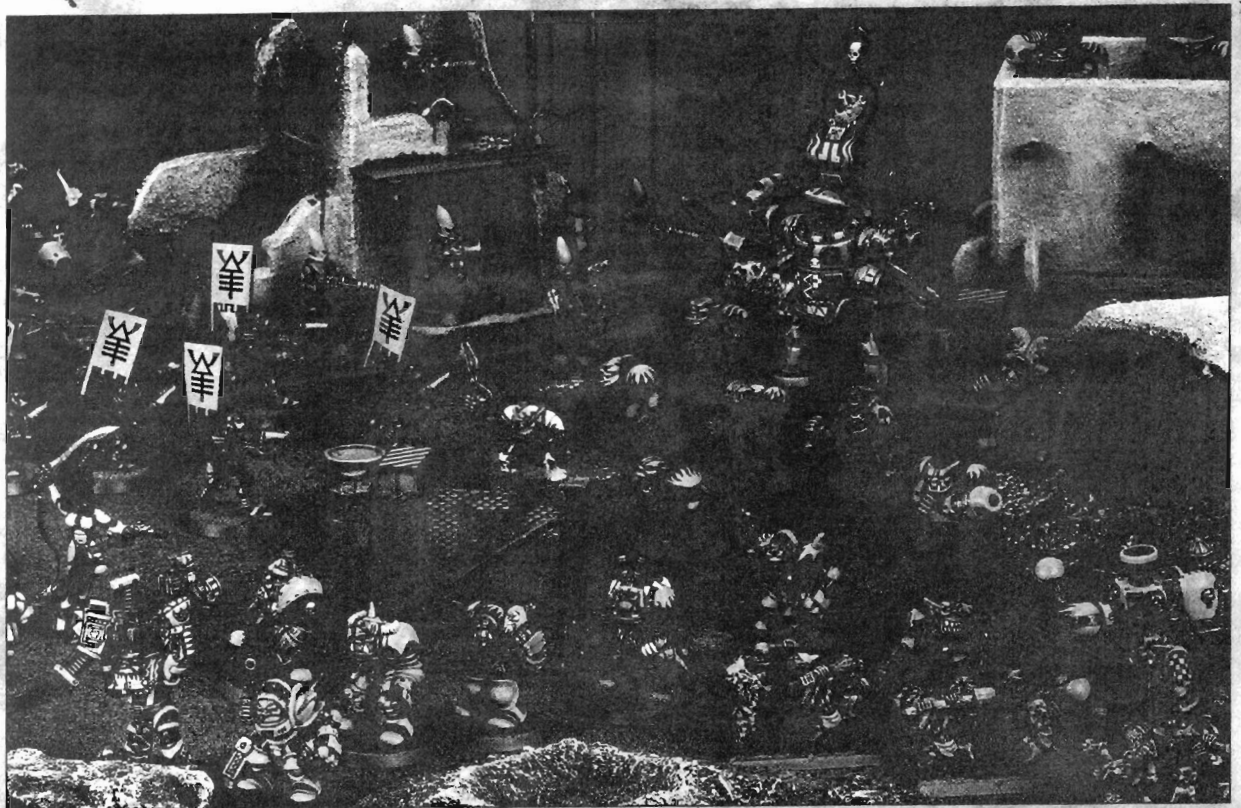


WARHAMMER

40,000



WARGEAR



ELDAR FROM THE ALAITOC CRAFTWORLD STRUGGLE AGAINST BAD MOON ORKS



BLOOD ANGELS TACTICAL SQUAD SUPPORTED BY A SERVITOR MANNING A THUDD GUN

WARHAMMER



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INTRODUCTION

This section describes and provides rules for the many different kinds of weapons available to the warriors of the 41st millennium. As well as a general description, each entry includes any special rules that apply to the weapon, and summarises its effects by means of a weapon profile.

THE WEAPON PROFILE

The weapon profile looks like this:

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special

Short Range: The short range of the weapon, for example 0-12".

Long Range: The long range of the weapon, for example 12-24".

To Hit Short & Long: The 'to hit' modifier applied when shooting at short and long range.

Strength: The Strength value of a hit caused by the weapon.

Damage: The amount of damage caused by a hit.

Save Modifier: The saving throw dice modifier applied to the target's saving throw.

Special: This column lists particular rules that apply to the weapon and which are covered by the main rules. A summary of the weapon's Armour Penetration value is included immediately before. Any special rules that apply only to that weapon are explained below the profile itself. This column may contain any of the following remarks.

Close Combat: Only weapons indicated in this way may be used in hand-to-hand combat.

User May Parry: A warrior may use this weapon to parry with in hand-to-hand combat. See the Hand-to-Hand Combat rules for more details on parrying.

Move or Fire: Where the weapon is carried it may either move or fire during the turn, but not both. If the model moves then it cannot shoot with the weapon. This does not apply to vehicles and dreadnoughts which may both move and fire with these weapons.

Sustained Fire "n" dice: The weapon is capable of shooting more than once during the shooting phase and may roll up to the specified number of sustained fire dice as described in the Sustained Fire rules.

Area n" radius: This indicates that the weapon is an area weapon as described in the Shooting rules. The weapon uses a blast marker with a radius equal to the number shown.

See Above: Many weapons have special rules which are impossible to summarise on the profile itself. These are given immediately above the weapon profile.

EXAMPLE – MELTA-GUN

The melta-gun is a powerful heat weapon. Its profile serves as a good example of how weapon profiles work.

The melta-gun has a short range of up to 6" and a long range of up to 12". at short range there is a +1 to hit. The weapon has a very high Strength of 8 and causes D6 damage points, which is also very high as most weapons cause only 1. The Special section indicates that no special rules apply to the melta-gun.

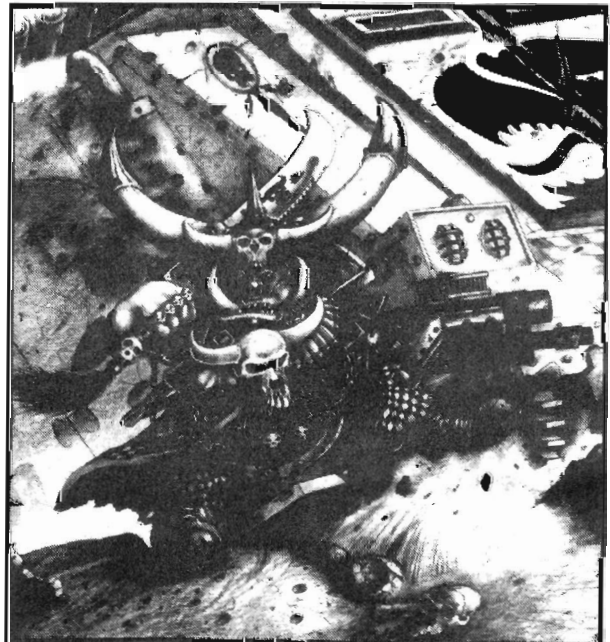
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
0-6	6-12	+1	-	8	D6	-4	

EXAMPLE – LASCANNON

The lascannon, or laser cannon, is a large weapon which fires a devastating laser blast. Its profile goes as follows.

The lascannon has a short range of 20" and a long range of 60" (a much longer range than the melta-gun). It has a Strength of 9 and causes 2D6 damage points. This combination of high strength and damage makes this weapon the ultimate tank buster! Should the weapon be directed against armoured infantry its saving throw modifier of -6 will ensure that damage is not likely to be saved. The Special section indicates that the weapon may not move and fire during the same turn, though if a lascannon were mounted on a vehicle or dreadnought this rule would be ignored.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
0-20	20-60	-	-	9	2D6	-6	Move or fire



WEAPON TYPES

The various weapons are divided into six types: hand-to-hand combat weapons, pistols, basic weapons, heavy weapons, support weapons and grenades.



HAND-TO-HAND COMBAT WEAPONS are weapons designed for use purely in close combat. For example swords of various types, the hunting lance and the power axe. Such weapons cannot be used in the shooting phase, only in the hand-to-hand combat phase. Note that the armour penetration dice indicated *include* the Strength bonus dice used in hand-to-hand combat against vehicles and buildings.

PISTOLS can be used in close combat but also at a distance. They can be fired in the shooting phase by troops not already engaged in hand-to-hand fighting or during the hand-to-hand combat phase by troops engaged in hand-to-hand fighting.

BASIC WEAPONS are normally used only during the shooting phase, although the addition of an axe-blade or bayonet enables them to be used to stab or chop in close combat. Basic weapons are designed to be fired in both hands rather like a modern rifle.

HEAVY WEAPONS are extra-powerful or extra-ranged weapons carried by a small proportion of troops and used to support their fellows by laying down covering fire, taking out armoured vehicles, and picking off enemy from a distance. These weapons tend to be large and heavy, and are usually less mobile than ordinary weapons.

GRENADES are small bombs or grenades that are thrown by hand. Many grenades in the arsenals of the 41st millennium are very small, some are but the size of a large coin, although there are larger varieties.

The weapons described here are not all the weapons that exist in the Imperium or beyond it. To even attempt to catalogue every variation in design and capability would be futile, so we have concentrated on the main types used on the battlefield. There is a further broad class of much larger and heavier weaponry, but this is hardly appropriate for battles using 28mm tall Citadel models because the weapons themselves would be as big as the tabletop! These are weapons designed for blasting spacecraft out of orbit, for destroying huge targets from vast distances, or for razing cities.

The most common of these weapons is the Planet Defence Laser, a huge laser designed to be fired against targets high in the atmosphere, such as enemy landing barges and orbiting spaceships. These supremely potent devices may be constructed deep underground, with only their tips protruding above the surface. Although weapons of this kind play a vitally important role in the defence and large scale destruction of planets, they have no part on the battlefield and so we have not included them in our list.

SUPPORT WEAPONS

Some heavy weapons incorporate their own carriage, specifically the Thudd Gun, the D-Cannon and the Rapier Laser Destroyer. Weapons mounted in this way are so large and heavy that they cannot be carried by an ordinary trooper. The carriage permits them to be wheeled about, pushed into position, or towed by a vehicle. Specific rules relating to their use are included in with the description of each weapon.

There are other specific types of weapon carriage designed to accommodate one or more heavy weapons. Typical examples include the Imperial Tarantula and the Eldar Suspensor Platform. These carriages incorporate a mount that allows the weapon to swing from side to side and pivot up and down, and a mobile base that allows it to move. Descriptions of these gun carriages and rules relating to them are given in the Support Weapons section.

TOW

Weapons with a mobile carriage may be towed by a suitable vehicle, the weapon's crew rides along in the vehicle or holds onto the weapon itself. Although some model vehicles are equipped with towing hooks, it is assumed that all vehicles apart from bikes and trikes are capable of towing a mobile weapon.

LIMBER

A mobile weapon may be coupled to a vehicle provided both models are stationary and within 1" of each other at the end of the movement phase. At least one of the weapon's crewmen, or one of the vehicle crew, must be present to fasten the coupling. Once fastened the weapon is *limbered*.

UNLIMBER

Unlimbering is normally accomplished as a reverse procedure of limbering. The towing vehicle remains stationary in the movement phase while a crewman uncouples the weapon and moves it into position within 1" of the vehicle. The weapon is considered to have been moved during the turn, and so may not fire if it is normally restricted to moving or firing.



ORKY UNLIMBER

This is the unsafe, unpredictable and generally preferred Ork method of unlimbering. It can be attempted only by Orks, other races are far too sensible.

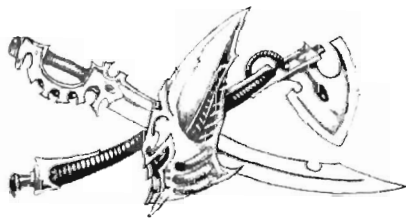
At any point during the vehicle's movement, a crewman leans over the rear and gives the coupling and almighty Whack! The coupling flies out and the weapon bounces D6" in a random direction and comes to a halt pointing in a random direction. If the weapon collides with anything work out collision damage as detailed in the Vehicle rules. Note that the weapon will never bounce further than the total distance moved by the vehicle. The crew jump out of the vehicle, testing for damage if the vehicle is moving faster than 10" (sustaining an automatic hit with a Strength equal to the vehicle's speed minus 10).

HAND-TO-HAND WEAPONS

Hand-to-hand combat weapons are designed for use purely in close combat, for example swords, the hunting lance and the power axe. Such weapons cannot be used in the shooting phase, only in the hand-to-hand combat phase.

BANSHEE MASK

Banshee masks contain a special psychosonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into combat, and taught how to focus and project the resultant psychic scream against their enemies. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.



SPECIAL RULES

The target may not fire Overwatch at the charging Banshee warrior, but is obliged to hold his ground. Furthermore, during the first round of combat the target rolls no attack dice because of the paralysing effect.

The Banshee mask is only effective when the Howling Banshee charges – it has no effect if the Howling Banshee is itself charged by an enemy model. In the second and subsequent rounds of a close combat engagement the Mask has no further effect.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only					Enemy rolls no attack dice in first round of charge			Close combat

BLADES AND SAWS

With the addition of a heavy blade, any basic weapon can be used in hand-to-hand combat. A model equipped in this fashion avoids the usual penalty for fighting with an improvised attack (-1).

Blades may be small and pointed, like bayonets, or axe-like and serrated, in which case they are used with a chopping motion. Some of these ancillary combat accessories are concealed within the body of the weapon until needed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				As user	1	As user	S+D6	Close combat

BONESWORDS

Boneswords are bio-weapons used in pairs by Tyranid warriors. The blade of a Bonesword is a massively enlarged horn, sharply serrated along both edges. The blades are alive and slowly grow in size. If damaged, they are capable of repairing themselves over time. The hilt is the hard, chitinous exoskeleton of the bio-construct. The creature's small brain is protected deep within the hilt. It is incapable of

independent thought but able to generate a powerful surge of psychic energy when stimulated by the user. The psychic energy flows along the nerve tendrils embedded within the

blade, causing a field effect rather like a psyker's force weapon. This gives the Bonesword its potent 'bite' represented by its extremely high Strength value and -3 save modifier.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				6	1	-3	D6+D12+6	Close combat. User may parry

CHAINFIST

The chainfist is designed for use by Terminator Space Marines. It is primarily used for cutting holes through heavy bulkhead doors and walls, but it is also an awesome weapon in close combat. The chainfist is essentially a power glove incorporating a chainsword. The cutting edge is encased in a power field which crackles and glows with energy.

This power field discharges energy as soon as the chainfist strikes, striking the target with flashing bursts of energy. Crackling forks of blue lightning crawl over the target's surface and shatter it, and the whirring teeth chew through armour and flesh with equal ease.

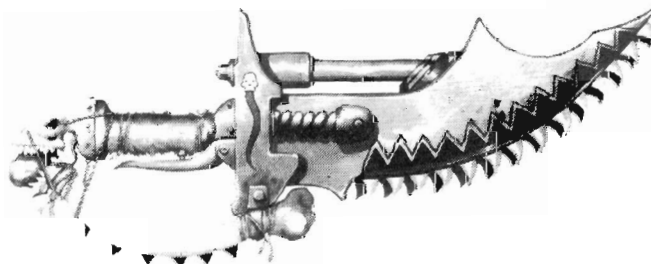
With three or four well placed cuts, a warrior can cut a hole in a bulkhead

large enough for even the bulk of a Terminator to step through. The weapon is no less deadly in combat against the enemy, and is powerful enough to cut through vehicles and dreadnoughts. Its only disadvantage is its considerable bulk, but when fitted to Terminator armour this is compensated for by the power of the suit itself.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				10	D4	-6	D20+D4+D6+10	Close combat

CHAINSWORD

This is a popular weapon with officers in Imperial Guard forces, boarding parties and close assault troops. The powered chainsaw edge is studded with sharp monomolecular teeth capable of slicing through armour and steel bulkheads. The chainsword makes an angry buzzing noise as its razor-edged teeth spin round, intensifying into a high pitched scream as the weapon bites.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				4	1	-1	2D6+4	Close combat. Parry

CROZIUS ARCANUM

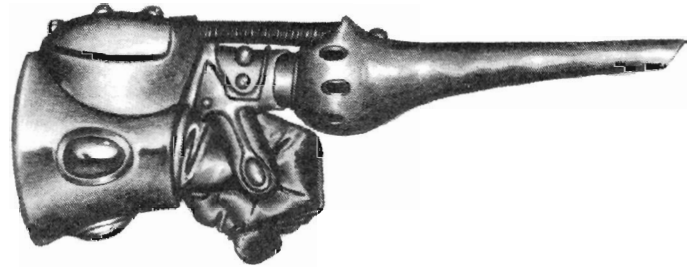
The Crozius Arcanum is a sacred rod of office carried by Space Marine Chaplains. Chaplains are the revered keepers of the Chapter's cult. They tend to the shrines and chapels dedicated to the Emperor and the Chapter's own ancient heroes and administer the various ceremonial rites of the Chapter. In battle Chaplains fight at the forefront of the action, inspiring their brother Marines with their loyalty and bravery.

The Crozius Arcanum is a symbol of their authority within the Space Marine Chapters as part of the Imperial Cult as well as their consuming devotion to the Emperor. A Chaplain always carries his Crozius into battle with him to smite the foe with righteous power. The Crozius is surrounded by a crackling blue energy field when it is swung, rending the target apart with a flare like lightning as it strikes.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				5	D3	-3	-	Note: Cannot be used to parry

HARLEQUINS KISS

The Harlequins Kiss is used only by the Eldar Harlequins, and its Eldar name means 'Kiss of Evil'. It is a tubular weapon that straps to the back of the forearm. By punching forward, the Harlequin activates the weapon and releases a tightly curled 100 metre long monofilament wire (a wire only one molecule thick). If the tip of the weapon touches the enemy the wire filaments pierces armour and flesh and instantly uncoils inside the victim's body. Within the space of a heartbeat the enemy's insides are reduced to the consistency of soup, and the wire whips back into the Harlequins Kiss.



The Harlequins Kiss may be used against armoured targets such as dreadnoughts and vehicles, but it cannot cause damage unless it is able to penetrate the armour protecting the crew. The Harlequins Kiss has its own special rule for penetrating armour. To determine how many points of armour are penetrated roll a D6. If the score is 1 to 5 then that is the amount of armour penetrated, but if the score is 6 then roll another D6 and add this score to the

first. If this second dice roll is also a 6 add the score of a further D6, and so on until a number of less than 6 is rolled. The chances are that the Kiss won't penetrate even the most weakly protected vehicle (as most vehicles have at least 8 points of armour) but if the player is very lucky a small chink may be found which allows the wire to wreak devastation inside. If the target is penetrated roll a D6 and refer to the chart below.

SPECIAL RULES

Determine hand-to-hand combat hits as normal. If a hit is scored the target makes an immediate armour saving throw. If the save is passed the target is unharmed, and the wire fails to penetrate the armour. If the save is failed the model is automatically killed.



VEHICLE CREW PENETRATION CHART

- 1 One randomly determined crewman is caught and killed by the wire.
- 2-4 Roll a D6 for each crewman. On a score of 1, 2 or 3 the individual is unaffected, on the score of a 4, 5 or 6 the crewman is killed.
- 5 Roll a D6 for each crewman. On a score of a 1 the individual is unaffected, on the score of a 2 or more the crewman is killed.
- 6 All crew are killed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only							Special	Close combat. See above

LIGHTNING CLAWS

Lightning claws are a special weapon used by Space Marines in Terminator armour. They consist of a pair of heavy armoured powered gloves with long slashing talons sheathed in a rippling blue power field. They are normally worn in pairs, and are a very difficult weapon to master, requiring an individual style of fighting in which the long claws are used to cover against attacks as well as to slash against the opponent.

When the curved blades rake across armour or flesh they discharge crackling energy like small lightning strikes over the target, tearing it apart and exposing flesh and bone to further assault.

SPECIAL RULES

If a pair of these weapons is worn the Terminator wielding them receives an extra attack dice.

Lightning claws penetrate vehicle armour differently from other weapons. First work out if the lightning claws hit. If only one hit is scored then the amount of armour pierced is $8 + D3 + D20 + D6$ as normal (Strength + Damage + Close combat Strength bonus + D6). If two or more hits are scored the player has the option of working out each hit separately or combining hits into a single attack penetrating $8 + 3D6 + D20$.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				8	D3	-5	Special	Close combat. Special rules vs vehicles, see above. User may parry

MANDIBLASTER

The helmets of the Striking Scorpions incorporate a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandible blaster, or Mandiblaster, a unique and deadly device also known as the Sting of the Scorpion. The Mandiblaster is an extremely short range weapon, useful only at a distance of a foot or so.

The weapon is activated by a psychic pick-up in the helmet, and fires a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage themselves, although in the case of unarmoured targets they can tear and lacerate flesh, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

This laser energy vaporises the tiny slivers of metal into plasma which rips straight into the target. The Mandiblaster is a highly effective first strike weapon which is designed to be used to disorientate or kill an opponent before combat is joined. It is brought into play while the Aspect Warrior's opponent is still a metre or two away, enabling the Eldar to get in close to deliver a vital attack before the enemy can recover and while he is most vulnerable.

If a hit is scored, searing laser arcs leap from the Striking Scorpion's helmet mandibles and send jets of laser energy into the already weakened target. Roll a D6, and if the score is equal to or more than the target's Toughness 1 wound is sustained. Saving throws from Mandiblaster attacks are resolved with a -2 dice modifier.



SPECIAL RULES

The Mandiblaster automatically shoots before the combat proper is worked out. This is worked out in exactly the same way as shooting, representing the model blasting away at short range before its opponents close. Once close combat has been started Mandiblasters have no effect, so you don't roll extra dice because your model is carrying them.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				-	1	-2	D6+4	

POWER AXE

The power axe resembles a large axe or halberd. Its blade is surrounded by a hazy blue power field which crackles with discharges of energy. When the weapon strikes, this energy is discharged over the victim, rending the target apart with lightning-like power. The weapon is carried by some close

assault troops, but is commonly associated with Tech-Marines and members of the Adeptus Mechanicus. The weapon can be used either one-handed to facilitate the wielding of another close combat weapon or two-handed to bring its full devastating power to bear.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				6	1	-3	D6+D12+6	Close combat 2 Handed
Close combat only				5	1	-2	2D6+5	Close combat - 1 Handed

POWER FIST

The power fist or power glove is a heavy armoured gauntlet surrounded by an energy field which disrupts the surface of solid matter, allowing the fist to punch through walls and armour, and grip and tear away at solid objects. It is an awesome weapon and amongst the most potent a warrior can carry.

A hand wearing a power fist during hand-to-hand combat may not hold anything else, but the fist may be turned off and the hand used normally when required. Power fists are used in conjunction with power armour by Space Marine officers and some close assault units. Most Space Marine Terminator squads use power fists as their standard close combat weapon.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				8	1	-5	D6+D20+8	Close combat

POWER MAUL



This weapon is used by the Adeptus Arbites Judges – the dreaded Arbitrators of Imperial Justice. This galactic police force hunts down criminals and enforces such laws as transcend the entire Imperium. The power maul is a club surrounded by an energy field which disrupts the surface

of solid matter. The depth of the field can be adjusted to bash a hole through a wall or merely administer an irresistible knock out blow to subdue a victim. Unlike the power axe, the maul is always held in one hand, leaving the other hand free for a pistol, shield or other weapon.

SPECIAL RULES

In game terms it matters little whether a model is knocked out or slain, so the profile reflects the weapon's maximum ability. However, any model "killed" by a power maul is assumed to be unconscious and automatically recovers once the game is over.



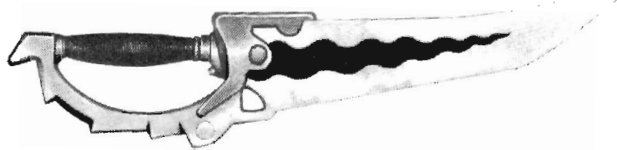
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close combat only				5	1	-3	2D6+5	Close combat

POWER SWORD

The blade of the power sword is surrounded by a hazy blue energy field which disrupts any solid matter it touches. As a blow is struck the whole length of the sword shivers with a crackling discharge of energy which then envelops the target and tears it apart. Amongst the Imperial forces the power sword is regarded very much as an officer's weapon, although it is also

carried by close assault troops where more devastating power weapons aren't available. Unlike the power axe, the

sword is always held in one hand, leaving the other hand free for a pistol or other close combat weapon.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				5	1	-3	2D6+5	Close combat. User may parry

ROUGH RIDER HUNTING LANCE

The hunting lance is used by Imperial Rough Riders. These tough, frontier horse-soldiers are much valued as scouts and foragers. They also make excellent front-line troops, often using the hunting lance which they use to hunt big game on their native worlds. The lance is tipped with an explosive charge which blows apart on impact, smashing the target and shattering

armour and flesh alike. It is essentially a one-hit disposable weapon, but that hit is fully capable of taking out an armoured man.

SPECIAL RULES

The lance tip explodes on impact during the first round of hand-to-hand combat, thereafter the lance is useless and is discarded in favour of a pistol or

other suitable weapon. Each model fighting loses its lance after the combat round, even if the lancer fails to hit; in which case the lance is a 'dud' and fails to explode. If the lancers charge into combat they receive an additional combat score bonus of +2, which applies only during the first round of combat. If they are charged by enemy then this bonus does not apply.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				6	1	-2	D6+D12+6	Close combat - See above

Galloping forward suddenly he spurred the horse over the head of the nearest Ork. The creature stared in disbelief, too dumbstruck to move as Aval's keen lance pierced its throat. The discharge of the lance tore the creature's head from its shoulders. By the time the decapitated body fell to the ground Aval was free of his attackers.

Redmane snorted with anger. His hooves, green with Ork blood, pounded against the ground. Aval turned in his saddle as a bolter shell roared past his ear and struck the ground to his right. Burying deep into the soft soil the bolter shell exploded with a dull rumble. The ground lurched uncertainly beneath Redmane's flying hooves, but the steed did not falter.

Behind him Aval could see the rest of his squad as they fought free of the Orks. The fierce cries of the horsemen and bass snarls of the Orks were barely audible above the roar of boltguns and piercing snap of hunting lances. In a moment the Orks were dead or running for their lives, and their guttural warcries became faint wails of despair on the wind. The Rough Riders spun their horses and gave up the pursuit. Horses snorted with maddened frustration as they surrendered to the bit. Aval, cried out with the joy of victory, brandishing his lance as a sign for the squad to join him. The sun glittered on his lance and his heart leapt with the promise of victory. Before him lay the verdant plains of Tassarius and at his back rode the fiercest horse warriors in the galaxy.

SWORDS AND OTHER HAND ARMS

In a violent galaxy it is a mark of caution and status to carry a sword or long dagger. Many civilians go about their daily business armed, and no-one considers it in the least unusual. Swords may be made from carbon-steel, but plastic is equally flexible and sharp, and can be coloured to reflect the owner's wealth, status or allegiance.

things are common, it is still worth having. It is generally assumed that all troops in the game carry either a sword, a dagger, or some other similar weapon. Only unarmed civilians or captives would be without one. Note that only swords may parry; knives, axes and other weapons may *not* parry.

SPECIAL RULES

A model armed with a sword, a long knife, or any comparable hand-to-hand weapon (such as an axe) fights in hand-to-hand combat using its own Strength. Although a sword is hardly the most devastating of weapons in a universe in which such



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				As user	1	-	S+D6	Close combat - See above

THUNDER HAMMER

This is a weapon used by Terminator Space Marines and is normally used in conjunction with a storm shield. The thunder hammer is a large hammer with a power generator which energises only when the hammer strikes its target. This allows the weapon to store a tremendous amount of energy and release it only at the moment of impact, producing a terrific blast of energy and a sound like a crack of thunder. Were it not for his Terminator armour the Space Marine himself would probably be knocked over by the impact!



SPECIAL RULES

The Thunder Hammer has no Strength value because this is not required. When the hammer hits its target it will automatically cause damage (barring the effects of armour) — the normal damage roll against the target's Toughness is ignored. In the case of vehicles their armoured hull is automatically penetrated by the blow.

**Strike fast and suddenly. Attack without warning.
Secure victory before the foe is aware of his danger.
Remember always, a war is easily won if your enemy
does not know he is fighting.**

*Maxims of Macharius the Second Lord General Solar
quoted in The Macharian Heresy
by Lord Inquisitor Kryptman*

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Close combat only				see above	D6	-5	Auto	Close combat - See above



PISTOLS

Pistols are primarily designed to be used at close quarters – within hand-to-hand combat or in enclosed areas such as buildings and fortifications. In these situations, their accuracy at short range gives them a big advantage over larger weapons.

AUTOPISTOL

The autopistol is a rapid firing automatic pistol which shoots short bursts of caseless ammunition. It is effectively a pistol version of the larger and more powerful autogun. Autopistols are simple to construct, easy to use and popular with hive gang members and Gretchin. It is very accurate at short range although its long range is limited. The autopistol is also poor at penetrating armour, though its high rate of fire makes it useful against lightly armoured opponents. Like all pistol weapons the autopistol can be used in close combat.



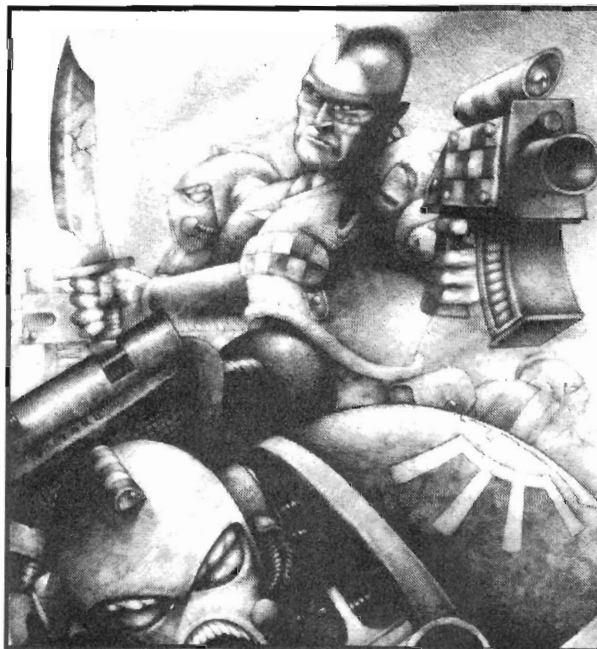
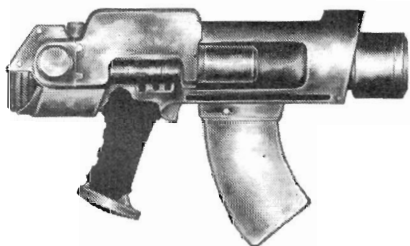
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16	+2	-	3	1	0	D6+3	Close combat

BOLT PISTOL

Bolt pistols are small versions of the boltgun and fire the same kind of explosive bolt missile. They are popular with many official and unofficial forces throughout the galaxy, especially amongst tough frontiersmen who commonly refer to the weapons as blasters or busters.

Bolt pistols are also carried by the street gangs of the hive worlds and raider pirates: individuals who prefer ugly, cumbersome weapons that make a lot of noise and cause a great deal of obvious damage.

Though the bolt pistol lacks the range of the larger boltgun it is a more handy weapon with the same penetrating power.

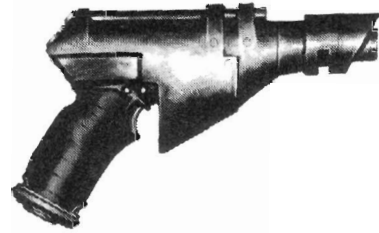


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16	+2	-	4	1	-1	D6+4	Close combat



LASPISTOL

The laspistol or laser blaster is a pistol version of the lasgun and enjoys the same reputation for ease of manufacture and convenience of use. It is a standard weapon amongst the Imperial Guard, and one of the most common of all weapons carried by the Adeptus of Earth. It fires distinct bursts of laser energy, or laser shells, which explode when they hit their target. Because the laser's energy is rapidly dispersed into the atmosphere shots at long range tend to be much less accurate than short range fire.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-8	8-16	+2	-1	3	1	-	D6+3	Close combat



Years ago the world of Chicano lay at the centre of a rich trading sector in the eastern part of the Imperium known as the Ultima Segmentum. The skies of Chicano were continually criss-crossed with the vapour trails of merchant lighters carrying precious fuel minerals to the orbital trading stations far above.

Interstellar spacecraft from the whole sector clustered around Chicano, their merchant crews bidding frantically for cargoes, while Free Captains stood ready in orbit awaiting the chance to snap up a lucrative contract. Below on the planet itself the mining machines and tireless fuel pumps worked at the harsh rock, squeezing the wealth of the world from the ground.

In control of it all was Lord Xian Torus, hereditary ruler and the ultimate power over everything and everyone on Chicano. It was he that approved the inheritance of the Mine Lords and who allowed the shipping families to pass on their ships and contracts to their eldest sons. As the whole world prospered so the ruler and Lords of Chicano also prospered and the planet's people grew to be rich and content.

Today Chicano is a barren rock where a few tired barbarians scrape a living from the ruins of its once thriving cities. The skies of Chicano are an unblemished blue and when a passing spacecraft is spotted travelling through the night it is accounted a rare wonder. Now Chicano is famous not for its wealth or commerce, but because it is the World that Died in One Night.

From a thousand hidden cults the followers of Tzeentch revealed themselves: lords and labourers alike, they had undermined the rule of Lord Xian Torus in more ways than one. Tunnelling machines burst from beneath the royal palace, driven by the frenzied hands of the cultists, so that the palace and a greater part of the capital sank into a vast pit and vanished forever.

As the city collapsed so a million cultists sprang from their hiding places to reclaim what remained, the staffs of merchant princes, the retinues of Mine Lords, warriors of the Chicanan army, and even some amongst Xian's most trusted ministers were revealed for what they had become.

And from beyond the warp came the laughter of the Lord of Chaos, Tzeentch the Changer of the Ways, and his minions rejoiced to hear him though for the first time they knew in their hearts what they had done.

NEEDLE PISTOL

The needle pistol or needler is a smaller less powerful, but no less deadly, version of the sniper needle rifle. The weapon is based on the same design as the laspistol and fires bursts of laser energy which propel tiny toxic darts into the target. When the target is hit the laser blasts a hole and the needles slam home, delivering their toxin into the target's flesh.

SPECIAL RULES

The weapon may be used against any target, including vehicles, robots, and buildings, in which case it is the laser

rather than the toxin which does the damage. Use the details given on the weapon's profile and work out the weapon's effect as normal. When used against living targets roll to hit as normal. If the weapon hits, make any saving throw for armour as normal – no Strength/Toughness roll is required. The toxin automatically takes effect if the saving throw is not successful. Toxins can be tailored to affect any living creatures, but no toxin exists which will affect a daemon or Eldar Avatar. As yet no toxin has been developed which affects the extragalactic Tyranids and Genestealers – although Genestealer hybrids are affected as normal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16	+2	-	3	1	-1	D6+3	Close combat. See above

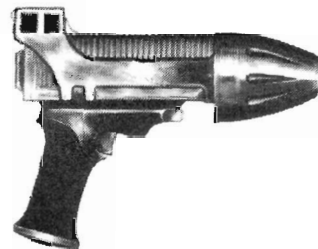
PLASMA PISTOL

This is a pistol version of the plasma gun, combining the same level of devastating destruction with the same slow rate of recharging. It is sometimes known as the plasma blaster. The weapon fires energy shells of bright glowing plasma. When a plasma shell hits its target tremendous heat and energy are released, destroying the target in an almighty explosion.

SPECIAL RULES

The energy used by the plasma pistol is so vast that once it has been fired it takes time for it to recharge. If a plasma pistol is fired it cannot then be used in the player's following turn. The weapon is ready to fire again in the shooting phase of the player's turn after next. This does not affect the model's

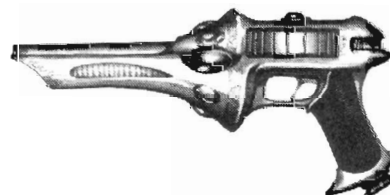
ability to move or to use another weapon if it carries one. Note that the weapon may fire during the shooting phase using sustained fire – but sustained fire cannot be used in hand-to-hand combat.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained fire – 1 dice. See above Close combat

SHURIKEN PISTOL

The shuriken pistol [Eldar: *Murehk*] is a pistol version of the shuriken catapult. The shorter barrel length and smaller capacity reduces the weapon's efficiency and so limits the range, rate of fire and power. The missiles are identical to those used in the larger weapon: a spinning disc which can slice straight through flesh and bone. Amongst humans these weapons are sometimes referred to as slingers or sling pistols.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	+2	-	4	1	-2	D6+4	Close combat

PISTOLS

STUB GUN

The stub or slug gun is a primitive hand gun firing solid bullets - usually one at a time. It is essentially the same as a twentieth century revolver or automatic. These pistols are common on industrial worlds where incessant gang warfare and institutional urban tribalism have created armed populations and a common acceptance of low-level weaponry. On such worlds these weapons are blessed with a variety of local names such as sluggers, smokers and shooters.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16		-1	3	1	-	D6+3	Close combat

WEB PISTOL

The web pistol or glue gun is an unusual weapon not seen frequently on the battlefield. It is mostly used by institutional forces for crowd control and suppression and its effects are usually debilitating rather than deadly. The pistol is bulky with a cone-shaped nozzle and a distinctive underslung canister. This canister contains the weapon's ammunition: a special gluey chemical called web-chem. When the pistol is fired a dark mass of tangled threads is thrown forward over the target. As the threads are exposed to the air they expand and solidify, quickly forming a dense web of entangling sticky threads. The web contracts and binds the victim tightly, preventing all movement and action. The harder a victim struggles the tighter the web becomes, and if the victim continues to struggle the web will eventually crush him.

weaker creatures. The player rolls a D6 and adds the trapped model's Strength. If the score is 9 or more the model is freed and may move and act normally from then on. If the model fails to break free it must immediately make its normal saving throw, and if this is failed the model sustains 1 damage point. Vehicles cannot be webbed, but crews or troops in open topped vehicles may be hit and affected. If a vehicle's driver is webbed he cannot drive, and the vehicle goes out of control.

SPECIAL RULES

Once a web gun has hit its target the victim is enmeshed: there is no damage roll and no saving roll. The victim may do nothing until released using the special web solvent carried by all troops equipped with web guns. At the start of their turn, any models enmeshed by webs may attempt to free themselves. However, this is risky, especially for smaller

WEB PISTOL DIAGRAM

A Space Marine armed with a web pistol shoots at an advancing Ork. As the Ork is at short range (less than 4") the Space Marine receives no to hit modifier. The web hits and the Ork is automatically enmeshed and plays no further part in the game unless he breaks free.



At the start of his turn the Ork player attempts to free the model. To do this the Ork must score 9 or more on a D6 adding its Strength (3). Unfortunately he rolls a 2 giving him a total of 5 and sustains 1 hit. As the Ork fails to save he is killed.

*Another day nearer the battle,
So drink up my lads and look brave,
'Cos every day nearer the battle
Is another day nearer the grave.*

A warriors' song of the Imperial Guard.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-4	4-8	-	-1		Special			Close combat. See above



The more I learn about these aliens, the more I come to understand what drives them, the more I hate them. I hate them for what they are and for what they may one day become. I hate them not because they hate us but because they are incapable of good, honest, human hatred.

Inquisitor Agmar on Tyranids

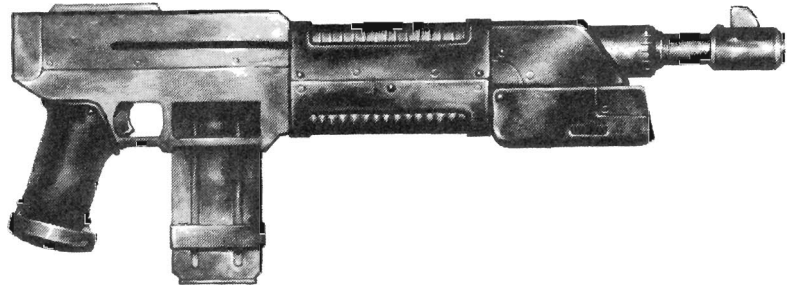
BASIC WEAPONS

Basic weapons are normally used only during the shooting phase, although the addition of an axe-blade or bayonet enables them to be used to stab or chop in close combat. Basic weapons are designed to be fired in both hands rather like a modern rifle.

AUTOGUN

The autogun is comparable to a twentieth century automatic rifle both in appearance and operation, though the introduction of caseless ammunition and plaststeel components has increased the rate of fire and reliability.

The autogun fires a burst of high-velocity, caseless shot made from plastic, ceramics or metal. Its strong point is that it's cheap and easy to construct, making it popular amongst low-tech frontiersmen and Gretchin.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	+1	-	3	1	-	D6+3	

AUTO-LAUNCHER

The auto-launcher is a vehicle-mounted weapon used for close-in defence or laying protective smoke screens. It is a simple six-barrelled grenade launcher fixed to the hull of the vehicle. When it is triggered it fires off three grenades in a preset pattern.

The auto launcher carries six grenades, all of the same type, which are fired off in two salvos of three. Once the auto-launcher is out of ammunition it may not fire again for the remainder of the battle.

The auto-launcher can be triggered in the shooting phase of the vehicle's turn in addition to normal firing. The first grenade in the spread automatically hits a point exactly 6" away in the auto-launcher's forward 90° fire arc. The other two grenades deviate D3" away from the target point of the first grenade. An auto-launcher may be pre-loaded with a single type of grenade, the choice being either frag, krak or blind.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc amongst unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

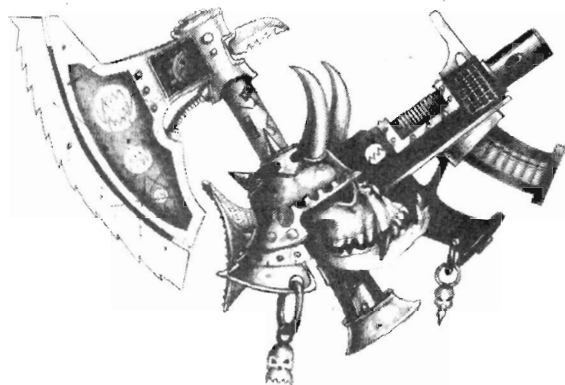
Blind Grenade. Blind is a sophisticated form of smokescreen that produces broad spectrum electro-magnetic interference and dense smoke.

Strength	Damage	Save Modifier	Blast Area
-	-	-	2" Radius

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
6	-	Always hits	-	-	-	-	-	As grenade type. See main rules

AUXILIARY GRENADE LAUNCHER

The auxiliary grenade launcher is a tubular device that fixes onto another weapon – many Imperial weapons are designed to take them. Pistol weapons are too small to carry grenade launchers, but bolters, lasguns, and autoguns are sometimes fitted with these devices.



Grenade launchers fire pre-primed and preloaded grenades. The most highly favoured type is krak, providing extra short range firepower and vehicle-busting capacity. When the trooper wishes to use a grenade he throws a catch on the weapon which de-activates the normal firing mechanism and activates the grenade launcher. When he pulls his trigger a grenade is blasted out of the launcher, hopefully hitting the target and exploding with a devastating boom.

SPECIAL RULES

The auxiliary grenade launcher must be pre-loaded with a single type of grenade before the game. The types of grenade available will vary as detailed in the army lists, but krak and frag are the usual options.

Ammunition expenditure is not taken into account during the game, as the magazine is assumed to hold enough grenades to last the battle. Only preloaded grenades may be fired; grenades may not be loaded during the game. A model carrying a weapon with a grenade launcher may choose to shoot either the weapon or the grenade launcher. A model may not fire both launcher and weapon during the same turn.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc among unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

Others. Any grenade type can theoretically be adapted to fit into an auxiliary grenade launcher. Other types available are covered by the army lists and have the same game details as their standard grenade types.

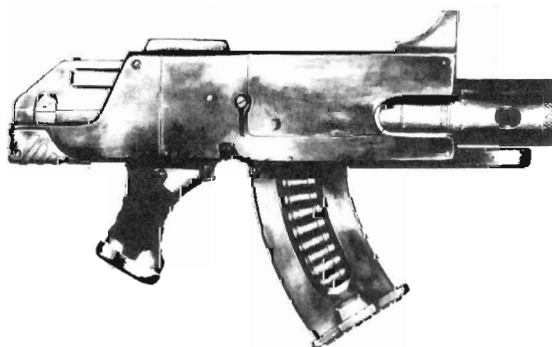
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	-	-1	-	-	-	-	As grenade type

BOLTGUN

The bolt gun or bolter is the standard armament of Space Marines and the favoured weapon of Orks. It is a short, compact weapon that fires a small missile or bolt considerably larger than an ordinary bullet. The bolt contains an armour piercing tip, an explosive, and a mass reactive detonator. It is shot from the barrel under low velocity, its own propellant igniting once the missile is clear of the barrel.

The explosive detonates only when it has pierced armour. Any sudden increase in local mass activates the explosive and blows the target apart from the inside.

Bolt guns are noisy and their effects are visibly devastating. Effective range is not great, and they are thus ideally suited to a shock/assault role.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	+1	-	4	1	-1	D6+4	

BOW

There are many primitive planets where modern weaponry is completely unknown. Bows are very common on these worlds, and are used for hunting as well as for war.

