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.

0-1 AN'GGRATH THE UNBOUND

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

Weapons: Axe of Khorne, Lash of Khorne

Options: None

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

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

SPECIAL RULES

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

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

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

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

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

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

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

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

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

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

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

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

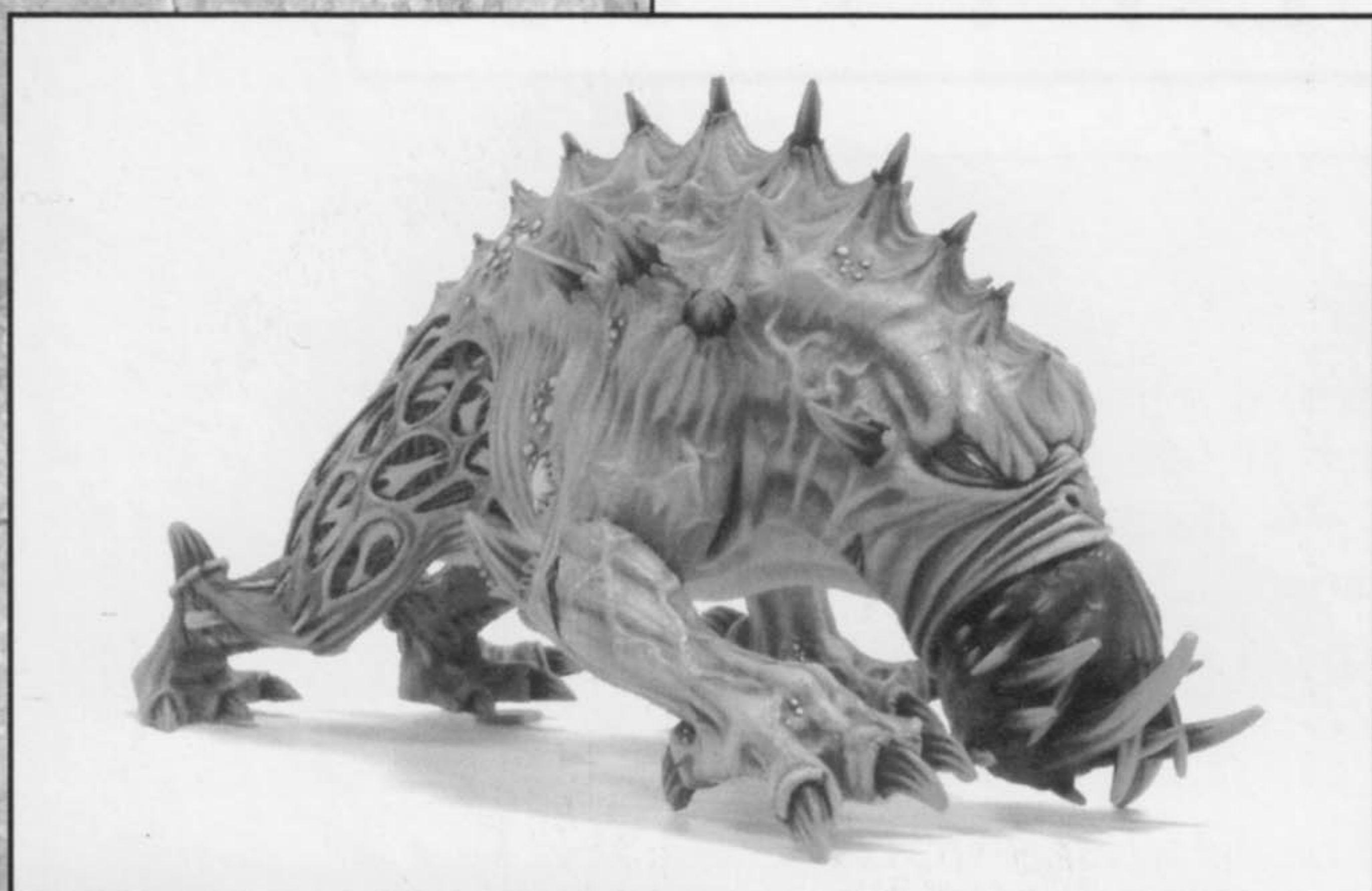
Rage of Khorne: Consumed by a lust for battle, its rage builds until it is released in the first frenzy of close combat. The Bloodthirster gets +D3 extra attacks for charging instead of the normal +1.

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

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

Range	Str	AP	Type
12"	7	3	Assault/2

SPINED CHAOS BEAST



Many horrors too foul to name spill from the daemon worlds of the Eye of Terror. They are the foul abomination of Chaos, creatures taken by the dark gods and corrupted for their 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 muscles, sinew, fangs and claws, with only one thought driving it, to charge headlong into the enemy, tearing and goring a bloody path across the battlefield.

