

Fly Lords of Terra Present

LORDS of BATTLE

Warmachines and Monstrosities
of the 40th Millennium



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Dedicated to Jervis Johnson, the father of Epic

v 2.0

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"Despise infantry if you must. Crush them underfoot, by all means. But do not ignore them. Battlefields are littered with the wreckage of Titans whose crews ignored infantry."

-Grand Master Ferromort, Ordo Sinister, Diviso Militaris

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

-Lufgt Huron, The Tyrant of Badab

INTRODUCTION

Welcome friend, to an index of ancient lore. Find herein the legends of the battlefield; war-machines and monstrosities to both quicken the pulse and chill the soul. Welcome to the Lords of Battle.

FROM THE AUTHOR

Welcome to what we hope is an exciting and fun-filled Warhammer 40,000 supplement. With the arrival of Apocalypse, Warhammer 40,000 has entered a new era. The player community has been given a template for fun narrative games that are both monumental in size and enjoyment. No longer shackled to the competitive tournament model, players have been given a toolbox for the creation of new units both large and small in the form of Apocalypse Datasheets.

This supplement is not a comprehensive reference, but a travel guide through some of our favorite old models from Epic. It is intended to get your creative juices flowing and to allow a set of enthusiast gamers and modelers a chance to dive into games with a host of exotic but very familiar units.

It has been a labor of love and I sincerely hope you have a great time playing using these new toys.

-bigred

LORDS OF BATTLE

Lords of Battle is for that special nut in all of us. the little spark that wants even bigger apocalypse games, with even larger and more deadly toys to throw at our foes. It is a supplement meant for all those who look back on Epic with fond memories and have always wanted to bring some of those old warmachines and monsters into our current 40k games.

The wait is over. The warmachines are here. Enjoy!

HOW THIS CAMPAIGN BOOK WORKS

This book is split into three main sections that deal with using the Lords of Battle in your games.

Datasheet Index: This section goes over the various new units for use in Apocalypse. It is separated by race.

Heroes and Villians: This section covers a small samplind og special characters you can use to further customize your Lords of Battle.

Special Missions: This section covers a small set of sample Apocalypse games designed to highlight the units presented in this book. It is provided as a starting point to get your creative juices going.



THE IMPERIUM



"The Orders of the Adeptus
Titanicus are the iron fist of the
Emperor's rule. A velvet glove
would serve no purpose. ."

Grand Master Augrim, Divisio Militaris, Order of
the Imperial Eagles

LEVIATHAN REGIMENTAL HQ

POINTS: 1400

The Leviathan Regimental HQ is a Praetorian-class vehicle, the largest types under direct command of the Imperial Guard. Fabricated by the Mechanicus, Leviathans are provided to the Guard to fill the need for a well protected mobile headquarters vehicle for an entire IG army. Leviathans are normally kept far behind the front lines and are fitted with a dazzling array of sensors, communications gear and battle-field display equipment.

In the thick of a difficult campaign Imperial Guard Generals may bring up their Leviathan to the front lines to help attain key battlefield objectives. The vehicle is a behemoth; slow, but incredibly armored and protected with a bank of void-shields. Leviathans do not have the pure offensive power of battle-titans, but are fitted with a larger set of small weapons to rapidly engage multiple threats. Their primary offensive weapon is the Doomsday Cannon, a titan-class high calibre cannon that can blast aside any opposition. Secondly, the Leviathan is a transport with the capacity to hold an entire Guard platoon, usually the General Staff's bodyguard detail.

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	14	13

UNIT: 1 Leviathan

TYPE: Super-heavy tank

STRUCTURE POINTS: 5

VOID SHIELDS: 4

TRANSPORT: 50

ACCESS POINTS: One rear hatch (counts as 3 access points)

FIRE PORTS: 10 left, 10 right, 5 rear

WEAPONS AND EQUIPMENT:

- Hull-mounted doomsday cannon
- Turreted battle cannon;
- 6 Sponsons, each with
 - one twin-linked lascannon
- 8 Sponsons, each with
 - one twin-linked heavy bolter

Doomsday Cannon

Turreted Battle Cannon

Observation Deck

Bridge

Rear Access Ramp

Twin-linked Las-cannons (3 per side)

Twin-linked Heavy bolters (4 per side)

Model by Thomas McBride

Transport Rules:

- Imperial Guard infantry, cavalry and Sentinels only.

Occupant Spaces:

- Infantry: 1
- Cavalry, ogryns: 2
- Sentinels: 5



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Doomsday Cannon*	96"	9	2	Ordinance 1, 10" blast Primary Weapon
Battle Cannon	72"	8	3	Ordinance 1, 5" blast
Las-cannon	48"	9	2	Heavy 1
Heavy bolter	36"	5	4	Heavy 3

* The Doomsday Cannon removes terrain under the template on a D6 roll of 4+.

SPECIAL RULES:

•**Regimental HQ:** Leviathans are the mobile high command centres for an entire Imperial Guard army. They are bristling with advanced sensors, communications gear, and are at the center of both strategic and tactical command of their forces. The following strategic assets apply to friendly Imperial Guard forces:

- Careful Planning
- Supreme Headquarters (centered on the Leviathan)
- General Staff

OPTIONS:

•**Stygies Pattern:** Leviathans are often produced without the 8 heavy bolter sponsons. These vehicles cost 1250pts.

CAPITOL IMPERIALIS

POINTS: 1600

The Capitol Imperialis is the largest of the monumental Praetorian class vehicles under direct command of the Imperial Guard. Fabricated by the Mechanicus, Capitol Imperialis are provided to the Guard to fill the need for a well protected assault transport vehicle for an entire IG infantry or armored company. Extremely rare, and very difficult to transport, an Imperial Guard army will count itself lucky to even possess one in its order of battle. In the thick of a difficult campaign Imperial Guard Generals will order their Capitol Imperialis to spearhead critical assaults in key sectors.

Dwarfing the super-heavy Gorgon transport and even the mighty Leviathan, a Capitol Imperialis is almost unstoppable once moving. The vehicle is a colossus, slow, but incredibly armored, and protected with a large bank of void-shields. Leviathans do not have the pure offensive power of battle-titans, but are fitted with a large set of small weapons to rapidly engage multiple threats. Their primary offensive weapon is the Volcano Cannon, a titan-class laser that can suppress enemy super-heavies. Bristling with armoured fireports, a Capitol Imperialis will relentlessly roll towards its objective; its dozens of passengers blazing away at any threats surrounding it, akin to the sailing warships of ancient Terra.



Size Comparison

Front Access Ramp

Sponsons with Triple Plasma Cannon Mounts (per side)

Rear Access Ramp

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	14	13

TRANSPORT: 100 (see Transport Rules)

ACCESS POINTS:

- One rear ramp, (counts as 5 access points)
- One front ramp (counts as 2 access points; no vehicle embarking-disembarking allowed),

FIRE PORTS: 20 left, 20 right, 10 rear (transported vehicles may not fire)

WEAPONS AND EQUIPMENT:

- Turreted volcano cannon;
- 2 sponsons banks, each with three plasma cannons (counts as 6 weapons)

Transport Rules:

- Imperial Guard vehicles, infantry, and cavalry only.
- Super-heavies may not be carried

Occupant Spaces:

- Infantry: 1
- Cavalry, ogryns: 2
- Sentinels: 5
- IG Tanks: 10

note: infantry embarked in a transport (ex. chimera) still use up occupant spaces.

WEAPON	RANGE	STR	AP	SPECIAL
Volcano Cannon	240"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Plasma Cannon	36"	7	2	Heavy 1

SPECIAL RULES:

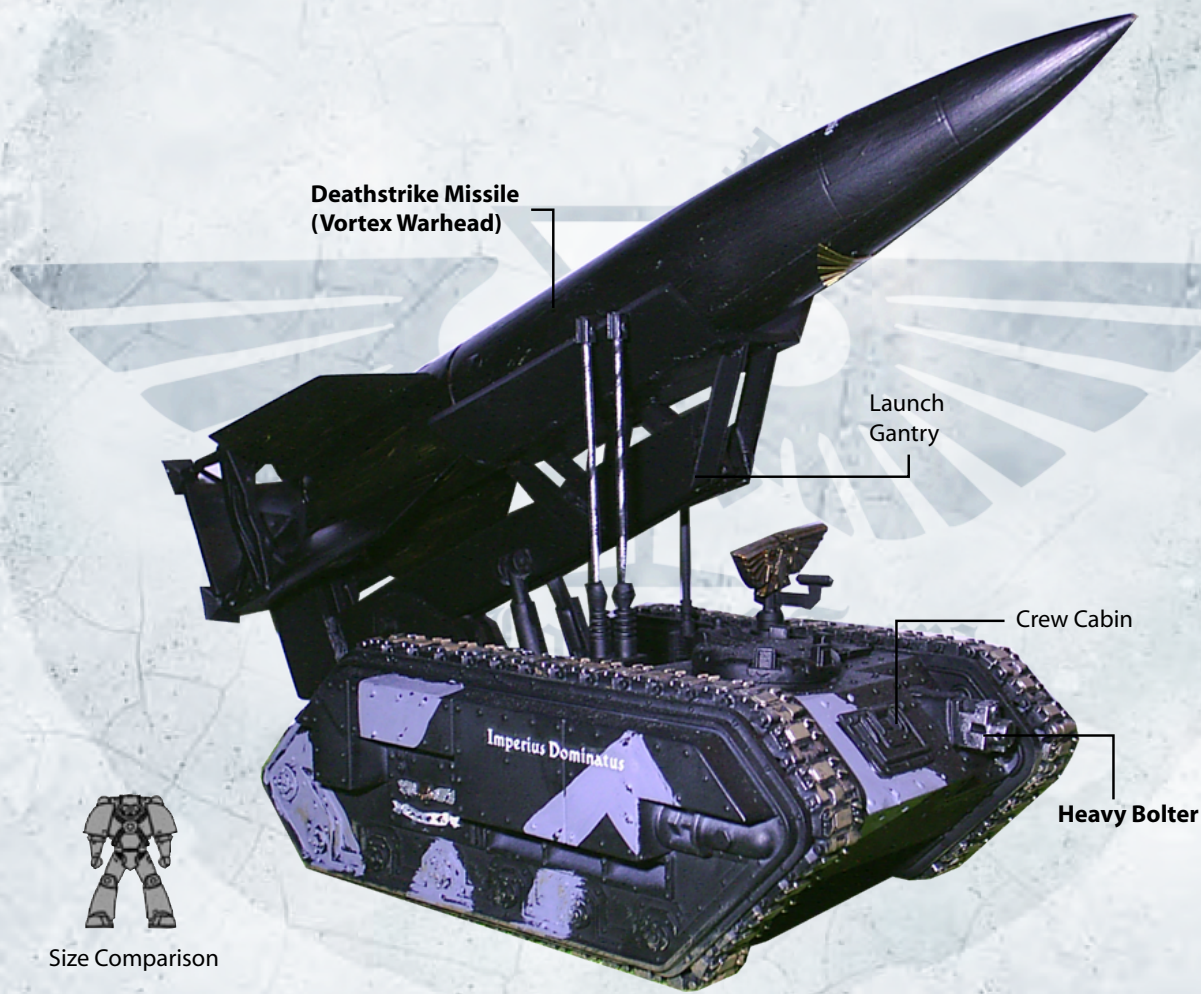
- Slow and Steady:** A Capitol Imperialis massive size and slow pace easily shrug off the effects of uneven terrain and incoming fire. The following rules apply:
 - It always counts as stationary for the purposes of occupants firing non-heavy weapons from its fireports.
 - It ignores Driver Stunned critical results.
 - It receives a 4+ save against all Drive Damaged critical results.
 - It treats all terrain less than 12" tall as clear.