To reflect this, its armour penetration value against vehicles is only D6 rather than D6+3 as you would expect.

SPECIAL RULES

Although an arrow can pierce flesh or even thin armour it is relatively useless against efficient armour and vehicle hulls.

Although there is no armour save modifier given for hits against armoured troopers, any target with a save of 4+ or more automatically has its saving throw increased to 2+ when hit by an arrow.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	-	-1	3	1	-	D6	See above

CROSSBOW

Crossbows, like bows, are used on primitive worlds where more sophisticated weapons are unknown or rare. They are not weapons commonly seen on the battlefield, although they sometimes appear in local uprisings in the hands of rebellious street gangs and other irregular troops. Constructed from modern high-tensile plastics and aided by an automatic mechanical draw, the power of such a weapon can rival that of more modern armaments. Its chief disadvantage is that it is impossible to move while reloading.

SPECIAL RULES

Although a crossbow bolt can pierce flesh or even thin armour it is relatively useless against efficient armour and thick vehicle hulls in much the same way as an arrow. To reflect this, its armour penetration value against vehicles is D6 rather than D6+4. Although there is no armour save modifier given for hits against armoured troopers, any target with a save of 4+ or better automatically has its saving throw increased to 2+ when hit by a crossbow bolt.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-16	16-32	-	-1	4	1	-	D6	Move or fire. See above

DEATHSPITTER

The Deathspitter is a bio-weapon frequently carried and used by Tyranid warriors. It is an organic symbiote formed from three separate and quite different creatures. Deep inside the quivering innards of the Deathspitter is a warm wet brood chamber where the maggot-like creatures which form the ammunition are nurtured. These creatures have a chitinous shell and a fiery metabolism based upon their highly corrosive and volatile vital fluids.

living flesh out of the Deathspitter. The still living goblet of flesh shrieks through the air (which is poison to it) until it reaches its target. There it splatters over the target and kills its victim with a combination of velocity, poison and corrosive slime. Nearby targets may also be unfortunate enough to be splattered by gobbets of corrosive slime which eat through armour and burn flesh.

Next to the brood chamber lies the arming orifice in which lurks an oozing, spider-jawed creature which strips the maggot-like creature of its carapace with a loud grinding noise before finally dropping it into the firing colon.

If a Tyranid armed with a Deathspitter scores a hit on an enemy model other models nearby may be hit. Roll a D6 for any models within 2" of the model hit by the Deathspitter. On a roll of 4, 5 or 6 they are splattered and suffer an S3 hit with no saving throw modifier. Note that the Deathspitter doesn't have to wound the target before you check for splatter, only a hit is necessary.

The firing colon reacts to the corrosive flesh of the maggot-like creature with a powerful spasm which fires the morsel of

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-32	+1	-	6	1	-2	D6+6	Special rules - See above

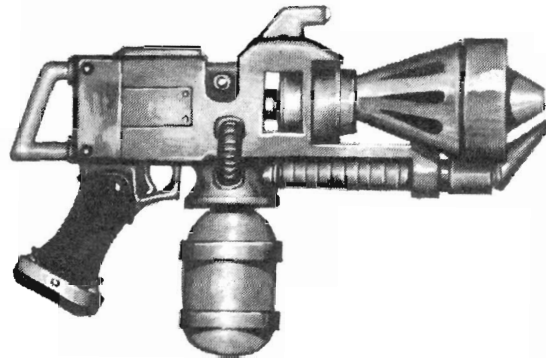
FLAMER

Flamers or burners are flame throwers that fire a highly volatile liquid chemical which ignites on contact with the air throwing out a great helch of flame. The weapon has only a short range but is very effective.

To represent the blast of fire a special triangular template with a curved tip is used. Place the template with the pointed end against the shooting model. Any models whose base is wholly within the template area are hit automatically (there is no need to roll) and any models whose base is partially within the template area are hit on the D6 roll of a 4, 5 or 6.

SPECIAL RULES

If a model is hit by a flamer work out damage as normal. If the model is slain it is removed as a casualty as normal. If the model is not slain then an immediate test is made to determine if it has caught fire. As flamers use a volatile burning chemical, like oil or petrol, it is possible to set even vehicles or dreadnoughts on fire. Roll a D6 on the Flamer Hit Chart.



Once a target has caught fire test for the effect at the start of its own turn. Roll a D6 on the Fire Test Chart.

FLAMER HIT CHART (D6)

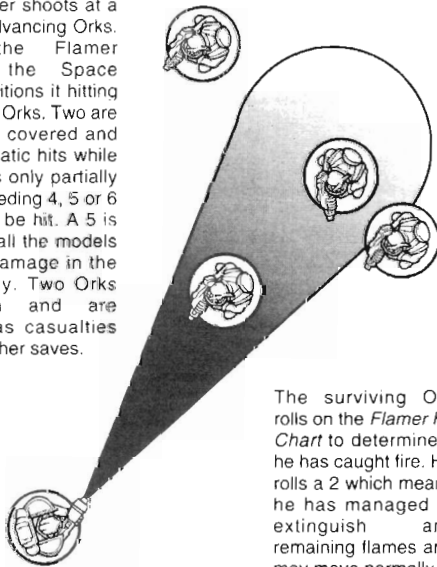
- 1-3 Target does not catch fire – the small amount of burning fuel is quickly extinguished.
- 4-6 Target is smothered with fuel and ignites.

FIRE TEST CHART (D6)

- | D6 | Result |
|-----|--|
| 1-5 | Fire continues to burn causing a further automatic hit. Work out damage as normal and remove the model if slain. If the target is not slain it will move randomly and is unable to do anything else that turn. Normal coherency rules are suspended for burning models. Vehicles, dreadnoughts, and Terminator Space Marines may choose to ignore the flames and may continue to move and shoot as normal. |
| 6 | Fire goes out. The model may not move or fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, dreadnoughts, and Terminators are not affected by the fire and may move and shoot as normal. |

FLAMER DIAGRAM

A Space Marine armed with a flamer shoots at a group of advancing Orks. Taking the Flamer template the Space Marine positions it hitting three of the Orks. Two are completely covered and take automatic hits while the other is only partially covered needing 4, 5 or 6 on a D6 to be hit. A 5 is rolled and all the models work out damage in the normal way. Two Orks are slain and are removed as casualties while the other saves.



The surviving Ork rolls on the Flamer Hit Chart to determine if he has caught fire. He rolls a 2 which means he has managed to extinguish any remaining flames and may move normally.

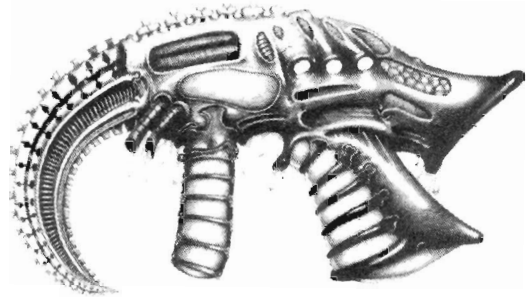
Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, ie two models need 5+, three need 4+, and so on.

A target which is already frenzied when hit by a flamer may continue to fight despite the fact it is burning up. The model moves, shoots and fights as normal, but will continue to roll for damage as appropriate.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Special rules		-	-	4	1	-2	D6+4	See above

FLESHBORER

The Fleshborer is a Tyranid weapon normally used by Termagants. It is in fact a compact brood nest in which Borer beetles lay their eggs, which then hatch and mature, fed by sticky sap exuded by the gun itself. Mature beetles have long flea-like legs, though they move little except to shuffle slowly into the firing cavity of the weapon. When the weapon is fired, a massive electro-chemical shock surges through the beetle, goading it into frenzied activity. Its legs push it out of the weapon at tremendous speed and it hurtles forward to strike the first thing in its path, its vicious jaws clashing furiously. Once the beetle strikes its target it expends all of its remaining life energy in a few seconds, frenziedly boring through armour, flesh and bone.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-8	8-16	-1	-	4	1	-	D6+4	

GRAVITON GUN

The graviton gun is a development of the gravitic reaction principle, used in gravitic motors to propel vehicles such as the Imperial land speeder. It affects the local gravity field and changes the weight of objects making them far heavier or lighter than normal. The graviton gun is useful for demolition and siege work, as it is most effective when employed against massive structures such as buildings. The effect against living targets is variable: the stresses of increased weight may kill a large individual, but most targets will be merely immobilised.

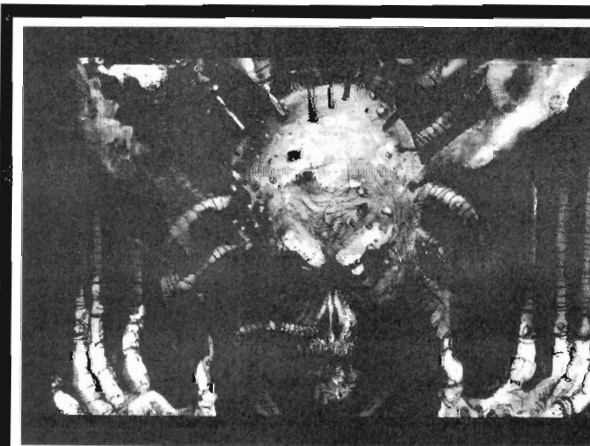
When it is fired the graviton gun emits a bass rumbling noise which grows louder as its weight distorting rays affect the air pressure in front of it causing the air itself to vibrate.

SPECIAL RULES

A target hit by a graviton gun is always affected, no damage roll is required. A living target is immobilised for the remainder of the game and may not move or shoot, although a psyker may continue to use his powers.

If the target is a vehicle, roll for hit location as normal but ignore armour penetration. Roll for damage on the appropriate vehicle location damage chart(s) adding +1 to the dice score. Against buildings roll to hit and and if a hit occurs roll for damage and add +1 to the result

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-8	8-16	+1	-	-	-	-	Auto	1" Radius blast area. See above



Every time a human warrior dies in battle the Emperor's shrivelled eye sheds a single barely perceptible tear. His Custodians collect each tear in a golden cup and carefully fill tiny phials with the precious liquid. There are few talismans in all the galaxy as potent as the tears the Emperor weeps, suffused, as they are with his unimaginable might. But so tiny is each tear that each small phial, itself but the size of the tip of the smallest finger, contains thousands of individual tears. Only in the bloodiest wars does the Emperor weep freely, so that the golden cup runs over, foretelling of terrible destruction of the Emperor's armies.

GRENADE LAUNCHER

A grenade launcher is a simple light tubular launcher capable of firing most grenade types with a compressed gas or electromagnetic charge. While grenade launchers can carry and fire most of the more commonly available grenade types they are almost universally loaded with frag and krak. Ammunition expenditure is not taken into account during the game, the grenade launcher is assumed to hold enough grenades to last the battle. Only preloaded grenades may be fired; grenades may not be loaded during the game.

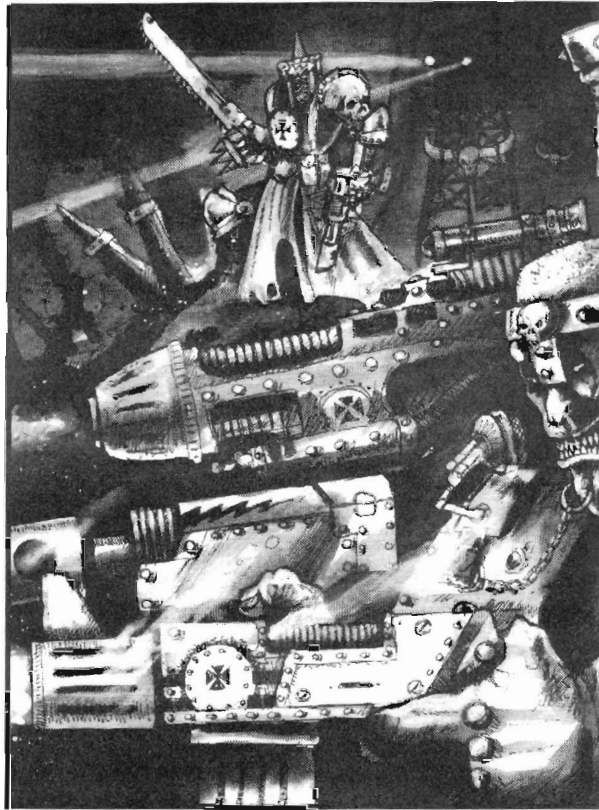
Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc amongst unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

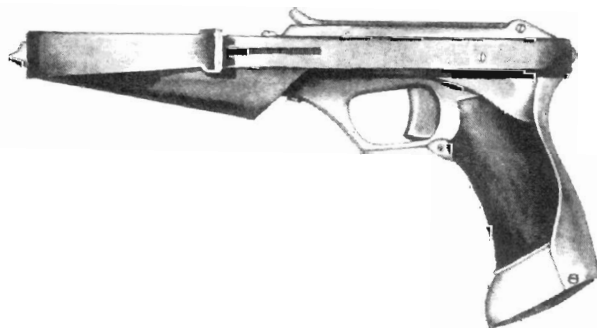
Others. Most grenade types can theoretically be adapted to fit into a grenade launcher with the exception of Stasis, Vortex Virus and Haywire. Other types available are covered by the army lists and have the same game details as their standard grenade types.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-60	--	-1	-	-	-		As grenade type. Move or fire

HANDBOW

The handbow is a pistol version of a crossbow. It is made from modern composite plastics, drawn by automatic servos, and is every bit as powerful as a larger crossbow. It can be fired in one hand, but has the same disadvantage as its larger cousin – that it cannot be reloaded while moving.



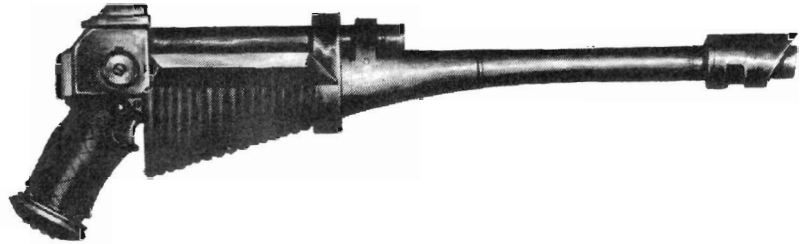
SPECIAL RULES

Although an arrow can pierce flesh or even thin armour it is relatively useless against efficient armour and thick vehicle hulls. To reflect this, its armour penetration value against vehicles is always D6. Although there is no armour save modifier given for hits against armoured troopers, any target with a save of 4+ or more automatically has its saving throw increased to 2+ when hit by an arrow.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16	-	-1	4	1	Special	D6	Move or fire. See above

LASGUN

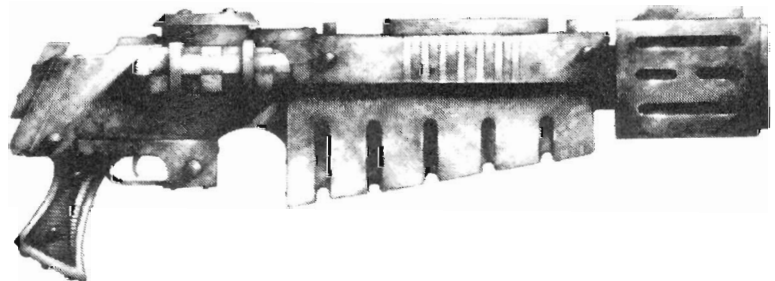
The lasgun or laser gun is the standard weapon of the Imperial Guard and the most popular weapon among most human forces. It fires an explosive energy blast with a similar effect to a bullet or small shell. A lasgun may not be the most effective weapon in the galaxy, but it is easy to manufacture and maintain, and very reliable even under the toughest battlefield conditions. The lasgun is powered by rechargeable batteries, but carries a residual supply and can be recharged using its own solar converters.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	+1	-	3	1	-1	D6+3	

MELTA-GUN

The melta-gun is also known as the melter, cooker or vape gun. It works by sub-molecular thermal agitation in a manner comparable to microwave irradiation. The target gets very hot and eventually cooks, melts or just evaporates. A melta-gun can melt plasteel or plascrete, and its effects upon living tissue are impressive to say the least. The weapon has only a short range, so it is used mostly for close assault and support.



The melta-gun makes no noise when fired, but the super-heating of the air produces a distinctive hiss which becomes a roaring blast as living targets are hit and their bodies' moisture vapourises explosively.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	+1	-	8	D6	-4	2D6+8	

MUSKET

Muskets, like bows and crossbows, are primitive weapons used on feral or primitive worlds by their local inhabitants. They are slow, clumsy and inaccurate weapons which use exploding gunpowder to propel a solid leaden ball.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	-	-1	3	1	-1	D6+3	Move or fire

NEEDLE SNIPER RIFLE

The needle rifle is a sniper's weapon used by Space Marines, Eldar Scouts and Ratling Snipers of the Imperial Guard. The rifle fires small darts made from a deadly neuro-toxin chemical. The liquid chemical is frozen into a dart or sliver by the gun before it is fired.



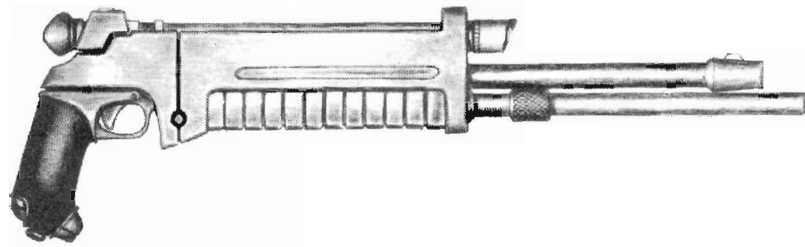
Unerring accuracy is afforded by a low-power beam of invisible laser light which drives and guides the chemical dart to its target. If the target is armoured the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.

SPECIAL RULES

The weapon may be used against any target, including vehicles, robots, and buildings, in which case it is the laser rather than the toxin which does the damage. Use the details given on the weapon's profile and work out the weapon's effect as normal. When used against living targets roll to hit as normal. If the weapon hits then immediately make a saving throw, no Strength/Toughness roll is required.

The toxin automatically takes effect if the saving throw is not successful.

Toxins can be tailored to affect any living creatures, but no toxin exists which will affect a daemon or an Eldar Avatar. As yet no toxin has been developed which will affect Tyranids and Genestealers, although Genestealer hybrids are affected as normal.



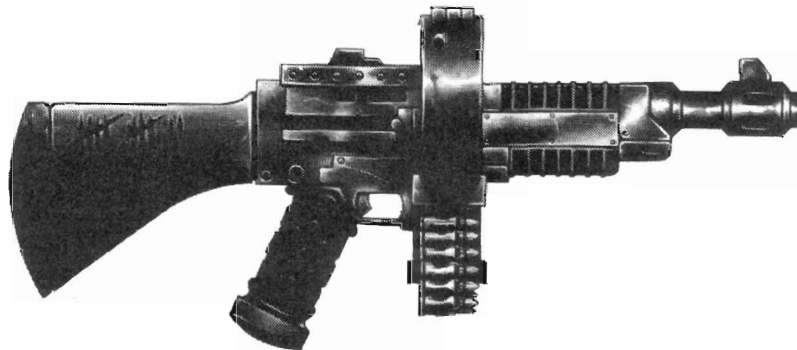
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-16	16-32	+1	-	3	1	-1	D6+3	See above

OGRYN RIPPER GUN

The Ogryn ripper gun is a drum-fed automatic combat shotgun developed by the Imperium for issue to Ogryn units. The weapon is of suitably large dimensions and is constructed as solidly as possible because Ogryns have a tendency to use their weapons as clubs. The trigger mechanism incorporates a burst limiter that prevents the firer shooting off the entire drum at once – an entertaining possibility that would appeal to Ogryns and very quickly leave them out of ammunition.

has a short range because an Ogryn's instincts are for close quarter fighting – they wouldn't feel inclined to shoot at a distant target even if they carried weapons capable of doing so. At short

range the hail of low velocity shot produced by their weapon is so dense that the Ogryns literally cannot miss. No "to hit" dice roll is necessary when shooting at a target at close range.



SPECIAL RULES

The ripper gun is designed within the constraints of an Ogryn's modest intelligence and limitless enthusiasm. It

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-12	Always hits	-2	4	1	-	D6+4	Sustained fire – 2 dice See above

Get down!" yelled Commissar Borg, as the bolter shots howled round their heads. As one, the warriors of First Company threw themselves into the dust and lay there still as corpses. Which is what we all soon will be, thought Wulf, if we don't get out of this deathtrap.

He clutched his lasrifle tighter in his grip and surveyed his surroundings, hoping for some glimpse of the enemy who was killing them.

Borg still stood upright surveying his men, ignoring the bolter shots coming in from all directions, and the explosions all round his feet. Clouds of dust sullied the commissar's once immaculate black uniform, and tarnished the silver skulls of his collar studs but somehow Borg still managed to seem as relaxed as if he were on parade.

"Get into cover", he yelled, not even flinching, as tracer fire whistled by his ear. He paused, took careful aim with his bolt pistol, and snapped off a shot. Somewhere in the distance there was a gurgling scream. "Get off the road!"

Wulf surveyed the jungle warily. The trees overhung the road at this point, and covered the hillsides on either side of the valley. Bloated red and green tendrils of bloodfern leapt up like explosions of colour round the bases of the giant conifers. The sweet narcotic perfume of the bitterblooms filled the air. Tiny jewelled lizards, distant cousins of the great man-high carnivores of the plains, surveyed him with cold eyes. The dull lustre of their greenish scales reminded him of Orks.

What a terrible place to die, he thought. He had never imagined he would go to greet the Emperor from some north country jungle in some forsaken backwater world in a remote corner of the Imperium when he was inducted into the Guard. But then again he always imagined a heroic ending in a magnificent battle, not a bolter shell through the head in a skirmish against Ork raiders.



A bolter shell bit into the ground in front of his face. He blinked as a shower of grit and small pebbles swirled around his head. His eyes felt red and irritated. He spat out a mouthful of dry dust. Off to his left he heard a scream. Twisting his head he saw Balthus. The big man writhed around on the ground like a maddened serpent. Suddenly he tried to pull himself upright and Wulf saw to his horror that half his comrade's chest had been blown away. Balthus was already dead. He just didn't have the sense to know it yet.

Wulf needed no more encouragement to heed the commissar's order. He pulled his legs up underneath him, and ran, half-crouching, towards the edge of the track, doing his best to ignore the hail of auto-gun fire that whizzed around him.

Fighting back panic at the sound of another death-scream, he pulled himself to his full height, felt one single moment of stark terror at the thought of the great target he made, and then threw himself headlong into the bushes like a man plunging into water.

The foliage bent all around him. Leaves whipped his face. He closed his eyes tight. All the air went out of him as he hit the ground and went sliding on his face down the slope. By the Emperor's throne, the trees concealed a hidden drop at the road edge. All he could do was grit his teeth and try not to scream as he half-fell, half-slid. This must sound like a berserk Rhinodon thrashing around here, he thought. His only hope was that there was so much else going on that the ambushers wouldn't notice him.

He landed rolling, as he had been taught in basic martial arts training back on Armageddon so long ago. The move brought him smoothly to his feet in the open ground between patches of undergrowth. All around the giant trees soared skyward, their tips ending nearly six hundred feet above his head.

Wulf was a city boy, a product of the unending corridors of the great hives of Armageddon. He felt more at home in the green light beneath the jungle canopy than he did beneath the open sky, but he was still uneasy. The open ground made him nervous. Still, it seemed that yet again some perverse whim of the Imperium's vast bureaucracy had brought him here to fight where he was least at home.

Balthus had always claimed that there was a method to this: that the Imperium always sent their men where they would learn something new, become hardened till only the toughest of the tough survived. Wulf doubted it. He just knew that somewhere a clerk in the purple and gold robes of the Adeptus Administratum was sticking a jewelled pin into a starchart.

He forced himself to smile at the thought, to try and see some humour in this desperate situation, to try and make himself not think about the fact that he was apparently alone at the bottom of this slope, in a jungle full of Orks. Warily he scanned his surroundings, caught the sound of thrashing in the undergrowth in the middle distance, and hurried

towards it using every scrap of cover, hoping it was what survived of his squad.

Suddenly he found himself sharing a bush with a small green figure about half his height. The thing grinned with fear, revealing rows of sharp pointed teeth. Its pointed green ears went erect with fright. Its yellowish eyes widened. It tried to swing its auto-gun round to bear on him. Gretchin, he thought.

Almost without thinking, Wulf lashed out with the butt of his lasrifle. He felt a satisfying crunch as it made contact with the Gretchin's skull. The little greenskin was sent flying backward. Wulf hit it again and again until it lay still.

A chorus of howls erupted in the forest once more. He saw the red glitter of lasfire wink in the distance, and saw the answering flash of boltguns. For a moment he froze. Part of him wanted to duck back into cover and huddle there until the fighting was over. He wasn't a Space Marine, a cowardly voice that he knew was his own told him. He lacked those giant warriors' utter dedication and fearlessness. He was just a man.

Another voice told him that his best chance of survival lay with getting back to his unit, where he would be surrounded by comrades who would cover his back and add their firepower to his own. He also knew that if any help came it would come to the company. After a moment's reflection he decided to listen to the second voice. He moved once more towards the combat trusting to his flak armour to protect him.

The sounds of fighting were close now. He could see a small building amid the conifers, the ruins of some incredibly ancient shrine. He could hear Borg booming orders and see las-fire scorch the building's walls.

Through arched window slits bolters pumped in green fists sending answering fire back at the Imperial Guards. He heard the growling booming voices of Orks roaring and grunting in their bestial tongue, and he heard the high-pitched answering squeaks of their Gretchin slaves. Some of the greenskins had obviously retreated here after the ambush. Maybe it was even some kind of command post.

Wulf ran up to rejoin his squad.

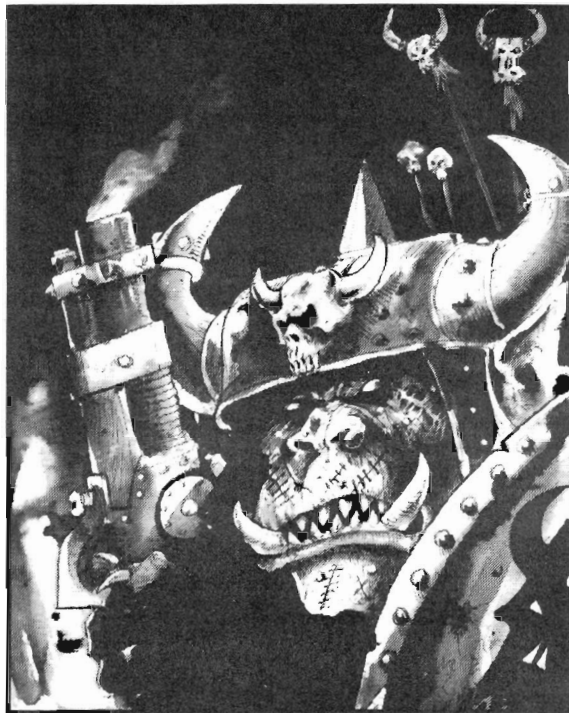
"Where you been?" he heard the corporal ask. "Decide to take a little stroll?"

Wulf smiled, rose to one knee, and snapped off a shot at the building. Something inside screamed.

"Squad Alpha. Work your way round the back of that place. I want it surrounded. None of those greenskins are to get out alive."

"Yes, Commissar," said the corporal. With a wave of his arm he gestured for the squad to filter out and round the ruins. Wulf found himself close to the point, hoping that they were not walking into yet another ambush.

Sweat ran down his back now. His stomach felt tight



and fluttery. He noticed a flicker of movement up ahead, saw a thick green arm lob something in their direction. He had only an instant for the flicker of recognition to pass through his mind.

"Frag grenade!" he shouted. "Get down!"

He gave the man next to him a shove and then leapt to one side. His warning came too late for the corporal and the man beside him. The grenade tore them apart sending gobbets of flesh splattering all around.

Wulf was still wiping blood from his face when the Orks were upon them. Giant horn-helmeted figures with mighty axes clutched in one fist, bolt pistols in the other. They were huge, taller than a man and maybe twice as heavy. Wulf didn't need a medical examination to tell him that all that extra mass was going to be muscle.

He snapped off a shot at the charging Ork, catching it in the arm. It ignored the wound as if it felt no pain. Probably too stupid, Wulf thought sourly, as he ducked the sweep of the axe's enormous blade, and caught the Ork a solid meaty blow on the ribs. The Ork just laughed. A second guardsman threw himself forward. The Ork blocked his lasrifle and sent him sprawling backwards, entrails erupting through a massive gash in his stomach. Wulf took the opportunity to bludgeon it on the head. The Ork groaned and went down. Wulf glanced about him. All around he could see knots of figures engaged in frantic close combat. Slowly and inexorably it seemed as if the greenskins were getting the upper hand.

All around him he heard the sounds of axes biting flesh. Wulf began to feel very afraid.

PACK GRENADE LAUNCHER

The Pack Grenade Launcher [Eldar: *Creidann*] is used by Eldar Harlequins, consisting of a light pack harness that fits onto the shoulders. The harness is loaded with grenades which are fired over the wearer's shoulder. The grenades are fitted with whistles which make a strange shrieking noise as they climb into the air and a sombre drone as they descend on their target.

SPECIAL RULES

The Creidann is an exception to the normal shooting rules in that it can be fired in addition to a hand-held weapon, allowing the model to fire twice in the same turn. The grenade launcher must be pre-loaded with a single type of grenade before the

game. The types of grenade available are detailed in the appropriate army lists.

Ammunition expenditure is not considered, and the harness holds enough to last the battle. Only preloaded grenades may be fired, and grenades may not be loaded during the game. Krak or frag grenades are the most commonly carried type.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc among unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

Others. Most grenade types can theoretically be adapted to fit into a grenade launcher. Other types available are covered by the army lists and have the same game details as their standard grenade types.

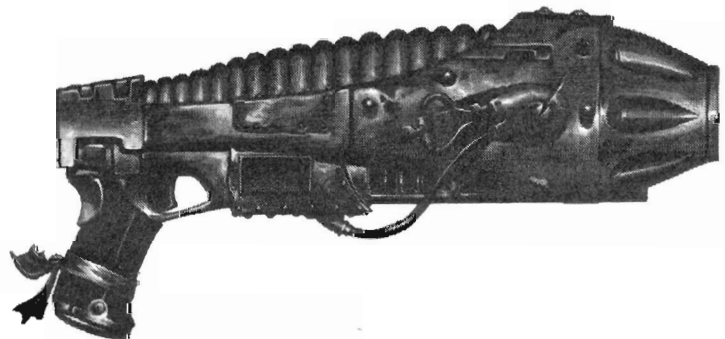
There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.

Scriptorus Munificentus

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-8	8-16	-	-1	-	-	-	-	See above

PLASMA GUN

The plasma gun fires energy shells of bright glowing plasma. When a plasma shell hits tremendous heat and energy are released, destroying the target in an almighty explosion. A target hit by a plasma shell suffers the dual effects of searing heat and explosive shock as its substance is instantly energised into boiling plasma. Though the plasma gun is highly effective, it loses accuracy over long range, and requires a massive amount of energy to power it.



SPECIAL RULES

The energy used by the plasma gun is so vast that once it has been fired it takes time for it to recharge. If a plasma

gun is fired it cannot then be used in the player's following turn, and is only ready to fire again in the player's turn after next. Place a 'plasma weapon

recharging' marker next to model as a reminder. This does not affect the model's ability to move or to use another weapon if it carries one.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-24	+1	-	7	1	-2	D6+7	Sustained fire – 1 dice See above

SHOTGUN

The smooth-bore combat shotgun fires a massive low velocity shot which fragments in flight into several pieces of spinning metal or plastic. Although the weapon has only a short range it is quite dangerous against unarmoured targets.



Combat shotguns have magazines of shells and rarely need to be reloaded. They are strongly made, simple weapons ideally suited to brave or not very intelligent troops. A special feature of the shotgun is its ability to fire different kinds of special shot, including solid shells and loose scatter shot.

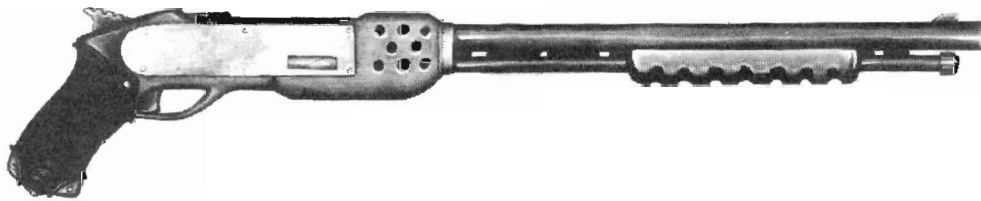
SPECIAL RULES

Ordinary shells have a Strength of 4. Scatter shells have a Strength of only 3 but a blast area of 1".

If a target is hit by a shotgun but not slain, then it is automatically knocked back 2" and will fall over on a D6 roll of 4+. A knocked over model must spend its next movement phase standing up. Note that this rule only affects ordinary troopers – not vehicles, robots, Terminators or dreadnoughts.

SHOTGUN AMMO TABLE

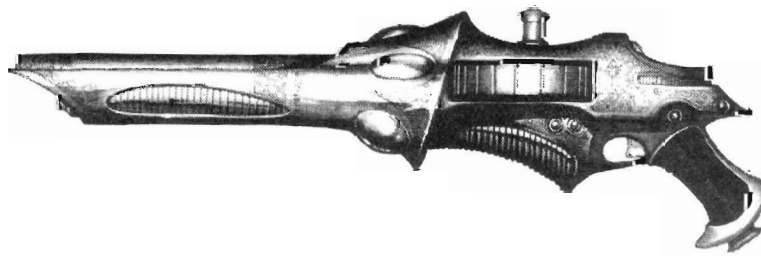
Shot type	Strength	Blast Area
Solid shell	4	None
Scatter shot	3	1"



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-4	4-18	-	-1	Solid 4 Scatter 3	1 1	- -	D6+4 D6+3	See above 1" Blast area

SHURIKEN CATAPULT

The Shuriken Catapult (Eldar: *Tuelean*) and related weapons are weapons almost unique to the Eldar, their technology is extremely advanced and very difficult to replicate. The shuriken catapult is built around a gravitic accelerator similar to the gravitic motors which power vehicles like the Imperial land speeder. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at tremendous velocity. A burst of several missiles can be fired in a fraction of a second in this way. For this reason, Shuriken weapons are sometimes known as star slingers or just as slingers or sling guns.



The individual missiles are solid discs of razor-sharp metal, and are usually star-shaped, but may be triangular or circular.

A spinning shuriken disc can slice straight through flesh and bone and can penetrate a considerable thickness of metal or plastic armour.

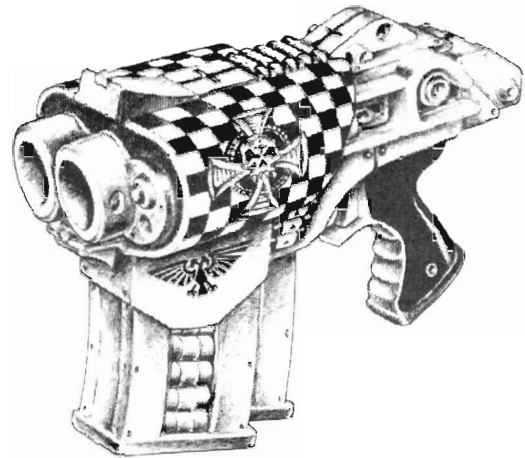
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	+1	-	4	1	-2	D6+4	Sustained fire – 1 dice

STORM BOLTER

The storm bolter is a specially modified pair of bolt guns which have been re-designed for use by Terminator squads of the Space Marines. Terminators wear very bulky, powered suits, and any equipment they use has to be specially adapted to fit their armour. Their role requires that they are very well armed. They must, for example, penetrate and clear out the gigantic space hulks that occasionally drift into and threaten the Imperium, during the course of which they encounter all manner of creatures from Genestealers to Orks.

Terminator squads may also be deployed in the depths of the hive world tunnels or anywhere where their heavy armour and highly lethal weaponry is required.

The storm bolter consists of two ordinary bolt guns fastened together so that they fire in unison. The weapon is clumsy, but in the servo-assisted hands of the Terminators such considerations are of no concern as the powered suits make light work of cumbersome equipment.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire - 1 dice

SWOOPING HAWK GRENADE PACK

This weapon is used exclusively by Eldar Swooping Hawk Aspect warriors. It is a basic launcher which is strapped to the warrior's leg, allowing him to release grenades downwards as he flies overhead. Single grenades can also be taken from the



pack and thrown normally. When the Swooping Hawk is in flight he can drop one grenade anywhere directly underneath his flight path.

It is easiest to work out dropped grenades during the movement phase. Roll to hit and if necessary scatter as for a thrown grenade. Dropping a grenade does not prevent the Swooping Hawk firing his weapon in the shooting phase, though he may not drop a grenade and throw a grenade during the same turn. The Swooping Hawk grenade pack may only be loaded with frag and krak grenades and carries a supply of both types sufficient to last the entire battle.

Krak Grenade. This grenade is designed specifically to crack open heavily armoured targets. It can also be used against foot troopers and is effective against armoured troops.

Strength	Damage	Save Modifier	Blast Area
6	D6	-3	None

Frag Grenade. The fragmentation grenade is designed to explode and fragment causing havoc amongst unprotected troopers.

Strength	Damage	Save Modifier	Blast Area
3	1	-1	2" Radius

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Special	-	-	-	-	-	-	-	As grenade type. See main rules



Against the Great Enemy the Eldar have no hope of victory. They hang on to existence, yet their grip upon the universe is slipping, their hold becomes more precarious with every passing year.

Inquisitor Czevak

HEAVY WEAPONS

These are extra-powerful weapons carried by a small proportion of troops, and are generally used to lay down covering fire as their companions advance, take out armoured vehicles and pick off enemy from a distance.

ASSAULT CANNON

This weapon is a self-loading machine autocannon used by Terminator Space Marines. It has six separate barrels which are rotated by a motor, allowing the weapon to spit out a hail of shells which can easily tear a man-sized target apart and throw it several metres.

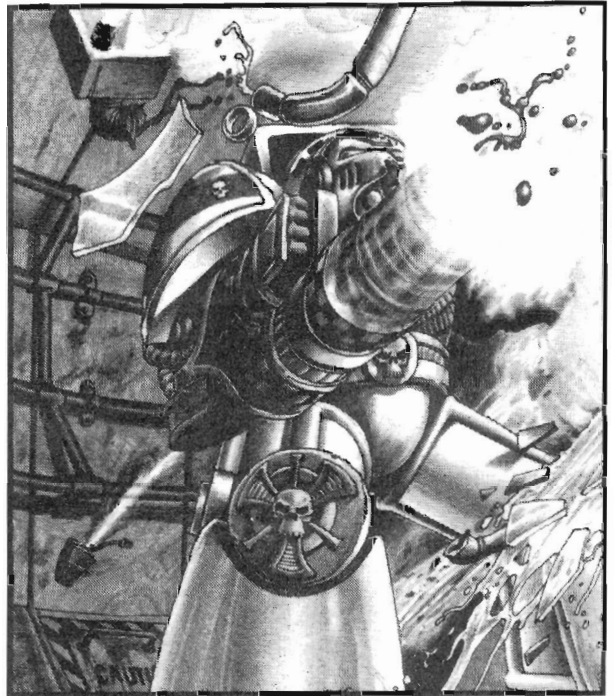
The assault cannon combines high penetrating power with a fast rate of fire. The astoundingly loud noise it makes is enough to encourage any sensible troops to keep their heads down.

Although made from a special heat resistant ceramite alloy, the hundreds of shells fired every second quickly cause the weapon to overheat. This high rate of wear has little initial effect, but quickly leads to weapon jams if the weapon is kept in service.

SPECIAL RULES

The assault cannon can be particularly dangerous if it jams: the sudden stopping of the motor can cause the weapon to explode.

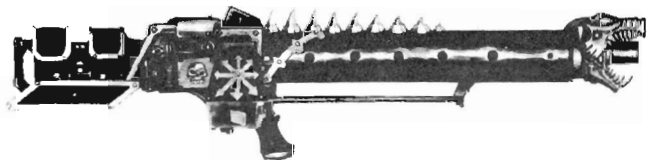
If you roll three Jam results together on the sustained fire dice while using an assault cannon the cannon explodes, instantly killing the user with no armour save possible.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire – 3 dice

AUTO-CANNON

Auto-cannon are automatic, self-loading cannon firing a high-velocity hail of solid shells. They are rapid firing weapons that can lay down a burst of fire to cover advancing troops, or strafe enemy-held positions. These weapons are considered ideally suited for attacking enemy vehicles and fortifications from long ranges. Autocannon are popular weapons in the Imperial forces but are also common amongst Orks, who especially enjoy the blaze of shells and mind-numbing recoil!



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained fire – 1 dice

HEAVY BOLTER

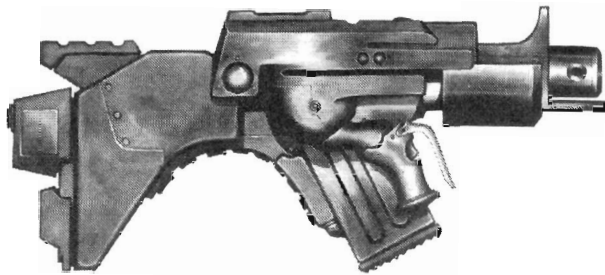
The heavy boltgun is a larger version of the standard bolter. It is sometimes known as the 'back breaker' or 'bruiser' by the crew who have to carry it because of its great weight – but also because of the heavy punishment it can deal out to the enemy. It fires a bolt which contains a more powerful propellant and explosive charge than the normal bolter. The heavy bolter is used to support more lightly equipped troops, and is designed to operate as an anti-personnel weapon although with the capacity to destroy lightly armoured vehicles. It is large and cumbersome but also very fast firing and efficient. Like all bolters it makes a loud and impressive noise as it is fired, especially when its bolt missiles hit their target and explode.

The Imperium has also developed a special shell for the heavy bolter called a Hellfire shell. This has been designed specifically to take out large alien creatures which are difficult to kill with ordinary weapons, for example Tyranid warriors. The Hellfire shell is heavier than an ordinary shell and has a more powerful propellant charge. For this reason, only one may be fired at a time, and the trooper has to load the shell into the gun manually from a separate compartment in the magazine.

What makes this shell totally different from an ordinary bolter shell is that it is made from a brittle ceramic substance much like glass. Within this ceramic case is a chamber which contains a powerful mutagenic acid developed by the Alchemists of the Adeptus Mechanicus. When the shell strikes its target at high velocity, it breaks into thousands of needle-like shards which penetrate the hide of the target and carry mutagenic acid into its blood stream. If the target is a human-sized creature it will probably be torn apart by the shards themselves – if not, the mutagenic acids will soon eat through its body, rupturing cell tissue and burning through flesh and bone. Even a large, resilient creature like a Tyranid warrior is unlikely to survive unscathed.

SPECIAL RULES

A model may fire a Hellfire shell instead of a normal heavy bolter blast. Only one shell may be fired at a time, so the weapon's ability to use sustained fire is lost when a Hellfire shell is used; the range and to hit details otherwise remain the same. However, because of the deadly nature of the Hellfire shell, any shot which hits a living target automatically causes damage on a D6 roll of 2 or more. On the roll of 1 the shell either fails to burst or the acid is splattered away from the target. There is no need to make a normal damage roll, as even the slightest skin puncture is enough to kill the target. Any target sustaining damage takes D6 wounds. If the target has an armour saving throw, then it is allowed to try and save with a -2 modifier, as normal. If the save is successful the glass splinters fail to penetrate the model's armour and no damage is inflicted on that target. Note that all the wounds inflicted are

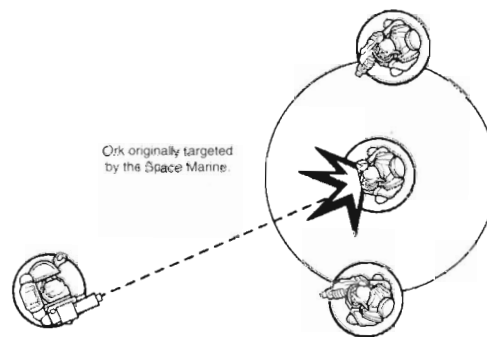


saved with the one armour roll, you do not have to make a save for each individual wound.

However, if a target is saved by its armour, splinters of glass and gobbets of mutagenic acid may rebound and hit other models within 2". Roll a dice for each model within 2" of the original target. Any models rolling a 6 are hit by acid splashes and automatically suffer 1 wound - this may be saved by armour in the normal manner.

SPLATTER DIAGRAM

A Space Marine with a heavy bolter fires a Hellfire shell at an advancing Ork. A throw of 4 indicates a hit which automatically causes damage on a D6 score of 2 or more. The shell hits and causes D6 wounds (3 in this case) but the Ork is allowed his armour saving throw as normal. It is important to note that all the wounds inflicted are saved with one armour saving roll, you do not have to save each individual wound.



The Ork saves, but splinters of glass and gobbets of acid rebound and may hit any other model within 2" of the original target on a D6 roll of 6, causing one automatic hit which can be saved by armour in the normal manner.

