

White Dwarf Chapter Approved Articles

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The Warhammer 40,000 Players Association



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From WD 227

FLEET OF FOOT

Eldar are noted for their grace and agility, and are able to move more swiftly than other races when necessary. In the shooting phase you may declare that an Eldar unit is going to run instead of shooting. Roll a D6. The score is the distance in inches the models in the unit may move in that shooting phase. This move is not affected by difficult terrain.

The following models may not run:

- Eldar vehicles and jetbikes
- Any model with a saving throw better than 4+, except Dire Avenger, Howling Banshee and Fire Dragon Exarchs.
- The Avatar
- Anti-grav platforms or support weapons
- Dark Reapers

SPECIAL CHARACTERS

You may include special characters in your army if both players have agreed beforehand, in which case they replace the character or troop type indicated. Special Characters follow all of the normal rules for their troop/character type unless mentioned otherwise in their description. Unless otherwise stated, special characters may not have any additional wargear, but they may be accompanied by a Command Squad, Retinue or whatever, and these have all the usual options.

Dark Angels

Space Wolves

Orks

Chaos Space Marines

Eldar

Imperial Guard

Heroes of the Imperium

DARK ANGELS SPECIAL CHARACTERS

COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS, KEEPER OF THE TRUTH:

Force Commander

AZRAEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Azrael	140	5	5	4	4	3	6	4	10	2+

Wargear: Power Weapon, bolter/plasma gun combi-weapon, frag & krak grenades, Terminator Honours, Iron Halo, Artificer Armour. Lion Helm - all models within 3" count as being in 5+ cover vs. shooting.

Special Rules: Azrael, and any squad he is with, automatically pass all morale checks they are required to take.

EZEKIEL, GRAND MASTER OF LIBRARIANS, KEEPER OF THE BOOK OF SALVATION, HOLDER OF THE KEYS: Librarian

EZEKIEL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ezekiel	130	5	5	4	4	2	5	4	10	2+

Wargear: Force Sword, bolt pistol, frag & krak grenades, Terminator Honours, Artificer Armour

Special Rules: Psychic powers - Smite & Storm of Destruction. Ezekiel, and any squad he is with, automatically pass all morale checks they are required to take.

BROTHER BETHOR, BEARER OF THE SACRED STANDARD:

Standard Bearer

BROTHER BETHOR

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brother Bethor	70	5	5	4	4	2	5	3	10	3+

Wargear: Bolt pistol, frag & krak grenades, Terminator Honours.

Special Rules: Standard Bearer - Dark Angels within 6" add +D3 to combat scores. Bethor, and any squad he is with, automatically pass all morale checks they are required to take.

ASMODAI, INTERROGATOR-CHAPLAIN:

Chaplain

ASMODAI

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Asmodai	75	5	5	4	4	2	5	4	10	3+

Wargear: Crozius Arcanum, Rosarius, bolt pistol, frag & krak grenades, Terminator Honours.

Special Rules: Asmodai, and any squad he is with, automatically pass all morale checks they are required to take.

DARK ANGEL COMMAND SQUADS

All Dark Angels Command Squads may take Terminator armour with a powerfist and storm bolter at +27 points per model.

SPACE WOLVES SPECIAL CHARACTERS

WOLF LORD RAGNAR BLACKMANE:

Force Commander

RAGNAR BLACKMANE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ragnar Blackmane	110	6	5	4	4	3	6	4	10	3+

Wargear: Chainsword, Master Crafted Bolt Pistol, Frag & Krak Grenades, Terminator Honours.

Special Rules: 4+ Invulnerable Save, All Space Wolves units within 6" gain +1 Attack when moving into assault and get to advance 3D6" if they break the enemy in the same round.

WOLF PRIEST ULRIK THE SLAYER:

Chaplain

ULRIK THE SLAYER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ulrik the Slayer	118	6	5	4	4	2	5	3	9	2+

Wargear: Plasma Pistol, Crozius Arcanum, Bolt Pistol, Rosarius, Frag & Krak Grenades, Narthecium, Artificier Armour.

BJORN THE FELL-HANDED:

Dreadnought

BJORN THE FELL-HANDED

	Points	WS	BS	S	Front	Side	Rear	I	A
Bjorn	148	5	4	6(10)	12	12	10	4	3

Wargear: Assault Cannon, Dreadnought Close Combat Weapon, Heavy Flamer, Smoke Launchers

Special Rules: Deduct 1 from all rolls on damage tables for hits on Bjorn. Treat 0 as no effect.

NJAL STORMCALLER:

Librarian

NJAL STORMCALLER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Njal Stormcaller	140	5	5	4	4	3	5	3	10	3+

Wargear: Force Weapon, Psychic Hood, Bolt Pistol, Frag & Krak Grenades

Special Rules: Psychic Powers - Smite & Storm of Destruction, Psyber Raven (+2 Attacks at S3, normal armour saves).

ORKS SPECIAL CHARACTERS

NAZDREG UG URDGRUB:

Warboss

NAZDREG

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Nazdreg	82	5	2	5	4	3	4	4	9	2+

Wargear: Mega-Armour, Power Fist, Kustom Shoota ('Eavy Shoota with Assault 2), Frag & Krak Stikkbombz.

GHAZGHKULL MAG URUK THRAKA MIGHTY GOFF WARLORD AND LEADER OF THE WAAAGH!:

Warboss

GHAZGHKULL

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ghazghkull	91	5	2	5	4	4	4	4	10	2+

Wargear: Mega-Armour, Power Weapon, Kustom Blasta (Missile Launcher with Assault 2), Frag & Krak Stikkbombz

Special Rules: All Orks and Grots within 6" of Ghazghkull add +1 WS. Must be accompanied by Makari at the points cost given below.

MAKARI, GHAZGHKULL'S BATTLE STANDARD BEARER:

Waaagh Banner Bearer

MAKARI

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Makari	40	3	2	3	3	1	3	1	6	2+

Wargear: Close Combat Weapon, Slugga, Waaagh Banner.

Special Rules: Must stay within 2" of Ghazghkull, Invulnerable Save.

ZODGROD SNAKEBITE RUNTMASTER:

Slaver

ZODGROD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Zodgrod	16	4	2	3	4	2	3	2	7	4+

Wargear: 'Eavy Armour, Slugga, Close Combat Weapon

Special Rules: Grots in the same unit have +1 WS and +1 T for +2 points per model

CHAOS SPECIAL CHARACTERS

See Codex Chaos Space Marines for details of the Chaos Space Marine characters. They cannot be printed here for copyright reasons, as well as the Codex making the characters printed in WD obsolete.

ELDAR SPECIAL CHARACTERS

ELDRAD ULTHRAN:

Farseer

ELDRAD ULTHRAN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad	108	5	5	3	4	4	5	2	10	3+

Wargear: Shuriken Pistol, Staff of Ulthamar (Counts as Witch Blade, ignores armour)

Special Rules: Psychic Power - Runesight. No Ld test required to use Runesight. Invulnerable save. Add +1 to all Reserve rolls.

PHOENIX LORDS

Jain Zar, Maugan Ra, Asurmen, Karandras, Baharroth and Fuegan are all Phoenix Lords and so already included in the Eldar army list!

IMPERIAL GUARD SPECIAL CHARACTERS

COMMISSAR YARRICK:

Replaces Colonel, counts as Commissar

COMMISSAR YARRICK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Commissar Yarrick	88	5	4	3	3	3	4	3	10	4+

Wargear: Storm Bolter, Laspistol, Power Fist, Bale Eye (inflicts one S4 hit in the first round of assault)

Special Rules: 4+ Invulnerable Save. All Imperial Guard units with a model within 6" automatically pass Morale Checks (including Yarrick's squad)

AL'RAHEM OF TALLARN:

Captain

AL'RAHEM

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Al'Rahem	65	4	4	3	3	2	4	3	9	5+

Wargear: Plasma Pistol, Power Sword.

Special Rules: Enemy suffer an additional -1 Ld if they lose an assault against Al'Rahem.

CHENKOV OF VALHALLA:

Captain

CHENKOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chenkov	60	5	4	3	3	3	4	3	10	4+

Wargear: Bolt Pistol, Power Sword, Frag & Krak Grenades

Special Rules: All Imperial Guard units with a model within 12" may re-roll failed Morale Checks (including Chenkov's squad).

HEROES OF THE IMPERIUM SPECIAL CHARACTERS

URIAH JACOBUS, PROTECTOR OF THE FAITH:

Missionary

URIAH JACOBUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Uriah Jacobus	64	4	4	3	3	3	4	3	9	4+

Wargear: Shotgun, Chainsword, Rosarius, Frag & Krak Grenade

Special Rules: Uriah and any squad he is with automatically pass all Morale Checks they are required to make.

REDEMPTOR KYRINOV, ARCH-CONFESSOR:

Confessor

REDEMPTOR KYRINOV

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Kyrinov	61	4	4	3(4)	3	2	4	3	10	4+

Wargear: Master Crafted Bolt Pistol, Mace of Valaan (+1S, Power Weapon), Rosarius

Special Rules: Enemy within 6" suffer -1 Leadership.

ABADDON THE DESPOILER

ABADDON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Abaddon	240	6	5	4	5	3	7	3+1	10	2+

Wargear: Talon Of Horus, Daemon Sword Drach'nyen, Chaos Terminator armour. Mark of Chaos Undivided.

SPECIAL RULES

Special Character: A Chaos Space Marine army of 2,000 points or more may be led by Abaddon. If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described here, and may not be given additional equipment from the Chaos Armoury. In addition he may only be used in a battle where both players have agreed to the use of special characters.

Talon Of Horus: With this armoured claw Horus fought the Emperor and strangled the Primarch Sanguinius. It was torn from Horus's armour by Abaddon and is now fused to his own armour. The Talon mounts an early version of the Imperial storm bolter on its back (which Abaddon may shoot in the shooting phase), and it is treated as a lightning claw in close combat. The Talon is an icon of evil incarnate to the Imperium, so all Imperial units with a model within 6" of Abaddon must subtract -1 from their Leadership value. The only exception to this are Blood Angels Space Marines, who hate the Talon because it was used to slay their primarch, and therefore add +1 to their leadership if they are within 6" of it.

Daemon Sword Drach'nyen: The arcane blade borne by Abaddon contains the bound essence of Drach'nyen, a writhing warp entity which can rend apart reality where the weapon strikes. In close combat Abaddon is allowed to make one attack with Drach'nyen in addition to his normal compliment of three attacks with the Talon Of Horus. The sword may never make more than one attack per turn, and no attack bonuses can be used to increase this number. Any hit inflicted by the sword will wound automatically and the victim receives no saving throw for armour, though invulnerable saves may be taken as normal. Vehicles struck by the blade are penetrated automatically. Last, but by no means least, any model wounded by the sword is slain outright, no matter how many wounds it may have.

Chaos Terminator Armour: Abaddon's Terminator armour has been blessed by the fickle powers of Chaos. As well as the abilities normally conferred by Terminator armour, it provides a 4+ invulnerable save that may be used against attacks which would normally penetrate the armour automatically. In addition the armour will nullify any psychic power used against Abaddon or that includes him in its area of effect on a D6 roll of 4+. Note that Abaddon may take the Terminator armour's normal 2+ armour save or its 4+ invulnerable save, not both.

Independent Character: Unless accompanied by a retinue, Abaddon is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Retinue: Abaddon may be accompanied by a bodyguard of his finest warriors. See the Chaos Space Marine army list for details.

Legion of the Damned

There are tales of the Legion of the Damned from all across the galaxy. Just who they are, and where their true loyalty lies, is a matter of much speculation. Some even doubt they exist at all, but the heaps of corpses left in the wake of their awesome, implacable advance cannot be disputed.

A Space Marine army may include a single Legion of the Damned squad as an Elites choice.

0-1 SQUAD: LEGION OF THE DAMNED

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	20	5	4	4	4	1	5	1	8	3+

Squad: The squad consists of between 5 and 10 Legion of the Damned Space Marines.

Weapons: Bolters. Any model may replace their boltgun with a bolt pistol and close combat weapon at no extra points cost.

Options: One model in the squad may be armed with one of the following weapons: heavy bolter at +5 points; missile launcher at +10 points; or a lascannon at +15 points.

In addition one Space Marine in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be given frag grenades at an additional cost of +1 point per model and Krak grenades at an additional cost of +2 points per model.

SPECIAL RULES

Apparitions: The Legion of the Damned appear from nowhere, completely unheralded. In every battle they use the special Deep Strike deployment rules, even if the mission does not normally allow troops to Deep Strike. At the end of every Space Marine turn after the Legion of Damned arrive, roll a D6. On a roll of a 1, the Legion of the Damned disappear as eerily as they came - remove the models from the table immediately - victory points are earned according to their strength when they disappear (if only half of them are left, your opponent scores half the unit's points value in victory points, etc).

The Legion of the Damned may not be joined by an independent character, they always fight alone.

Fearless: It is debatable whether the Legion of the Damned are truly alive and have any real minds. Legion of the Damned automatically pass any Leadership-based tests, including Morale checks, that they are required to make.

Terrifying: Any unit which loses an assault whilst fighting the Legion of the Damned suffers an additional -1 modifier to its Leadership for the subsequent Morale check.

MARKS OF CHAOS

Chaos Space Marine characters may dedicate themselves to one of the Chaos Powers by bearing that Power's Mark. A Chaos Space Marine character may only bear a single Mark of Chaos. The effect of each Mark is described below. In addition, bearing the Mark of a Chaos Power allows the model to take special items of Wargear, called Chaos Gifts, which are specific to their god. Marks of Chaos do not count as Wargear choices but Chaos Gifts do.

- **Mark of Khorne** - 5pts: Models bearing the Mark Of Khorne add +1 to their Strength.
- **Mark of Nurgle** - 10pts: Models bearing the Mark Of Nurgle add +1 to their Toughness.
- **Mark of Slaanesh** - 5pts: Models bearing the Mark Of Slaanesh add +1 to their Attacks.
- **Mark of Tzeentch** - 25pts: Models bearing the Mark Of Tzeentch gain the psychic power Flames of Tzeentch as detailed in the Chaos Sorcerer description. Note that Chaos Sorcerers are considered to already have the Mark of Tzeentch and may not pick it a second time.
- **Mark of Chaos Undivided** - free!: Models bearing the Mark of Chaos Undivided may re-roll failed Morale checks.

CHAOS GIFTS OF KHORNE

Axe Of Khorne - 20 points

The model carries a mighty Axe of Khorne, suffused with chaotic power and laden with death! A hit from the Axe of Khorne ignores armour saves. In addition any to hit rolls of 6 allow the model to make an additional attack in close combat. As long as you keep on rolling 6s you can keep on making additional attacks. These additional attacks may be allocated against new opponents if desired.

Banner Of Rage - 20 points

The Banner of Rage is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Khorne. The banner contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and lust for slaughter, which beat upon the minds of those near it, driving them into a Killing frenzy. The banner may be used once per battle, in any close combat phase (include your opponents). Any models from the Chaos army, apart from those bearing the Mark of Slaanesh, which are within 2D6" of the banner may add +1 to their Strength characteristic.

Collar Of Khorne - 30 points

The Collar of Khorne that hangs around the model's neck is said to be forged from the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The power of the collar is to suck the energy of the warp from around it, fortifying the wearer and also protecting him from psychic attack. As a result, force weapons lose their special ability to kill the wearer outright, and psychic powers that target the wearer or include him in their area of effect are nullified and will not work.

CHAOS GIFTS OF NURGLE

Plague Banner - 55 points

The Plague Banner is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Nurgle. The banner is a frightening creation of rotted hide, flapping in a pestilent breeze. Powerful magics hold a great spell of corruption in check until the time is ripe to send disease and decay scything through the enemy's ranks. The Plague Banner contains a potent spell of destruction which may be cast once per battle. The spell inflicts D6 wounds which may be distributed on any enemy models within 6" of the banner, but no more than one wound may be applied per enemy model. No armour saving throws apply. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Beast Of Nurgle - 15 points

The model is accompanied by a Beast of Nurgle which has been gifted to him by the Chaos god.

	W	BS	S	T	V	I	A	Ld	Sv
Beast	3	0	3	5	2	3	D6	6	5+

The Beast will attempt to remain within 2" of its master at all times. In effect the two form a special unit and must obey all the unit coherency rules.

Special Rules: The Beast of Nurgle has an invulnerable save. It has D6 attacks in close combat. Roll to see how many attacks the Beast may make each time it attacks.

Blight Grenades - 15 points

Blight grenades are made from the shrunken heads of those killed by Nurgle's favourite plagues. The head is filled with virulent pus and infected, biting flies and then its orifices are sealed with wax. When the grenade is thrown it splatters across the target area, forming puddles of disease-ridden slime and noisome clouds of buzzing flies.

An enemy unit that has one or more models charged by a model armed with blight grenades suffers a -1 to hit modifier. These effects will also count against Chaos models in base contact with models from the enemy unit unless they are followers of Nurgle (i.e. they are Plague Marines, Nurgle Daemons or characters with the Mark Of Nurgle). Note that the whole unit is effected, not just the models fighting the model armed with the blight grenades. Also note that there is no additional effect if a unit is attacked by two or more models armed with blight grenades.

Plague Sword - 25 points

The Plague Sword drips with venomous slime. No armour saves are allowed against wounds inflicted by a Plague Sword. In addition, a wound from a Plague Sword will kill mortal creatures outright on a D6 roll of 4 or more, regardless of how many wounds they have. On a roll of 1-3 the Plague Sword only causes 1 wound. Note that this only applies to mortal foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

Nurgle's Rot - 10 points

After making normal attacks in close combat, roll a D6 for each living model in base-to-base contact (friend or foe!). On a roll of 6 they contract Nurgle's Rot and suffer a single wound, with no armour save allowed. Invulnerable saves may be taken as normal. Note that this only applies to living foes, not to other Daemons, vehicles, Talos, Avatars or Wraithguard.

CHAOS GIFTS OF SLAANESH

Rapturous Standard - 40 points

The Rapturous Standard is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Slaanesh. The Rapturous Standard contains the bound essence of innumerable Slaanesh followers who died in rapturous slaughter. The air around the standard is filled with their ecstatic howls and overpowering waves of heady, exotic musk. Any unit with a model within 6' of the standard is rendered immune to fear by the overwhelming waves of sensation radiating from it, and will pass all Morale checks they are required to take automatically.

Doom Siren - 15 points

Some Champions of Slaanesh are fitted with a complex arrangement of pipes and tubes around their helmets which project a short-ranged sonic attack. The Doom Siren may be used in the shooting phase, instead of shooting with another weapon. It has the following profile:

	Rng	S	AP	Notes
Doom Siren	Template	D6+4	6	Assault 1

Roll for the Strength of the attack each time the Doom Siren is used.

CHAOS GIFTS OF TZEENTCH

Blasted Standard - 50 points

The Blasted Standard is a special Chaos Gift which may be chosen to replace the Chaos Icon in the retinue of a Chaos Lord with the Mark of Tzeentch. The standard is riddled with the power of change, and its design shifts constantly throughout the battle. Energy and power growls through the standard, and when an enemy unit approaches closely the energy is unleashed in a fearsome roar. The Blasted Standard contains a magic spell which may be cast once per battle in any assault phase, after models have moved but before attacks are resolved. Any wounds inflicted count towards the result of the combat. The spell inflicts 2D6 S6, AP 4 hits, which may be distributed on any enemy models within 6" of the standard. No enemy may be allocated 2 hits until all enemy within 6" have been allocated 1 hit, and so on. The slain are hideously mutated and twisted by the raw power of Chaos, and any unit that suffers one or more casualties to the standard must take an immediate Morale check to avoid having to fall back.

Talisman of Tzeentch - 5pts

If an army includes a model with a Talisman of Tzeentch then any opposing psykers suffer a -1 modifier to their Leadership when they take a psychic test. If both sides have a Sorcerer with this reward, the two cancel out and the normal rules apply.

Questions & Answers

Q: *The Ork army list in new 40K makes no mention of the Orks clans - Goffs, Snakebites, Evil Sunz and all the rest. Are the Ork clans gone for ever? And If so what am I going to do with all the Goff Boyz, Evil Sunz vehicles, etc, that I already have in my army?*

A: We didn't really have the space to talk about Ork clans too much in the 40K book, but they will be covered in the forthcoming Codex Orks. In the intervening time all those Orks you've got are simply Orks! What colours they are painted won't affect their fighting ability one jot.

Q: *In the new edition of 40K only characters are allowed to use power swords and axes, but in the old edition I could arm whole assault squads with 'em. The result being that I now have several squads which need their weapons breaking off and replacing. Why, oh, why have you inflicted this dreadful fate upon me?*

A: Of course you could always repaint your power swords/axes as normal swords and axes instead (both are 'close combat weapons' in the new edition). Or you could simply leave them as they are and point out the interesting patina on your normal swords/axes to your opponent (blued steel obviously).

Q: *In spite of reassurances that old armies would be compatible with new 40K, I've discovered that my Eldar Guardians can no longer have lasguns. Do I need to change their weapons to shuriken catapults?*

A: Obviously you're confusing the alternative pattern shuriken catapults which have long been mis-identified as lasguns by Imperial scholars. While the weapons carried by some Eldar Guardians bear some superficial resemblance to Imperial lasguns, closer examination reveals a number of differences... etc, etc. Just as with the power swords question above it's not really necessary to change your models, simply make it clear what's going on at the start of the game. Of course since all Guardians use shurikens these days, there's nothing for an opponent to get confused about.

Q: *In the Dark Eldar army list Raiders have two different points values listed: 35 and 55. Which of these is correct?*

A: We suspect Chaos Cultist sabotage here - the correct value is 55 points.

ORK WARBIKES

I've been watching Ork warbikes in games recently and I don't think they really work like they should. Because warbikes have twin-linked big shootas they have the range to stay back and act like long range artillery. They also tend to stay back out of the way because they're vulnerable to enemy fire (yeah they're Toughness 5 but they have virtually no armour save, come in small units and make big, tempting targets). This lust seems wrong to me. Warbikes should be the outriders of the Ork advance, spearheading the attack with a blaze of fire and the meaty roar of their engines. Anyway this got me to thinking and I cooked up the following army list entry to replace the one for warbikes in the 40K rulebook. It's intended to encourage the warbikes to push forward and get in amongst the enemy. Comments welcome please.

WARBIKE SQUADRON									
Points	WS	BS	S	T	W	I	A	Ld	Sv
Boyz 30	4	2	3	4(5)	1	2	2	7	6+
Nob +22	4	2	4	4(5)	2	3	3	7	6+

Squadron: The squadron consists of 3 to 5 Ork warbikes.

Weapons: Twin-linked big shootas.

Options: Some warbikes are stripped of their big shootas and their riders fight as pure assault troops instead. In this case the warbikes cost 20 points and the riders are armed with sluggas and additional close comb at weapons (chains, tire iron etc).

Character: At an additional cost of +22 points one of the bikers may be upgraded to a Nob. The Nob may be given any equipment allowed by the Ork armoury with the exception of mega armour.

SPECIAL RULES

Short ranged: The bouncing, rattling progress of Warbikes is not conducive to hitting accurately at long range. Therefore the warbikes' big shootas are limited to a maximum range of 18".

Hard to hit: As warbikes careen across the battlefield they kick up vast quantities of dust and oily exhaust fumes. This gives them a 5+ saving throw as if they were in cover. Furthermore if an enemy shoots through a unit of warbikes to hit another Ork unit behind it, the Ork unit behind counts, as in cover too. The warbikes' pollution cover has no effect in close combat.

Psycho blastas: In an assault warbikers use their big shootas to blast the enemy at point blank range, breaking through their lines in a storm of shells and shrapnel. This means that Ork warbikes charging into close combat strike first and make a shooting attack on the enemy in the first round instead of fighting normally (i.e. roll 3 dice, hitting on 5+ but with a reroll to hit, any hits are resolved with a Strength of 5). Once the warbikes have resolved their shots their opponents may fight back.

NIGHT FIGHTING

A quick one from Gav Thorpe

Two things led me to this idea. Firstly, I thought that the night-fighting rules aren't used that much, which is a shame because they make for a very tense battle. Secondly, the Dark Eldar Slave Raid mission allows them to attack at night if they wish. Well, I thought if they can do this, why can't other armies? So, I think that in the missions in the following list, the attacker can choose to attack during day or night, with the night-fighting rules applying if they wish:

Any Battle or Raid missions; Breakout; Blitz; Blood Angels' Frontal Assault; Space Marines' Planetfall.

ARMY OF DEATH!

By Gav Thorpe

Blame Gordon Davidson. It was all his idea. Okay, now I've got that out of my system, I'll explain myself a little better. Whilst writing Codex Blood Angels, Gordon and I were talking about the Death Company and, quite innocently on his part I'm sure, Gordon brought up the concept of a whole Blood Angels army that has succumbed to the Black Rage. That's right, an army of Death Company! Initially my well-honed Games Developer instincts recoiled in horror from such a mad idea, but the more I thought about it, the more I couldn't escape the obvious appeal. So, to vent my troubled soul I've put together this short article.

This was the first question that assailed me; is it feasible, within the Blood Angels' background, for an entire army to succumb to the Black Rage? Well, of course it is. I can easily picture the scene in my mind... It is during a major campaign, perhaps the Battle for Armageddon, and the Blood Angels Chapter is fully mobilised. It is the eve of a large engagement and a sizeable force of Blood Angels has assembled in prayer. When their thoughts turn to Sanguinius, they are assailed by visions of their Primarch's death at the hands of Horus. All around them the world lies devastated by their foul enemies and it seems as if the soil itself cries out for vengeance. Countless millions of lives have been lost and their death cries still linger in the air. Infused with hatred, tormented across the millennia by Sanguinius' bloody sacrifice, the Blood Angels feel their anger rising uncontrollably. Who can blame them for succumbing to their savage instinct to kill and destroy the Emperor's enemies? Have they not been raised and trained for just such a purpose? Are they not the protectors of mankind, with a sacred duty to avenge those who have fallen?

It starts with a few Space Marines; their rage breaking forth with hysterical shouts, the quivering of powerful muscles, the blinding waking nightmare of the Black Rage. Like stones cast into a puddle, these few send a ripple of burning ire through their comrades, and more and more of the Blood Angels feel Sanguinius' ancient energy rising through them. The Chaplains themselves fight hard against the urge, but even they cannot hold against the surging tide of anger that sweeps around them. There is no time for rituals now, no time-honoured anointing of armour or prayers to Sanguinius and the Emperor. The whole army is filled with the need to bring terrifying destruction upon their enemies, to fulfill the charnel greed that suffuses their minds and bodies. As one, the army spills forth towards the enemy, baying for blood, chanting the battle cries of the Blood Angels. Like a terrible storm they fall upon their foes, half-blinded with rage. knowing nothing but the need to spill blood; to tear their enemies apart; to wade knee-deep in the gore of the Emperor's foes!

IN THE WARHAMMER 40,000 GAME

So it's perfectly feasible in the background, but how do you field a Death Company army in a Warhammer 40,000 battle? Well, for a start you can fight only with the agreement of your opponent - you can't just turn up with a Death Company army for any old battle! Secondly, it's unlikely that any but the most frenzied Blood Angels player is going to have enough Death Company models to field an entire army of them! I've come up with the ARMY OF DEATH! Mission which follows. Forces are chosen as for the Battles scenario, with the following exceptions to the Blood Angels army:

1. No vehicles except Dreadnoughts, Rhinos and Razorbacks may be taken.
2. All Dreadnoughts follow the rules given for Moriar the Damned, the Blood Angels special character (although their weapons and vehicle upgrades may vary).
3. All units add +25% to their cost (rounding up). For example, a Tactical Space Marine will cost 19 points instead of 15, an Assault Space Marine will cost 31 points, and so on.
4. Chaplains cost 75 points each but are not

In addition the following rules apply during the game:

1. All units add +1 to their Attacks and Leadership. All characters add +1 to their Attacks.
2. All units automatically pass any Morale checks they have to make.
3. All models benefit from the Ignore Injury rule as detailed in the Death Company entry of the army list.
4. Librarians may not use their psychic powers or a force sword.
5. Do not roll a dice at the start of each turn for the Black Rage - every unit moves towards the enemy as if you had rolled a 1.

As the whole army has gone mad at the same time, it's assumed that they'll go to battle wearing their normal armour - there's no time to paint it black and adorn the armour with symbolic wounds of Sanguinius (though of I know some players, they will anyway!).

- accompanied by any extra Death Company.
5. As all your units are Death Company, it is pointless rolling at the start of the game to see if they become Death Company again...

OVERVIEW

A large force of Blood Angels has succumbed to the Black Rage and falls upon the enemy in a whirlwind of destruction. Their only consideration is to annihilate their foes, while their enemies must do all they can simply to survive.

SCENARIO SPECIAL RULES

Army of Death uses the *Victory Points*, *Random Game Length*, *Infiltrators* and *Deep Strike* scenario special rules.

SET-UP

1. The defender deploys his entire force up to 24" from one of the long table edges.
2. The Blood Angels player deploys his entire force at least 24" from the defender's deployment zone. Any units which deep strike may be kept in reserve. Any Blood Angels Infiltrators may deploy anywhere outside of the defender's deployment zone.
3. The Blood Angels get the first turn as they launch their assault.

MISSION OBJECTIVE

The Blood Angels must wipe out their enemies, totally destroying them if possible.

At the end of the game work out victory points as normal, with the following addition. The Blood Angels score double the normal number of victory points for every enemy unit wiped out (*not* units that are falling back or have already fallen back off the table edge). Each defending unit that has not been destroyed, or is falling back off the table, is worth its points in victory points to the defender.

RESERVES

None.

GAME LENGTH

The game last a random number of turns.

LINE OF RETREAT

Units which are forced to fall back will do so towards the long table edge of their deployment zone, using normal fall back rules.

TOURNAMENT RULES

By Jervis Johnson

The following special rules will apply to the games played in the Warhammer 40K tournament.

All models used must be PAINTED Citadel Miniatures, of the appropriate type for the troops they represent. I'm not going to write a legalistic definition of what constitutes an 'appropriate, painted Citadel Miniature', as you know what I mean as well as I do. Suffice to say that an undercoat is not enough...