DEATHSTRIKE MISSILE LAUNCHER

POINTS: 400

The Deathstrike Missile Launcher is an increasingly rare sight on the battlefield. These launch vehicles are based on the reliable Chimera chassis and each carry a single Deathstrike missile with a vortex warhead. These are true intercontinental ballistic missiles with a range of thousands of kilometers. As such, they are mostly used well away from the front lines and outside the range of enemy counterattack.

In times of dire need, the Deathstrike can be called forward to engage the enemy directly. Once the launcher is stationary, the missile is lifted up into a vertical firing position and launched. It will make a slow but steady ascent before plunging to annihilate its programmed target. In such close quarters, the enemy will often put forth every effort to bring down the missile before it rains destruction upon them.



Model by Thomas Grassl

ARMOUR				
BS	FRONT	SIDE	REAR	
3	12	10	10	

UNIT: 1 Deathstrike Launcher

TYPE: Tank

WEAPONS AND EQUIPMENT:

- 1 Deathstrike Missile;
- 1 Heavy bolter

*** This missile may be fired only once.** After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are not affected). Don't even think about taking any form of save; and the vortex isn't interested in your Adamantium Mantle, Synapse and other special rules either. Just remove them! Gargantuan Creatures are not removed, but automatically lose D6 wounds (no saves of any kind allowed). Super-Heavy Vehicles are not removed, but automatically lose D3 structure points.

WEAPON	RANGE	STR	AP	SPECIAL
Deathstrike Missile (vortex warhead)*	36"-unlimited	n/a	n/a	Ordnance 1, 10" Blast One-shot
Heavy Bolter	36"	5	4	Heavy 3

SPECIAL RULES:

Vertical Ascent: When the Deathstrike Missile is launched, it climbs in a pure vertical ascent, before plunging on its target. Place a missile marker on the launch vehicle. During the next enemy turn any *single enemy unit* may attempt to fire on the missile, counting it as a flyer in the position of the marker. The Deathstrike missile is an AV:10 vehicle and any glancing or penetrating hit will destroy it. If the missile survives, in the following firing player's turn it will strike any point on the table outside the minimum range and detonate (scattering normally as ordnance).

KNIGHT PALADIN

POINTS: 300

The Imperial Knight Paladin is one of the most common knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

The Knight Paladin is a balanced knight design, which is equipped with a mix of ranged and assault weapons. It is more common than the heavier Warden knights but is faster and deadlier in hand-to-hand combat. Using the skill of its single pilot and protected behind its void shield, a Knight Paladin will wade its way directly towards its foes, hitting them from afar with its rapid-firing battle cannon before moving in for the kill in bloody assault. When faced with the larger constructs of the enemy races, Knight Paladins will call for the larger support of its Titan Legion cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	13	12	11	2	1(3)

UNIT: 1 Knight Paladin

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:

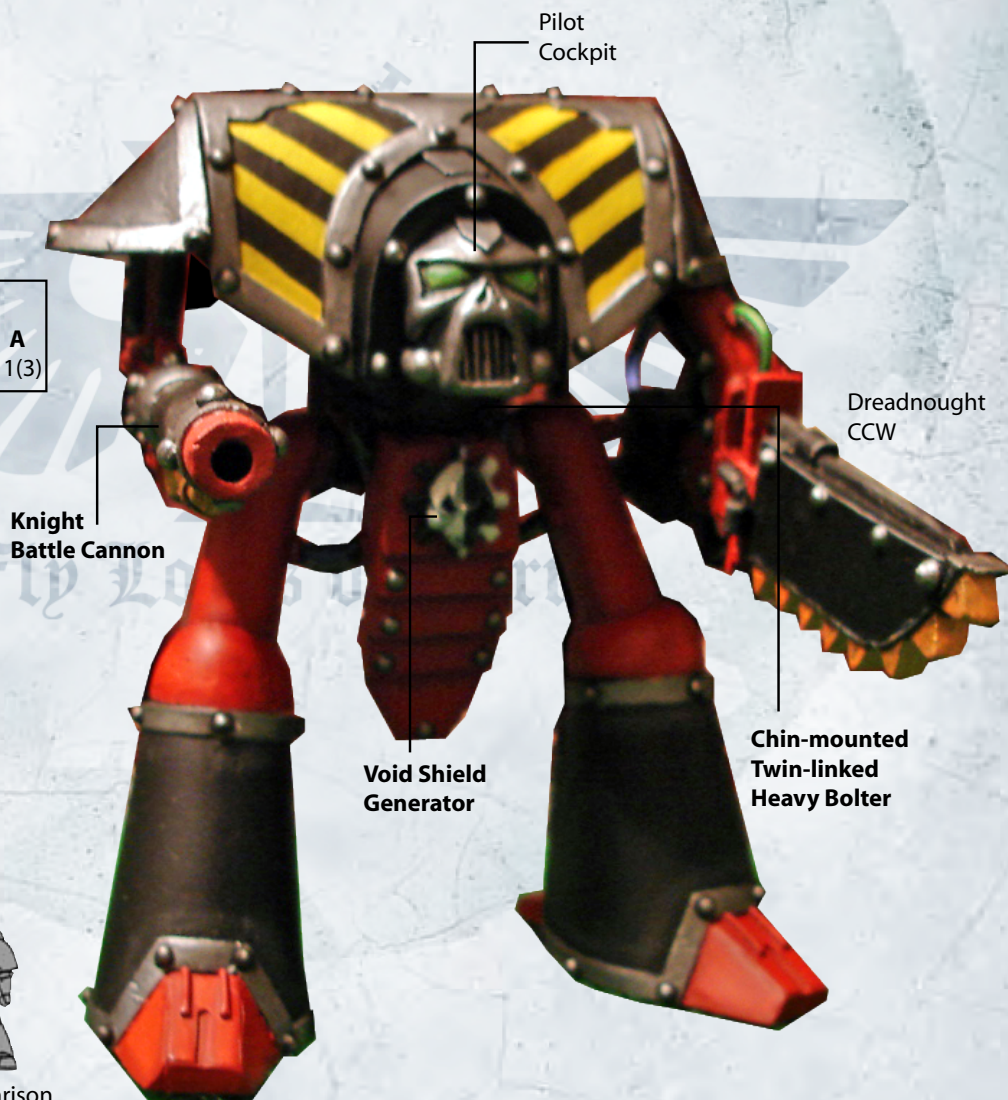
2 arm-mounted weapons:

- 1 Knight Battle Cannon;
- 1 Dreadnought CCW

-1 Twin-linked Heavy Bolter



Size Comparison



WEAPON	RANGE	STR	AP	SPECIAL
Knight Battle Cannon	72"	8	3	Apocalypse Barrage (2)
Heavy Bolter	36"	5	4	Heavy 3
Dreadnought CCW	n/a	n/a	n/a	+2 Attacks

"Let none deride the Knight Households. What they lack in firepower, they make up in valor and numbers."

-Princes Josiah Muybridge; Legio Astraman

KNIGHT WARDEN

POINTS: 400

The Imperial Knight Warden is one of the rarer knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

The Knight Warden, is a heavy knight design, which is equipped with long range weapons and thick armor. It is a rarer design than the lighter Knight Paladins but is slower and deadlier on the open field. Using the skill of its single pilot and protected behind its void shield, a Knight Warden will anchor a fire-line and barrage its foes from afar, trusting in its lighter household knights to hold off enemies who are closing on its position. When faced with the larger constructs of the enemy races, Knight Wardens will call for the larger support of its Titan Legion cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	14	13	12	2	1