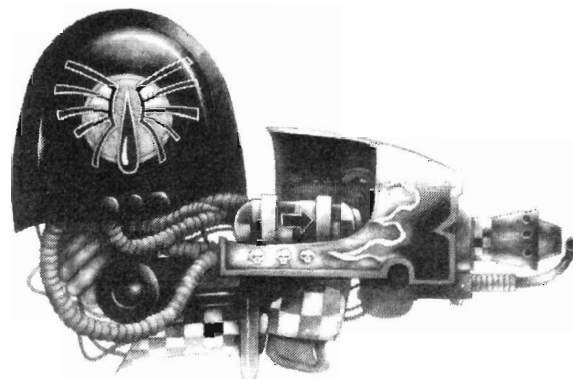
A target which is not made of living flesh, such as a robot or vehicle, cannot be harmed by a Hellfire shell – any attempt to fire a Hellfire shell against a non-living target is treated like a normal heavy bolter shot.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-40	–	–	5	D4	-2	D6+D4+5	Move or fire Sustained fire – 2 dice
				Always wounds on 2+	D6	-2	D6+5	2" Acid splatter

HEAVY FLAMER

The heavy flamer operates along the same lines as the smaller flamer and hand flamer, shooting an enveloping flame at the target and setting it alight. The heavy flamer has an increased capacity and a longer range, and is known affectionately as the 'big burner' by its crew.

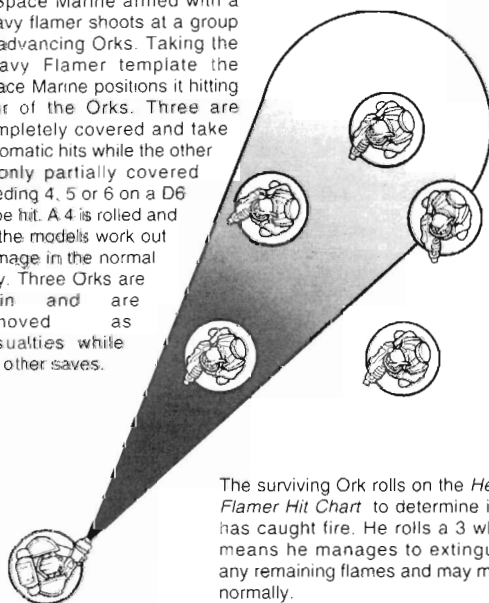
To represent the blast of fire a special long triangular template with a curved tip is used. Place the narrow pointed end of the template against the shooting model. Any models whose base is wholly within the template area are hit automatically (there is no need to roll) and models whose base is partially within the template area are hit on the D6 roll of a 4, 5 or 6.



Once a target has caught fire, test for the effect at the start of its own turn. Roll a D6 on the Fire Test Chart.

HEAVY FLAMER DIAGRAM

A Space Marine armed with a heavy flamer shoots at a group of advancing Orks. Taking the Heavy Flamer template the Space Marine positions it hitting four of the Orks. Three are completely covered and take automatic hits while the other is only partially covered needing 4, 5 or 6 on a D6 to be hit. A 4 is rolled and all the models work out damage in the normal way. Three Orks are slain and are removed as casualties while the other saves.



The surviving Ork rolls on the Heavy Flamer Hit Chart to determine if he has caught fire. He rolls a 3 which means he manages to extinguish any remaining flames and may move normally.

FIRE TEST CHART (D6)

D6	Result
1-5	Fire continues to burn causing a further automatic hit. Work out damage as normal and remove the model if slain. If the target is not slain it will move randomly and is unable to do anything else that turn. Normal coherency rules are suspended for burning models. Vehicles, dreadnoughts, and Terminator Space Marines may choose to ignore the flames and may continue to move and shoot as normal.
6	Fire goes out. The model may not move or fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, dreadnoughts, and Terminators are not affected by the fire and may move and shoot as normal.

SPECIAL RULES

If a model is hit by a flamer work out damage as normal. If the model is slain it is removed as a casualty; if the model is not slain then an immediate test is made to determine if it has caught fire. Because flamers use a volatile burning chemical it is even possible to set vehicles or dreadnoughts on fire.

HEAVY FLAMER HIT CHART (D6)

- 1-3 Target does not catch fire - the small amount of burning fuel is quickly extinguished.
- 4-6 Target is smothered with fuel and ignites.

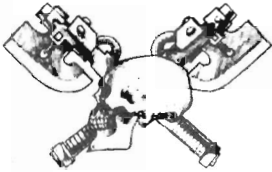
Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model. eg two models need 5+, three need 4+, and so on.

A target which is already frenzied when hit by a flamer may continue to fight despite the fact it is burning up. The model moves, shoots and fights as normal, but will continue to roll for damage as appropriate.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Special rules	-	-	-	5	1	-3	D6+5	See above

HEAVY PLASMA GUN

The heavy plasma gun generates and fires energy shells of glowing plasma. When the shells strike an object they react with its matter to create miniature spheres of boiling nuclear energy. For this reason heavy plasma guns are sometimes called 'sun guns'.



A target enveloped by a plasma sphere suffers the dual effects of searing heat and explosive shock. As with all plasma weapons the heavy plasma gun's chief disadvantage is the massive amount of energy required to power it. After firing it takes an appreciable time for the weapon to recharge before it is ready for a second shot. Because of this limitation, the heavy plasma gun has an alternative low energy setting which is less effective than a full plasma blast but which allows the weapon to fire more rapidly.

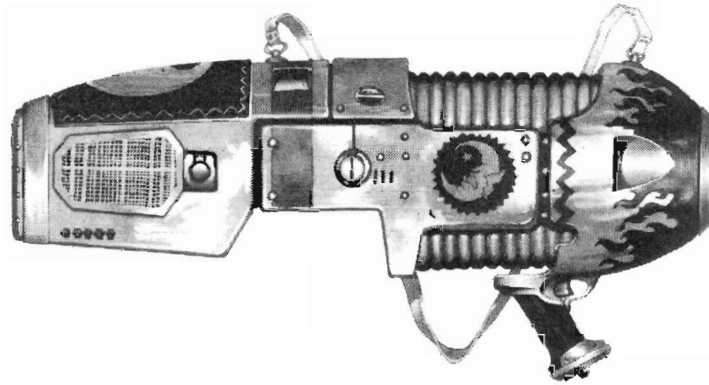
SPECIAL RULES

The heavy plasma gun can be fired on either maximum power or low energy. Do not be misled by the term low energy – even in this mode the plasma gun is a potent and destructive weapon.

These two alternative values are both given on the weapon's profile. For example, range using maximum power is 72", while it is only 40" using low energy. Strength is 7 with low energy, 10 with maximum power. Damage is D4 with low energy, D10 with maximum power.

The energy drain on the heavy plasma gun in maximum power mode is so vast that once it has been fired it takes one complete turn for the weapon to recharge. Place a 'plasma weapon recharging' counter by the model and remove it at the end of the next shooting phase.

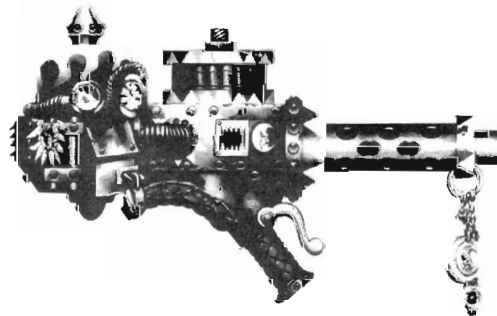
While the weapon is recharging it cannot be used in either fire mode. By using the low energy mode the weapon does not have to recharge and can therefore be used every turn.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-40	-	-	7	D4	-2	D6+D4+7	Move or fire. See above 1 1/2" Blast marker (Low energy)
0-20	20-72	-	-	10	D10	-6	D6+D10+10	(Maximum power)

HEAVY STUB GUN

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy-weight bullets sufficient to stop a man dead in his tracks. To all intents the heavy stub gun is similar to a twentieth century heavy machine gun in appearance and effect. It is especially effective when deployed against massed formations of lightly armoured or unarmoured troops.



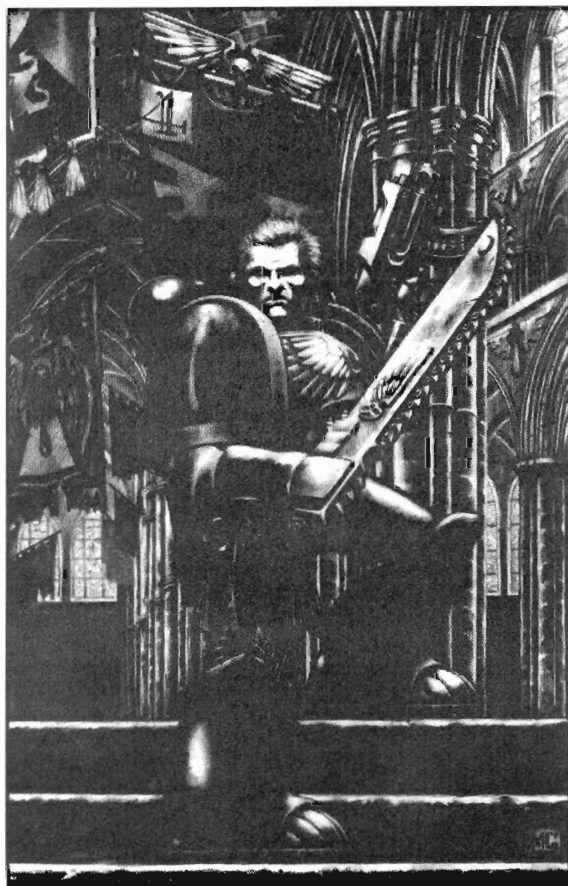
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-40	-	-	4	1	-1	D6+4	Sustained fire - 2 dice. Move or fire

The fading light of Armageddon's bloated red sun washed feebly over the desert encampment. The twin moons started their long, slow climb into the heavens. As the searing heat of the day faded, the camp came to life. The roar of great engines filled the air as the crew of the Shadow Swords started up their enormous tanks. Slowly, drugged by the heat, the men of the Fourth Imperial Guard Army of Armageddon emerged from their bubble tents into the dying daylight.

The men were tired, listless, not quite awake. Sergeant Raphael listened to them grumble about the heat, the constant threat of spiderscorpions, the possibility of an Ork attack. Their complaints seemed almost amusing to the Blood Angel. These men thought of the deserts lands outside their hive cities as the closest thing to hell they could find without dying.

How little they really knew, thought Raphael. This place was a child's nursery compared to the world on which he had been raised. These men's lives, hard though they were, had been sojourns in paradise compared to the upbringing he had endured. But then, he thought proudly, he was a Blood Angel, one of the children of Sanguinius, who had died preparing the Emperor's way against the Great Evil One himself.

Raphael studied the dunes, so like and yet so unlike the deserts of Baal Secundus, his birthworld.



Convection currents raised small dust devils in the air. Heat haze shimmered on the horizon, making distances all but impossible to judge. One of the great sand storms, capable of burying an army alive, could be approaching at this very moment and they would not know, unless warned by a weather augury from one of the Monitors placed in orbit by the Adeptus Mechanicus. It was true; this was a harsh land, but it could not compare to Baal Secundus.

Here the wasteland was a chemical slag, by-product of a hundred centuries of industrial production. Rivers of sludge, soiled by the output of hive cities like Tartarus and Acheron, ran down to the poisoned seas. On Baal Prime the only sea was the Sea of Glass, a smooth shimmering plain of silica fused by the detonation of ancient, forbidden weapons. The deserts were multi-coloured wastes, the dusty corpses of continents made uninhabitable by the deadly chemical death clouds used long ago in the wars that ended the Dark Age of Technology.

Here men lived in teeming hive cities, protected from the elements by mile-thick plasteel walls. Only the mighty Ork invasion by Warlord Ghazghkull Thraka could have driven them into the desert. On Baal Secundus all the old cities were dead, and their rubble was inhabited by scavenger tribes. Only the Shunned Ones, their faces eternally masked, dwelled among the radioactive ruins, their factories using materials extracted from the corpses of their cities to churn out the endless stream of weapons they bartered to true man and deviant alike.

Here the worst the weather threatened was sand storms capable of shredding an unarmoured man down to the bone. On Baal Secundus there were Hellstorms, where thousand mile an hour winds uprooted great boulders and sent them tumbling across the tortured land, where lightning bolts containing the power to shatter mountains lashed the scarred earth. There was acid rain, which could dissolve armour and eat through flesh. There were chemical blizzards whose multi-coloured snowflakes, laced with the old deadly neurotoxins, could dissolve nerve tissue in fiery agony or send men mad with strange hallucinations or open up the mind of the potential psyker to the dark influence of daemons.

Here the main threats were heat and thirst. On Baal Secundus there were other more insidious ones: poisoned wells and deadly rad-zones where the only warning of oncoming death was a strange glow in the night sky or the sudden clicking chitter of a rad-alert amulet.

Here, on Armageddon, the only living threats were landdragons and spiderscorpions. Only now, during the Ork invasion, would a traveller be attacked by armed warriors. On Baal Secundus roving hordes of mutants and true men wandered the Ash deserts, fighting terrible battles for the possession of scant resources. Defending the sites where they dug up the artifacts of the ancients, or the holy battlegrounds where men might join the Chosen.

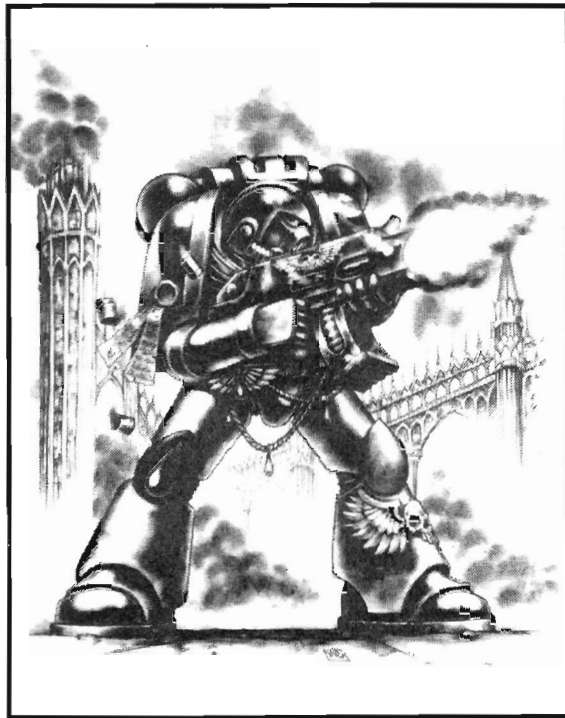
Raphael thought back to those days with something like nostalgia. Then he had been a simple warrior, fighting for nothing more than his life, and a chance to join the Chosen. Now he was a Blood Angel and the awesome responsibility of defending mankind against its enemies rested on his shoulders. Now he was sworn to uphold the legacy of Sanguinius, no matter how heavy that burden became.

He had donned more than a protective suit when he put on the crimson armour of the Blood Angels. He had donned the mantle of a tradition that dated back to the time of the Great Crusade, when the Emperor yet walked among men. He had joined the endless procession of mighty warriors who had marched into battle beneath the Blood Angels' banner. He had become a successor to men who had defended the Emperor's palace on Earth, the holiest site in the entire galaxy, against the treacherous legions of Chaos.

When the Sanguinary Priest had implanted the gene-seed that controlled the process that transformed him into a superhuman warrior he had implanted a living link with the Primarch of his Chapter, for the gene-seed contained cells cultured from the gene-runes of Sanguinius himself. When he had drunk from the Chalice Incarnadine he had sipped wine mixed with the cloned blood of the Winged One himself and that blood had mingled with his own to start the transformation. When he had been shut in the great golden sarcophagus and the meditation nodes attached to his head, visions of the Blood Angel's life had flickered through his mind. Now he could remember them only when the Black Rage came upon him and visions of Sanguinius' last moments danced through his mind driving him insane with grief and fury. But he knew that he had shared some of the thoughts of one of the Emperor's Primarchs and had been granted a privilege given to few men, even Space Marines.

With such privileges came a terrible burden. He knew that the Blood Angels were a dying Chapter. Their fading might take many thousands of years but it was happening, slowly and inexorably. Tiny errors in the gene-runes had accumulated down the long centuries, small flaws that gathered together to produce greater ones. The first generations of the Blood Angels had not suffered from the Black Rage, that had come later, had crept in so slowly that it had barely been noticed until too late. There was the thirst too, that sometimes irresistible longing to drink the blood of their enemies that took even the most restrained members of the Chapter. Some of the Chapter's more philosophically inclined members had theorised that perhaps this taint might lead them to Chaos. Raphael knew this was impossible. The Space Marines of the Blood Angels would rather die than allow that to happen. Still, it was a discomfiting thought.

A man in the uniform of a Guard lieutenant approached him, wary respect visible in every line of his face. He gave a perfect salute, as if standing on a parade ground, not in this burning desert. Sergeant Raphael turned his gaze on the man.



"Sir, my men are almost prepared to move out. Are you ready to depart, Sir?"

We have been ready to depart all day, thought Raphael. It seemed best not to demoralise the man by telling him this. His warriors lacked the superhuman hardihood of a Space Marine. There was nothing to be gained by rubbing this fact home. The Guard were true soldiers of the Emperor even if they were only men.

Only men, thought Raphael and caught himself. Yes, to be a Space Marine was to be more than an ordinary man. It was to have keener senses, and stronger muscles, faster reflexes and deadlier weapons. It was to have a life many times longer than an ordinary man, for Space Marines shared some of the gene-runes of the immortal Primarchs. Yes indeed, being a Space Marine was to be more than a man, but it was also to be a man. That was never to be forgotten. Space Marines were drawn from the ranks of men, and it was their duty to serve Man. Many generations ago entire Chapters had forgotten that and fallen into heresy and worship of Chaos.

"Yes, lieutenant, we are ready."

Suddenly, he heard a single chime, like the tolling of a great temple bell, resound in his comm-net earbead. He touched the rune of communication and listened to the voice of his Company Captain.

"Sergeant Raphael, you and your men are to report to Company headquarters at once. You have been assigned to a most urgent mission. The Emperor be praised".

"The Emperor be praised", responded Raphael. "We are on our way."

HEAVY WEBBER

This is a larger version of the web pistol or glue gun. Like the web pistol, it is an unusual battlefield weapon, being more suited to purposes of crowd control and mob suppression as its effects are debilitating rather than deadly.

Its appearance is similar to the pistol with a pronounced cone-shaped nozzle and conspicuous canister containing web-chem. The chemical web is fired from the nozzle, shooting a tangle of irregular threads which quickly solidify and form a strong, sticky mesh which covers and traps the target.

SPECIAL RULES

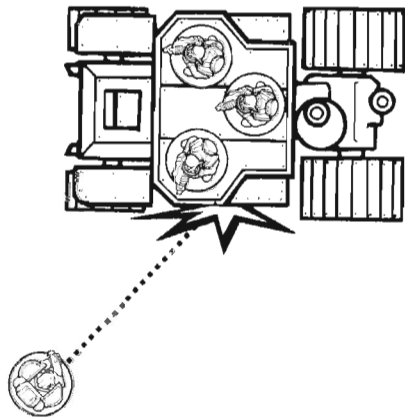
Once a web gun has hit its target the victim is enmeshed, there is no Strength/Toughness roll and no saving roll. The victim may do nothing until released using the special web solvent which is carried by all web gun crews and troops who carry web pistols. However, at the start of their turn, any models enmeshed by webs may attempt to free themselves, although this is very risky, especially for smaller and weaker creatures. The player rolls a D6 and adds the trapped model's Strength. If the score is 9 or more the model is freed and may move and act normally from then on.

If the model fails to break free it must immediately make its normal saving throw – if this is failed the model sustains 1 wound as the web constricts, crushing or strangling the struggling victim.

Crews or troops in open topped vehicles may be hit and affected. Vehicles can be affected if travelling slowly, otherwise the web is torn apart before it has a chance to solidify. Roll a D6 and consult the Vehicle Web Chart.



HEAVY WEBBER DIAGRAM



A Space Marine armed with a heavy webber shoots at and hits a moving battlewagon. The Space Marine player refers to the *Vehicle Web Chart* and rolls a D6. The battlewagon was travelling 7" on its last movement phase so the Space Marine player needs to roll a 4+ to successfully enmesh it. He rolls a 5 and the battlewagon is now trapped, with troops inside unable to operate weapons, fire from it or leave.

On his next turn the Ork player attempts to break free of the web by rolling a D6 on the *Vehicle Escape Chart*. He throws a 3 which means he is unable to break free this turn but may try again at the start of each subsequent turn.

VEHICLE WEB CHART

	VEHICLE SPEED (Last movement phase)				
	0-4"	4-8"	8-12"	12-16"	16"+
To hit	3+	4+	5+	6	Miss

A miss against a vehicle has no further effect: the web is sloughed away by the moving vehicle before its chemical base has a chance to solidify. A hit brings the vehicle to an immediate halt regardless of its speed. The vehicle may do nothing while it remains webbed. Troops inside may not operate weapons, fire from it, or leave. The vehicle may attempt to break free from the web at the start of each subsequent turn. Roll a D6 on the Vehicle Escape Chart.

VEHICLE ESCAPE CHART

D6	RESULT
1	Fail. Trapped for the remainder of the game. May not break free.
2-3	Fail. Remain trapped. Try again next turn.
4	Fail. But one randomly determined weapon is freed and may be used normally.
5-6	Free. The web is destroyed as soon as the vehicle moves in its movement phase.

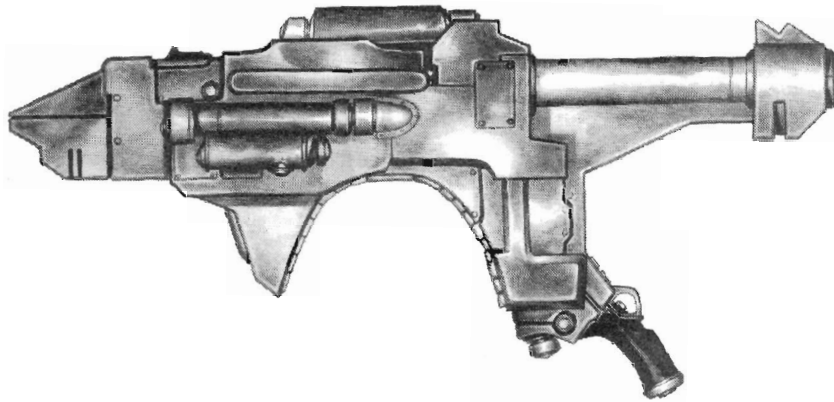
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	-	-	Special				Move or fire. 2" Radius blast area See above

LASCANNON

The lascannon, or laser cannon, operates on the same basic principal as the smaller lasgun. The laser chamber is larger, the power-build heavier, and the shot a single cannon blast rather than a machine-gun like hail of lower intensity laser blasts.



The lascannon is designed to knock out armoured vehicles and in this role it is so effective that it is often known as the 'tank buster' or simply as the 'buster'. Lascannons are often carried by infantry squads to deal with attacking tanks and dreadnoughts. Many Imperial vehicles such as Predators and land raiders mount lascannons as their main



armament for fighting in tank battles where its massive armour piercing punch is invaluable. It can also be used against single heavily-armoured foot troopers where the laser will easily

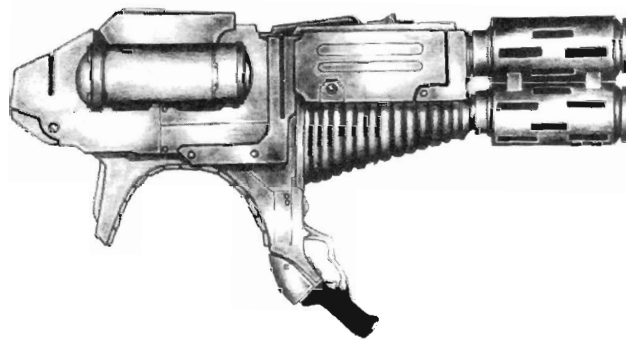
penetrate armour. However, its tight focus and slow recharge capacity make it a poor anti-personnel weapon compared to a heavy bolter or autocannon.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-60	-	-	9	2D6	-6	3D6+9	Move or fire

MULTI-MELTA

The multi-melta or thermal cannon is named on account of the multiple barrel-elements used on some models. It is also known as 'hotstuff', 'hells breath' and 'hells halitosis' - its crewmen being noted for their sense of humour as well as the permanently singed condition of their uniforms.

The weapon is essentially a more powerful version of the standard meltagun. It works by means of sub-atomic agitation, rather like a long ranged microwave cooker, and can melt its way through even the heaviest armour. It is, however, handicapped by a relatively short range.



The multimelta makes no noise when fired, but the super-heating of the air produces a distinctive hiss which

becomes a roaring blast when a living target is hit and its body moisture vapourises explosively.

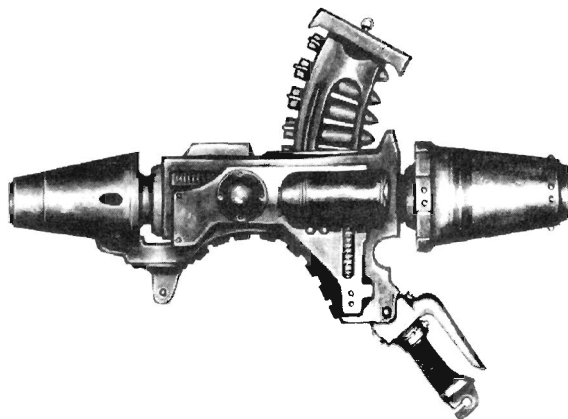
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	Move or fire. 2" Radius blast area

MISSILE LAUNCHER

The missile launcher is one of the most common and highly-favoured heavy weapons in the Imperial arsenal. The concept is universal, and versions are produced all over the galaxy by humans, Orks and Eldar. Missile launchers are sometimes fitted onto vehicles and Dreadnoughts too.

The Imperial version carries a missile-magazine containing individual self-propelled missiles, and can fire a variety of missile types. The most usual missile type is the krak armour penetration missile, specifically engineered to 'crack open' armour. Also popular is the frag missile, designed to cut down exposed foot troops.

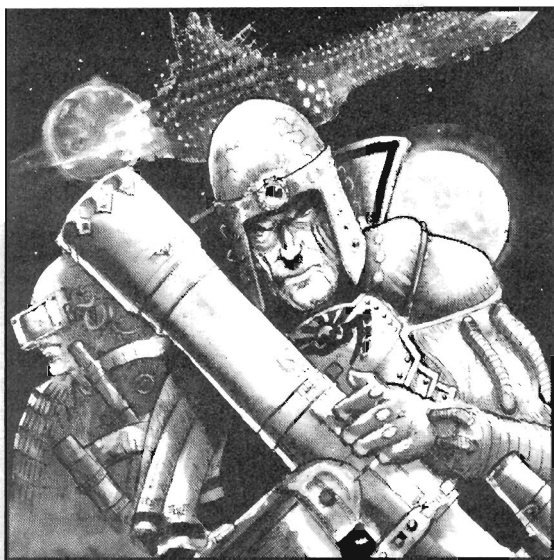
Missile technology varies throughout the galaxy, and not all races or groups possess all of the types described here.



SPECIAL RULES

The effects of each missile hit depends upon the type of missile fired, as described on the opposite page.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72				As missile			Move or fire. See above



The *Star of Arlus* groaned softly as it eased through warp space. Navigator Macillan lay perfectly still, cocooned within the soft padding and holo-rune arrays of the navi-couch. He was dimly aware of the darkened stasis-cell around him, of the humming energy field that separated him from the rest of the ship. This was the final barrier against the creatures of the warp should they break through the outer hull. He was glad of that protection, especially on this journey which had been cursed from the very start. But it was important not to think of such things – fear was his worst enemy. For fear was the gateway by which the creatures of the warp could enter his mind and destroy him. He cast aside

his morbid thoughts, and concentrated on the roaring passage of the warp around the ship's outer stasis envelope.

Like all interstellar spacecraft the *Star of Arlus* was cushioned from the seething energies of warp space by its bubble of reality – the stasis envelope generated by the ship's warp engines. Without this barrier the *Star of Arlus* would be vapourised within moments. Macillan allowed his senses to absorb the flow of the warp round the ship. He felt the friction draw out the shape of the stasis envelope into an elongated tear drop. He sensed the warp close in behind the ship and the turmoil of its wake, eddies of current that sent shock waves spinning into the blackness. Amidst those eddies he could hear vague things made real by the thoughts of the crew, disincorporate hopes and fears embodied within the warp and sloughed away by the ship's own passage. For a moment his own voice called to him, a thin cry of warning and terror... go back... go back... before it was swallowed forever.

He was used to such things: his own ghosts no longer unnerved him. He often wondered what happened to the spectral creatures given life and form by his own mind. Did they simply dissolve back into the warp, as was commonly supposed, or did they remain to wander through warp space forever? If so, what were they like, these creatures, dragged into life by the countless random processes of his subconscious? Sometimes a ship encountered tides of ghostly things that clawed and scrambled at the stasis envelope and sent the warp engines screaming. Were these the same kind of creatures, given life over the millennia and cast adrift on the currents of warp space. What was it they wanted? What drew them with such frenetic energy towards spacecraft? He only knew it was best not to follow the spectres too closely with mind-sense. Sometimes he felt shadows of other predatory things that lurked in the ship's passage, attracted, he somehow felt, to the new born like sharks to the scent of blood.

SUPER KRAK MISSILE

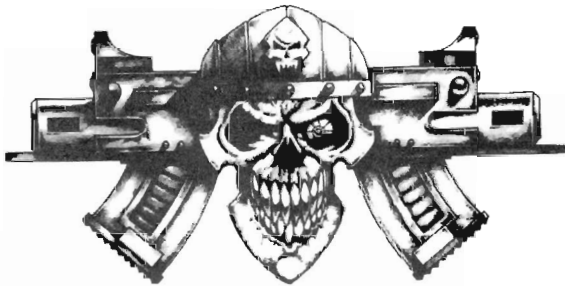
This missile is designed specifically to crack open heavily armoured targets and is the standard anti-vehicle missile. It can also be effective against well-armoured foot troopers, Dreadnoughts, etc, and is given a save modifier to reflect its armour penetrating abilities.

Strength	Damage	Save Modifier	Blast Area
8	D10	-6	None

FRAG MISSILE

This missile explodes upon impact scattering shrapnel over a wide area. Although unlikely to damage heavily armoured targets, lightly armoured troops are easily scythed down by the fragments of spinning metal.

Strength	Damage	Save Modifier	Blast Area
4	1	-1	2" radius

**MELTA-MISSILE**

Upon impact, the melta-missile undergoes a sub-atomic reaction releasing a blast of intense heat. This missile is capable of melting away vehicles and buildings, and is especially useful for attacking troops huddled together in defended positions.

Strength	Damage	Save Modifier	Blast Area
8	D6	-4	1" radius

BLIND MISSILE

Blind is a sophisticated form of smoke screen which produces broad spectrum electro-magnetic interference as well as dense smoke.

The missile may be aimed against any visible piece of ground. A circular cloud of cotton wool should be placed over the area to represent the screen of blind. Models may not see through, or into, or out of, blind. Models may not use targeters or infra-vision to see through blind. Psykers may not see or use their powers through blind.

Any models within the blind cloud have the choice of remaining stationary, or moving at half rate in a random direction. Opposing models in hand-to-hand combat within a blind cloud may fight, but will only hit their enemy on the D6 score of a 6.

Strength	Damage	Save Modifier	Blast Area
—	—	—	2" radius

Once a blind cloud has been positioned its subsequent movement and persistence is tested at the start of each player's turn. Roll a D6 on the Blind Cloud Chart.

Blind clouds may be conveniently represented by a ball of cotton wool.

BLIND CLOUD CHART (D6)

D6	Cloud Movement
1	Cloud remains until end of testing side's turn and then disappears with no further effect.
2-4	Cloud remains where it is.
5	Cloud shrinks to half current radius rounding down to nearest 1/2".
6	Cloud moves D6" in a random direction.

ANTI-PLANT MISSILE

This missile was developed as a defoliant to clear areas of vegetation which could act as cover to enemy troops. All vegetation in the area effect of the missile is automatically destroyed. The missile cannot affect other models.

Strength	Damage	Save Modifier	Blast Area
—	—	—	2" radius

PLASMA-MISSILE

The plasma missile converts matter to plasma during flight. Determine where the missile lands as normal and place a 1 1/2" radius blast marker or ball of cotton wool. Work out damage on targets within the area as normal. Any models which survive are thrown outside the area covered by the marker as a result of the blast.

Strength	Damage	Save Modifier	Blast Area
5	1	-2	1 1/2" radius

When the casualties have been resolved leave the blast marker in place. The area has now undergone a matter/energy transformation and has been transformed into a glowing ball of plasma. At the start of each side's following turn test to see what happens to the plasma ball by rolling on the Plasma Ball Chart.

PLASMA BALL CHART (D6)

D6	Result
1	The plasma ball implodes and disappears immediately, causing no harm this turn.
2-5	The plasma ball's radius shrinks by 1/2".
6	The radius of the plasma ball expands by D6" and disappears at the end of the turn.

The plasma ball remains on the table until it disappears. Any model within the area during a turn suffers an automatic hit. No model may draw a line of sight through the plasma ball, and all weapons discharged into it merely feed the matter-energy conversion.

MULTILASER

The multilaser is a rapid firing laser that uses a multiple barrel configuration to reduce a standard laser charge into a series of rapid pulses. The result is a weapon which retains some of the renowned penetrative power of the lascannon but which can

engage a series of targets in rapid succession. It produces a series of distinctive pulsing blasts when fired, followed by explosions as the laser energy shells strike the target and explode.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-60	+1	-	6	D4	-1	D6+D4+6	Sustained fire -- 3 dice Move or fire

SHURIKEN SHRIEKER CANNON

The Shuriken Shrieker Cannon [Eldar: *Buanna*] is an upgraded version of the shuriken catapult with a longer barrel. It has been constructed so that it can fire either normal shuriken ammunition or the shrieker ammunition [Eldar: *Margrech*]. The special shrieker ammunition is hollow and contains a genetically tailored enzyme-based serum. As the missile hits its target the centripetal forces created by the spinning disc force the toxin through microscopic holes in the shuriken's spines and into the target. The characteristic shrieking noise is caused by the rush of air into the hollow missile as serum is forced into the victim. This noise prompted the Imperial troops to give the weapon its name of Shrieker. The effect of the serum is discussed in the special rules.

SPECIAL RULES

With normal ammunition, the cannon may use sustained fire. The special shrieker ammunition must be individually loaded and so may not use sustained fire. Decide which ammunition type you want to use before firing.

Normal shuriken ammunition is fired in the usual manner. Work out hits, damage and remove casualties in the usual way. This ammunition may be used against vehicles.

Shrieker ammunition is worked out differently: it can only affect living creatures, and has no effect on vehicles. Roll to hit as normal. If the target is hit make any permitted saving throw with a -3 modifier. If this is failed the shrieker has delivered its lethal serum into the victim.

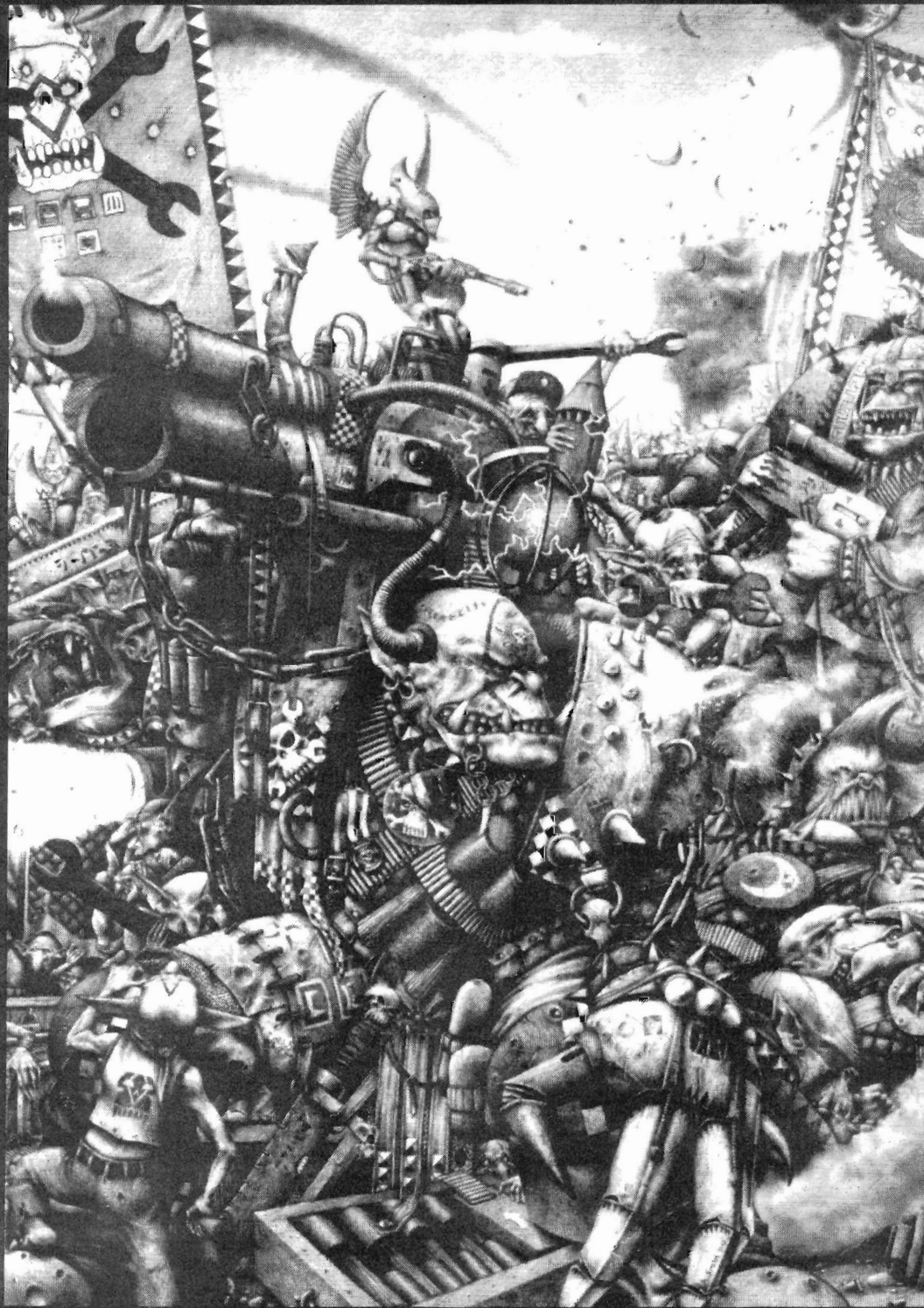
The serum works in a very complex and unpleasant manner, combining with the victim's own genetic material, twisting and distorting tissues, and causing organs to malfunction in a spectacular fashion. Eventually the victim is driven into a violent delirium as the serum reaches his brain and he loses control of his body. Afterwards the pace of the constantly replicating genetic serum reaches a fever pitch and the tissues react explosively, killing the victim in a particularly horrifying and untidy manner.

Once a target has been affected roll 2D6 during his movement phase and move the victim this number of inches in a randomly determined direction. Squad coherency is ignored. If the 2D6 roll result is either a 7 or any double, the serum has reached its potential and the victim explodes. Place a 1" radius area effect marker over the exploding victim: any target within the area automatically takes a single automatic Strength 3 hit causing 1 damage point if effective. If the victim does not explode during his first turn of random movement, he will continue to stagger around randomly during his subsequent movement phases until he either explodes or leaves the table. The victim may do nothing else.

Any squad which has one or more of its members within 2" of a shrieker victim at the start of their movement phase must take a Break test. This applies to troops from either side, and will inevitably apply to the target's own unit assuming that normal squad coherency has been maintained.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained fire -- 2 dice



The green tide of Orkdom is upon us and we are alone. There can be no mercy. No surrender. If we survive this day it will be a miracle.

Commissar Yarrick at Armageddon

CYCLONE TERMINATOR MISSILE LAUNCHER

The Cyclone is designed to overcome the mechanical restrictions of the tactical dreadnought suit as worn by the Terminator squads of the Space Marines.

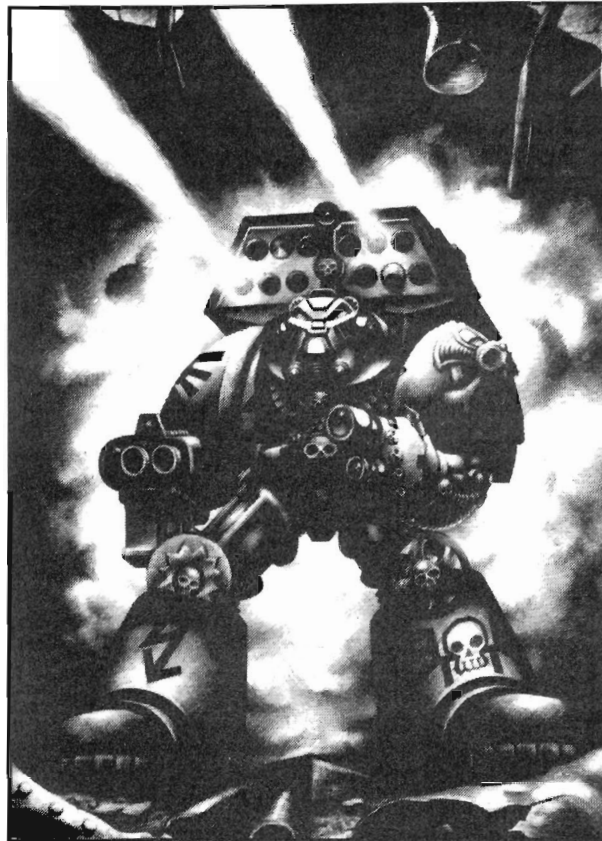
These suits are so cumbersome that it is extremely difficult to carry heavy weapons. Because the Terminators are an elite force, intended to undertake the toughest and most dangerous missions, either in the depths of space or on the most hazardous battlefield, various modified support weapons have been created to provide additional fire support without affecting mobility or compromising accuracy.

The Cyclone is ideally suited to this purpose. It has been developed from salvo firing ship-to-ship short range killer missiles. It is loaded with twelve krak missiles, each primed for maximum concentration of fire effect. These can be fired singly or in massed salvos of flaming destruction.

SPECIAL RULES

The following special rules apply:

- 1 The Cyclone is built into the armoured suit of the Terminator and any weight or imbalance is compensated for by attitude sensors, gyroscopic stabilisers and suspensors. As a consequence the Cyclone does not incur weight or movement penalties. However, it may not be used by any other troops.
- 2 The Cyclone guidance system is linked into the laser guider operated by the user's left hand. The laser guider shoots a laser light line towards the target, visible via the firer's head-up video-viewer screen projected holographically in front of his visor. The same laser guider is used to trigger the weapon. The laser guider is fully integrated into the Terminator armour's onboard targeter system. The Space Marine may fire either one or a salvo of missiles and use the guider to guide the missiles to their target. The +1 on the to hit modifiers is due to the effects of the guider, which make the system equally accurate at long and short range. Combined with the targeter this gives the Cyclone Launcher a +2 bonus to hit.
- 3 The Space Marine may choose to ignore the guider system and just fire missiles over open sights. In this case the firer is free to fire any weapon in his right hand. The model may therefore shoot twice, once with the Cyclone and once with his other weapon. However, when firing in this way the guider laser cannot be used and the +1 to hit bonus does not apply to either shot.
- 4 The Cyclone is loaded with 12 krak missiles. The player must record how many missiles have been fired. The Cyclone is loaded and armed prior to battle, and cannot be loaded by the operator during the game. This means that once the Marine has fired 12 shots from the Cyclone he cannot fire that weapon again.



- 5 The Cyclone may fire a single krak missile during the shooting phase. This has the same effect as a conventional missile launcher krak missile.

Strength	Damage	Save Modifier	Blast Area
8	D10	-6	None

- 6 Instead of firing a single missile the Cyclone may fire some or all of its remaining missiles to produce a saturation effect of fire and devastation called a salvo.

A Marine must have at least 2 missiles left to fire a salvo. A salvo is worked out as follows. Roll to hit as normal and position a blast template with a diameter of 1/2" for every missile in the salvo. The more missiles are fired the larger the blast will be. Strength, damage and save modifiers remain the same as for a single shot.

- 7 If a Terminator equipped with a Cyclone is hit by enemy fire there is a chance that his entire stock of missiles will be accidentally fired off in a single salvo. Roll 2D6: if the score is 11 or 12 the Cyclone activates immediately. Roll on the Catastrophic Launch Chart. Note that result 1 on the Catastrophic Launch Chart also takes place if a hit and misfire result are rolled for scatter with the Cyclone.