All weapons, armour options and upgrades chosen from the army list must be shown on the models themselves. For example, if you pay the points to upgrade a model to be equipped with power weapon, then the model must have a power weapon. By the same token, equipment shown on the model must be included in its points cost. For example, if a model in a unit has a lascannon, then you must pay the points for it. The intent of this rule is to make sure that when an opponent looks at your army, then 'what he sees is what he gets'. You may use converted Citadel Miniatures to represent troop types that are in the army list but are not yet available in the Citadel range.

You must bring a copy of your army roster which you should keep with you when you are playing. The roster must include all of the models in your army, their points value, the points value of any upgrades, and must specify which model is carrying any special wargear that you decide to take. It is also important to remember that when you use a points limit in Warhammer 40K you can only spend up to the limit agreed - this means that in a 1,500 point game you must spend 1,500 points or less. Remember, if you make a mistake you will lose points, even if the mistake was a completely honest one.

WARHAMMER 40K TOURNAMENT LIMITATIONS

1. No more than 1,500 points may be spent on the army.
2. The Standard Force Organisation chart will be used.
3. The army lists in the Warhammer 40,000 rules and any published Codex army lists may be used.
4. The army may not have more than one 'detachment'. No allies are allowed. (Detachments are described on page 131 of the rulebook).
5. Rules and options published in White Dwarf may be used.
6. No Special Characters are allowed. Special Character models may be used to represent 'normal' characters if desired.

WARHAMMER 40K TOURNAMENT SCENARIO - DAWN ASSAULT!

All tournament games will use the Dawn Assault scenario from White Dwarf 227, with the following modifications.

THE OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that breaks the enemy first or occupies the most quarters of the board at the end of the game wins.

To occupy a table quarter there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area, whilst you must have at least one unit of troops, bikes or cavalry over half strength or a mobile vehicle in the area.

Breaking the enemy is described below, but basically you need to reduce them to a quarter of their starting strength.

ARMY BREAK POINT

An army is broken when it has a quarter or less of its starting number of models left alive at the end of any player turn. For example, if your army started with 60 models it would be broken if there were 15 or less models left in play at the end of a player turn. Round any fractions down.

Models with more than one wound, vehicles, and characters riding bikes or other mounts all count as a single model for this purpose. Models that are falling back are counted as being 'alive' until they have left the table, as are models that are in reserve. It is possible for two armies to break if casualties are suffered by both sides in the same player turn. In this case both sides break and the game is a draw!

TOURNAMENT POINTS

The following system is used to work out how many tournament points you score in your game. Further points can be added for things like how well painted your army is, etc. At the end of the tournament the player with the most points is the winner.

Win game = 14 points

Drew game = 10 points

Lose game = 6 points

- +1 per game your opponent has won and/or drawn more than you so far in the tournament (not including this game).
- +1 if you won the game by breaking the opposing army, or if the opposing army was within five models of being broken, or your opponent conceded.
- +1 for each opposing HQ character that is killed. (Characters with a command squad or other form of bodyguard are worth +1 point if slain, even if the bodyguard survives).
- +1 if the enemy unit (not character) with the highest points value in the opposing army was dead, falling back or had left the table at the end of the game. If there are several units that tie for 'most expensive unit', then you earn +1 point if one or more of them is dead, falling back or fled.
- +1 if you have units in the opponent's deployment zone at the end of the game, and they have none in yours (units falling back, immobilised vehicles, and characters don't count).
- -1 if no enemy unit has been reduced to half strength or less, or is falling back or has left the table, at the end of the game.
- -1 if your army includes more Elite choices than it includes Troop choices.
- -1 if your army includes more Fast Attack choices than it includes Troop choices.
- -1 if your army includes more Heavy Support choices than it includes Troop choices.
- -1 if, in the opinion of an umpire, you act in a manner likely to bring the honour of the hobby or the race of your army into disrepute, when playing a game on one of the top ten tables. This includes things like arguing with the umpire about the rules or being rude to an opponent, and also doing things like hiding your Khorne Berzerkers behind a wood for the entire battle so your army can't be broken. Don't worry, you'll get at least one warning about such behaviour first, so you'll have a chance to mend your ways!

Example: It's the fourth round and you win by breaking the opposing army (killing the army commander in the process), against an opponent with a better win-loss record than your own. You score 14 (win) +1 (broke enemy army) +1 (opposing character killed) +1 (tougher opponent) = 17 points.

PLEASE NOTE THAT THIS A MARK 1 VERSION OF THE TOURNAMENT RULES AND SLIGHT CHANGES MAY OCCUR IN THE FUTURE.

THE ROAD OF SKULLS

Chaos Cult Terminators

By Jervis Johnson

Chaos Space Marine Terminators may be upgraded to Khorne Berzerkers, Plague Marines, Noise Marines or Thousand Sons at an additional cost of +20 points per model in the squad. All the models must belong to the same cult and must be represented by a suitably converted model bearing the Mark of their patron power. The upgrade has the following effect:

Khorne Berzerker Terminators: +1 Strength.

Plague Marine Terminators: +1 Toughness.

Noise Marine Terminators: +1 Attack. Also Noise Marine Terminators may replace their combi-bolter with a sonic blaster at +10 points. Up to three models in the squad may replace their combi-bolters with one of the following weapons: blastmaster at +30 points, or a doom siren at +15 points.

Thousand Son Terminators: Shooting attacks that have a Strength of 4 or less will not effect a Thousand Sons Terminator.

Fearless: In addition to the above, all Cult Terminators are Fearless and therefore will never fall back and cannot be pinned. They are assumed to automatically pass any Morale Check.

NECRONS

The Necrons are a biologically dead race that was wiped out in a galaxy wide catastrophe approximately 60 million years ago. Faced with extinction the Necrons constructed metal bodies as repositories for their hyper-advanced minds. To weather the impending galactic bio-meltdown the Necrons constructed huge stasis chambers to shelter inside. They have been there ever since, resting until such time that the galaxy was safe for them to emerge.

Special Rules

1. Necron Weapons

Necrons have four different kinds of Gauss weapon; the Gauss Gun carried by Necron Warriors, larger Gauss Blasters carried by Necron Immortals and the Heavy Gauss Cannon, mounted on Necron Destroyers. The fourth type of Gauss weapon is the Gauss Grenade. Unlike most other weapons, Gauss weapons have the ability to 'flay' chunks of metal from even the most heavily armoured vehicles and this gives them a certain amount of penetrating power beyond what might be expected. To represent this a hit on a vehicle will always score a Glancing Hit on the score of a 6, even if the target's armour value is greater than could normally be penetrated. Necron Lords carry a Staff of Light - a mysterious short ranged weapon. Gauss Grenades are used in assaults against vehicles. Any hit inflicted on the target by a unit equipped with Gauss Grenades will score a Glancing Hit on a D6 roll of a 6 regardless of the vehicle's armour value. However, as with Krak Grenades and Melta Bombs, only 1 attack can be made per model. No bonus attacks are added from anything.

2. Morale

Necrons do have to take Morale Checks normally, but a broken Necron Squad that is assaulted will automatically regroup - the Necrons consider their withdrawal in the light of the immediate danger. This also applies if the enemy advances after the Necron Unit after breaking them in an assault - the broken Necrons regroup at the end of their Fall Back move, just like Space Marines. Note that Necrons can still be killed by Crossfire. They will not be actually destroyed, but will use their internal teleporters to remove themselves from the battlefield before they sustain serious damage.

3. 25% Phase Out

Although Necrons are not affected by panic or disaffection, being for the most part mechanical, they can still recognise a hopeless situation. Once the number of functioning Necron models is down to 25% or less of the original size of the force, the remainder will automatically phase out using their internal teleporters. This is the only way to drive away a Necron force - destroy at least 75% of them!

4. We'll Be Back

If a Necron Warrior, Immortal or Character model should be killed, do not remove it from the tabletop, but lay the model down instead. The model is out of action but, being a Necron, may get a chance to come back. At the start of the Necron player's turn, roll a die for each out of action Warrior or Immortal that is within 6" of at least one other 'living' Necron model of the same type. If there are any out of action Warriors or Immortals that are not within 6", they will automatically phase out - remove them from the battlefield. The Necron player can also roll a die on behalf of a Lord that is out of action, regardless of whether there are other Necrons near him or not. Necron models hit by a weapon that autokills (weapons with a Strength that is twice the Necron's Toughness) are totally annihilated and are removed straight away - there is no chance of self-repair.

Score Result

1-3 Necron is beyond repair. Remove the model as a casualty.

4-6 Necron rises to its feet to carry on fighting. It will move immediately to join the closest unit of the same type, if it is a Warrior or Immortal. Once the Necron has joined the unit (is within 2" of another unit member), the Necron moves and fights with it - any movement it may have already made is disregarded.

Necron Weapons Summary

Weapon	Range	Strength	AP	Notes
Gauss Gun	24"	4	5	Rapid Fire
Gauss Blaster	24"	5	4	Assault 2
Gauss Cannon	36"	6	4	Heavy 3
Staff of Light	12"	5	3	Assault 3

HQ

Necron Lord - 85 points

It is unknown whether these powerful Necron Lords are the leaders of the Necron attacks or whether they exist for a more sinister purpose.

WS BS S T W I A Ld Sv

4 4 5 5 3 4 3 10 3+

Weapons: Staff of Light

Special Rules: Independent Character

Elites

Necron Immortal - 28 points each

Necron Immortals are heavily armoured, extremely tough Necrons, who carry the terrifying Gauss Blaster weapon.

WS BS S T W I A Ld Sv

4 4 4 5 1 2 1 10 3+

Squad: 5-10 Necron Immortals

Weapons: Gauss Blasters

Options: The entire squad can have Gauss Grenades at a cost of +2 points per model.

Troops

Necron Warrior - 18 points each

Necron Warriors are super tough robotic killing machines of unknown origin, armed with the deadly and equally mysterious Gauss Gun

WS BS S T W I A Ld Sv

4 4 4 4 1 2 1 10 3+

Squad: 5-10 Necron Warriors

Weapons: Gauss Guns

Options: The entire squad can have Gauss Grenades at a cost of +2 points per model.

Fast Attack

Necron Destroyer - 50 points each

Necron raiding forces are accompanied by swarms of aerial attack vehicles, or Destroyers.

WS BS S T W I A Ld Sv

4 4 4 4(5) 1 2 1 10 3+

Squad: 3-5 Necron Destroyers

Weapons: Gauss Cannon

Options: Up to one Destroyer per squad may upgrade its Gauss Cannon to a Heavy Gauss Cannon at +10 points. Range 36", S9, AP3, Heavy 1. All the normal Gauss rules apply.

Special Rules: Destroyers are the equivalent of Jet Bikes and follow all the normal rules. If a Destroyer goes out of action, it cannot return. However, its rider may make the roll, so long as he is within 6" of a Necron Warrior unit. Otherwise, follow the I'll Be Back Rules as normal.

Scarab - 6 points

Necron Raids include large numbers of small beetle-like robots, dubbed Scarabs by the Imperial Guard. These Scarabs latch themselves onto enemy machines before self destructing in spectacular explosions.

WS BS S T W I A Ld Sv

4 0 3 3 1 2 1 10 3+

Squad: 5-10 Scarabs (updated - WD239)

Special Rules: Scarabs move and fight in the same way as Jet Bikes, though they do not get a +1 Toughness bonus. Instead of attacking in close combat, a Scarab can self destruct instead. This causes one automatic hit on each target in base contact at Strength 3 and AP2. Against vehicles this causes 3+2D6 Penetration. The Scarab is destroyed by this and cannot save or roll to repair.

Necron Attack

Necron Scenarios

When fighting against Necrons, use the following Force Organisation charts and Mission Generator. These represent surprise attacks by Necrons, enemy forces stumbling on a Necron stasis chamber or the Necron's enemies making a concentrated effort to capture or destroy a Necron base.

Necron Force

Note that the Necrons do not have any Heavy Support units at the moment, but they may be added at a later date.

Compulsory - 1 HQ, 2 Troops

Optional - 1 more HQ, 4 more Troops, 2 Heavy Support, 3 Elites, 3 Fast Attack

Enemy Force

As you can see below, the Necrons' foes do not have access to many specialised units - the Necrons are often found on very isolated worlds by small scouting forces and there have been no reports of them engaging in large scale battles with a numerous foe.

Compulsory - 1 Troops

Optional - 1 HQ, 5 more Troops, 2 Heavy Support, 1 Elite, 2 Fast Attack

Terrain

Set up the terrain in any mutually agreeable manner, taking into account any special features due to the mission being fought

Selecting a Mission

- 1 Breakout - Necrons are the Defenders
- 2 Night Fight
- 3 Rescue
- 4 Ambush - Necrons are always the Attacker, even against Dark Eldar
- 5 Strongpoint Assault - Use Strategy Ratings to determine the Attacker. The Necrons have a Strategy Rating of D3.
- 6 Meatgrinder - Necrons are always the Attacker, even against Dark Eldar

Using your Necrons in unarranged games

You may just turn up at a club or shop with your Necron army and find your opponent's army does not fit in with the Force Organisation. In this case, these excess units are held in Reserve, following the normal rules and they will arrive in the owning player's deployment zone. If the mission generated already allows for Reserves, these units will suffer a -1 modifier when rolling to see if they arrive.

Questions & Answers

Q: *Some units can grow or shrink because models leave them or join them during the game; for example Orks 'mobbing up', Blood Angels joining the Death Company, Necrons repairing themselves (wow, what an insightful question this is) and so on. How are victory points worked out for these units at the end of the game?*

A: In all cases like this it is the units that were originally chosen by the player which are important, and VPs are awarded for them. Models which go off and join other units are considered casualties for the purposes of working out half strength and victory points for the unit they left. The original size of a unit is used for calculating a unit's half strength for victory points, even if it has had models added in later. However a unit's current size is used for working out if it has suffered 25% casualties in one turn and needs a Morale check.

For example: take two Ork mobs, both 16 strong when they are chosen by the Ork player. One mob is badly battered in the game and reduced to 8 strong, but manages to 'mob up' with the other Orks, making them 24 strong. At the end of the game the mob which was battered and joined the other Ork mob is considered destroyed for the purposes of VPs; the surviving Orks which mobbed up are considered casualties. The other mob which got boosted to 24 models strong only counts as half strength for victory points if it gets reduced to 8 models (50% of its original size)

Q: *In the rules for units being partially engaged in close combat it seems to imply that unengaged models may fire in the shooting phase but doesn't state specifically whether they can or 'can't. Is it allowed to shoot with unengaged models? And may they shoot at enemy models from the unit attacking their buddies?*

A: Yes, unengaged models may shoot with the normal restrictions. They may not shoot at enemy models attacking their buddies unless the enemy unit is making a sweeping advance (see p69). However I suspect that this question is arising because the rules for drawn combats are not very well stated in the book. If a unit loses a close combat but passes its Morale check the result counts as a Drawn Combat (also p69). This means that all unengaged models move in to join the fight, moving up to 6" to fight an enemy model (going for unengaged opponents first). If this rule is applied, unengaged models at the peripheries of a close combat become something of a rarity; after the first round of fighting one of the units fighting will either fall back or both sides will move in any unengaged models to carry on the fight next turn.

For example: the Space Marine unit charges into the Ork unit. In the subsequent close combat the Space Marine unit succeeds in killing one Ork model, whereas the Ork unit inflicts no casualties in return. The Ork unit has to make a morale check for losing the combat and passes it, meaning that the combat counts as a draw. As both units have unengaged models to move in to the fight they roll off to see who moves first. The Ork player wins and moves his Ork Nob and Ork Boy into close combat with the two unengaged Space Marine models.

RAPID FIRE

Q: *Can Eldar Wraithlords take cover saves?*

A: Yes, providing the cover at least reaches their knees.

Q: *Can Terminators use grenades?*

A: No.

Q: *Do frag grenades or cover override the penalty of striking last for using a power fist?*

A: No.

Q: *The Space Marine Codex lists vehicle upgrades in several different places which sometimes contradict each other. What are the proper rules?*

A: Vehicles may only take upgrades specifically listed in their army list entry.

Codex: Space Wolves

(with WD234 amendments)

Special Rules

'For they shall know no fear' & Drop Pods - As found in Codex Space Marines, these apply as normal to the Space Wolves.

Acute Senses - Space Wolves may reroll the dice when rolling to determine how far a Space Wolf unit can see at night. This roll must be accepted, even it is worse than the first.

Blood Feud - Space Wolves never forget a grudge and have had millennia long feuds with both the Thousand Sons and the Dark Angels. When fighting in close assault with troops from these armies, they will always need a 3+ to hit, regardless of respective Weapon Skills. However, the Thousand Sons and Dark Angels will also only need a 3+ to hit.

'No matter the odds' - Space Wolves ignore all negative modifiers for Morale Checks for being out numbered in close combat. In addition, Blood Claws and Wolf Scouts may never choose to fall back voluntarily and must always charge if one of their models is within 6" of the enemy, unless the pack is led by a Wolf Guard champion or Independent Character.

Counter-Charge - If charged, Space Wolves will spring up and counter-charge. Unengaged Space Wolf and Fenrisian Wolves from a unit that has been charged may move up to 6" to get into base to base contact with the enemy. These models do not receive +1 Attacks for charging, but will fight with their full number of Attacks. Dreadnoughts and Long Fangs may not counter-charge. Models may counter-charge a Sweeping Advance, so long as they did not Rapid Fire or shoot heavy weapons in their Shooting Phase.

Space Wolves Armoury

Space Wolf Characters and Wolf Guard may pick up to two single-handed weapons, or one single handed and one two handed weapon, plus up to 100 points of Wargear, either from the Space Marine Armoury, or the Space Wolves Wargear List. You may not duplicate items for the same model.

In addition, Space Wolves cannot take Terminator Honours and characters in Terminator Armour do **not** receive the +1 Attack bonus. Space Wolves do not have access to Holy Relics - they are replaced by the Cup of Wulfen. Only one of these items may be taken per army and they may only be used in armies of 2000 points or more.

Single Handed Weapons

- Frost Blade or Axe (Independent Characters only) - 25 points

Wargear

- Cup of the Wulfen (Wolf Priests only) - 40 points
- Wulfen Pelt (Independent Characters only) - 5 points
- Psyber Raven (Rune Priests only) - 10 points
- Rune Staff (Rune Priests only) - 10 points

Space Wolves Wargear

Cup of the Wulfen - A model bearing the Cup may reveal it once per battle. This may be done at any time, though the model with the Cup must not move during the turn it is revealed. On this turn, all Space Wolves within 2D6" get a +1 Attack bonus for the rest of that turn. Note that the Cup of the Wulfen may be revealed in the opposing players turn if you wish.

Frost Blade or Frost Axe - Treated as a Power Weapon and adds +1 to the user's Strength.

Wulfen Pelt - Provides wearer with a 6+ Invulnerable Save.

Psyber Raven - Enemy Infiltrators may not set up using their special rules if the Space Wolf army has a Rune Priest with a Psyber Raven, unless they first roll a 4+ (roll separately for each unit). Rune Priests with a Psyber Raven count as having an additional close combat weapon (+1 Attacks).

Rune Staff - A Rune Priest with a Rune Staff may reroll his Psychic Test if he rolls a 12. The second result must be accepted.

HQ

Space Wolf Heroes

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	30	4	4	4	4	1	4	2	9	3+
Wolf Guard Hero	50	5	5	4	4	2	5	3	9	3+
Wolf Lord	75	5	5	4	4	3	5	4	10	3+
Fenris Wolf	+10	4	0	4	4	1	4	2	8	3+

A Space Wolf army must be led by either a Wolf Lord, Wolf Guard Hero or Wolf Guard.

Options: The Space Wolf Hero may be given any equipment allowed from the Space Wolves Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad a Space Wolves Hero is an independent character and follows all special rules as detailed in the rulebook.

Fenris Wolf: A Wolf Lord may be accompanied by up to four Fenrisian Wolves. They must remain within 2" of him at all times, effectively forming a small unit of their own. The Wolves may be transported in a vehicle as normal and may follow the Wolf Lord if he rides a bike, but he may not have both the Wolves and a Jump Pack - they can run fast, but cannot fly!

Rune Priest

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Rune Priest	65	5	5	4	4	2	5	3	9	3+

Where other Chapters have Librarians, the SW have Rune Priests. These grim warriors have potent psychic powers based upon the native Fenrisians' own shamanic traditions.

Options: May take any equipment from the Space Wolves Armoury, plus Librarian Only items.

SPECIAL RULES

Independent Character: A Rune Priest is an independent character and follows all special rules as detailed in the rulebook.

Psychic Power - Storm of Destruction: Used in the Assault Phase, the Rune Priest may reroll any missed attacks that turn.

Wolf Priest

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Priest	75	5	5	4	4	2	5	3	9	3+
Fenris Wolf	+10	4	0	4	4	1	4	2	8	3+

Where other Chapters have both Apothecaries and Chaplains, the Space Wolves have Wolf Priests. These dour warriors combine the attributes of both medic and cult leader.

Weapons: Crozius Arcanum and Rosarius

Options: Any equipment from the Space Wolves Armoury and any Chaplain or Apothecary Only items.

SPECIAL RULES

Independent Character: A Wolf Priest is an independent character and follows all special rules as detailed in the rulebook.

Fenris Wolf: A Wolf Lord may be accompanied by up to four Fenrisian Wolves. They must remain within 2" of him at all times, effectively forming a small unit of their own. The Wolves may be transported in a vehicle as normal and may follow the Wolf Lord if he rides a bike, but he may not have both the Wolves and a Jump Pack - they can run fast, but cannot fly!

cannot fly!

Iron Priest

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Iron Priest	100	5	5	4	4	2	5	3	9	3+

Iron Priests are unique to the Space Wolves Chapter, but have much in common with the Techmarines of other Chapters. The Iron Priest look after the many technical systems in the Fang, supervising engineering projects and all other complex technical tasks undertaken everyday.

Equipment: Boltgun, Thunder Hammer

Options: Any equipment from the Space Wolves Armoury, plus any Techmarine Only items.

SPECIAL RULES

Independent Character: A Iron Priest is an independent character and follows all special rules as detailed in the rulebook.

Elites

0-1 Wolf Guard

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	30	4	4	4	4	1	4	2	9	3+

The Wolf Guard are the bravest warriors of each Great Company - the chosen battle brothers of the Great Company's Wolf Lord. The Wolf Lord favours his chosen battle brothers with gifts such as antique weapons, ornate armour of ancient origin, and, of most precious of all, immense suits of Terminator armour.

Squad: You may include up to 5 Wolf Guard models, plus one more for every full 500 points in the army. This restriction aside there is no minimum or maximum number you may choose.

Wolf Guard Champions: Wolf Guard models may be attached to any Space Wolves pack. Such a champion is a member of the pack and may never leave it. They may not take any sort of heavy weapon and if they lead Wolf Scouts, they may not wear Terminator Armour.

Wolf Guard Retinue: Any not used as Champions form a single squad called a retinue. This squad must start the battle with at least three models. One model may be upgraded to a Standard Bearer. If the army includes a Space Wolf Hero, he must be set up as part of the retinue and may never leave it.

Weapons: Bolt Pistols and Close Combat Weapons

Options: All models may be given any equipment from the Space Wolves Armoury, including Independent Character Only items. Models carrying heavy weapons may not carry any other weapons.

Wolf Guard Heavy Weapons: One in every three Wolf Guard may be armed with the following heavy weapons:

Wolf Guard Terminators: Any number of Wolf Guard may be given Terminator armour with a storm bolter and power fist at a cost of + 15 pts per model. Any model may replace its power fist for a power weapon or storm shield at no additional cost, or with a chain fist or lightning claw at +5 pts. Any model may replace its storm bolter with a thunder hammer or lightning claw at a cost of +5 pts.

Terminator Heavy Weapons: Assault Cannon/Power Fist +45, Heavy Flamer/Power Fist +35, Cyclone Missile Launcher and Storm Bolter +30.

Power Armour Heavy Weapons: Heavy Bolter +15, Missile Launcher +20, Lascannon +35, Multi-Melta +35, Plasma Cannon +35

Transport: A Wolf Guard Retinue may be mounted in a Rhino at +50, Razorback at +70, or Land Raider at +250. Rhinos and Razorbacks may only be used if all models in the retinue have Power Armour. See the transport entry and Land Raider entry for upgrade options.

SPECIAL RULES

No Deep Strike: Space Wolves in Terminator Armour may NOT Deep Strike.

Dreadnought

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	85	5	4	6(10)	12	12	10	4	2

Type: Walker

Crew: One Space Marine

Weapons: The left arm has a Dreadnought Close Combat Weapon and a Storm Bolter. The Dreadnought's right arm is equipped with; Assault Cannon +30, Twin-Linked Lascannon +50, Twin Linked Heavy Bolter +30, Multi-Melta +40, Plasma Cannon +40, Twin Linked Autocannon +35

Options: The Dreadnought may have the following upgrades; Extra Armour, Searchlight, Smoke Launchers. The Storm Bolter may be upgraded to a Heavy Flamer at +10. The left arm may be upgraded to a Missile Launcher for +10.

SPECIAL RULES

Rare: Only one Dreadnought may be used per full 1000 points in the army.

Old & Wise: If at least one Dreadnought is included in an army then it may reroll the dice if the Mission being played dices off to see who gets first turn.

Troops

Grey Hunter Pack

	Points	WS	BS	S	T	WI	A	Ld	Sv	
Grey hunter	16	4	4	4	4	1	4	1	8	3+
Sergeant	16	4	4	4	4	1	4	1	8	3+

Squad: 1 Grey Hunter Sergeant and between 4 and 9 Hunters.

Weapons: Bolters, or Bolt Pistol and Close Combat Weapon.

Options: Up to two models may replace their Close Combat Weapons for; Power Weapon +10, Power Fist +15. In addition, two models may replace their Bolt Pistols for a Plasma Pistol at +10. The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; melta gun at +10 pts; plasma gun at +12pts. The entire pack may have Frag Grenades at +1 per model and Krak at +2 per model.

Transport: The entire Squad may be mounted in a Rhino at +50 or Razorback at +70.

Wolf Scouts

	Points	WS	BS	S	T	WI	A	Ld	Sv	
Scouts	12	4	4	4	4	1	4	1	7	4+
Scout Sergeant	14	4	4	4	4	1	4	1	8	4+

Squad: 1 Sergeant and between 4 and 9 Scouts

Weapons: Bolt Pistol and Close Combat Weapon.

Options: One Scout Squad may choose their equipment as normal from the Space Marine Codex. All other squads may choose from the following. Any model may replace their Bolt Pistol and Close Combat Weapon for a Bolter or Shotgun for no cost. The entire pack may have Frag Grenades at +1 per model and Krak at +2 per model. The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; melta gun at +10 pts; plasma gun at +12pts.

SPECIAL RULES

Infiltrators

Move Through Cover

Fast Attack

Blood Claw Pack

	Points	WS	BS	S	T	WI	A	Ld	Sv	
Blood Claw	24	4	4	4	4	1	4	1	7	3+
Sergeant	26	4	4	4	4	1	4	1	8	3+

Squad: 1 Sergeant and between 4 to 9 Blood Claws

Weapons: Bolt Pistol, Close Combat Weapon and Frag Grenades. The whole squad has Jump Packs.

Options: Up to two models may replace their Close Combat Weapons for; Power Weapon +10, Power Fist +15. In addition, two models may replace their Bolt Pistols for a Plasma Pistol at +10. The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; melta gun at +10 pts; plasma gun at +12pts. The entire squad may have Krak Grenades at +2 points per model and Meltabombs for +4 per model.

Bike Squad: All models can replace their Jump Packs for Space Marine Bikes with Twin-Linked Bolters at +10 per model.

SPECIAL RULES

Remove Jump Packs: Each model reduced in cost by 10 points.

Deep Strike: Allowed if the squad retains its Jump Packs.

Land Speeder Squadron: 50 points per model

Land Speeder Tornado: 75 points each

Land Speeder Typhoon: 75 points

Attack Bike Squadron: 50 points per model

Heavy Support

Long Fangs Pack

	Points	WS	BS	S	T	WI	A	Ld	Sv	
Long Fang	18	4	4	4	4	1	4	1	9	3+
Sergeant	18	4	4	4	4	1	4	1	9	3+

Squad: 1 Sergeant and 4 Long Fangs.

Weapons: Bolters. The Sergeant may exchange his Bolter for a Bolt Pistol and Close Combat Weapon for no extra cost.

Options: Up to four Long Fangs may have; heavy Bolter +15, Missile Launcher +20, Lascannon +35, Multi-Melta +35, Plasma Cannon +35. The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts; melta gun at +10 pts; plasma gun at +12pts.

Transport: The entire Squad may be mounted in a Rhino at +50 or Razorback at +70.

Whirlwind: 75 points each

Predator Annihilator: 120 points each

Predator Destructor: 100 points each

Land Raider: 250 points each

Vindicator: 120 points each

Smoke & Blind Grenades in 40K

The following unit types may be equipped with Smoke or Blind grenades (Blind grenades are just a more hi-tech version, causing interference on scanners and such like) - all points are paid per model and each model in the squad must be given the same combination of grenades.

- Space Marine Scouts and Scout Bikes - 2 points
- Space Marine Bikes and Attack Bikes - 2 points
- Space Marine Assault Squads (including Blood Angels Veteran squads and Honour Guards) - 4 points
- Imperial Guard Storm Troopers - 2 points
- Ork Kommandos - 2 points
- Eldar Guardian Storm Squads - 2 points

A unit carries enough Blind or Smoke Grenades for one use during the battle. A unit cannot assault on the same turn it uses these grenades and they are used in the Shooting Phase, instead of firing any weapons. Until the start of the player's next turn, the unit will count as being in cover, receiving a 5+ Cover Save. Because they count as being in cover, they will also strike first if assaulted, unless the enemy is armed with something like Frag Grenades or the Banshee Mask.

Close Combat Notes

The following guidelines are to make the somewhat complicated close combat rules a bit clearer. These explanations are by necessity long, but don't worry, you don't have to memorise them, just refer to them when (or if) needed.