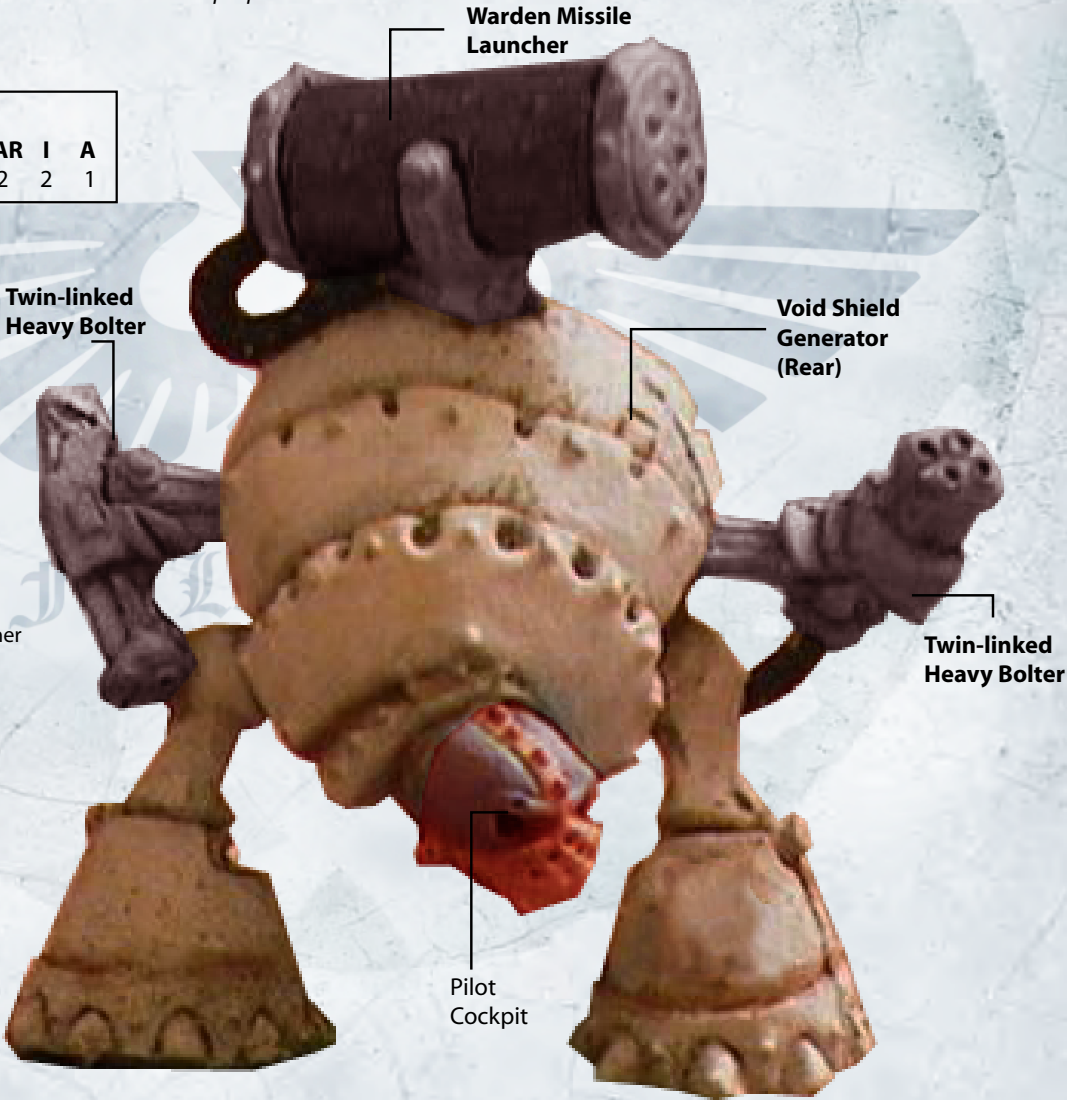
UNIT: 1 Knight Warden

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

- WEAPONS AND EQUIPMENT:
- 2 arm-mounted weapons:
 - twin-linked heavy bolter
 - twin-linked heavy bolter
 - 1 hull-mounted Warden Missile Launcher



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: • Lumbering: The Knight Warden is a heavy defensive vehicle. It's thick armor and potent weapons leave little room for a large powerplant within its hull. The Warden can move up to 6" per turn.
Warden Missile Launcher	G 12-120"	9	3	Apocalypse Barrage (3)	
Heavy Bolter	36"	5	4	Heavy 3	

KNIGHT LANCER

POINTS: 300

The Imperial Knight Lancer is one of the most common knight class vehicles used by the noble families of the Adeptus Mechanicus Knight Worlds. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight orders make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

The Knight Lancer is a light knight design, which is equipped with a mix of ranged weapons, and high speed. It is less common than the heavier Paladin and Warden knights but is faster, able to harass from afar and close quickly. Using the skill of its single pilot and protected behind its void shield, a Knight Lancer will engage at range from its foes, while charging in quickly to demolish its prey with its deadly power-lance. Designed for focussed high-speed assaults against single targets, the Lancer must beware of becoming encircled by multiple threats and beat a hasty path to safety. If faced with teeming masses of an enemy army, Knight Lancers will fall back and call for the larger support of its Titan Legion cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	13	11	10	2	1(2)

UNIT: 1 Knight Lancer

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

VOID SHIELDS: 1

WEAPONS AND EQUIPMENT:

- 2 arm-mounted weapons:
- 1 Knight Battle Cannon;
- 1 Knight Power Lance

Void Shield Generator

Knight Battle Cannon

Power-lance

Pilot Cockpit

High-efficiency Leg actuators



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES:
Knight Battle Cannon	72"	8	3	Apocalypse Barrage (2)	•Agile: In the shooting phase the Knight Lancer may divert some of the energy from its weapons towards its legs, so it can choose to either: - Fire all available weapons as normal. - Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).
Knight Power Lance*	n/a	n/a	n/a	+1 Attacks	

*The Knight Power Lance counts as a dreadnought close combat weapon. Resolve any rolls on the critical table with a +1 modifier.

KNIGHT HOUSEHOLD

POINTS: 150+ MODELS

The Imperial Knight Households are a determined, fighting force, embracing the code of chivalry in a cold uncaring universe. These hardy people live a feudal lifestyle, ruling over agri-worlds that supply Mechanicus Forgeworlds with much needed food. In exchange, they receive techpriest delegations and several classes of Knight one-man titans. The Knights are used as much in time of peace for the protection of the valuable crops and home defence as they are in time of war where the Knight Households make up a reserve force to back up the larger Titan Collegios of the Mechanicus proper.

In times of war, a Knight Household will muster its forces into dedicated strike forces and march boldly forth to face the foe. By ancient tradition these forces are always of a single knight category, and are dedicated to a particular goal. Thus Knight Paladin forces are flexible, while Lancers are suited to high-speed raids. The rarer Wardens will sometimes be grouped to defend a key position such as the Household's keep. In any configuration, a Knight Household is effective on the battlefield, unified by strong ties of blood and honor, they are not easily turned aside.



FORMATION:

1 Lord

2-4 Knights

(You must specify whether the Household is composed entirely of Knight Paladin, Lancer, and Wardens)

SPECIAL RULES:

Household Lord: The Knight Household is led by its Lord. This unit is BS:5, WS:4

Chivalrous: At the start of battle, the Household must select a single enemy unit or Apocalypse Formation as its ritual opponent. All Knight Household units gain *Preferred Enemy* and *Tank Hunters* USRs versus the chosen enemy.

Strike Force: The formation must all be deployed within 18" of the Lord, or if coming on from reserve, they must enter the table within 18" of the point entered by the Lord.

REAVER BATTLE TITAN (HUN VARIANT)

POINTS: 1100

The Reaver battle titan is an ancient design of the Adeptus Mechanicus. It has laid waste of the enemies of Mars since before the founding of the Imperium. The Reaver is classified as a medium battle titan. It fills a middleweight role, being larger and more heavily armed than the smaller Warhound scout titans, yet is smaller and less formidable than the newer Warlord class battle titans.

The Hun variant is a testament to the desperate measures taken during the Horus Heresy. Heavy Losses and lack of replacements led to a series of stopgap titan designs to bolster the titan legions who had suffered terribly. The Hun is designed as a heavy scout, able to perform the reconnaissance role of the Warhound in areas of heavy resistance, or simply to bolster their smaller cousins in difficult warzones. In the 40th millenia, only a handful of soldier on, living memorials to those terrible times.

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

UNIT: 1 Reaver Titan (Hun variant)

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter;
- Apocalypse Missile Launcher;
- Titan close combat weapon



Over-sized Bannerpole

Princes Command Chamber

Plasma Blastgun

Vulcan Mega-bolter



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" blast Destroyer, Primary Weapon
Plasma Blastgun* (rapid)	72"	8	2	Ordnance 2, 7" blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" blast Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon
Apocalypse Missile Launcher***	G 24-360"	7	3	Apocalypse Barrage (5) Primary Weapon

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

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

*** The Apocalypse Launcher fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalypse Barrage marker to determine the fall of its five shots.

SPECIAL RULES:

•**Reactor Meltdown:** If the Hun suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6d6", and models within range suffer a Destroyer hit.

•**Towering Monstrosity:** It is difficult for the Hun to engage targets that are too close. It suffers from the following restriction:
- The Hun's Titan close combat weapon can only be used against Gargantuan Creatures and Super-heavy vehicles.

•**Reserve Power:** The lack of a carapace weapon mount gives the Hun large power reserves from its plasma reactor. It gains the following abilities:

- The Hun may reroll failed attempts to refresh collapsed void shields.
- Fire a single Primary Weapon and move an extra D6" (as per the Fleet rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

REAVER BATTLE TITAN (GOTH VARIANT)

POINTS: 1400

The Reaver battle titan is an ancient design of the Adeptus Mechanicus. It has laid waste of the enemies of Mars since before the founding of the Imperium. The Reaver is classified as a medium battle titan. It fills a middleweight role, being larger and more heavily armed than the smaller Warhound scout titans, yet is smaller and less formidable than the newer Warlord class battle titans.

Goth variant Reavers are most often used for rear-line fire support duties on the battlefield. Usually armed with a set of lighter long-range weapons, the ancient Goth variant reavers will deploy directly behind the main front line, and pulverize key enemy elements that prove difficult for the standard army. While the newer Reavers and larger Warlords waded directly into the enemy lines armed with the heavier class of titan weapons, it is the old reliable Goths who safeguards their infantry's rear lines and clears the path for their advance.

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

UNIT: 1 Reaver Titan (Goth variant)

TYPE: Super-heavy walker

STRUCTURE POINTS: 6

VOID SHIELDS: 4

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Inferno Gun;
- Vulcan Mega-bolter;
- Apocalypse Missile Launcher;
- Titan close combat weapon

1 carapace weapon from the following list:

- Apocalypse Missile Launcher;
- Double-barrelled Turbo-laser Destructor;
- Plasma Blastgun;
- Vulcan Mega-bolter

Apocalypse Missile Launcher

Principes Command Chamber

Vulcan Mega-bolter

Plasma Blastgun

WEAPON	RANGE	STR	AP	SPECIAL
Double-barrelled Turbo-laser Destructor	96"	D	2	Heavy 2, 5" blast Destroyer, Primary Weapon
Plasma Blastgun* (rapid)	72"	8	2	Ordnance 2, 7" blast Primary Weapon
(full)	96"	10	2	Ordnance 1, 10" blast Primary Weapon
Inferno Gun**	Hellstorm	7	3	Heavy 1, Primary Weapon
Vulcan Mega-bolter	60"	6	3	Heavy 15, Primary Weapon
Apocalypse Missile Launcher***	G 24-360"	7	3	Apocalypse Barrage (5) Primary Weapon

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

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

*** The Apocalypse Launcher fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalypse Barrage marker to determine the fall of its five shots.