SPINED CHAOS BEAST

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

Number/squad: 1

Weapons: Large fangs and claws

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

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

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

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

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

SPECIAL RULES

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

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

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

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

GIANT CHAOS SPAWN

Those that seek the aid of the Chaos gods strike a dangerous bargain. One path leads to power and glory and ultimately to the immortality of daemonhood. The other path leads to corruption and abomination, to the mindless sub-human horror of the Chaos Spawn. They are drooling, insane creatures with no will. Chaos Spawn come in all shapes and sizes, from dog or man-sized creatures to huge monstrosities. All are foul to look upon, mutations left to run riot for the amusement of the Dark Gods, the ultimate expression of the nature of Chaos.

Although they have no mind these creatures can be goaded into battle, set loose upon the enemy as cannon fodder or terror weapons. They attack without thought, hurling themselves towards the enemy, with no regard for the dangers, in a nightmarish wave of gibbering mouths, sharp claws and flailing tentacles. Some powerful warlords or aspiring champions keep such creatures as pets.



GIANT CHAOS SPAWN

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

Number/squad: 1

Weapons: Teeth, claws, tentacles, bad breath, stingers etc...

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

Heavy Support: 1-3 Giant Chaos Spawn are a single Heavy Support choice for a Lost and the Damned army (see Codex: Eye of Terror).

Elites: 1-3 Giant Chaos Spawn are a single Elite choice for a Chaos Space Marines army. They may be taken by a Death Guard, World Eaters, Emperor's Children or Thousand Sons army.

SPECIAL RULES

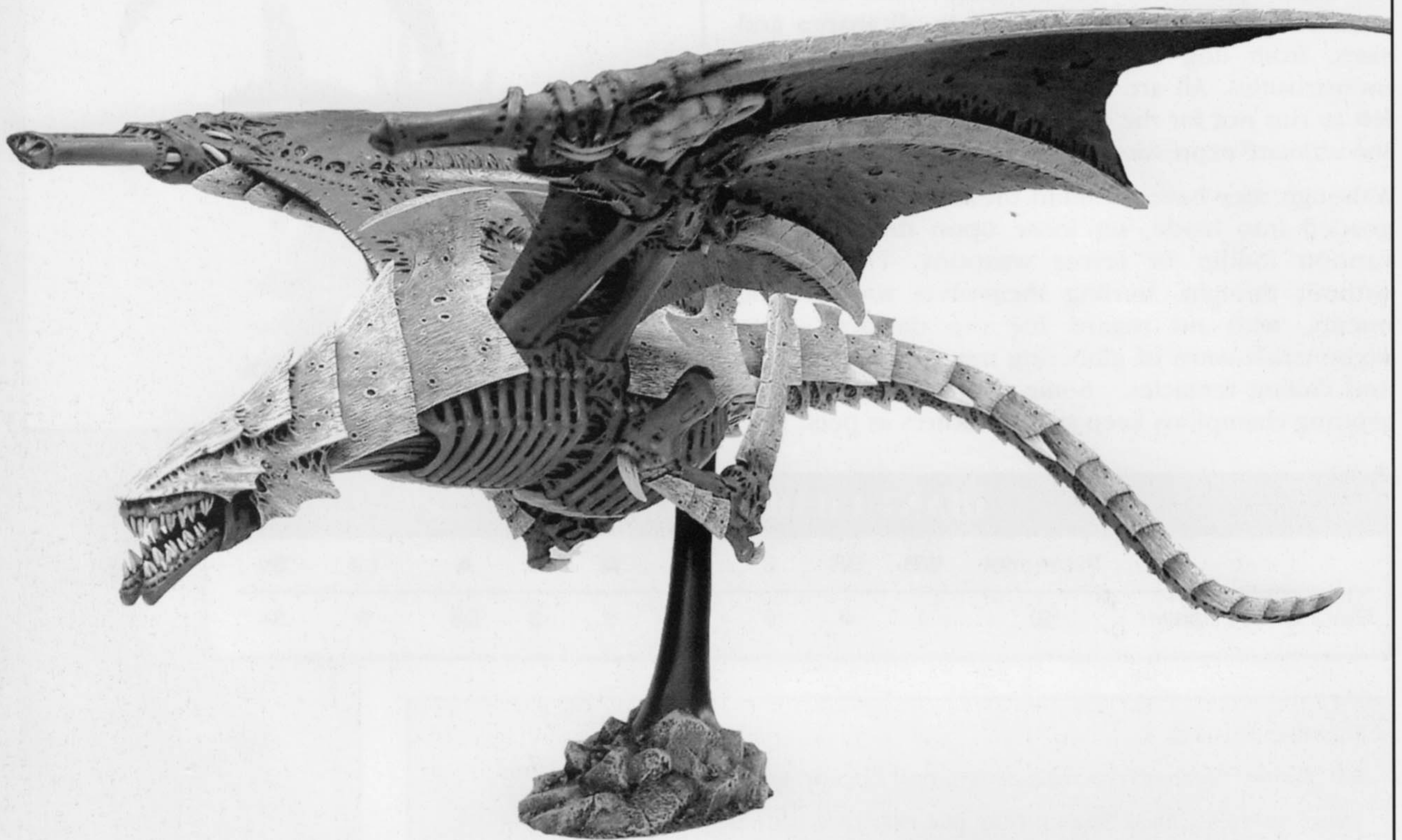
Random Attacks: Giant Chaos Spawn flail wildly with their twisted appendages in combat, lashing out in all directions. To represent this they have a random number of attacks, determined by rolling a D6 at the start of each Assault phase when they are fighting.