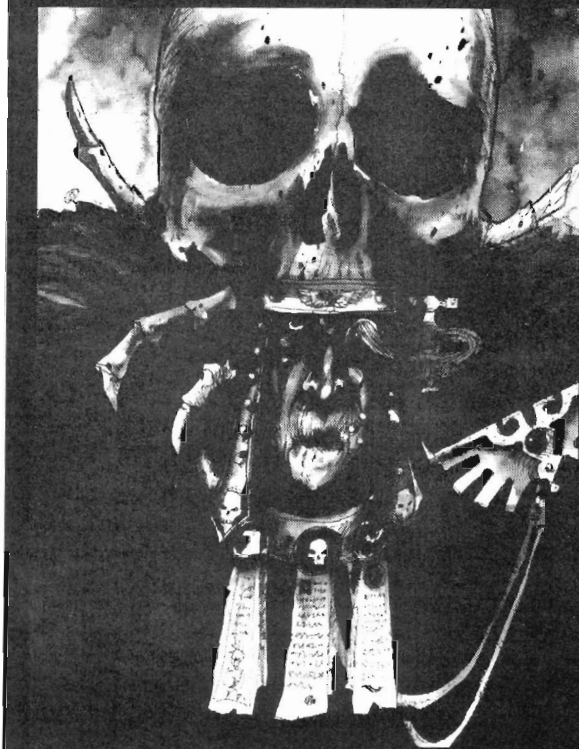
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	+1	+1	8	D10	-6	D10+D6+8	See above

CATASTROPHIC LAUNCH CHART (D6)

- 1 **Explode.** All missiles explode immediately! The Space Marine is torn apart in a spectacular pyrotechnic display. Assume that all missiles have exploded in a salvo and place the appropriate blast marker on the model. Other models are affected as normal if they are within the blast area.
- 2 **Fire at nearest target.** All remaining missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Space Marine's left hand. The missiles are automatically guided to the nearest possible target within a 90° fire arc of the Marine's front. This may well be another Space Marine or some other friendly model.
- 3 **Fire at most distant target.** All remaining missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Space Marine's left hand. The missiles are automatically guided to the most distant possible target within a 90° fire arc of the Terminator's front and within the Cyclone's range. The missiles pass over closer targets without exploding.
- 4 **Fire straight ahead.** All remaining missiles launch simultaneously in a single unguided salvo. Without the benefit of the missiles' laser-guider the salvo is fired straight ahead and lands D6 x D10" immediately in front of the Space Marine.
- 5 **Missiles move randomly.** All remaining missiles launch simultaneously in a single unguided salvo. The salvo veers around the table without the benefit of direction, its guidance system completely non-functional. Move the missiles 2D6" straight ahead of the Terminator. If a target lies in the missiles' path the salvo will hit it and explode, otherwise the missiles will change direction randomly (roll scatter dice for direction) and travel a further 2D6". The missiles continue to veer around in this way until they leave the table or hit something.



- 6 **Fire missiles separately.** The gyroscopic stabilisers which counterbalance the Cyclone malfunction and the Space Marine is spun round and round firing missiles in random directions. The remaining missiles fire off one at a time. For each missile in turn, determine a random direction using the scatter dice. The missile hits the first target within 1" of a direct line drawn in the direction shown. As each missile is fired the model is jarred into a new position ready to fire the next missile. Once all missiles have been fired the system shuts down and the Space Marine is unharmed.



What a tragedy that so many millions of true men should have died under the evil eye of that cruel regime. To the Adepts of Earth it must have seemed that the Emperor had deserted them and the end had finally come. The screams of the innocent rent the night as men were dragged from sleep and taken into the pits of the Assassins.

The Adeptus Astartes held aloof and looked to their own councils, unsure what course history would take. Even the Tech-Priests turned away from the High Lords. The damned Purge of Vandire divided man from man and tore at the Imperium like a wounded beast that claws its own vitals in its agony. What hope was there left for men bereft of the Emperor's love. Yet of all the men of Earth at least one servant had the faith to say In The Emperor's Name Enough!

That man was Sebastian Thor.

The Age of the Apostasy
by Ecclesiarch Deacis IX

SUPPORT WEAPONS

The weapons in this section are generally deployed to provide support for infantry and vehicles as they advance. Most are not man-portable, being far too heavy to carry. Instead, they are fitted to their own mobile carriages so they can be moved around the battlefield.

BATTLE CANNON

The battle cannon is a very large version of the auto-cannon which fires an even bigger shell and is correspondingly more powerful. It is amongst the largest and most destructive of the weapons used on the battlefield. Although the battle cannon is far too large to carry, and is basically a weapon which can

only be mounted on a vehicle, we have included it here for the sake of completeness. Battle cannons are featured in many of the special modelling conversions described in *White Dwarf*, and form the main armament for vehicles such as the Imperial Baneblade and the Ork Gobsmaasha.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-72	-	-	8	2D6	-3	3D6+8	2" Radius blast area Vehicle mounted only



A cold green mist hung around the mountain sides, cloaking the valley floor in a writhing sea of translucent cloud. High above the damp and swirling air mass, perched upon the grey rock of Mount Galaspar, the Space Marine fortress glowed in the uncertain light of a pale sun. Lone creatures flitted through the air, dim shadows that cawed and squawked as they flew from tower to tower. Their cries pierced the dull silence but could not dispel its eerie hold over the place.

A bell tolled. With a crack of leathery wings a great cloud of blackness started from the roosts on the northern campanile, the impossibly tall spire of rock known for a thousand years as the Tower of Amareo after the ancient Master of the Blood Angels. The bell tolled for a second time as the dark flock completed its first circuit of the campanile, driving the creatures around the tower once more.

Deep in the heart of the fortress, in the Great Nave where Amareo himself once addressed the Chapter with words of fire, the Blood Angels listened in silence. Each warrior's thoughts turned inwards remembering those who had fallen in battle far from home and long ago. From ancient times and forgotten wars, the souls of the Blood Angels always returned home. This was the core belief of the Amarean Doctrine, itself the root of the schism between the Blood Angels and the more orthodox Chapters of Space Marines.

Around and around the Tower of Amareo circled the black cloud, driven onwards by the peel of the great bells. Soon the bells would fall silent for another year and the souls of the Blood Angels would return to roost.

CONVERSION BEAM PROJECTOR

The conversion beam projector or 'beamer' projects a high-intensity energy beam which converts matter to energy. The denser the matter penetrated by the beam the more energy is converted, so that a particularly solid target will explode and shatter apart with a fearsome rending noise. The beamer is therefore the ideal weapon to use against vehicles, buildings or other large, solid targets. Its disadvantage is that the energy conversion takes a little time to build up, so a fast moving target may be able to escape the beam before any harm is done. The beamer itself is exceptionally large and bulky, requiring a huge power source to feed the giant capacitors which line the projector tube. To overcome this immobility conversion beamers are usually mounted on a self-propelled wheeled carriage for battlefield support. The crew of the beamer control it from a safe distance with a radio control transmitter.

SPECIAL RULES

The beamer is so heavy that it can only move under its own power. It may move up to 4" in the movement phase so long as a crewman remains within 4" – this being the effective range of his radio control box.

A conversion beamer may not move through difficult terrain or over obstacles. The weapon can be turned to face any direction without recourse to the control box, but it cannot otherwise be moved unless it is towed by a vehicle. Because the conversion beamer requires a reasonable time to build up power for firing, it cannot move and fire during the same turn.

As the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either of the two crewman or the weapon itself as the target. At long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless.

If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other support weapons as spare crew or take over a support weapon which has no crew.

TO HIT PENALTY

	Target's Maximum Movement			
	0-2"	2-3"	3-5"	5+"
To Hit Penalty	-1	-2	-3	-4

When firing the beamer roll to hit the chosen target as normal but because the beamer takes a few moments to build up its power, an agile target may be able to dive out of the way more

easily than he would be able to dodge a shot from a bolter or a laser. The score to hit is therefore reduced by a variable amount which depends on the maximum move of the target.

Because the beamer uses the target's own mass to create an explosion, the target's normal Toughness rating offers no resistance. In fact, the denser and harder the target, the greater the molecular agitation and the more effective the weapon becomes. To represent this the beamer always causes damage on a fixed dice result.

BEAMER DAMAGE CHART (D6)

	No Effect	Damage Caused
D6 Roll	1 or 2	3, 4, 5 or 6

The normal armour based saving throw is ignored for beamers – armour is destroyed as easily as other substances.

The size of the resulting blast varies according to range as the beam diverges. Close to the weapon the beam is tight and so the radius is smaller. Further from the weapon the diverging beam affects a larger area, so the radius is larger. The blast area at short range is 1 1/2" increasing to 3" at long range.

BLAST RADIUS

	RANGE OF SHOT		
	0-20"	20-30"	30-40"
Blast Radius	1 1/2"	2"	3"

When used against a vehicle or dreadnought the beamer may affect more than one location as it has a burst marker. Each location covered by the burst marker will be attacked separately. The amount of armour penetrated is not worked out in the normal way, instead the thickness of armour penetrated is shown on the table below. Roll to penetrate each area. For example, against an armour thickness of 9-11 the player would roll 3D6 scoring somewhere between 3 and 18.

ARMOUR PENETRATION

	THICKNESS OF TARGET'S ARMOUR				
	1-4	5-8	9-11	12-14	15+
Penetration	D6	2D6	3D6	2D12	3D10

When used against buildings the beamer also uses the armour penetration table shown above. The thicker and stronger the substance, the more powerful the beamer's effects become, so that even plasteel and armaplas offer no sure defence.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-40	--	-1	See above	D6	See above	Special	Move or fire. See above

DISTORT CANNON ON ANTI-GRAV PLATFORM

The distort or D-cannon is an Eldar weapon that makes use of the same warp-technology that enables spacecraft to move in and out of warp space. The weapon emits a low droning noise which builds in pitch until it fires with a high pitched shriek, spewing a beam of impenetrable blackness towards its target – a momentary rift between real space and the warp. The target is enmeshed in blackness and wrenched momentarily between warp space and reality. The massive internal distortion this causes tears the target apart, and usually destroys it. Living creatures are instantly burst apart, while vehicles and other constructions are ripped to pieces and wrecked. Local spatial distortion around the target may also cause some apparent movement of nearby troops as part of the fabric of reality is twisted and distorted. The only disadvantage of the weapon is its inaccuracy, inevitable with a weapon which distorts space as it is fired. The D-Cannon is mounted on a special anti-grav platform, enabling its crew of two to move it easily into position.

SPECIAL RULES

The D-cannon is so heavy that it can only move under its own gravitic power. It may be turned to face any direction and moved up to 4" in the movement phase and requires only one of its two crew members to move it. The weapon may not move through difficult terrain or over obstacles. The D-Cannon requires a reasonable time to prepare for firing, so it cannot move and fire during the same turn.

Because the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either of the crewmen or the weapon itself as the target. At long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless.



If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other Eldar Guardian support weapons as spare crew or take over Eldar support weapons which have no crew.

The inherent inaccuracy of the distort cannon means that it is equally likely to hit whether used by skilled or raw troops. To an extent there is always a degree of unpredictability, as should be expected when dealing with a device which affects the spatial fabric of the universe. The special distort hit system is used to determine hits as follows:

- 1 Place the 2" radius Distort Area template over the intended target.
- 2 Roll a scatter dice. A hit means the template remains where it is. If you roll an arrow move the template D6" in the direction indicated.
- 3 Now roll another scatter dice and repeat step 2.

The final position of the template indicates where the cannon hits and all targets wholly in the area are hit automatically; those partially within it are hit on the D6 roll of a 4, 5 or 6. Most vehicles are so large that they will nearly always be affected - and will therefore be hit on a 4, 5 or 6. This gives vehicles a degree of protection and makes up for the loss of the armour penetration roll to some extent. All targets which are hit must make an immediate Distort test to determine if they survive. Survivors may suffer further effects of spatial displacement as shown later.

DISTORT TEST

D6 Roll	Result
1-4	<i>Destroyed.</i> Target entirely destroyed.
5	<i>Displaced.</i> Target unharmed but moved physically by spatial displacement. See Displacement test.
6	<i>Moved.</i> Target unharmed but moved physically 2D6" in a random direction.

On a Distort test result of a 5 the model is unharmed but moved to a totally new position on the tabletop, possibly into the air or even under the ground surface.

Although unharmed by the distortion of space, the target may suffer damage as a result of its displacement. Roll a D6 and consult the Displacement Test Chart.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-16	16-32	-	-	See special rules	-	-	Special	Move or fire. See above 2" Distort area

DISPLACEMENT TEST CHART (Roll a D6)

- 1 Target moved to a random position on a randomly determined table edge.
- 2 Target moved 4D6" in a random direction.
- 3 Target moved 6D6" in a random direction.
- 4 Target moved D6" and inverted. If the target is a vehicle it is unharmed but upside down. Any weapons mounted on the top of the vehicle are unusable; side mounted weapons may be used normally. The vehicle is immobile but may continue to fight. If the target is a foot model it must spend its following movement phase standing up again.



- 5 Target moved 2D6" in a random direction and into the air approximately 10 metres. The target drops to the ground like a stone, sustaining an automatic hit with a Strength of 10 causing D6 damage. If the target is a vehicle or part of a building, any models directly underneath are hit on the D6 roll of 4, 5 or 6. Any models hit automatically sustain a Strength 10 hit causing D6 damage. In both the case of the target and any models caught by falling material, no armour saving throws are allowed.

Hit	Strength	Damage	Save
Automatic	10	D6	None

- 6 Target moved 2D6" in a random direction and under the ground to a depth of approximately 10 metres. As the target attempts to warp into the space occupied by solid rock, the co-existence of molecules causes a massive explosion. Place a 2" radius blast template over the spot. All models in the blast area are automatically hit and sustain a Strength 6 hit causing D6 damage and with a save modifier of -2 on any saves.

RAPIER LASER DESTROYER

The rapier laser destroyer is a mobile anti-tank weapon mounted with a four-barrelled laser known as a rapier. The weapon's four separate laser chambers are designed to focus with precision accuracy at a single point. A tremendous amount of laser energy can be directed against the target, making the rapier far more powerful than the lascannon. However, the rapier is so heavy and bulky that it has to be transported on a specially-designed motorised track unit. The crewmen control the rapier's firing and movement with a special radio control box which they carry.

SPECIAL RULES

The rapier is so heavy that it can only move under its own power. It may move up to 4" in the movement phase so long as a crewman remains within 4" of it – this being the effective range of his radio control box. Thanks to its all-terrain tracks, the rapier laser destroyer can move through difficult terrain at half pace and cross obstacles up to 1" high without penalty. The rapier may not move and fire in the same turn.

The weapon has a 45° fire arc to its front. This arc is smaller than usual, but reflects the precise way in which the weapon focuses on its target. If you have to move the weapon in order to bring it within this fire arc then you cannot fire that turn.

Because the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either crewman or the weapon itself as

the target. Long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless.

If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, they may join other rapiers as spare crew or they can take over a rapier which has no crew.

Every servant has his place, no matter how lowly or modest. To know it is his greatest comfort, to excel within it is his greatest solace, and his master's contentment is his greatest reward.

Codex Administratum

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-18	18-72	-1	-1	9	2D10	-6	D6+2D10+9	Move or fire. See above

MOLE MORTAR

The mole mortar or moler is an ingenious invention of the Squat Engineers Guild. It has been copied by the Imperium for use by its forces, and has been adopted by the Imperial Guard.

The mole mortar fires a burrowing sub-surface missile, or tunnel torpedo, into the ground. The missile burrows its way towards its target, bypassing all surface hazards and defences, and then emerges from the ground underneath it. The torpedo itself is a very sophisticated self-guided device able to track its target through solid rock. This is obviously very useful to the Squats, whose worlds are usually rocky and whose sub-surface fortresses are invulnerable to ordinary artillery.

SPECIAL RULES

The tunnel torpedo cannot be aimed at a point within 12" of the weapon, but if the torpedo's guidance system goes wrong it is possible that a shot may go off target and accidentally explode within 12" of the mortar.

The mortar has a crew of two, although only one is necessary to operate it. The other crew member acts as a forward observer or 'spotter' and may move away from the weapon and the operator. The spotter maintains a communication link with the mortar and its firer, and may instruct the mortar to fire at targets which the spotter can see but which the firer cannot. Should the weapon's crewman be killed the spotter may return to the weapon in order to operate it.

Because of its unique mode of operation the procedure for using the mole mortar is slightly different to normal weapons.

First, the player nominates a target point - this may be any point on the tabletop, it does not have to be a specific model and it can be in any direction. However, the target point must be visible to at least one of the mortar's crew, either the firer or the spotter.

Second, the player rolls a D6 to test for the mortar's accuracy on the Mole Mortar Accuracy Chart.



To work out damage consult the Mole Mortar Damage Chart, which shows the size of the blast marker, strength, damage caused, and save modifier for each burst type.

MOLE MORTAR ACCURACY (D6)

- 1 **Off Target.** The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on this chart -- if the torpedo's guidance system malfunctions a second time work out scatter and roll on this chart again.
- 2 **Airburst.** The torpedo emerges on target, spins out of the ground and explodes in a devastating airburst. Work out damage as described below for an airburst.
- 3-4 **Surface Burst.** The torpedo emerges on target and explodes as it breaks the surface. Work out damage for a surface burst.
- 5 **Ground Burst.** The torpedo tunnels its way up to the sub-soil and explodes while still embedded in the ground partially muffling its effect. Work out damage for a ground burst.
- 6 **Subterranean Burst.** The torpedo becomes embedded in solid rock or hits some other obstruction. It explodes deep under the ground. Work out damage as described below for a subterranean burst.

MOLE MORTAR DAMAGE CHART

	Blast Radius	Strength of Hit	Damage Caused	Save Modifier
Airburst	3"	3	1	-2
Surface	2"	4	1	-2
Ground	1"	4	1	-2
Subterranean	D3"	3	1	-2

A ground or subterranean burst leaves a permanent crater equivalent in size to the blast area of the shot. Parts of a building lying over a crater will collapse. Any vehicle which lies 50% or more within the crater area is brought to an immediate halt, and must roll a 5 or 6 on a D6 at the start of its movement phase before it can move (vehicles with tracks may move on the roll of a 4, 5 or 6). Any other models within the crater are thrown to the ground and may not move in their following movement phase other than to get on their feet - they may shoot weapons as normal at targets they can see. The chart below summarises the rules for craters.

Building	Vehicle in crater	Vehicle on edge of crater	Trooper in crater
Collapses	Immobile	5 or 6 to escape (4, 5, 6 if tracked)	Miss one movement phase

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
12-24	24-72				See special rules			Heavy - 2" penalty Move or fire. See above

SCATTER LASER ON ANTI-GRAV PLATFORM

The scatter laser (Eldar: *Sierbahn*) was originally devised by the Eldar for use by war walkers and dreadnoughts, though the Eldar Guardian support units use a version fitted to the Eldar anti-grav platform. The weapon comprises six separate laser chambers which can be fired simultaneously, at the same or different targets. The scatter laser is similar to the multilaser, but more refined, and is only used by the Eldar. The Eldar anti-grav platform is used to mount heavy weapons which are too heavy to be carried by foot troopers, such as the lascannon and the heavy plasma gun.

SPECIAL RULES

The scatter laser is so heavy that it can only move under the power of its anti-grav platform. It may be turned to face any direction or moved up to 4" in the movement phase and requires only one of its two-man crew to move it. The weapon may not move through difficult terrain or over obstacles.

The platform-mounted weapon is considered to be a separate target from its crew. At short range an enemy may select either of the two crewmen or the weapon itself as the target. Long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to

move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless. If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other Eldar Guardian support units as spare crew, or take over an anti-grav platform that has no crew.

The scatter laser may fire up to six shots during its shooting phase. Each shot may be fired at a different target if the player wishes, but the second and any subsequent targets must lie within 6" of the first. The player must designate how many shots he's going to take at each target before he rolls any dice to hit: "three shots at that Space Marine squad and three at the Land Speeder" for example.

If you want to use lascannon or heavy plasma guns on this platform then all the rules for crews and mobility apply as described above. Lascannon and heavy plasma guns mounted in this way may move and fire, but heavy plasma guns must still recharge as normal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20	20-60	+1	-	6	1	-1	D6+6	See above

TARANTULA

The Tarantula is a semi-robotic weapon system capable of moving and firing its weapons under the direction of its controller. Its base has four broad feet into which are built gravitic reaction jets. These can lift and gently hover the Tarantula into position, enabling the weapon to draw a bead on its target without exposing the firer. The Tarantula is designed to carry a pair of weapons, both co-ordinated to fire at the same target. Various types of weapons can be fitted to the Tarantula, but lascannon are among the most popular.

SPECIAL RULES

The Tarantula can only move under its own gravitic power. The crewman is able to control the weapon's movement and shooting with his control box up to a distance of 4" away. The Tarantula may be moved up to 4" in the movement phase, but is not able to move through difficult terrain or over obstacles. The Tarantula can move and fire in the same turn, this is one of its strengths and one which makes it especially valuable. Its weapons can also fire in any direction.

Because the weapon is a distinct piece of equipment it is treated as a separate target from its crewman. At short range an enemy may select to fire at either the crewman or the Tarantula, assuming that he is able to see both. At long range shots are randomised. If the crewman is killed the weapon remains on the table but is effectively useless. If the Tarantula is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if he succeeds the weapon is destroyed automatically. Crewmen whose weapon has been destroyed may continue to fight independently, join other Tarantulas as spare crew or take over a Tarantula which has no crew.

The Tarantula is an adaptable mount and can be used to mount any pair of normally shoulder carried weapons of the same type: eg two heavy bolters, two autocannon, etc. Both weapons are fired at the same target. Roll once to hit. If a hit is scored then both weapons hit; if a miss is scored both weapons miss.

The profile below shows the details for lascannons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-20 Twin lascannon	20-60	-	-	9	2D6	-6	Special	Two shots -- Roll once to hit See above

THUDD GUN

The quad launcher is more commonly known as the thudd gun on account of the rhythmic and distinctive thudd-thudd-thudd-thudd noise that it makes when fired. The thudd gun was invented by the Engineers Guild of the Squat Homeworlds, although it is supplied to the Adeptus Mechanicus who have copied the design. The weapon launches a close salvo of four shots, producing a pattern of four bursts on the ground. It is unusually heavy, and for this reason is always mounted on its own special motorised tractor unit. The thudd gun's crew carry a special radio control box with which they control the weapon's movement and firing. The crew are able to lob salvos high into the air, hoping they will land on unseen enemy formations or buildings held by the foe.

SPECIAL RULES

The weapon is so heavy that it can only move under its own power. It may move up to 4" in the movement phase so long as a crewman remains within 4", this being the effective range of his radio control box.

A thudd gun may not move through difficult terrain or over obstacles. The weapon can be turned to face any direction without recourse to the control box, but it cannot otherwise be moved unless it is towed by a vehicle. Because the thudd gun requires a reasonable time to prepare for firing, it cannot move and fire during the same turn.

As the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either of the two crewman or the weapon itself as the target. At long range shots are randomised between the gun and crew. If either crewman is killed the weapon may still continue to move and fire so long as the other crewman is alive. If both crewmen are killed the weapon remains on the table but is effectively useless.

If the weapon is shot at it is considered to have an armour value of 10 as if it were a vehicle. The attacking player rolls to penetrate the weapon's armour and if the armoured casing is penetrated the weapon is automatically destroyed. Crewmen whose weapon has been destroyed may continue to fight independently, join other thudd guns as spare crew or take over a thudd gun which has no crew.

When firing a thudd gun at a visible target treat it exactly like any other weapon. Roll to hit as normal. If the shot misses then work out scatter to determine where to position the special Thudd Gun Salvo template. The procedure for using the template is described later.

The thudd gun may also be used to fire at targets which its crew cannot see. Shots of this kind are called *speculative fire* because the crew are speculating that there are enemy somewhere in the unseen area. The player, of course, knows full well where the enemy are! We assume the thudd gun crews don't

know for sure, although they may have some idea thanks to information passed to them via their helmet communicators. If a player wishes to fire the thudd gun speculatively the following rules apply.

- 1 The player declares that he is firing speculatively in his shooting phase. A small marker is placed on the target point. The target point need not be a specific model, it can be any point on the table within the weapon's maximum range. This represents the trooper setting the range and place he wants to hit.
- 2 The player does not shoot the weapon that turn. Aligning the weapon to begin speculative fire takes up the whole turn.
- 3 The thudd gun must remain stationary for the remainder of the turn, throughout the enemy's turn, and until its following shooting phase. If it moves then the aim marker is moved and the player must start over again if he wants to use speculative fire.
- 4 In the following shooting phase, assuming the model has not moved, the thudd gun may fire at the target point already marked. Make a normal roll to hit, position the Thudd Gun Salvo template as described below and work out damage as appropriate. If the shot misses work out scatter as normal.

The thudd gun fires a barrage of shots referred to as a salvo. This employs the special Thudd Gun Salvo template, included in the box. Instructions on how to construct the template are given at the beginning of the Warhammer 40,000 Rulebook.

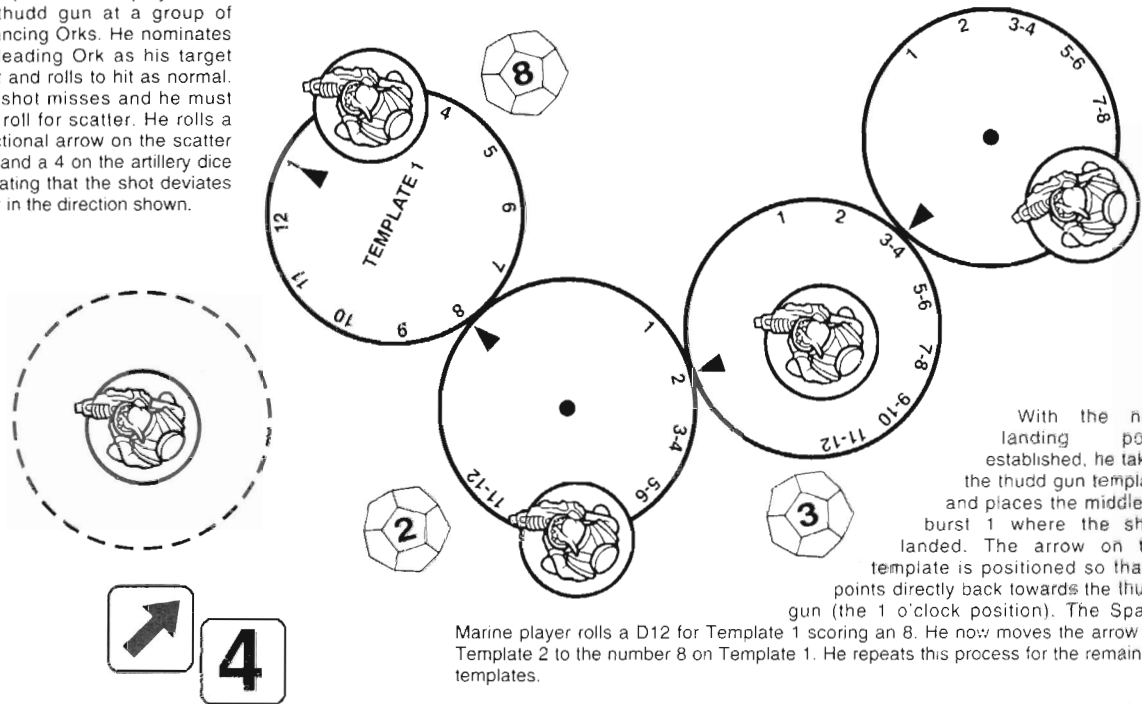
The Thudd Gun Salvo template is used as follows. Roll to hit as normal. If you miss, establish where the shot lands using the normal scatter rules. Then proceed as follows.

- 1 With the landing point established, take the thudd gun template and position the middle of burst 1 where the shell has landed. The arrow is positioned so that it points directly back towards the thudd gun (the 6 o'clock position).
- 2 Roll a D12 and move blast 2 so that the arrow on it corresponds to the number rolled on blast 1.
- 3 Roll a D12 and move blast 3 so that the arrow on it corresponds to the number rolled on blast 2.
- 4 Roll a D12 and move blast 4 so that the arrow on it corresponds to the number rolled on blast 3.
- 5 Any model wholly within any of the blast templates is hit, and any model partially within a blast template is hit on a D6 roll of 4, 5 or 6. Note that although a model may lie within two or more templates it can only be hit once. Make damage rolls and saves as appropriate.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-72	-	-1	6	1	-2	D6+6	Move or fire. See above 4 x 1" Blast

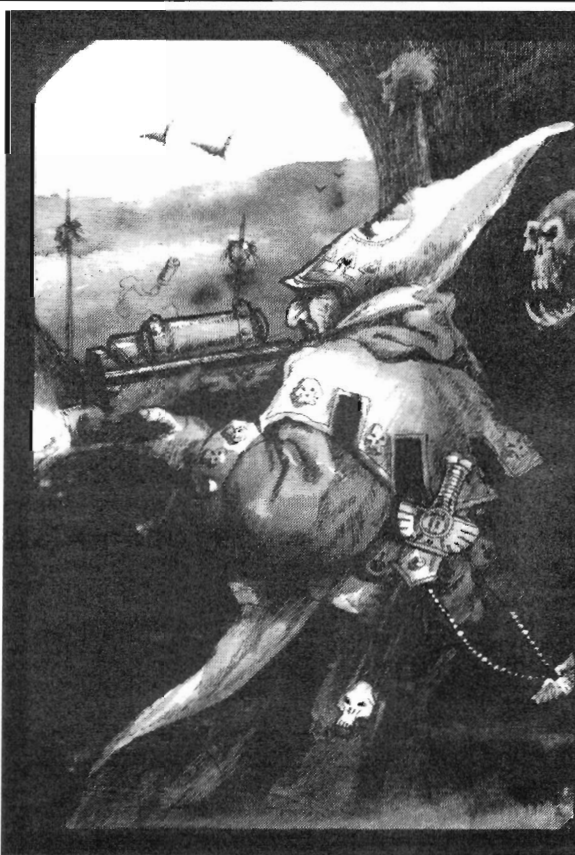
THUDD GUN DIAGRAM

The Space Marine player fires his thudd gun at a group of advancing Orks. He nominates the leading Ork as his target point and rolls to hit as normal. The shot misses and he must now roll for scatter. He rolls a directional arrow on the scatter dice and a 4 on the artillery dice indicating that the shot deviates by 4" in the direction shown.



With the new landing point established, he takes the thudd gun template and places the middle of burst 1 where the shell landed. The arrow on the template is positioned so that it points directly back towards the thudd gun (the 1 o'clock position). The Space Marine player rolls a D12 for Template 1 scoring an 8. He now moves the arrow on Template 2 to the number 8 on Template 1. He repeats this process for the remaining templates.

It is important to note that although a model may lie within two or more templates it can only be hit once. As normal any model partially covered by a blast template is hit on a



Heresy is like a tree, its roots lie in the darkness whilst its leaves wave in the sun and to those who suspect nought it has an attractive and pleasing appearance. Truly, you can prune away its branches, or even cut the tree to the ground, but it will grow up again ever the stronger and ever more comely. Yet all awhile the root grows thick and black, gnawing at the bitter soil, drawing its nourishment from the darkness, and growing even greater and more deeply entrenched.

Such is the nature of heresy, and this is why it is so hard to destroy, for it must be eradicated leaf, branch, trunk and root. It must be exorcised utterly or it will return all the stronger, time and time again, until it is too great to destroy. Then we are doomed.

Galan Noirgrim
Master of the Ordo Malleus
Prelude to The Abominatus

GRENADES

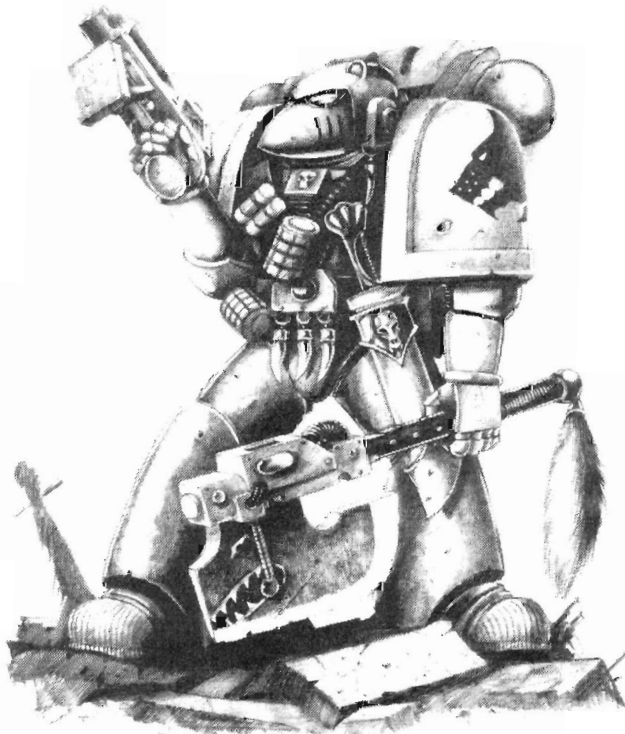
Grenades are small bombs that are thrown by hand, varying in size from a sphere the size of a cricket ball to no larger than a coin. There are many different types of grenades in the arsenal of the 41st millennium, designed to cope with a wide variety of combat situations. Most troops carry the humble frag grenade but assault troops carry a bewildering array of bombs and grenades for assaulting buildings, vehicles and bunkers. This section gives rules for the most common variants available.

ANTIPLANT

Strength	Damage	Save Modifier	Area
None	None	None	2"

Antiplant is the common name given to the many different types of defoliant grenade. These release a gaseous chemical which causes plant material to shrivel and die. There are thousands of different types of plant life throughout the galaxy, some of which are very different to Terran plants, and many different sorts of defoliant have been developed to deal with them. Combat forces always make sure they carry the correct type for the world they are fighting on, so the different types are not distinguished in the game.

Antiplant has many uses in addition to the battlefield role of depriving enemy of cover. For example, it is used to create instant landing strips, to clear camp sites, and to prepare areas for building. The gaseous defoliant destroys the toughest foliage, but does not harm animal life and causes no damage to troops or machines.



BLIND

Strength	Damage	Save Modifier	Area
None	None	None	2"

Blind or baffle grenades are a sophisticated type of smoke grenade which release a cloud of smoke, infra-red baffle and broad spectrum electro-magnetic radiation. It is impossible to see through blind-smoke with normal eyesight, and even artificial sight aids like infra-red vision, scanners, targeters, or bionic eyes have no effect. No troops may shoot into or through a cloud of blind-smoke, and even psykers may not use their powers if a blind cloud hides their target.

Any models within the cloud have the choice of remaining stationary or moving at half rate in a random direction. Models in hand-to-hand combat within a cloud may fight, but as they are completely blinded they halve their Weapon Skill rounding up.

When a blind grenade is thrown work out where it lands as normal. Place a 2" radius area marker, or patch of cotton wool, on the spot to represent the cloud of baffle smoke. At the beginning of each side's turn one player rolls a D6 and consults the chart below.

CLOUD MOVEMENT (D6)

- 1 Cloud remains until end of the testing side's turn and then disappears with no further effect.
- 2-4 Cloud remains where it is.
- 5 Cloud shrinks to half current radius rounding down to nearest 1/2".
- 6 Cloud moves away D6" in a random direction.

I am not asking for blood. I can take your blood.
I am asking for souls. Only you can give me your souls.

Confessor Dolan of Chiros
Sermon On the Road to Gathalamor

CHOKER

Strength	Damage	Save Modifier	Area
None	None	None	1 1/2"

Choke is a non-lethal gas which causes anyone who breathes it in to gasp and choke, making it impossible for them to do anything else. Most troops breathe air directly from the atmosphere, or air which is filtered but not sufficiently purified to make any difference to a choke attack. Space Marines wearing power or Terminator armour and Eldar Aspect Warriors are not affected as their armour completely isolates them from the environment and has its own air supply. Enclosed vehicles and dreadnoughts are also immune as they are assumed to be airtight. Other troops, including Space Marine Scouts, Imperial Guard, Eldar Guardians and Orks, must try to avoid breathing in too much of the gas although much will depend upon the wind, how close they are, and how much warning they have. Choke gas has no effect upon daemonic troops, robots, or other mechanical devices.

Throw the grenade, work out where it lands and place a 1 1/2" radius blast marker, or a patch of cotton wool, on the spot to represent the gas cloud. Models whose bases are totally within the cloud are hit and cannot avoid breathing in the gas. Models whose bases are partly within the cloud are hit on the D6 roll of a 4, 5 or 6, they stand some chance of avoiding breathing too much gas. Models hit by the gas make an immediate Choke test.



Models affected by choke gas fall to the floor choking and coughing. They can do nothing else, and remain incapacitated as long as the gas cloud covers them. Once the cloud disperses or moves away they recover automatically. Models which have been immobilised by choke gas may be ignored for purposes of squad coherency, but they must try to rejoin their squad as soon as possible once they recover.

The cloud of choke gas is left on the table. At the beginning of each side's turn roll a D6 and consult the chart below.

CHOKER TEST

Troop Type	D6 Roll to Choke
Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, enclosed vehicles.	No effect
Other Troops including Space Marine Scouts, Eldar Guardians, Imperial Guard, Squats and Orks.	3+

CLOUD MOVEMENT (D6)

- 1 Cloud remains until end of the testing side's turn and then disappears with no further effect.
- 2-4 Cloud remains where it is.
- 5 Cloud shrinks to half current radius rounding down to nearest 1/2".
- 6 Cloud moves away D6" in a random direction.



FRAG

Strength	Damage	Save Modifier	Area
3	1	-1	2"

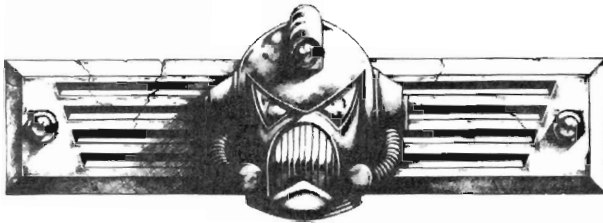
Frag is the term commonly used by troops to describe the Imperial issue fragmentation grenade. This is one of the most commonly carried grenades among Imperial and most other forces, and takes various shapes including the stick-shaped Ork frag stikkbomb. All these grenades are designed to explode and fragment causing havoc among unprotected troopers. Some are quite large (the Ork version is a simple can on a stick!), but there are special miniature versions no bigger than a large coin which fragment into hundreds of mono-molecular super-sharp slices and cause considerable damage despite their lack of mass. Note that frag grenades are not as effective as frag missiles fired from a missile launcher: the latter are much more substantial weapons with a more devastating effect.

HALLUCINOGEN

Strength	Damage	Save Modifier	Area
None	None	None	1 1/2"

Hallucinogen is an invisible hallucinogenic gas which affects troops who inhale it. It has strange and unpredictable effects upon the mind, turning victims into slaving idiots, homicidal maniacs, or passive zombies. Only troops isolated from their environment are safe. Space Marines wearing power or Terminator armour are not affected, and neither are Eldar Aspect Warriors: these troops wear sealed armour which has its own air supply.

Enclosed vehicles and dreadnoughts are also immune as they are assumed to be airtight. Other troops, including Space Marine Scouts, Imperial Guard, Eldar Guardians, and Orks, must try as best they can to avoid breathing in too much of the gas.



Throw the grenade, work out where it lands and place a 1 1/2" radius blast marker on the spot to represent the spread of the gas. Models whose bases are totally within the area are hit because they cannot avoid breathing in the gas.

Models whose bases are partly within the area are hit on the D6 roll of a 4, 5 or 6 – they stand some chance of avoiding breathing too much gas. Models hit by the gas make an immediate test as shown below.

HALLUCINOGEN TEST

Troop Type	D6 Roll for Effect
Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, enclosed vehicles.	No effect
Other Troops including Space Marine Scouts, Eldar Guardians, Imperial Guard, Squats and Orks.	4+

The gas cloud is not persistent but disperses almost immediately. Determine which troops are affected and then remove the marker. The gas is now assumed to have become too dilute to have any further effect. Models affected are subject to some sort of compulsory or erratic behaviour. This may be permanent or it can last for several turns, in which case squad coherency does not have to be maintained by affected models. If models recover then they will attempt to rejoin their squad as soon as possible.

The effects of hallucinogen gas are determined for each victim separately and may last for one or several turns. Roll a D10 and consult the Hallucinogen Effects Table.



HALLUCINOGEN EFFECT TABLE (D10)

- 1 *Your hands and limbs are slimy tentacles and your fingers turn into writhing worms! You know this is an illusion and try to snap out of it.*

Roll a D6. On 1-3 roll again on this chart. On 4-6 the model shrugs off the illusion and suffers no further effects.

- 2 *The world is spinning and everything is all jumbled up. Your friends are all speaking too fast, you are speaking too slowly and somewhere you can hear inexplicable laughter. The faces around you change into the familiar faces of old friends, old comrades, warriors long dead and buried. You are going mad!*

At the start of each of your following turns roll a D6. On the score of a 1-3 the model may do nothing that turn; on the score of a 4-6 the model shrugs off the illusion and suffers no further effects.



- 3 *Thousands of spiders drop onto you, crawling into your armour and inside your clothing, swarming over your face and hands. You fall to the ground clawing and scratching your own body.*

The model may do nothing while the illusion lasts. At the start of each of your following turns roll a D6: on the score of a 6 the illusion ends with no further effect.

- 4 *In the nearest patch of cover you see something move, something horrible, something dangerous...*

The model may not move, but must shoot into the nearest patch of cover regardless of what, if anything, lies within it. The model remains immobile, shooting into the cover while the illusion lasts. At the start of each of your following turns roll a D6. On the score of a 6 the illusion ends with no further effect.

- 5 *Now is your chance to slip away from the others, while no-one is looking. You'll be home within a week and all this will be just a bad memory.*

In its next movement phase the model heads off towards the nearest table edge, moving as fast as possible and without shooting. The model continues to move until it leaves the table.

- 6 *The sky is so big and wide and inviting. Why don't you just fly into it like a bird, rolling and tumbling on the wind? The individual drops his weapon, his eyes become wide and vacant, he begins to jump up and down and flap his arms furiously.*

The model starts to move around the table randomly each turn, flapping his arms and staring at the sky, and continues to do this until it leaves the table.

- 7 *The enemy are all around, behind every rock, hiding in the forests, in tunnels beneath your feet, dropping down from the skies on grav-chutes. Fire, fire, fire! It's your only chance. Keep shooting. Keep moving!*

The model goes completely out of control, shooting randomly and screaming about the enemy. During the model's own turn it is moved randomly at normal speed, and shoots its weapons in a random direction. Roll to hit the first model in the direction of fire (if any). The model continues to move and fire in this out of control state for the rest of the game.

- 8 *Your fellow troopers are out to get you! They're probably traitors, they all hate you and mean to kill you if you let them. But you're too clever to fall for their tricks! You'll get them first!*

In its own turn the model will attempt to shoot the nearest model, be it friend or foe, moving in such a way so that it can do so. The model continues to shoot at the nearest target for the remainder of the game, moving towards it where this does not prevent shooting.

- 9 *It's all too much – the war, the killing, the endless misery. Chronically depressed, the trooper sits down upon the ground oblivious to everything around him.*

The model remains in its current position for the remainder of the game, hurling quietly about 'the horror', and may do nothing else.

- 10 *Suddenly it's all so clear! The fighting, your fellow troopers, everything, it's all so funny! Nothing matters any more, it's a huge cosmic joke. You begin to laugh.*

During its own movement phase the model moves as fast as possible in a randomly determined direction, screaming hysterically, and gesturing insanely at the nearest troops. The model continues in this fashion until it leaves the table. It can do nothing else.



Outside the storm raged. Coriolis winds capable of stripping a man to the bone lashed against the armoured side of the hive. The flicker of lightning sent a flare of white slashing across the room. Moments later thunder spoke like the voice of an angry god.

The ghostly after-image of the lightning bolt drifted like a snake of fire across Inquisitor Kruger's field of vision. He took three deep breaths and interlocked his fingers like a man praying.

I jumped, he thought. By the Emperor, I must be more nervous than I thought. He smiled coldly. He had every reason to be nervous. Everything he had learned since his arrival on Gehenna Prime had given him cause to be nervous.

Slowly the details of the room came back into focus. He saw the huge stained glass window bearing the picture of Sanguinius, Primarch of the Blood Angels, fighting a daemon at the Ultimate Gate. It dominated the entire west wall of the room. The execution was superb. The governor had told him that more than a million pieces of coloured armourglass had gone into the creation of it. The governor had wanted to impress him with the fact that he was co-operating. He had given the Inquisitor one of the most luxurious suites in his own palace, high on Balthazur Spire.

The tapestries covering the walls had been imported from Abaddon. They depicted scenes of the Blood Angels' most famous victories. Kruger was not surprised. The Space Marine Chapter was almost worshipped here since the time they had helped drive off the Ork invasion. Here was a picture of the Chapter fighting Orks at Acheron. Blood flowed in the snow as the Orks were driven from the glacial world. Another showed a battle against monstrous four-armed Genestealers aboard the space hulk *Sword of Horus*. A third showed the fabled battle on the walls of the Emperor's palace, when the Chapter had fought in desperate defence of the Earth during the final stages of the Horus Heresy ten thousand years ago.

In a corner of the room stood a life-size statue, local work, carved from one of the ivory fangs of a desert dragon. It showed Dante himself, a stylised halo playing round his head, dispatching an Ork warlord. The Commander of the Blood Angels stood with his boot on the Ork's chest, bolter pointed directly at the greenskin's head. The detail was superb, even showing the campaign badges on Dante's carapace.