SPECIAL RULES:

•**Reactor Meltdown:** If the Goth suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6d6", and models within range suffer a Destroyer hit.

•**Towering Monstrosity:** Because of its immense size, it is difficult for the Goth to engage targets that are too close. It suffers from the following restrictions:

- The carapace weapon of the Goth has a minimum range of 12"
- The Goth's Titan close combat weapon can only be used against Gargantuan Creatures and Super-heavy vehicles.



ORDINATUS ARMAGEDDON

POINTS: 1500

The Ordinatus are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio Ordinatus, each of these mighty war machines is carefully maintained, assigned and transported to specific warzones. Each Ordinatus is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each Ordinatus is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Armageddon was created during the first chaos invasion of Armageddon. The daemon-primarch Angron led a warhost of Banelord Traitor titans and several formations of daemon-engines. Ordinatus Armageddon's Nova Cannon is a naval plasma weapon modified for surface combat. It is capable of very fine reactor control and may fire a series of plasma pulses to destroy formations of tightly packed vehicles or to strip enemy titan shields. It may also fire a single massive blast which can rip a Banelord titan in half with a single shot. On Armageddon, the Ordinatus destroyed no less than 4 Banelords and 2 companies of Deamon-engines, breaking the back of Angron's offensive.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 Ordinatus Armageddon

TYPE: Super-heavy tank

STRUCTURE POINTS: 5

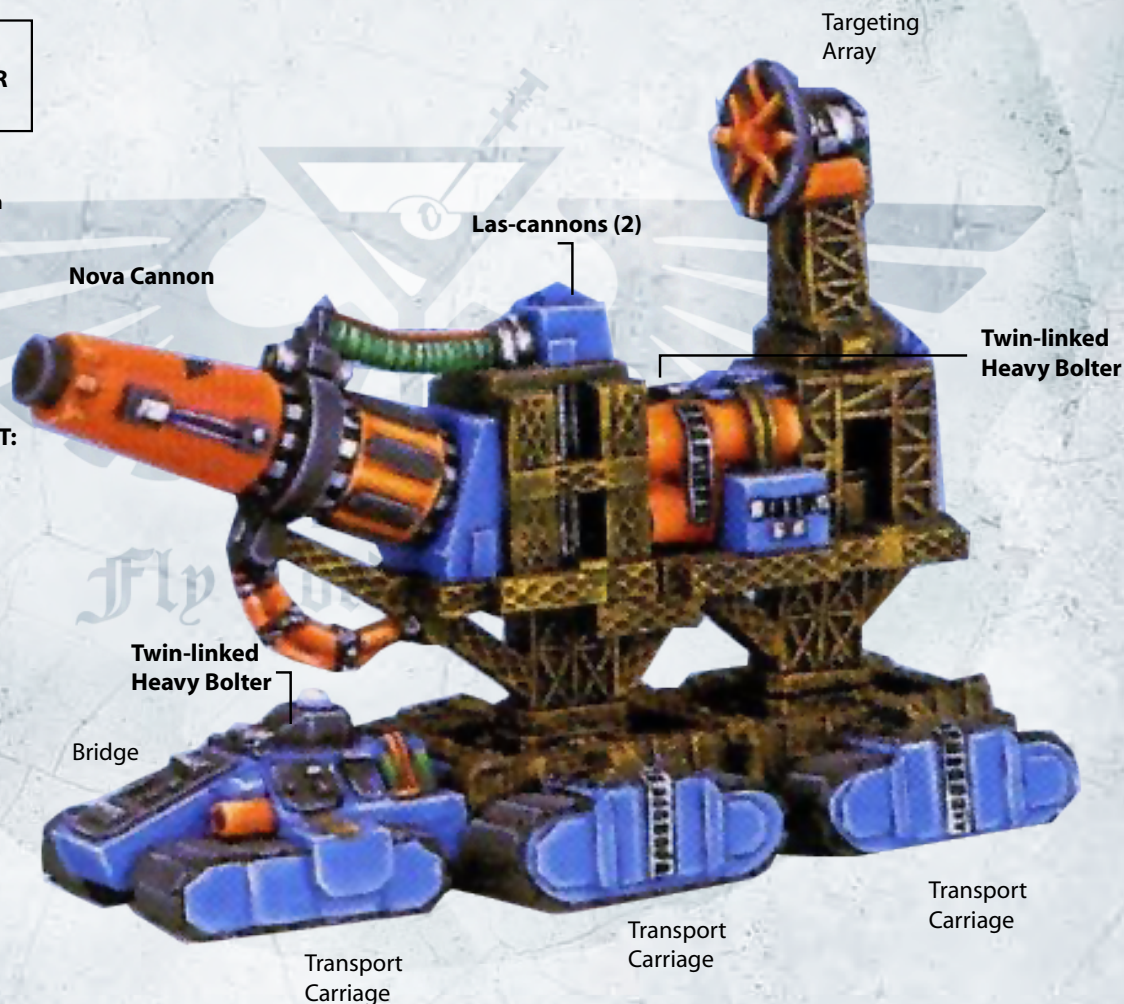
DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- Nova cannon;
- 2 las-cannons;
- 2 twin-linked heavy bolters;



Size Comparison



WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: •Dispersion Field: The Ordinatus is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply: - The Ordinatus recieves a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game. •Integrated Weapon: The Ordinatus is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the Ordinatus and is immune to gun-crew shaken critical results •Target Lock: The Ordinatus' integrated weapon takes time to aquire targets. Once fired, you must skip a turn if you wish to fire upon a different target or location.
Nova Cannon* (rapid)	96"	9	2	Integrated Weapon Apocalypse Barrage (6)	
(full)	120"	D	1	Ordnance 1, 10" blast Destroyer	
Las-cannon	48"	9	2	Heavy 1	
Heavy Bolter	36"	5	4	Heavy 3	

*When fired on (full) mode, roll a D3. This is the modifier to use on all rolls on damage tables against the target unit. Treat results greater than 6 as 6.

ORDINATUS GOLGOTHA

POINTS: 1500

The Ordinatus are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio Ordinatus, each of these mighty war machines is carefully maintained, assigned, and transported to specific warzones. Each Ordinatus is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each Ordinatus is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Golgotha was created during the wars waged against ork Warlord Ghazghakull Thraka. On the ork infested world of Golgotha, the Mechanicus deployed this Ordinatus to cull the unending tide of orks that faced the Imperial army. It's six Hellfire Missiles are tipped with the most deadly corrosive toxins devised by the Mechanicum. Each is a mutiple warhead weapon and will devastate a very large area. The effects of the hellfire payload are horrific, literally searing away both flesh and bone, leaving only a bloody slurry in its target zone. Whenever the enemies of the Imperium find strength in their weight of numbers, Ordinatus Golgotha is there to clear the path to victory.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 Ordinatus Golgotha

TYPE: Super-heavy tank

STRUCTURE POINTS: 5

DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- 6 Hellfire Missiles;
- 2 Las-cannons;
- 2 twin-linked Heavy Bolters;



Size Comparison



WEAPON	RANGE	STR	AP	SPECIAL
Hellfire Missile*	24"- unlimited	7	3	Ordnance 2, 10" blast, Integrated Weapon
Las-cannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3

SPECIAL RULES:

Dispersion Field: The Ordinatus is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply:
 - The Ordinatus recieves a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game.

Integrated Weapon: The Ordinatus is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the Ordinatus and is immune to gun-crew shaken critical results

Target Lock: The Ordinatus' integrated weapon takes time to aquire targets. Once fired, you must skip a turn if you wish to fire upon a different target or location.

*You may fire one missile per turn subject to the Target Lock restrictions. Place the initial template anywhere on the table within range. Line of sight is not required. After rolling for scatter, resolve each of the 2 templates using the chaining barrage rules. Hellfire missiles wound on a 2+ regardless of target toughness. Organic areas of cover such as forests and woods under the template are removed form play.

ORDINATUS MARS

POINTS: 1500

The *Ordinatus* are among the strangest and most powerful weapons constructed by the Mechanicus. Under the control of the Centurio *Ordinatus*, each of these mighty war machines is carefully maintained, assigned and transported to specific warzones. Each *Ordinatus* is a unique weapon, often constructed to defeat a specific foe in a particular warzone. Often millenia old, each *Ordinatus* is in high demand and their names are spoken in fear by the enemies of Mankind. Each of these avatars of the Omnissiah has carved a proud honor role of victories over hundreds of foes since the Emperor ascended to the Golden Throne.

Ordinatus Mars was created during the Horus Heresy by loyal members of the Mechanicus. Its *Sonic Disruptor* was designed to destroy the impregnable *Fortress of Jereicho*, a holdout of traitor Dark Mechanicus. Using its powerful resonant sonic wave, the fortress was broken and its infamous *Tower of Steel* crumpled like foil, leaving nothing but scrap in its wake. Not only structures, but men and vehicles are vulnerable to *Ordinatus Mars* as both organs and metal are shaken to pieces by the deadly sonic wave's passing. Cover is of no use, as it is reduced to so much debris.