Fearless: Giant Chaos Spawn have long since lost any semblance of rational thought or sanity. As such it automatically passes any Morale checks or Pinning tests it is required to make.

Monstrous Creature: Huge and powerful, a Giant Chaos Spawn rolls 2D6 for armour penetration and ignore their opponents Armour Saves in close combat.

Insanely Stupid: Make a Leadership test for the Giant Spawn at the start of the Chaos player's turn. If the test is failed the Spawn does not move that turn and may not assault. Spawn which are already in an assault don't have to take this test – they are not that stupid! Independent characters may not join a Giant Chaos Spawn. Giant Chaos Spawn may not claim table quarters or occupy objectives for the purposes of determining Victory Points.

HARRIDAN



WORLD OF FIRST CONTACT:
Tyran

APPROX' WEIGHT: 11 tonnes

LENGTH: Snout to tail: 28m

WINGSPAN: 38.4m

HEIGHT: 5.5m

SCYTHER LENGTH: 6m

AVERAGE SPEED: 100 kph

ESTIMATED MAXIMUM SPEED:
200 kph

ESTIMATED ARMOUR: 4-50mm

ARMAMENT: Two claws, two
bio-cannons

Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before swooping down over the battlefield, strafing its foes with bio-cannons or diving low to rake a tank with its two massive claws.

Being a living creature and relying upon wings rather than jet engines the Harridan cannot match an aircraft for straight line speed, but its lithe, twisting body is far more manoeuvrable, able to twist and turn to avoid enemy fighters or ground fire.

Harridans seem to act as brood mothers to smaller Gargoyles. Their bellies appear to constantly writhe with hideous clusters of Gargoyles which hook onto 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 darken the skies around them.

The Harridan has no legs or feet and it has been theorised that once airborne a Harridan never lands, although other Xeno-biologists believe that the creature is capable of landing and slithering on its belly, like a snake, but as yet neither theory has been proven.

HARRIDAN *GENOFIXED SPECIES*****

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	636	5	3	8	7	5	5	1(2)	10	3+

Brood: 1 Harridan

Bio-Weapons: The Harridan has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Options : A Harridan may carry a brood of Gargoyles, clinging to its body. The brood consists of 8-20 Gargoyles at 10 points each. These are part of the Harridans detachment.

Mass Points: 3

Heavy Support: A Harridan is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Flyer: The Harridan is a flyer and uses the Flyer rules as described in Chapter Approved and the Imperial Armour book II. Because it flaps and glides over the battlefield, units firing at the Harridan always hit using their normal BS, rather than on a 6 as for standard aircraft.

Scything claws: Instead of firing its bio-cannons a Harridan may use its scything claws to swoop down on the enemy and attack in close combat. To do this the Harridan is moved into contact with an enemy unit – it can still be fired at as normal. It then makes its two attacks with the long scything claws, this is instead of firing the bio-cannons. After the attacks are resolved, using the creature’s Strength of 8 and rolling 2D6 for penetration, the Harridan then flies off using the normal Flyer rules.

Gargoyle Brood: If it is carrying a Gargoyle brood they may detach themselves from the Harridan and flap off at any point during the Harridan’s movement. This is treated as disembarking from a vehicle, place the Gargoyle brood on the table within 2” of the Harridan. They may move as normal in the Tyranid player’s next turn.

If the Harridan is hit by a Blast weapon whilst carrying Gargoyles then the Gargoyle brood are also hit. If the Harridan is shot down then the Gargoyles immediately flap off, deploy them from the point were the Harridan was destroyed.

Gargantuan Creature: As a Gargantuan Creature, all the rules for Tyranid Monstrous creatures on page 6 of Codex: Tyranids apply to the Harridan.