Failed Charges

Sometimes a unit will declare a charge, but fail to get any models into base contact with the enemy. For example, a unit that assaulted through difficult terrain might fail to reach the target of their charge. Under such circumstances the close combat is not fought, and the charge is considered to have failed, even if one or more of the chargers managed to get within 2" of the enemy. The same rule applies in similar circumstances where models from a unit are within 2" of the enemy but not in base contact; a unit must have at least one model in base contact with the enemy in order to fight in the close combat phase.

Drawn Combats

Note that a combat where one side lost but passed its morale check is considered a drawn combat, and that drawn combats do not only occur when both players roll the same number on the Moral High Ground dice roll. Basically, if neither side runs away at the end of a combat, then it is drawn, and unengaged models from each side must move up to 6" towards the enemy and try to get into the fight (see the rule drawn combats on page 69 of the rules).

Allocating Attacks Against Specific Models

You may allocate the attacks made by a character against a specific target model in an enemy unit, but only if the enemy model is in base contact with him. This allows a character to target his attacks on a specific model, taking out the member of a unit armed with a heavy weapon, for example. If you allocate a character's attacks in this way then any wounds he inflicts cannot 'carry-through' and can only effect the specific enemy model he attacked.

The only other time you may allocate attacks against a specific model in a unit is if he is a character, as described above, or if the model has a different Weapon Skill or Toughness to any other models in the unit, as described on page 64 of the rules. It has to be said that it is extremely rare for non-character models in a unit to have differing Weapon Skills or Toughness, as normally all of the models in the unit have the same profile. However, when it does occur you must allocate the attacks against the different type of enemy models, and any wounds you inflict can only be taken on models in the enemy unit with the appropriate characteristics.

Allocating attacks in close combat

There is an important difference between the way you allocate shooting and close combat attacks. Shooting attacks are made against a single enemy unit while close combat attacks may be made against several enemy units. This means a unit can attack different enemy units in the close combat phase, which is not allowed shooting.

Because units can fight more than one unit in a close combat, the attacks of the unit must be allocated out against enemy units before they are resolved. Assuming the unit is in contact with more than one enemy unit (as will often be the case) you must allocate the attack made by the models in the unit against enemy units that are in base-to-base contact with them, or an enemy unit within 2" if a model is not in base contact. If several enemy units are eligible you may choose which to attack, and can split attacks between them if you wish. This sounds confusing but is easy to do in practice.

Example

M1<--2" -->G M2 G M3 G M4 T M5 T T T
T T T

KEY- M=Marine G=Genestealer T=Termagants

The example diagram above represents a top down view of a squad of Marines in combat with some Genestealers and Termagants. The Marine player must allocate attacks from models M2 and M3 against the Genestealer unit, and the attacks from M5 against the Termagants, as these are the units they are in base-to-base contact with. Model M4 is in base contact with models from both units, so his attacks can be allocated to either unit or, or if he has more than one attack, they may be split between the two. Model M1's attack must be allocated against the Genestealers, as he is within 2" of them and not within 2" of the Termagants.

Allocating Attacks Against Characters

Characters are always treated as being a separate unit as far as the rules for allocating close combat attacks are concerned, including characters that are an upgrade for an enemy unit like Veteran Sergeants or Nobs. Thus use the example above for characters too.

Removing Casualties In Close Combat

As with shooting attacks, it is the owning player who decides which of his models suffer wounds that are inflicted in

close combat. Wounds from attacks allocated to a unit are taken first on models in base contact with the attacker, then on models from the unit that are within 2", and then on models from the unit that are further away. Where there is a choice between equally eligible models (i.e. two models from a unit are in base contact and one wound is inflicted), then the owning player say choose which model he will lose.

Please note that in a multiple combat where several units are involved, excess wounds do not carry over from unit to unit; if you wipe a unit out, any 'left over' wounds are wasted.

Also note that attacks allocated against a character can only wound that character; excess wounds don't 'carry over' to other models nearby, even if the character was an upgrade for the unit.

Sweeping Advances

Models that make a sweeping advance may be fired on by the enemy before the next assault phase, but only if it is the enemy player's turn (i.e. you don't get to shoot in the shooting phase unless it is your own turn). The unit making the sweeping advance can be fired upon by any enemy units (subject to range and line of sight of course), not just the one being assaulted.

Vehicles In Close Combat

Units in base contact with an enemy vehicle, apart from one with a Weapon Skill (like a Dreadnought or War Walker for example), do not count as being engaged in close combat, and are in all ways treated as if they were not in base-to-base contact with an enemy model as far as the rules are concerned. This means that enemy units may shoot at them (though be careful with those blast templates again!), and that they can fire themselves. By the same token, the vehicle can shoot and be fired upon.

Sacred Rites

By Gav Thorpe

Before the fighting begins, the Sisters of Battle kneel in prayer, offering their thanks to the Emperor and asking for his protection and guidance. The Battle Sisters are invigorated and emboldened by their prayers, instilled with grim courage and determination to overcome their foes.

Any SoB infantry units (i.e. not vehicles) may take part in these Sacred Rites at the start of a battle. For each unit, roll a dice on the following table to see what effect their prayers have. Higher ranking members of the Ecclesiarchy inspire greater acts of selfless sacrifice and dedication, and so add to the dice roll, as listed below (only apply the highest modifier):

Character	Sacred Rites bonus
Canoness	+3
Celestian Superior	+2
Veteran Sister Superior	+1

Note: If an independent character leads a squad in the Sacred Rites, the character must be set up with the squad at the start of the battle.

If the character leading the squad in the Sacred Rites subsequently leaves the unit, any benefit from the Sacred Rites is lost for the rest of the battle - the unit will think they are being abandoned by the Emperor! Note that this does not happen if the character is killed whilst with the unit - such characters become martyrs to the cause! The unit loses its Sacred Rites if another character subsequently leads the unit.

The results of the Sacred Rites apply to all members of the squad and any characters who start the battle with them, including the character leading the Sacred Rites.

SACRED RITES TABLE

D6 Score	Effect
1	No effect.
2	The unit never counts as being outnumbered in an assault.
3	The unit cannot be pinned.
4	The unit ignores any negative modifiers on morale and pinning tests.
5	The unit may re-roll any failed morale check.
6	The unit may always attempt to regroup, with no restrictions.
7	The unit never falls back and is automatically assumed to pass any morale check it is required to make.
8	In close combat, the unit always hits on a 3+, regardless of relative Weapon Skills.
9	All models in the unit add +1 to their Attacks for the duration of the battle.

Mission: Assassins

The Assassins mission has unique Force Organisation charts to represent the fact that the defender would naturally have his best soldiers guarding his commander and that the attacker is mounting a lightning raid.

Attacker

Compulsory - 1 Troops

Optional - 2 HQ, 4 more Troops, 1 Heavy Support, 3 Elites, 3 Fast Attack

Defender

Compulsory - 1 HQ, 1 Elites

Optional - 3 more Elites, 6 Troops, 1 Fast Attack, 2 Heavy Support

Attacker's Brief

You have been chosen to lead a crack force to kill the enemy high commander, with the intention of causing enough confusion to disrupt their attack and bring you victory.

Defender's Brief

As you were enjoying your afternoon nap (or prayer session, or meal, or psychic communion with the Hive Mind, etc. . .) one of your trusted bodyguards brought you news that a large enemy force has appeared on the horizon. You must endeavour to stay alive until reinforcements can arrive to carry you to safety.

Scenario Special Rules

The Assassins mission uses the *Fortifications*, *Hidden Set-Up*, *Infiltrators*, *Random Game Length* and *Reserves* scenario special rules.

Set-Up

1. The defender's deployment zone is up to 18" on from one of the long table edges, in which they may place fortifications. The attacker's deployment zone starts 18" further towards the opposite edge.
2. The defender's HQ must be set up on the table, but any Fast Attack unit must be placed in reserve. Other units have the option of being reserves or being set up on the table. Once decided, set up using the Hidden Set Up rules. The HQ must be at least 12" from any edge.
3. The attacker deploys his entire force.
4. The defender reveals his set up.
5. Any attacking infiltrators may make one free move, ignoring terrain. Eldar may NOT Fleet Foot.
6. The attacker gets the first turn.

Mission Objective

The attacker wins if he can completely wipe out the defender's HQ unit. Note that in this scenario the defender's HQ is subject to the 'They Shall Know No Fear' rule and will always regroup, because otherwise they might just flee off the table and what fun would that be?

Reserves

The defender's reserves enter from his own table edges.

Game Length

The game lasts a variable number of turns.

Line of Retreat

Troops fall back towards the long table edges of their own deployment zone.

Grey Knights

By Adam Beany and Andrew Denner

In an effort to stem the tide of foulness I have determined to release details of the Grey Knights. This most secret of Space Marine forces operates within the jurisdiction of the Inquisitorial Ordo Malleus, or Daemon hunters as they are commonly known. I've received many (many) letters on the subject of these stalwart defenders and have selected the ideas of Andrew Denner of Bristol and Adam Beany of West Wickham as being reasonably sane renditions of their powers, in line with the 3rd edition Warhammer 40,000 rules. *These elite Daemon hunters are the scourge of Chaos. Psykers of the highest potency, their minds hardened with piety and resolve, they train endlessly in their fortress monastery on Titan, waiting to be called into action to battle the creatures of the warp. Any Imperial force that is involved in a battle against the forces of Chaos may include a Grey Knight Terminator squad. These elite Marines are never wasted against lesser opponents and may only be included to fight against a Chaos foe. They are always reserves, regardless of whether the mission being fought allows reserves. Grey Knight Terminators will not deploy until their enemy has been identified and the location co-ordinates transmitted. Then they teleport to the location and assault the unholy menace.*

GREY KNIGHT TERMINATOR SQUAD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grey Knight	60	5	4	4	4	1	4	2	10	2+

Squad: A Grey Knight Terminator Squad consists of between five and ten Grey Knight Terminators. The +1 Attack bonus for having Terminator honours and the Terminator armour's 2+ save have been included in the characteristics above. The squad counts as an Elites choice.

SPECIAL RULES

Chaosbane: Grey Knights may only be fielded against Chaos opponents.

Reserves: Grey Knights are always held in reserve, even if the mission does not allow reserves. In addition they may only deploy once one of the following criteria is met:

A — There are Daemons present on the battlefield (Greater Daemons, Daemon Princes, Daemon packs, beasts or cavalry, Juggernauts or Nurglings).

B — A Chaos Sorcerer uses a psychic power.

Equipment: Grey Knights are armed with two items exclusive to their order, the Nemesis Force Halberd and the Aegis Suit.

Nemesis Force Halberd — This potent weapon functions as a power weapon (negates armour saves) and in addition, always wounds Daemons on a 2+ in close combat. It also incorporates a storm bolter which can be fired providing the Grey Knight is not in combat.

Aegis Suit — Woven into the Grey Knight Terminator armour is an insulated Aegis layer. This, coupled with the armour's purity seals and blessings, allows a Grey Knight squad to negate psychic powers as if armed with a Psychic Hood (see Codex Space Marines). However Grey Knights may only attempt to negate psychic attacks that target the Grey Knight squad itself. Only one roll is made to negate the attack, irrespective of how many Grey Knights are targeted.

Psychic Power: Holocaust — The squad as a whole has the psychic power Holocaust, and it may be used at any point during The assault phase if the squad passes a Psychic test. Place the Ordnance template in contact with one of the Grey Knights. All models under the template suffer a Strength 5 hit at AP5. Wounds inflicted count towards the combat result.

Fearless: Grey Knights are fearless and are assumed to pass any Morale check or Pinning test that they are required to make.

Putting The Tzap Into Tzeentch

By Jervis Johnson

Since Codex Chaos came out, a number of Chaos players have pointed out a couple of anomalies in the army list. Basically a couple of last minute changes to the list were not thought through quite as thoroughly as they could have been. To make up for this, below are some corrections that Chaos players can use when they field an army:

1. Daemon Princes that are given a psychic power count as having a BS of 3 when they use it. Thus a Tzeentch Daemon Prince can be given the psychic power Flames of Tzeentch and actually hit something with it!
2. A Thousand Sons Chaos Space Marine in a Tzeentch Chaos Lord's retinue may be designated as the retinue's standard bearer, and can be given the Blasted Standard. Note that a Thousand Sons standard bearer is not an Aspiring Champion and retains his normal characteristics.
3. Use the limitations to Vehicle Upgrades included in each vehicle's entry in the army list itself, and ignore the restrictions on page 6. In addition, the havoc missile launcher is not just limited to Chaos Dreadnoughts as stated on page 21, and instead can be taken by Dreadnoughts and other Chaos vehicles that may have 'any of the vehicle upgrades'.
4. Some Tzeentch players have noted that the lack of Aspiring Champions in their army makes it difficult to summon a Greater Daemon, not to mention that when it does appear it tends to take over a rather powerful character. To overcome this I've decided that you can roll one D6 for each unit of Thousand Sons Space Marines that has exactly nine models (nine being the sacred number of Tzeentch, you see). Roll to see if a model in the squad is possessed at the start of the assault phase, before rolling to see if any characters are possessed. If you roll a four or more then one of the Thousand Sons is possessed by the Greater Daemon. You can decide which model to replace.
5. The entry for Khorne Berzerkers tells you the whole squad can be mounted in a Rhino. This, of course, only applies if there are ten or less models in the squad. While on the subject of Rhinos, a couple of players have asked what happens if a character in a Rhino is possessed by a Greater Daemon, as the Daemon clearly couldn't fit inside the vehicle. Although I was seriously tempted to have the Greater Daemon hack its way out, it seems more sensible to assume that the character manages to stagger out of the vehicle before he changes, and therefore the Greater Daemon model should be placed within 2" of the vehicle and at least 1" away from any enemy models, just as if he'd disembarked.
6. For the record, Juggernauts can't mount transport vehicles, or fly if their rider has wings.
7. There have also been a few questions asked about the Cult Terminator rules that appeared in White Dwarf 230. Those of you that are using them should note that the idea is simply that the model uses the character upgrades from its normal entry in the list, and uses the characteristics (with the adjustments given in WD230), equipment and equipment upgrades from the Terminator entry. Noise Marine Terminators can swap a combi-bolter for a sonic blaster, and the one that can have a heavy weapon may choose to take a blastmaster instead of the standard choices (this is a change to the original entry in WD230).
8. Finally, a number of players have pointed out that it's possible to take an Aspiring Champion for one of the cult Chaos Space Marine squads, and give them a Mark of Chaos from a different patron god (i.e. giving the Mark of Slaanesh to an Aspiring Khorne Berzerker Champion). To be honest I find it hard to believe that any true and dedicated follower of Chaos would even think of doing such a thing, and the people who suggest they would are simply doing their best to further perpetuate some of the vile rumours and slanders that are told about the followers of the dark gods. However, if you do ever run into a Chaos player who does such a vile and unwholesome thing, you have my permission to tell them that the model (or models) so marked have just been dragged off to the warp (and therefore out of play) in order that their patron can give them a stern talking too, and that they'd better have the correct mark in the next game or the same thing will happen again! The same rule applies to transport vehicles for cult squads that are given a gift belonging to a god other than their patron.

IT'S ALL IN THE NAME

What follows is a list of Space Marine Chapter names. Many of these you may have seen before, others are Chapters that have been mentioned possibly once or twice in the distant past, while some are totally new.

Space Marine Chapters are much like Knightly Orders, and their names often reflect this. Reference can also be made to their status as the defenders of Mankind, or the fact that they consider themselves the ritual Sons of the Emperor. A Chapter's name might embody the character of the Chapter (such as the Blood Drinkers), the world of their founding (Praetors of Orpheus) or the Legion gene-seed from which they derived (such as the Storm Loeds and Marauders).

Original Legions	Second Founding
Space Wolves	Wolf Brothers ¹
Ultramarines	Aurora
	Black Consuls
	Eagle Warriors
	Genesis
	Inceptors
	Libators
	Nemesis
	Novamarines
	Patriarchs of Ulixis
	Praetors of Orpheus
	Silver Eagles
	White Consuls
Dark Angels	Angels of Absolution
	Angels of Redemption
	Angels of Vengeance
Imperial Fists	Black Templars
	Crimson Fists
Blood Angels	Angels Encarmine
	Angels Sanguine
	Angels Vermilion
	Blood Drinkers
	Flesh Tearers
White Scars	Destroyers
	Marauders
	Rampagers
	Storm Lords
Iron Hands	Brazen Claws
	Red Talons
Salamanders	None known
Raven Guard	Black Guard
	Revilers
Later Foundings	
Absolvers	Libators
Adulators	Malevolent
Angels of Damnation	Marines Errant
Angels of Penance	Marines Errantor
Angels of Purgatory	Mentors
Angels of Repentance	Minotaurs
Angels of Retribution	Mortifactors
Angels Vigilance	Oblators
Angels Penitent	Panthers
Angels Porphyr	Penitents
Angels Redeemed	Purgators
Angels Repentant	Rainbow Warriors
Angels Resplendent	Raptors
Angels Revenant	Redeemed

Astral Claws²
Avengers
Benedictors
Black Inculpaters
Celebrants
Contenders
Crusaders
Dictators
Espandors
Excubants
Extractors
Executioners
Exemplars
Exorcists
Fire Hawks³
Flame Falcons⁴
Hounds of Demos
Howling Griffons
Inculcators
Invictors
Inviolators
Lamentors

Redeemers
Red Scorpions
Relictors
Reparators
Retractor
Rhetors
Silver Skulls
Star Phantoms
Supplicators
Tempestors
Tributors
Valedictors
Venerators
Venerators of Osiron
Victors
Vindicators
Warriors Tempest

- 1) Wolf Brothers - Disbanded due to genetic instability
- 2) Astral Claws - Excommunicate, became Red Corsairs
- 3) Fire Hawks - Lost in warp 963.M41
- 4) Flame Falcons - Excommunicate, mutation

Other Common words used in Space Marine Chapter names

Angels, Black, Blood, Brazen, Brothers, Celestial, Champions, Crimson, Crusaders, Dark, Death, Destroyers, Devourers, Devils, Doom, Dragons, Eagles, Emperor's, Fists, Falcons, Fire, Flesh, Golden, Griffons, Guard, Hawks, Imperial, Inferno, Iron, Jaguars, Knights, Lions, Lords, Mailed, Marauders, Millennial, Night, Nightmare, Omega, Obsidian, Panthers, Paladins, Questors, Rampagers, Red, Silver, Sons, Space, Storm, Talons, Tearers, Templars, Tigers, Thunder, Ultima, Ultimate, Ultra, Vengeance, Valesictors, War, Warriors, White, Wolves, Zephyrs.

SISTERS OF BATTLE ARMOURY

Characters may have up to two single-handed weapons, or one single-handed weapon and one two-handed weapon. In addition you may pick 100 points worth of items of Wargear. You may not take duplicate items for the same model.

SINGLE HANDED WEAPONS

Blade of Admonition	15pts
Bolt Pistol	1 pt
Brazier of Holy Fire	15 pts
Close combat weapon	1 pt
Flail of Chastisement	8 pts
Plasma pistol	15 pts
Power fist	15 pts
Power Weapon	10 pts
Praesidium Protectivai {i}	15 pts
(independent characters only ii)	

TWO-HANDED WEAPONS

Axe of Retribution	10 pts
Bolter	2 pts
Bolter-flamer	10 pts
Bolter-grenade launcher	10 pts
Bolter-plasmagun	15 pts
Bolter-meltagun	15pts

WARGEAR

Bionics	10 pts
Book of St. Lucius	10 pts
Cloak of St. Aspira (independent characters only)	20 pts
Flak Armour	5 pts
Frag Grenades	1 pt
Jump pack (independent characters only)	10 pts
Rosarius (independent characters only)	25 pts
Krak grenades	2 pts
Litanies of Faith	25 pts
Master-crafted weapon	15 pts
Melta bombs	5 pts
Purity seals	5 pts
Sacred Banner of the Order	60 pts
Militant (Celestian Superior only {ii})	
Sacred Standard (Imagifer only)	20 pts
Simulacrum Imperialis (Imagifer or independent characters only)	15 pts
i - Although not a weapon as such, a Praesidium Protectiva must be carried in one hand.	

ii - Note that Veteran Sister Superiors and Banner Bearers are not independent characters.

iii - Only armies of 2,000 points or more may take a Sacred Banner of the Order.

SISTERS OF BATTLE WARGEAR

The rules below describe how a\of the specialised equipment used by the Sisters of Battle works in the game. Any items not listed here function as described in Codex Space Marines or the Warhammer 40000 rulebook.

Axe of Retribution: An Axe of Retribution is modeled upon the Axe of Chalcydon that was carried by St Jason when he crushed the Eldar on Hual It has a massive double-bladed head that is studded with jewels which rend at the flesh of those it strikes. An Axe of Retribution must be wielded in both hands, and so may not be combined with an additional close combat weapon for +1 Attack. An Axe of Retribution doubles the user's Strength when rolling to wound in an assault.

Blade of Admonition: The Blade of Admonition is made from the finest metals and is polished to a mirror finish. Those who look into its blade are said to see their true selves. The Blade of Admonition is treated as a power weapon. In addition, any models in base contact or within 2" of the bearer at the end of the assault phase are not counted when seeing if one side outnumbered the other.

Book of Saint Lucius: This great tome contains the many writings and sermons of St. Lucius of Agatha, a zealous and renowned Confessor. Certain passages can be read aloud from the book, inspiring those nearby to great acts of heroism. Any unit with a model within 12" of the bearer of the Book of St. Lucius may use the bearer's Leadership value for any Morale checks or Pinning tests they are required to take.

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

Cloak of Saint Aspira: Canoness St. Aspira of the Order of the Bloody Rose led her Battle Sisters in a War of Faith that liberated nearly a hundred worlds from the grip of the blasphemous tyrant Denescura. She wore a magnificent cloak of velvet and fur, that was blessed in the Ecclesiarchal palaces on Terra and warding away the blows of her enemies. A model wearing the Cloak of St. Aspira adds +1 to their armour save (giving a Sisters of Battle character a 2+ save instead of 3+).

Flail of Chastisement: A Flail of Chastisement is barbed with many hooks, which constrict around its victims as they struggle, ripping skin and tearing flesh, The Flail of Chastisement counts as a close combat weapon. In addition, if a target is hit by the Flail but not killed, it loses its next D3 Attacks (rolled immediately).

Litanies of Faith: The Litanies of Faith contain the entire teachings of the Ecclesiarchy, since its founding at the birth of the Imperium. It takes a scribe his entire life to copy and illuminate the Litanies of Faith, and the hymnals and chants they contain fill the Emperor's servants with burning faith. The Litanies of Faith allow the character to lead a squad in more Sacred Rites, once per battle. The character and squad may do nothing for a whole turn and the unit must not be engaged in close combat. You may roll again on the Sacred Rites table at the end of the turn and apply the result immediately. This is in addition to any Sacred Rites result generated at the start of the battle. If you roll a duplicate result you may re-roll the dice. All other rules for Sacred Rites apply.

Praesidium Protectiva: Believed to contain shards of the armour worn by the Emperor himself, the Praesidium Protectiva can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ invulnerable save in close combat, instead of its normal armour save. The save may only be used against one opponent per turn (the defender chooses which), and may not be combined with a rosarius save. In addition, if a '6' is rolled for the saving throw, the blow is reflected back on the attacker - roll to wound and make armour saves as if the enemy model had hit itself!

Sacred Banner of the Order Militant: Each of the six Orders Militant has its Sacred Banner, which is only carried by the most faithful and trusted Sisters of Battle. They are ancient artefacts that date back to the creation of the Order and are a source of inspiration to all the Adepta Sororitas. A Sisters of Battle unit with a model within 12" of the Sacred Banner of the Order Militant may roll three dice for any Morale check or Pinning test they have to take, and discard the highest dice.

Simulacrum Imperialis: These icons of the Ecclesiarchy were often carried by one of the Imperium's many Saints, or may even be wrought from their bones. Any Sisters of Battle unit with a line of sight to the Simulacrum imperialis automatically passes the first morale check or pinning test it is required to take.

Sacred Standard: Add +1 to the Battle Sisters' combat resolution score of any assault that takes place within 6" of the Sacred Standard. However, if the model bearing the standard is slain in close combat, then the enemy model that slew her captures the standard, and the enemy gets the bonus from then on. It is possible for a standard to change hands several times in a single

battle, as long as the model holding the standard is slain in close combat each time.

SISTERS OF BATTLE VEHICLE UPGRADES

Dozer Blade: Vehicles equipped with a dozer blade may reroll a failed 'difficult terrain test' as long as they are not moving over 6" that turn.

Extra Armour: It is not uncommon for vehicle crews to add additional armour plating to their vehicle to provide a little extra protection. Vehicles equipped with extra armour count 'crew stunned' results on the damage tables as a 'crew shaken' result instead.

Holy Icon: The vehicle mounts a suitably large and impressive large symbol of the Ecclesiarchy. Any Sisters of Battle unit within 6" of the vehicle may roll three D6 for all Leadership tests and use the lowest two rolls as their score.

Hunter-Killer Missile: Hunter-killer missiles are a commonly seen upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range, roll to hit as normal. They may be fired only once per battle.

Pintle-Mounted Storm bolter: Pintle-mounted storm bolters are located on the outside of a vehicle. They can be used by crewman from an open hatch or by remote control from inside the vehicle. They are treated as an extra storm bolter which may be used in addition to any other weapons the vehicle may fire. Note that this means that a vehicle that moves can fire one weapon and the pintle mounted stormbolter. If the vehicle would not normally be allowed to fire any weapons (because of the distance it travelled or damage suffered, for example) then the pintle-mounted storm bolter cannot be fired either.

Searchlight: Searchlights are only of any use in missions where the rules for night fighting are being used, such as the Night Fight mission. They allow one enemy unit spotted by the vehicle to be fired at by any other Sisters of Battle units that are in range and have a line of fire (the enemy unit has been illuminated by the vehicle's searchlight). However, a vehicle that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out in the dark.

Smoke Launchers: [[See page 88 of the Warhammer 40,000 rulebook.]]

Legion of the Damned

There are tales of the Legion of the Damned from all across the galaxy. Just who they are and where their true loyalty lies, is a matter of much speculation. Some even doubt they exist at all, but the heaps of corpses left in the wake of their awesome, implacable advance cannot be disputed.

Special Rules

Apparitions: The Legion of the Damned appear from nowhere, completely unheralded. In every battle they use the special Deep Strike deployment rules, even if the mission does not normally allow troops to Deep Strike. However, you roll for the Legion of the Damned on the FIRST turn, rather than the second.

Fearless: It is debatable whether the Legion of the Damned are truly alive and have real minds. Legion of the Damned automatically pass any Leadership-based tests, including Morale Checks, that they are required to make.

Terrifying: Any unit which loses an assault whilst fighting the Legion of the Damned suffers an additional -1 modifier to its Leadership for the subsequent Morale Check.

HQ

Legion Commander										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Commander	60	5	5	4	4	3	5	4	10	3+

Options: May be given any equipment from the Space Marine Armoury, except Terminator Armour and Honours.

Special Rules: Independent Character. May take a Command Squad

Command Squad										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	25	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	+15	4	4	4	4	1	4	3	9	3+

Squad: One Sergeant and 4-9 Legionnaires.

Weapons: Bolter. Sergeant can exchange his Bolter for a Bolt Pistol and Close Combat Weapon for no extra cost.

Options: Up to two Legionnaires may have the following; Missile Launcher +20, Heavy Bolter +15, Lascannon +35, Flamer +3, Plasma Gun +6, Meltagun +10. The entire squad may be given Frag Grenades at +1 per model and Krak Grenades at +2 per model.

Characters: One model can be upgraded to a Techmarine, another to an Apothecary and another to a Standard Bearer. The Sergeant may be upgraded to a Veteran Sergeant for +15. All these characters may take equipment from the Space Marine Armoury, except Terminator Armour and Honours.

Transport: The entire squad may be mounted in a Rhino for +60.

ELITES

Dreadnought

See Codex: Space Marines

TROOPS

Legionnaire Squad										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	25	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	+15	4	4	4	4	1	4	3	9	3+

Squad: One Sergeant and 4-9 Legionnaires.

Weapons: Bolter. Sergeant can exchange his Bolter for a Bolt Pistol and Close Combat Weapon for no extra cost.

Options: One Legionnaire may have the following; Missile Launcher +20, Heavy Bolter +15, Lascannon +35, Flamer +3, Plasma Gun +6, Meltagun +10. The entire squad may be given Frag Grenades at +1 per model and Krak Grenades at +2 per model.

Characters: The Sergeant may be upgraded to a Veteran Sergeant for +15. He may take equipment from the Space Marine Armoury, except Terminator Armour and Honours.

Transport: The entire squad may be mounted in a Rhino for +60.

Of Roads, Craters & Other Things

By Jervis Johnson

CRATERS IN 40K

Craters are a new type of terrain that are 'created' during a battle by ordnance attacks and preliminary bombardments, rather than being set up in the normal fashion. Craters count as difficult terrain, and provide a 5+ cover save for units that are inside them. Units are not allowed to take advantage of the cover save on the turn that the crater is created. Units that have a crater appear under them don't have to make a Difficult Terrain test until they move off the crater.

Craters are created in one of two ways: by preliminary bombardments, or by ordnance attacks. In both cases the crater is placed by the player whose unit was attacked or fired at. A player does not have to place a crater if he doesn't want to (i.e. their placement is optional), but if he decides to do so then obviously he needs to have an appropriate crater terrain piece to lay down. Craters may only be placed on flat areas of the tabletop that will allow their placement: it's impossible to place a crater because already placed terrain gets in the way then the crater is not placed at all.

Preliminary Bombardment: If a unit suffers a hit from a preliminary bombardment, a crater is placed 'under' the unit, so that at least one model from the unit is in the crater. Place the crater after the unit is hit but before any casualties are worked out; models removed from the unit as casualties must be taken from those closest to the centre of the crater first, then working outwards.

Ordnance Attacks: If an enemy unit makes an ordnance attack, then the opposing player may choose to place a crater with its centre under the center of the ordnance template.

Designers Note: You'll find that a few craters are a worthwhile addition to any army, being in effect a form of cover that you get to place on your own units if they come under fire from enemy ordnance.