Kruger almost laughed. He wished that Commander Dante and a Company of his Space Marines were present now. He didn't yet know why but he was certain that he would soon have need of great warriors. There was something about this entire business that made him nervous.

He returned his attention to the terminal on the table in front of him. It was an ancient machine, bearing the signs of constant use and re-use. Its keys were carved from ivory and its holo-screen was supported by leering gargoyles. An umbilical of brass and

laserwire connected it to the comm-socket in the wall. As he tapped in his information request, the cable pulsed and flickered and the smell of ozone filled the air. A hissing sound echoed through the chamber, for a moment rising till it was louder than the wind.

Kruger muttered an invocation to the machine-god, as he had been taught long ago, and prayed that he did not have to send for a Servitor again. Twice the machine had failed that day, and intuition told him he had no more time left to waste. He lit two sticks of incense as an offering to the machine, hoping that the vapours would soothe its angry spirits, and administered the ritual blow to the side of its brass casing.

He sighed with relief as the images on the holo-screen flickered then stabilised. The hissing stopped and the smell of ozone was sucked away by the chamber's recyclers.

Once more he called up the data he required. Once more he felt numbness and confusion settle in his brain. He knew there was a pattern here, he just had to find it. All this mass of information would give up its secrets to him if only he could find the key. Kruger had the instinct of the born Inquisitor, he knew that this vast mountain of facts was trying to conceal something from him. He knew that given time he could find out what. He just prayed he had the time.

One more time, he told himself. What do we have here? First, we have the seemingly exponential growth of the Cult of the Emperor's Light. The cult itself seemed normal enough, a manifestation of one of those brief outbursts of fanatical fervour that were all too common in the crowded warrens of hive worlds. Its tenets were simple. Honour the great Father. Protect your children. Stamp out the enemies of the race. All seemingly laudable to Kruger. On the face of it there was nothing here for any Inquisitor to question.

Yet Kruger knew better. All too often the face of the enemies of man wore the mask of righteousness. What better way for the cults of evil to gain worshippers than by cloaking themselves in the robes of virtue. On the surface there was nothing to suggest that the Cult of the Emperor's Light was such a thing, yet a few of the details set alarm bells ringing in the back of the Inquisitor's mind.

No agent of the governor's had been able to gain access to any but the outer circles of the cult. And as the cult had gained power it had begun to interfere in the politics of the hive city. Its representatives had gained enormous support in the Planetary Senate. The Brotherhood of the Emperor's Light, the cult's military wing, had taken to patrolling the streets of the hive, seeking out so-called deviants and summarily executing them. Meetings of the cult had been attacked by members of the victims' gangs. Some parts of Balthazur Spire were now in a state of virtual civil war, peace being maintained only by a strong presence of the Planetary Defence Force.

Who could gain anything from such things, Kruger wondered. Cults of daemon worshippers dabbling with powers they did not understand? Rogue psykers who wanted some cover for their illegal activities? Potential rebels against the Imperium or some other more sinister force?

Kruger continued to sift through the information, trying to analyse many seemingly unconnected facts. Why were all the records of births and deaths on the Secundus Sector of Third Level unavailable? This was the area in which the cult had originated. Had they been lost by some meltdown of the city's ancient data core system, or was there another darker reason? Was it significant that the Secundus Sector was the area where most of those who worked as cargo handlers in the hive city's spaceport worked. Kruger thought it all too likely. So often the spores of heresy were carried across the depths of interstellar space by the great cargo ships.

The lightning flashed again. The thunder rumbled, directly overhead this time. The glow globes flickered and died. The hive had been hit. Kruger's hand went to the holster of his weapon. For a moment all power failed. Had the hive's electrical systems been overloaded by the power surge from that mighty blast? Or was some evil force using the storm as cover for its approach? Kruger stood in the absolute darkness of the chamber and tried to remain calm. The lightning flashed again. The silhouette of Sanguinius blazed with fire, its mighty outline was cast against the chamber's far wall.

Kruger wondered how long the power cut would last. He could hear no sound from the recyclers. If the generators were not restored soon then all air would cease to circulate within the spire and the hive city and all its inhabitants would suffocate.

Other suspicions stole into Kruger's mind. Security on all levels of the city would have failed with the power. The auto-sensors that would warn of intruders were not functioning. Kruger reached into his belt for his flashlight and scanned about the chamber. He hoped it was only his imagination that was making the air taste stale. He made his way over to the window and looked out through a clear section beneath Sanguinius' wing. The mile-high termite towers of the hive rose to the horizon, covering everything in view. All the other spires glittered. A billion points of light covered their surfaces. Kruger knew that each point was a window. On the flat tower-top of the spaceport squatted the half-mile long bulk of a cargo barge.

The glow-globes flickered to life once more as power was restored. The holo-screen of the comm-terminal was blank for a moment and then filled with random garbage. Kruger tapped in his information request once more, and returned his mind to the puzzle.

He analysed the tenets of the cult. The Emperor was the Father of Man. We are all his children. Children are sacred. We must protect the children till they are old enough to protect themselves. Sudden insight, bright and clear as a lightning flash filled his mind. He knew the answer. All the signs were there. He



reached for the comm-web vocaliser. He must get word to the governor. He hoped he wasn't too late.

The lightning flashed once more, shadows raced away from the window. Kruger blinked and as his vision cleared he noticed that the door of his chamber was open and a cloaked figure stood there. Suddenly Kruger was glad to have his gun in his hand, he aimed it directly at the intruder.

How had he got past the Imperial Guardsmen in the outer chamber, Kruger wondered. Were there secret passages here within the hive? From what Kruger knew of court intrigues in Balthazar Spire it was perfectly possible.

"Who are you?" he asked. The intruder threw back the cowl of its cloak to reveal an enormous head. Tiny ferocious eyes leered at the Inquisitor from each side of its misshapen head. Huge jaws opened wide to reveal row upon row of shark-like teeth. Thick viscous saliva dripped from the open mouth to stain the intricate rugs on the floor. Four mighty muscular arms stretched from below the cloak. Each ended in deadly grasping claws.

Kruger gasped, knowing now that his suspicions were correct. Genestealers were present on Gehenna. The cult must be their front. He knew now that it was vital that he get word not just to the governor but to the Imperial authorities. A Genestealer presence was a threat not just to this world but to all its neighbours in the sector. If it was not stamped out now this alien corruption would spread.

His heartbeat raced. The grip of his pistol felt sweaty in his palms. With eye-blurring swiftness the Genestealer leapt forward. Kruger squeezed the trigger.

KRAK

Strength	Damage	Save Modifier	Area
6	D6	-3	None

Krak grenades, also known as armour piercing grenades, are designed to crack open heavily armoured targets such as fighting vehicles and dreadnoughts. They can also be used against foot troopers and are given a save modifier to reflect their armour penetrating abilities. The entire explosive effect of the krak grenade is concentrated against the target, so there is no large blast and no blast marker is used. Note that the krak grenade is smaller and less powerful than a krak missile and has a slightly less effective profile to reflect this.

SPECIAL RULES

Krak grenades are difficult to throw accurately so they are often used in hand-to-hand combat with vehicles instead. Thrown krak grenades suffer an extra -1 to hit modifier in addition to all the usual to hit modifiers. The krak grenade is unusual in that it has no blast area. If it misses the target use the scatter rules to establish where the grenade lands. If it lands directly on another model then that target is considered to have been hit and damage is worked out as normal. This is most useful when attacking a building or vehicle, where a miss may still land where it will cause harm.

MELTA BOMB

Strength	Damage	Save Modifier	Area
8	D6	-4	None

The melta bomb is a subatomic thermal charge capable of melting through heavily armoured targets such as fighting vehicles and dreadnoughts. A melta bomb is very bulky and must be accurately placed so that its contact plate is touching the target. Melta bombs are used almost exclusively for siege/demolition work and close assaulting vehicles, being powerful enough to make a mockery of even the thickest ceramite or armourplating. The blast of intense heat generated by a melta bomb is entirely directed against the target so it has no blast marker.

SPECIAL RULES

Melta bombs can never be thrown or fired from grenade launchers, they may only be used in hand-to-hand combat with vehicles or dreadnoughts. Melta bombs can also be placed against walls, doors etc in an effort to breach or demolish them. See the Vehicle and Building sections for more details about using grenades in hand-to-hand combat.



PHOTON FLASH FLARE

Strength	Damage	Save Modifier	Area
None	None	None	1 1/2"

Photon flares explode with a tremendously powerful flash of light enough to blind or dazzle any troops whose eyes are not protected in some way. Even troops wearing protective visors or goggles may be blinded temporarily, and light sensitive equipment such as infravision devices and targeters will be destroyed automatically.

All models completely within the blast area are hit by the light blast and must test to see if they are dazzled or blinded. Models partially within the blast area may be lucky enough to shield their eyes in time: they are hit by the light blast on a roll of a 4, 5 or 6. The following table shows the effect on troops who have been hit by the light blast.

FLASH EFFECT (D6)

	No Effect	Dazzled	Blinded
Unprotected Troops	---	1	2+
Troops wearing protective visors	1-3	4-5	6
Troops equipped with auto-senses	1-5	6	—

EXAMPLES

Unprotected troops – Orks, Gretchin, Snotlings.

Troops with protective visors – Imperial Guards, Eldar, Squats, Space Marine Scouts.

Troops with auto-senses – Space Marines, Terminators, Dreadnoughts and enclosed vehicles.

We cannot produce an exhaustive list as new models are being made all the time. It is up to you to decide which troops are protected and which ones are not.

Some special Imperial agents have chemically induced or surgically implanted forms of eye protection. This can take the form of a bio-cultured artificial implant, a photochromic chemical injection, or a biosolenoid implanted into the optic nerve. Such instances are rare enough to be covered in the army lists for Imperial agents rather than here.

Auto-senses are artificial senses which relay a visual image directly into the mind, bypassing the eyes and optic nerve. Auto-senses may look like goggles or the visor of a helmet, but are actually far more sophisticated, automatically shutting off if sensory stimuli reach dangerous levels. Auto-senses are fitted as standard on Space Marine helmets, dreadnoughts and vehicle view screens but are not otherwise common.

Dazzled troops are temporarily disoriented by the light flare. Their WS and BS are reduced to 1 for the remainder of the current turn, though they are not otherwise affected. This result is only of any significance if the target is already in hand-to-hand combat.

Blinded troops cannot see where they are going. They may move, but do so in a random direction and at half their move rate. Alternatively, they may choose to remain stationary. As they can no longer see, blinded troops do not have to maintain

squad coherency. Blinded troops may not shoot but may fight in hand-to-hand combat with a WS of 1. Troops who have been blinded are automatically blind for the remainder of the current turn and their entire following turn. After that, the player rolls a D6 for each model at the start of each of his following turns.

D6	Result
1-4	Remains blind.
5-6	Recovers sight immediately.

Once a model has recovered its sight it may move and shoot normally, and must attempt to re-establish unit coherency if possible.

PLASMA

Strength	Damage	Save Modifier	Area
5	1	-2	1 1/2"

Plasma is an unpleasant and unstable material in a highly energised state – when a plasma grenade explodes it creates a ball of shining plasma like a miniature sun.

Determine where the grenade lands as normal and place a 1 1/2" area marker or ball of cotton wool. Work out damage on the models within the area as normal. Do not remove the blast marker once casualties have been resolved. Instead leave the marker in place, the area covered by the marker has undergone a matter/energy transformation and is now glowing like a small sun. At the start of each side's following turns, a player should roll a D6.

PLASMA BALL (D6)

Result	Plasma Ball Size
1	The plasma area shrinks upon itself and disappears immediately causing no harm this turn.
2-5	The plasma area shrinks its radius by 1/2".
6	The plasma area expands its radius by D6" and disappears at the end of the turn.

The plasma area remains on the table until it disappears. Any model within the area during a turn suffers an automatic hit. No model may draw a line of sight through the plasma area, as all weapons discharged into it merely feed the matter-energy conversion.

Now the past must unveil one of its darkest secrets, the story of the Plague of Unbelief and its most heinous vector Bucharis the Apostate Cardinal of Cathalamor. Never has the Imperium endured such a crisis of faith, not since the dark days of the Horus Heresy itself.

Galan Noirgrim Master of the Ordo Malleus
The Abominatus,

RAD GRENADE

Strength	Damage	Save Modifier	Radiation Effect Area
D6+D4	1	-3	D3" secretly recorded

Radiation grenades are dangerous because the deadly radiation they emit is persistent, erratic and impossible to see. It can be detected by means of a scanner but such equipment is not normally part of an ordinary trooper's kit. To use radiation grenades you will need to make a number of small blank sided markers – small pieces of paper will do, or pieces of card cut into 1cm x 1cm squares. These radiation counters are used to mark the spot where the rad grenades land.

The player nominates his target as normal. It does not have to be a specific model, it can be an area of ground or a piece of scenery. Before rolling to hit, the player secretly rolls a D3 (ie half the score of a D6 rounding up) and notes the result on one side of a blank counter. Determine where the grenade lands and place the counter face down on this point. This number is the range of the radiation effect and it will be 1", 2" or 3". This distance is known to the player who threw the grenade, but not necessarily to the other side. If any target moves within the distance it is automatically hit by the radiation.



Once any damage has been worked out the counter is turned over again so that the number is hidden once more. The counter remains in place for the remainder of the game. Only the player who threw the grenade is allowed to look at the counter, the other side must try to remember its value. Any models which approach within the radiation effect distance are automatically hit, and they will be hit every turn if they remain where they are.

Radiation damage is worked out with a randomly determined Strength each turn. The same Strength value applies to all targets hit by that grenade during that turn. This is established by adding the score of a D6 to that of a D4 (D6+D4), so the strength of the radiation varies from 2 to 10.

If players have the benefit of a neutral third party then he can make the radiation effect distance roll and keep the result secret from both sides. No player may look at the number on the counter and the neutral party will adjudicate the effect of radiation hits. This is by far the most satisfactory way of resolving radiation, as it does not give one player the unrealistic advantage of knowing the value of the radiation counters.

GRENADES

SCARE

Strength	Damage	Save Modifier	Area
None	None	None	2"

Scare is a form of non-persistent gas which affects the central nervous system and produces feelings of deep anxiety and apprehension. When the grenade explodes the gas is showered over a wide area. It is absorbed quickly through the skin and so only troops who are totally isolated from the environment are safe. Space Marines wearing power or Terminator armour are not affected, and neither are Eldar Aspect Warriors because their armour has its own air supply. Enclosed vehicles and dreadnoughts are also immune as they are assumed to be airtight. Other troops, including Space Marine Scouts, Imperial Guard, Eldar Guardians, and Orks, must try to avoid breathing in too much of the gas.

Throw the grenade, work out where it lands and place a 1 1/2" radius blast marker on the spot to represent the spread of gas. Models whose bases are totally within the area are hit because they cannot avoid breathing in the gas.

Models whose bases are partly within the area are hit on the D6 roll of a 4, 5 or 6 as they stand some chance of avoiding breathing too much gas. Models hit by the gas make an immediate Scare test as shown below.

The scare gas cloud disperses almost immediately. Determine which troops are scared and then remove the marker. The gas is now assumed to have become too dilute to have any further effect. Scared troops behave as described below.

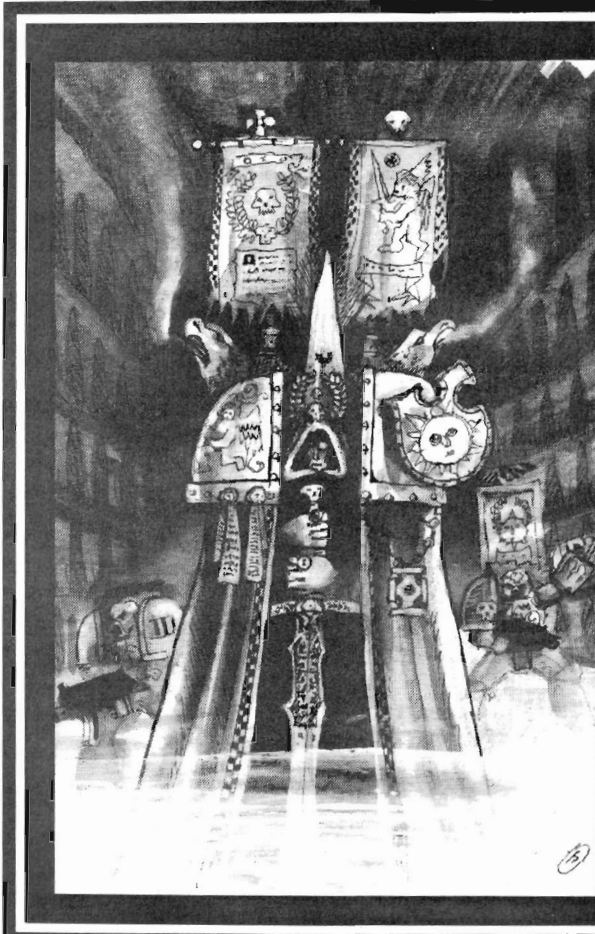
SCARE TEST

Troop Type	D6 Roll to Scare
Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, enclosed vehicles.	No effect
Other Troops including Space Marine Scouts, Eldar Guardians, Imperial Guard, Squats and Orks.	2+

If the model is in cover it will remain where it is, too scared to move or act in any way. It will not fire weapons or move. The squad coherency rules are suspended for this model.

If the model is not in cover it will immediately turn towards the nearest cover that lies away from the enemy or the table edge if this is closer. During its own turn the model will flee 2D6" towards this cover, and will hide in it if possible. The model can do nothing else, and may not use its weapons or fight if attacked. The squad coherency rules are suspended for this model. See the rules on broken models for specific circumstances.

Once scared a model may shake off the effects of the gas if it rolls a 5 or 6 on a D6 at the start of its own side's turn. Otherwise the effects last for the rest of the game.



Of all the sorrows of the Horus Heresy the doom of the Emperor weighs most heavily. Yet even this woe would have been greater were it not for Sanguinius Primarch of the Blood Angels, the Winged Angel at the Emperor's right hand, and foremost Guardian of the Master of Mankind. As battle raged across the orbital fortress of Horus the Great Betrayer, Sanguinius found and fought the enemy, and was destroyed by the Warmaster, a broken angel cast down at the feet of abomination. This was how the Emperor found his greatest enemy and his most loyal friend, and so began the battle for the Heart of Mankind, over the body of the Winged Angel.

It is said that it was through the chink in Horus's armour opened by Sanguinius that the Emperor was able to deliver the fatal blow. Thus the brightest of all the Emperor's host did not die in vain, crushed upon the steps of Horus's foul altar, but dying gave the Emperor the one chance to destroy forever the Great Betrayer.

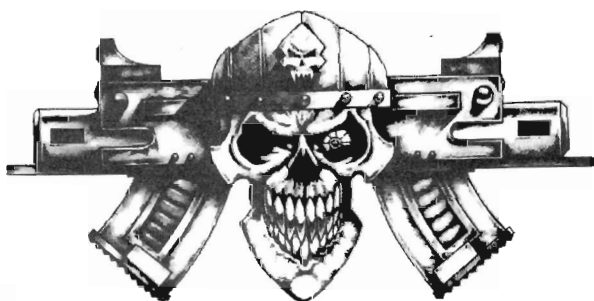
Of all the Primarchs of the Space Marines it is Sanguinius whose temples rise aside those of the Emperor, and whose name is cherished by ordinary folk in gratitude for the life that was taken and the life that was spared. Alone of all the Primarchs his memory is honoured by a sanctified day of celebration, the Sanguinala, when Adepts across the galaxy wear upon their breast the red badge of the Lord Angel.

SMOKE

Strength	Damage	Save Modifier	Area
None	None	None	2"

Smoke grenades are a simple means of shrouding areas of the battlefield from the enemy's vision. It is impossible to see through smoke with normal vision, but troops equipped with infra-red vision, auto-senses, scanners, targeters, or bionic eyes can see clearly through smoke. In this respect it is not as effective as **Blind** which is impossible to see through even with these devices.

Troops unable to see through smoke may not shoot into or through the smoke cloud. Psykers' powers are unaffected by smoke, but they may not see through it using their normal vision. Any models within a smoke cloud have the choice of remaining stationary or moving at half rate in a random direction.



Models unable to see through smoke may still fight in hand-to-hand combat but halve their Weapon Skill rounding up.

When a smoke grenade is thrown work out where it lands as normal. Place a 2" radius area marker, or patch of cotton wool, on the spot. At the beginning of each side's turn one player rolls a D6 and consults the chart below.

CLOUD MOVEMENT (D6)

- | | |
|-----|--|
| 1 | Cloud remains until end of the testing side's turn and then disappears with no further effect. |
| 2-4 | Cloud remains where it is. |
| 5 | Cloud shrinks to half current radius rounding down to the nearest 1/2". |
| 6 | Cloud moves away D6" in a random direction. |

The following list summarises those troops who wear some form of infra-vision goggles or visors, or whose helmets include auto-senses which can see through smoke:

All Space Marines including Space Marine Scouts, and Terminators, all Imperial Guard forces, Squats, all dreadnoughts, all enclosed vehicles, all Eldar including Aspects and Guardians.

The only major races of troops whose equipment does not enable them to see through smoke are therefore Orks and Tyranids.

TANGLEFOOT

Strength	Damage	Save Modifier	Area
None	None	None	See below

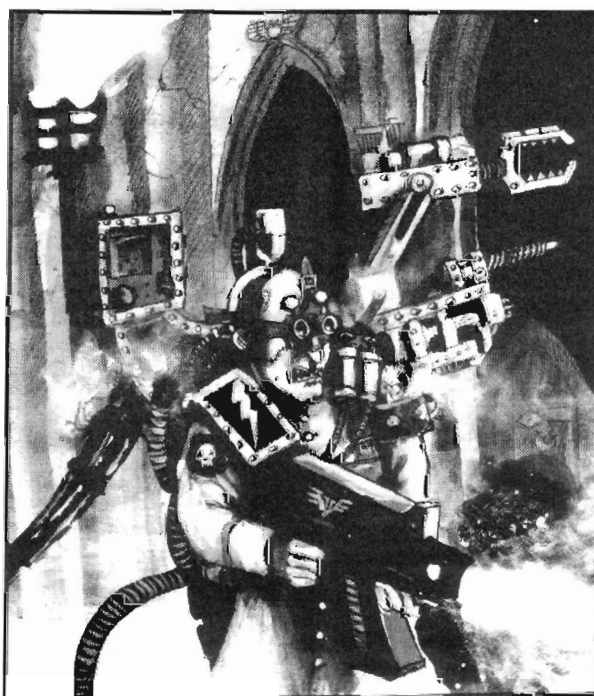
This is another grenade developed by the Adeptus Mechanicus and used in small numbers by elite Imperial forces and special agents. This grenade consists of a small but extremely powerful magno-gravitic reactor, similar in principal to the gravitic reaction motors that power many hovering vehicles. The tanglefoot creates a field at and just above ground level, imposing an opposing force to any movement. This is known as a tanglefield, or tripfield, because walking over the ground is rather like walking over a mass of trip wires.

Work out where the grenade lands as normal and place a small card chit or other suitable marker on the spot. Any models within 3" of the marker move at half rate. This does not affect any other actions, and the models may shoot and use psychic powers normally.

Vehicles moving into a tanglefield are also affected. Every inch covered counts as 2" while inside the field. As the vehicle leaves the field the vehicle must make a test to check its course. Roll a D6.

VEHICLE IN TANGLEFIELD (D6)

D6 Result	Effect
1	Complete remaining movement straight ahead.
2	Turn 45° to the left and complete remaining movement in straight line.
3	Turn 45° to the right and complete remaining movement in straight line.
4+	No effect - move as normal.



ARMOUR AND SHIELDS

In the 41st millennium the diverse lethality of weaponry has only been matched by the myriad forms of protection created to counter it. Personal armour varies in complexity from the simple flak jacket to the fully power-assisted tactical dreadnought armour which has an armour thickness comparable to a light tank. All body armour is assumed to include equipment such as respirators, infra-red visors, anti-glare goggles etc as standard where appropriate.

In addition to body armour there are shields and personal energy fields which employ force field technology to deflect, deflect or absorb hits. It is unusual but not unheard of for ordinary troops to be equipped with personal energy fields, but their rarity and expense means they are more commonly found in the possession of higher ranking officers or leaders, hence a number of them are included as Wargear cards in the Warhammer 40,000 game. Shields reinforced by energy fields are simpler and are issued as standard to some troops. Different types of armour cannot be combined on a single model but an armoured model may also use a shield and/or an energy field. A model can have only one energy field activated at a time.

PHYSICAL ARMOUR

PRIMITIVE ARMOUR

Primitive armour is still common in many parts of the galaxy where technology has regressed to medieval levels or even lower. Primitive armour is made of plates or rings of ferrous metal or sometimes reinforced animal hide. The protection it offers against advanced weapons is minimal but it's still better than nothing! Models wearing primitive armour have a basic saving throw of 5 or 6 on a D6 against primitive weapons such as bows, crossbows, ordinary swords or other hand weapons. Against all other weapons primitive armour gives a saving throw of 6 on a D6.



NATURAL ARMOUR

Some creatures have particularly thick hide, scales or carapaces of bone or chitin that are substantial enough to give them an armour saving throw. The exact saving throw a creature's natural armour gives it will be noted with its characteristic profile. The only intelligent species that have natural armour are the myriad creatures of the Tyranid hive fleets.



FLAK ARMOUR

Flak armour comprises several layers of different ablative and impact absorbent materials which should absorb the majority of the energy from a shot or blow. The protection it offers against a direct hit is somewhat questionable at the best of times but it is more effective against proximity blasts and the shrapnel from explosions. Flak armour does have the advantage of being vastly cheap and easy to produce, requiring a very low technology base. Models wearing flak armour have a basic saving throw of 6 on a D6. This is increased to 5 or 6 on a D6 if they are hit by attacks which use a blast marker or a template such as flamers or frag grenades. Flak armour is mostly used by Orks and the Imperial Guard.

MESH ARMOUR

Mesh armour is formed from tens of thousands of individual pieces of thermoplas bonded together to produce a tightly woven material rather like reptile scales or archaic chainmail. When struck the mesh becomes momentarily rigid, spreading the impact across a larger area. The thermoplas material also disperses heat very rapidly, giving reasonable protection against energy weapons. Models wearing mesh armour have a basic saving throw of 5 or 6 on a D6. Mesh armour is most commonly used by the Eldar.

CARAPACE ARMOUR

Carapace armour is simply made up of large rigid plates of armaplas or ceramite moulded to fit parts of the body. It may take the form of a complete armoured suit like those worn by the Adeptus Arbites or separate parts such as chest pieces, helmets etc.

Carapace armour is commonly found in all the military arms of the Imperium such as the Imperial Guard and Navy. Indeed, the carapace breastplate worn by Imperial Guard officers is as much a badge of rank as a piece of armour. Carapace armour offers good protection but can be tiring to wear in extended battles. Models wearing carapace armour have a basic saving throw of 4, 5 or 6 on a D6.

ORK 'EAVY ARMOUR

Ork 'eavy armour is made up of thick armour plates covering the whole body, some of which may actually be rivetted to the Ork himself! 'Eavy armour is immensely varied as each suit is kustom built by an Ork Mekaniak to the specifications of the Ork who's paying for it, though the Mek may decide to include various extra features such as spring-loaded spikes, squig cages, built-in weapons and so on. Few of these extra features work properly of course but that doesn't stop the Mek charging more for them anyway.

'Eavy armour is often, but not always, powered in some way with an assortment of cogs, wheels and drive belts supplying extra power from a backpack engine to the suit's limbs. While somewhat eccentric in its manufacture 'eavy armour is effective and commonly worn by Ork Nobz or other Orks who can afford it. A model wearing 'eavy armour has a basic saving throw of 4, 5 or 6 on a D6.

ELDAR ASPECT ARMOUR

Eldar Aspect armour is an unique product of their highly advanced technology in the realm of psychic engineering. The Eldar manipulate psychic energy in the same way that the Tech-priests of the Adeptus Mechanicus use electricity or plasma fission as an energy source. Aspect armour is constructed of a psycho-sensitive material which reacts to movements of the wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. Like mesh armour, Aspect armour stiffens with the impact of a shot or blow to spread the energy of the hit across the body of the wearer, though the armour also includes rigid plates to further reinforce it.

Models wearing Aspect armour have a basic saving throw of 3+, 4+ or 5+ on a D6 depending on the type of Aspect armour they are equipped with.

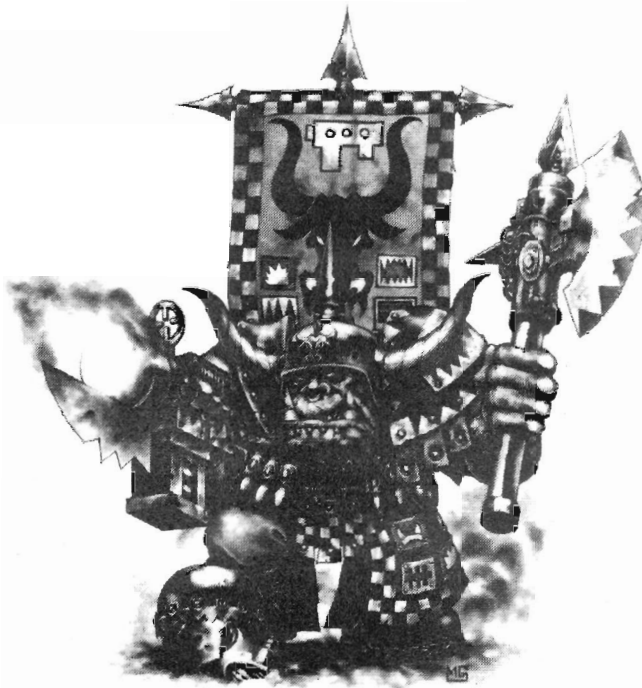
ELDAR RUNE ARMOUR

Rune armour is used only by the mystic Eldar Warlocks and Seers, powerful psykers who use their highly developed abilities in support of the terrifying Eldar Aspect Warriors. Rune armour is specially constructed of wraithbone, a material conductive to psychic energy.

The protective psychic energy in the armour deflects a shot or blast before it even touches the Warlock. Rune armour gives the wearer a basic saving throw of 4, 5 or 6 on a D6. This saving throw is *not* affected by saving throw modifiers: the Warlock or Seer always has a saving throw of 4+ regardless of what weapons hit him. Even the ravaging energies of lascannon and plasma weapons can be diverted by Rune armour.

POWER ARMOUR

This is a completely enclosing suit of armour as worn by Space Marines of the Imperium. It is made from thick ceramite plates and would be heavy and cumbersome but for electrically motivated fibre bundles implanted in the armour to replicate the movements of the wearer and supplement his strength. Power armour is fully sealed to provide protection against gas weapons and hard vacuum and it also commonly includes numerous auxiliary systems such as communicators, auto-senses etc. Models wearing power armour have a saving throw of 3, 4, 5 or 6 on a D6.



ELDAR HOLO-SUITS

The holo-suit, (Eldar: *dathedi*, "between colours") is a programmable hologram field which breaks up the outline of its wearer as he moves. Every time the wearer moves his outline appears to explode into a cloud of tiny, multi-coloured fragments and when he stops his image coalesces back together into a solid image like the pieces of a jigsaw. For this reason the holo-suit is also known as a jigsaw or domino field.

The faster the wearer moves, the more widely dispersed his image becomes. Whenever he stops the suit mimics the nearby terrain so that he seems to fade out of view. While strictly speaking a holo-suit is a form of personal force field, it is included in the armour category because it is normally used instead of armour and may be combined with a personal force field.

Unlike most armour types holo-suits work by making the target harder to hit instead of directly protecting against damage. All shots fired at a model equipped with a holo-suit suffer a -1 to modifier in addition to the normal to hit modifiers for cover, target speed etc. If the model hides he can only be *detected*. Troops moving within their Initiative distance or into a position to see the hiding model will only detect him rather than spot him, though the model will be detected by scanners etc as normal.

In hand-to-hand combat it is extremely difficult to locate an opponent in a holo-suit amongst the shifting cloud of coloured shards. Thus hand-to-hand opponents must roll 2D6 and score equal to or less than their Leadership characteristic or suffer a -1 WS penalty. Test before attack dice are rolled each hand-to-hand combat phase.

Holo-suits are used almost exclusively by the Eldar Harlequins, deadly warrior-dancers who combine art and war in a lethal performance on the battlefield. Holo-fields that mimic the effects of the holo-suit are also fitted to some Eldar vehicles and all Eldar Titans.

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

Tactical dreadnought armour or Terminator armour, as it is more commonly known, is without doubt the toughest personal armour in the galaxy. The armour is massively bulky and contains a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates which form the outer carapace. The Adeptus Mechanicus has designed a number of particularly devastating weapons to be used in conjunction with Terminator armour including storm bolters, heavy flammers, assault cannon and the deadly Cyclone missile launcher. Terminator suits are valuable and often very old so they are reserved for use by proven veterans of the already highly trained Imperial Space Marine Chapters.

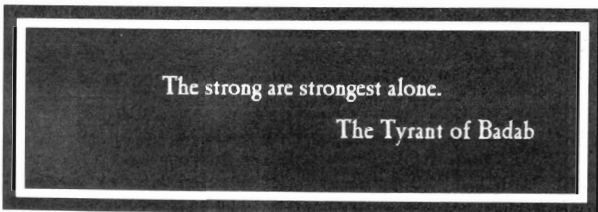
A model wearing Terminator armour has an armour saving throw of 3 or more, just like power armour. However, because Terminator armour is so massively thick the saving throw is rolled on 2D6 rather than 1D6. The 2D6 are added together to get a number between 2 and 12. This means that Terminator armour can potentially survive a shot from even devastating weapons like lascannon with a -6 save modifier by scoring a total of 9 or more on 2D6 (9-6=3, a save!). However, on an unlucky double 1 even the puniest shot can still penetrate the armour through the vulnerable joints or eyepieces.

In addition to its considerable protective value Terminator armour is equipped with a number of other devices. It always includes a targeter which is linked to whichever ranged weapon is carried and a teleport homer to assist in teleport operations. Extensive communications gear and sensory apparatus is also fitted as standard though this has little direct bearing on play and is subsumed into the Warhammer 40,000 game rules for convenience.

SQUAT EXO-ARMOUR

Squat exo-armour is very much like Terminator armour in that it combines a mobile exo-skeleton with heavy armour plating. The Squats developed exo-armour from the sealed environment suits they used in asteroid mining operations and other hostile surroundings such as plasma reactor pressure chambers and chemical storage tanks. As the Squats were forced to defend themselves during the Age of Isolation they converted much of their civilian equipment into efficient wargear, with exo-armour becoming one of the most abiding creations from that period. Squat exo-armour is lavishly decorated with precious metals and embellished with traditional designs or runes declaring the accomplishments, wealth and lineage of the wearer.

A model wearing Squat exo-armour has an armour saving throw of 4 or more which is rolled on 2D6 just like Terminator armour. A targeter is fitted as standard along with a power axe and boltgun as basic weapons. The weapons fitted into suits of exo-armour are often upgraded to heavy or combi-weapons by wealthy Squat warriors.



PERSONAL FORCE FIELDS

REFRACTOR FIELD

A refractor field is an energy field projected by a small generator no larger than a pistol holster. It operates by dispersing the energy of incoming shots and blows over the total area of the field. One unfortunate side effect is that when the field is switched on it produces a hazy band of light around the subject which makes it impossible for the wearer to hide. A refractor field gives its wearer an extra saving throw of 5 or 6 on a D6. This extra save is always taken before an armour save (if any) and is unaffected by saving throw modifiers, so it always succeeds on a roll of 5 or 6 on a D6.

CONVERSION FIELD

A conversion field converts incoming energy from shooting and close combat hits into light, giving the bearer an additional saving throw of 4, 5 or 6 on a D6. This extra save is always taken before an armour save and is not subject to saving throw modifiers so it always succeeds on a 4, 5 or 6 whether the field is hit by a laspistol or a battlecannon.



A successful save causes a blinding flash of light that illuminates a circular area with a radius equal to the Strength of the attacker or weapon in inches. Any models within this area that have no kind of eye protection will be blinded on a roll of 4, 5 or 6 on a D6 until the beginning of their next turn (eye protection includes photochromatic visors, auto-senses etc. look in the Weapons section under the entry for Photon Flash Grenades for more information). While blind, models cannot move or shoot, and fight in hand-to-hand combat with a WS of 1.

ROSARIUS

A Rosarius is a gorget or amulet worn by Space Marine Chaplains. It bears the symbol of an Imperial eagle or a Terminator cross and is the Chaplain's "soul armour" bestowed upon him by the Ecclesiarchy of Terra. To protect the Chaplain's physical and spiritual well-being the Rosarius contains a conversion field generator which operates according to the rules given above.

DISPLACER FIELD

A displacer field is in fact a miniature warp drive mechanism with a proximity detector which picks up incoming shots, psychic attacks or close combat blows. The displacer field is very reliable, activating on a roll of 3 or more on a D6 whenever the wearer is hit. The field instantly shifts the wearer D6" in a random direction determined by rolling the scatter dice. This will cause the attack that hit the model to miss automatically unless the attack uses a template or blast marker and the field fails to move the model out of the area of effect. A safety mechanism prevents the model transporting into a solid object such as a wall, vehicle or another model so if this happens reroll the displacement. A displacer field will not work against a vortex grenade at all – the model is instantaneously sucked into the warp as the field activates!

POWER FIELD

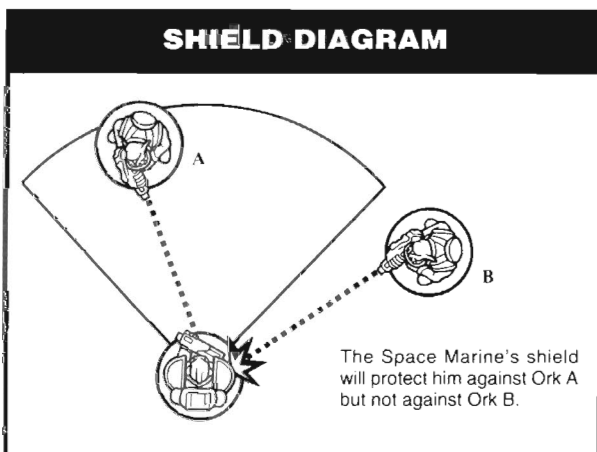
A power field is an invisible bubble of pure energy created by a large, cumbersome generator. Power fields work by deflecting and absorbing the energy of shots. As soon as the 'skin' of the field is broken it increases its energy potential at micro-second intervals to push out into its normal spherical shape again. To save energy and permit the wearer to fire the field flickers on and off in a rapid cycle. Personal power field generators are barely man-portable and are normally only used in siege work and space ship boarding actions. Very large power fields are sometimes used to protect Ork Gargants, installations, space ships and other objects with a big enough power source to energise the generator.



A personal power field provides excellent protection against shooting damage, giving a saving throw of 2 or more on a D6. The save is not modified by weapon save modifiers so it will always succeed on a roll of 2 or more regardless of the save modifier of the weapon which hit it. However, in hand-to-hand combat the power field offers no protection as an opponent can easily get his weapon inside the power field bubble and strike the wearer. In addition, a model carrying a personal power field suffers the -1 penalty for being encumbered in hand-to-hand combat.

SHIELDS

Shields are broad plates carried in front of the body to block or deflect shots and blows. Shields must be grasped in one hand so a model carrying a shield may only use a pistol or close combat weapon in his other hand. Any protection afforded by a shield only applies to a model's forward 90° arc; shots and hand-to-hand combat blows which originate outside this arc ignore the shield completely.



In hand-to-hand combat a model equipped with a shield can parry, forcing his opponent to reroll one of his attack dice before the total Combat Scores are calculated.

PRIMITIVE SHIELD

A primitive shield is a large plate of metal, wood, hide or similar material worn on one arm or carried in one hand. Such a shield gives a basic saving of 6 against primitive weapons, or if other armour is worn it adds +1 to the model's basic armour save against primitive weapons. A primitive shield offers no protection at all against advanced weaponry, such as bolters and lasguns.

STORM SHIELD

A storm shield is large plasteel plate which contains a small but potent power field generator, and because of this they are also known as power shields. Once activated, the storm shield is surrounded by a glowing blue field of energy which emits crackling lightning when it is used to parry a blow.

A model equipped with a storm shield receives an extra armour saving throw of 4, 5 or 6 against shooting or hand-to-hand combat damage from the model's front. This saving throw ignores normal save modifiers, and therefore offers a save even against weapons with large negative modifiers such as lascannons and power weapons.

Terminator close assault squads often include Space Marines equipped with storm shields and thunder hammers, an awesome combination which makes them almost unstoppable in combat.

SUPPRESSION SHIELD

The suppression shield is similar to a storm shield but replaces the power field generator with an electro-shock unit. The electro-shock unit builds up a powerful electrical charge which is discharged into the first unfortunate individual the shield contacts squarely. Suppression shields are designed for crowd suppression and riot control so the electrical discharge is more debilitating than fatal but it is still distracting to even the most hardened hand-to-hand combat opponent.



A model equipped with a suppression shield automatically inflicts an S3 hit on an opponent when he charges into hand-to-hand combat. The hit has a 0 save modifier and causes 1 wound. The discharge only affects one opponent (so if two opponents are charged the player must decide which one will take the hit) and is resolved before hand-to-hand combat takes place.

A model equipped with a suppression shield also receives a +2 bonus to its armour saving throw against shooting or hand-to-hand combat damage.

Suppression shields are used almost exclusively by the shock troops of the Adeptus Arbites. The mere sight of a line of shock troops in their sinister helmets armed with power mauls and suppression shields is often enough to quell the most fractious citizens.

WARGEAR

The term "Wargear" covers a variety of devices and equipment that can be used by ordinary troopers but also covers equipment specially issued to select troops and characters. Such special issue wargear is rare and unusual equipment that is often the product of half-remembered sciences or long lost civilisations. Such valuable resources are rarely entrusted to the none too tender mercies of ordinary troops, rather they are reserved for use by elite units, heroes and leaders.

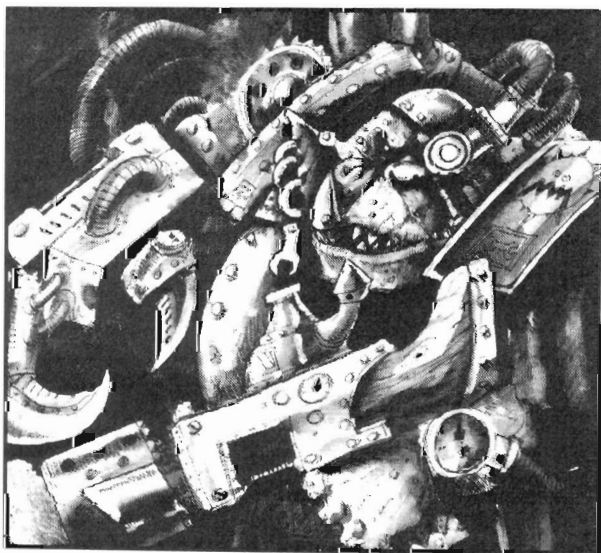
Many pieces of wargear are available as Wargear cards that can be given to characters. The rules are repeated here for convenience along with expanded explanations to help adjudicate tricky situations which cannot be fully covered on the cards themselves.

Obviously, limitations of space preclude us giving you anything but a representative slice of the innumerable technological marvels available to the warriors of the 41st millennium. Further specific devices will be introduced in Warhammer 40,000 supplements and White Dwarf magazine.

BIONICS

Bionics are technological replacement parts for biological limbs or organs. Most races are capable of producing bionic parts which may or may not be cosmetically designed to match the original organs depending which race produced them. For example, Eldar bionics are often impossible to detect visually but Ork bionics ("bioniks") tend to look like bits ripped off machines and nailed into place (which they frequently are!).

The advantage of bionic replacements is that the recipient generally gains a limb or organ which is stronger, more durable and frequently more effective than the original. However, bionics are expensive and normally only available to higher ranking officers, invaluable veteran warriors or wealthy individuals. One of the most common bionic replacements is the bionic eye, which has been included as a Wargear card in the Warhammer 40,000 game.



In many ways a bionic eye is better than the original, giving sharper focus, magnification and a broader visible light spectrum enabling the user to see in the dark, detect radiation and so on. This means a character equipped with a bionic eye gains the benefits of a targeter and a scanner combined (see below). Targeters must normally be attached to a specific weapon, but this is not the case with a bionic eye. Note that a character cannot benefit from using both a targeter and a bionic eye in combination.

CAMELEOLINE

Camelcoline is a rare artificial substance which can be woven into the structure of most fabrics. Morphic polymer chains in the material automatically take on the colours and textures of their surroundings. The result is that after a second or two motionless the wearer appears to fade into the background, offering chameleon-like protection from prying eyes.

All shots fired at a stationary model wearing cameleoline suffer a -1 to hit modifier in addition to the normal to hit modifiers for cover etc. If the model hides he can only be detected by troops moving within their Initiative distance. Enemy troops that have moved into a position to see the hiding model will only detect him rather than spotting him. Scanners and other devices will detect a cameleoline-equipped model as normal.