Bio-cannon:	Range	Str	AP	Type
	48”	10	3	Assault/1, Ordnance Blast

SCYTHED HIERODULE



The Scythed Hierodule is a Tyranid creature first sighted during the invasion of Hamman's World, an Imperial world close to one of the tendrils of Hive Fleet Kraken. Nothing like it had ever been seen before. During the battles for Hamman's World, the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser Gaunts into battle, especially against strong points and prepared defences. It is not thought that the Hierodule acts as a focus for hive mind activity, or is a synapse creature – attacks were always accompanied by the usual Tyranid Warriors and Hive Tyrants.

As well as its claws, the Scythed Hierodule also bears a symbiote creature, which appears to live on the Hierodule's back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research. Those that have

been killed have all been destroyed by huge weapons, leaving few remains for laboratory investigation.

As yet the Scythed Hierodule has only been reported active with a single tendrill of Hive Fleet Kraken, and even then only encountered on a handful of worlds, but slowly its presence on the battlefield is growing. Capture of a live sample has become a high priority for Xeno-biologists if an effective counter measure to this new threat is to be found quickly. So far four separate Xenos Hunter teams have been sent in search of a Scythed Hierodule. None have returned!

SCYTHED HIERODULE ***GENOFIXED SPECIES***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Scythed Hierodule	445	6	2	10	8	5	3	2(4)	10	2+

WORLD OF FIRST CONTACT: Hamman's World
APPROX' WEIGHT: 6 tonnes
LENGTH: Snout to tail: 15m
SHOULDER WIDTH: 3.4m
HEIGHT: 5.8m
SCYTHE LENGTH: 4.2m
AVERAGE SPEED: 7 kph
ESTIMATED MAXIMUM SPEED: 22 kph
ESTIMATED ARMOUR: 4-80mm
ARMAMENT: Quadrupal forelimb claws, symbiotic mutagenic acid spray

Brood: 1 Scythed Hierodule

Bio-Weapons: The Scythed Hierodule (as its name suggests) has two sets of scything talons (+2 attacks), it also has an acid spray. It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan Creature, all the rules for Tyranid Monstrous creatures on page 6 of Codex: Tyranids apply to the Scythed Hierodule.

The Horror: Any enemy unit wishing to assault it must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Acid Spray:	Range	Str	AP	Type
	Template	5	3	Assault 1

BARBED HIERODULE

Following the loss of Hamman's World to the swarms of Hive Fleet Kraken, the Imperial forces were evacuated and moved to the Moran system. Reinforcements, originally intended for Hamman's World, were redirected to the main planets of the Moran system. A new defence was then rapidly established.

Moran did not have long to wait before the onslaught began. Hive ships moved in-system and soon the clouds darkened and the skies were filled with the tell-tale fire trails of mycetic spores. The veterans which formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, whilst the defenders had been busy, the hive mind had not been idle. Now a new threat emerged. The Scythed Hierodule had evolved into a new, deadlier species.

Many Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range. The hive mind had recognised its new weakness, and with dazzling speed had evolved a response.

The Barbed Hierodule (as troops on Moran soon came to know it) had replaced two of its four huge scythe-like claws with massive bio-cannons. The symbiote acid creature was gone and the creature's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the soldiers on the ground. Was the alien hive mind learning and adapting faster than anybody thought possible?



BARBED HIERODULE ***GENOFIXED SPECIES***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Barbed Hierodule	540	4	3	8	8	5	3	1(2)	10	2+

Brood: 1 Barbed Hierodule

Bio-Weapons: The Barbed Hierodule has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan Creature all the rules for Tyranid Monstrous creatures on page 6 of Codex: Tyranids apply to the Barbed Hierodule.

The Horror: Any enemy unit wishing to assault the Barbed Hierodule must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Bio-cannon: Range	Str	AP	Type
48"	10	3	Assault 1, Ordnance Blast

WORLD OF FIRST CONTACT: Maxima Moran
APPROX' WEIGHT: 6 tonnes
LENGTH: Snout to tail: 15m
SHOULDER WIDTH: 3.4m
HEIGHT: 5.8m
SCYTHE LENGTH: 3.6m
AVERAGE SPEED: 7 kph
ESTIMATED MAXIMUM SPEED: 22 kph
ESTIMATED ARMOUR: 4-90mm
ARMAMENT: Two forelimb claws. Two bio-cannons.

WINGED HIVE TYRANT



WINGED HIVE TYRANT ***MUTABLE GENUS SPECIES***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Winged Hive Tyrant	211	6	4	6	6	4	5	4	10	2+

Brood: 1 Hive Tyrant.

Bio-Weapons: Scything talons, venom cannon.

Hive Mind Powers : Synapse Creature, the Horror, Warp Field.

HQ: A Winged Hive Tyrant is a HQ choice for a Tyranid army.

SPECIAL RULES

Monstrous Creature: All the rules for Tyranid Monstrous Creatures apply to the Winged Hive Tyrant.