ARMOUR			
BS	FRONT	SIDE	REAR
4	13	13	12

UNIT: 1 *Ordinatus Mars*

TYPE: Super-heavy tank

STRUCTURE POINTS: 5

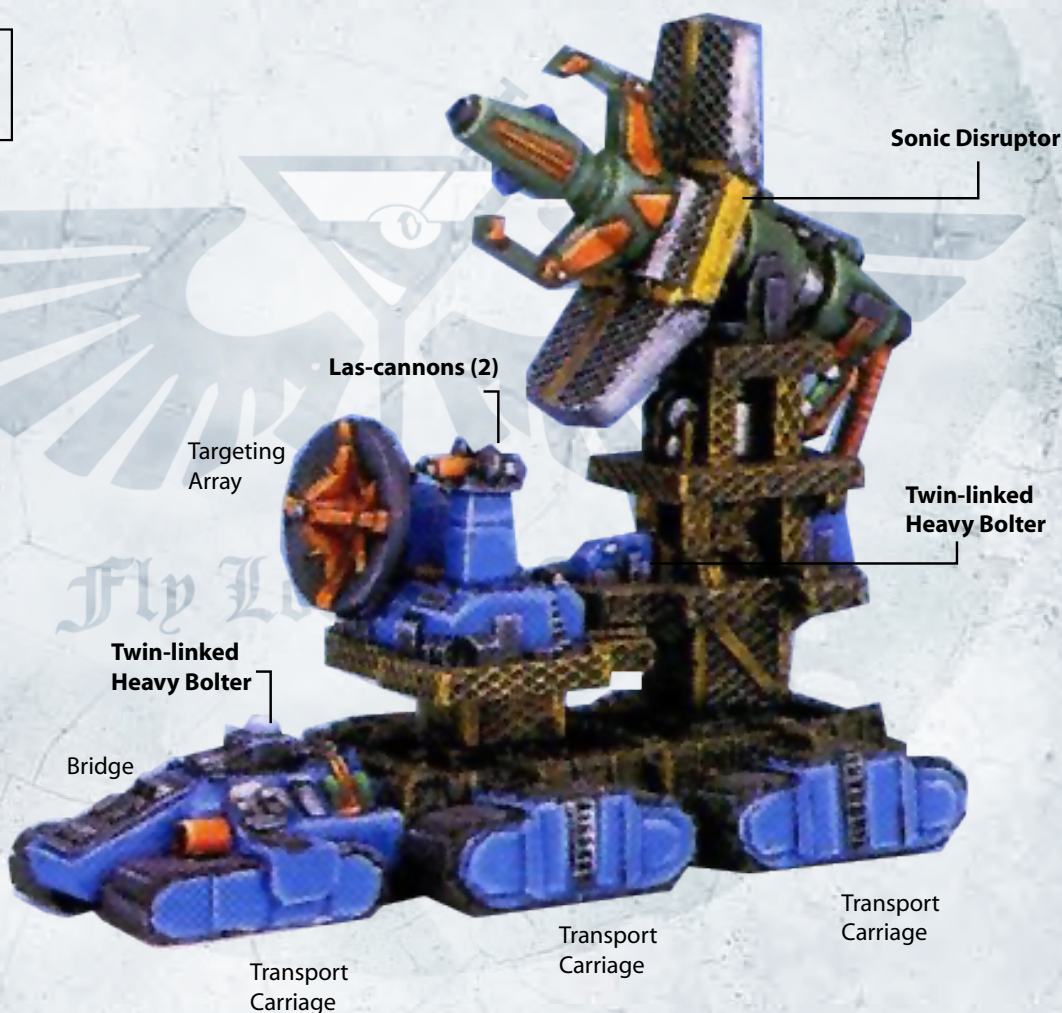
DISPERSION FIELD

WEAPONS AND EQUIPMENT:

- Sonic Disruptor;
- 2 Las-cannons;
- 2 twin-linked Heavy Bolters;

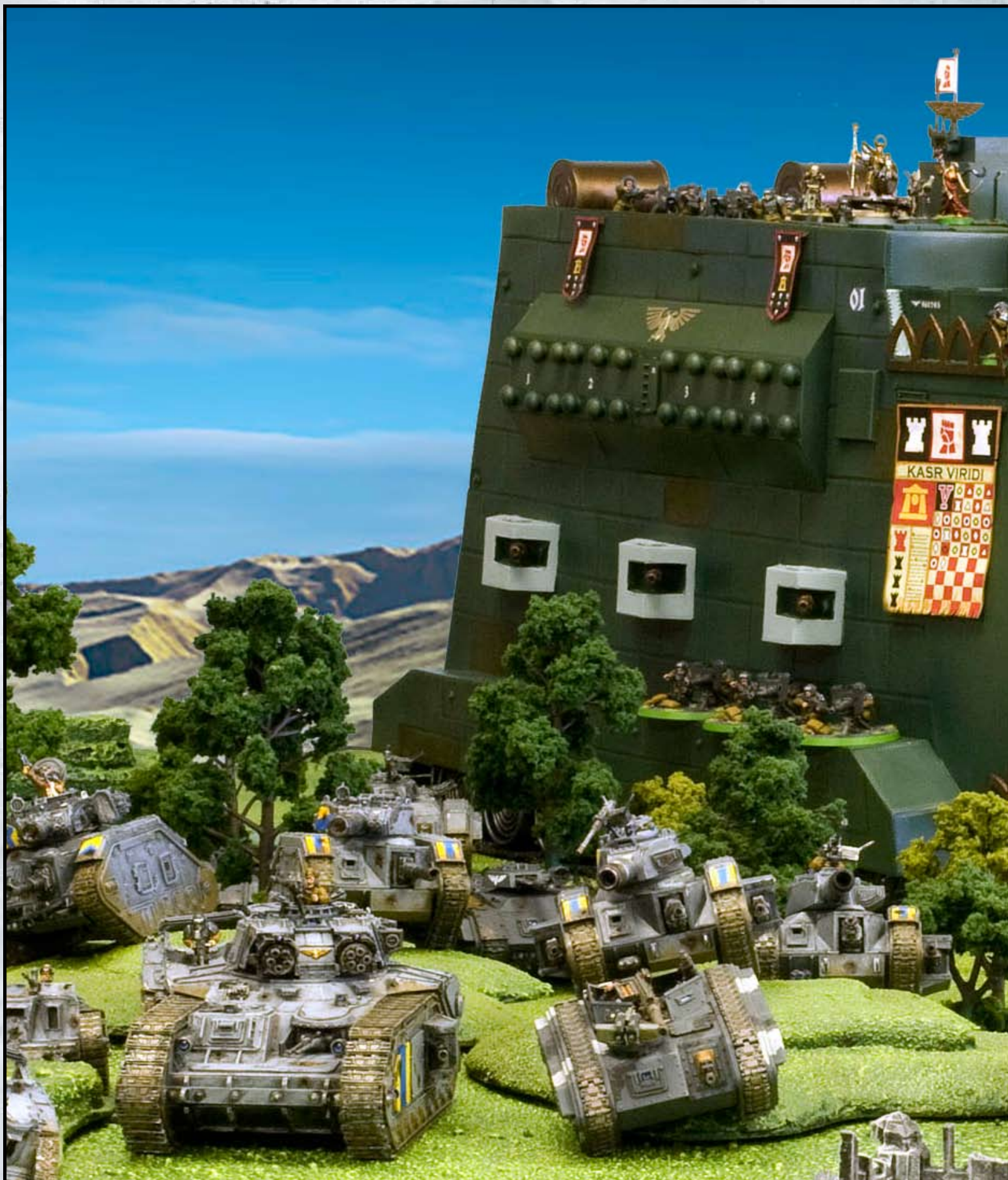


Size Comparison



WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: •Dispersion Field: The <i>Ordinatus</i> is protected by a massive energy field that can deflect any ranged attack, but loses power rapidly once activated. The following rules apply: - The <i>Ordinatus</i> receives a 2+ save against any rolls on the Super-Heavy damage table. The first time this save is failed (a 1 is rolled), the Dispersion Field is down for the remainder of the game. •Integrated Weapon: The <i>Ordinatus</i> is literally built around its main weapon and is more an extension of it than a simple vehicle which carries it. Any weapon listed as an Integrated Weapon is only destroyed upon the destruction of the <i>Ordinatus</i> and is immune to gun-crew shaken critical results •Target Lock: The <i>Ordinatus</i> ' integrated weapon takes time to acquire targets. Once fired, you must skip a turn if you wish to fire upon a different target or location.
Sonic Disruptor*	Hellstorm	D	1	Heavy 1, Destroyer, Integrated Weapon	
Las-cannon	48"	9	2	Heavy 1	
Heavy Bolter	36"	5	4	Heavy 3	

*To fire the Sonic Disruptor, place the Hellstorm template anywhere on the table wholly within line of sight. The Sonic Disruptor is then treated like any other template weapon. Any removable terrain (including bunkers, buildings, obstacles, etc) under the template are removed from play.



Cadian Capitol Imperialis "Kasr Viridi" leading an armored breakthrough during the Macharian Crusade



LEGION FELLBLADE SUPER-HEAVY TANK

POINTS: 600

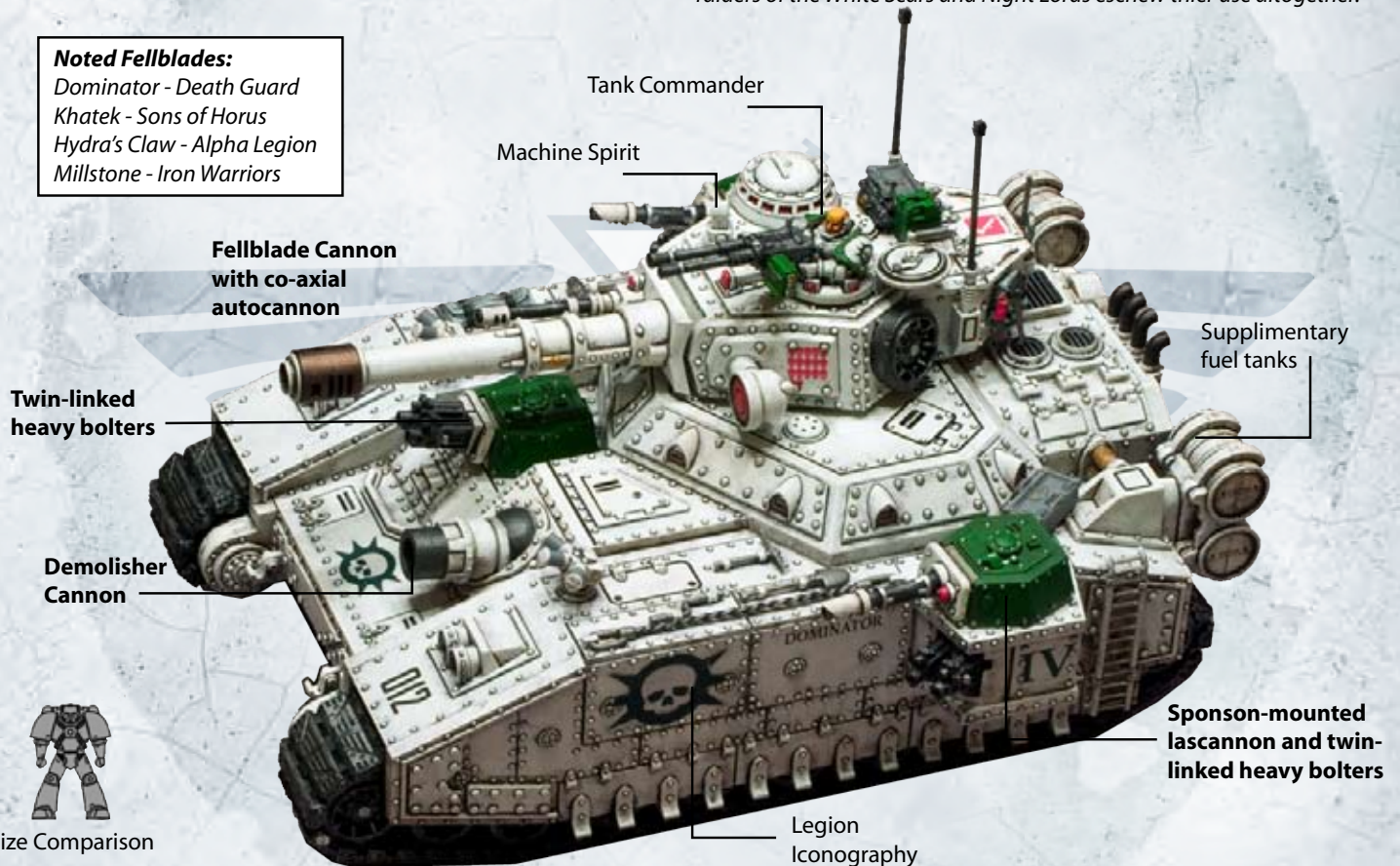
The Fellblade super-heavy tank is one of the largest vehicles used by the Astartes Legions. Manufactured by the Mechanicum, and provided to the Legions, Fellblades are among the most dreaded sights to the enemies of the Imperium. These are formidable machines, armed with a variety of weapons ranging from the large caliber Fellblade cannon to the many small defensive heavy bolters festooning its hull.