ROADS IN 40K

Roads are a common feature the battlefields of the 41st Millennium, and can be included in any 40K battlefield set-up. If you are using the terrain generators in the rule book then roads can be added to a set-up in addition to the terrain that is generated. I'm not going write long and convoluted rules telling you how to set the roads up; just do so sensibly and logically and everything will be fine. Roads have two effects; they make easier to enter reserves, and they can be used to allow units to force march quickly across the battlefield.

Reserves: If a road extends from a table edge which a player is allowed to use to bring on reserve units, then that player can declare that any of his reserves will be using the road to travel to the table. He must say which units will be using the road at the start of the battle, after both sides have set up. He can then add +1 to the dice roll to see if a reserve unit using a road appears. However, assuming the unit turns up, then must enter along the road. Note that some units can use the road and some arrive normally if desired. Also note that deep strike units, such as teleporting Terminators or Space Marines with jump packs. may not use roads if they are using their deep strike ability to deploy anywhere on the table.

Force Marching: Units that force march and which start and finish their move on a road can triple their normal move rate instead of doubling it. Skimmers, troops with jump packs, or any other type of unit that can fly or ignore terrain as it moves, may not take advantage of this rule!

FORCE MARCHING IN 40K

Before making his move in the movement phase a player can declare that a unit is going to force march. A unit may not force march if it is falling back, or is pinned, or there are any enemy models within 24" of a model from the unit before the move starts.

Units that force march double their normal move rate, but may not enter or cross difficult terrain. For example, a model on foot will move 12", while a fast vehicle can move 48"! Some units can triple their move if they are travelling along a road (see above). However, a unit that force marches may not shoot or assault, and may not move within 12" of an enemy model at any time during the move. Note that force marching units cannot make assault moves. In addition, a unit that force marches becomes more vulnerable to enemy fire. This has the following effects:

Infantry: A unit of infantry which force marches and suffers any casualties from shooting in the following turn, will automatically fall back 2D6" without a Morale check having to be taken (this replaces the normal '25% casualties Morale check'). Units that normally

automatically pass Morale checks still have to fall back, but will rally automatically at the end of the move in the same way that Space Marines do if They fail a Morale check.

Vehicles/Dreadnoughts: Any Vehicles or Dreadnoughts which force march and suffer damage from shooting in the following turn are destroyed if they suffer a 'Crew Stunned' or 'Immobilized' result on the damage tables (it is assumed the damage causes them to crash!).

Chaos Cultists

Any Chaos Space Marine army may include units of Chaos Cultists, counting them as troops choices on the force organisation chart. Across the countless worlds of the Imperium, there are many who plot and rebel against their masters. Most dangerous of all are those who become seduced by the power of Chaos, believing that the worship of the Dark Gods will give them a quick and easy way of achieving their goals. The lure of Chaos attracts all manner of men on all kinds of different worlds. Planets which vary tremendously in their civilisations and technical achievements all harbour the followers of Chaos from the most blood-splattered practitioners of ritual worship on feral worlds to the sophisticated membership of secret societies on Hive Worlds. Even on comfortable, civilised worlds there are those who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the galaxy, even upon Mars and Ancient Terra at the heart of Mankind's rule, there are heretics willing to dabble in dark arts beyond their understanding.

The ever-present dangers of discovery by the Inquisition and other Imperial agencies make it imperative for Chaos cults to conceal their activities. Under the guise of normality, perhaps beneath the legitimate facade of a labour union, charitable organisation or business venture, the cult will accumulate power and additional members through blackmail, bribery and corruption. Once the cult has become strong enough it will start an uprising which with the blessings of the Dark Gods, will deliver the entire planet into the arms of Chaos. The cultists will summon plagues of Daemons through possession, ritual and sacrifice, they will send forth a call to draw renegades and Chaos Space Marines to their aid. If their efforts meet with their gods' approval they may even be blessed with a Greater Daemon or Daemon Prince to lead them against their foes.

One way or another Chaos Cultists are utterly damned. If their revolt fails, the terrible retribution of The Emperor's minions will be exacted upon the survivors. If it succeeds, the Cultists will have unleashed the power of Chaos and all but the most powerful members of the cult will be enslaved by Daemons on a hellworld of their own making.

CHAOS CULTISTS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultists	3	2	2	3	3	1	3	1	7	-
Demagogue	+4	2	2	3	3	1	3	2	8	-

Squad: A Chaos Cultist squad consists of between 10 and 50 Cultists.

Weapons: Close combat weapon .

Options: Any model may be given a laspistol/autopistol for +1 point or a lasgun/autogun/shotgun for +1 pt, up to one model in ten may be given one of the following weapons; plasma gun at +6 pts, meltagun at +6 pts, flamer at +2 pts, heavy bolter at +6 pts, Grenade launcher at +8pts, heavy stubber at +4 pts or an autocannon at +6 pts.

One of the Cultists may be upgraded to a demagogue at an additional cost of +4pts. The Demagogue may be given additional equipment, Marks of Chaos and Gifts from the Chaos Armoury in Codex Chaos Space Marines up to a total value of 40pts.

Heavy Stubber: These are old-fashioned automatic weapons which fire a hail of solid shot. Though most commonly found amongst defense militias and hive gangs, they often find their way into the hand of Cultists as they are simple to maintain and operate. Range 36", Strength 4, AP 5, Heavy 3.

Battle Statistics

By Benjamin Asmussen

These statistics are the compiled results of games played by people from all over the world, who have sent me the results of their games and the armies they used. The results are broken down into placings and overall victories against specific opponents. To check out the latest placings and how well different armies are doing against each other just access my website - and please contribute the results of your own games to the database!

<http://dorit.ihl.ku.dk/~asmus/w40k>.

Placing	Army	Victories	Battles	Winning%
1	Dark Angels	74	110	67.3
2	Tyranids	192	346	55.5
3	Sisters of Battle	86	155	55.5
4	Space Wolves	55	103	53.4
5	Blood Angels	121	235	51.5
6	Necrons	29	57	50.9
7	Imperial Guard	197	393	50.1
8	Eldar	235	472	49.8
9	Ork	115	238	48.3
10	Chaos	236	518	45.6
11	Dark Eldar	126	284	44.4
12	Space Marines	359	816	44.0

%	B Angels	D Angels	S Wolves	S Marines	Eldar Eldar	D Eldar	Chaos	Sisters	Imp Guard	Necron s	Orks	Tyranid s
Blood Angels	-	66.67	100.00	68.18	45.71	54.55	47.73	45.45	44.44	50.00	47.06	43.75
Dark Angels	33.33	-	33.33	100.00	50.00	66.67	55.56	50.00	50.00	0.00	75.00	50.00
Space Wolves	0.00	66.67	-	36.36	58.82	75.00	37.50	100.00	40.00	100.00	3.33	14.29
Space Marines	31.82	0.00	63.64	-	41.00	46.88	54.55	26.32	46.85	20.00	41.18	43.94
Eldar	54.29	50.00	41.18	59.00	-	57.14	53.62	56.52	30.77	50.00	60.00	42.55
Dark Eldar	45.45	33.33	25.00	53.13	42.86	-	35.29	52.38	66.67	33.33	55.00	50.00
Chaos Marines	52.27	44.44	62.50	45.45	46.38	64.71	-	52.17	41.18	66.67	38.46	33.33
Sisters of Battle	54.55	50.00	0.00	73.68	43.48	47.62	47.83	-	70.00	100.00	100.00	71.43
Imperial Guard	55.56	50.00	60.00	53.15	69.23	33.33	58.82	30.00	-	25.00	35.71	60.61
Necrons	50.00	0.00	0.00	80.00	50.00	66.67	33.33	0.00	75.00	-	60.00	66.67
Orks	52.94	25.00	66.67	58.82	40.00	45.00	61.54	0.00	64.29	40.00	-	54.55
Tyranids	56.25	50.00	85.71	56.06	57.45	50.00	66.67	28.57	39.39	33.33	45.45	-

Necron Updates From WD 239

SCARABS

Just about every letter I've had about Scarabs advocated a larger unit for them to ensure that at least some Scarabs survived for long enough to make contact with the enemy. As Scarabs are also competing for Fast Attack choices with the Deadly Necron Destroyers, it seems only reasonable to increase the Scarab unit size from between three and five, as it was in the original army list, to between five and ten.

Some players also believed that the Scarabs' Strength of 3 was a bit low and could do with improvement. I'm inclined to think this would make them a bit too deadly, so for present I'm going to leave their Strength at 3 (what do you expect for 6 points anyway!).

A common question that came up about Scarabs concerns exactly when their self-destruct capability is used. As detonation would be pretty much instantaneous, the Scarab's self-destruct attack would be treated as if it is an attack with an Initiative of 10. Note that this means units in cover will still have an opportunity to strike as Scarabs (fairly obviously) don't use frag grenades.

NECRON WARGEAR

A Necron Lord may be upgraded to include one of the options shown below, at the points cost indicated.

Gaze of Flame -15pts

Models which charge into combat with the Necron Lord gain no bonus to their attacks for charging as they are inexplicably slowed at the last instant (yes, even Tyranids, Daemons and other things who think they should be immune are effected). Units fighting an assault involving a Necron Lord with the Gaze of Flame suffer a -2 Leadership penalty in addition to any other modifiers.

Scourge of Light - 15pts

The Necron Lord counts as being armed with a power weapon.

Veil of Darkness - 50pts.

A Necron Lord can opt to use the Veil of Darkness at the beginning of his movement phase instead of moving normally. The Necron Lord and up to one unit of Necrons within 6" of him are removed from the tabletop and are then immediately placed anywhere on the tabletop using the Deep Strike scenario special rule. The Veil of Darkness may be used even if enemy models are in base contact with the Necron Lord or any of the Necrons he moves with him (the enemy models are left behind)

NECRON LORD

Most of the letters included at least some wailing about Necron Lords not being equipped with power weapons, and the overall poor showing of Necrons in the assaults. To take the last thing first, the Necrons' vulnerability to being assaulted is probably more due to their lack of dedicated assault troops than anything else. This is something we'll have to think about for the mysterious and enigmatic Necron Codex (sometime in the far future). The Necron Lord is a different matter. In retrospect, it's a little harsh for the lords of the technologically advanced Necrontyr to be totally lacking any kind of wargear, so rather than just improving them by giving them power weapons I thought it would be far more interesting to give them a small selection of wargear to choose from.

Advanced Mission Selection

By Jervis Johnson

These advanced rules allow players to turn up for a game with a standard force and play any of fourteen missions included in the Warhammer 40,000 rulebook. In order to use the advanced rules simply agree on a points size for the game and pick an army using the Standard Force Organisation chart. You will also need to know your army's strategy rating when using the advanced rules (see page 129 of the rulebook).

Important: Remember, when using the Advanced Mission Generator you always use the Standard Force Organisation chart.

1. Decide Mission

Roll on the Advanced Mission table to see which mission you must play. In order to get the result, you need to make a D66 Roll. Don't worry you don't need to rush out and buy a new set of special dice; instead roll two D6, one after the other, count the first roll as 'tens' and the other as 'units'. So, for example, if you rolled a 2 on the first dice and a 3 on the second dice, you'd get a result of 23.

2. Decide Who Is Attacker

If you are playing a Breakthrough, Raid or Battle scenario use your strategy ratings to decide who will be the attacker and who is the defender. If you are playing a Battle or Breakthrough and the attacker is missing a compulsory unit choice then there is no change to the attacker's forces, he'll just have to soldier on without them.

Note: Dark Eldar are always the attackers in any mission they play.

3. Decide If Any Units Have Been Reassigned

Next, both players must check the Force Organisation chart for the mission they're playing. If their army includes any units that are in excess of those allowed by the chart (i.e. you have more Fast Attack units than are allowed in the scenario) then these units have been reassigned. You may choose which of your units are reassigned out of those that are affected.

For example, if you were the attacker in a Raid and your army included three Heavy Support units, then two would have to be reassigned as the attacker's chart only allows one such unit to be included in the army. The attacker would be allowed to pick which two of his Heavy Support units were reassigned.

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal rules for reserves. Reassigned units enter play along the table edge defined in the scenario being played. If no such edge is described, they may enter anywhere along the table edge of the player's deployment zone. If the player doesn't have a deployment zone with a table edge (i.e. he sets up in the middle of the table), then roll the Scatter dice to see which edge any and all reassigned units will appear on.

4. Get Fighting

Erm, get fighting!

SPECIAL MISSION

In the case of a special mission, use strategy ratings to roll-off. The winner of the roll can decide which mission to play. He may look at his opponent's army roster before he decides what to play, and he may also choose to pick missions included either in a Codex or White Dwarf magazine.

Colonel Schaeffer's Last Chancers

by Jervis Johnson

Colonel Schaeffer's Last Chancers										
	Points	WS	BS	S	T	W	I	A	LD	Save
Colonel Schaeffer	291	4	4	3	4	3	4	3	9	4+
Last Chancer	-	3	4	3	3	1	3	1	8	5+

The Last Chancers are a special unit made up of Penal Legion convicts. They are hand-picked by Colonel Schaeffer and used to carry out especially dangerous (some would say suicidally dangerous!) missions. They must be used exactly as described below and may not be given extra equipment or wargear. In addition they may only be used in a battle where both players have agreed beforehand to allow the use of special characters.

Squad: The squad consists of Colonel Schaeffer and eleven Last Chancers. Their equipment is described in this article.

Weapons: All models are assumed to have a laspistol, frag and krak grenades as well as the equipment listed.

Options: The squad may be mounted in a Chimera. See the Chimera army list entry in the Imperial Guard Codex for points cost and details.

UNIT SPECIAL RULES

The Last Chancers can be used in one of two ways:

Hardened Veterans: You can use Colonel Schaeffer and the Last Chancers as the Hardened Veteran squad you are allowed to use in the army. If you decide to do this, they count as one of your Elites choices. All of their equipment is described over the page. In addition the squad has two Battle Honours, which will always be Hardened Fighters and Steadfast (for details see page 163 in the Warhammer 40,000 Rulebook). However, when used as a Hardened Veteran unit, with the exception of Colonel Schaeffer and Ox, the individual Special Rules described over the page are not used. Such is Schaeffer's reputation for dealing with the malingerers that, as long as the Colonel is alive, the entire squad will automatically pass any Morale or Pinning tests.

Suicide Force: Alternatively you can use Colonel Schaeffer and the Last Chancers to fight a battle on their own. If you do this then the individual Special Rules are used. If you decide to use this option then they will always be the attackers (even against Dark Eldar!), and the Last Chancers player is allowed to pick the mission that will be played. You always use all of the Last Chancers in such a mission, and must ignore any scenario instructions that require the attacker to leave models in reserve, or that require any models to be left out of the game. When used as a Suicide Force any of the Last Chancers may infiltrate as long as the scenario allows the Infiltration rules to be used. Remember that the points value originally set for the game is still used by the opposing force and is not reduced to match the points value of the Last Chancers; for example, if you'd agreed to play a 1,000 point game and opted to use the Last Chancers on their own, then your opponent would still field a 1,000 point army (these guys aren't called the Last Chancers for nothing you know!). As a Suicide Force, each member of the unit is treated as an independent character, but will still automatically pass Morale or Pinning tests while the Colonel is still alive.

WHOOOOOOOPS!

Ox's special rule should have been included in Codex Imperial Guard, just under Colonel Schaeffer's special rule. Unfortunately it's not in the first print run of the book.

Colonel Schaeffer

Profile: Tough, hard-bitten, and strict. Will get the job done no matter what the cost.

Wargear: Plasma pistol, master crafted power weapon and carapace armour (stat line modified already).

Special Rules: Schaeffer is a master of close combat. Opponents must subtract -1 from their dice rolls to hit him.

'Brains'

Profile: An expert on many forms of technology and all round brain-box. Ox and he are good buddies.

Crime: Hacking into the regimental accounts system and changing his pay-code.

Wargear: Lasgun and comm-link.

Special Rules: If Brains is killed, Ox will go berserk, doubling his Strength and Toughness for the rest of the game, and will always charge if in charge range of the enemy.

'Scope'

Profile: A trained sniper and expert marksman.

Crime: Went AWOL, reason unconfirmed, but suspected to be related to the assassination of Chief Arbitrator Abraxtes.

Wargear: Needle Sniper rifle.

Special Rules: Scope may choose which enemy model he shoots at, the normal targeting rules don't apply and you may choose to pick out any model including a character in a unit of a heavy weapon trooper that is in his line of sight.

'Animal'

Profile: A schizophrenic psychopath, but reputed to be one of the best all round warriors in the Imperial Guard.

Crime: See sub-file 84 beta, sections 103 to 196.

Wargear: Meltagun, scanner, close combat weapon.

Special Rules: Animal has lightning fast reactions which provide him with a 4+ invulnerable save, and which double his Initiative and gives him +1 attack in close combat.

'Fingers'

Profile: An expert forager and petty thief who can get hold of just about anything for a price.

Crime: Black Marketeering.

Wargear: Lasgun, missiles.

Special Rules: Fingers is the loader for Rocket Girl's missile launcher, and must attempt to stay within 2" of her at all times. He is usually able to lay his hands on one or two experimental missiles, to represent this, as long as Fingers is alive, once per battle Rocket Girl may make a special missile attack at +D3 Strength (up to a maximum of Strength 10).

'Ox'

Profile: A huge ox of a man, and about as bright.

Crime: Killing three officers off-duty with his bare hands in a drunken brawl.

Wargear: Heavy bolter.

Special Rules: Ox can move and fire with the heavy bolter. He carries his own ammunition and doesn't have a loader.

'Shiv'

Profile: A stealthy assassin who can sneak up and dispatch a sentry without being spotted.

Crime: Serial murder of over twenty civilians on Lector Prime over a five year period.

Wargear: Plasma pistol, mono-filament knife (counts as a power weapon).

Special Rules: Shiv will only be spotted by a sentry or allow an opponent he attacks in close combat to raise the alarm if they first roll a 6 on a D6. On a roll of 1-5 the alarm is not raised. Shiv double his Initiative against sentries.

'Rocket Girl'

Profile: Master-At-Arms who is proficient with any and all of the heavy weapons employed by the Imperial Guard.

Crime: Murdering a fellow master-sergeant for unknown reasons.

Wargear: Missile Launcher.

Special Rules: Years of experience means that Rocket Girl just about always places the missiles she fires in exactly the right spot. To represent this she may re-roll any Armour Penetration rolls she makes.

'Grease Monkey'

Profile: Expert mechanic reported to be able to maintain, drive, and repair any Imperial vehicle in the galaxy.

Crime: Stealing the Eldar grav-vehicle belonging to the Ambassador of Iyanden Craftworld.

Wargear: Bolt pistol.

Special Rules: If the Last Chancers have a Chimera then Grease Monkey will drive it. He may re-roll any failed Dangerous Terrain tests. If the vehicle is destroyed roll to see if he survives as if he were a passenger. In special scenarios of your own devising he can repair or hot-wire and drive any vehicle on a roll of 2+.

'Warrior Woman'

Profile: One of the renowned warrior-women of Xenan 7, an expert tracker and huntswoman.

Crime: Membership of a banned organization (ref; Artemis sub-cult).

Wargear: Lasgun, sword and knife (counts as two close combat weapons).

Special Rules: Warrior Woman adds +1 to any cover saves. In addition when she charges she may leap into close combat. This adds D3" to her charge move and doubles her charging attack bonus from +1 to +2.

'Demolition Man'

Profile: An expert with explosives, and capable of picking any lock, and disabling any security system.

Crime: Caught while breaking into a Colonel's personal drinks cabinet.

Wargear: Lasgun, melta bombs and one demolition charge.

Special Rules: Demolition Man may use his demolition charge in the shooting phase instead of making a normal shooting attack. Demolition charges are one-shot weapons with a range of 6". The attack is treated in all ways as an ordnance attack, except that the model throwing the demolition charge is allowed to move in the same turn. Place the large Ordnance template as you would normally, and then roll to see if it scatters.

<u>Weapon</u>	<u>Range</u>	<u>Str</u>	<u>AP</u>	<u>Type</u>
Demolition Charge	6"	8	2	Ordnance, may move and fire, one shot

'Hero'

Profile: Outstanding officer, top of his class and with a first-class record.

Crime: Refused a direct order to lead his men on a pointless and suicidal attack.

Wargear: Lasgun, laspistol, and close combat weapon.

Special Rules: Hero just doesn't know when to give up. If he is killed he does not die immediately. By an effort of sheer will he stays alive, and then expires at the end of the next Last Chancers player turn. He may not be harmed during this time, and will ignore any Morale or Pinning tests, even if Colonel Schaeffer is dead.

Understrength Imperial Guard Squads

It is standard practice in the Imperial Guard to try to keep squads at full strength and this is achieved by joining together units from the same platoon which have suffered casualties to form full strength squads.

Of course there will be times when it's impossible to form full strength squads without having 'left-overs'. In such cases the extra men will be used to form an under-strength squad and will be fielded as long as it has at least 6 men. The following rule can be used to represent this.

Under-strength Squads: One squad in each Imperial Guard infantry platoon can be fielded with less than ten men, down to a minimum of six models. Reduce the cost of the squad by 5 points for each man less than ten in the squad. In scenarios where it's important to know if a unit has been reduced to half strength or less, the squad counts as if it started with its full ten men, even though this wasn't actually the case.

Up to one Storm Trooper squad, one Heavy Weapons squad and one Armoured Fist squad can also be fielded as under-strength units in an army. The same rules apply, except that Heavy Weapons squads can be reduced to a minimum of four models rather than the minimum of six on other units.

Designer's Note: The rebate you get for models left out of a squad is less than their actual cost (ie, you waste points). This is deliberately to balance out the increased flexibility that having reduced sized squads allows a player.

Attack on Monitoring Station 88/999C

ATTACKER'S OVERVIEW

You are to launch a surprise attack against an enemy strongpoint and eliminate it before enemy reserves can react.

DEFENDER'S OVERVIEW

Your forces are holding a well defended strongpoint. Your task is to guard the strongpoint and hold off any enemy attack until reserves can move up to support you.

SCENARIO SPECIAL RULES

This scenario uses the *Deep Strike*, *Fortifications*, *Obstacles*, *Reserves*, *Sentries* and *Victory Points* scenario special rules.

Forces: Each player has a 750 point force using the Raid Force Organisation charts, chosen from their respective army lists. Neither player is allowed to choose anything from the Heavy Support section of their army list and no vehicles, bikes or mounted troops may be used by either side.

Low Gravity: This battle takes place on a small moon with low gravity. Because of this, all units may ignore terrain as if they had jump packs, although the distance they can move is still the same as normal.

No Atmosphere: It is assumed that all models are equipped with pressure suits or re-breathers to allow them to operate in the airless environment on the moon, even if this isn't shown on the model itself. The increased vulnerability of models in such an environment is represented by reducing their saving throw by one point (eg, a model with a 5+ save is reduced to 6+, while a model with a 6+ save would get no save at all).

Designer's Note: This no atmosphere rule applies to all models in any army, no matter how strange this may seem (yes, even Daemons or Avatars!). This keeps things nice and simple and avoids arguments about which models need to 'breathe' and which don't! It also applies to invulnerable saves.

SET-UP

1. Each player rolls a dice. The winner chooses a long board edge.
2. Mark a 24" square area central to the defender's edge of the board, as shown on the map. This is the defender's deployment zone.
3. The defender may position fortifications in his deployment zone, forming the strongpoint. He must include at least one bunker in his defences.
4. The defender positions his sentries. These are placed within 18" of the outside of his deployment zone. The number of sentries varies depending on the defending army (see the scenario special rules).
5. The defender places his obstacles. They may be placed anywhere on the tabletop up to 18" away from the attacker's deployment zone.
6. The defender deploys any of his HQ or Troops units in his deployment zone. He does not have to deploy them all, but he must deploy at least one unit. Any units not deployed are in reserve.
7. If the attacker has any Infiltrators then they may be deployed anywhere outside the defender's deployment zone. Other units must be placed at least 18" away from the defender's deployment zone. Any forces not deployed at the start are in reserve.
8. The attacker gets the first turn.

MISSION OBJECTIVES

The attacker must crush the defenders and gains +200 victory points for each bunker he destroys.

The defender needs to hold out until his reserves arrive and gains +200 victory points for each bunker occupied only by his troops when the raid is over.

At the end of the game add up victory points. The highest score wins.

GAME LENGTH

The game lasts for four turns after the alarm has been raised.

RESERVES

When the defender's reserves arrive they move on from the defender's board edge. The attacker's reserves move on from any of the other board edges.

LINE OF RETREAT

Units forced to fall back will do so towards their board edge by the shortest route possible, using the normal Fall Back rules.

Lictors

0-1 LICTORS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	65	6	-	6	4	3	6	3	10	5+

Weapons: Claws and flesh hooks.

SPECIAL RULES

Scything Claws: The powerful, mantis-like claws of a Lictor can easily cut a man in half with a single sweep. Therefore, any of the Lictor's attacks which roll a 6 to hit will inflict a wound automatically and ignore armour saves just like a power weapon. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal saving throw.

Flesh Hooks: The Lictor's flesh hooks mean it counts as being equipped with frag grenades in close combat. In addition, due to these special adaptations, a Lictor effectively has built-in grappling hooks, hence a Lictor treats 'vertical impassable' terrain such as cliff, high walls etc, as difficult terrain instead.

Secret Deployment: Before either side deploys their armies at the start of a battle, the Tyranid player may deploy any of their Lictors secretly to represent them creeping into position. A Lictor may only be secretly deployed in cover which is outside the enemy's deployment zone. Record the position of the hidden Lictors by writing down co-ordinates for each one. For example - "Lictor 1 is hidden 28" from my right-hand table edge and 22" from the near table edge". The Tyranid player can reveal the location of a Lictor at the start of any Tyranid assault phase and place the model on the tabletop. It can (and probably will!) charge into close combat on the turn it is revealed. Once the Lictor has been placed on the tabletop it is allowed to move and fight normally in future turns.

Independent Character: You may include between 1 and 3 Lictors in your army as a single Elites choice. Lictors operate independently and so follow the rules for independent characters given on page 74 of the Warhammer 40,000 rulebook. However, Lictors can never join another unit and they always fight individually. Note that for the purposes of mission objectives, Lictors cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

Stealth: The Lictor's chameleonic scale make it an extremely difficult target. A Lictor always counts as being in cover against shooting and consequently always receives a 5+ cover save. If the Lictor is actually in cover, its cover saving throw is improved by +2, so for example it would receive a 3+ cover save in woods or jungles instead of the usual 5+ save. A Lictor gains no benefits from its stealth while in close combat, reverting to its natural 5+ armour save for its chitinous armour. Sentries killed by a Lictor in close combat will only raise the alarm on a D6 roll of 6 instead of a 4 or more.

Fearless: Lictors are driven by the implacable alien will of the hive mind. A Lictor never has to fall back and is assumed to automatically pass any Morale checks it is required to make, even against attacks which normally force their target to fall back with no test taken. Lictors cannot be pinned.

Fearsome Charge: If a Lictor wins an assault in the same turn it charges, its opponents automatically fall back without a morale check being taken. Opponents that never fall back or ignore Morale checks ignore this effect and will not fall back.

Hit and Run: Lictors may choose to leave close combat. Declare this at the end of any close combat phase, after all Morale checks have been taken. The Lictor immediately falls back 3D6" and regroups at the end of its move. Enemy models may not pursue the Lictor but may consolidate.

Land Raider Crusader

HEAVY SUPPORT

LAND RAIDER CRUSADER

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Crusader	255	14	14	14	4

Type: Tank

Crew: Space Marines

Weapons: The Land Raider Crusader is armed with 2 'hurricane' pattern bolters, a twin linked assault cannon and a multi-melta. The Crusader is also equipped with frag assault launchers.

Options: The Crusader may have the following vehicle upgrades: dozer blades at +5pts; hunter killer at +15pts; pintle mounted storm bolter at +10pts; searchlight at +1pt; smoke launchers at +3pts

Transport: Due to the extra space created by removing the large generators required for the lascannons, a Crusader has an increased carrying capacity. A Crusader may carry up to fifteen Space Marines or eight Space Marine Terminators. Note that it may still only carry one squad and independent characters (i.e you can't put a ten-man squad and a five-man squad inside at the same time).

Availability: Black Templars may have any number within the limitation of the force organisation charts, Other Space Marine Chapters may take Crusader pattern Land Raiders, but their grater rarity outside the Black Templars Chapter means these Chapters are limited to one.

SPECIAL RULES

Extra Armour: All Land Raider Crusader have additional armour plating to ensure that they can reach the enemy with their transported squad intact. A Crusader counts as having the extra armour upgrade, so it treats any 'Crew Stunned' results on the damage tables as a 'Crew Shaken' result instead.

'Hurricane' bolters: Each 'hurricane' bolter counts as three twin-linked boltguns. The Crusader may always fire its 'hurricane' bolters, regardless of how far it has moved or what other weapons it is firing.

Frag Assault Launchers: The front of the Crusader is studded with explosive charges, designed to hurl shrapnel into the enemy as the troops charge out down the assault ramp. Any unit which assaults on the same turn it disembarks from the Land Raider Crusader counts as having frag grenades.

From WD 250

Amendments To Terminator Armour

Terminator armour is legendarily thick and heavily reinforced with armaplas and adamantium. Terminators are capable of surviving just about any hit, even ones from plasma or power weapons. To represent this Terminator armour now receives a 5+ invulnerable saving throw as well as its 2+ armour save. This means that any wound scored on a Terminator which doesn't allow an armour save (AP 2, power weapons etc), is ignored on a D6 roll to 5 or 6. Remember that a Terminator can use its armour save or its invulnerable save against a wound, but not both.

Dark Eldar Vehicle Upgrades

Since the Dark Eldar codex was released, we've had a steady trickle of correspondence bemoaning the lack of vehicle upgrades the Dark Eldar army list. Well, I've butchered and cannibalized the best ideas we've received into the following list. Thanks to everyone who sent in suggestions. A Raider can take any of the following vehicle upgrades. A Ravager may not take Scaling Nets, Slave Snares, Torture Amp or Trophy Racks. The points values are different for Raiders and Ravagers, as shown in the entries below, with the points values for Raiders first and for Ravagers second.