Winged: The Winged Hive Tyrant can double its movement, allowing it to move 12". The Hive Tyrant can ignore terrain moved over, but it may not enter difficult or impassable terrain (if forced to enter difficult terrain the Hive Tyrant suffers one wound with no Armour Save). 3D6" fall back and advance distances.

Deep Strike: The Winged Hive Tyrant may Deep Strike in scenarios which allow it.

Mutable Genus: Our winged Hive Tyrant has the following mutable genus: Winged, venom cannon, scything talons, warp field, adrenal glands (+1WS), enhanced senses (+1 BS), toxin sacs (+1S), adrenal glands (+1 I). All increases are included in the stat line above.

Note: Players should feel free to use the model to create their own mutable genus Winged Hive Tyrant, the stat line above is just our recommended version.

TYRANID ARCHITECTURE

When a planet is invaded by a Tyranid hive fleet, not only is it subjected to the horror of monstrous Tyranid creatures, marauding and destroying everything in their path, but the Hive Mind starts to infect the planet with its own alien fauna. Capillary towers sprout from the planet's surface, Spore chimneys grow and start pumping alien spores into the atmosphere, slowly rendering it toxic and unbreathable. Brood hives appear, spawning more creatures within to burst forth and attack the inhabitants.

CAPILLARY TOWERS

A capillary tower is impassable terrain. Skimmers and jump pack troops may not move over a capillary tower and it blocks line of sight.

SPORE CHIMNEYS

A spore chimney is impassable terrain that cannot be passed over by skimmers or jump pack troops. The chimney pumps out spores into the atmosphere. These have a soporific effect on Tyranid creatures. If there is a spore chimney on the table then Tyranids treat an Attack! result on the Instinctive Behaviour table as a Lurk result instead. In this instance any move that takes them closer to the spore chimney should be considered to meet the requirements of Lurk.

If a non-Tyranid weapon hits the Spore chimney accidentally as a result of a scatter etc, then 2D6 spore mines are immediately scattered from the centre of the spore chimney. The Tyranid player can choose the type before rolling for scatter.

The Spore chimney makes an excellent objective in a Sabotage scenario, with the Tyranids defending it.