Fellblades are fitted with the most advanced compact Machine Spirits available and are above all, crewed by the mighty Astartes themselves. This combination makes the Fellblade an even greater threat than the ubiquitous Baneblade used by the Imperial army.

Each Legion uses the Fellblade based upon their own tactical doctrines. Thus, while dozens are in the inventory of the Iron Warriors, the master-raiders of the White Scars and Night Lords eschew their use altogether.

Noted Fellblades:

Dominator - Death Guard
Khatek - Sons of Horus
Hydra's Claw - Alpha Legion
Millstone - Iron Warriors



Size Comparison

UNIT: 1 Fellblade

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Turret mounted Fellblade cannon with co-axial autocannon;
- Hull-mounted Demolisher cannon and twin-linked heavy bolters;
- Two sponsons, each with one lascannon and one twin-linked heavy bolter;
- Searchlight and Smoke Launchers
- Power of the Machine Spirit

OPTIONS:

A Fellblade may be given the following vehicle upgrades from the Space Marine codex: Hunter-killer missile, Pintle-mounted twin-linked bolter.

A Fellblade may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

ARMOUR

BS	FRONT	SIDE	REAR
4	14	13	12

WEAPON

	RANGE	STR	AP	SPECIAL
Fellblade Cannon	72"	9	2	Ordnance 1, 10" blast Primary Weapon
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher Cannon	24"	10	2	Ordnance 1, 5" blast
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

LEGION USERS: All Legions except White Scars, Night Lords

THE RUINOUS POWERS



"They are insignificant insects to be crushed. I fear no footslogger. No mud-covered infantryman can stand against the strength and speed that is within me and my Warhounds. They shall all die."

Esau Turnet,
Traitor-princeps, Legio Mortis "The Death Heads"

CANNON OF KHORNE

POINTS: 300

The Cannons of Khorne are daemonic engines produced using a combination of chaos Sorcerers and Dark Mechanicus adepts. A large high-calibre ordnance weapon is first constructed, before a daemon of Khorne is bound within its hull. Once trapped, the now living weapon only lives for battle. It surges forward on creaking wheels, ever hunting for a good vantage point from which to rain its deadly fire upon its foes.

A cannon of khorne is fueled by the raw ingredients of Khorn'e's kingdom: blood, bone, and brass. These are consumed and enfused with the daemon's warp-fired hatred to produce a shot of deadly balefire. The fire from a Cannon of Khorne is fickle, based upon the demeanor of the daemon within, and it is not unusual for Cannons of Khorne to shake themselves apart in the midst of their furious volleys. The volleys of balefire have limitless range, so long as the target can be seen, and the balefire will burn foes out of any pretense of cover. Khorne is a proud warrior, and will not suffer the use of majick agasint his daemon-engines, all of which are protected against psychers with powerful runic wards.

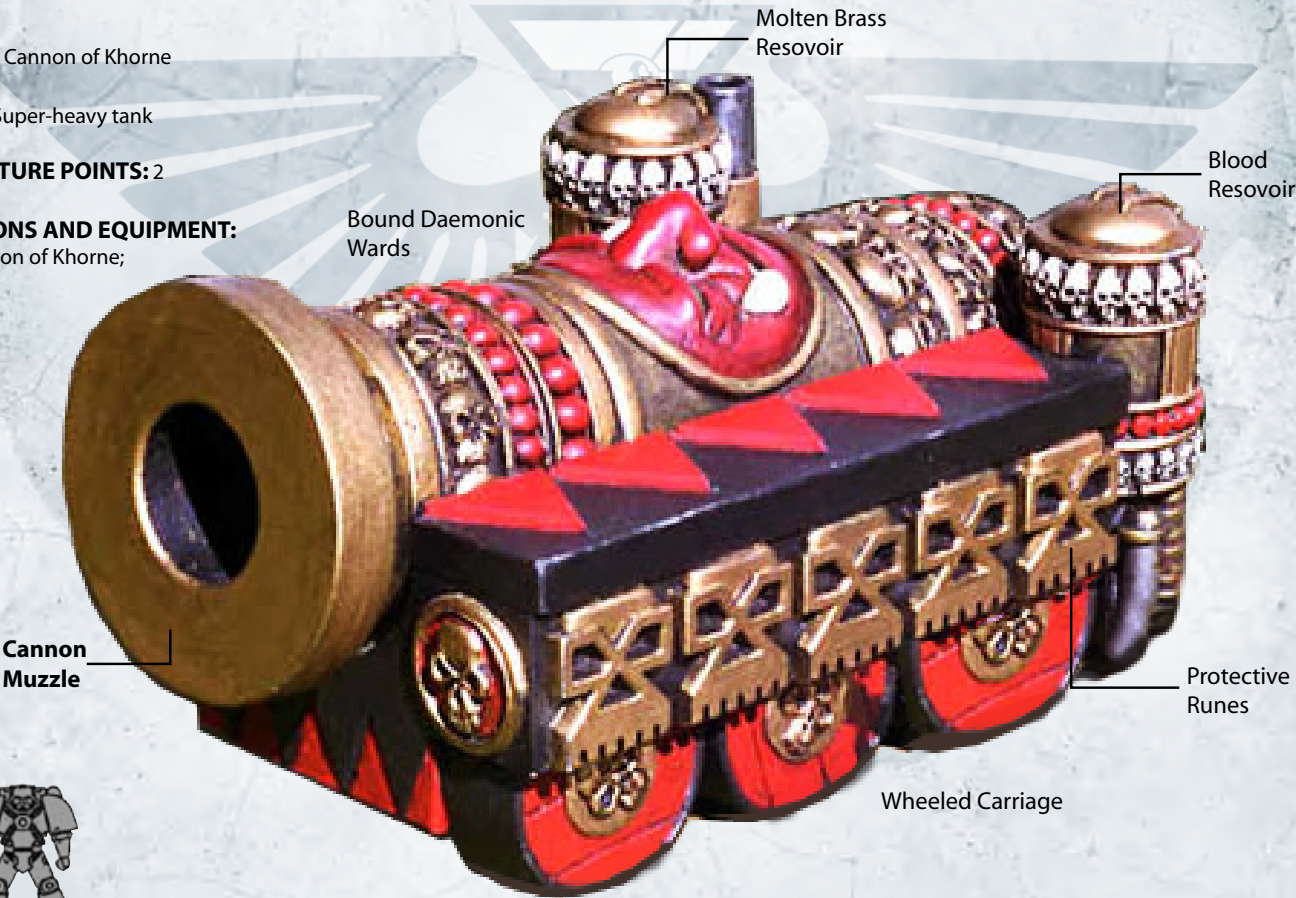
ARMOUR			
BS	FRONT	SIDE	REAR
3	12	12	10

UNIT: 1 Cannon of Khorne

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:
- 1 Cannon of Khorne;



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES:
Cannon of Khorne *	unlimited	5+D6	3	Ordnance 1, 7" blast	<ul style="list-style-type: none">Daemonic Possession: The Cannon of Khorne ignores Gun Crew Shaken and Driver Stunned results.Runes of the Blood God: Any psyker who targets the Cannon of Khorne with a psychic power automatically suffers a <i>perils of the warp</i> attack, regardless of whether or not they pass their psychic test.

*Roll 5+d6 to determine the strength of the Cannon of Khorne each time it fires. A roll of 11 will count as S:10 and additionally inflict a glancing hit upon itself. Cover saves are ignored by Cannons of Khorne.

CAULDRON OF BLOOD

POINTS: 350

The Cauldrons of Blood are daemonic engines produced using a combination of chaos Sorcerors and Dark Mechanicus adepts. A large high-pressure flame-based weapon is first constructed, on a sturdy chassis before a daemon of Khorne is bound within its hull. Once trapped, the now living daemon-engine only lives for battle. It surges forward on creaking wheels, ever hunting for its foes to burn away in a wash of boiling daemonic blood, or to simply crush under its relentless advance.

A Cauldron of Blood is fueled by the great sizzling vats of daemonic blood. As the vehicle closes in on its prey, it will unleash a gigantic torrent of molten ichor onto its foes, melting them away in screams of agony. Cover is no defense such a wave of bloody corruption, and the Cauldron of Blood is highly feared in built up urban areas. The daemon-engine is also fitted with a large bladed prow, to cut down those who would stand in its path. Khorne is a proud warrior, and will not suffer the use of majick agasint his daemon-engines, all of which are protected against psychers with powerful runic wards.