Horrorfex - 5 pts/15 pts

As the vehicle falls upon its foes, arcane grenades made from captured Eldar wraithbone sow discord and terror within the enemy's ranks. The vehicle is fitted with a larger version of a Terrorfex, which can be fired instead of another of the vehicle's weapons in the Dark Eldar Shooting phase. It has the same effect as a Terrorfex (see the Dark Eldar Wargear section of the Codex) except that it has an 18" range.

Night Shield - 15 pts/20 pts

The vehicle's open deck is covered by a wide-area shadow field, enveloping the vehicle in darkness and hiding its true location. This has the effect of adding 6" to the range from enemy units wishing to fire at a vehicle with a Night Shield. This may put the vehicle out of range, in which case the shooting automatically misses. The extra distance is also counted for working out if the vehicle is within Rapid Fire range. It has no effect on template, ordnance or barrage weapons. The Night Shield does affect whether the vehicle can be seen in a Night fight.

Scaling Nets - 5 pts/unavailable

A web of netting hangs to the ground from the Raider, allowing its passengers to get on and off more swiftly. A unit may embark or disembark onto or from the Raider at any point during its move, rather than just at the beginning or the end. They do not do this if it will be moving over 12" in total that turn, and they cannot move before embarking or continue to move after disembarking as it is a moving vehicle. Unfortunately, the nets also provide easier access for foes, and any enemy unit attacking the Raider in close combat hits on a straight 4+, rather than the 6+ usually needed for skimmers. A Raider with Scaling Nets cannot have Scythes or Slave Snares.

Screaming Jets - 15 pts/10 pts

The vehicle is fitted with additional high-powered jet engines, which allow it to drop from the skies with a characteristic screaming wail. A vehicle fitted with Screaming Jets can Deep Strike if the scenario normally allows Deep Strike to be used. The vehicle counts as moving over 6" on the turn it arrives and troops on board may not disembark that turn.

Scythes - 10pts/10pts

The vehicle has been fitted with blades along its hull, making it a risky prospect to attack in an assault. Any enemy model that rolls a 1 to hit when attacking the vehicle in an assault suffers a Strength 5 hit, with normal armour saves allowed.

Slave Snares - 15 pts/unavailable

The Raider trails numerous long chains and whips, each lined with barbs and hooks to pluck unwary foes from the battlefield as it swoops past. If the Raider passes over an enemy unit during the Movement phase, and does not move more than 12" in total, the unit takes D6 Strength 4 hits, with normal armour saves allowed. Models removed as casualties are treated as prisoners for victory points purposes. Slave Snares have no effect on vehicles. Any casualties lost by a unit in the Movement phase are added to casualties from the next Shooting phase for the purposes of working out if they have lost 25% casualties.

Torture Amp - 10 pts/unavailable

During battle a Haemonculus tortures captured slaves and traps their screams in special voiceboxes. These cries of agony are filtered through complex projectors to create a wave of terrifying sonic energy around the vehicle, which can scatter enemy units. A vehicle with a Torture Amp is able to Tank Shock, even though it is not a tank.

Trophy Racks - 10 pts/unavailable

The Raider is adorned with skeletons and skulls impaled on staves, while prisoners taken in battle are tied to its decks with barbed filaments. The enemy troops find this immensely disturbing and threatening, so any enemy unit with a model within 6" of the Raider subtracts -1 from its Leadership value. Note that a unit suffers a maximum penalty of -1 to its Leadership regardless of the number of Raiders with Trophy Racks within 6".

NIGHT FIGHTING: EXPANDED RULES

by Jeff Wright

Whilst the rules given for Night Fighting in the scenarios section of the Warhammer 40,000 rules are all well and good, they represent only one facet of fighting in the dark vision. I have no doubt that this was to preserve simplicity in the rules system. However, I have come to the conclusion that the lack of any psychological effects for night fighting means that the rules are more an irritation to the commander rather than a second foe to combat. It is worth explaining my heavy use of Morale checks in these rules even for things that don't really warrant a test of morale. It is my belief that the Leadership value of troops best reflects the quality of said warriors. Thus, when testing on Leadership you are bringing in the factors of the bravery, intelligence, training and wargear of those troops (a Space Marine in power armor is bound to be more confident than an Imperial Guardsman in a vest!). It also neatly brings in other factors like Space Marine autosenes allowing them to see in the dark to a certain extent, therefore they will pass the Morale checks much more easily, neatly presenting the advantages of their unique situation. I shall call them Leadership tests to avoid confusion with the usual fall back rules as they are not always applicable. It is also worth noting that I am an Imperial Guard player and so these rules will have a huge pain in the pipes to me, but drama and character are way more important to me than victory! Well, without further ado, here they are...

Night Fighting: All the rules from page 134 of the Warhammer 40 000 rulebook apply.

The Jitters: Every squad and character in the army must make a successful Leadership test every turn in order to function normally. Vehicles are exempt from The Jitters as three inches of steel tends to inspire confidence. Cavalry suffer a -1 penalty to Ld for this test as horses (or whatever the cavalry troops are riding) tend to be a tad skittish. If failed roll a D6 and apply the result below:

D6 Action

- 1-3** The unit hears the crack of a twig or something and hits the deck, expecting a barrage of enemy fire. The unit may not move this turn although they can assault as by then they have realized their mistake. Shooting is not affected.
- 4-6** The mind plays tricks and shadows all around become enemy soldiers. Thinking they are surrounded, the unit hastily withdraws. The unit must fall back as described in the rules (N.B crossfire can occur as a direct result!)

Pinning: A sudden burst of bright gunfire is a nasty thing at night, much more traumatizing than in the daylight. All shooting is capable of pinning troops in the same way as barrages. Obviously, the effects of weapons that normally cause pinning will also be worse, so Barrage pinning and sniper rifles inflict a -1 penalty to Leadership tests, and Ordnance barrage pinning inflicts a -2 penalty instead of the usual modifiers.

Getting Lost: Getting lost is a hell of a lot easier at night than in daylight. If a squad member breaks his cohesion distance (see page 43 in the Warhammer 40,000 rulebook) then he must make a successful Leadership test, representing the brains of the soldier, or he gets lost. A lost model is removed as a casualty but the opponent gains no victory points for him. If the test is passed then the normal rules apply. NB: Even troops who are immune to psychology must take these tests, even though they are based on Ld.

Exception: Daemons do not see the world in the same way as everyone else. They 'see' the souls within instead of relying on fickle light. Daemons of all kinds, possessed Space Marines and the Eldar Avatar are exempt from ALL night fighting rules, including the ones in the book.

Scenarios: In all scenarios where there is an attacker and a defender, the attacker gains a +1 modifier to all of his Leadership values to a maximum of 10 in his first turn for *The Jitters*. This represents the fact that an attack at night is very favorable for an army, as they know there are soldiers out there whereas the defenders haven't a clue! After the first turn, all benefits of surprise are lost and the modifier does not apply. This rule is largely to allow an attacker a better chance of actually making an attack on the first turn rather than his entire army refusing to obey their orders!

Space Marine Command Squads

By Anibal Rodriguez-Villar

I was a devout follower of Warhammer 40,000 long before I could afford to spend money on Citadel products. I've watched the game and its background evolve and improve over the years, as I assembled my home-made, paper-and-cardboard armies for me and my friends to play with. I love Space Marines (surprised?), but I think that one of the least fortunate innovations in the new Warhammer 40,000 is the introduction of Command squads for Space Marine armies.

Why? Well, the way they have been worked out, the Command squads mean that a number of Space Marine specialists, which used to function as independent characters, must now form part of the Commander's retinue and the result of this is that virtually all the specialist skills and gadgets in the Space Marines army are concentrated in a single, extra mighty unit, with little benefit for the rest of the force. I find this rather restrictive, and not particularly in keeping with the Space Marines' background. It's probably OK for standard bearers, but one expects to find Techmarines where the tanks and big guns are; and Apothecaries should be running alongside the ranks of their battle brethren, tending the wounded, retrieving progenoid glands and stuff from the fallen, and so on. Of course, it's a good idea to keep one or two of these highly skilled characters close to your Commander, but I can see no reason why it should be compulsory to do so. There are so many other uses these characters can be put to: an Apothecary, for example, with his Narthecium and a power weapon, would be an invaluable addition to any Assault squad; a Techmarine could use his Signum to direct a Devastator squad's supporting fire, or could stay near that Vindicator in case there's any patching-up that needs to be done... You get the point. I can't see this kind of thing unbalancing the game, and I think that the following optional rules should allow any Space Marine player to manage his specialists fairly easily:

An Apothecary or Techmarine from a Space Marines Command Squad may be assigned to any one Space Marine infantry or bike squad before the battle. The character counts as part of the unit and may not leave it during the game.

If one of these characters is assigned to an Assault squad, he must be equipped with a jump pack (+10 pts). If he is assigned to a Bike or Scout Bike squadron, he must be mounted on a bike (+20 pts).

Alternatively, he may be mounted on a modified Attack Bike, replacing the gunner in the sidecar (+30 pts). All the usual benefits from these upgrades are conferred to the character, such as increased Movement, better Toughness and a better saving throw.

If a Scout squad is joined by an Apothecary or Techmarine, the squad may not *infiltrate* (no sneaking past the enemy sentries, for a Space Marine is clad in heavy and cumbersome power armor).

This is similar to the solution adopted in the new Eldar army list, where you can pick one or more Warlocks from the Farseer's bodyguard and attach them to Guardian or Wraithguard units as a reinforcement. It allows you to deploy your specialists where they will be most needed during combat and it also gets you round certain potential risks involved in putting a lot of your most valuable men together in a single unit ("Isn't that an Avatar and five Howling Banshees coming this way? Oh dear..."). And if the mental stress of deciding where to deploy that Apothecary brings steam out of your ears (we all know players like that), well, you can always leave him in the Command squad, where he'll be in good company.

Keep up the good work, and may the dice be with you!

CODEX ELДАР Q&A

by Gav Thorpe

Q. Are Warlocks a separate HQ choice from the Farseer, or do the Farseer and Warlocks count as a single choice like other 'bodyguard' units?

A. *The Farseer and Warlocks are a single HQ choice.*

Q. If you have more than one Warlock with the power Enhance in a unit, are the effects cumulative?

A. *No. You only gain +1 WS and +1 Initiative 'regardless of the number of Warlocks with Enhance in the unit.*

Q. What is the cost of a Warlock on a Jetbike? In the Warlock Bodyguard entry it says it costs +25 points for a total of 36 points, while in the Guardian Jetbike Squadron entry it gives the cost at 41.

A. *Warlocks on Jetbikes cost 36 points. The points cost in the Jetbike entry is a bit of a boo-boo and uses the Jetbike cost of 30 points given in the Armory. However this is the cost for Farseers, not Warlocks (Farseers go up to Toughness 5, not Toughness 4).*

Q. When a Farseer uses Mind War, it implies that you can choose which model is targeted, ignoring the normal casualty removal rules for shooting. Is this right? Also, can it be used to target a model in an open-topped vehicle?

A. *It is true that you can choose the model targeted, as long as the Farseer has a line of sight (remember that intervening enemy models and combats will block line of sight). I've decided not to allow Farseers to target models in open-topped vehicles, because:*

- a). Units inside transport vehicles cannot normally be targeted,*
- b). it would be horribly difficult to judge who is in line of sight, and*
- c). we can assume that all the occupants' minds are too 'squashed' together for the Farseer to single one out to attack.*

Q. Does a unit protected by the Warlock power Conceal get to strike first when assaulted, as if they were in cover?

A. *No, as it says in the description they just get a 5+ cover save versus shooting.*

Q. How do you work out the points value of a Support Weapon? It seems to imply that each Guardian crew member costs 20 points each, plus the cost of the weapon itself.

A. *20 points per crewman would be a bit steep! The 'points per model' is for two crewmen and the support weapon. This is then further adjusted by the type of support weapon.*

Q. Heavy weapon platforms in Guardian Defender squads. Are the crew included in the points value? Do they count against the 20 model maximum size? Are they allowed grenades?

A. *As with the Support Weapon, the points cost is for the whole package. They are in addition to the maximum unit size (so you could have 22 Guardians in total, and a Warlock). They aren't Guardian Defenders as such, and cannot be given grenades, but one of the crew can use his Shuriken Catapult as normal.*

Q. Can a Space Marine Psychic Hood work against Warlock powers? And if so, how? When do you get a chance to nullify the Warlock power?

A. *Against Enhance, Embolden and Conceal, the Librarian can use his Psychic Hood at the start of a Space Marine turn against one Warlock. If he successfully nullifies the power then it has no effect for the rest of the Space Marine turn. Against Destructor it works as normal, except of course that there is no need for the Warlock to pass a Psychic test first - simply announce you are using the Psychic Hood when the Eldar player declares he is using Destructor.*

Q. In the Warp Spiders' Jump Generator rules it says that they might disappear in the warp on their second jump. Do they still have to test for jumping in the Assault phase, even if they decided to move normally (i.e. 6") in the Movement phase?

A. *Yes they do. The risk of the 'second jump' is to offset the advantage of being able to move after shooting, and therefore out of the enemy's line of fire.*

Q. If a vehicle is equipped with a Crystal Targeting Matrix and fires in the Movement phase, can it then use Star Engines in the Shooting phase because it isn't firing any weapons?

A. *There are some damned cunning devils out there... No, you cannot fire weapons and use Star Engines in the same turn. Also note that a Crystal Targeting Matrix cannot be used to move vertically, shoot and then drop back down to ground level (like a 2nd edition pop-up attack).*

Q. How could a Vibrocannon shot pass through several units unless it was on hill? Isn't the LOS blocked?

A. *Models block line of sight, not units, so it is possible to fire through the models of several units, although you'd have to be lucky to get more than two or three.*

Q. Is Arhra the Father of Scorpions the leader of the Incubi?

A. *Do you really think I'd tell you?*

CODEX ORKS Q&A

In response to the feedback we received on Codex Orks, Andy Chambers and Tim Huckelbery have compiled this comprehensive O&A to set your minds at rest on a few points...

Q. In a Big Gunz battery, do the artillery pieces count as squad members for the purposes of 25% casualties since Ork artillery pieces are viable targets? For example, if I have a squad of 3 Lobbas and 7 Grot crew, does suffering two Grot casualties force a Morale test?

A. *No, the gunz do not count towards casualties on the battery. In the example above, the Grots would have to take a Morale check as they have lost 2 out of 7 - over 25% casualties.*

Q. The rules for the Zzap gun state that you pick a target model. Does this mean that the gun can force a specific model to be removed as a casualty in a squad, even though the casualty is normally chosen by the owner of the target?

A. *No, it's just badly worded and should say 'unit'. When firing into a squad of troops, the owner of the squad can still pick which model is removed as a casualty, just like any other type of normal shooting.*

Q. When a Zzap gun is mounted on a Battlewagon, in replacement of a twin-linked big shoota, what are the effects of rolling an 11 or 12 on the Strength? Normally some crew are killed. Is this still the case?

A. *The Zzap gun doesn't fire that turn but otherwise there is no additional damage to the Battlewagon.*

Q. On a related note, do the Grot crewmen (for the Battlewagon big gun) need to be on the vehicle or are the vehicle's crew assumed to be the gunners as with other vehicle mounted weapons?

A. *The vehicle's crew act as gunners.*

Q. The Battlewagon can mount multiple big shootas that are fired by passengers. What are the restrictions for moving and firing?

A. *They use the same rules for bolt-on big shootas as detailed in the Ork vehicle upgrades (p.37 of Codex Orks)*

Q. Can you put Imperial vehicle upgrades on looted vehicles, or are you limited to only Orky vehicle upgrades?

A. *Orky vehicle upgrades only. It's worth noting specifically that a looted Basilisk can be given the indirect fire option because it's an option, not an **upgrade**.*

Q. In the wargear rules under the Bosspole it says that it may be carried by a Grot. Unfortunately you can't buy the Grot to carry it. How can this be done?

A. *Gah! You're right. The solution is above..*

BANNA WAVA

	<u>Points</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
Gretchin	3	2	2	2	2	1	3	1	5	-

Weapons: None. May be equipped with a grot blasta (+3 point).

SPECIAL RULE

Standard Bearer: May carry a bosspole or a Waaagh! banner. A Banna Wava may not be chosen as a casualty caused by enemy shooting (only the luckiest Grots are chosen for the job and they always seem to know when to dodge behind the nearest cover (or Ork) to avoid fire. Blast markers and templates **will** affect them as normal.

Q. Does the limitation on a Big Mek's Mekboy bodyguard not having the same equipment apply to Mekboyz that are part of the Warboss's bodyguard? It does not indicate this specifically, but there is enough 'interpretation' to think it might be this way.

A. *The limit on Mekboyz is only intended to apply to the Big Mek's bodyguard, not the Warboss's.*

Q. You can have two Warbosses, right? Seems odd, but that's what the rules say.

A. *Yeeeeees, this is an oversight on my part. You can take a maximum of one Warboss. Two Warbosses would only appear if there were two separate warbands fighting, ie. if you were using multiple detachments (See Very Large Games on p. 131 of the Warhammer 40,000 rulebook).*

Q. A bionik arm counts as a close combat weapon. Does this count toward the two single or single/double limitation on weapons? If so, I assume it is a single handed weapon, right?

A. *No, it doesn't count towards the weapons limit - that's the advantage of having it 'built in'.*

Q. The kustom force field is a two-handed weapon? I was under the impression that it wasn't a weapon at all.

A. *Nope, but it's a bulky piece of equipment that needs two hands to operate, hence it counts as a weapon for the purposes of limiting what the Mek can carry.*

Q. Kustom Jobs: Can the blasta job be combined with other kustom jobs?

A. *Yes*

Q. As per the Living Shield rule for Gretchin mobs, Grots can be used as cover for models behind them when the Grots are shot 'through'. What exactly does this mean?

A. *The rules for Warhammer 40,000 state that 'models' block line of sight. This does not mean that squads do, only models. This means that shooters can pick targets behind other squads as long as the shot goes between models in the interposing squad. When this type of shooting happens 'through' a Gretchin squad, the targeted models can use the Living Shield rule. The Grot cover save rule only applies to shots that pass through a Gretchin mob (see above).*

Q. When a character with Squigs (Attack or Hound) or Grots as wargear dies, are the 'wargear' removed as well? On the one hand they're wargear and so should go with the character, but on the other they are models with a profile of their own.

A. *Hmm. Tempting as it is to keep Grots and Squigs in play, I think they're going to have to be removed if the character dies, 'o prevent all sorts of weirdness breaking out Also, Grots and Squigs do become part of the squad their character is part of, so they do count toward the number of losses it sustains when working out whether or not the squad has taken 25% casualties from shooting. They also count toward casualties in close combat. If removed as part of the loss of their character they are with, they are counted as casualties as well.*

Q. In an assault, can the Warbiker models that did not make it into contact with enemy models still use the Psycho Blasta rule? If the answer is yes, then the next step is: can bike models more than 2" away from an enemy model use the Psycho Blasta rule? I guess the real, all-encompassing question is if the Psycho Blasta rule is treated like a power fist or other special close combat weapon - you only get to use it if you get into contact.

A. *To keep things clean and simple the psycho blastas attack is treated like any other special close combat attack, so it can only be used by models that manage to get into base-to-base contact. Models can also choose not to make a psycho blasta attack (ie, if they have a better weapon).*

Q. It would seem that Ork vehicles with a Red Paint Job and Turbo can actually move 7" and still be stationary! Turbo says that "for shooting and disembarking troops the vehicle counts as moving the speed it went before the turbo boosters were added." The Red Paint Job says it adds +1 " to the Move distance so a fast Ork vehicle could move 13" and still fire one weapon and allow troops to disembark (which therefore means it counts only as having moved 12"). If I announce I am going 0", I can Turbo up to 6", counting as moving 0" (the speed I went before boosting) and then add 1" to this distance and still fire/ disembark as if I had not moved at all.

A. *Not true, see the Turbo Boost rules (page 37). Realize that the 4+ refers to the distance rolled. For example if you get an extra 4", 5" or 6" bonus move on the dice roll the vehicle can't shoot or disembark troops. The Ork vehicle could, therefore hope to roll a 3 or less and get the benefits you mention, but pretty risky!*

Q. May non-feral armies take "boarboyz and Weirdboyz?"

A. *Out of consideration for the more... ahem... old-fashioned Warbosses who have a fondness for such things, yes they can.*

Q. When Flash Gitz upgrade to kustorn jobs, do all of them have to take the same one?

A. *Yes.*

Q. I noticed the phrasing of the Flash Gitz kustorn jobs is much like Krak grenades and the like, in that it says the "entire mob may be given...". When you buy Krak grenades for a squad you cannot choose to upgrade just a few models. They all must get the grenades and must all pay the points for them. Is the parallel phrasing intentional? In other words, in a mob of 10 Gitz, if I choose to upgrade them all to, for example, Shootier, I must pay 20 points to do so. Then, after paying those 20 points, I can give four models burnas for an additional 24 points, thus 'wasting' the 8 points spent in upgrading the shootas that those four burnas no longer have. Is this the intent?

A. *Yes that's right. Bear in mind that Devastators etc pay extra points for having their extra heavy weapons - with Flash Gitz this is covered by the points spent on kustorn jobs instead.*

Q. Choppas. The rule says "in close combat choppas limit the saving throw an enemy model can have to a 4 at best." This does not stipulate 'armor saves.' Does this mean that invulnerable saves are altered as well?

A. *No, the choppa modifier applies only to armor saves.*

Q. Throughout the Ork list, squads are given the option "for an additional +X points, one of the Orks may be upgraded to a Nob". Burna Boyz are the only squad that does not follow this. They say "For an additional +9 pts the Burna Boyz mob may be led by a Mekboy". I take this to be intentional and thus allows the mob to be 11 Orks strong. Is this correct?

A. *Yep.*

Q. When an Ork mob loses a round of combat to a fear some opponent, they don't get a Mob Size check, correct?

A. *No, remember the Mob Size check comes after failing a Morale check, so in this case you fail the Morale check automatically and then take a Mob Size check.*

Q. Do Orks mob up before the enemy gets to advance (and potentially wipe out the Ork mob)?

A. *No, the rules state you check for mobbing up "once moves are complete", therefore any pursuits, crossfires, etc, would take effect first.*

Q. If a mob of three Killer Kans is engaged in close combat, but only one Kan is in base-to-base contact with the enemy, do penetrating or glancing hits on that Kan carry over onto the rest of the mob? I know they do with troops, but it doesn't seem right with Dreadnoughts. If so, would the attacker have to declare/allocate all attacks before rolling to hit? Ditto for, say, a Land Speeder squadron if only one is being touched by the enemy...

A. *This particular question was the subject of some hot debate, as it just doesn't 'feel right' to distribute the hits through a squadron of vehicles. However, with due consideration this simply isn't fair as Attack Bikes and Terminators cost as many points as Sentinels, Killa Kans and other light vehicles, but they have hits allocated normally. To make vehicles work differently in close combat simply gives them an advantage which they're not paying for, which just ain't right.*

So, with vehicles in squadrons, distribute penetrating and glancing hits just as if they were wounds on a squad, so start with the ones in base contact, then those out to 2' and if hits are still left over distribute them to vehicles in the squadron which are more than 2" away. No vehicle can be allocated two hits until every vehicle in the squadron has suffered one hit each, no vehicle can be allocated three hits until every vehicle has been allocated two hits, and so on.

Right, that's cleared that little lot up... See you next month!

WHY ORK BLOOD IS RED

TRANSMITTED.....BELIAL V

RECEIVED:.....GYNDRA

DATE:.....3203997.M53

TELEPATHIC DUCT:.....ASTROPATH-TERMINUS HOLROYD

REF:.....INQ.XR.01044310/A.SUB34

AUTHOR:.....GENETOR-MAJOR ANZION

THOUGHT FOR THE DAY:.....MARTYR THYSELF

Many novitiates have queried me in the past as to why, given the symbiosis of algal material in Ork DNA, their

greenish pigmentation is apparent only in their skin and not other parts of their anatomy such as blood plasma, inside the mouth, internal organs and so on. The answer to this is simple. Much like more primitive plant-forms, the green pigment of Orks is produced by photosynthesis occutring in algae just beneath the skin, a phenomena which does not affect internal tissues. This means that an Ork's blood, with its oxygen-rich haemoglobin, is just as red_as that of homo sapiens and often more so due to its enhanced capacity for carrying oxygen.

Real world note: There's actually another good reason for giving Orks red blood - it makes painting gore on them dramatic, the red shows up on green in a defined way just like red blood shows against human flesh. When you try using green blood stains on Orks, they look like they just had an unfortunate accident with a gooseberry squishy.

VEHICLE DESIGN RULES

Over the last year or so I've put together the following vehicle design system to allow players to include scratch-built and converted vehicles in their games of Warhammer 40,000. I must admit that I do this with trepidation, as my experience in the past is that some players see such systems as an opportunity to field the most beardy vehicles it is possible to imagine, just to give themselves some advantage in the games that they play. On the other hand, one thing I miss are the entertaining scratch-built and converted models we used to see in the old Rogue Trader days. This is understandable, as back when Rogue Trader was released (Rogue Trader being the title of the original version of the Warhammer 40,000 rules) there were very few models in the Citadel range, and so you were pretty much forced to use scratch-builds and conversions in order to be able to play at all. Now that there are so many models a player can use "off the shelf", as it were, it's no surprise that this is what most players choose to do. The situation wasn't helped by the fact that the Rogue Trader vehicle design rules simply didn't work all that well and were subject to beardy excesses, and that the 2nd edition vehicle rules were so complex that it was impossible for us to come up with a vehicle design system that worked at all, let alone one that was fair!

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

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

THE MOST IMPORTANT RULE

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

'WYSIWYG' means that the model must be of the right type and size, and have the correct number of weapons on it. Weapons that are of a new design or appearance (i.e., are not GW weapon models) can 'count as' another type, but you must tell your opponent about this at the start of the battle, and you must be consistent about it. For example, if you say, "this gun counts as a lascannon", then another weapon that is identical must count as a lascannon. Basically, if you think to yourself, "Will this confuse another player?" and the answer is "Yes", then you shouldn't do it!

One last point - in normal games of Warhammer 40,000 it's quite common to use 'stand-in' models to try out a new troop type and see if you want to include them in an army. This is perfectly acceptable for units that are included in a Codex, but not for a 'do it yourself' vehicle. These rules are designed to allow you to use a model you have in a game, not to provide you with a way of designing a new 'uber-machine' for your army. If you want to test something out, you have to build it!

VEHICLE DESIGN STEPS

Basically, there are eight steps you need to follow in order to add a new vehicle to a game of Warhammer 40,000, which are listed below. The rest of the article takes each of these steps and describes them in detail, and explains what you need to do. You should follow each step in turn, going back to adjust previous entries if the need arises. Record the details on the Vehicle Design Datafax sheet that we've included with the article. Please note that you will need the completed model before you can start working out the rules for it, as in some of the steps you'll need to look at the model to work out the rule that applies. The eight steps are:

1. Pick Type
2. Pick Size
3. Pick Armor
4. Work Out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work Out Points Value

1. PICK TYPE

The first step in working out the rules for your new vehicle model is to pick what type of vehicle it is. A summary of the different types of vehicle is printed right. All you need to do is assign the vehicle to the appropriate category!

All vehicles in Warhammer 40,000 have a type; for example, a Land Raider is a tank, a Dreadnought is a walker, and so on. Each of these categories is described in the Warhammer 40,000 rulebook, and you should refer to that for a fuller description of them. In addition, I've added in two new categories you can use: flyers and immobile.

Flyers: A flyer is basically an aircraft - i.e., something that can fly along very fast in pretty much a straight line - as opposed to a skimmer which is more like a modern day helicopter. The rules for fliers are included in a special section at the very end of the vehicle design rules to avoid cluttering up the core rules with special exceptions that will only apply to a very few models.

Immobile: Immobile vehicles are, as their name implies, a vehicle that can't move, like for example, an anti-aircraft battery, or a defense laser site. They can have turrets and have a crew to operate them, but unlike other vehicles they can't move from their starting location.

VEHICLE TYPE SUMMARY

- Walker
- Tank
- Vehicle
- Flyer

2. PICK SIZE

The next step in designing the rules for your new vehicle is to assign it a size. A vehicle's size has a number of effects on the rest of the rules that follow, like for example, deterring how many weapons it can carry.

Vehicles must be allocated on of the following sizes:

- Small (i.e., buggies, Land Speeders, Vypers, etc.)
- Normal (i.e., Rhinos, Leman Russ, Land Raiders, etc.)
- War Machines

War Machines: Anything larger than 'normal' sized is a special type of vehicle known as a War Machines (i.e., Banblade sized and up). A number of special rules apply to war machines. Rather than clutter up the main vehicle design rules with lots of 'ifs and buts' about war machines, I've included all of the special rules that apply to them in a separate section later on.

Size Guidelines: Playtesting has shown that some players can be a bit, erm, 'creative' in allocating sizes to their models, for example calling a small model a super-heavy vehicle. Please remember that the size you allocate should be reflected in the physical size of the model itself - in other words a small vehicle should be small, while super-heavy vehicles and larger should be really big! To help, here are some guidelines for you to use:

Small vehicles: Should be smaller than a Rhino model, about 3-4 inches square or less.

War Machines: Should be larger than a Land Raider, in other words larger than 5-6 inches square.

Vehicles that are converted from an existing Citadel model should be the same size as the prototype, unless you glue several models together.

For example, if you converted a Chimera into the 'Super Zappy Chimera' armed with an unfeasibly large gun, then it should remain a 'normal' sized vehicle. On the other hand, if you glued four Chimera hulls together in order to make a vehicle, then you could count it as a war machine.

3. PICK ARMOR

All vehicles in Warhammer 40,000 have a set of armor values, even if they are not actually 'armored vehicles' as such. In this step you must decide how much armor your vehicle has on each of its facings. Cross reference the size and type above to find out how much armor the vehicle can have. The combined total of the Vehicle's front, left, right, and rear armor may not exceed this value. The number in brackets is the highest value a single facing may have. The minimum value a facing may have is 9. For example, a normal tank can have an armor value of up to 14, but the total of all it's armor facings can't exceed 54.