COMBI-WEAPON

Combi-weapons or combination weapons, to give them their full name, are basically two weapons linked together. The most common combinations are a boltgun linked to a melta-gun, plasma gun or flamer so that the boltgun can be used at long range in the case of flamers and meltas, or while the weapon is recharging in the case of a plasma gun. An offshoot of combining two bolters for a higher rate of fire eventually led to the invention of the Imperial storm bolter carried by Space Marines equipped with Terminator armour. Combi-weapons are only used by the Imperium, Orks and Squats.

If you have any models equipped with combi-weapons in your force you will have to write down or declare to your opponents what types you have chosen at the start of the game. Combi-weapons can be either:

- Bolter and melta-gun**
- Bolter and plasma gun**
- Bolter and flamer**
- Twin bolters (counts as Storm Bolter)**

A model armed with a combi-weapon can fire either one or both "barrels" of the weapon in a shooting phase. If only one is fired shooting is worked out as per the normal rules.

If both weapons are fired together they must be fired at the same target and a single D6 roll is made to hit with an additional -1 to hit modifier for the weapon's unbalancing recoil. If the target is hit two wound rolls are made for the two weapons and separate armour rolls taken. The twin bolter is an exception to this: it counts as a bolter if one barrel is fired and a storm bolter with a -1 to hit modifier if both barrels are fired.

COMMUNICATOR

Communicators are multi-purpose transmitters with an audio or audio-visual pick up. The device may be a separate hand-held instrument or built into a helmet or wrist strap. Communicators this size will have a range of over a hundred kilometres, more than enough for squads to keep in contact with their HQs. Larger communicators which are capable of communicating planet-wide or with ships in orbit tend to be backpack-sized or larger.

All troops and vehicles in Warhammer 40,000 are assumed to have communicators unless specified otherwise. This means they don't need to be given written orders, can react to situations and enemy troops they cannot see, request fire support and so forth. The most direct use of communicators is that if hidden enemy models are spotted or detected they count as detected to all troops with communicators on the battlefield.

FRENZON

Frenzon is a generic name for a number of drugs used to induce psychological effects in the recipient. These are usually injected via a dispenser device strapped to the wrist or throat or, in some cases, implanted in the heart of the subject. A single dose of one of the specific types can be used to induce the psychological effects of *frenzy*, *stupidity*, *terror* or *hatred*. The psychology effects are automatic and no test is made against Leadership.

Only one psychological state can be induced at a time with frenzon. A single dose of frenzon antidote (also contained in the dispensing device) will negate the induced psychological state.

Repeated use of frenzon is dangerous to the subject. Every time a dose is administered after the first roll a D6 for the model affected: on a roll of 1 the model suffers D3 wounds. Frenzon is used extensively amongst the Penal Legions - Imperial Guard units made up of criminals, cutthroats, murderers and other social transgressors. In this case the frenzon dispensers are permanently attached to the troops and controlled via closed channel communicators operated by Tech-priests of the Adeptus Mechanicus.

JUMP PACK

A jump pack consists of a small anti-gravity pack which negates some of the weight of the wearer and one or more rocket motors or turbines that give the wearer an extra boost when he leaps into the air. The result is that troopers wearing jump packs leap forward in long, curving bounds, skimming over intervening obstacles faster than a man can run. Though flight packs exist they are rarely used in combat as it is simply too difficult to fly one and fight at the same time. It is relatively easy to train troops to use jump packs and they are commonly used by assault troops throughout the galaxy.

A jump pack permits its wearer to make a long powered jump instead of its normal move. A model using a jump pack does not remain airborne but takes off, jumps, and lands again all as part of its movement phase. A model may jump into hand-to-hand combat if he declares a charge at the start of his turn and gains the +1 WS bonus for charging. When a model with a jump pack charges he may move up to 4" after he's landed to engage an opponent in hand-to-hand combat.



A model may make a jump, land and then shoot or throw a grenade, though a model may not use a 'move or fire' weapon on the same turn that it makes a jump. A model may not run, hide or enter overwatch on the same turn that it makes a jump. A model wearing a jump pack can move normally instead of making a jump if desired - it may be necessary to do so to enter vehicles or buildings or simply because jumping is liable to draw a barrage of overwatch fire.

A jump can be made up to a distance of 18", reaching a maximum height sufficient to clear most obstacles, vehicles and models. Woods and single storey buildings can be cleared, but the horizontal distance jumped is reduced to 12" to account for the greater vertical height needed. Higher obstacles/buildings can be cleared but the distance of the jump will be reduced to 6". Jumps are always made in a straight line, but a model may turn to face in any direction at the beginning or end of its jump.

Unfortunately jump packs can be difficult to control and landing in dense terrain can be disastrous! After a model has been positioned at the end of its jump roll a scatter dice. If you roll a hit the model has landed smack on target. If you roll an arrow the model scatters 1D3" in the direction indicated. Models which scatter and land in difficult or very difficult terrain or on top of "hard" obstacles such as rocks, walls or vehicles (not bushes) will suffer an S3 hit unless they roll equal to or under their Initiative characteristic on a D6. If a jumping model lands on top of another model it will move out of the way automatically and the two models will fight in hand-to-hand combat (if they are opponents, of course!). Even if the jumper accidentally ends up in hand to hand combat he still receives the +1 WS bonus for charging.

Squads using jump packs must attempt to land within squad coherency distance of each other, though they may well end up outside their coherency distance once scatter has been resolved. This is fine as long as the squad continues attempting to land within coherency distance after each jump.

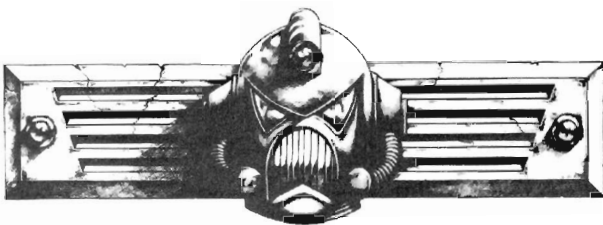
Troops using jump packs leap in nice slow, predictable curves, so models firing at them do not count the -1 to hit penalty for firing at a target moving 10" or faster.

ELDAR SWOOPING HAWK WINGS

Swooping Hawk wings are a special form of jump pack used exclusively by Eldar Swooping Hawk Aspect Warriors. In addition to an anti-gravity lifter and jet propulsion motors the harness has large wings which allow the user to glide longer distances and even soar high into the air.

Eldar Swooping Hawk wings work exactly like jump packs except in the following respects.

1. A Hawk leap must be in a straight line between 6" and 36" long. There is no penalty to the movement distance for moving over tall obstacles as there is for jump packs.
2. No roll is made for scatter on landing but no model using Hawk wings may land within 1" of any cover, building, vehicle, obstacle or other model, including other Swooping Hawks. Such features would interfere with the wing membranes and make them crash. When leaping into hand-to-hand combat Swooping Hawks may move within 1" of the enemy model they intend to fight but must still remain 1" clear of any other obstacles, models or features as noted above. When charging Swooping Hawks do not receive the extra 4" move that ordinary jump packers do.
3. Shots fired at Swooping Hawks suffer a -1 to hit penalty for the target's speed regardless of the actual distance of the leap they are making. Swooping Hawks carry a special grenade pack which they can use to drop grenades on models they leap over. For more details see the weapons entry for the Swooping Hawk Grenade Pack.



Swooping Hawks can also use their wings to soar high above the battlefield in order to evade or bypass an enemy. The following rules apply.

1. At the start of its movement phase a Swooping Hawk squad declares that it is flying away from the battlefield and the models are removed from the table. They may make no other movement on the table that turn.
2. Models may fly away from hand-to-hand combat in this way without incurring any blows against them.
3. While off the table Swooping Hawks may not do anything. They are too high up to fire or drop grenades.
4. A Swooping Hawk squad which left the battle in a previous turn may land back on the table anywhere it wishes during its next movement phase, even landing in hand-to-hand combat if desired. It may not make any other movement that turn. A Hawk squad landing this way can shoot as normal but cannot use grenades. Hawks diving into hand-to-hand combat count the +1 WS bonus for charging.

MEDI-PACK

A medi-pack is an advanced automated medical machine packed with sensors, probes, drugs and chemicals. With its aid almost anyone can apply battle surgery to the wounded and speed recovery of the injured. To use the machine a model using it must move into base-to-base contact with his patient during his own turn and remain there through the shooting and close combat phases doing nothing else. At the end of the close combat phase the medi-pack can do one of the following:

1. A wounded but still living character can have one wound restored by the medi-pack. He may have further wounds restored on following turns but may not gain more wounds than his starting characteristic.
2. A model reduced to 0 wounds may be treated in the hopes it will recover. Roll a D6 and consult the table below.

D6 Roll	Effect
5-6	The medi-pack succeeds in patching up the model and it is stood back on its feet with 1 wound. It can act normally from the next turn onward.
3-4	The model is too badly injured to carry on fighting in this battle but, with help, he will live to fight another day. The medi-pack stabilises his condition and ensures he's in no immediate danger.
1-2	The model is beyond help, and more in need of a mortician than a medi-pack!

In this case the model with the medi-pack must be able to reach the wounded model on the turn after it is wounded. The easiest way to remember which models were wounded last turn is to lie down the models which are 'killed' within the maximum movement distance of the model with the medi-pack instead of removing them when they are killed. Once the medic has moved to help one model take off the rest - they are now beyond immediate medical help.

3. A model blinded by a photon flare, conversion field or similar can have its vision restored.
4. A model affected by gas of any type can be cured of any ill effects. However, if the gas is a persistent type (such as Choke, for example) the model must move out of the gas cloud as soon as it can or it will be affected again.
5. The medi-pack can be used to negate any psychological effects such as fear, terror etc in a model.

Only in your deepest self is the truth of what you can be, and, without a doubt, that truth is terrible to bear.

Adeptus Astronomicus
The Book of the Astronomican

SCANNER

The multi scanner is used to register energy emissions throughout the electro-magnetic spectrum. It can detect heat, radiation, and most forms of energy given off by vehicles or living creatures. The scanner may be a separate hand-held device like a small viewscreen or pair of binoculars, or it may be built into a helmet as in the case of Terminator tactical dreadnought armour. A model carrying a scanner can use it at any point without penalty. The following rules apply.

1. A model equipped with a scanner will automatically detect any hidden model within 24" by means of its heat and energy profile. The hidden model may still not be fired at directly but weapons with a blast marker may be fired at the hiding model in the hopes of catching it in the blast.
2. The model will be generally aware of the presence of all models within 24": they will appear as indistinct 'blips' on his readout. This is especially useful if approaching a building containing enemy troops. Such troops cannot be fired on directly but the knowledge of their presence may prompt the player to direct fire at the building or move in a certain direction.
3. The model will be aware of the radiation strength of any active Rad grenade within 24". The player may turn over any rad counters within this range and look at them.
4. The scanner will function through ordinary smoke but will be blocked by Blind clouds.

SERVO-ARM

Imperial Tech-Marines, Adeptus Mechanicus and Servitors are often equipped with a special auxiliary servo-arm fitted onto a harness. The servo-arm is linked to the user's neural network to become, in effect, an additional limb for an experienced operator. Servo-arms are equipped with a number of different attachments: lastorches, vibrosaws, power drills and so on, but by far the most common are manipulative claws or grabbers. With the aid of a claw-equipped servo-arm and specially reinforced leg units a user can carry exceptionally heavy items of equipment and lift objects weighing several tons.

A model equipped with a servo-arm suffers no movement penalties for carrying equipment or heavy weapons and counts as two crew members if he is crewing a support weapon or operating a vehicle or equipment. Because the tools fitted on the servo-arm are also good weapons a model equipped with one also rolls one extra attack dice in close combat.

"I don't have time to die - I'm too busy!"

Reputed last words of High Lord Goge Vandire,
361st Master of the Administratum



SPECIAL ISSUE GRENADES

Special issue grenades are rare and powerful devices which are seldom, if ever, entrusted to ordinary troopers. Not only does the individual expense of these potent weapons make this impossible but they are so powerful that their ill chosen use could cause vast accidental damage to friendly forces. Special issue grenades are only ever available as Wargear cards for characters with each representing a single grenade of the appropriate type.

HAYWIRE (SCRAMBLER)

Haywire grenades emit an incredibly powerful burst of electro-magnetic interference which scrambles delicate circuits and overloads instruments. It is used to disrupt the robotic minds and control systems of dreadnoughts, robots, Wraithguard, vehicles and Terminators. The effect is usually spectacular: circuitry explodes with showers of sparks, cabling burns and electronics melt. The great advantage of Haywire is that the pulse of energy it unleashes ignores armour completely, rendering the most thickly armoured target vulnerable.

The potent crystal batteries required for a Haywire grenade are expensive and hard to construct so Haywire grenades are rare and much sought after. Haywire grenades are impossible to miniaturise enough to fit into grenade launchers so they must always be thrown by hand.

Strength	Damage	Save Modifier	Area
None (3)	None	None	1 1/2"

A Haywire grenade only works against a vehicle, robot, or dreadnought. It can also be used against Eldar Wraithguard, which are essentially spirit-powered dreadnoughts or robots. It can also affect troops wearing Terminator armour. Normal troops will be unaffected by a Haywire grenade.

Vehicles, dreadnoughts etc. hit by Haywire are penetrated automatically. Roll to hit locations covered by the blast marker as normal and then go straight on to roll on the appropriate damage table. Unfortunately the Haywire pulse is seldom strong enough to completely wreck a target, just cripple it, so deduct -1 from each damage roll, treating a total of 0 as no effect. Vehicle crewmen and models wearing exo-armour or Terminator armour caught in a Haywire blast suffer an S3 hit causing 1 wound with no armour save possible.

STASIS

The Stasis grenade is an unusual and rare weapon developed by the Adeptus Mechanicus for use by the special agents of the Imperium. It is not generally issued to combat troops as it is very expensive, but they do occasionally appear on the open market where planetary rulers will pay exorbitant prices for a single grenade. It is relatively bulky and cannot be used with a grenade launcher.

At the heart of the grenade lies a small time-warp generator that creates a self replicating time-warp or stasis-loop centred upon itself. Everything close to the grenade is condemned to relive the same instant time and time again, in effect that part of space is trapped in a single moment and appears frozen solid to observers further away. The effect of the time-warp field weakens as the distance from the grenade increases, the

loop becomes longer and longer, so that while time is slowed down it does not wholly stop. Troops within this outer area appear to move far slower than normal but can still move and act although in a restricted fashion. A stasis-loop lasts only for a limited time, but may persist for several game turns.

Strength	Damage	Save Modifier	Area
None	None	None	2" Radius

The player nominates his target model, visible area of ground, or piece of scenery. Determine where the grenade hits as normal and place a 2" blast marker. Everything within the area is trapped in a stasis-loop. Models whose bases are only partially within the area are trapped on a roll of 4, 5 or 6 – if they manage to avoid being trapped move these models out of the area. Nothing can happen inside a stasis-loop: models may neither act nor be affected by the actions of anything outside the loop: they cannot move or shoot and they cannot be shot at. It is not possible to shoot through a loop, although it is possible to see through it normally.



Objects and troops immediately outside the stasis-loop are caught in a time distortion. This affects all models within 4" of the centre of the blast marker (other than models within the blast marker itself). Note that this is not an area marker and there is no need to roll to hit troops to see if time distortion takes effect. All models within 4" of the spot where the grenade lands are affected automatically regardless of whether their entire base is within the area or not. These models may move during their own turn, but may only do so at half rate. They may only shoot during their own turn if they first roll a 4, 5 or 6 on a D6. Similarly, all of their actions take twice as long as normal, and can therefore only be attempted if they first roll a 4, 5 or 6 on a D6 (to use psychic powers, for example). Hand-to-hand combat is only worked out every other turn.

Models may move out of the time distortion if they have sufficient movement, and are then free of its effects. Models which move into the stasis-loop from the distortion area are trapped inside the stasis. Models within the distortion area may be shot at by troops outside. There is a -2 to hit modifier for shooting into, through or out of a time distortion.

The stasis-loop and associated time distortion area may persist for several turns. At the beginning of each side's turn one player rolls a D6 and consults the chart below.

STASIS-LOOP CHART (D6)

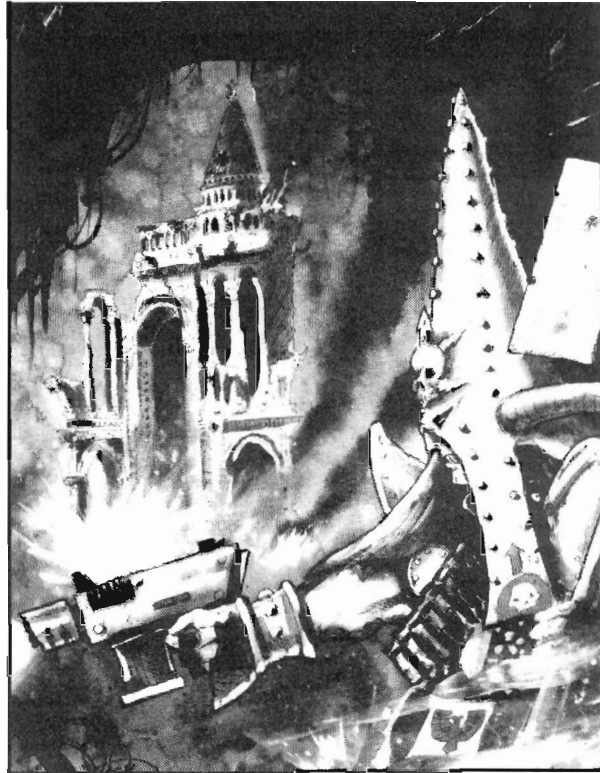
D6 Result	Stasis-loop effect
1-2	The effect persists until the end of the testing side's turn and then the grenade's power source is exhausted. The stasis-loop is removed with no further effect.
3-6	The loop remains in place.

TOXIN

Strength	Damage	Save Modifier	Cloud Area
None	None	None	1 1/2" Radius

A Toxin grenade explodes and showers the area with a cloud of deadly poison. Poison for toxin grenades is occasionally synthesised or more commonly gathered from lethal death world plants or animals such as the Catachan Devil or the Scarlet Lasher of Luther McIntyre IX. Toxin gas is highly poisonous and affects all living creatures which breathe it or absorb it through exposed skin. It cannot harm troops inside sealed buildings, enclosed vehicles, or those wearing sealed types of armour. Space Marines wearing Power or Terminator armour are not affected, and neither are Eldar Aspect Warriors - the armour worn by these troops has its own air supply and completely isolates them from the environment.

Enclosed vehicles and dreadnoughts are also immune as they are assumed to be airtight. Tyranids and Tyranid construct-creatures such as Genestealers are immune too: their unique metabolism means that most poisons from this galaxy will not affect them and those that do require massive doses and extended period of time to take effect. Other troops, including Space Marine Scouts, Imperial Guard, Eldar Guardians and Orks, must try to avoid breathing in too much of the gas.



TOXIN TEST (D6)

Troop Type	D6 Roll to Kill
Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, Enclosed vehicles.	No effect
Imperial Guard, Squats, Eldar Guardians, Space Marine Scouts, Orks in heavy armour	3+
Other troops, Orks, Gretchin	2+

Nominate your target point and work out where the grenade lands as normal. Place a 1 1/2" radius blast marker, or a patch of cotton wool, on the spot. Models whose bases lie totally within the blast area cannot help but breathe in the gas and so are hit automatically. Models whose bases lie partially within the blast area may be able to jump away from the expanding cloud and so are hit on a D6 roll of a 4, 5 or 6.

Each unprotected model hit by the toxin cloud is killed on a roll of 2 or more on a D6 regardless of their Toughness and number of wounds (basically Orks in flak armour and Gretchin, as these do not normally have respirators). Troops with some form of protection are killed on a D6 roll of a 3 or more. Troops wearing environmentally sealed armour, Tyranids and their creatures such as Genestealers and Carnifexes (but not crossbreeds like Genestealer hybrids) cannot be affected.

The toxin gas cloud remains on the table. At the beginning of each side's turn one player rolls a D6 and consults the chart below.

TOXIC CLOUD MOVEMENT (D6)

D6 Result	Toxic Cloud Movement
1	Cloud remains until end of the testing side's turn and then disappears with no further effect.
2-4	Cloud remains where it is.
5	Cloud shrinks to half its current radius rounding down to nearest 1/2".
6	Cloud moves away D6" in a random direction. Models in its path may be hit and killed by the gas as described above.



VIRUS

Strength	Damage	Save Modifier	Blast Area
None	None	None	2" Radius

The Virus grenade contains a genetically tailored virus which is released by the exploding grenade. The virus has been genetically programmed so that it mutates very rapidly. As a result its initial effect is devastating but it quickly degenerates and eventually dies out. This genetically engineered self-destruct mechanism means that viral warfare is relatively safe. Indeed, the most effective way of depopulating a planet is with giant viral missiles fired from space.

However, there is always a small element of risk. It has been known for a virus to lie dormant for centuries and reappear only when the planet has been repopulated. Most rare of all, the virus may evolve into a stable but deadly form making the whole world uninhabitable.

These drawbacks are more of a problem with large scale viral bombardment. The amount of virus in a grenade is small, so its potential for unpredictable genetic development is almost nil. Because Tyranids and their constructs are from a different galaxy and therefore of different genetic stock they are largely immune to Virus and will not be affected by it, though Genestealer hybrids have absorbed the metabolic weaknesses of their hosts and are affected normally.

Roll to hit the target point and place a 2" radius blast marker where the grenade hits as normal. As usual, models whose bases lie within the area are hit, and models partially within the area are hit on a D6 roll of 4, 5 or 6. Models which have been hit by the virus and which are not protected from the environment are killed on a D6 roll of 3 or more as shown on the chart below.

VIRUS TEST (D6)	
Troop Type	D6 Roll to Kill
Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, Enclosed vehicles.	No effect
Other troops including Space Marine Scouts, Eldar Guardians, Imperial Guard, Squats and Orks.	3+

When a model falls casualty to the virus do not remove it from the tabletop straight away. Instead lie the model down and test to see if the mutating virus spreads to nearby troops. Roll a D6 to establish the contact range in inches for the virus. Any normally vulnerable model within the contact range of a victim is killed on the D6 roll of a 4, 5 or 6.

Every time a model is killed lie it down and roll for the contact range again, and work out if models within this range are killed. It is possible that a single model may have to test several times because it lies within the contact range of more than one victim.

If models are close together it is possible for a single virus grenade to wipe out whole squads of troops before its potency dies away. Once there are no more victims within the contact range the virus has mutated into a safe form and there is no further effect.

VORTEX

Strength	Damage	Save Modifier	Blast Area
None	None	None	1 1/2"

The Vortex grenade is a rare weapon that is very difficult to produce. It is made by the Adeptus Mechanicus for Imperial agents, and it is possible that copies made on advanced human worlds occasionally find their way into the hands of other troops.

The grenade takes the form of a weighty sphere rather like a cricket ball, and it is far too heavy to be fired from a grenade launcher. Inside the outer shell of the grenade is a delicate warp mechanism, a complicated and temperamental piece of technology.

When the grenade is activated it creates a tiny rift between the real universe and warp space, a rift which becomes a vortex in the fabric of space like a small black hole. Everything encompassed by the vortex is destroyed without exception. All matter and all energy is drawn through the vortex and into warp space where it is turned into the very stuff of the warp.

Vortices are doubly dangerous because once created they may remain stable, disappear or move in an unpredictable way. Occasionally a vortex can be as deadly to its user as to its target.

Once the grenade has been thrown place the 1 1/2" radius blast marker on the spot where it hits. All matter covered by the marker is destroyed, and anything touched by the marker is destroyed on a roll of 4 or more on a D6. Armour saving throws and force fields will not protect models at all.

Trees, bits of wall, rocks, and other scenic features are destroyed where they are touched by the vortex. Any part of a building is destroyed where it is touched. Vehicles may also be destroyed as described below. It is not possible to see or shoot through a vortex or to use psychic powers through it.

When a vortex comes into contact with a vehicle it may destroy or damage it depending on how much of the vehicle is covered. Work out the results as follows.

If the vehicle is completely covered by the vortex it is completely destroyed. If a vehicle is only partially covered by a vortex each location on the vehicle covered is hit on a D6 roll of 4, 5 or 6. The vehicle's armour is penetrated automatically. Roll for damage on the appropriate damage location table and add +1 to the dice roll for effect to represent the massive amount of damage inflicted.

The vortex marker remains in place from turn to turn. It is an unpredictable ball of glowing blackness ready to threaten all those near it. At the beginning of each side's turn roll a D6 and consult the chart below.

VORTEX CHART (D6)	
D6	Result
1-2	The vortex vanishes with no further effect. Remove the vortex marker.
3-4	The vortex remains unchanged.
5-6	The vortex moves D6" in a random direction, destroying everything in its path.

TARGETER

Targeters are devices which combine various optical and electronic sights together with guidance systems in the case of missiles. A model using a weapon with a targeter gains a +1 modifier on its roll to hit with that weapon. Targeters are always fitted to specific weapons, so a Space Marine armed with a bolt pistol and a missile launcher with a targeter would get +1 to hit when he was shooting with the missile launcher but not with the bolt pistol. Targeters may not be interchanged between weapons during a battle. Weapons which are linked to fire in unison, such as the dual lascannon on a land raider, may use a single targeter.



DARK REAPER RANGE FINDER

Eldar Dark Reaper Aspect Warriors are the most heavily armed of all the Aspect Warrior cults. They traditionally use missile launchers and their special armour includes a complex array of sensory and range-finding equipment linked to their weapons. This gives them +1 to hit with their missile launchers just like a targeter. The range finder can also lock on to track fast moving targets. This means the normal negative to hit modifier for firing at fast moving targets is therefore ignored.



TELEPORTER

A teleporter is a huge device which must be built into a spaceship or building with a considerable power source to operate it. Teleporters can transport material from ship to ship, from ship to planet or vice versa. Teleport beams work in straight lines and can only penetrate about five metres of solid matter so the curvature of a planet makes it impossible to teleport from one part of a planet directly to another. The most common use for teleporters is to place squads of warriors directly into battle from ships in orbit.

Even at the best of times teleporting can be dangerously unpredictable but many commanders consider the surprise and confusion it causes amongst the defenders to be well worth the risk. Squads that are allowed to teleport into battle are noted in the appropriate army list.

A squad is teleported during the movement phase. Place one model from the squad on the table where the squad intends to teleport to. To determine the deviation roll a scatter dice and 2D10. If you roll a double 1 on the two D10 the entire squad is wiped out in a catastrophic teleporter accident. Otherwise the model is moved in the direction of the arrow on the scatter dice a number of inches equal to the roll on the 2D10 (note that there is a small arrow above the 1 on the face reading "HIT").

If the model is moved off the edge of the table the teleport attempt has failed and the squad must try again next turn. Safety devices built into the teleporter mechanism prevent it materialising the subject inside solid matter, so if the model ends up in a building, vehicle or other solid object roll for deviation again from that point.

Once the first model has been deviated the rest of the squad can be placed anywhere within 2" of it. The teleported models can shoot and fight in hand-to-hand combat on the turn they arrive but do not count as charging if they teleport directly into hand-to-hand combat.

Troops that have paid the points cost to teleport into a battle may teleport out again during the owning player's turn. The squad is simply removed from the table during the player's movement phase and may not return later in the game.



TELEPORT HOMER

A teleport homer is a transmitter which gives out a constant coded signal for teleporters to lock onto, making it easier to teleport creatures down close to an active teleport homer.

If a squad are teleporting to a point within 6" of an active teleport homer (carried by another squad, for example) a roll of a HIT on the scatter dice indicates that the squad have locked onto the homer and don't deviate as they teleport. A roll of an arrow indicates the squad has deviated as normal despite the homer.

For over ten thousand years have I lived," intoned the Chaos warrior. "For over a hundred centuries have I fought the long war. Eighty-eight million hours cannot contain my hatred."

For over a day now the space hulk *Reaper of Souls* had held its orbit over the doomed planet. Brother-Captain Karlsen studied the world visible through the huge art of the stained glass window. It glittered like a jewel in the blackness of space. Its greenness mocked him. Down there people went about their daily business. They lived their lives secure in the knowledge that their Emperor and his mighty legions protected them.

Karlsen laughed his hollow laugh, it bubbled horribly from his ruined throat. Today that ended. Their stupid ordered lives were over. They were insects, dwelling in an insects' nest. They lived insect lives and never understood the true nature of the universe, a place of predators who preyed on body and soul.

The fold down there were sheep. Let the sheep look up, thought Karlsen. Let them know the wolves are about to descend on the fold. Let them pray to their senile god and know that he cannot save them.

Their world will burn, he swore. They will pray for death. Their weapons will not save them. Their armies will not protect them. Their pitiful faith will not shield them. They will die and their souls will be consigned screaming to the warp. This I swear by the honour of my Chapter and all the powers of Chaos. But for now let them wait, for I must celebrate the Dark Communion.

He looked down at the throne in which he rested. The ancient brass was moulded in the shape of a mythical beast of Old Earth. Life support tubes connected it to the re-breathers of his ancient armour. The ten thousand year-old runes flickered and glowed in the chill darkness, sending out messages that only a few now living could read and fully understand.

Karlsen studied the walls of this ancient chamber with his baleful red glare, noting as if for the first time the gargoyles that guarded each doorway and sign of the Eye of Horus that enclosed the stained glass window. He noticed the cracked and flaking tiles that covered the ceramite floor and recalled that once they had contained a mosaic depicting the attack on the Emperor's Palace during the long ago battle for Earth. The picture was long gone, worn away by a million footfalls down the long centuries.

Karlsen lashed the metal tentacles that replaced his left hand and reflexively worked the action of the bolter fused to the stump of his right wrist. There were times he felt like this space hulk, like a strange agglomeration of random bits hastily and crudely connected to an ancient central core.

He knew the space hulk was a jumble of the flotsam and jetsam of interstellar space that had been sucked though the warp to the daemon worlds, had drifted

for centuries till it had been integrated into this vast vessel. Whatever shape the hulk had originally possessed was long gone. He was like that – a millennia of mutation, of gifts from his patron Chaos Power had cost him his original shape. No longer was he a tall, powerful Space Marine garbed in ceramite armour. Now he was an inhuman thing, a patchwork of many strange pieces. Only the original body shape and the mind was still Karlsen's, and sometimes he was not sure even of that.

Could any mind remain intact after ten thousand years. Would it not splinter under the impact of all that accumulated experience? Would not the years bring madness? Instinctively Karlsen knew that he had gone mad many times. There had been centuries when he had gibbered insanely, years when he had reiterated a single crazed chant. He knew that he had lost so much. No mind could hold all his memories. They overflowed like wine from an overfilled cup. It was part of the gift and the curse of his immortality.

That was why, when they could, he and his men celebrated the Dark Communion. They preserved what was important. They stayed themselves and did not devolve into howling Chaos Spawn. In the end, when all was said and done, they were Space Marines, and they had a Space Marine's pride.

Karlsen cleared his mind as he had learned so long ago. He turned his gaze inward. He needed no drugs, no chants, none of the aids and adjuncts that lesser sorcerers used. He had ten millennia of practice and his powers were strong. He envisioned a vast cavern, the walls of which were lined with pigeon-holes. In each pigeon-hole was a glowing gem. Each glowing gem was a memory. One that he had chosen to preserve. It would remain in this protected space within his mind for as long as he would live. Karlsen had achieved the first level of the Ritual.

Now he reviewed last year, winnowing his memories for deeds he wished to preserve. Was there anything worth keeping, worth preserving from time's slow erosion. That battle on Kadavah, perhaps, where they had aided those pitiful rebels against their Imperial masters, and where he had killed that Blood Angel in the desecrated rubble of the shrine of the Emperor's Ascension? Yes, he thought, recalling the moment with satisfaction, that was worth preserving.

He visualised the scene clearly. The Blood Angel crawling from the ruins, his armour all pitted and cracked. Nearby lay the huge skull of a destroyed Warhound Titan. In the distance loomed the skeletal remains of Kadavah's skyscraped towers. He had the moment perfectly. He could taste the dry burned taint in the air, feel the kick of his bolter, hear the groans of the wounded, smell the stink of molten metal, sense the departure of the Blood Angel's soul. He fixed the memory, reduced it to something hard and bright and pure, then left it in its assigned place. There was nothing else he wanted to preserve.



Of creations most foul I beheld the Lord of All and knew that I was dead.

Inquisitor Brand

Now came the next stage. He examined his memories. Now he exulted in who he was and how he came to be. He reached for the gems of memory, and they came to him, one by one.

He was on Prospero, homeworld of his Order. From the balcony of his tower he could see the mile-high spire where dwelled Magnus, Primarch of his Order. The air of the city crackled with hundreds of potent enchantments. His spellbook floated in front of him. He knew that Magnus had been right to defy the Emperor's Interdict against the study of magic. It was so fascinating and they had learned so much. Soon they would use their spells to smite the Emperor's enemies and the ruler of mankind would be forced to see the error of his ways.

I was a fool then, thought Karlsen. We were all fools. He reached for another memory.

Anger at the betrayal filled his mind. The Emperor had declared them heretics, outcasts. Their knowledge was deemed forbidden. They were to be purged. The Space Wolves had been despatched to cleanse Prospero. They were forced to flee. In that moment Karlsen realised that the Emperor was a fool and all his followers were dupes. He was jealous of any power he did not understand. Perhaps he feared a potential rival. Whatever his reasons it did not matter. The Thousand Sons must take to their ships and accept Warmaster Horus' offer of sanctuary. It was their only chance of survival in the turbulent period of civil war, the only way to protect what they had gained.

Another scene filled his mind.

He aimed his bolter at the Loyalist and pulled the trigger. The man screamed and fell. Laser fire scorched the pavement all around him but the shimmer of his protective spells warded it from his body. In the distance he could see the mountain-high silver walls that protected the Emperor's palace. Overhead the blue sky of Earth was filled with ships. This was the final battle. Today the fate of the galaxy would be decided.

The scene melted into another memory of that awesome battle.

He stood before the gleaming black valves of the Ultimate Gate, the towering portal that guarded the entrance to the Inner Palace. All around him he sensed the press and surge of bodies. Overhead an angel-winged man in blood red armour wrestled with a huge bat-winged daemon. With a final mighty surge the daemon cast the man down. Karlsen heard granite crack and his roar of triumph mingled with ten thousand other voices.

He watched the Earth recede behind him through the armouress window of the spacecraft. The taste of defeat was bitter in his mouth. The Emperor had defeated Warmaster Horus. Loyalist reinforcements approached Earth, bearing the accursed Space Wolves and the Dark Angels. They were defeated. The rebellion was over. Now they must flee to the

edge of the galaxy, to the one place their foes would not dare pursue them, to the Eye of Terror.

He stood amid the rubble of Prospero and watched the sky change colour. His voice mingled with the chanting of his brothers. Chain lightning crackled from horizon to horizon. Pain filled him as he forced his mind to the task. The towering presence of Magnus was there, calming him, reassuring him that what they attempted could be done, that they could indeed shift an entire world through the warp to the Eye, that their ancient world could be theirs again.

He raced down a long street between low squat buildings. Behind him he heard the whoosh of displaced air, turning he snapped off a shot with his bolter. The long sleek Eldar jet-bike jinked to one side and the shot ricocheted from the walls.

He looked in horror at his hand. It was starting to change. The fingers were lengthening. Already they had fused with his gauntlet and he could not take it off. Was this the result of long term exposure to the warping influence of Chaos within the Eye or something else? His armour was already changing, flowing into a new style. Tiny metal skulls covered his belt, a daemon's head leered from his shoulder guard. Fear of the change filled him.

He stood in the long hall of a tumbled down building. The roof had long ago collapsed and cold stars glittered in the sky. The daemon crouched in front of him, confined by the pentacle and the power of his will. It snarled and flickers of warpflame emerged from its mouth. It did not want to share its wisdom with him but he knew that soon it would.

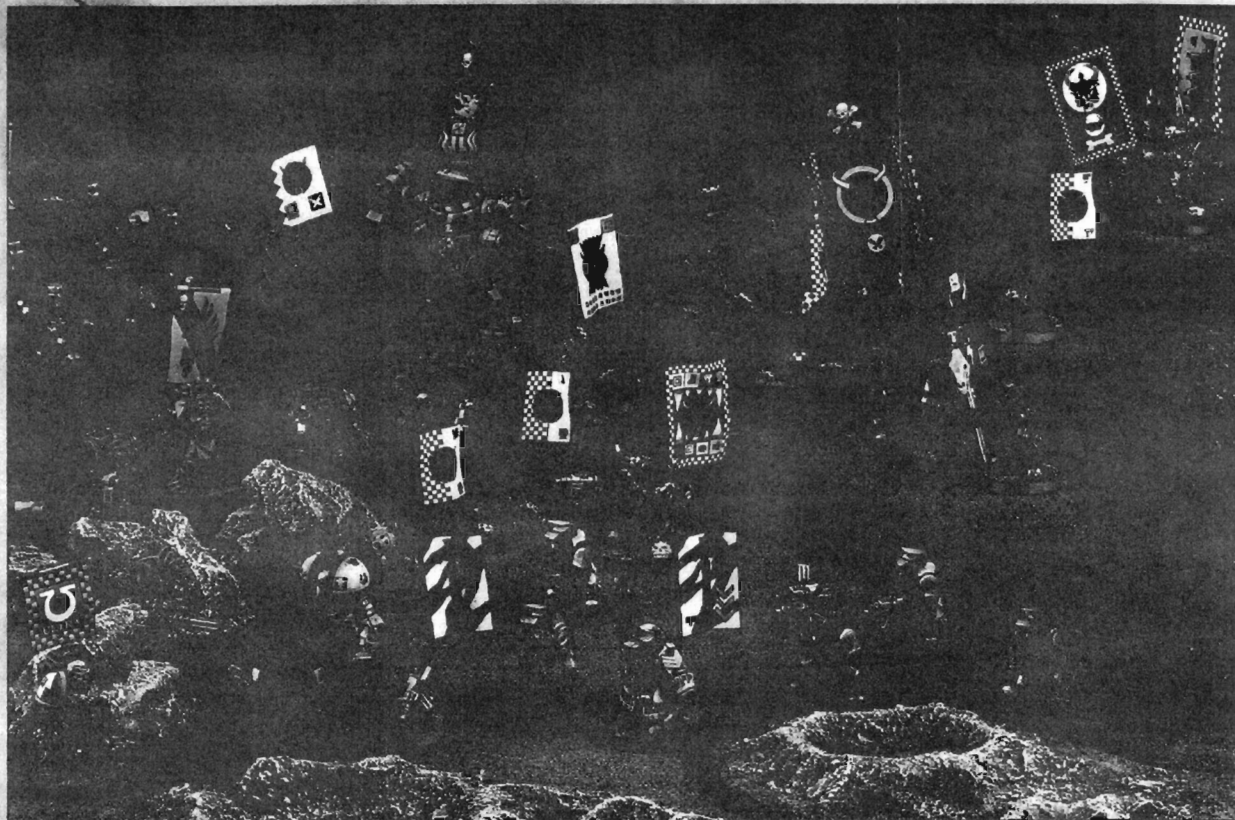
He wrapped his tentacles round the throat of the blue-armoured Ultramarine. The man struggled and writhed in his grasp, frantically trying to break his grip and bring his bolter to bear. It was a hopeless struggle. Slowly, inexorably, Karlsen lifted him and with one mighty heave threw him off the top of the tower. He watched with satisfaction as the man tumbled headlong to the ground over a mile below. The fight was over. The last Ultramarine on the planet was dead. The governor's palace was theirs.

On and on it went. Memories flickered through his mind, reminding him of ancient triumphs and ancient defeats, of all the things he desired to remember and some of the things he would like to forget but could not.

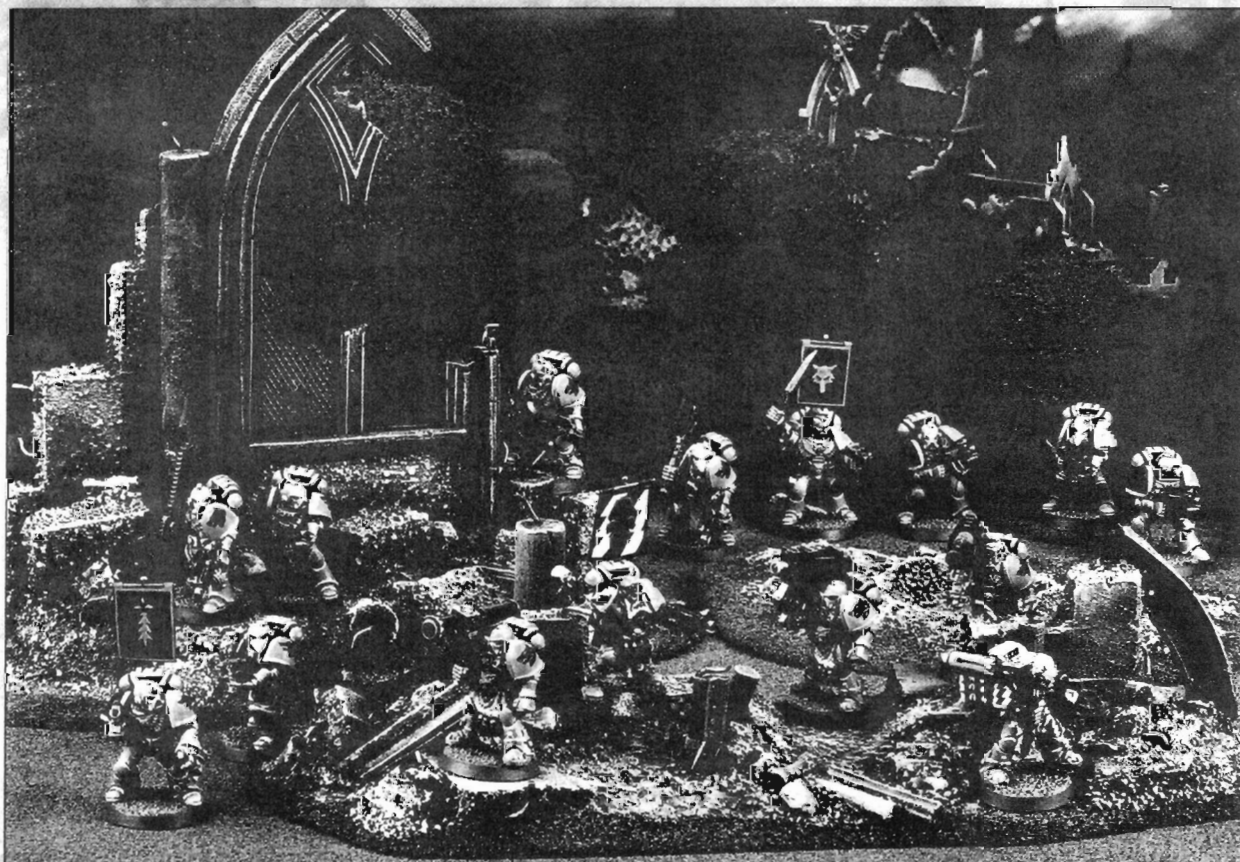
The touch of his sergeant brought him from his reveries. He looked up into Caine's twisted goat face, "What is it?" he asked.

"Ships rise from the planet, Brother Captain. Defenders come to meet us."

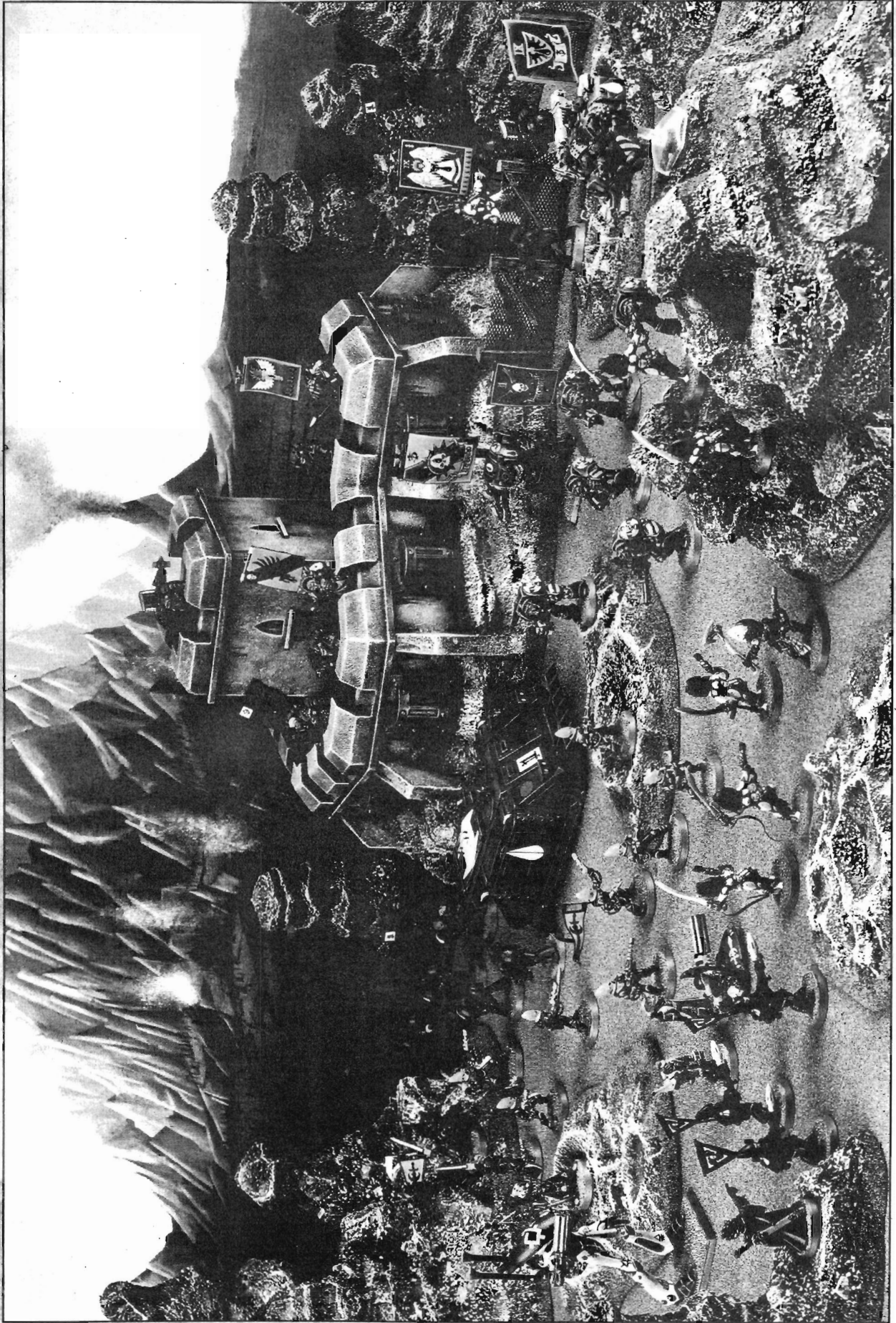
Good, thought Karlsen. Perhaps this planet shall provide us with some sport after all.