ARMOUR			
BS	FRONT	SIDE	REAR
3	14	13	13

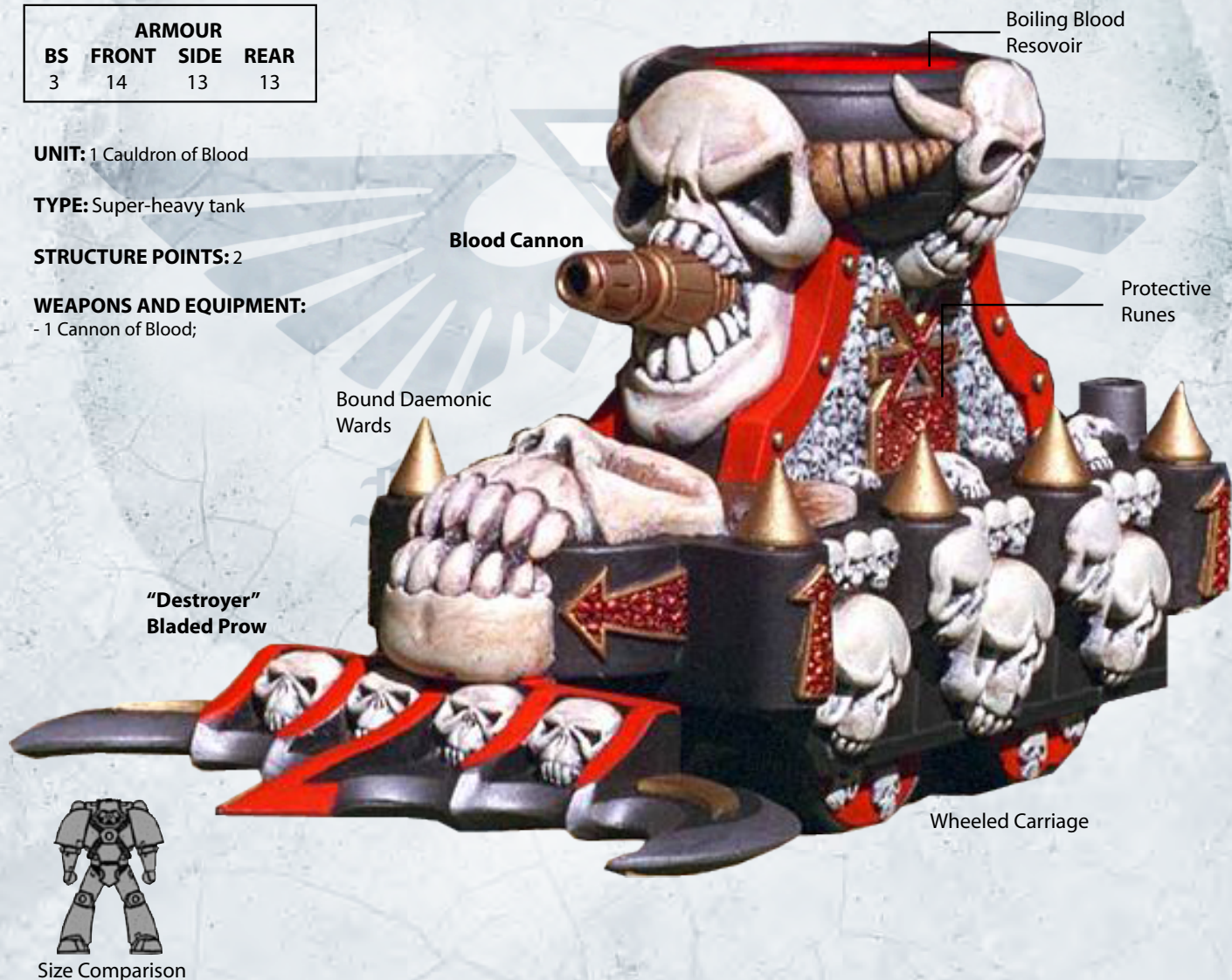
UNIT: 1 Cauldron of Blood

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 1 Cannon of Blood;



WEAPON	RANGE	STR	AP	SPECIAL	
Blood Cannon	Hellstorm	7	3	Heavy 1, Primary Weapon	<p>•Runes of the Blood God: Any psyker who targets the Cauldron of Blood with a psychic power automatically suffers a <i>perils of the warp</i> attack, regardless of whether or not they pass their psychic test.</p> <p>•Destroyer: Any non-vehicle unit tank-shocked by the Cauldron of Blood takes D6 strength:10 hits. If they perform Death or Glory, the unit will take a further D6 Strength:10 hits. The Cauldron of Blood may reroll failed difficult terrain tests.</p>
<p>SPECIAL RULES:</p> <p>•Daemonic Possession: The Cauldron of Blood ignores Gun Crew Shaken and Driver Stunned results.</p>					

CONTAGION PLAGUE-ENGINE

POINTS: 350

Father Nurgle delights in the corruption and decay of the universe. His legions exist to further their Father's great plan for the galaxy and toil endlessly to bring about the death of all things.

Deep in Nurgle's blighted forges innumerable slaves and daemonic servants toil endlessly to craft his plague-ridden daemon engines. They writhe with the sickly energy of thier father, and are driven forward by the bound souls of all who were sacrificed during their construction.

The Contagion Plague Engine takes the form of gigantic wheeled catapult. It is constructed of rotted timber and rusted steel, held together and infused with the lambent energies of death itself. While brittle, its great range is highly valued by commanders of the Ruinous Powers.

In combat it vomits forth massive volleys of concentrated poison and toxic miasma, casting them upon distant foes. Upon impact, the unfortunate are eaten away or quickly overcome by the noxious rain of pestilance. The unfortunate few who survive are doomed to a lingering life of sickness, before they too fall at the feet of Grandfather Nurgle.

ARMOUR			
BS	FRONT	SIDE	REAR
3	12	12	10

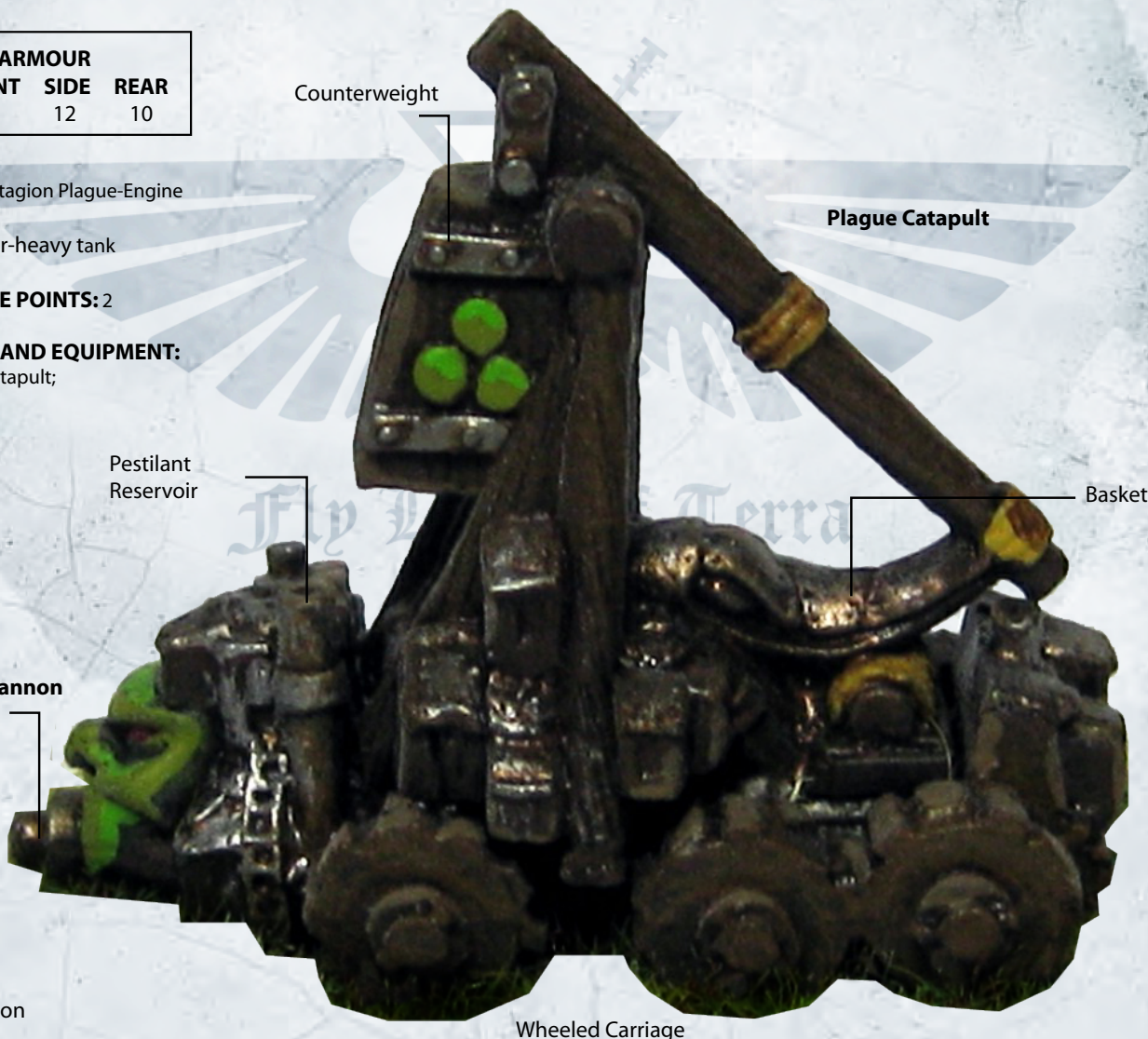
UNIT: 1 Contagion Plague-Engine

TYPE: Super-heavy tank

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 1 Plague Catapult;



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	<p>•Explosion of Filth: When the Contagion Plague-Engine is destroyed, its inner reservoir of of pestilant filth will flood over any close by. If the Contagion Plague-Engine suffers a Wrecked result on the Catastrophic Damage table, then models within 2d6" are hit, in exactly the same way as an "explosion" result. All Nurgle-aligned models (those with the mark of Nurgle, Nurgle Daemons, and so on) are immune to the effects of an Explosion of Filth.</p>
Plague Catapult	G36"-240"	5	3	Heavy 1, 7" Blast	
Vomit Cannon	Template	5	3	Heavy 1,	
<p>SPECIAL RULES:</p> <p>•Possessed: A Contagion Plague-engine ignores Gun Crew Shaken and Driver Stunned results.</p>					

HELL KNIGHT OF SLAANESH

POINTS: 350

The Hell Knights of Slaanesh embody the graceful yet deadly nature of the Dark Prince. Lithe, elegant daemonic constructs; they dance gracefully across the battlefield. Taking a form reminiscent of giant Steeds of Slaanesh, the Hell Knights take pleasure in laying low those that cross their path. These are knight sized vehicles, and appear as almost twisted reflections of the Exodite Knights of the Eldar.