TOTAL ARMOR CHART					
	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Armor Value Guidelines: Just as with size allocation, you should base the amount of armor you give a vehicle on its appearance; if a vehicle is clearly lightly armored, or indeed not armored at all, then you should not give it a high armor value. On the other hand, if it's covered in thick armor plate it should be well-armored. Here are some guidelines as to what armor values you should allocate:

Armor 9: This should be reserved for non-military vehicles with no protection whatsoever, for example a car or a truck.

Be aware that vehicles with this armor value are horribly vulnerable to enemy shooting.

Armor 10: Unarmored or very lightly armored military vehicles can have this armor value on any facing, and other armored vehicles will have it for lightly armored rear and side facings.

In addition, strongly built civilian vehicles can have this armor value. For example a bull-dozer could be armor 10 rather than armor 9 on most facings.

Armor 11-12: Lightly armored vehicles will have this armor value on their front and side facings, while more heavily armored vehicles may have side and rear armor facings with this value.

Armor 13-14: Only heavily armored vehicles will have armor values this high, and then only of their front and side facings. Only incredibly tough and well-armored vehicles should have an armor rating this high on their rear facing.

Eldar vehicles should not be given armor values of 13 or 14 as they rely on more sophisticated forms of protection than thick armor plate.

Existing Models: If your model is a converted Citadel vehicle, then it should generally have the same armor values as the model it was converted from.

You can add +1 to a value if you've added lots of extra armour, and knock a point off if you've significantly reduced the armor on a facing. As a rule of thumb, though, it's best to leave the values as they are.

4. WORK OUT SPEED

Next you need to record the speed of the vehicle on its datafax. This is very straight-forward; just look it up by cross-referencing the vehicle's size and type on the chart above to see what speed it normally has. Note you can upgrade your vehicle's starting speed to your own choice by paying the additional points for it (see later on - Cost of Speed table).

SPEED CHART					
	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
NORMAL	NORMAL	NORMAL	NORMAL	FLYER	IMMOBILE
WAR MACHINE	LUMBERING	LUMBERING	LUMBERING	FLYER	IMMOBILE

Normal vehicles, walkers and fast vehicles follow the rules in the Warhammer 40,000 rulebook, while agile, lumbering, immobile and flyers are new categories.

Agile Vehicle: Agile vehicles are quite fast and maneuverable, but don't have the straight-line speed of a fast vehicle. They can move up to 6" and fire all weapons, or up to 12" and fire one. They may not move more than 12". They can turn freely as they move, like most other vehicles.

Fast: The vehicle follows the rules for fast vehicles in the Warhammer 40,000 rulebook; i.e., it can move up to 6" and shoot all weapons, up to 12" and shoot one weapon, or up to 24" and not shoot at all, and it may turn freely as it moves.

Flyers: Flyers, like War Machines, require rather a lot of special rules. Rather than print them here I've put them all together in their own section at the end of the rules.

Immobile Vehicles: Immobile vehicles may not move!

Lumbering Vehicles: Lumbering vehicles grind along at a slow and steady pace. These vehicles can move up to 6" a turn. They must always move straight ahead, and at the end of the move they can pivot up to 90 degrees. Lumbering vehicles can fire all of their weapons even if they move.

Normal: These vehicles follow the standard Warhammer 40,000 vehicle movement rules; i.e., they can move up to 6" and fire one weapon, or up to 12" and not shoot any weapons, and may turn freely as they move.

Walker: The vehicle follows the movement rules for walkers in the Warhammer 40,000 rulebook; i.e. it can move up to 6" and fire up to two weapons. If stationary you can fire all weapons.

5. WORK OUT WEAPONS

Now for the bit you've all been waiting for - arming the vehicle you've created. Weapons are picked from the list of weapons opposite. If you're using a converted Citadel model then it will be easy to decide what each weapon on the vehicle counts as. If you're using anything else, or have scratch-built a new weapon for a Citadel model, then you should pick the weapon from the list opposite that the model's weapon most closely resembles.

This isn't actually quite as hard as it sounds, and as long as you are consistent and fair, I doubt you'll have any problem deciding 'what counts as what'. It goes without saying that all weapons you take for a vehicle must be represented by a weapon on the model, and by the same token any **weapons shown** on the model mu must be included on the datafax.

Weapon Options: Now, although the weapon lists includes suitable 'standins' for most weapons that can be mounted on a vehicle model, it has to be said that there are some weapons which aren't well represented.

I've included the points values her as it saves me from having to repeat the list in the 'Points Cost' step of designing the vehicle later on.

Rather than come up with a huge new list of weapons in a bid to cover everything that could be conjured up by the imaginations of some of the madder modelers out there (a thankless and nearly impossible task), I have instead come up with a set of weapon options which can be used to upgrade weapons from the list below.

It has to be said that these options are rather generic and lack some of the character of a 'unique' special weapon such as those we are able to create when writing a Codex, but have the benefit of being flexible and very easy to use.

The options that are available are listed below, along with the effect they have on a weapon's points value.

Any options can be combined (i.e., you can have a twin-linked gatling mega lascannon if you really feel you have to!), but options may not be doubled up (ie you cannot have a mega mega lascannon).

Add together the costs of the multiple upgrades. For example, a twin-linked, gatling, mega, blast weapon would cost $<50+100+100+150 = +400\%$, or five times its normal cost!

WEAPON UPGRADE CHART	
WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN LINKED	+50%

Blast: The weapon gets a Blast marker if it doesn't normally have one. If it has a Blast marker, then the Blast marker is upgraded to an ordnance blast. If it already has an ordnance blast, then you've wasted the points! This option may only be used for weapons that are mounted on immobile vehicles or war machines.

Co-Axial Weapons: A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount, Both weapons must fire at the same target unit, even if fitted to a war machine. If a co-axial mount includes an ordnance weapon, then if it fires any other co-axial weapons cannot be used (including other ordnance).

Twin-Linked Weapon: Twin-linked weapons, as their name implies, are basically two weapons mounted side by side. They are quite common in Warhammer 40,000, and the rules for them can be found in the rulebook (they allow a re-roll of the To Hit dice). Any weapons can be twin-linked if desired, but the model representing the weapon must have two or three gun barrels.

Gatling Weapon: Gatling weapons are basically an even bigger version of a twin-linked weapon, with even more gun barrels. Any weapons may put in a gatling mount. This allows them to take D3 shots for each shot they would normally fire (ie, a gatling heavy bolter would get 31D3 shots per attack). Weapons with a template must place additional templates touching the first using the rules for mortars and other Guess range weapons. The model representing a gatling weapon must have four or more gun barrels.

Long Barrel: Long barreled weapons, as their name implies, are much longer than a normal version of the weapon. This allows them to shoot further than the normal version, adding 50% to their range. For example a long-barreled autocannon would have a 72" range rather than its normal 48" range. Long barreled weapons must be at least twice as long as the normal length for a weapon of their type.

Mega-Weapons: Mega-weapons are simply huge versions of the weapons from the standard weapon lists, for example a mega-lascannon (for some reason mega-weapons proved an extremely popular option with the testers of these rules!). Only weapons fitted to war machines or an immobile vehicle may be upgraded to megaweapons. Mega weapons increase their strength and armor penetration by one point each, so the mega-lascannon mentioned above would have a Strength of 10 and an AP of 1 (ouch!). Note that Strength cannot be increased to higher than 10, or AP to better than 1 .

WEAPONS CHART

WEAPONS	BS 4	BS 3	BS 2	WEAPONS	BS 4	BS 3	BS 2
Assault Cannon	+35	+25	+20	CHAOS WEAPONS			
Autogun	+1	+1	+1	Combi-Weapons			
Autocannon	+35	+25	+20	Bolter-flamer	+10	+10	+10
Boltgun	+2	+2	+2	Bolter-Meltagun	+15	+10	+5
Flamer	+10	+10	+10	Twin Bolter	+4	+4	+4
Grenade Launcher	+15	+10	+5	Blast Master	+20	+15	+10
Heavy Bolter	+20	+15	+10	Doom Siren	+15	+15	+15
Heavy Flamer	+15	+15	+15	Sonic Blaster	+6	+6	+6
Hunter Killer Missile	+15	+10	+5	ELDAR WEAPONS			
Lasgun	+1	+1	+1	Bright Lance	+35	+30	-
Lascannon	+35	+25	+20	Eldar Missile Launcher	+30	+20	-
Ripper Gun	+3	+3	+3	D-cannon	+30	+30	-
Meltagun	+15	+10	+5	Fusion gun	+10	+10	-
Missile Launcher	+25	+20	+15	Lasblaster	+2	+2	-
Mortar	+25	+25	+25	Shuriken Catapult	+2	+2	-
Multilaser	+35	+25	+20	Shuriken Cannon	+25	+20	-
Multimelta	+40	+30	+20	Star Cannon	+45	+35	-
Plasma Cannon	+40	+30	+20	Scatter Laser	+30	+25	-
Plasma Gun	+15	+10	+5	Reaper Launcher	+35	+25	-
Smoke Launchers	+3	+3	+3	Death Spinner	+25	+25	-
Storm bolter	+5	+5	+5	Fire Prism	+45	+45	-
Demolisher	+50	+50	+50	Shadow Reaver	+30	+30	-
Whirlwind	+40	+40	+40	NECRON WEAPONS			
Battle Cannon	+50	+50	+50	Gauss gun	+2	+2	-
Griffon Mortar	+40	+40	+40	Gauss Blaster	+30	+20	-
Inferno Cannon	+30	+30	+30	Gauss Cannon	+35	+25	-
Earthshaker	+60	+60	+60	ORK WEAPONS			
Vanquisher Cannon	+55	+50	+50	Big Shoota	-	-	+12
DARK ELDAR WEAPONS				Kombi-weapon			
Blaster	+10	+10	-	Shoota/rokit launcher	-	-	+5
Dark Lance	+35	+30	-	Shoota/skorcha	-	-	+8
Destructor	+15	+15	-	Kustom Mega-blaster	-	-	+15
Disintegrator	+30	+25	-	Rokkit Launcha	-	-	+8
Shredder	+15	+10	-	Skorcha	-	-	+5
Splinter Rifle	+2	+2	-	Lobba	-	-	+15
Splinter Cannon	+20	+15	-	Zzap gun	-	-	+15
Stinger	+5	+5	-	Kannon	-	-	+15
Terrorfex	+15	+15	-				

Close Combat Options: If you wish, vehicles can be armed with a close combat weapon of some kind or another. In Warhammer 40,000 the only vehicles that really have close combat weapons are walkers, but as this may not be the case with scratchbuilt or converted models, we'll just assume any vehicle can have them.

Vehicles armed with close combat weapons follow the rules for walkers in the rulebook. The WS of the vehicle is shown on the chart in the next section of rules, and is used for working out its chance to hit and the cost of the weapon.

Small and Normal sized vehicles may be given close combat weapons, power weapons, or Dreadnought close combat weapons. War Machines may only be given war machine close combat weapons (see the appendix on war machines).

The cost of the weapons carried is based on the Weapon Skill of the vehicle, and the number of attacks it can make.

CLOSE COMBAT WEAPON CHART

WEAPON	COST
CLOSE COMBAT WEAPON	+1 pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5 pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10 pts x WS x A

For example, Graham Davey's Chaos Dreadnought (see below) has two Dreadnought close combat weapons and also has the 'ferocious' special option which gives it +1 Attack. Looking in the following section on working out characteristics, we can see that a Chaos vehicle gets a WS of 4, and 1 attack + 1 for each close combat weapon. This gives Graham's dreadnought 1 attack, +2 for having two close combat weapons, and + 1 for being ferocious, for a total of 4 attacks. The cost of the close combat weapons it has is based on the best available, namely its Dreadnought close combat weapons. These cost 5 times the Dreadnought's WS of 4, which equals 20. times the number of attacks, which makes a total of 80 points.

6. WORK OUT CHARACTERISTICS

The next thing you need to do is record the race of the vehicles crew and their characteristics on the datafax. With the exception of vehicles armed with close combat weapons, all you need to record is the vehicle's Ballistic Skill.

For a vehicle armed with close combat weapons you need to write down the vehicle's Weapon Skill, Ballistic Skill, Initiative, Strength and Attacks. The characteristics depend on the race of the crew and are listed on the chart above.

RACE CHARACTERISTICS CHART					
Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

7. ADD SPECIAL OPTIONS

The penultimate thing to record on your vehicle's datafax are any special options. These are 'special abilities' that have not been covered by the options taken so far, such as being able to transport troops, being opentopped, having protective energy fields and so on.

The options that are available are described below. As with all the rules so far, anything you pick should 'fit' with the vehicle model you have made; for example, you shouldn't give it a transport capability unless the model you have made is clearly capable of transporting troops.

By the same token, a vehicle that clearly has one of these options should have it recorded on it's datafax, so if you have a model that is clearly an open-topped vehicle, then you must take that option for it. Enough waffling, especially about such common-sense issues - here are these special options.

Amphibious Craft: Amphibious craft are designed to work on water, or what passes for water on alien planets. Amphibious craft treat water (or its equivalent) as clear terrain when they move. Amphibious craft that can't leave the water (i.e., boats or ships) may ignore the extra points normally charged for this upgrade.

Codex Vehicle Upgrades: The vehicle may be given appropriate vehicle upgrades from the Codex of the army it has been designed to join. Note the word 'appropriate', and remember that all vehicles must be WYSIWYG. See the appropriate Codex for descriptions and special rules.

Eldar Fields: The Eldar are a sophisticated and technologically advanced race, and their vehicles are often protected by energy or holo fields.

Eldar vehicles can have a field which provides a 4+ invulnerable save against any glancing or penetrating hits. They can be fitted to any Eldar vehicle that is at least of normal size. Eldar energy fields don't work against close combat attacks and no more than one may be fitted per vehicle.

Ferocious: This option may only be used for vehicles with close combat weapons. In close combat the vehicle becomes a whirling maelstrom of destruction.

To represent this, add +1 to the vehicle's Attacks characteristic. This option does not cost any extra points *per se*, but the extra attack must be taken into account when working out the cost of the vehicle's close combat weapons.

Imperial Shields: Imperial Titans and some other vehicles or fixed defense sites are protected by a form of energy field called a void shield. These can't be fitted to most vehicles as they require large plasma reactors to power them.

Imperial Fields absorb the damage from one glancing or penetrating hit and then 'go down' as they dissipate the energy that was absorbed. The Imperial player can roll to repair downed fields at the start of each of his turns. Roll 1 D6 per field, and it comes back on line on a roll of 6+. Fields can only be fitted to War Machines.

Open-Topped: An 'open-topped' vehicle is one where the crew are exposed to enemy fire, rather than being fully enclosed behind armor plate. This is actually a bad special option, in that it makes the vehicle more vulnerable to enemy fire. Opponents get to add +1 to damage rolls.

Orbital Lander: This vehicle is dropped from orbit to land on the battlefield. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter in the player's turn using the Deep Strike rules.

Ork Fields: Ork Mekboyz seem to have an innate ability to construct energy fields in a bewildering variety of types and forms. For the purposes of these rules, and to keep things simple, they all work in the same way as Imperial Fields, but can't be repaired. They can be fitted to any Ork vehicle that is at least of normal size. Vehicles with more than one structure point (see the war machine rules later on) may have up to one field for each structure point.

Recovery Vehicles: It's not uncommon to see vehicles that have been converted into armored recovery vehicles (or ARVs) of some type or another. ARVs are used to take damaged vehicles back to a repair depot where they can be fixed and sent back into action. They can also be used to move a completely destroyed vehicle out of the way if it is blocking movement. An ARV can drag any destroyed or immobilized vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense here when moving the vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it's able to.

Skimmer: This vehicle is a skimmer.

Souped Up Engine: Some vehicle engines can be souped-up to make them faster. This option may only be taken for vehicles with no more than 50 points of armor. Lumbering vehicles and walkers with souped-up engines count as being agile (see the section on Agile vehicles), and any other type of vehicle becomes fast. War machines with more than 5 structure points may not take this upgrade.

Transport: This option allows the vehicle to transport 11 normal sized models. Small vehicles may carry up to six normal-sized models. Vehicles with more than 1 structure point (see the war machine rules later on) may transport an extra five models for each structure point in excess of 1. Models that are Terminator sized or larger count as two models against the limit that may be carried. Walkers or other vehicles of up to normal size may be carried, taking up five spaces if small and ten if normal sized, but only if the transport vehicle is large enough to carry them and they could fit through the entry hatch. Vehicles being transported in another vehicle which is destroyed will suffer a glancing hit on a D6 roll of 4+ (rather than having to make an armor save as transported models do).

Tunnellers: Tunnellers, as their name implies, are capable of burrowing through the ground. They are generally used to transport troops and launch surprise attacks by suddenly surfacing where the enemy least expects them. Any tanks or light vehicles may be given a 'tunneller' option. Such units may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enter play using the Deep Strike rules.

Wreckers: Some vehicles are fitted with things like wrecking balls, big grabby claws, enormous drills etc. These may only be used to attack terrain features or immobilized vehicles that are in base contact with the wrecker vehicle. Targets that will fit completely under an Ordnance template are destroyed on a roll of 6 on 1 D6. Larger targets cannot be affected in the time frame of the game.

Targeter: Vehicles often have a targeting matrix, optical enhancement system or other device to increase the chance of their guns hitting. This must be represented with some sort of radar dish, sensor or gun-sight on your model. A targeter increases the crew's BS by +1. All guns on the vehicle now cost the corresponding higher price for the new BS. Races that already have BS4 are deemed to have such devices built into their vehicles and may not choose this option.

8. WORKOUT COST & CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the Force Organization chart (i.e., does it count as heavy support, fast attack, etc).

It has to be said that working out the points cost is a somewhat arcane process, and really requires the use of a calculator and paper, but having come this far I'm sure you'll muddle through somehow!

Before getting stuck into the nitty-gritty of how you actually calculate the points, I should point out that I've tried to create a system where you pay over the odds in terms of points for vehicles you design yourself. So, if you run an 'off the shelf' model

through the points cost procedure, you should find that it comes in at more than the points listed for it in the army ts. This compensates for the fact at vehicles you design yourself can be made exactly to suit the role you plan to use them for in a game. To work out the vehicle's points cost, just follow and add together the costs listed on the summary sheet overleaf to find out the total cost of the vehicle.

9. GET PLAYING!

Well, what are you waiting for? Work out your vehicle, write down its details on your datafax, and get playing! After the summary are appendices covering extra rules for War Machines and Flyers. Have fun!

VEHICLE DESIGN SUMMARY SHEET

VEHICLE DESIGN STEPS

1. Pick Type
2. Pick Size
3. Pick Armor
4. Work out Speed
5. Pick Weapons
6. Work out characteristics
7. Pick Special Options
8. Work out Points Value & Vehicle category

1. PICK TYPE

Vehicle Type Summary:

- Walker
- Tank
- Vehicle
- Flyer
- Immobile

2. PICK SIZE

- Small (i.e., buggies, Land Speeders, Vypers, etc)
- Normal (i.e., Thinors, Leman Russ, Land Raiders, Ravagers etc)
- War Machines

COST OF ARMOR

Armor	Cost		
	F	S	R
9	0	0	5
10	0	5	10
11	5	10	20
12	10	20	30
13	20	30	40
14	30	40	50

3. PICK ARMOUR

Add up the total cost of your armor facings, using the chart. Remember to count the side armor twice and don't exceed the total armor limit for your vehicle listed below.

TOTAL ARMOR CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	44(12)	46(12)	40(10)	40(10)	46(12)
NORMAL	47(13)	54(14)	44(12)	44(12)	56(14)
WAR MACHINE	54(14)	56(14)	44(12)	44(12)	56(14)

Note: Count side armor twice when working out the total value (both values must be the same).

COST OF ARMOR

SPEED	Size of Vehicle		
	SMALL	NORMAL	WAR MACHINE
IMMOBILE	0	0	0
NORMAL	+5	+10	+20
LUMBERING	+5	+10	+20
AGILE	+10	+15	+30
FAST	+10	+20	+40
FLYER	+40	+40	+40

4. WORK OUT SPEED

The cost of the vehicle's speed is found on this chart, by cross-referencing the vehicle's size and speed.

5. PICK WEAPONS

Next add in the cost of all of the weapons on the vehicle, as listed on the weapon charts below. Remember to increase the cost of any weapons that have been given upgrades by the percentage listed on the Weapons Upgrade chart.

CLOSE COMBAT WEAPON CHART

WEAPON	COST
CLOSE COMBAT WEAPON	+1 pts x WS x A
DREADNOUGHT CLOSE COMBAT WEAPON	+5 pts x WS x A
WAR MACHINE CLOSE COMBAT WEAPON	+10 pts x WS x A

WEAPON UPGRADE CHART

WEAPON OPTION	COST INCREASE
BLAST	+150%
CO-AXIAL	Add cost of co-axial weapon
GATLING	+100%
LONG BARREL	+50%
MEGA WEAPON	+100%
TWIN LINKED	+50%

WEAPONS CHART

WEAPONS	BS 4	BS 3	BS 2	WEAPONS	BS 4	BS 3	BS 2
Assault Cannon	+35	+25	+20	CHAOS WEAPONS			
Autogun	+1	+1	+1	Combi-Weapons			
Autocannon	+35	+25	+20	Bolter-flamer	+10	+10	+10
Boltgun	+2	+2	+2	Bolter-Meltagun	+15	+10	+5
Flamer	+10	+10	+10	Twin Bolter	+4	+4	+4
Grenade Launcher	+15	+10	+5	Blast Master	+20	+15	+10
Heavy Bolter	+20	+15	+10	Doom Siren	+15	+15	+15
Heavy Flamer	+15	+15	+15	Sonic Blaster	+6	+6	+6
Hunter Killer Missile	+15	+10	+5	ELDAR WEAPONS			
Lasgun	+1	+1	+1	Bright Lance	+35	+30	-
Lascannon	+35	+25	+20	Eldar Missile Launcher	+30	+20	-
Ripper Gun	+3	+3	+3	D-cannon	+30	+30	-
Meltagun	+15	+10	+5	Fusion gun	+10	+10	-
Missile Launcher	+25	+20	+15	Lasblaster	+2	+2	-
Mortar	+25	+25	+25	Shuriken Catapult	+2	+2	-
Multilaser	+35	+25	+20	Shuriken Cannon	+25	+20	-
Multimelta	+40	+30	+20	Star Cannon	+45	+35	-
Plasma Cannon	+40	+30	+20	Scatter Laser	+30	+25	-
Plasma Gun	+15	+10	+5	Reaper Launcher	+35	+25	-
Smoke Launchers	+3	+3	+3	Death Spinner	+25	+25	-
Storm bolter	+5	+5	+5	Fire Prism	+45	+45	-
Demolisher	+50	+50	+50	Shadow Reaver	+30	+30	-
Whirlwind	+40	+40	+40	NECRON WEAPONS			
Battle Cannon	+50	+50	+50	Gauss gun	+2	+2	-
Griffon Mortar	+40	+40	+40	Gauss Blaster	+30	+20	-
Inferno Cannon	+30	+30	+30	Gauss Cannon	+35	+25	-
Earthshaker	+60	+60	+60	ORK WEAPONS			
Vanquisher Cannon	+55	+50	+50	Big Shoota	-	-	+12
DARK ELDAR WEAPONS				Kombi-weapon			
Blaster	+10	+10	-	Shoota/rokit launcher	-	-	+5
Dark Lance	+35	+30	-	Shoota/skorcha	-	-	+8
Destructor	+15	+15	-	Kustom Mega-blaster	-	-	+15

Disintegrator	+30	+25	-	Rokkit Launcha	-	-	+8
Shredder	+15	+10	-	Skorcha	-	-	+5
Splinter Rifle	+2	+2	-	Lobba	-	-	+15
Splinter Cannon	+20	+15	-	Zzap gun	-	-	+15
Stinger	+5	+5	-	Kannon	-	-	+15
Terrorfex	+15	+15	-				

RACE CHARACTERISTICS CHART

Race	WS	BS	S	I	A
Space Marine	4	4	5	4	1+1 per CCW
Dark Eldar	4	4	4	5	1+1 per CCW
Eldar Guardian	3	3	4	4	1+1 per CCW
Ork	4	2	5	2	1+1 per CCW
Adeptus Titanicus	4	4	5	3	1+1 per CCW
Human	3	3	4	3	1+1 per CCW
Necron	4	4	5	2	1+1 per CCW

6. WORK OUT CHARACTERISTICS

Record the race of the vehicle's crew and their characteristics on its datafax. With the exception of vehicles armed with close combat weapons all you need to record is the vehicle's Ballistic Skill.

7. PICK SPECIAL OPTIONS

Add or subtract the cost of any upgrades that were taken, as shown on the chart opposite.

Structure Points: War machines have 2 or more structure points. These are discussed in more detail in the following pages. All you need to know is that each structure point over 1 adds +100 points to the vehicle's cost. For example, a vehicle with 3 structure points would cost an extra 200 points.

8. WORK OUT POINTS COST & VEHICLE CATEGORY

The final thing you need to do in order to get your vehicle ready for its tabletop debut is to work out how many points it costs and what category it belongs to with regard to using up 'slots' on the force organization charts. See the Vehicle Category chart opposite.

Normal Size Light Vehicles: Light vehicles with no more than 1 non-ordnance weapon, and that have a transport capability, count as a transport upgrade that may be used in place of one of the standard transport upgrades in the army list.

Otherwise they count as a Heavy Support choice. For example, if you made an Imperial Guard truck, then squads that were allowed to have a Chimera upgrade could take the truck instead.

War Machines: See the appendix on war machines later.

GET PLAYING!

Well, what are you waiting for? Record the information needed on your datafax, and get playing!

COST OF VEHICLE UPGRADE

SPECIAL OPTION	COST INCREASE
Amphibious craft	+10 pts
Codex vehicle upgrades	See appropriate Codex
Eldar force field	+25 pts per facing
Imperial field	+35 pts each
Orbital lander	+30 pts
Ork fields	+15 pts
Open-topped	-5 pts
Recovery vehicle	+5 pts
Souped up engine	Use new speed for cost of engine
Skimmer	+20 pts
Targeter	Use new BS for cost of guns
Transport	+1 pt per model carried
Tunneller	+25 pts
Wrecker	+5 pts

VEHICLE CATEGORY CHART

	WALKER	TANK	LIGHT VEHICLE	FLYER	IMMOBILE
SMALL	ELITE	FAST ATTACK	FAST ATTACK	FAST ATTACK	HEAVY SUPPORT
NORMAL	HEAVY SUPPORT	HEAVY SUPPORT	SEE NOTES OPPOSITE	HEAVY SUPPORT	HEAVY SUPPORT
WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE	WAR MACHINE

APPENDIX ONE - WAR MACHINES...

As noted at the start of the Vehicle design rules, any extremely large vehicles are collectively known as War Machines. The following special rules apply to them. War machines fight in their own 'army', fighting alongside another army as a separate detachment, as described on page 131 of the Warhammer 40,000 rulebook. This limits their use to either fighting on their own, or in games of 2,000 points plus per side. War Machine detachments consist of up to three war machines of (more or less) the same type.

Structure Points: War Machines are so large that they can absorb damage that would destroy another vehicle. To represent this they must be given 2 or more structure points, which equate roughly to wounds for other models. Basically, the more structure points a vehicle has, the bigger it is. Here are some examples based on Imperial vehicles:

- Baneblade Super Heavy Tank: 3
- Warhound Scout Titan: 3
- Reaver Titan: 6
- Warlord Titan: 9

Energy Fields: Ork and Imperial War Machines are often protected by two or more sets of energy fields. Epic 40,000 is a useful reference for the number and type of protective fields carried by War Machines. A War Machine can never have more than one protective field per structure point.

War Machines and difficult terrain: War Machines treat difficult terrain differently to normal vehicles. They can ignore low walls, hedges, bushes and rubble - there's no need to test for these at all.

Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilized. Instead, they lose D3" of movement, just as if they had suffered an 'Engines Damaged' result on the damage tables (see later).

Tank Shock and War Machine Assaults: Enemy infantry must test at -1 to their Leadership value if they are Tank Shocked by a War Machine.

Ordnance: War Machines may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

Targeting: War Machines can engage more than one target unit if desired. Instead of picking a target for the War Machine, pick a target for each weapon on the War Machine.

Close Combat Attacks: War Machines can tank shock an enemy in the Movement phase. If the enemy pass their morale check then the War Machine moves into contact with the enemy unit and must fight a close combat against it in the

Assault phase. This is the only way that War Machines can enter close combat (though they can be assaulted by enemy units in their turn as normal). Being in close combat does not stop the War Machine shooting, and it may fire at the unit it is assaulting if desired.

War Machines are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the War Machine until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the War Machine. War Machines can't barge other War Machines out of the way.

In the assault phase a War Machine that Tank Shocked the enemy receives a number of bonus close combat attacks. These bonus attacks represent the chance of the victim either getting stomped upon or crushed under the War Machine's tracks, wheels or what ever, and are only ever received in the War Machine's turn; if the War Machine is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the war machine (i.e., each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1, no matter what the actual WS of the war machine, and have a strength of 5 plus 1 for every 3 structure points the war machine had at the start of the battle (round fractions of 3 down). Roll to hit and damage normally. All War Machine close combat attacks ignore armor saves, and roll 2D6 for armor penetration.

Opponents that fight a round of close combat against a War Machine and fail to destroy the War Machine (quite a likely occurrence!) automatically fall back unless they are a vehicle or another War Machine. War Machines may never pursue or consolidate they remain stationary.

War Machine Close Combat Weapons: War Machines that have close combat weapons may use them in addition to their bonus attacks. War Machines with close combat weapons receive a number of attacks with them equal to the number of close combat weapons carried plus one. Look up the War Machine's Weapons Skill and Initiative in section six of the vehicle design rules.

War Machine close combat weapons give the War Machine a Strength of 10. Any glancing or penetrating hit causes an additional D3 structure points of damage against an opponent, in addition to any damage rolled on the Damage table. War Machine close combat weapons may only be used against enemy vehicles, War Machines and *Monstrous* models.

WAR MACHINE DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a War Machine. Ordnance rolls on these tables, not on the Ordnance damage table.