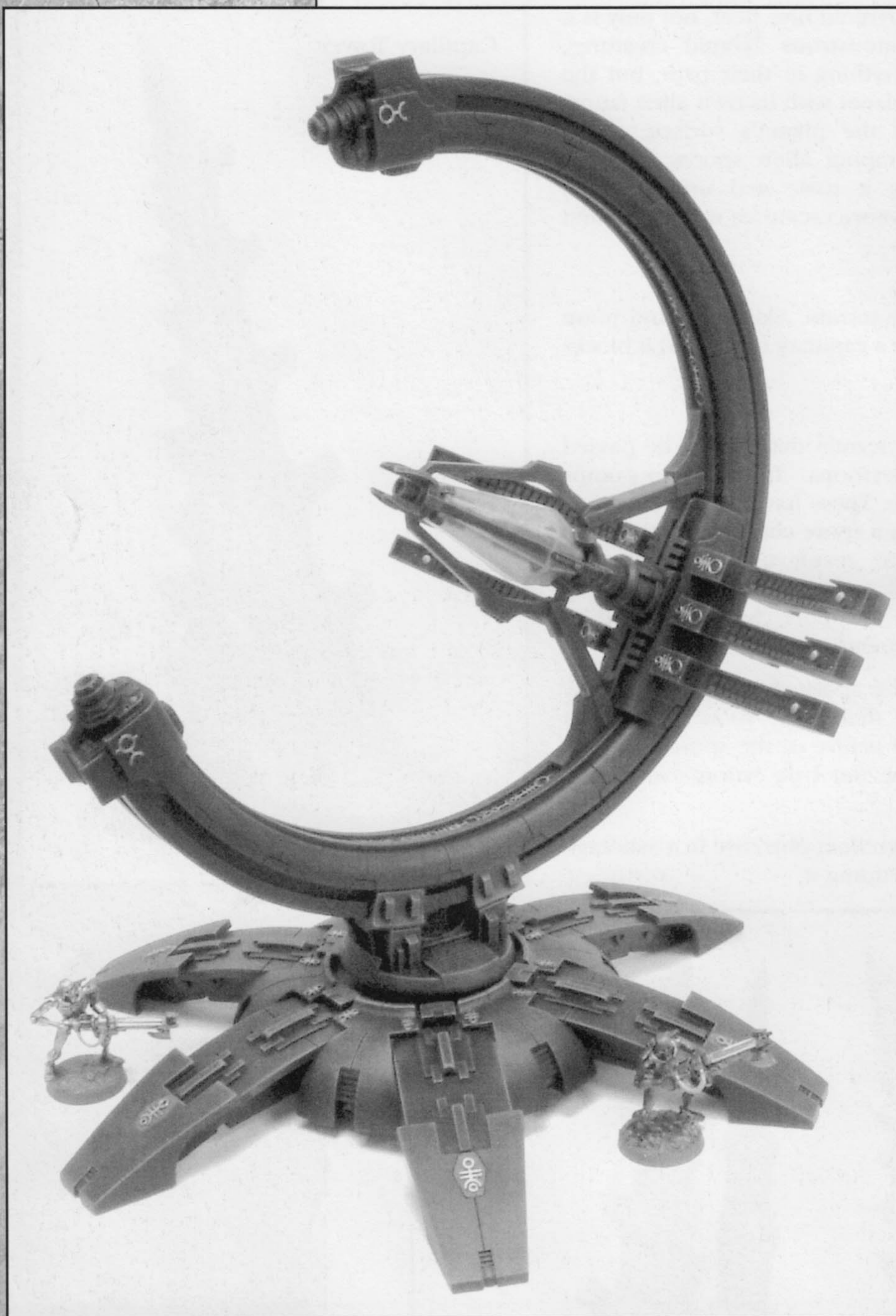
Capillary Tower



Spore Chimney



PYLON



The mysterious Necron defence turrets, called Pylons by those that first encountered them, were first recorded on the uncharted world of WDY-272. Rising suddenly from the desert sands the Pylons opened fire without warning and with devastating effect. Tanks and armoured carriers burned as the crescent-shaped weapons tore through the unsuspecting Imperial Guard column whilst resisting all return fire.

The location of the Pylons was logged and the Imperial Guard forces withdrew in the face of the overwhelming firepower. An air strike was targeted on the exact location, but Navy pilots reported the Pylons were no longer at the grid reference given. The weapons had vanished, seemingly into thin air, or back below the sands. The entire area was quarantined until further investigations could be made.

The next encounter with a Necron Pylon was recorded during the infamous attack on Merida. The colony garrison defending the surface reported that a large crescent-shaped weapon had materialised, seeming out of thin air, and devastated the defences. It was the last message received from Merida. When relief forces eventually

reached the planet all the colonists and the defenders had vanished, along with any trace of their attackers.

Since then there have been five other recorded encounter with Necron Pylons.

The Pylon draws energy from the Necron power matrix and discharges it in one of two methods, either as a single powerful bolt or as a crackling discharge of coruscating lightning as a gauss flux arc. It may be able to utilise this energy in other methods, but as yet these abilities remain unknown. Similar constructs have been encountered beaming information streams to orbiting spacecraft.

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

Type: Immobile

Crew: None

Structure Points: 2

Weapons: Particle Accelerator or Gauss Flux Arc Projector

Transport: 0

SPECIAL RULES

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

Deep Strike: A Necron attack can be supported by Pylons teleporting to the surface. When defending a tombworld dormant Pylons can suddenly rise from the ground to engage any trespassers. A Pylon may therefore be deployed by Deep Strike if the special rules for the mission being played allow it. Because of the Pylon's size it is not destroyed if there are enemy within 1" when it arrives. Instead move any models that are in the way the minimum distance necessary to make space for the Pylon. A Pylon that lands in impassable terrain is not destroyed but takes an immediate glancing hit. Move the pylon the minimum distance possible to avoid the dangerous terrain. If the scenario does not use the Deep Strike special rule then the Pylon must set up with the rest of the army as normal.

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

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

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

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

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

Gauss Flux Arc Projector

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

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

Particle Accelerator

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

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

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

OPTIONAL RULES

Optional rules are just that, some alterations to the published rules which we think improve the game. You don't have to use them, but if you are playing a friendly game and both players agree, give them a try.

If you use the Hellstrike and Bomb rules then you should also double the published points cost for those weapons.

TITAN-KILLERS

As they stand, the rules for Titan-Killer weapons do no extra damage to creatures with multiple wounds or standard vehicles without structure points. This keeps things simple, but means a Carnifex will survive a Volcano cannon hit better than a Titan! As an optional rule try this;

Wounds from Titan-Killer weapon cause 'Instant Death', regardless of toughness, number of wounds etc.

VEHICLE CREW BAIL OUT

The demise of the Crew Escape Mechanism means vehicle crews are no longer represented on the table top, which is a shame.

If a vehicle is destroyed roll a dice for each crew member, on a 6 they escape the vehicle's destruction. Place an appropriate model within 2" of the wreck. These crew count as a unit below half strength, they cannot claim table quarters or objectives and are worth 5 Victory Pts each if killed. They have the stat line of a standard trooper, so for Imperial Guard – a Guardsman, Eldar a Guardian, Space Marines a Tactical Marine, Orks a Boy, Tau a Fire Warrior etc. The destroyed vehicle still counts for full Victory Points.