ULTRAMARINES AND BLOOD ANGEL SPACE MARINES IN COMBAT WITH AN ORK WARBAND



SPACE WOLVES LONG FANGS AND BLOOD CLAWS



ELDAR FROM THE ALAITOC CRAFTWORLD STORM A BLOOD ANGELS' SPACE MARINE STRONGHOLD

VEHICLE +5 Pts per weapon

STORM BOLTERS

Many Imperial vehicles are fitted with storm bolters mounted as auxiliary weapons. Because they have an ample supply of ammunition these vehicle-mounted storm bolters are less prone to jamming so reroll any jams rolled on the sustained fire dice. Any member of the crew can fire an auxiliary storm bolter but if he does so he may not perform his usual task (ie. fire his weapon if a gunner or drive the vehicle if a driver). Alternatively, troopers from squads being transported may fire auxiliary storm bolters instead of firing their own weapons through hatches or firing slits. Models firing storm bolters may not be targeted separately by the enemy.

IMPERIAL VEHICLES ONLY

VEHICLE 30 Points

HUNTER-KILLER MISSILE

This card may only be taken for vehicles (excluding bikes and skimmers), it may not be taken for Dreadnoughts. Hunter-killer missiles are one shot weapons for use against heavily armoured targets. The missile is fitted with a robot brain so it is self-guiding and doesn't require a crewman to fire it. The missile may only be fired at vehicles, Dreadnoughts, buildings or similar targets. It always hits its target on a roll of 3+ regardless of range and to hit modifiers for target size, speed, cover etc. If the missile hits work out damage using the profile given below. Discard this card once the missile has been fired.

STRENGTH	DAMAGE	SAVE MOD.	ARMOUR PENE.
8	2D10	-6	8+2D10+D6

IMPERIAL VEHICLES ONLY

VEHICLE 15 Points

BULLDOZER BLADE

This card may only be taken for vehicles (excluding bikes and skimmers), it may not be taken for Dreadnoughts or other walkers. The 'dozer blade increases the Strength of the vehicle's ram value by +1 and adds +1D6 to the ram damage it inflicts. This is in addition to the +D6 ram bonus against buildings received by vehicles with a ram bar noted in the Buildings section of the Warhammer 40,000 rulebook. In addition to this, any shots which hit the front of the vehicle's hull will hit the blade on a roll of 4, 5 or 6 on a D6. If it is hit the 'dozer blade adds +D6 to the vehicle's front hull armour value for that shot only. If the vehicle's hull suffers a penetrating hit from the front the bulldozer blade is automatically wrecked and this card is discarded.

IMPERIAL VEHICLES ONLY

VEHICLE 20 Points

KUSTOM FORCE FIELD

This card may only be taken for Ork vehicles and Dreadnoughts. The vehicle or Dreadnought is fitted with a Mekboy kustom force field. Whenever the vehicle is hit roll a D6 and deduct the result from the Strength of the incoming shot. On a roll of 6 the hit is stopped completely but the force field generator burns out and destroys itself in the process, inflicting a S4 hit on a randomly selected crewman instead.

ORK VEHICLES AND DREADNOUGHTS ONLY

VEHICLE 5 Points

SQUIG FUEL INJECTOR

This card may only be taken for Ork vehicles but not for Dreadnoughts. The vehicle contains special gubbins that squirt an extra dose of squig fuel into the engine to produce a burst of mind-boggling speed! The squig fuel injector is used at the end of the vehicle's movement and makes it move another 3D6" forward in a straight line immediately. If the roll for distance is 15 or more the vehicle starts to rattle itself apart - move the vehicle and then roll a D6 on the Hull Damage Table (or the Bike/Buggy/Wartrak Damage Table as appropriate).

ORK VEHICLES ONLY

VEHICLE +10 Pts per weapon

HEAVY FLAMER

Heavy bolters are often replaced with heavy flammers on Imperial vehicles fighting in built-up areas or jungles to give superior close-in defence against infantry assaults. This card allows you to upgrade heavy bolters to heavy flammers on a vehicle for an extra 10 points per weapon upgraded. Twin linked heavy bolters may be upgraded to a single heavy flamer for free.

IMPERIAL VEHICLES ONLY

VEHICLE 5 Points

SUPERCHARGED ENGINE

This card may only be taken for vehicles (including bikes and skimmers) but not for Dreadnoughts or other walkers. The vehicle's engine has been lovingly serviced and tinkered with by the driver, including having it rebored, gas flowed and fitted with a huge supercharger. The supercharger can be used in any movement phase to increase the vehicle's speeds as shown below. Roll the dice for extra movement each time the supercharger is used. The extra movement rolled doesn't have to be used unless you roll the maximum (6 and 12 respectively) in which case the additional movement must be used up.

SLOW SPEED	COMBAT SPEED	FAST SPEED
No change	+D6	+2D6

VEHICLE 35 Points

NULL-SHIELD

A null-shield protects against psychic attacks, and works by projecting a field of negative psychic energy which repels psychic power on contact. Every time a psychic power is used on a vehicle or Dreadnought with a null-field roll the scatter dice first – on a roll of a 'hit' the psychic power penetrates the shield and works normally. If an arrow is rolled the psychic power is deflected 2D6" away in the direction indicated, passing over terrain and obstacles but affecting the first model (other than the vehicle or Dreadnought) in its path. If the null-field is within an area of effect marker caused by a psychic power it will nullify the power on a roll 4, 5 or 6 on a D6.

VEHICLE 10 Points

REINFORCED ARMOUR

The armour of this vehicle or Dreadnought has been reinforced by having extra armour plates, track links, sand bags and the like strapped to the outside. This means that the vehicle's armour value is increased by 1 point on all of its hit locations apart from wheels or tracks. Unfortunately the extra weight decreases the vehicle's speed. Vehicles have their slow speed reduced by 1", their combat speed reduced by 2", and their fast speed reduced by 4". Dreadnoughts and walkers have their movement rate reduced by 2".

VEHICLE 5 Points

SEARCHLIGHT

A searchlight is useful for spotting hidden troops. When you use the searchlight place a 2" blast marker anywhere within line of sight of the vehicle. Any hidden enemy models completely or partially covered by the marker are 'spotted' if they are in or behind soft cover (woods, bushes etc.). Models hidden in or behind hard cover (walls or rocks for example) are 'detected' instead.

SPACE MARINE DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	6	6	7	5	3	10

CREW: 1 SPACE MARINE

RAM VALUE:
STRENGTH 7
D10 DAMAGE
-4 SAVE

WEAPONS:

The Codex weapon fits for a Space Marine Dreadnought are:

- EITHER ASSAULT:** Power fist with built-in storm bolter, with a 90° field of fire to the front and a multi-melta with a 90° field of fire to the front – 195 Pts.
- OR TACTICAL:** Assault cannon with a 90° field of fire to the front and a missile launcher with frag and krak missiles and a 90° field of fire to the front – 205 Pts.
- OR DEVASTATOR:** Twin lascannon with a 90° field of fire to the front and a missile launcher with frag and krak missiles and a 90° field of fire to the front – 215 Pts

The Dreadnought may be fitted with a set of auto-launchers carrying frag or blind Grenades at an additional cost of +5 Pts. For non-standard weapon fits see the Dreadnought datafax supplied in the Warhammer 40,000 game.

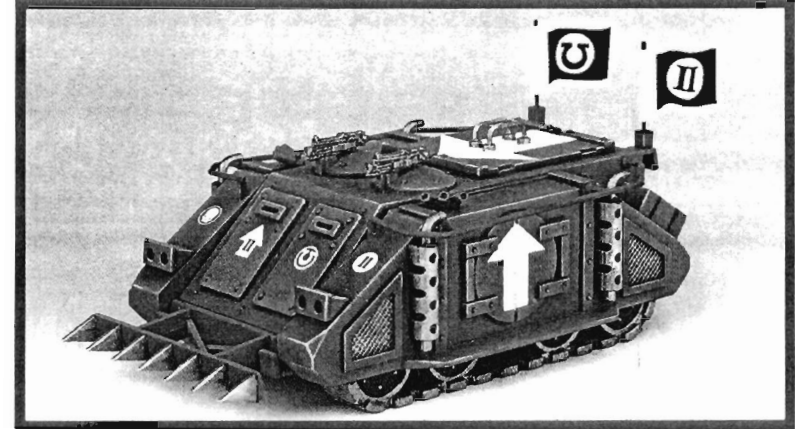
WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour Pene.	Special
	Short	Long	Short	Long					
Storm Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire, 1D
Power Fist	Close	Combat	Only	-	8	1	-5	D6+D20+8	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Frag Missile	0-20	20-72	-	-	4	1	-1	D6+3	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire 3D
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker

POINTS COST: Varles with armament



SPACE MARINE RHINO



VEHICLE DATA

RAM VALUE:
STRENGTH 7
D12 DAMAGE
-5 SAVE

CREW: 1 SPACE MARINE DRIVER

TRANSPORT:

10 Space Marines in power armour, or 5 Space Marines in Terminator armour.

WEAPONS

Twin linked bolters with 360° field of fire. The Rhino may be fitted with auto-launchers with frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-

POINTS COST: 50 Points

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"

TYPE: TRACKED

D6	Location	Armour	
		Front	Side/Rear
1	Legs	20	18
2	Left Arm	19	17
3	Right Arm	19	17
4-6	Body	21	19

D6 Leg Damage Table

- 1 The inch thick armour plates on the Dreadnought's leg hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- 2 The Dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The Dreadnought may now only limp D3" per turn.
- 5-6 The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

- 1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by 1 point.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 3-5 The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by 1 point.
- 6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the Dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this second explosion.

D6 Body Damage Table

- 1 The Dreadnought's controls go crazy making the Dreadnought difficult to control. The Dreadnought may only move or attack if you first roll a 4+ on a D6.
- 2 The Space Marine controlling the Dreadnought is badly wounded. All of the Dreadnought's characteristics are halved for the rest of the game.
- 3-4 The Dreadnought's engine bursts into flames and the machine is immobilised. The Space Marine may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5 The Space Marine controlling the Dreadnought is slain. The Dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses.
- 6 The Dreadnought's ammunition explodes. The Dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-5	Hull	20	18
6	Weapons	12	12

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Rhino may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Rhino moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1 The driver is hit and killed. The Rhino will move out of control and may not fire any weapons until another model takes over.
- 2-4 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.
- 5 The Rhino's engine explodes, killing everybody on board. The Rhino is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 6 A spark ignites the Rhino's fuel tank and it bursts into flames, killing everybody on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

D6 Weapons Damage Table

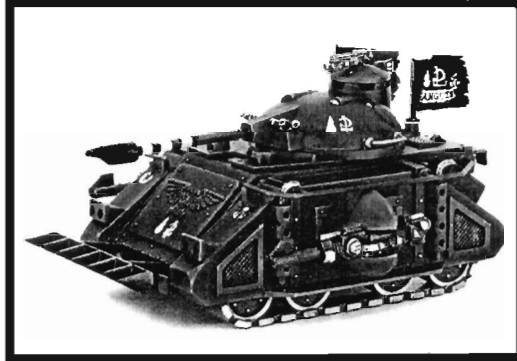
- 1 The Rhino's bolters and auto-launchers are damaged, and may only be fired if you first roll a 4 or more on a D6.
- 2-5 The Rhino's bolters and auto-launchers are destroyed.
- 6 The Rhino's bolters and auto-launchers are destroyed as above, but the explosion causes a secondary explosion in the hull. Roll on the Hull Damage Table to find out what effect this second explosion has.

SPACE MARINE PREDATOR

VEHICLE DATA

RAM VALUE:
STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:
SLOW SPEED: 7"
COMBAT SPEED: 20"
FAST SPEED: 25"
TYPE: TRACKED



CREW:
1 SPACE MARINE DRIVER 3 SPACE MARINE GUNNERS

WEAPONS

Two lascannon, one in each side mount, and one autocannon mounted in the turret. Each lascannon has a **targeter** and an 180° field of fire to its side of the vehicle. The autocannon is fitted with a **targeter** and has a 360° field of fire. The Predator may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour Pene.	Special
	Short	Long	Short	Long					
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained Fire 1D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Auto-launcher	6	-	-	-	As GrenadeType		-		
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 180 Points

SPACE MARINE ATTACK BIKE

VEHICLE DATA

CREW:
1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:
STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:
SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 24"
TYPE: BIKE



WEAPONS

Twin linked **bolters** fitted with a **targeter** firing forward in a 90° arc of fire. One **multi-melta** fitted with a **targeter** firing forward in a 180° arc of fire.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker

POINTS COST: 110 points

D6	Location	Armour	
		Front	Side/Rear
1	Track*	15	15
2-3	Hull	20	18
4	Sponson*	17	15
5-6	Turret	22	22

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Predator may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Predator moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Predator's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the Predator's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Predator's ammunition explodes. The Predator is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Sponson Damage Table

- 1 The lascannon mounted in the sponson is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2-5 The sponson is destroyed. The lascannon mounted in it may not fire for the rest of the game.
- 6 The sponson is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this has.

D6 Turret Damage Table

- 1 The autocannon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2 The turret is jammed and may no longer rotate. The autocannon may only fire in a straight line at targets that are directly in front of it.
- 3 The turret gunner is killed. Unless his position is taken over by another crew member the autocannon may no longer be fired.
- 4-6 The ammunition stored in the turret explodes and the Predator is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 Strength 9 hits with a -6 saving throw

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See Below	
4-6	Bike	10	10

* Hit the crewman nearest the attacker

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The bike's multi-melta is destroyed and may no longer be used.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The wheel and mountings are badly buckled and the bike flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman hit is killed using the normal shooting rules. He has a Toughness of 4 and is wearing power armour that confers a 3+ saving roll, and has 1 wound.

If the driver is killed then the bike will move out of control for the remainder of the game or until the gunner takes over, the bike hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.

If the gunner is killed then the bike's multi-melta may no longer be used, although the driver may still fire the vehicle's bolters.

SPACE MARINE BIKE

VEHICLE DATA

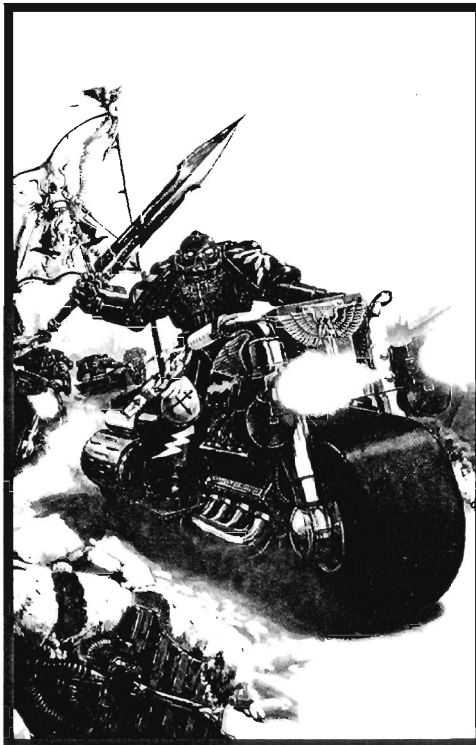
CREW:
1 SPACE MARINE

RAM VALUE:
STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:
SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE

WEAPONS

Twin linked **bolters** fitted with a **targeter** firing forward in a 90° arc of fire.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-

POINTS COST: 20 points + rider

SPACE MARINE LAND RAIDER

VEHICLE DATA

RAM VALUE:
STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:
SLOW SPEED: 7"
COMBAT SPEED: 14"
FAST SPEED: 20"
TYPE: TRACKED

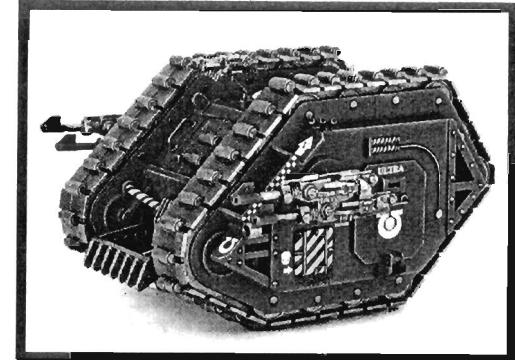
CREW:
1 SPACE MARINE DRIVER 2 SPACE MARINE GUNNERS

TRANSPORT:

10 Space Marines in power armour or 5 Space Marines in Terminator armour.

WEAPONS:

Four **lascannon**, two linked in each side mount, and twin **heavy bolters** linked in a pintel mount. Each pair of lascannon has a **targeter** and a 180° field of fire to their side of the vehicle. The heavy bolters are also fitted with a **targeter** and have a 360° field of fire. The Land Raider may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.



WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour Pene.	Special
	Short	Long	Short	Long					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 4D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Auto-launcher	6	-	-	-	As Grenade	Type	-	-	
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 220 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Space Marine Rider	See Below	
3-6	Bike	10	10

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips, over killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn and then flip over and be destroyed.

D6	Location	Armour	
		Front	Side/Rear
1-2	Track*	17	17
3-5	Hull	22	20
6	Lascannon*	18	18

* Hit the one nearest to the attacker

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Land Raider may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Land Raider moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1 The twin heavy bolters mounted on the hull are destroyed and may no longer be used.
- 2-3 A fiery explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Land Raider's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the Land Raider's fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Land Raider's ammunition explodes. The Land Raider is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Lascannon Damage Table

- 1 The lascannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2-5 The lascannon is destroyed and may not fire for the rest of the game.
- 6 The lascannon is destroyed as above, but the explosion causes a flashback to the hull causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

SPACE MARINE LAND SPEEDER

VEHICLE DATA

CREW:

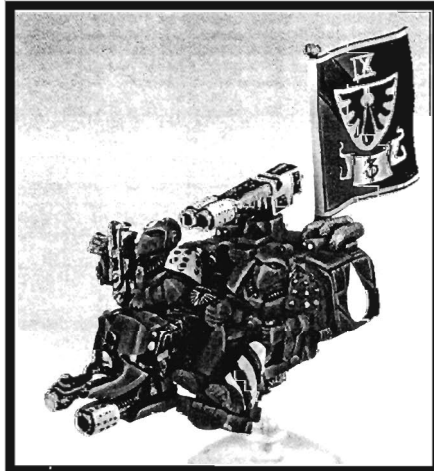
1 SPACE MARINE DRIVER
1 SPACE MARINE GUNNER

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: SKIMMER



WEAPONS

One **heavy flamer** and a 180° field of fire to the front, and one **multi-melta** with **targeter** and a 45° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy flamer	Special		-	-	5	1	-3	D6+5	See rules
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker



POINTS COST: 145 Points

LEMAN RUSS BATTLE TANK

VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 20"
TYPE: TRACKED

CREW:

1 IMPERIAL GUARD DRIVER
4 IMPERIAL GUARD GUNNERS

WEAPONS

Two **heavy bolters**, one in each side mount, one **lascannon** mounted in the hull, and one **battle cannon** mounted in the turret. Each **heavy bolter** has a **targeter** and an 180° field of fire to their side of the vehicle. The **lascannon** is fitted with a **targeter** and has a 90° field of fire to the front. The **battle cannon** is fitted with a **targeter** and has a 360° field of fire. The Leman Russ may be fitted with a set of **auto-launchers** carrying **frag** or **blind grenades** at an additional cost of +5 points.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+8	Sustained fire 2D
Battlecannon	0-20	20-72	-	-	8	2D6	-3	3D6+8	2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Auto-launcher	6	-	-	-	As Grenade Type		-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 205 Points

D6	Location	Armour	
		Front	Side/Rear
1-2	Crew*	See below	
3-6	Land Speeder	10	12

*Hit the one nearest to the attacker

D6 Land Speeder Damage Table

- 1 The land speeder's heavy flamer is destroyed and may no longer be used.
- 2 The land speeder's multi-melta is destroyed and may no longer be used.
- 3 The land speeder's controls are damaged making it difficult to control. Roll a D6 at the start of each of the land speeder's movement phases. On a roll of 4, 5 or 6 the driver is able to control the land speeder and it moves normally. On a roll of 1, 2 or 3 the land speeder moves out of control for that turn.
- 4 The land speeder's engine cuts out and it crashes to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the land speeder was moving at more than 10" a turn in its previous move.
- 5 The land speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The land speeder's fuel explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction. When the wreck hits the ground its ammunition explodes, causing D3 strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a toughness of 4 and is wearing power armour that confers a 3+ saving roll, and has 1 wound. If the driver is killed then the land speeder will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table, or until the gunner takes over. If the gunner is killed then his heavy flamer may no longer be used, although the driver may still fire the land speeder's multi-melta.



* Hit the one nearest to the attacker	D6	Location	Armour	
			Front	Side/Rear
	1	Track*	16	16
	2-3	Hull	22	18
	4	Heavy Bolter*	17	17
	5-6	Turret	25	22

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Leman Russ may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Leman Russ moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board, they are killed on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1 The hull mounted lascannon is destroyed and may not be fired for the rest of the battle.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Leman Russ's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage as if hit by a heavy flamer.
- 6 The Leman Russ's ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 strength 10 hits with a -3 saving throw modifier.

D6 Heavy Bolter Damage Table

- 1 The heavy bolter is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2-5 The heavy bolter is destroyed and may not be fired for the rest of the game.
- 6 The heavy bolter is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.

D6 Turret Damage Table

- 1 The battlecannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- 2 The turret is jammed and may no longer rotate. The battlecannon may only fire in a straight line at targets that are directly in front of it.
- 3 The turret gunner is killed. Unless his position is taken over by another crew member the battlecannon may no longer be fired.
- 4-6 The ammunition explodes and the Leman Russ is destroyed. All crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

IMPERIAL GUARD SENTINEL

VEHICLE DATA

RAM VALUE:
STRENGTH 6
D6 DAMAGE
-3 SAVE

CREW:
1 IMPERIAL GUARDSMAN

M	WS	BS	S	I	A	LD
8	3	3	4	3	2	7



WEAPONS

The Sentinel is armed with an **assault cannon** with **targeter** and has a 90° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Assault cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire 3D



POINTS COST: 75 Points

IMPERIAL GUARD LAND SPEEDER

VEHICLE DATA

RAM VALUE:
STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:
SLOW SPEED: 10"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: SKIMMER

CREW:
1 IMPERIAL GUARD DRIVER
1 IMPERIAL GUARD GUNNER



WEAPONS

One **multilaser** with **targeter** and a 180° field of fire to the front, and one **heavy plasma gun** with **targeter** and a 45° field of fire to the front. The **heavy plasma gun** may be replaced with a **lascannon** or a **missile launcher** with **frag** and **krak** missiles for an additional cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Multi-laser	0-20	20-60	+1	-	6	D4	-1	D6+D4+6	Sustained fire 3D
Heavy Plasma Gun	*One turn to recharge after firing on max power								
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Missile launcher	0-20	20-72	-	-	As MissileType		-	-	-
Frag Missile	-	-	-	-	4	1	-1	D6+3	2" Blast Marker
Krak Missile	-	-	-	-	8	D10	-6	D6+D10+8	-

POINTS COST: 90 Points

D6	Location	Armour	
		Front	Side/Rear
1-2	Legs	15	15
3	Assault Cannon	15	15
4-5	Body	15	15
6	Imperial Guardsman	See below	

D6 Leg Damage Table

- 1 The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its' next turn.
- 2 The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The Sentinel may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Weapon Damage Table

- 1 The assault cannon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 2-5 The assault cannon is destroyed.
- 6 The assault cannon explodes killing the Imperial Guardsman and effectively destroying the machine.

D6 Body Damage Table

- 1 The Sentinel's controls are damaged making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 2-3 The shot penetrates the body and hits the Imperial Guardsman, killing him instantly.
- 4-6 The Sentinel's engine explodes, killing the Imperial Guardsman and causing D3 strength 6 hits with a -2 saving roll modifier on all models within 3".

Guardsman Damage Table

Roll to see if the Imperial Guardsman is killed using the normal shooting rules. He has a toughness of 3 and has 1 wound, and is wearing flak armour which confers a 6+ saving throw. If the Imperial Guardsman is killed then the Sentinel move out of control for the one turn and then collapse to the ground.

D6	Location	Armour	
		Front	Side/Rear
1-2	Crew*	See below	
3-6	Land Speeder	10	12

*Hit the one nearest to the attacker

D6 Land Speeder Damage Table

- 1 The land speeder's multilaser is destroyed and may no longer be used.
- 2 The forward weapon is destroyed and may no longer be used.
- 3 The land speeder's controls are damaged making it difficult to control. Roll a D6 at the start of each of the land speeder's movement phases. On a roll of 4, 5 or 6 the driver is able to control the land speeder and it moves normally. On a roll of 1, 2 or 3 the land speeder moves out of control for that turn.
- 4 The land speeder's engine cuts out and it crashes to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the land speeder was moving at more than 10" a turn in its previous move.
- 5 The land speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The land speeder's fuel explodes, killing the crew. The flaming wreck crashes to the ground 2D6" away in a random direction. When the wreck hits the ground its ammunition explodes, causing D3 strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a toughness of 3 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the land speeder will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table, or until the gunner takes over. If the gunner is killed then his multilaser may no longer be used, although the driver may still fire the vehicle's heavy weapon.



SPACE ORK BATTLEWAGON



VEHICLE DATA

CREW:
ONE ORK DRIVER
RAM VALUE:
STRENGTH 8",
D12 DAMAGE,
-5 SAVE.

MOVEMENT:
SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 25"
TYPE: WHEELED.

WEAPONS:

Orks in the battlewagon may use any weapons that they are carrying. The field of fire is based on the position of the individual Ork model within the vehicle.

TRANSPORT:

Any number of models that can fit or balance on the battlewagon can be carried by it. Any models which fall off during play are judged to have actually fallen off and the normal rules apply.

POINTS COST: 50 points.

SPACE MARINE DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	6	6	7	5	3	10

CREW:
ONE SPACE MARINE

RAM VALUE:
STRENGTH 7
D10 DAMAGE
-4 SAVE

WEAPONS:

Two arms fitted with power fists with built-in Storm Bolters with a 90° field of fire to the front.

One or both arms can be upgraded to carry a lascannon, an assault cannon or a missile launcher with frag and krak missiles at an additional cost of 30 points each, or a multi melta at a cost of 50 points each or a twin linked lascannon at a cost of 40 points each. The Dreadnought may be fitted with a set of auto-launchers carrying frag or blind grenades at an additional cost of +5 points.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Armour Pene.	Special
	Short	Long	Short	Long					
Storm Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire 1D
Power Fist	Close	Combat	Only	-	8	1	-5	D6+D20+8	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Frag Missile	0-20	20-72	-	-	4	1	-1	D6+3	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Assault Cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire 3D
Multi Melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker

POINTS COST: 145 points

Fear the Dreadnought! The mighty creation of the Tech-Priests whose power in battle is unmatched. Within its steel shell is bound a mortal man. Man and machine joined together in invincible unity. What foe can stand before a man turned metal is the glory of the Emperor.

Admonishments of the Adeptus Mechanicus

DAMAGE TABLES

D6	Location	Armour	
		Front	Side/Rear
1	Wheel*	15	15
2-4	Hull	20	18
5-6	Passengers	see below	

* Hit the one nearest to the attacker

D6 Wheel Damage Table

- 1** The wheel is damaged but keeps running. The Battlewagon may only move at slow speed for the rest of the game.
- 2-5** One of the Battlewagon's wheels is blown off. The Battlewagon moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6** A wheel is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1** The driver is hit and killed. The Battlewagon will move out of control until another model takes over.
- 2-4** A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4, 5 or 6 they are hit and killed.
- 5** The Battlewagon's engine explodes, killing everybody on board. The vehicle is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 6** A spark ignites the Battlewagon's fuel tank and it bursts into flames, killing everybody on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Passenger Damage Table

The attack hits the passenger nearest the attacker, unless the attack weapon has a burst, in which case any passenger models under the template are hit on a D6 roll of 4, 5 or 6. Roll to see if the passenger is killed using the normal shooting rules by comparing the attacking weapons strength to the passenger's toughness, and making any armour saving rolls as normal.

DAMAGE TABLES

D6	Location	Armour	
		Front	Side/Rear
1	Legs	20	18
2	Left Arm	19	17
3	Right Arm	19	17
4-6	Body	21	19

D6 Leg Damage Table

- 1** The inch thick armour plates on the Dreadnought's leg hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- 2** The Dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4** The leg is seriously damaged. The Dreadnought may now only limp D3" per turn.
- 5-6** The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

- 1** The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by one point.
- 2** Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 3-5** The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by one point.
- 6** The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the Dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find out what effect this second explosion has.

D6 Body Damage Table

- 1** The Dreadnought's controls go crazy making the Dreadnought difficult to control. The Dreadnought may only move or attack if you first roll a 4+ on a D6.
- 2** The Space Marine controlling the Dreadnought is badly wounded. All of the Dreadnought's characteristics are halved for the rest of the game.
- 3-4** The Dreadnought's engine bursts into flames and the machine is immobilised. The pilot may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5** The Space Marine controlling the Dreadnought is slain. The Dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground.
- 6** The Dreadnought's ammunition explodes. The Dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

ORK WARBIKE

VEHICLE DATA

CREW:

ONE ORK RIDER

RAM VALUE:

STRENGTH 5

D4 DAMAGE

-2 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 12"

FAST SPEED: 30"

TYPE: BIKE

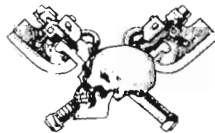


WEAPONS

The warbike is armed with twin linked **autocannons** which fire forward with a 90° arc of fire.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained fire 2D



POINTS COST: 45 points

ORK WARTRAK

VEHICLE DATA

CREW:

ONE ORK DRIVER

ONE ORK GUNNER

RAM VALUE:

STRENGTH 6

-2 SAVE

D6 DAMAGE

MOVEMENT:

SLOW SPEED: 10"

COMBAT SPEED: 20"

FAST SPEED: 28"

TYPE: TRACKED



WEAPONS

The wartrak is armed with twin linked **heavy bolters** with a 360° fire arc. The heavy bolters may be replaced with a single **heavy plasma gun** for +5 points, a single **lascannon** for +10 points or a single **multi-melta** for +20 points or twin linked **autocannons** for +15 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 4D
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained fire 2D
Heavy Plasma Gun									*One turn to recharge after firing on max power
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

POINTS COST: 50 points

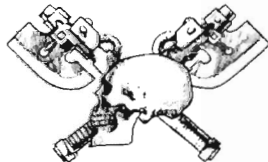
D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Ork Rider	See Below	
3-6	Bike	10	12

D6 Bike Damage Table

- 1 The warbike's twin autocannon are destroyed and may no longer be used.
- 2 The warbike's tracks are damaged. From now on the warbike's maximum speed is reduced to its slow rate only.
- 3 The warbike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the warbike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the warbike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The warbike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the warbike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The warbike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The warbike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the rider is killed then the warbike will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or until it leaves the game table.



D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See below	
4-6	Wartrak	10	12

* Hit the one nearest to the attacker

D6 Wartrak Damage Table

- 1 The wartrak's weapon is destroyed and may no longer be used.
- 2 The wartrak's track is blown off. The wartrak moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 3 The wartrak's controls are damaged making it difficult to control. Roll a D6 at the start of each of the wartrak's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the wartrak moves out of control for that turn.
- 4 The wartrak's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the wartrak when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The wartrak's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The wartrak's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the wartrak will move out of control for the remainder of the game or until the gunner takes over, the wartrak hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. If the gunner is killed then the wartrak's weapon may no longer be used.



ORK NOBZ BIKE

VEHICLE DATA

CREW:

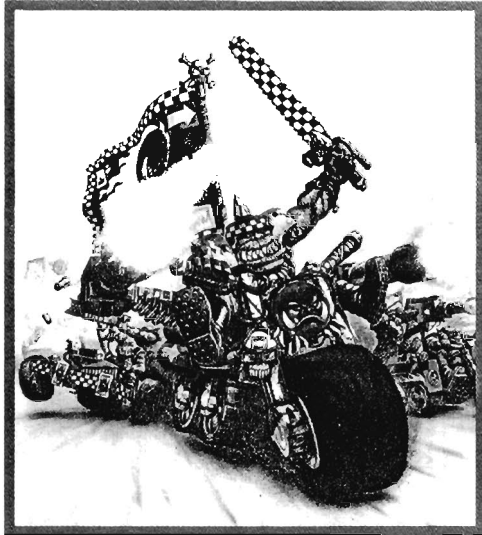
ONE ORK DRIVER
ONE ORK NOB

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 12"
FAST SPEED: 30"
TYPE: BIKE



WEAPONS

Although the bike itself is unarmed the Nob riding it may fire any of his weapons in a 360° arc.



POINTS COST: 20 points + cost of Nob

ORK DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	5	4	6	3	4	6

CREW:

ONE GRETCHIN

RAM VALUE:

STRENGTH 7
-4 SAVE
D10 DAMAGE

WEAPONS:

ARM 1: POWER CLAW

ARM 2: POWER CLAW

ARM 3: HEAVY BOLTER 90° arc of fire to the front.

ARM 4: HEAVY FLAMER 90° arc of fire to the front.

Up to two arms can be upgraded to carry a **lascannon** or a **missile launcher** with frag and krak missiles at an additional cost of 25 points each.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Heavy Flamer	Special Template		See rulebook		5	1	-3	D6+5	
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Frag Missile	0-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Power Claw	Close Combat		Only		8	1	-5	D6+D20+8	

BASIC POINTS COST: 120 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See Below	
4-6	Bike	10	12

* Hit the one nearest to the attacker

D6 Bike Damage Table

- 1 The bike's tracks are damaged. From now on the bike's maximum speed is reduced to its slow rate only.
- 2-3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Bike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. The driver has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. Use the Nobs Toughness and saving throw for hits against him. If the driver is killed then the bike will move out of control for the remainder of the game or until the Nob takes over, the bike hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.



D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Legs	18	18
2	Left Arm*	16	16
3	Right Arm*	16	16
4-6	Body	20	17

* Roll a D6: 1-3 = upper arm 4-6 = lower arm

D6 Leg Damage Table

- 1 The inch thick armour plates on the Dreadnought's leg hold, but the force of the blow slows it down. The Dreadnought may not move in its next turn.
- 2 The Dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything it moves into.
- 3-4 The leg is seriously damaged. The Dreadnought may now only limp D3" per turn.
- 5-6 The leg is blown off and the Dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

- 1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the Dreadnought's Attacks characteristic by one point.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 3-5 The arm is torn from the Dreadnought's body. Any weapons mounted on the arm are destroyed, and the Dreadnought's Attacks characteristic is reduced by one point.
- 6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the Dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this second explosion.

D6 Body Damage Table

- 1 The Gretchin controlling the Dreadnought suffers a massive electrical shock, sending him on the rampage! The Dreadnought moves out of control for the rest of the game. It will attack anything in its path in close combat or fire its weapons at the closest target, friend or foe!
- 2-4 The Dreadnought's engine bursts into flames and the machine is immobilised. The Gretchin may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5 The Gretchin controlling the Dreadnought is slain. The Dreadnought staggers D3" in a random direction, colliding with anything moved into, before collapsing to the ground.
- 6 The Dreadnought's ammunition explodes. The Dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

ORK SCORCHER

VEHICLE DATA

CREW:

ONE ORK DRIVER
ONE SNOTLING
ONE ORK GUNNER

RAM VALUE:

STRENGTH 6
-2 SAVE
D6 DAMAGE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 20"
FAST SPEED: 30"
TYPE: TRACKED.



WEAPONS:

The Scorcher is armed with a **heavy flamer** with a 360° fire arc.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Flamer	Special	Template	-	-	5	1	-3	D6+5	-



POINTS COST: 50 points

ORK WAR BUGGY

VEHICLE DATA

CREW:

ONE ORK DRIVER
ONE ORK GUNNER

RAM VALUE:

STRENGTH 6
-3 SAVE
D6 DAMAGE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 16"
FAST SPEED: 30"
TYPE: WHEELED



WEAPONS:

The war buggy is armed with twin linked **heavy bolters** with a 360° fire arc. These may be replaced with a single **heavy plasma gun** for +5 points, a single **lascannon** for +10 points, a single **multi-melta** for +20 points or twin linked **autocannons** for +15 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 4D
Multi-Melta	0-12	12-24	+1	-	8	2D12	-4	2D12+D6+8	2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Autocannon	0-20	20-72	-	-	8	D6	-3	2D6+8	Sustained fire 2D
Heavy Plasma Gun									*One turn to recharge after firing on max power
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

POINTS COST: 45 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Driver	See below	
2	Turret	12	12
3-5	Scorcher	10	12
6	Fuel Tank	12	12

D6 Scorcher Damage Table

- The Scorcher's track is blown off. The Scorcher moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 3 The Scorcher's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the Scorcher's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the Scorcher moves out of control for that turn.
- 4 The Scorcher's front wheel is blown off and it flips over, killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the Scorcher when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The Scorcher's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The Scorcher's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

D6 Turret Damage Table

- 2 The vehicle's heavy flamer is destroyed and may not be used for the rest of the battle.
- 3-6 The gunner is hit. Roll to see if he is killed using the normal shooting rules. He has a toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the gunner is killed then the heavy flamer may no longer be used.

D6 Fuel Tank Damage Table

- The Snorting pump attendant is killed and the fuel tank's pressure starts running down. Next turn the Scorcher may fire as normal. The turn after that the weapon is treated as a normal flamer rather than a heavy flamer. The turn after that it is treated as a hand flamer, and the turn after that it may not fire at all!
- The fuel tank starts leaving a trail of burning fuel behind the vehicle. This is not a problem as long as the vehicle keeps moving. However, if the vehicle stops for any reason then the burning fuel will catch up causing an explosion as described for a roll of 3-6 below.
- 3-6 The fuel explodes, destroying the Scorcher and killing the crew. Any models within 2D6" of the vehicle are caught in the explosion, suffering damage exactly as if hit by a heavy flamer.

Driver Damage Table

Roll to see if the driver is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the Scorcher will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	see below	
4-6	War Buggy	10	10

* Hit the one nearest to the attacker

D6 War Buggy Damage Table

- The war buggy's weapon is destroyed and may no longer be used.
- 3 A wheel is blown off. The buggy moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 4 The war buggy's controls are damaged making it difficult to control. Roll a D6 at the start of each of the war buggy's movement phases. On a roll of 4, 5 or 6 the driver is able to control the vehicle and it moves normally. On a roll of 1, 2 or 3 the war buggy moves out of control for that turn.
- 5 The war buggy's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The war buggy's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the buggy will move out of control for the remainder of the game or until the gunner takes over, the buggy hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. If the gunner is killed then the war buggy's weapon may no longer be used.



ELDAR JETBIKE

VEHICLE DATA

CREW:

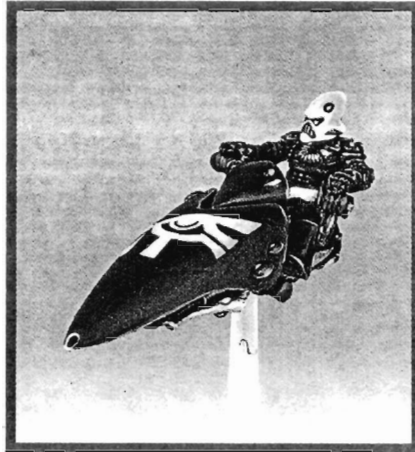
ONE ELDAR RIDER

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 18"
FAST SPEED: 35"
TYPE: SKIMMER / BIKE



WEAPONS

Twin linked **shuriken catapults** fitted with a **targeter** firing forward in a 90° arc of fire. The shuriken catapults may be replaced with a single **shuriken cannon** at a cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Shuriken Catapult	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained fire (2 dice)
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-2	D6+D4+5	Sustained fire (2 dice)

POINTS COST: 20 points + rider

ELDAR VYPER

VEHICLE DATA

CREW:

1 ELDAR DRIVER
1 ELDAR GUNNER

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 18"
FAST SPEED: 35"
TYPE: SKIMMER



WEAPONS

Twin linked **shuriken catapults** with **targeter** and a 90° field of fire to the front, and one of the following weapons with a **targeter** and 180° field of fire to the front: a **shuriken cannon** (+15 points); a **heavy plasma gun** (+30 points); a **lascannon** (+35 points); a **scatter laser** (+35 points). The **shuriken catapults** may be exchanged for a single **shuriken cannon** at a cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6	See main rules
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained fire 2D
Shuriken Catapults	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained fire 2D
Heavy Plasma Gun						*One turn to recharge after firing on max power			
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+6D+10	1 1/2" Blast Marker

POINTS COST: 45 points

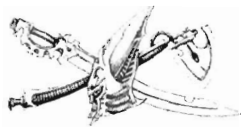
D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Eldar Rider	see below	
3-6	Jetbike	12	10

Bike Damage Table

- 1 The jetbike's weapons are destroyed and may no longer be used.
- 2 The bike's jet is damaged, reducing its power output. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The jetbike's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the jetbike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The jetbike's engine cuts out and it crashes to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier. The rider is able to leap from the jetbike before it crashes, but will suffer damage if the bike was moving at more than 10" in its previous move.
- 5 The jetbike's engine explodes, killing the rider. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The jetbike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, showering wreckage all around and causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules. The rider has a Toughness of 3 and is wearing mesh armour which confers a 5+ armour saving throw, and has 1 Wound. If the rider is killed then the jetbike will move out of control until it leaves the table, crashes, or is destroyed.



D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See below	
4-6	Vyper	12	10

* Hit the one nearest to the attacker

D6

Vyper Damage Table

- 1 The Vyper's shuriken catapults are destroyed and may no longer be used.
- 2 The gunner's heavy weapon is destroyed and may no longer be used.
- 3 The Vyper's controls are damaged making it difficult to control. Roll a D6 at the start of each of the Vyper's movement phases. On a roll of 4, 5 or 6 the driver is able to control the Vyper and it moves normally. On a roll of 1, 2 or 3 the Vyper moves out of control for that turn.
- 4 The Vyper's engine cuts out and it crashes to the ground, 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier. The crew are able to leap from the Vyper before it crashes, but will suffer damage if it was moving at more than 10" in its previous move.
- 5 The Vyper's engine explodes, killing the crew. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 6 The Vyper's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and explodes, showering wreckage all around and causing D3 Strength 8 hits with a -3 saving roll modifier to models within 3'.

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 3 and is wearing mesh armour that confers a 5+ saving roll, and has 1 wound. If the driver is killed then the Vyper will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with another vehicle or building, it leaves the game table, or until the gunner takes over. In order for the gunner to take over control of the Vyper he must clamber from his seat, ditch the driver's body, and then gain control of the bike. This is a difficult manoeuvre to say the least, and in order to carry it out the gunner must roll 4 or more on a D6. If he fails the roll then he falls off the Vyper, and will suffer damage if the Vyper was moving at more than 10" in its previous move. If the gunner is killed then his heavy weapon may no longer be used, although the driver may still fire the vehicle's forward armament.