GLANCING HITS		PENETRATING HITS		CATASTROPHIC DAMAGE	
D6	DAMAGE	D6	DAMAGE	D6	DAMAGE
1	<i>Gun Crew Shaken:</i> One weapon may not shoot next turn (chosen by opponent).	1	<i>Driver Stunned:</i> May not move next turn. (skimmers drift D6" ahead).	1	<i>Damage Control:</i> The player controlling the vehicle must take a Ld test using the Vehicle's race Ld. If the test is passed then the damage control systems has contained the damage and 1 structure point is 'repaired'. If the test is failed your opponent must roll again on this table.
2	<i>Gun Crew Shaken:</i> One weapon may not shoot next turn (chosen by opponent).	2	<i>Engines Damaged:</i> Knock D3" off the vehicle's move (vehicles reduced 'to a move of 'O' are immobilized, skimmers destroyed).	2-3	<i>Destroyed:</i> The vehicle is wrecked. Walkers collapse in a random direction. Mark the destroyed vehicle with cotton wool or remove it entirely.
3	<i>Driver Stunned:</i> May not move next turn (skimmers drift D6" straight ahead).	3	<i>Field or Weapon Destroyed:</i> If the vehicle has any Imperial or Eldar fields then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.	4-5	<i>Explosion:</i> Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. War Machine counts as destroyed, as above.
4	<i>Engines Damaged:</i> Knock D3" off the vehicle's move (vehicles reduced to a move of 'O' are immobilized, skimmers destroyed).	4	<i>Major Damage:</i> Lose one structure point and roll on the Glancing Hits table. If reduced to 'O' damage points then roll on the Catastrophic Damage table opposite.	6	<i>Huge Explosion:</i> The War Machine is vaporized in a huge explosion. Roll 1 D3 per original structure point to determine radius of explosion. Models in range suffer a wound on a roll of 4+ (saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.
5	<i>Field or Weapon Destroyed:</i> If the vehicle has any Imperial or Eldar fields, then one is destroyed. Otherwise one weapon chosen by opponent is destroyed.	5	<i>Major Damage:</i> Lose one structure point and roll on the Glancing Hits table. If reduced to 'O' damage points then roll on the Catastrophic Damage table opposite.		
6	<i>Major Damage:</i> Loose one structure point and roll again on this table. If reduced to 'O' damage points then roll on the Catastrophic hits opposite.	6	<i>Chain Reaction:</i> Lose one structure point and roll again on this table. If reduced to 'O' damage points then roll on the Catastrophic Damage table opposite.		

APPENDIX TWO - FLYERS...

The vehicle design rules introduce a new 'type' of vehicle called a flyer. These are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that fliers have to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play. Some examples of Warhammer 40,000 flyers are included in Epic 40,000 and Battlefleet Gothic.

As you might expect, flying vehicles require rather a lot of special rules to cover their movement. They start a long way off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works.

Starting The Attack Run: Flyers always start the game in reserve, even in scenarios that do not normally allow reserves to be used. Roll the dice for them each turn, starting with the second turn, as you would normally for a reserve unit.

When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until your opponent's turn, but placing it like this equates to the opposing army hearing the flyer and seeing it appear on the horizon! Because it hasn't really reached the table yet the flyer may not shoot or be shot at until it makes its attack run.

Making The Attack Run: A flyer makes its attack run after the opposing player's Movement phase, but before their Shooting phase - in affect you 'interrupt' their turn to let the flyer make its move. (If several fliers all arrive at the same time, make their moves in any order you like and then move onto the Shooting phase.) Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of your opponent's Shooting phase, after the opponent has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons. Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (i.e., the shots can be assumed to have taken place as the aircraft moved). However you must add 12" to the range measured, to represent the extra distance upwards. So a range measured at 3" would become 15", meaning a pistol, for example, would be out of range.

Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack. Then roll for damage normally, counting the flyer as a fast-moving skimmer (i.e., all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilized results destroy the flyer. Note that the line of sight can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffered a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved. All weapons must be fired directly forward in the direction that the flyer is pointing.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

Additional Attack Runs: The flyer can make further attack runs. Roll a D6 at the start of the next friendly player turn, and on the roll of a 2+ position the flyer on the table edge in the same manner as when it first appeared. On a roll of 1 the flyer doesn't return this turn, but you may roll again for it in your own next turn.

NEW WEAPONS & RULES

Many of the flyer models I've seen are armed with rockets or bombs that are carried under the wings. How these work in game terms is described below. These weapons may only be fitted to flyers.

FLYER WEAPONS CHART					
WEAPONS	Range	Str	AP	Type	Points cost
Bomb	G48"	4	6	Heavy 1 Blast	5 pts
Big Bomb	G12"	6	4	Ordnance	20 pts
Rocket	Unlimited	8	3	Heavy 1	10 pts
Smart Bomb	-	-	-	-	+50% cost

Bombs: Bombs have the same effect as mortars (G48", S4, AP6, heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. They cost 5 points each.

Big Bombs: These work in the same manner as a normal bomb, but it have the same effect as a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). They cost 20 points each.

Rockets: Rockets have the same effect as Hunter-killer missiles (unlimited range, S8, AP3, heavy 1). Each rocket may be used once per battle, costing 10 points each,

Smart Bombs: A bomb or big bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!).

Anti-Aircraft Mounts: An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mount at +50% to its normal cost. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at fliers (you score a hit if the flyer is over the marker, but can't hit ground targets as well).

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

Orbital Landers: If a flyer is given the Orbital Lander upgrade then it will fly down from orbit to land on the battlefield, a bit like the space shuttle. When the flyer arrives it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table. If it chooses to land it may not shoot.

While landed a flyer can't move but may shoot like a normal vehicle. It may not use bombs or rockets while landed! Assuming it has a transport capacity, then any passengers may disembark, and new passengers may embark into the flyer using the normal rules. If the flyer is fired upon while landed then the enemy roll to hit normally; they don't have to roll a 6 to hit a landed flyer.

A landed flyer may take off again in any enemy turn, after the enemy has had their Shooting phase. A landed flyer then takes off immediately and leaves the table in the same manner as if it were completing an attack run (i.e., it flies off the table in a straight line).

VEHICLE DATAFAX						
Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS	
Type:		Size:			Speed:	
Weapons:		Special Options:			Vehicle Category:	
					Structure Points:	

CLOSE COMBAT VEHICLE DATAFAX							
Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	BS
Type:		Size:				Speed:	
Weapons:		Special Options:				Vehicle Category:	
						Structure Points:	

VEHICLE DESIGN RULES

THE SOUPED-UP VERSION!

December 2000

Ever since the Vehicle Design Rules (VDR from now on) came out in WD 251 I've had people bending my ear about them. "Well Jervis," they say. "Your rules have caused quite a furor - it's all anybody seems to want to talk about on the net these days."

Fortunately, although quite a lot of the stuff that has come up has either been rules queries or dull questions about game balance, just as much has been really very exciting stuff about vehicle variants, scratch-built models and cool things that the VDR allow people to do in their Warhammer 40,000 games. As the VDR were written to stir up interest in this sadly neglected aspect of the hobby, I'm more than pleased with the response so far, and am quite happy to weather the occasional brick-bat from players who worry that the rules may unbalance the game.

This isn't to say that the rules are perfect. Far from it; the article has more than its fair share of typos and gaffs. Fortunately all these things are easily sorted out, which is the purpose of this follow-up article. Hopefully we'll be able to look at some of the cool new vehicles I've been hearing about in more detail in White Dwarf in the coming months.

For the time being though, this article has been written to answer the questions that have arisen, and to close a couple minor loopholes in the VDR that, erm, creative players round the world have considered exploiting. Here goes.

THE MOST IMPORTANT RULE - AGAIN!

Before I get down to nitty-gritty revisions and Q&A, I must point out very strongly that it is VITAL that people using the VDR obey 'The Most Important Rule', which is that in order to use a vehicle created with the VDR it MUST be represented by a PAINTED WYSIWYG MODEL. There are NO exceptions to this rule: if you don't have a painted wysiwyg ('what you see is what you get') model then you can't use it.

Almost all of the arguments I've seen for unlikely 'game-winning' vehicles fall down on the fact that the author is clearly never going to be able to produce a painted wysiwyg model, and that if he did it would take so long to make and cost so much money that, to be honest, the player would deserve the slight gaming advantage it might give. A classic example of this kind of thing was the 'lumbering war machine with 100 bolters', which while a scary prospect to be sure, is much scarier as a modelling project than it is as a tabletop opponent!

The other thing that many players seem to forget is that a vital part of the 'wysiwyg' approach is that the resulting model should not be in any way confusing to an opponent.

As noted in the article 'Basically, if you think to yourself "Will this confuse another player?" and the answer is "Yes" then you shouldn't do it!'. A lot of the stuff I've seen about changing the characteristics of existing models to suit the player's own tastes fall foul of this. For example, if you decide you want an armoured Sentinel, you must come up with a wysiwyg model that no opponent can mistake for a normal Sentinel sporting the standard 'extra armour' upgrade. If they looked at your model and could be confused by it then you're breaking the wysiwyg rule and can't use it. There is more about designing variants on existing vehicles below, but for the time being, just bear in mind that using the VDR to field a normal model but with a new set of stats is breaking the rules and you won't go too far wrong!

OPEN-TOPPED & FULLY ARMoured VEHICLES

Probably the biggest problem with the VDR that appeared in WD251 is that I had failed to appreciate that they allowed players to create 'fully armoured' versions of what would be usually 'open-topped' vehicles in the Codex army lists. The best example of this is the armoured Sentinel model mentioned above, which is exactly the same as a normal Sentinel but not open-topped, and which comes in considerably cheaper under the VDR than it should do. Fully-armoured versions of Ork buggies have also shown up this flaw in the rules.

Fortunately fixing the problem proved really easy once I knew about it, and I have to say that the solution below rather improves the earlier rules, as it encourages players to make lightly-armoured vehicles open-topped and heavily armoured vehicles 'fully armoured'. It works like this.

Vehicle Design Step 3a. Pick if Open-Topped or Fully Armoured

The 'open-topped' vehicle upgrade is no longer used. Instead, when designing a vehicle, you must decide whether it will be open-topped or fully armoured. When working out the points value for the vehicle, look up the total armour of all four facings on the table below and modify the points value of the vehicle appropriately. The points modifier is not used for flyers, which always count as being 'fully armoured'.

Total Armour	Open-Topped	Fully Armoured
36-42	0	+20
43-46	0	+10
47-50	0	0
51-54	-10	0
55-56	-20	0

REVISED WEAPON COSTS

The second area of the VDR which caused problems was the weapon charts that appeared in WD251. Not to put too fine a point on it, they are riddled with mistakes, and they also lack any guidelines as to which charts to use when designing a vehicle, and which upgrades can be applied to which weapon (eg, can I really have a twin-linked gatling flamer, and how does it work if I can?). The following revised charts and rules fix these problems.

Weapon Charts

The following weapon charts replace those from WD251. Weapons are limited to the weapons belonging to one race on a vehicle (ie, you can't mix and match weapons from different races on the same vehicle). In addition you must use the weapons for the race of the army the vehicle is being made for (i.e. a vehicle for an Eldar army must use Eldar weapons). Any race without a Codex, with the exception of the Tyranids, may use Imperial vehicle upgrades until their own Codex comes out. Rules for designing Tyranid 'vehicles' will appear in a future issue of White Dwarf. Last but not least, Orks may not use 'captured' vehicles designed with the VDR for another race.

IMPORTANT NOTE: Weapons marked with a '*' on the chart below are 'small-arms'. Such weapons may NOT be given certain weapon upgrades as explained later on.

IMPERIAL WEAPONS		
Weapon	BS4	BS3
Assault Cannon	+35	+25
Autocannon	+35	+25
Autogun*	+3	+3
Battle Cannon	+50	+50
Bolter*	+4	+4
Demolisher Cannon	+50	+50
Earthshaker Cannon	+60	+60
Flamer*	+10	+10
Grenade Launcher*	+15	+10
Griffon Mortar	+40	+40
Heavy Bolter	+20	+15
Heavy Flamer	+15	+15
Inferno Cannon	+30	+30
Lascannon	+35	+25
Lasgun*	+3	+3
Meltagun*	+15	+10
Missile Launcher	+25	+20
Mortar	+25	+25
Multilaser	+35	+25
Multimelta	+40	+30
Plasma Cannon	+40	+30
Plasma Gun*	+15	+10
Storm Bolter*	+5	+5
Vanquisher Cannon	+55	+50
Whirlwind Multiple Missile Launcher	+40	+40

ELDAR WEAPONS		
Weapon	BS4	BS3
Bright Lance	+40	+30
Eldar Missile Launcher	+35	+25
D-Cannon	+30	+30
Lasblaster*	+3	+3
Pulse Laser	+40	+30
Shuriken Catapult*	+4	+4
Shuriken Cannon	+25	+20
Star Cannon	+45	+35
Scatter Laser	+35	+25
Reaper Launcher	+35	+25
Death Spinner	+15	+10
Prism Cannon	+55	+45
Shadow Weaver	+25	+25
Vibro-Cannon	+40	+40

DARK ELDAR WEAPONS	
Weapon	BS4
Blaster*	+15
Dark Lance	+35
Destructor	+15
Disintegrator	+45
Shredder*	+15
Splinter Rifle*	+4
Splinter Cannon	+20
Stinger*	+10
Terrofex*	+15

CHAOS WEAPONS	
Weapon	BS4
Combi Bolter-Flamer*	+10
Combi Bolter-Meltagun*	+15
Combi Twin Bolter*	+5
Blast Master	+30
Doom Siren	+15
Sonic Blaster*	+15
In addition, Chaos may use any weapons from the Imperial list.	

NECRON WEAPONS	
Weapon	BS4
Gauss Gun*	+5

ORK WEAPONS	
Weapon	BS2
Big Shoota	+15

Gauss Blaster	+8
Gauss Cannon	+40
Heavy Gauss Cannon	+45

Kombi Shoota-Rokkit*	+10
Kombi Shoota-Skorcha*	+12
Kustom Mega-Blaster	+20
Rokkit Launcha	+15
Shoota*	+3
Skorcha	+15
Lobba	+40
Zzap Gun	+40
Kannon	+35

Weapon Upgrades

Use the following chart to determine what upgrades can be given to different sorts of weapon. Note that the chart includes some new upgrades which are described later on.

Upgrade	Small-arms	Barrage	Flamer	Other
Blast	N	Y	N	Y
Co-Axial	Y	Y	Y	Y
Gatling	N	N	N	Y
Gun Battery	N	Y	N	N
Long Barrel	N	Y	N	Y
Mega-Weapon	N	Y	Y	Y
Shorter Barrel	N	Y	N	Y
Slower Rate Of Fire	N	N	N	Y
Titan Killer	N	Y	N	Y
Twin-Linked	Y	N	N	Y

VEHICLE SPEED RULES

The last bit of the VDR that caused problems was the rules for deciding the vehicle's speed. Unfortunately during editing a sentence was added which wasn't in the original manuscript, which directly contradicted the rules for souped-up engines later on. Woops! The correct rules for working out a vehicle's speed are as follows.

Ignore the reference to upgrading your vehicles speed to 'your choice' at the start of the section about working out vehicle speed (page 74, middle column, last sentence in the first paragraph). The only way to modify a vehicle's speed is to give it a souped-up engine.

The souped-up engine entry should be changed to read as follows:

Souped-up Engine: Some vehicle engines can be souped-up to make them faster. Lumbering vehicles and walkers with souped-up engines count as being agile.

- Normal vehicles with up to 36-42 points of armour count as fast.
- Normal vehicles with 43-49 points of armour count as agile.
- Flyers, immobile vehicles, and normal vehicles with 50-56 points of armour may not be given souped-up engines.

OTHER RULE REVISIONS

The three items above are the most important changes to the published rules. Other minor corrections are listed below:

Normal sized tanks can have 56 points of armour.

Ignore the reference to 'Normal Sized Light Vehicles' on the summary sheet. Instead normal sized tanks & light vehicles with no more than 50 points worth of weapons and the transport upgrade may be taken as transport vehicles by squads allowed to take transport upgrades.

Side armour of 10 should cost +10 points per facing, rather than 5.

GENERAL NOTES ON THE VDR

Remember Blast & Mega weapons can only be used by immobile vehicles or war machines.

The summary for Eldar Fields is right, the rules wrong (i.e, you can have no more than one Eldar Field per facing). Note that all shields and fields only work against shooting attacks. Note that the Dark Eldar may use Eldar Fields.

On the Speed Chart on page 74 the entries for small and normal sized walkers should read 'Walker' rather than 'normal'.

Flyers & Immobile vehicles may not be given souped-up engines

Vehicles apart from walkers that are fitted with close combat weapons can fight in close combat, but close combat results are not worked out (i.e. they get to fight but otherwise the rules for vehicles in close combat apply).

The rules for Tyranids and Eldar Wraithlords are coming soon.

You may only use vehicle upgrades for the race of the army the vehicle is being made for (eg, a vehicle for an Ork army must use Ork upgrades). Any race without a Codex, with the exception of the Tyranids, may use Imperial vehicle upgrades until their own Codex comes out.

The targeter upgrade may only be given to Imperial and Eldar weapons with a BS of 3.

Any transported models in a flyer that is shot down will be killed outright.

NEW UPGRADES AND OPTIONS

While working away on Imperial Armour we came up with a few new weapon options.

Here they are:

Carriage: Allows vehicle to be towed (see Imperial Armour for rules). + 5 points. *Immobile vehicles only.*

Gun Battery: For barrage weapons only. Adds one extra template when firing a barrage at +50% in cost. May be 'stacked', ie, 'Gun Battery (2)' would add +2 templates at +100% cost. Each extra template requires an additional gun barrel shown on the model.

Shorter Barrel: Range is halved and cost reduced by 25%.

Slower Rate Of Fire: Number of shots is reduced by 1 or more to a minimum of 1. Each shot lost reduces cost by 25%.

Titan-Killer: May be applied to mega weapons only. Causes D3 structure points damage per hit, rolling separately on damage table for each point. Each hit will only knock down one shield. Cost +50%.

Tow-Bar: Allows vehicle to tow other vehicles that have a 'carriage' (see Imperial Armour for rules). +5 points.

DESIGNING VEHICLE VARIANTS

One thing that many players have tried to do with the VDR is use them to modify the characteristics of existing 40K vehicles. This is fine in principle, just so long as it doesn't break the rule that all vehicles created using the VDR are 'wysiwyg' models. What this means for variants of existing vehicles is that any and all changes you make need to be blatantly obvious, and the finished model must clearly be different from the 'standard model'. Although there are some examples of vehicle variants in the Codexes that have thicker armour which is not shown on the model per se (eg, the Lemman Russ Demolisher), you are NOT allowed to do this when using the vehicle design rules to create your own vehicles, and any extra armour must be shown in some way on the finished model.

For example, say you decided to design a new version of the Lemman Russ, with a gatling lascannon in the turret and a souped-up engine to make it agile. Such a model would need both modifications clearly shown upon it; it would need at least a triple-barrelled lascannon for the turret, and the rear engine casing would need to show the improved engine. Do both things and you'll clearly have a different Lemman Russ variant, and the model would be legal as far as the VDR are concerned. Scrimp on either these things and you would be breaking both the letter and the spirit of the rules.

If you really have trouble with this concept, then take a look at some of the Forge World vehicle variants, and note how all of the changes to the standard rules for the vehicle are 'driven' by changes to the appearance of the vehicle. This concept lies at the heart of the GW hobby; what we do is 'model driven', in that the rules come from the models, not the other way around. Bear this in mind when designing variants of existing vehicles and you won't go too far wrong.

One final caveat to this section: if you find yourself designing a vehicle variant because of its effect in game terms rather than because you think it's going to look great, then you still haven't quite understood the spirit in which the VDR are written. Nuff said, I hope.

CONCLUSION

I hope the changes described above sort out all of the quibbles I've seen raised about the VDR so far, and will allow you to use them confident in the knowledge that they are fair and balanced. Hopefully now the debate will move on a bit from the rather abstract musings I've seen so far (eg, "Hey guys, did you know you could use the VDR to do this.") and onto discussions about actual models that have been made and used ("Hey guys, take a look at these pics of a cool new model I designed using the VDR."). Apart from anything else we'll be looking to feature the best conversions and scratch-builds in White Dwarf and on this very website, so make sure you let us know about any new models you come up with.

Happy modelling!

Jervis Johnson

Mechanized Death

Rogue-Trader Era Vehicles in Warhammer 40,000 3rd Edition

Many of the veteran gamers still involved in this great hobby have at least one or two old out-of-production (OOP) models in their collection. All of us who own these models look back on them with a sort of nostalgic feeling, and many of the newer members of this hobby have looked on in awe at these (seemingly) ancient relics. Most people who own these OOP models agree that it would be nice to be able to dust off those old models and use them in a game of Warhammer 40,000 with rules that accurately represent their traits and armament.

To that end, we have created the following set of stats for a selection of OOP vehicles. These rules were created using the new Chapter Approved Vehicle Design System, and so are allowed in non-tournament games without needing the approval of your opponent. It is suggested, however, that you make your opponent aware of these rules and their origins before springing upon him with a new, never-before-seen vehicle.

So dust off those old vehicles, touch up their paint jobs, and get playing!

SPACE MARINES

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Space Marine Orgus Flyer	95	10	10	10	4
Type: Skimmer		Size: Small		Speed: Fast	
Weapons: Lascannon and Missile Launcher		Special Options: Skimmer		Vehicle Category: Fast Attack	
				Structure Points: N/A	
The Space Marine Orgus Flyer is a light flyer similar to 20th-century helicopters. It is crewed by one Space Marine and is used to make scouting runs before a battle and to harass the enemy during a battle.					

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Space Marine Land Speeder	see below	10	10	10	4
Type: Skimmer		Size: Small		Speed: Fast	
Weapons: Choose one set: Plasma cannon and bolter (102 pts) Multi-melta and meltagun (115 pts)		Special Options: Skimmer		Vehicle Category: Fast Attack	
				Structure Points: N/A	
The Land Speeder is a light vehicle used by Imperial armies in much the same role as the Orgus Flyer. In many ways, it is simply the successor to the Orgus, having been designed with superior anti-grav technology, weaponry, and engines.					

Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	A
Space Marine Dreadnought	70 + weapons	4	4	5 (10)	12 12 10	4	1
Type: Walker		Size: Normal		Speed: Normal			
Weapons: Choose two of the following: Dread CCW with bolter +42 pts (+1A) Dread CCW with stormbolter +45 pts (+1A) Assault Cannon +35 pts		Special Options:		Vehicle Category: Heavy Support			
				Structure Points: N/A			
When a Space Marine hero dies in battle, he is not always laid to rest in the Chapter's fortress-monastery. Sometimes there is enough of the Marine's life essence left to hook him up to an ancient robotic shell in which he can continue to fight for the Emperor.							

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Mk I Land Raider	240	14	13	12	4
Type: Tank		Size: Normal		Speed: Normal	
Weapons: Two lascannons, twin-linked heavy bolters		Special Options: Transports 10 models		Vehicle Category: Heavy Support	
				Structure Points: N/A	
The original Land Raider was not as heavily armed or armored as the newer models, and did not have the level of high technology present in the newest Land Raiders. However, it is still a sturdy design and some Space Marine chapters continue to use them to this day.					

IMPERIAL

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Imperial Tanantula	100	10	10	10	4
Type: Immobile		Size: Normal		Speed: Immobile	
Weapons: 2 multi-meltas		Special Options:		Vehicle Category: Heavy Support	
				Structure Points: N/A	
The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications. It can be equipped with a variety of weapons.					

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Imperial Rapier	90	10	10	10	4
Type: Immobile		Size: Normal		Speed: Immobile	
Weapons: Gatling lascannon		Special Options:		Vehicle Category: Heavy Support	
				Structure Points: N/A	
Rapier is the common name for a variety of small tracked engines mounting multiple lasers designed to all focus together as a single strike. Known primarily as a tank-killer, the high power beam also have give it a reputation for making sure that any enemy hit stays very, very dead!					

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Imperial Thudd Gun	70	10	10	10	4
Type: Immobile		Size: Normal		Speed: Immobile	
Weapons: Gatling mortar		Special Options:		Vehicle Category: Heavy Support	
				Structure Points: N/A	
Thudd Guns resemble Rapiers in many respects, but instead of tank-killing lasers Thudd Guns are armed with multiple short-barreled cannons designed to lay down a salvo of explosive anti-personnel shells.					

IMPERIAL GUARD

Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	A
Imperial Guard Sentinel	55	3	3	4	10 10 10	3	1
Type: Walker		Size: Normal			Speed: Normal		
Weapons: Auto-cannon		Special Options:			Vehicle Category: Heavy Support		
					Structure Points: N/A		
The Sentinel is a light vehicle used for reconnaissance and as flankers and roving pickets. They rely on their speed and maneuverability even through difficult terrain instead of heavy armour for protection.							

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Imperial Guard Land Speeder	see below	10	10	10	3
Type: Skimmer, Open-topped		Size: Small		Speed: Fast	
Weapons: Choose one set: Plasma cannon and bolter (87 pts) Multi-melta and meltagun (95 pts)		Special Options: Open-Topped, Skimmer		Vehicle Category: Fast Attack	
				Structure Points: N/A	
The Land Speeder is a light vehicle used by Imperial armies in much the same role as the Orgus Flyer. In many ways, it is simply the successor to the Orgus, having been designed with superior anti-grav technology, weaponry, and engines.					

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Imperial Guard Sand Crawler	176	13	12	10	4
Type: Tunneller		Size: Normal		Speed: Normal	
Weapons: 2 autocannons		Special Options: Tunneller, Targeter, Transports 11 models		Vehicle Category: Heavy Support	
				Structure Points: N/A	
Some Imperial Guard regiments have been known to employ the use of small tunnellers to strike at their opponents from within their own ranks. For this purpose the Sand Crawler was created. Its job is simple: tunnel up under the opposing army, burst up into their lines, and unload its cargo of troops, supporting them with its two autocannons.					

Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	A
Imperial Guard Stegatank	123	3	4	4	13 12 10	3	1
Type: Walker		Size: Normal			Speed: Normal		
Weapons: Twin-linked lascannon		Special Options: Targeter			Vehicle Category: Heavy Support		
					Structure Points: N/A		
The Imperial Guard Stegatank is, in effect, a heavy version of the popular Imperial Guard Sentinel. Rather than relying on speed and maneuvering, the Stegatank relies on its heavy armour and weaponry to achieve its objectives.							

CHAOS SPACE MARINES

Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	A
Chaos Dreadnought	130	4	4	5 (10)	12 12 10	4	2
Type: Walker		Size: Normal			Speed: Normal		
Weapons: Dreadnought close combat weapon and plasma cannon.		Special Options:			Vehicle Category: Heavy Support		
					Structure Points: N/A		
<p>When a Space Marine hero dies in battle, he is not always laid to rest in the Chapter's fortress-monastery. Sometimes there is enough of the Marine's life essence left to hook him up to an ancient robotic shell in which he can continue to fight for the Emperor. Chaos Dreadnoughts are the heroes of the Chaos Legions. Often these 'heroes' are driven mad with time, and their sarcophagus must be removed from the Dreadnought between battles.</p>							

Name	Points/Model	WS	BS	S	Armor: Front Side Rear	I	A
Chaos Blood Slaughterer	109	4	4	5 (10)	11 11 10	4	3
Type: Walker		Size: Normal			Speed: Normal		
Weapons: Two bolters, two Dreadnought close combat weapons		Special Options:			Vehicle Category: Heavy Support		
					Structure Points: N/A		
<p>Amongst the Greatest of Khorne's Weapons are the Daemon Engines. Daemon Engines are literally Daemonic machine creatures made of iron and brass, covered with heavy armour of black steel, and marked with the brass runes of Khorne. They are deadly hulking monstrosities, bristling with weapons. The Blood Slaughterer is a deadly opponent as it hurtles across the battlefield on its iron bound wheels, spraying death from the heavy bolters mounted in its chest, or tearing its enemies apart with its axe and whip in hand to hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed.</p>							

ORKS

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Ork Battlewagon	66	12	11	10	2
Type: Open-topped, Tank		Size: Normal		Speed: Fast	
Weapons: None		Special Options: Open-Topped, Souped-up Engines, Transports 11 Orks		Vehicle Category: Heavy Support/Transport	
				Structure Points: N/A	
<p>Orks use battlewagons for transport whether they are in the middle of a battle or not. Battlewagons are crudely constructed vehicles designed simply to carry Orks from one point to another. They are often owned by a Nob or a Warboss. Decorations and trophies are present on any Ork battlewagon, and increase in size and number as an Ork rises through the ranks.</p>					

Blood Angels Captain Tycho

Unusually for a Special Character, it is written that Brother Captain Tycho died during the final battle at Tempestora Hive. If you want to include the rules for this super-hard version of the Blood Angels character, here are the rules:

Brother Captain Tycho at Tempestora Hive										
	Points	WS	BS	S	T	W	I	A	LD	Save
Tycho	120	5	5	4	4	2	5	3	9	2+

In order to use Tycho at Tempestora Hive, you must select Tycho as an HQ choice without any Honour Guard and with no alterations to the wargear specified below.

You must also include a Chaplain. Tycho will fight as one of the Death Company and does not follow any of the independent character rules. Opponents may of course designate him as the target for melee attacks subject to the normal rules.

Wargear: Combi-bolter-melta, artificer armour, bolt pistol, frag and krak grenades, bionics, purity seals and digi-lasers. These items are described in Codex Space Marines and Blood Angels.

SPECIAL RULES

Embittered: If Tycho has joined the Death Company, they are subject to the Black Rage every turn. They still roll the distance moved however.

Hates Orks: In hand-to-hand combat, Tycho hits Orks on a 3+ regardless of WS.

The Red Thirst: If a Death Company contains Captain Tycho then it must move directly toward the nearest enemy as fast as possible and must make an assault if it can do so. This applies even if a Chaplain or Sanguinary High Priest leads the Death Company.

Fearless: As with other Death Company, Tycho automatically passes any Leadership test he is required to make and ignores effects that would make him fall back automatically.

Ignore Injury: Whenever Tycho loses a wound he has a 4+ save. This does not apply when shot by weapons of STR 8 or more (which would kill him outright) or struck in melee by attacks which negate armour saves.