BOMBS

Bombs dropped by aircraft are generally far larger than those fired by mortars and artillery. This is not very well represented by the rules, understandable in the name of game balance, but we feel bombs should be a more destructive weapons, but less accurate.

Bombs increase their stat line to that of Heavy Bombs (G48", S6, AP4, Ordnance/1,Blast), and Heavy Bombs have a new stat line (G12-48", S10, AP3, Ordnance/1,Blast). All bombs dropped by an aircraft in one turn must be targeted at the same squad or vehicle, even for Super-Heavy flyers. if a flyer releases more than one bomb then treat each additional bomb as a battery. Roll 2D6 for the distance scattered by deviating bombs.

HELLSTRIKES MISSILES

Hellstrike missiles are currently exactly

the same as Hunter-Killer missiles. Judging by the model, Hellstrikes are in fact far larger missiles.

Hellstrike missiles are 1 shot Ordnance weapons. They keep the same stat line, but become Ordnance with no Blast template. Roll to hit using BS as normal but roll 2D6 for Armour Penetration and choose the highest and roll on the Ordnance Damage table.

FIGHTER-INTERCEPTS

Currently aircraft cannot fight aircraft, they can only attack ground targets. Faced by an incoming Marauder bomber it seems a Nightwing fighter is no defence! To rectify this try these rules;

When an aircraft arrives from Reserve it is placed on the edge of the board. At the start of the opponent's turns, instead of beginning an attack run the aircraft can declare it is waiting for a fighter-intercept. It remains on the edge of the board. When an enemy aircraft enters the board the fighter-intercept can immediately attack it.

The fighter intercept attacks using forward firing weapons at 24" range (do not add 12" for height). Roll to hit as per normal for attacking an aircraft. (ie. needing 6s to hit, glancing hits only).

The aspect of the enemy aircraft attacked depends on the board edge each plane entered on. If the planes entered on the opposite board edges then attacks are against the front armour (the planes are going head to head). If the planes enter via the same board edge then attacks are against the rear (the inteceptor is on the targets tail). Any other combination and attacks are resolved against the side armour.

Assuming it survives, the attacked aircraft can now choose to either fire back at the interceptor or continue with its ground attack run. If it fires back then it cannot attack ground targets as well. Only weapons with a line of sight to the attacking aircraft can return fire.

Once all firing is resolved both planes leave the table and roll to see if they return next turn as normal.