ELDAR WAR WALKER

VEHICLE DATA

M	WS	BS	S	I	A	LD
8	3	3	5	4	2	8

CREW:
ONE ELDAR GUARDIAN

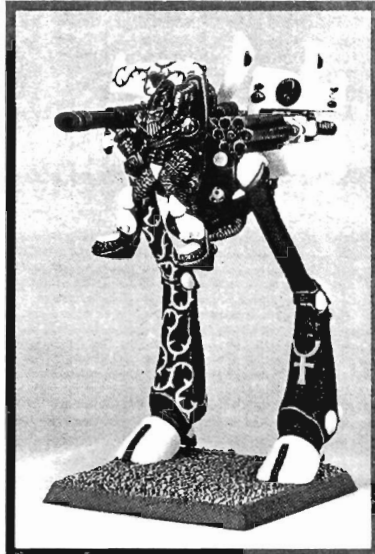
RAM VALUE:
STRENGTH 6 -4 SAVE
D6 DAMAGE

WEAPONS

The War Walker is armed with two weapons chosen from the following list:

scatter laser (+35 points);
lascannon (+35 points);
heavy plasma gun (+30 points);
missile launcher with frag and
krak missiles (+35 points);

Both weapons are fitted with targeters and have a 90° field of fire to the front.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6	See main rules
Frag Missile	0-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Heavy Plasma Gun			*One turn to recharge after firing on max power						
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

POINTS COST: 80 points

ELDAR DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
8	6	6	5	6	3	8

CREW: SPECIAL

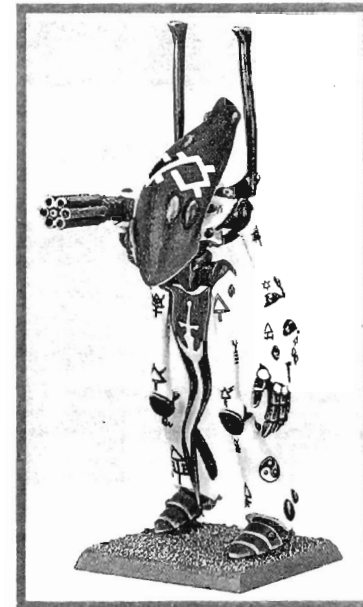
RAM VALUE:
STRENGTH 6 -3 SAVE D8 DAMAGE

WEAPONS:

Two arms fitted with power fists, each with either a built in shuriken catapult or flamer with targeter, with a 90° arc of fire to the front.

One arm may be upgraded to carry one of the following weapons fitted with a targeter: distortion cannon +25 pts; lascannon +30 pts; missile launcher with frag and krak missiles +30 pts; heavy plasma gun +30 pts; scatter laser +30 pts.

Alternatively, instead of replacing the arm the weapon may be fitted to a shoulder mount with a 90° arc of fire to the front at a cost of +15 points.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
D-Cannon	0-16	16-32	-	-	see special rules		-	-	See main rules
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	
Frag Missile	0-20	20-72	-	-	4	1	-1	D6+4	2" Blast Marker
Krak Missile	0-20	20-72	-	-	8	D10	-6	D6+D10+8	
Power Fist	Close combat only				8	1	-5	D20+D6+8	
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6	See main rules
Heavy Plasma Gun					*One turn to recharge after firing on max power				
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast Marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1 1/2" Blast Marker

POINTS COST: 160 points

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Legs	18	18
3-4	Weapon*	18	18
5-6	Eldar / Engine**	Special	18

*The weapon nearest to the attacker is hit
**Eldar is hit from front, Engine from rear

D6 Leg Damage Table

- 1 The inch thick armour plates on the War Walker's leg hold, but the force of the blow slows it down. The War Walker may not move in its next turn.
- 2 The War Walker is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The War Walker may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the War Walker crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Weapon Damage Table

- 1 The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 2-5 The weapon is torn from the War Walker's body and destroyed.
- 6 The weapon explodes! The explosion flashes back to the War Walker's engine bypassing all armour, and causing a secondary explosion. Roll on the Engine Damage Table to find out what effect this second explosion has.

D6 Engine Damage Table

- 1 The War Walker's controls are damaged, making it difficult to control. The War Walker may only move or attack if you first roll a 4+ on a D6.
- 2-3 The cooling system for the War Walker's engine is destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 4-6 The War Walker's engine explodes, killing the Eldar and causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Eldar Damage Table

Roll to see if the Eldar is killed using the normal shooting rules. He has a Toughness of 3 and is wearing mesh armour that confers a 5+ saving roll, and has 1 wound. In addition, he is protected by a special power field which confers a 2+ saving throw against shooting which is never modified for any reason. The power field does not protect against hits from hand-to-hand combat. If the Eldar is killed then the War Walker moves out of control for one turn and then collapses to the ground.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Legs	18	18
3	Left Arm	18	18
4	Right Arm	18	18
5-6	Head	22	18

D6 Leg Damage Table

- 1 The inch thick armour plates on the dreadnought's leg hold, but the force of the blow slows it down. The dreadnought may not move in its next turn.
- 2 The dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The dreadnought may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

- 1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the dreadnought's Attacks characteristic by 1 point.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 3-5 The arm is torn from the dreadnought's body. Any weapons mounted on the arm are destroyed, and the dreadnought's Attacks characteristic is reduced by 1 point.
- 6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the dreadnought's hull, bypassing all armour, and causing a secondary explosion. Roll on the Head Damage Table to find out what effect this second explosion has.

D6 Head Damage Table

- 1 The dreadnought's controls are damaged making it difficult to control. The dreadnought may only move or attack if you first roll a 4+ on a D6.
- 2 The Spirit Stone controlling the dreadnought is badly damaged. All of the dreadnought's characteristics are halved for the rest of the game.
- 3 The cooling pipes for the dreadnought's engine are destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 4-5 The Spirit Stone controlling the dreadnought is destroyed. The dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground. The sudden release of psychic energy will inflict D3 wounds (no save allowed) on any Eldar psyker within D6" of the dreadnought as it collapses.
- 6 The dreadnought's ammunition explodes. The dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

SQUAT HEAVY BIKE

VEHICLE DATA

CREW:

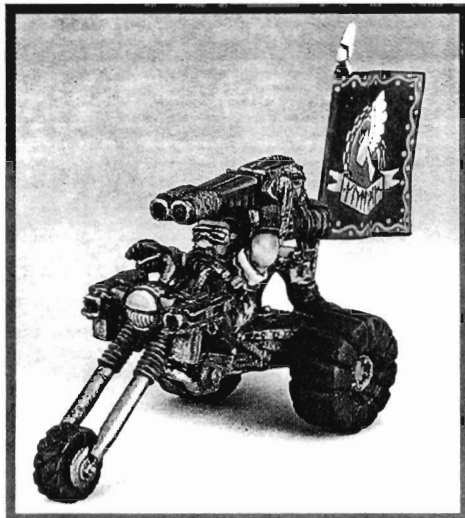
ONE SQUAT DRIVER
ONE SQUAT GUNNER

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

SLOW SPEED: 8"
COMBAT SPEED: 18"
FAST SPEED: 24"
TYPE: BIKE



WEAPONS

Twin linked **bolters** fitted with a **targeter** firing forward in a 90° arc of fire. One **multi-melta** fitted with a **targeter** firing forward in a 180° arc of fire.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast Marker

POINTS COST: 85 points

SQUAT BIKE

VEHICLE DATA

CREW:

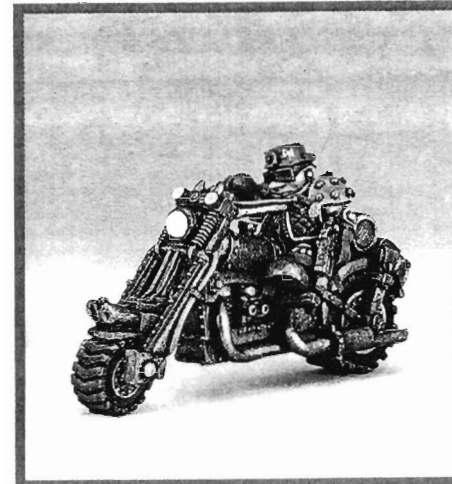
ONE SQUAT RIDER

RAM VALUE:

STRENGTH 5
D4 DAMAGE
-2 SAVE

MOVEMENT:

SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"
TYPE: BIKE



WEAPONS

Twin linked **bolters** fitted with a **targeter** firing forward in a 90° arc of fire.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolter	0-12	12-24	+1	-	4	1	-1	D6+4	-

POINTS COST: 15 points + Rider

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-3	Crew*	See Below	
4-6	Bike	10	10

* Hit the one nearest to the attacker

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The bike's multi-melta is destroyed and may no longer be used.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the driver is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The wheel and mountings are badly buckled and the bike flips over killing the crew. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D6 S7 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Crew Damage Table

Roll to see if the crewman is killed using the normal shooting rules. He has a Toughness of 4 and is wearing flak armour that confers a 6+ saving roll, and has 1 wound. If the driver is killed then the bike will move out of control for the remainder of the game or until the gunner takes over, the bike hits terrain it cannot cross, collides with another vehicle or building, or leaves the game table. If the gunner is killed then the bike's multi-melta may no longer be used, although the driver may still fire the vehicle's bolters.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Squat Rider	See Below	
3-6	Bike	10	10

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn and then flip over and be destroyed.

CHAOS SPACE MARINE DREADNOUGHT

VEHICLE DATA

M	WS	BS	S	I	A	LD
6	7	5	6	5	3	10

CREW:

ONE CHAOS SPACE MARINE

RAM VALUE:

STRENGTH 7

D10 DAMAGE

-4 SAVE

WEAPONS:

Two arms, one fitted with a **power claw**, and one with a **heavy plasma gun** with a 90° arc of fire to the front.



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Power Claw	Close Combat Only				8	1	-5	D6+D20+8	
Heavy Plasma Gun									
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+4+7	1½" Blast Marker
Max Power	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1½" Blast Marker*

*One turn to recharge after firing on max power

POINTS COST: 185 points

CHAOS SPACE MARINE BIKE

VEHICLE DATA

CREW:

1 CHAOS SPACE MARINE

RAM VALUE:

STRENGTH 5

D4 DAMAGE

-2 SAVE

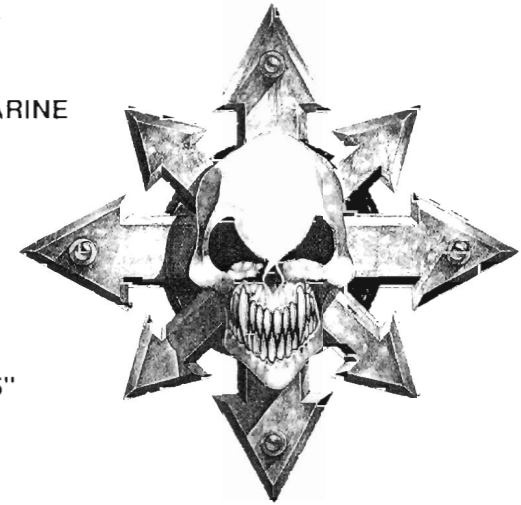
MOVEMENT:

SLOW SPEED: 10"

COMBAT SPEED: 15"

FAST SPEED: 30"

TYPE: BIKE



WEAPONS

Twin linked **bolters** fitted with a **targeter** firing forward in a 90° arc of fire.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Bolters	0-12	12-24	+1	-	4	1	-1	D6+4	-



POINTS COST: 20 points + rider

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Legs	19	19
2	Left Arm	18	18
3	Right Arm	18	18
4-6	Body	21	19

D6 Leg Damage Table

- 1 The inch thick armour plates on the dreadnought's leg hold, but the force of the blow slows it down. The dreadnought may not move in its next turn.
- 2 The dreadnought is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 3-4 The leg is seriously damaged. The dreadnought may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the dreadnought crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Arm Damage Table

- 1 The arm is hit and partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the dreadnought's Attacks characteristic by 1 point.
- 2 Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 3-5 The arm is torn from the dreadnought's body. Any weapons mounted on the arm are destroyed, and the dreadnought's Attacks characteristic is reduced by 1 point.
- 6 The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the dreadnought's body, bypassing all armour, and causing a secondary explosion. Roll on the Body Damage Table to find the effect of this second explosion.

D6 Body Damage Table

- 1 The dreadnought's controls go crazy making the dreadnought difficult to control. The dreadnought may only move or attack if you first roll a 4+ on a D6.
- 2 The Chaos Space Marine controlling the dreadnought is badly wounded. All of the dreadnought's characteristics are halved for the rest of the game.
- 3-4 The dreadnought's engine bursts into flames and the machine is immobilised. The Chaos Space Marine may use emergency controls to fire one weapon. Roll a D6 at the beginning of each player's turn, the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.
- 5 The Space Marine controlling the dreadnought is slain. The dreadnought staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground.
- 6 The dreadnought's ammunition explodes. The dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-2	Chaos Space Marine Rider	See Below	
3-6	Bike	10	10

D6 Bike Damage Table

- 1 The bike's twin bolters are destroyed and may no longer be used.
- 2 The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- 3 The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- 4 The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- 5 The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- 6 The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn and then flip over and be destroyed.

SEEKING AMMO

5 Points

Seeking ammo may only be used with projectile weapons such as boltguns. The projectiles are fitted with tiny thrusters and a rudimentary robot brain. When you fire a shot using seeking ammo you do not use the firer's Ballistic Skill or any modifiers to hit for target speed, cover etc. The seeking ammo will always hit its target on a roll of 2 or more on a D6. Seeking ammo can also be fired at targets which are hidden or out of sight as long the target is detected (by a scanner or another model for example) and lies within weapon range. Seeking ammo may not be used in combination with other kinds of special ammo.

USE ONCE AND DISCARD

BIONIC ARM

5 Points

A bionic arm makes for a powerful enhancement of any warrior's skills, giving him greatly amplified strength, reflexes, grip and dexterity. A model fitted with a bionic arm gains +1 to their Strength characteristic for the purposes of hand-to-hand combat and throwing grenades. The model also gains +1 Initiative in hand-to-hand combat only.



SQUIG ATTACK ARM

3 Points

The squig attack arm is a special bionik replacement which incorporates a cage containing a dangerous gnasher squig. In hand-to-hand combat the Ork automatically unleashes the squig as its opponent closes in so resolve the attack during the hand-to-hand combat phase before any attack dice are rolled. The Ork's opponent suffers an automatic Strength 5 attack with no saving throw modifier from the squig, after which the creature either crawls off to digest the chunk of flesh it's bitten off or is killed by the opponent. This means the squig attack arm may only be used once per game.

ORKS ONLY DISCARD AFTER USE

BIONIC LEG

3 Points

Many veteran warriors proudly carry a bionic leg from some fearsome battle of the past. A model equipped with a bionic leg gains +1 attack to its Attack characteristic and can make a special kick attack if it wins a round of hand-to-hand combat. The model can only make one kick attack, regardless of how much it beat its opponent's Combat Score by. The kick attack is resolved at +2 to the model's Strength and inflicts D3 damage. If the target is no bigger than the model with the bionic leg it is also knocked back D3" by the kick.

SCANNER

1 Point

A scanner can detect living matter and energy of any kind within 24" of the user. Readings will indicate concentrations of tissue and energy such as groups of creatures or vehicles. The scanner is capable of differentiating between animals and vegetation, and can read through rock up to 5 metres thick. The main military use of the scanner is for finding hidden troops, which are automatically detected if they are within 24".

Detects hidden troops within 24"

TARGETER

2 Points

Targeters are devices which combine various optical and electronic sights. A model using a weapon with a targeter gains a +1 modifier on its roll to hit with that weapon. Targeters are always fitted to specific weapons, so a character armed with a plasma gun with a targeter and a bolt pistol would get +1 to hit when he was shooting with the plasma gun but not with the bolt pistol. Targeters may not be interchanged between weapons during a battle.



ARMOUR PIERCING AMMO 5 Points

Armour piercing ammo is either projectiles with specially hardened tips in the case of projectile weapons or a super-charged power pack in the case of energy weapons. When you fire a shot using armour piercing ammo the weapon's save modifier is increased to -6 for that one shot only. Against vehicles the weapon's armour penetration is increased by an amount which varies according to the Strength of the weapon as shown below. The decision to use armour piercing ammo must be made before the dice is rolled to hit.

Weapon's Strength	1-3	4-5	6-7	8-10
Bonus Penetration Dice	+D3	+1D6	+1D12	+1D20

USE ONCE AND DISCARD

FRENZON 5 Points

Frenzon is a drug that can be used to induce the psychological effects of frenzy or hatred for the rest of the game. The psychology effects are automatic and no test is made against Leadership. Only one psychological state can be induced at a time. A single dose of frenzon antidote (contained in the frenzon dispensing device) will negate the induced psychological state. However, repeated use of frenzon is dangerous to the subject. Every time a dose is administered after the first roll a D6 for the model affected: on a roll of 1 the model suffers D3 wounds.

STEEL SKULL 5 Points

Nasty head injuries mean that this Ork has had a large part of its cranium replaced with steel plates. This has the advantage of making the Ork hard to hurt, even by Ork standards! The Ork gains +1 on its Toughness characteristic for having a steel skull. However, the Ork also suffers occasional bouts of Madboy-like behaviour, and is subject to the rules for Madboyz given in the Codex Imperialis book.



ORKS ONLY

SPIKE ARM 5 Points

A spike arm often appears to be just a normal bionic arm, but concealed along the length of the arm are sets of retractable spikes or blades. In close combat the arm can be used to grip an opponent and then impale them as the concealed spikes slam into position. This gives the Ork +1 WS in hand-to-hand combat and means that the Ork always counts as having higher Initiative in the case of the Combat Scores being drawn.



ORKS ONLY

WEIRDBOY STAFF 5 Points

All Ork Weirdboyz carry a copper staff to help them earth excess Waaagh! power and stop their heads exploding. Particularly valued or powerful Weirdboyz eventually get hold of a special Weirdboy staff which is made of strange copper alloys and inscribed with ancient Orky glyphs. A Weirdboy staff is a force weapon so the Weirdboy can add his mastery level to his Strength and wounds daemons automatically in hand-to-hand combat. The Weirdboy may also reroll the dice for his Waaagh! test if he fails the first roll.

ORK WEIRDBOYZ ONLY

TELESKOPIC LEGS 5 Points

Teleskopic legz are an invention of pure Orky cunning. An Ork with telekopic legz gains +2 to its Move characteristic and doesn't suffer any movement penalties for crossing obstacles up to 2" high. The Ork can also raise itself up by 2" in the shooting phase, allowing it to see and to shoot over intervening terrain and obstacles more easily.



ORKS ONLY

CAMELEOLINE 5 Points

Cameleoline is a rare artificial substance which can be woven into the structure of most fabrics. Morphic polymer chains in the material automatically take on the colours and textures of their surroundings. The result is that after a second or two motionless the wearer appears to fade into the background, offering chameleon-like protection from prying eyes. All shots fired at a stationary model wearing cameleoline suffer a -1 to modifier in addition to the normal to hit modifiers for cover etc. If the model hides troops that move into a position to see the hiding model, or move within their Initiative distance, will only detect him rather than spotting him.

REFRACTOR FIELD 5 Points

A refractor field is an energy bubble projected by a small generator no larger than a pistol holster. It operates by dispersing the energy of incoming shots and close combat attacks over the total area of the field. One unfortunate side effect is that when the field is switched on it produces a hazy band of light which makes it impossible for the wearer to hide. The refractor field gives its wearer an extra saving throw of 5 or 6 on a D6. This save is always taken before a save for armour (if any) and is not subject to saving throw modifiers, so the save is 5+ whether the field is hit by a lascannon or a bolter.

5+ Unmodified save

MEDI-PACK

10 Points

A medi-pack is an advanced automated medical machine. To use the machine a model carrying it must move into base-to-base contact with his patient during his own turn and remain there through the shooting and close combat phases doing nothing else. At the end of the close combat phase the medi-pack can do one of the following:

- 1 Restore 1 wound to a wounded but still living character.
- 2 Restore a model reduced to 0 wounds to 1 wound on a roll of 5 or 6 on a D6.
- 3 Restore the vision of any blinded model.
- 4 Cure the effects of any non-fatal gas type.
- 5 Negate any psychological effects in a model.

JUMP PACK

10 Points

A jump pack permits its wearer to make a long powered leap instead of its normal move. A jump can be made up to a distance of 18", reaching a height sufficient to clear most obstacles, vehicles and models. Woods and single storey buildings reduce the jump to 12". Roll a scatter dice for the jumping model on landing: a roll of a hit indicates it's on target; an arrow indicates the model scatters D3" in the direction indicated. When a model with a jump pack charges he may move up to 4" after he's landed to engage an opponent in hand-to-hand combat. A model may make a jump, land and then shoot or throw a grenade, but it can't use a move or fire weapon. Models using jump packs leap in slow, predictable curves so models firing at them do not suffer the normal -1 to hit penalty for firing at a target moving 10" or faster.

CONVERSION FIELD

10 Points

A conversion field converts incoming energy into light, giving the bearer an additional saving throw of 4, 5 or 6 on a D6. This extra save is taken before an armour save and is not subject to saving throw modifiers so it always succeeds on a 4, 5 or 6. A successful save causes a blinding flash of light that illuminates an area with a radius equal to the Strength of the attacker or weapon in inches. Any models within this area that have no eye protection will be blinded on a roll of 4, 5 or 6 on a D6 until the beginning of their next turn. Models that are blind cannot move or shoot and fight in hand-to-hand combat with a WS of 1.

4, 5 or 6 Unmodified save

Blinds unprotected troops on 4, 5 or 6.

STORM SHIELD

10 Points

A Storm Shield is large plasteel plate which contains a small but potent power field generator, because of this they are also known as power shields. Once activated, the Storm Shield is surrounded by a glowing blue field of energy which emits crackling lightning when it is used to parry a blow. A model equipped with a Storm Shield receives an extra armour saving throw of 4, 5 or 6 against shooting or hand-to-hand combat damage from the model's front 90° arc. This saving throw ignores normal save modifiers and therefore offers a save even against weapons with large negative modifiers such as lascannons and power weapons. A Storm Shield may be used to parry.

GYRO-STABILISED MONOWHEEL

8 Points

The gyro-stabilised monowheel is always popular with Orks addicted to the exhilaration and excitement induced by high speeds. An Ork with a gyro-stabilised monowheel increases its Movement characteristic to 8", so it can "run" or charge up to 16". However, the Ork may not cross obstacles of any kind and will suffer a S5 hit if it attempts to do so, and it may not run or charge through woods, or difficult and very difficult ground.



ORKS ONLY

AUX. GRENADE LAUNCHER

8 Points

This particular version of the auxiliary grenade launcher is small enough to fit onto any weapon, including hand-to-hand combat weapons, and may be fired in addition to normal shooting. The grenade launcher is loaded with either Krak or frag grenades (choose which at the start of the game). Other grenades may not be loaded during the game. A model carrying an auxiliary grenade launcher may choose to shoot a weapon and the grenade launcher in the same shooting phase with a -1 to hit modifier on both shots.

RANGE	TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG					
0-6	6-12	-	-1	-	-	-	-
Krak	-	-	-	6	D6	-3	2D6+6
Frag	-	-	-	3	1	-1	D6+3 2" blast

IMMUNE

5 Points

Immune is a broad-band immunisation which protects the body against bio-warfare attacks, a variety of toxins and dangerous levels of radiation. A character equipped with Immune totally ignores the effects of the following grenades: choke, hallucinogen, rad, scare, toxin and virus.



DIGITAL LASERS

6 Points

Digital lasers are concealed weapons fitted into finger rings or the knuckles of a glove. Digilasers do not prevent a model using any other weapons. They are automatically fired at the start of hand-to-hand combat against opponents in base-to-base contact, before any attack dice are rolled and regardless of whose turn it is. The shots are worked out in exactly the same way as normal, the wearer blasting away at point blank range as his attackers close. The digilasers get three shots, which may be divided amongst multiple opponents if desired. Once close combat has started the digilasers have no effect, the model doesn't gain any extra attack dice for having them.

RANGE	TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG					
Close combat only				3	1	-1	D6+3 See above

EXECUTIONER

14 Points

The Executioner takes many forms – that of a heavy spear, a rune-encrusted sword or a great black scythe. Whatever its form, it is one of the most deadly hand-to-hand power weapons. The Executioner has a Strength of 8, a -6 saving throw modifier and inflicts D3 damage. The Executioner can be used to parry but it requires both hands to use.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
Close combat only				8	D3	-6	D6+3	Parry

ELDAR ONLY

TOXIN GRENADE

15 Points

When a Toxin grenade explodes it showers the area with a cloud of deadly poison. Determine where the grenade hits as normal and place a 1 1/2" blast marker there. Every unprotected model under the blast marker is killed on a roll of 2 or more. Troops with some form of protection are killed on a D6 roll of a 3 or more. Enclosed vehicles and troops wearing sealed armour (Space Marines and Aspect Warriors), Tyranids and their creatures such as Genestealers (but not including crossbreeds like Genestealer Hybrids) cannot be affected. The toxin gas cloud remains on the table. At the beginning of each side's turn one player rolls a D6 and consults the chart in the Wargear book.

DISCARD AFTER USE

FROSTFANG

10 Points

Frostfang is a mighty weapon crafted centuries ago by the Iron Priest Fergus Forgrim, the famed master craftsman of the Space Wolves. Its chainsaw blade is fashioned from a rare metal whose secret died with the ancient Iron Priest. It has a superior profile as shown below.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
Close combat only				5	D3	-2	2D6+D3+5	Parry

SPACE WOLVES ONLY

HAYWIRE GRENADE

10 Points

Haywire or scrambler grenades emit a powerful burst of electromagnetic interference which scrambles delicate circuits and overloads instrumentation. Haywire only affects vehicles, dreadnoughts, robots, Wraithguard and Terminators. Its burst covers a 1 1/2" radius, roll to hit and scatter as for a normal grenade. Vehicles etc. hit by a Haywire grenade are penetrated automatically. Roll to hit locations covered by the template as normal and then roll on the appropriate damage table. However, the pulse is unlikely to destroy a vehicle, dreadnought etc. so deduct -1 from the damage roll. Vehicle crewmen or Terminators hit by a Haywire grenade suffer a S3 hit causing 1 wound with no armour save possible. Discard this card after use.

Penetrates armour automatically

DISCARD AFTER USE

FORCE SWORD

10 Points

Phased crystalline patterns along the force sword's blade coil iridescent psychic energy around it like a snake. At the end of the psychic phase one unused force card may be stored in the force sword instead of being placed on the warp cards discard pile. The stored force card may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the force sword increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend the stored force card to gain an extra +2 Strength and -2 armour save in hand-to-hand combat. The force sword can be used to parry.

PSYKERS ONLY

FORCE AXE

10 Points

A force axe crackles with barely suppressed sparks of psychic energy. At the end of the psychic phase one unused force card may be stored in the force axe instead of being placed on the warp cards discard pile. The stored force card may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the force axe increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend the stored force card to gain an extra +3 Strength and -3 armour save in hand-to-hand combat.

PSYKERS ONLY

NIGHT WING THE PSYBER RAVEN

10 Points

Night Wing was fashioned for the Rune Priest Njal Stormcaller by the Iron Priest Ulf Blackbrow, and is attuned to the Rune Priest's unique brain pattern. Night Wing will fight in hand-to-hand combat alongside Njal. Any opponent will therefore always face two enemies: Njal and Night Wing.

M	WS	BS	S	T	W	I	A	LD
-	4	0	3	6	1	4	1	-

Night Wing has no Movement or Leadership values, but always moves with Njal at all times.

SPACE WOLVES RUNE PRIEST ONLY

MASTER-CRAFTED BOLT PISTOL

10 Points

A weapon crafted by a master armourer and ornamented by the greatest artists is a worthy weapon for a warrior. Such pistols are treasured possessions, and are often passed from one warrior to another.



RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-12	12-24	+2	+1	4	1	-1	D6+4	Close combat

STASIS GRENADE 20 Points

A Stasis grenade creates a localised temporal loop. Determine where the grenade hits as normal and place a 2" blast marker there. Everything under the blast marker is trapped in a stasis loop. Models inside the loop may neither act nor be affected by anything outside the loop, they cannot move or shoot and they cannot be shot at. It is not possible to shoot through a loop, but it is possible to see through it normally. Vehicles and troops within 2" of the edge of the blast marker move at half speed and may only shoot or use psychic powers if they first roll a 4, 5 or 6 on a D6. Close combat is only worked out every other turn. There is a -2 to hit modifier for shooting into, through or out of the area within 2" of the marker. The stasis field remains in play. At the beginning of each side's turn one player rolls a D6 and consults the Stasis chart in the Wargear book.

DISCARD AFTER USE

DISPLACER FIELD 20 Points

A displacer field is in fact a miniature warp-drive mechanism with a proximity detector which activates the warp-drive when it picks up incoming shots, psychic attacks or close combat blows. The displacer field is very reliable, activating on a roll of 3 or more on a D6 whenever the wearer is hit. The field instantly shifts the wearer D6" in a direction determined by rolling the scatter dice. This will cause the attacks which struck the character to miss **unless** the attack uses a template or blast marker and the field fails to get him out of the area of effect. A displacer field will not work against a Vortex grenade

3+ Unmodified save, move D6" in a random direction

AEGIS SUIT 18 Points

An aegis suit is a close-fitting mesh of psycho-conductive filaments which dissipate dangerous amounts of psychic energy. It is normally woven into clothing or hard wired into armour, hence an aegis suit may be combined with physical armour and/or force fields. A model wearing an aegis suit gains a saving throw of 4, 5 or 6 on a D6 against any enemy psychic power used against it.



TELEPORT JAMMER 20 Points

A teleport jammer emits a constant signal which interferes with teleport beams, making teleporting into its area of effect very difficult and dangerous. The jammer has a 36" radius of effect. If anything attempts to teleport into this area the player with the jammer can force the teleporting troops to roll for scatter a second time after they have rolled scatter from their original target point. In addition, the teleporting troops will be destroyed if they roll a double 1 or a double 2 on the distance dice for either scatter roll. The teleport jammer does not affect psykers using their powers to teleport.

FORCE ROD 15 Points

A force rod is prized because it can absorb prodigious amounts of psychic energy into its helix-shaped central core. At the end of the psychic phase unused force cards may be stored in the force rod instead of being placed on the warp cards discard pile. The rod may store a maximum of 3 force cards. Stored force cards may be retrieved from the rod and used in subsequent psychic phases. In hand-to-hand combat the force rod increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible.

PSYKERS ONLY

WITCH BLADE 15 Points

A witch blade is a unique Eldar weapon which channels psychic energy through a crystalline matrix. At the end of the psychic phase one or two unused force cards may be stored in the witch blade instead of being placed on the warp cards discard pile. Stored force cards may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the witch blade increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend stored force cards to gain additional bonuses in hand-to-hand combat. Each force card expended equals an extra +2 Strength and -2 armour save. The witch blade can be used to parry.

ELDAR PSYKERS ONLY

THE AXE MORKAI 15 Points

The Axe Morkai was taken by Space Wolves Commander Logan Grimnar from a defeated Champion of Khorne, and it is imbued with the brutal power of that bloodthirsty god. The Axe was reforged by the Iron Priests and engraved with the two heads of Morkai, guardian wolf of the Gates of Death.

The Axe has S6 and enemy suffering wounds have a 3 save modifier. For each critical hit scored in hand-to-hand combat (i.e., each attack dice roll of a 6) add not +1 to the Combat Score but +D3 (1-2 = 1, 3-4 = 2, 5-6 = 3).

SPACE WOLVES COMMANDER ONLY

THE PELT OF WULFEN 15 Points

This ancient pelt is from a massive Wolf of Fenris, the largest ever slain by a warrior of the Space Wolves. This ancient and venerable hide has been interwoven with a modified cameleoline web.

At ranges of up to 10" the Pelt of Wulfen reduces the enemy's chances of scoring a hit by -1. At 10-20" the penalty is -2, at 20-30" it is -3, and so on, each extra 10" reducing the chance of hitting by a further -1. These penalties apply to shooting (not hand-to-hand fighting) and are in addition to other modifiers for cover, etc.

SPACE WOLVES COMMANDER ONLY

LASBLASTER

25 Points

The lasblaster is a tri-barrelled laser weapon with a powered blade attached to the stock. The weapon can fire three shots per shooting phase in the same way as the Eldar scatter laser. All three targets must be within 6" of each other, roll to hit as normal and resolve any damage using the weapon profile given below. The powered blade in the stock may be used in hand-to-hand combat using the profile given below.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-24	+1	-	6	1	-1	6+D6	3 Shots
Close combat only				5	1	-3	D6+5	-

ELDAR ONLY

SINGING SPEAR

25 Points

A singing spear is a silver spear chased with mysterious metals, named after the constant drone it emits when it is in the hands of a psyker. At the end of the psychic phase one or two unused force cards may be stored in the spear instead of being placed on the warp cards discard pile. Stored force cards may be retrieved from the weapon and used in subsequent psychic phases. The spear can be thrown up to 12" in the shooting phase and returns to the psyker after the throw. In hand-to-hand combat or when thrown the spear increases the wielder's Strength characteristic by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder may also expend stored force cards to gain additional bonuses. Each force card expended equals an extra +2 Strength and -2 armour save.

ELDAR PSYKERS ONLY

NEMESIS FORCE WEAPON

20 Points

Nemesis force weapons are used exclusively by the daemon hunters of the Imperium. At the end of the psychic phase one or two unused force cards may be stored in the Nemesis weapon instead of being placed on the warp cards discard pile. Stored force cards may be retrieved from the weapon and used in subsequent psychic phases. In hand-to-hand combat the Nemesis weapon increases the wielder's Strength by a number equal to his mastery level and wounds daemons automatically with no saving throw possible. The wielder can also expend stored force cards to cause extra damage when he hits daemons in hand-to-hand combat. Expending one force card inflicts D3 wounds per hit, expending two force cards inflicts D6 wounds per hit. The Nemesis force weapon can be used to parry and incorporates a built-in storm bolter which may be fired normally in the shooting phase.

INQUISITORS & GREY KNIGHTS ONLY

SEER RUNES

20 Points

Seer runes are complex wraithbone shapes used by Eldar Farseers to predict the future and the flow of the warp. Seer runes may also be used to temporarily sever an enemy's connection with the warp and so nullify a psychic power. When an enemy uses a psychic power you may immediately counter its effects by using the seer runes. The power is nullified automatically. The seer runes are temporarily disrupted after use and may not be used again in the same battle.

ELDAR FARSEERS ONLY
DISCARD AFTER USE

THE HOOD OF GNYRLL

20 Points

The Hood of Gnyrll may be worn instead of a normal psychic hood. The wearer begins the battle with an additional psychic power. If his mastery level is 1 he therefore receives two psychic powers, if level 2 he receives three, if level 3 he receives four and level 4 psykers receive five.



SPACE WOLVES RUNE PRIEST ONLY

POLYMORPHINE

20 Points

Polymorphine is a shape-altering chemical which allows the highly trained Assassins of the Callidus shrine to transform not only their features but their whole body. An Assassin equipped with polymorphine is not deployed at the start of the game. Instead, the player may play this card at any time to reveal that the Assassin is in fact disguised as one of the enemy! The player can select any humanoid (Ork, Squat, Human, Genestealer hybrid or Eldar) basic trooper model (not a character or a vehicle crewman or a model with a heavy weapon) in the opposing force and substitute the Assassin for that model. The Assassin discards the captured armour and weapons of the trooper as he casts off his disguise, keeping only what weapons and wargear the player has equipped the Assassin with.

OFFICIO ASSASSINORUM ONLY

KUSTOM SHOOTA

20 Points

An impressive-looking kustom shoota is an Ork Mekboy's pride and joy. It fires long, ragged bursts of shots with a hugely variable effect. The kustom shoota has sustained fire, rolling 2 dice. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom shoota has exploded! The shoota is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
0-12	12-32	+1	-1	Art. dice	1	-2	Various	Sustained fire - 2 dice

ORKS ONLY

KUSTOM FORCE FIELD

20 Points

A kustom force field is an Orky device which careens wildly from providing virtual invulnerability to little more than an embarrassing crackle as shells whistle straight through it! Whenever an Ork equipped with a kustom refraktor field is hit roll a D6 and deduct the result from the Strength of the incoming hit. On a roll of 6 the hit is automatically stopped but the Ork suffers an S3 hit instead as the field shorts out and gives him a nasty shock. If the field shorts out this card is discarded immediately.

ORKS ONLY

PSYCANNON

30 Points

The psycannon is a weapon specially constructed to damage psykers and daemons. It uses storm bolter components but the bolts themselves are heavily impregnated with psychic energy. The psycannon may be fired in the shooting phase. Against daemons and psykers the psycannon wounds automatically and daemons get no saving throw. In addition, each time a psyker or daemon is damaged by a psycannon it will lose the use of one psychic power (picked randomly) for the rest of the battle.

RANGE		TO HIT		SAVE			ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.		
0-8	8-16	+2	+1	4	1	-2	D6+4	Sustained fire - 1 dice	

IMPERIUM ONLY

WARP JUMP

30 Points

A warp jump is an ancient alien device which allows a single model to teleport. A model equipped with a warp jump may teleport to any point on the battlefield during its movement phase instead of moving normally. Roll a scatter dice to see if the model teleports on target: a "hit" means it is on target, an arrow means it scatters 2D10" in the direction indicated. However, if a double 1 is rolled on the 2D10 for deviation the model is lost in the warp, never to be seen again. The model may shoot and fight in hand-to-hand combat on the turn it teleports but it doesn't count as charging if it teleports directly into hand-to-hand combat. For further details on teleporting troops see the teleporter rules in the Warhammer 40,000 Wargear book.

COMBAT DRUGS

25 Points

Frenzon is the best known and cheapest combat drug but there are others - Stim, Gamma Æ, Rage and Satrophine. A character equipped with combat drugs may use them at any time with immediate effects on his characteristics. The character speeds up (Mx2, Ix2, Ax2) and becomes harder to injure (T+1) and stronger (S+1). At the end of each of the character's turns roll a D6: on a roll of 5 or 6 the character suffers 1 wound with no armour save possible as the drugs ravage his system. The effects of the drugs last until the character suffers a wound for any reason at which point this card is discarded and the model's characteristics return to normal. Combat drugs may not be used with frenzon.

USE ONCE AND DISCARD

KUSTOM BLASTA

30 Points

A kustom blasta is a big rocket launcher or grenade lobber fitted with an Ork Mekboy's speshul kustom warheads. The kustom blasta has an unpredictable blast marker with a D3" radius - roll for the size of the blast marker each time the weapon is fired. It also has a variable Strength which is rolled on the artillery dice each time it is fired, giving it a Strength of between 2 and 10. If a misfire is rolled on the artillery dice the kustom blasta has exploded! The blasta is destroyed and the Ork carrying it suffers an S4 hit.

RANGE		TO HIT		SAVE			ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.		
0-16	16-36	-	-1	Art. dice	1	-1	Various.	D3" blast	

ORKS ONLY

WEB OF SKULLS

25 Points

This ancient Eldar weapon consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the chain links and cast like a spinning bolas, returning automatically to its user. The Web of Skulls can also be used in hand-to-hand combat like a flail. When thrown the weapon has the profile shown below. In close combat it has S6 and -2 save modifier.

RANGE		TO HIT		SAVE			ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.		
12	24	-	-1	6	1	-2	D6+6	See below	

The Web of Skulls can be thrown at any three targets within 12" of each other, striking each in turn.

ELDAR ONLY

RAD GRENADES

25 Points

STRENGTH	DAMAGE	SAVE MODIFIER	RADIATION EFFECT AREA
D6+D4	1	-3	1-3"

Secretly determined

Rad grenades unleash a deadly dose of radiation. Determine where the grenade hits as normal and place a randomly drawn Rad counter face down at that spot. The player who threw the grenade can secretly examine the counter to find out what the radius is. If any target is within the distance shown on the marker it is automatically hit by the radiation. The counter remains in place for the rest of the game. Any models that move within the radiation effect distance are automatically hit immediately, and will be hit every turn if they remain there.

DAEMON WEAPON

25 Points

A daemon weapon contains the bound essence of a daemon from the warp, lending the wielder supernatural power and ferocity. A model wielding a daemon weapon in hand-to-hand combat gains +2 to their WS and Strength characteristics and always wounds psykers and daemons on a roll of 2 or more on a D6 regardless of their Toughness. Living models wounded by a daemon weapon during the hand-to-hand combat phase must roll a Ld test on 2D6 immediately. If they fail the test their soul is wrenched from their body and consumed by the weapon - killing the model instantly regardless of wounds.

CHAOS ONLY

PSYCHIC HOOD

25 Points

A psychic hood is in fact a web of fine wires and crystals set into a helmet or worn over the head. The effect of the psychic hood is to amplify a psyker's ability to disrupt manipulations of the warp by another psyker, making it easier for him to nullify psychic powers. This means a psyker wearing a psychic hood is allowed to reroll the dice throw when he attempts to nullify psychic powers.



PSYKERS ONLY

VORTEX GRENADE 50 Points

The vortex grenade tears a rift in the fabric of real space like a miniature black hole. The vortex grenade is thrown like an ordinary grenade and it uses the special Vortex marker. Anything covered by the template is automatically destroyed, and anything touched by it is destroyed unless it rolls 4+ on 1D6. This includes vehicles, terrain etc. no armour save is possible at all. The vortex blocks sight and cannot be fired through. At the beginning of each subsequent player turn roll a D6 and consult the chart below.

D6 ROLL EFFECT

1-2	The Vortex disappears
3-4	The Vortex remains in play
5-6	The Vortex moves D6" in a random direction determined with the scatter dice

DISCARD AFTER USE

THE WOLF HELM OF RUSS 50 Points

Tradition has it that this ancient helm was fashioned by the Emperor's artificers and given to Leman Russ, the Primarch of the Space Wolves.

So long as the Space Wolves warrior wearing the Helm of Russ lives and is on the battlefield, any Space Wolves characters or units that can see the wearer will automatically pass any Break test or psychology test they are required to take. In addition, the wearer causes fear as described in the Psychology section of the Warhammer 40,000 rulebook.

SPACE WOLVES ONLY

BRIGHT LANCE 40 Points

The bright lance is a distinctive high powered laser weapon rather like a stripped-down lascannon. The bright lance sacrifices some of the range and punch of heavier laser weapons for a faster recharge rate and lighter weight. It is possible to move and fire with a bright lance.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-12	12-36	+1	-	9	D8	-6	8+D6+D8	-

ELDAR ONLY

VIRUS GRENADE 50 Points

The Virus grenade contains a lethal genetically tailored virus. Determine where the grenade hits as normal and place a 2" blast marker there. Everything under the blast marker is killed on a D6 roll of 3 or more unless protected by sealed armour (Space Marines, Aspect Warriors, enclosed vehicles). Protected troops survive automatically. Do not remove models killed straight away. Instead lie the model down and test to see if the mutating virus spreads to nearby troops. Roll a D6 to establish the contact range in inches for the virus. Any normally vulnerable model within the contact range of a victim is killed on a D6 roll of a 4, 5 or 6. Every time a model is killed roll for the contact range for that model, and work out if models within this range are killed. Once there are no more victims within the contact range the virus has mutated into a safe form and there is no further effect.

DISCARD AFTER USE

POWER FIELD 35 Points

A power field is an invisible bubble of pure energy created by a large, cumbersome generator. A personal power field provides excellent protection against shooting damage, giving a saving throw of 2 or more on a D6. This is not modified by weapon save modifiers so it will always succeed on a roll of 2 or more regardless of the save modifier of the weapon which hit it. However, in hand-to-hand combat the power field offers no protection as an opponent can easily get his weapon inside the power field bubble and strike the wearer. In addition, a model carrying a personal power field suffers the -1 penalty for being encumbered in hand-to-hand combat.

GRAVITON GUN 40 Points

The graviton gun affects the local gravity field and changes the weight of objects, making them far heavier than normal. A target hit by a graviton gun is always affected, no damage roll is required. A living target is immobilised for the remainder of the game and may not move or shoot, although a psyker may continue to use his powers. If the target is a vehicle, roll for hit location as normal but ignore armour penetration. Roll for damage on the appropriate vehicle location damage chart(s) adding +1 to the dice score. Against buildings roll to hit and add +1 to the dice score. Against buildings roll for damage and add +1 to the result.

RANGE		TO HIT		SAVE		ARMOUR		SPECIAL
SHORT	LONG	SHORT	LONG	STR.	DAM.	MOD.	PENE.	
0-8	8-16	+1	-	See above	-	-	Auto 1" blast marker	-

IMPERIAL TECH-PRIESTS & SQUAT ENGINEERS ONLY

ELDAR SPIRIT STONE 30 Points

A spirit stone is a special crystal containing the psyche of a long-dead Eldar. Often the spirit stones of Eldar seers are carried by their living compatriots to lend them extra psychic strength. A spirit stone can be tapped for additional psychic energy once per battle, enabling the Warlock or Farseer to draw one extra warp card per mastery level from the warp deck immediately.



ELDAR PSYKERS ONLY
DISCARD AFTER USE

THE RUNE STAFF STORMCALLER 35 Points

This ancient rune staff absorbed so much power that it eventually became a living thing in the hands of its original owner Njal Stormcaller.

At the start of the game deal 3 cards from the warp deck. Any force cards are retained within the rune staff, other cards are returned to the deck. Further force cards may be placed in the staff as they are dealt, up to a maximum of three. During any psychic phase the force cards may be used to power the wielder's psychic abilities.

Stormcaller also adds +1 to the wielder's A and I, and adds a Strength bonus equal to its wielder's mastery level.

NJAL STORMCALLER ONLY