Transport: A Death Company including Tycho may not use jump packs and must be mounted in a Rhino. If there are more than 10 Death Company (including the Chaplain and Tycho) then they may not use the Rhino and must march into battle on foot instead

IMPERIAL GUARD ARMORED COMPANY PREVIEW ARMY LIST

The Imperial Guard is a huge and widely diverse organization that includes a large number of very specialized formations. Although the ubiquitous Imperial Guard Infantry

Company is far and away the most common Company sized unit used by the Guard equally as important, though considerably less common, are Imperial Guard Armored Companies.

An Armored Company consists almost exclusively of armored vehicles, with the only infantry contingent coming in the form of Armored Fist squads whose Chimeras can keep up with the other vehicles in the formation. A typical Armored Company can have anywhere from 12 to 24 vehicles, most of which will be Leman Russ battle tanks of one form or another. Attacking as a single force, this many tanks can batter their way through most opposition.

Armored Companies are very specialized, and this combined with the difficulty of raising and maintaining an Armored Company means that they are only used for the most important duties. They are used to spearhead attacks, to exploit a break-through, or to act as a mobile reserve that can be used to counter-attack and blunt an enemy offensive. If the infantry of the Imperial Guard are the anvil against which the enemies of the Imperium are crushed, then the Armored Companies are the hammer which is used to deliver crushing blows that batter the enemy into submission. Imperial Guard Armored Companies are thus a vital part of any Imperial Guard army group.

ARMORED SPEARHEAD

Armored Companies are used to spearhead attacks and undertake important missions. When not on such missions they will be kept in reserve behind the main line. It is extremely rare for them to be used to hold sectors of the front line or undertake Standard missions, and they are completely unsuited to Raid missions. Therefore, the normal rules for picking missions and deciding who is the attacker do not normally apply to games that include an Armored Company on either side.

In games that include an Armored Company both sides always use the standard force organization, and the actual mission to be played is determined by rolling on the Armored Company Mission table below. Players preferring to make things simpler can simply choose the mission instead of rolling randomly.

The Armored Company will always be the attacker, even against Dark Eldar, unless the mission table says otherwise. **IMPORTANT:** If both sides are fielding Armored Companies then the new 'Tank Armageddon' mission included with this list must be used; there is no need to roll on the Mission table.

ARMORED COMPANY MISSION TABLE

1. Roll again:
 - 1 Sabotage (Armored Co. Must defend)
 - 2 Ambush (Armored Co. Must defend)
 - 3 Strongpoint Attack (Armored Co. Must defend)
 - 4 Cleanse
 - 5 Night Fight
 - 6 Recon
2. Take and Hold
3. Bunker Assault
4. Rearguard
5. Breakout
6. Blitz or Armored Thrust
(roll off to see who decides)

***Designer's Note:** If you are playing large games with multiple detachments, as described on page 131 of the Warhammer 40,000 rules, then you can choose to either use the normal rules for picking missions, or treat the game as an armored engagement. If you decide to fight a normal battle then the normal rules for picking missions and choosing forces apply, while if you go for an armored engagement then you use the new rules presented here. As a rule of thumb, if 50% or more of the force for either side is made up of Armored Companies then the battle should be fought as an armored engagement.*

NEW SCENARIOS

The following two new scenarios can only be used if an Armored Company is fielded by one or both sides. For details of when to use the scenarios see above.

Tank Armageddon: Tank vs tank battle. Set up as for Patrol. Game lasts until one side is reduced to half or less its starting number of vehicles at the end of a turn. If both sides are broken in same turn then the game is a draw.

Armored Thrust: The Armored Company has broken through enemy lines and is rampaging about. Use the rules for the Blitz mission, except the attacker enters on his table edge on the first turn, and the Fortifications, Infiltrators, and Preliminary Bombardment rules are not used.

USING THE ARMY LISTS

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

The army lists are used in conjunction with the standard force organization art. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose units you need to look in the relevant section of the list and decide

which unit you want and how many models will be in the unit. The entry will also tell you what types of vehicle can be chosen for the unit from the vehicle inventory. Refer to the inventory to find the vehicle and any want for it. Remember, you can't field models equipped with weapons or upgrades not shown on the model.

The total points cost for the unit is equal the points noted for the unit in the my list, plus the points noted for the vehicle and any upgrades you've taken the inventory. Subtract this total from your army's total points, and then go back and make another choice. Continue do this until you have spent all of your points. Then get ready to rumble!

VERY IMPORTANT NOTE. *Most of the entries in the army list section include profiles and weapons for a vehicle's crew. From these the only really important elements for 99.9% of the time will be the points cost and the Ballistic Skill (BS). The points cost (if any) is added to the cost of the vehicle the crew are manning, while the BS is used to fire any of the vehicle's weapons. We've included the rest of the details in case the crew manage to escape from a vehicle with the 'crew escape mechanism' upgrade (see the vehicle upgrades rule in the Armory). Note that vehicle crew may not use any weapons or wargear while they are in their vehicle!*

ARMY LIST ENTRIES

Each army list entry consists of the following:

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

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

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

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

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

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

VEHICLE INVENTORY ENTRIES

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

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

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

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

Weapons: The vehicle's standard weapons.

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

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

FORGE WORLD RESIN MODELS

I've allowed the option in the army lists of using some of the resin models presently produced by Forge World. All references to Forge World's Imperial Armor vehicles are in italics to help you spot them easily. The vehicles included in this list are the Salamander Scout Vehicle, Leman Russ Conqueror and Destroyer Tank Hunter. Any Forge World vehicles not included in this list can be added by using the guidelines in the Vehicle Design Rules article from White Dwarf 251 or in the Imperial Armor book.

SPECIAL RULES

Designer's Note: *In games where the following Lucky Glancing Hits and Infantry Support rules are used, they apply to both sides, so make sure that your opponent is aware of it at the start of the game. If you don't let your opponent know before he sets up, then the rules apply to you but not to him!*

Lucky Glancing Hits: Even the most heavily armored vehicle has certain locations which are especially vulnerable. For example, most vehicles have vision slits through which a shot could pass, and often crewmen will open a hatch to look out, which will leave them exposed to enemy fire. Turreted tanks are at risk to shots which hit the 'turret ring, where the turret is joined to the hull, and which can leave the turret jammed in place and unable to move. And of course most vehicles are vulnerable to a lucky shot that strikes their fragile tracks, wheels or thrusters and leaves the vehicle immobilized.

The chance of a shot striking such a location is very remote, and so in the normal Warhammer 40,000 rules such things are ignored. However, when a large number of vehicles are being used in a game, and, in particular in situations where a large number of models

are armed with weapons which simply can't do any damage to a vehicle (Imperial Guard armed with lasguns, for example), then it's important that such things as 'lucky hits' are covered.

Because of this, in games where an Armored Company army is used, the following Lucky Glancing Hits rule must be used. Lucky hits are only used for weapons that don't have any chance of scoring even a glancing hit on the vehicle's available facing (a lasgun shooting at a Rhino, for example). They can't be scored by weapons that roll more than one D6 for Armor Penetration, or by weapons that re-roll the Armor Penetration dice (which don't really need the help anyway!).

Roll to hit for the weapon anyway; a lucky hit occurs on a to hit roll of 6. When a lucky hit occurs, roll the D6 again. If the second roll is also a 6 then a Glancing Hit is scored - the shot has struck a vulnerable point on the vehicle. On any other roll the shot glances off and has no effect.

If a lucky glancing hit is scored, roll on the glancing hit table as normal. However, if the roll is higher than the weapon's Strength, count the hit as causing a 'Crew Shaken' result instead of what is rolled.

Example: *A Chimera is heading toward a group of four Space Marines armed with bolters. Normally the S4 bolters of the Space Marines couldn't penetrate the Chimera's front armor of 12, but with the Lucky Hit rule there is a chance of inflicting some damage, so the Space Marines blaze away at the vehicle. The Space Marines roll to hit, and get 2, 4, 6 and 6. The 2 and the 4 are ignored, but the 6s have a chance of scoring a lucky glancing hit. The Space Marine player rolls the D6s again and gets a 3 and a 6! The 3 does no damage, but the 6 causes a lucky glancing hit. The Space Marine player rolls on the glancing hit table and scores yet another 6. However, the maximum score allowed is equal to the bolter's Strength of 4, so the roll inflicts a 'Crew Shaken' result rather than destroying the vehicle.*

Lucky glancing hits do apply to hits inflicted in close combat. However, hand-to-hand attacks that get a lucky glancing hit use whatever result is rolled on the dice and don't count rolls higher than the attacker's Strength as a crew shaken result. This represents the vulnerability of a vehicle to a well-placed hand-to-hand attack.

Armored Company Morale: In the standard Warhammer 40,000 rules vehicles are immune to the Morale rules that affect infantry.

This reflects the added confidence that being in a vehicle bestows on a vehicle crew. This said, the crew of a vehicle are not completely immune to the effects of morale, especially if the formation they are fighting as a part of is suffering heavy casualties and the comm-net is echoing to the cries of dead and dying comrades. To reflect this, and to stop Armored Companies from having too much of an advantage over armies that are subject to morale, the following special rules apply to Armored Company armies.

Once 50% of the vehicles in an Armored Company have been destroyed and/or immobilized, then vehicles from the company may only move if the move they make is directly towards the **player's** table edge, or to the base line where the unit deployed/ entered the table if it came on at a different place. If there is no such table edge then decide randomly which table edge must be used for the army. Note that, unlike troops that have been forced to fall back, the vehicles don't have to move, but if they do they must move towards their own side's table edge.

Note: These rules only apply to vehicles in the army. Thus any infantry that are lost are not counted for the purposes of calculating 50% destroyed (though their transport vehicles would be), and by the same token any dismounted infantry may continue to advance on the enemy even if the vehicles in the army have stopped doing so. On the other hand the infantry *will* be affected by the normal Morale rules.

Infantry Support: Although tank commanders would like to think otherwise, tanks require the support of infantry if they are to operate effectively. This is especially true in areas that have plenty of terrain for infantry to hide in. While as a player you can see those enemy infantry that are hiding amongst the trees don't have any effective weapons to use against, this is not true of a tank commander; enclosed within his steel shell, only able to see out through vision slits and periscopes, and surrounded by a cacophony of noise from the vehicle's engine and weapons, he has very little idea of just what is lurking nearby. Because of this vehicle crew are very wary of approaching close to enemy infantry that are in cover unless they have the support of some of their own infantry to act as their 'eyes and ears'.

To reflect this, vehicles will only approach within 12" of enemy infantry that are in cover if there are dismounted infantry from their own side within 6" of the vehicle when it starts its move. What's more, a vehicle that starts a move within 12" of enemy infantry in cover may not finish a move any closer to them unless it has friendly dismounted infantry within 6". Note that the restrictions apply at the end of the vehicle's move, so it is possible to make a 'high speed dash' past blocking groups of enemy infantry, as long as the restrictions noted above are met at the end of the move. These rules do not apply to open-topped vehicles.

IMPERIAL GUARD ARMORY

A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armory. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found on pages 8-9 of the Codex:Imperial Guard.

SINGLE HANDED WEAPONS		WARGEAR	
Bolt pistol	3 pts	Bionics	5 pts
Close combat weapon	1 pt	Carapace armor	5 pts
Hellpistol	2 pts	Frag grenades	1 pt
Laspistol	1 pt	Holy relic (Commissars only, n more than one per army)	30 pts
Plasma pistol	10 pts	Krak grenades	2 pts
Power fist*	15 pts	Master-crafted weapon*	15 pts
Power weapon*	10 pts	Melta bombs	5 pts
TWO-HANDED WEAPONS		Refractor field*	15 pts
Bolter	2 pts	Scanner	2 pts
Combi-weapons*		Targeter	1 pts
Bolter-flamer	10 pts	Trademark item	5 pts
Bolter-grenade launcher	10 pts		
Bolter-meltagun	15 pts		
Bolter-plasmagun	15 pts		
Lasgun	1 pt		
Shotgun	1 pt		
Storm bolter	5 pts		

**Officers & Commissars only.*

VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armored crew compartment	20 pts
Camo netting	1 pts
Crew escape mechanism	10 pts
Extra armor	5 pts
Hunter-killer missile	10 pts
Improved comms (One vehicle only)	20 pts
Mine sweeper	5 pts
Pintle-mounted storm bolter	10 pts
Rough terrain modification	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards	10 pts

IMPERIAL GUARD ARMORED COMPANY SUMMARY

	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
Company Commander	4	4	3	3	2	4	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+
Gaurdsman	3	3	3	3	1	3	1	7	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+
Vet. Storm Trooper Sgt.	3	4	3	3	1	3	2	8	4+

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

<u>ORDNANCE</u>	<u>Range</u>	<u>Strength</u>	<u>AP</u>	<u>Type</u>
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon*	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Griffon Mortar	G12-48"	6	4	Ordnance 1/Blast
Laser Destroyer	72"	9	2	Heavy 1/Blast

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

<u>Ranged Weapons</u>	<u>Range</u>	<u>Str.</u>	<u>AP</u>	<u>Type</u>
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellpistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Inferno cannon	Template	6	4	Heavy 1*
Lasgun/Autogun	24"	3	-	Rapid fire
Laspistol/Autopistol	12"	3	-	Pistol
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*

Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1/Blast*
Plasma gun	24"	7	2	Rapid fire*
Plasma pistol	12"	7	2	Pistol*
Shotgun	12"	3	-	Assault 2
Storm bolter	24"	4	5	Assault 2

**These weapons have additional special rules. See the Weapons section in the Warhammer 40,000 rulebook for more details*

ARMORED COMPANY ARMY LIST

HEADQUARTERS

Company Commander 50 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Commander	50	4	4	3	3	2	4	2	8	5+

Unit Size: One vehicle.

Weapons: Laspistol.

Options: The Company Commander must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Vanquisher*, *Leman Russ Exterminator*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*. The Company Commander may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

SPECIAL RULES

Comm-Link. The Company Commander's vehicle always comes with the 'improved comms' upgrade at no additional points cost. In addition, another vehicle in the company may be given a comm-link as a vehicle upgrade.

0 - 1 Commissar Tank 40 points + vehicle

	Points/model	M	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	40	4	4	3	3	3	2	4	3	10	5+

Unit Size: One vehicle.

Weapons: Laspistol and close combat weapon.

Options: The Commissar must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Commissar may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

SPECIAL RULES

No Retreat, No Surrender: As long as the Commissar's vehicle has not been destroyed then the Company can ignore the effects of losing 50% of its vehicles as described in the *Morale* rules in the special rules section. This rule only applies if the Commissar can see at least five enemy models or one enemy vehicle at the time that the Company is reduced to 50% of its vehicles (this restriction is included to discourage players from hiding their Commissar at the back of the battlefield in a cowardly and most un-Commissar-like fashion!).

ELITES

Tank Ace 25 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Ace	25	3	4	3	3	1	3	1	8	5+

Unit Size: One vehicle.

Weapons: Laspistol or lasgun.

Options: The Tank Ace must be mounted in one of the following vehicles bought at a additional cost from the vehicle inventory: *Leman Russ*, *Leman Russ Exterminator*, *Leman Russ Vanquisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*. The Tank Ace may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

SPECIAL RULES

Veterans: Roll once on the *Vehicle Battle Honors* table, p 163 of the *Warhammer 40, 000* rulebook.

Storm Troopers 12 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	12	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	22	3	4	3	3	1	3	2	8	4+

Unit Size: The squad consists of one Veteran Sergeant and nine Storm Troopers.

Weapons: Hellgun and frag grenades. Any model may exchange his hellgun for a hellpistol and close combat weapon at no extra cost. All models have carapace armor and targeters (see the Wargear section in Codex: Imperial Guard for details).

Options: Up to two models may each be armed with one of the following: flamer at +5 pts; meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at +10 pts. The squad may be equipped with Krak grenades for an additional +20 pts. One model may carry a comm-link at +5 pts.

Character: The Veteran Sergeant may take additional equipment from the Armored Company Armory.

Transport: Unless using one of the special rules below the squad must be mounted in a Chimera bought at an additional points cost from the vehicle inventory.

SPECIAL RULES

Infiltrators: Storm Troopers are trained to work their way into a forward position on the battlefield. This means that they may set up using the Infiltrators rule, but only if the mission allows for Infiltrators to be used. If not then they must set up as normal. Storm Troopers that have a Chimera may not infiltrate.

Deep Strike: Storm Troopers are sometimes deployed using para-gliders or grav-chutes. To represent this, up to one Storm Trooper unit may deploy using the Deep Strike rules if the mission allows for them to be used. Storm Troopers that have a Chimera may not Deep Strike.

TROOPS

Tank Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	-	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol or Lasgun.

Options: The Tank Squadron must be mounted in one of the vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher. All of the vehicles in the squadron must be of the same type but may have different upgrades.

SPECIAL RULES

Squadron Formation: Tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

0 - 2 Armored Fist Platoon

1 Command Section at 35 points

1-3 Armored Fist squads at 60 points

0-2 Heavy Weapon squads at 35 points

	Points/model	WS	BS	S	T	VV	I	A	Ld	Sv
Lieutenant	-	3	3	3	3	1	3	1	8	5+
Guardsmen	-	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	-	3	3	3	3	1	3	2	8	5+
Commissar	-	3	4	4	3	2	4	3	10	5+

Unit Size: The Command Section consists of 1 Lieutenant and 4 Imperial Guardsmen, plus a Chimera bought at additional cost from the vehicle inventory.

Weapons: The Lieutenant is armed with a lasgun and sword. The Guardsmen are armed with lasguns.

Options: Up to two models may be armed with one of the following: a flamer at +3 pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at + 12 pts.

Two of the Guardsmen may be formed into a weapons team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10 pts; mortar at +10 pts.

One model may be given a comm-link at +5 pts.

The command section may be equipped with frag grenades for an additional 1 point per model.

Character: The Lieutenant may be given additional equipment from the Imperial Guard Armored Company Armory.

Commissar: The Command Section may include a Commissar armed with a laspistol and sword at +40 points. The special rules for Commissars in the Codex: Imperial Guard apply to him. He may be given additional equipment from the Imperial Guard Armored Company Armory.

Veteran Sergeant: One Guardsman may be upgraded to a Veteran Sergeant at +10 pts. He may be given additional equipment from the Imperial Guard Armored Company Armory.

SPECIAL RULES

Leadership: Any Armored Fist squad within 12" of a Command Section may the Lieutenant's Leadership characteristic for all Leadership tests.

Armored Fist Squad 60 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	-	3	3	3	3	1	3	2	8	5+

Unit Size: The squad consists of 1 Sergeant and 9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with one of the following: flamer +3 pts; plasma gun at +5 pts; meltagun at +8 pts; grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapon team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10pts; mortar at +10 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armored Company Armory.

Heavy Weapon Squad 35 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+

Unit Size: The squad consists of six Imperial Guardsmen organized into three weapon teams, mounted in a Chimera bought at an additional cost from the vehicle inventory.

Weapons: Each of the weapon teams must be armed with one of the following heavy weapons each: autocannon at +25 pts; missile launcher at +20 pts; lascannon at +30 pts; heavy bolter at +15 pts. All six Guardsmen carry lasguns.

FAST ATTACK

Reconnaissance Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Recon Crew	-	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol & close combat weapon or lasgun.

Options: The Reconnaissance Squadron must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Chimera, Hellhound, *Salamander Scout Vehicle*. Different vehicles may be mixed in the same squadron, and vehicles may have different upgrades.

SPECIAL RULES

Squadron Formation: Reconnaissance squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 12" of each other after they have moved, rather than 2" as is normally the case.

Armored Fist Reconnaissance Patrol 6 points each

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	6	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

Unit Size: The squad consists of 1 Sergeant and 4-9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with one of the following: flamer +3 pts; plasma gun at +5 pts; meltagun at +8 pts; grenade launcher at +12 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armored Company Armory.

HEAVY SUPPORT

Support Tank Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	-	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol or lasgun.

Options: The Support Tank Squadron must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ Demolisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

SPECIAL RULES

Squadron Formation: Support tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

Artillery Battery cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Crew	-	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol or lasgun.

Options: The Artillery Battery must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Basilisk*, *Griffon*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

SPECIAL RULES

Battery Formation: Artillery Batteries operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

IMPERIAL GUARD ARMORED VEHICLE INVENTORY

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

BASILISK					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Basilisk	100	12	10	10	3

Type: Tank, open topped

Crew: Imperial Guard

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

It may also be equipped with any of the following: armored crew compartment, camo netting, extra armor, hunter-killer missile, improved comms,

pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

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

SPECIAL RULES

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

CHIMERA					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Chimera	70	12	10	10	3

Type: Tank

Crew: Imperial Guard

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

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

Transport Vehicle: A Chimera can carry up to twelve models (count Ogryns or models in Terminator armor as two models).

Independent characters that join a unit with a Chimera may also travel in it.

GRIFFON					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Griffon	75	12	10	10	3

Type: Tank, open topped

Crew: Imperial Guard

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

Options: A Griffon may have any of the following: armored crew compartment, camo netting, extra armor, hunter-killer missile, improved comms, pintlemounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

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

SPECIAL RULES

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

HELLHOUND					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Hellhound	70	12	10	10	3

Type: Tank

Crew: Imperial Guard

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

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

SPECIAL RULES

Inferno Cannon: Such is the ferocity of the Inferno Cannon that any squads who suffer casualties because of it must make an immediate fall back move as if they had failed a Morale test. The unit is not actually broken and does not have to regroup at the start of its next turn.

Move 'n'Shoot: A Hellhound that moves over 6" can shoot in the Shooting phase but only with its Inferno Cannon. If it moves over 6" it can only fire the cannon via a side or rear facing.

Fuel Tanks: The Hellhound's large fuel tanks make it very vulnerable to enemy attacks. All glancing hits are treated as penetrating hits instead.

SALAMANDER SCOUT VEHICLE					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Salamander	100	12	10	10	3

Type: Tank, open topped, fast

Crew: Imperial Guard

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

Options: A Salamander may have any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

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

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

DESTROYER TANK HUNTER					
	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Destroyer	160	14	12	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (see the Armored Company Summary at the start of this army list for statistics).

Options: A Destroyer may have any of the following: camo, netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS BATTLE TANK

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Battle Tank	140	14	12	10	3

Type: Tank

Crew: Imperial Guard

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

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

The Leman Russ may be equipped with any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS VANQUISHER

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Vanquisher	175	14	12	10	3

Type: Tank

Crew: Imperial Guard

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

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

The tank may be given any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

Vanquisher Battle Cannon: This cannon can fire special anti-tank (AT) shells. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a Strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crew's BS. If a hit is scored roll 2D6 for Armor Penetration and add the scores together.

LEMAN RUSS EXTERMINATOR

LEMAN RUSS EXTERMINATOR

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Exterminator	120	14	12	10	3

Type: Tank

Crew: Imperial Guard

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

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

It may be given the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS DEMOLISHER

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Demolisher	140	14	13	11	3

Type: Tank

Crew: Imperial Guard

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

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

It may be given the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS CONQUEROR

	<u>Points</u>	<u>Front Armour</u>	<u>Side Armour</u>	<u>Rear Armour</u>	<u>BS</u>
Conqueror	145	14	13	11	3

Type: Tank

Crew: Imperial Guard

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

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

The tank may be given any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

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

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

TRANSPORT VEHICLES IN WARHAMMER 40,000

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

But this wasn't enough, oh no! As the Chimera was at the very heart of the Steel Legion idea, we decided that it was time for a bit more realism. The way vehicles are handled in the main Warhammer 40,000 rules was by necessity kept simple, but now that the Codexes are out we have a far clearer idea of precisely which vehicles we are dealing with and what they ought to be able to do. The result of this was the detailed rules for the Chimera.

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

The rules were left optional, though, because it didn't seem sporting to make the Chimera the only transport vehicle to be affected in this way. Well, the time has come to extend this approach to the other enclosed transport vehicles. The rules detailed in this article cover all transport vehicles in the game and should be used in games where all the players involved are aware of them. It is generally good practice to take some time before starting a game to agree what the terrain effects will be and sort out any rules interpretations. The vehicle rules, along with any other Chapter Approved topics, can be sorted out then so there are no nasty surprises for anyone. Now the question you are probably asking is, "Why amend the way transports work?" Well, as mentioned earlier, with these rules you will find that the individual characteristics of different transport vehicles start to come through. Have a look at these examples:

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

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

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

GENERAL RULES CLARIFICATION

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

Partial embarkation:

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

Embarking after close combat:

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

Embarking while falling back:

Whilst Ork Speed Freeks can fall back to their vehicles and embark, this is not an ability shared by other transported troops. With the exception of Speed Freeks, units may not embark during a fall back move. If

and when they regroup then they may return to their vehicle.

Emergency Exit:

When a vehicle suffers a destroyed result and its passengers bail out they must use the access points specified for the vehicle. By way of clarification, when a vehicle explodes no further harm befalls the passengers beyond the normal risk described in the crew and

passenger note in the Damage Rolls section on page 87 of the Warhammer 40,000 rulebook.

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

Access Points:

Access points are those parts of the model that a unit has to be within 2" of to embark and can disembark within 2" of. Inevitably, conversions and customizations will make a difference on a model-to-model basis. If this is the case, then a brief discussion with your opponent before the game should prevent any problems arising.

Fire Points:

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

Notes:

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

DISEMBARKING FROM A WRECKED VEHICLE

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

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

CHOOSING TARGETS

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



ASSAULTING A VEHICLE

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

RHINO

Fire Points - 1	The Rhino has a large hatch in its hull roof which can be used by up to two passengers as a fire point. Unlike the Chimera this does not leave the Rhino open-topped as its passengers, whether they are Marines or Sisters of Battle, wear power armor.
Access Points - 3	The Rhino has two side hatches and a rear ramp, any of which can be used as access points by the passengers.
Notes	The Rhino is the most ubiquitous military vehicle in the Imperium and is renowned for its reliability and ease of maintenance. If a Rhino is immobilized, then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase and on a 6 the vehicle is free to move. It doesn't matter how immobilization occurs - enemy fire, difficult ground or supercharged engine

	<p>failure - in all cases the problem may be something easily fixed.</p> <p>If Orks select the Rhino as a looted vehicle, they can utilize it in much the same way as described above. Passengers may not include any mega-armored Orks though, and use of the top hatch as a fire point will qualify the vehicle as open-topped.</p>
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RAZORBACK	
Fire Points - 0	Most Chapters regard the Razorback as a compromise, accepting some loss of passenger capacity compared to the Rhino in return for greatly improved firepower. The hatch in the hull roof of the Rhino is therefore replaced by the turret housing, leaving no fire points for the passengers. The turret provides superior fire support for the squad and can optionally be augmented with a pintle-mounted storm bolter.
Access Points - 3	The Razorback has two side hatches and a rear ramp, any of which can be used as access points by the passengers.
Notes	A Razorback looted by Orks cannot transport Nobs in mega-armor.

FALCON	
Fire Points - 0	The Falcon is a far more sophisticated vehicle than anything possessed by the Imperium. It has the ability to operate at high altitude and maneuver at dizzying speeds. The Falcon's passenger compartment is a sealed, pressurized environment from which the passengers can observe events outside the hull from a range of monitors. Such a vehicle has no place for crude hatches or firing slits so passengers may not fire while embarked.
Access Points - 1	Passenger access is limited to the rear ramp.

WAVE SERPENT	
Fire Points - 0	Like the Falcon, the Wave Serpent has much in common with an aircraft, and no fire points are provided for passengers.
Access Points - 1	Passenger access is limited to the rear ramp.

CHIMERA	
Fire Points - 2	The Chimera is fitted with six hull lasguns for the express use of the passengers. Up to six passengers can use the hull lasguns provided. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from, then the Chimera counts as being an open-topped vehicle for the rest of that turn and all of the opponent's subsequent turn.
Access Points - 1	Units being transported enter and exit via the access ramp at the back of the hull.
Notes	Chimeras are amphibious vehicles and treat water features such as rivers, streams, lakes or seas as clear terrain when they move.

IMMOLATOR	
Fire Points - 1	The Immolator is similar in principle to the Razorback, except that its roof hatch is not compromised by the fittings for the Inferno Cannon. Up to two passengers can stand up in the top hatch and fire while embarked. The weapons fired may not draw a line of sight through the Inferno cannon, however.
Access Points - 3	The Immolator has two side hatches and a rear ramp, any of which can be used as access points by the passengers.
Notes	Like the Imperial Guard Hellhound, the Immolator contains inflammable materials. Unlike the Hellhound these are entirely stowed within the hull. If, however, the top hatch is being used as a firing position, then it exposes the interior of the vehicle and risks the fuel ammo being ignited. The vehicle counts as being open-topped for the remainder of the current turn and the whole of the following enemy turn even though the passengers are wearing power armor.

LAND RAIDER	
Fire Points - 0	The Land Raider represents the pinnacle of armored vehicle technology in the Imperium. As such, the measure of protection provided by its massively armored hull cannot be compromised by extraneous hatches and firing ports. The top hatches are for the use of the Land Raider's crew and cannot be used by passengers as firing ports.
Access Points - 3	The Land Raider has a large frontal access ramp and a hatch on each side of the hull, any of which may be used to embark or disembark.
Notes	<p>There are two special features of the Land Raider (including the Land Raider Crusader) that are made possible by the resolute and implacable Machine Spirit.</p> <p>Fire Control - The Space Marine gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire (if, of course, it is not already firing all of them!). This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS 2. If the crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.</p> <p>Deus Ex Machina - If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forward (yes, this means in a straight line) up to its maximum move.</p> <p>The Land Raider Is fully submersible to 36.57m. This does not mean that it won't throw a track on a reef or get bogged down in a river bed, so they are immobilized as normal by difficult terrain.</p> <p>Occasionally, a Land Raider is fielded by the Orks as a looted vehicle. Generally the same rules apply. However, the Land Raider's transport capacity is limited to 5 Mega-Armored Orks or 10 others. The Machine Spirit rules are not used for looted Land Raiders, as the Orks cannot safely approach the Land Raider until the Machine Spirit has been disabled.</p> <p>Chaos Land Raiders use the Machine Spirit rules, although they replace the Machine Spirit with something altogether more malign</p>

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

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

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