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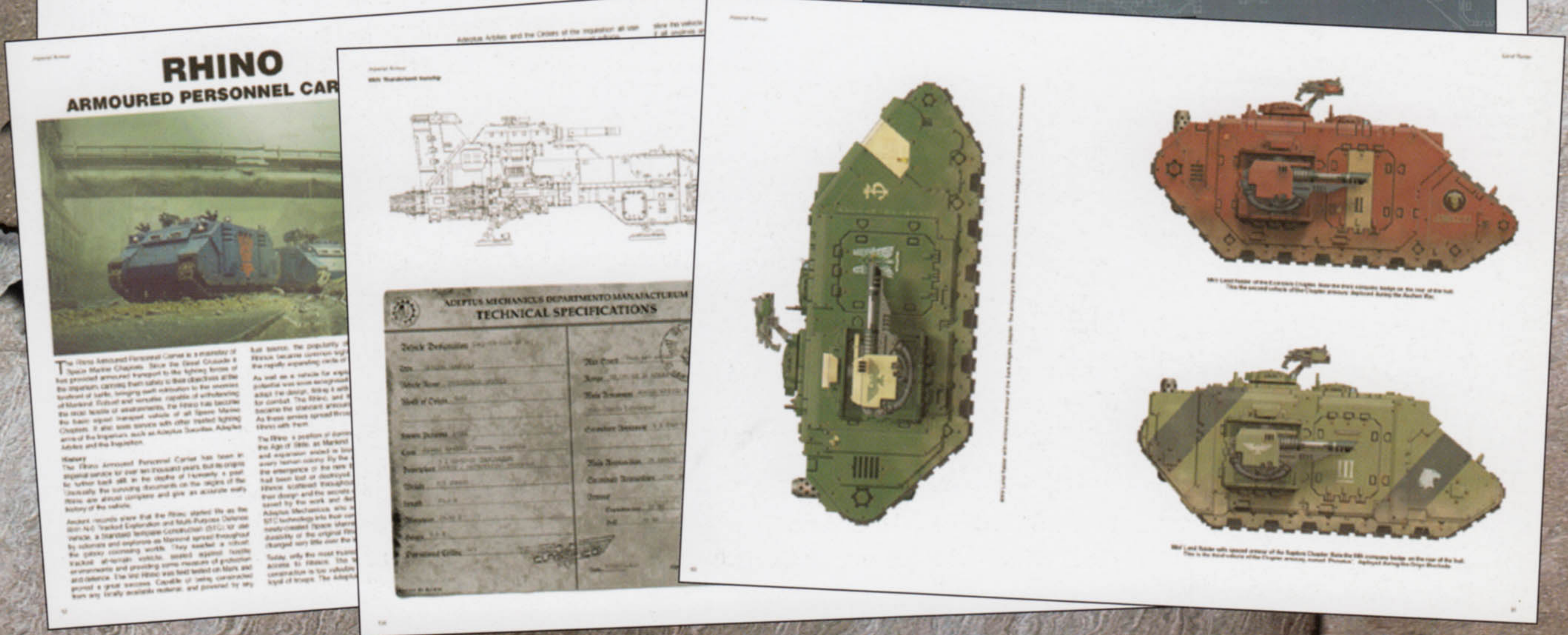
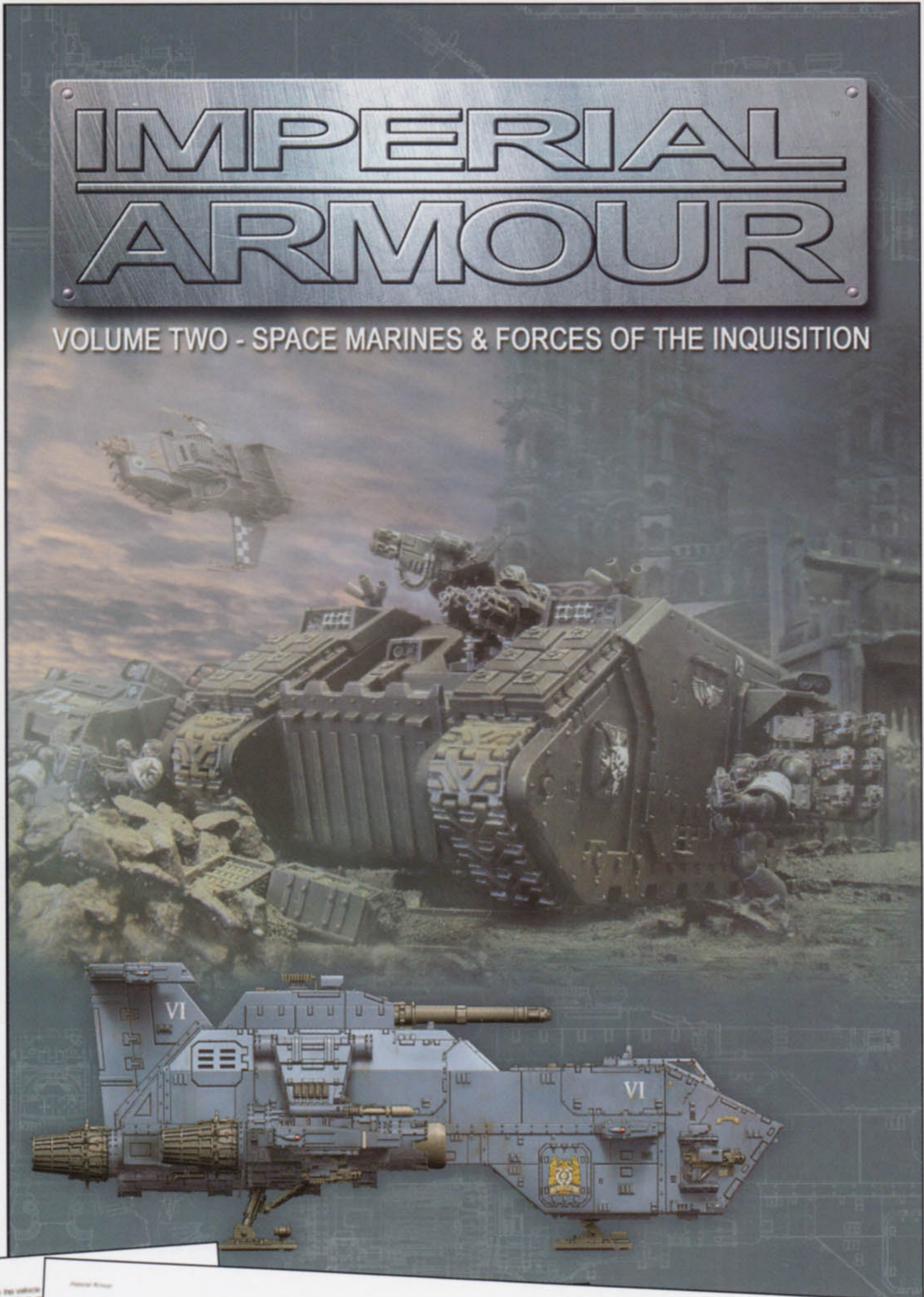
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