The Hell Knight is armed with a Thermal Lance. It is a deadly weapon, potent against armoured vehicles of the enemy. In battle, the Hell Knights shriek forward on long elegant legs, cooing sweet sounds of deadly pleasure as they destroy the heavy assets of their foes. Once they are stripped of vehicles, the Hell Knights will join the fray with their smaller daemonic sisters crushing the enemy underfoot in a bloody orgy of melee.

Counterbalance
"Tail"

Thermal
Lance

Twin-linked
Blastmaster

Long Striding
Legs

Bound Daemonic
Wards

ARMOUR								
WS	BS	S	FRONT	SIDE	REAR	I	A	
4	3	10	12	12	10	2	1	

UNIT: 1 Hell Knight of Slaanesh

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Thermal lance;
- Twin-linked Blastmaster;



Size Comparison

Model by Clark Ross

WEAPON	RANGE	STR	AP	SPECIAL
Thermal Lance	36"	D	2	Heavy 1, Destroyer
Blastmaster (Varied Frequency)	36"	5	4	Assault 2, Pinning
Blastmaster (Single Frequency)	36"	8	3	Heavy 1, 3" Blast, Pinning

SPECIAL RULES:

•**Possessed:** A Hell Knight ignores Gun Crew Shaken and Driver Stunned results.

•**Agile:** In the shooting phase the Hell Knight may divert some of the energy from its weapons towards its legs, so it can choose to either:

- Fire all available weapons as normal.
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

HARBINGER HEAVY BOMBER

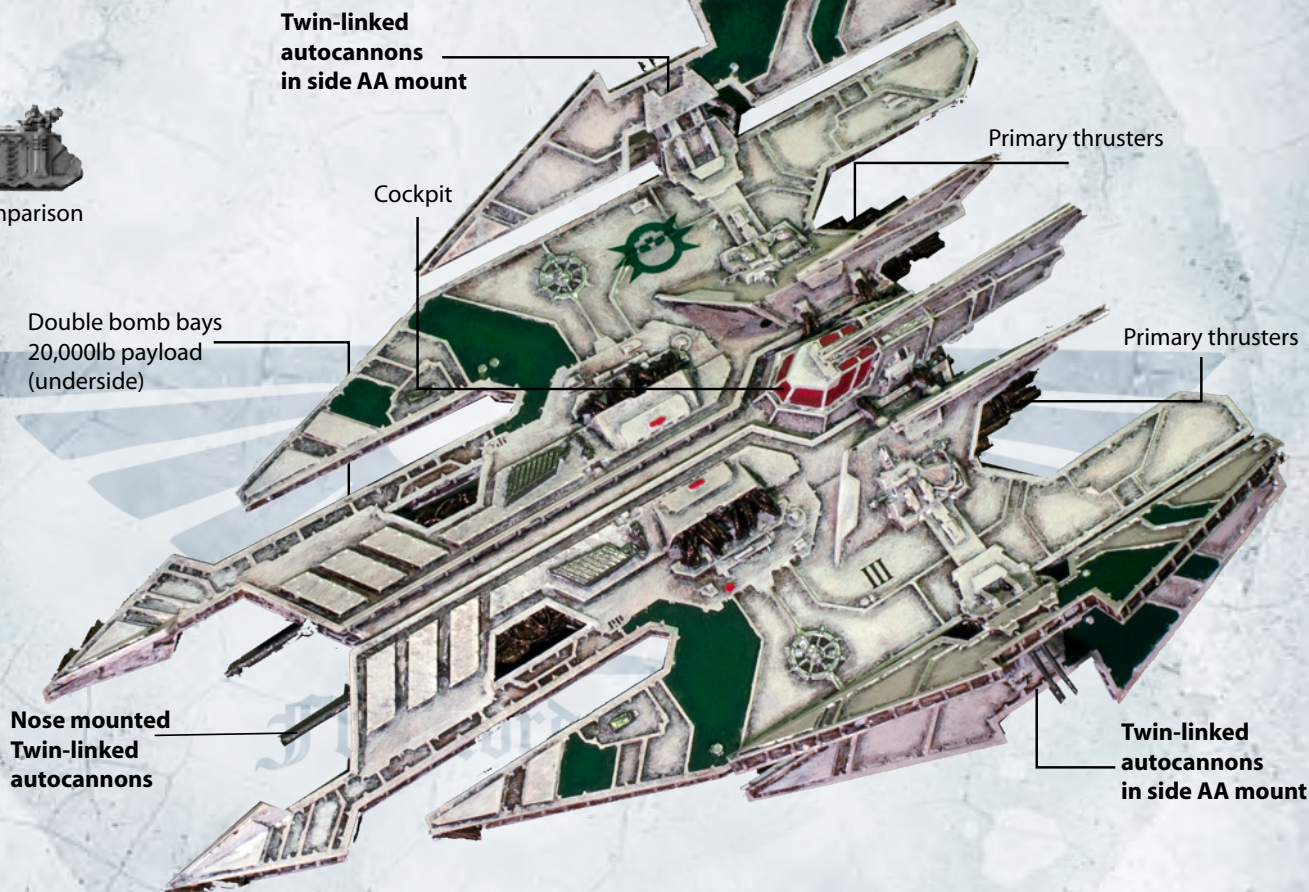
POINTS: 1400

The Harbinger is the largest aircraft unleashed by the forces of Chaos. First seen during the 13th black Crusade, Harbinger raids have slowly become more frequent. Flown from heavily defended rear airbases, or released from orbit, these machiens carry monstrous payloads, easily capable of leveling entire cities with their incendiary or bio-warfare ordnance.

The Harbinger is a large lumbering target, and they are usually encountered under the protection of swarms of Hellblade and Helltalon fighters. The appearance of even one in a warzone is enough to warrant its designation as a priority target for all Imperial aircrews theatre-wide.



Size Comparison



UNIT: 1 Harbinger

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 9

WEAPONS AND EQUIPMENT:

- 2 nose mounted twin-linked autocannons;
- 2 side mounted twin-linked autocannons with anti-aircraft mounts;
- The Harbinger also carries 24 bombs in each of its two bomb bays (48 bombs total);

OPTIONS:

You may exchange one or both of the two bomb bay loads for 4 Hellstorm bombs per bomb bay at no additional cost.

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

**Only one Hellstorm bomb may be dropped per bomb bay per bombing run.

ARMOUR

BS	FRONT	SIDE	REAR
3	10	10	10

WEAPON

Autocannon

Bomb

Hellstorm

RANGE STR AP SPECIAL

48" 7 4 Heavy 2

Bomb 6 4 Apocalypse Barrage (1)*, One-shot

Hellstorm 7 3 Inferno**, One-shot

SPECIAL RULES:

Possessed: A Harbinger ignores Gun Crew Shaken and Driver Stunned results.

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

Dual Bomb Bays: A Harbinger may bomb dual targets per bombing run. Place both the bomb templates using the normal bombing run rules, then resolve each in sequence, based upon the contents of the bomb-bay in question.

FAMOUS WARMACHINES of the 40th MILLENIA

From the polar fortresses of Macragge, to the blasted hives of Armageddon a handful of warmachines and monstrosities have become paragons of hope or dread upon the lips of the teeming masses of mankind.

MISTRESS OF SIN: Dominatrix X-B-29



This first Dominatrix identified by the Imperium led the assault on the polar fortresses on Macragge during the First Tyrannic War. Dubbed *Mistress of Sin*, by the Princes of the Legio Praetor, the beast led her monstrous brood against the defenders of Ultramar. Powerful beyond all reckoning, the Dominatrix blasted and clawed three titans to ruin before being put down by concentrated Legio fire. Even in defeat, the creature's death cry slew every living creature down to the viral level within earshot.

KASR VIRIDI: Cadian Capitol Imperialis



The *Kasr Viridi* is the oldest Capitol Imperialis of Cadia. Tracing a proud history as far back as the Scouring, *Kasr Viridi* has punched its way to ultimate victory on a thousand battlefields. It is said the vehicle bears the Blessing of the Emperor himself and time and time again, it has trundled forth from apocalyptic fusilades that would have reduced any other machine to soldering wreckage. Hundreds of foes have discovered there is no bulwark safe from its attentions.

BRAZIER OF SPITE: Cauldron of Khorne



The *Brazier of Spite* has stalked the roads of bloody war since time immemorial. The first of Khorne's Cauldrons of Blood, the *Brazier of Spite* is said to flow with the vital essence drawn from the Lord of Slaughter himself. In the blasted cities of Armageddon, the hell-spawned daemon-engine burned away entire regiments of guardsmen, companies of Astartes, and scores of Grey Knights before being cast back to Khorne's infernal kingdom by a Grand-Master of that Holy Order.

CRAFTWORLD

ELDAR

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"A great shadow fell over the Craftworlder's pyre; one of the
Phantoms towering above it. A huge pulsar reached down with
something like tenderness - a spark, a crack, and it was lit.
The Lord-Phoenix stood over the pyre as it burned, pulsars crossed, his
head bowed in grief."

-Exodite Lord Trihaanel, on the aftermath of the Haranshemash

BRIGHT STALLION

POINTS: 350

The Eldar Bright Stallion is one of the most common knight class vehicles used by the exodites of the Maiden Worlds. These hardy people live a simple spartan lifestyle, that stands in contrast to their Craftworld brethren. The Bright Stallion is a light, high-speed vehicle construct used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles.

The Bright Stallion, is a high-speed vehicle, which is equipped with ranged energy weapons. It is more common than the heavier Towering Destroyer knights but just as deadly on the open field. Using the skill of its single pilot, and protected behind a veil of Eldar holofields, a Bright Stallion will attempt to use its speed to outflank an opponent, peppering them from afar with it's laser weapons. When faced with the larger constructs of the enemy races, Bright Stallions will retreat out of range, and call for the larger support of its Craftworld cousins.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	2

UNIT: 1 Bright Stallion Knight

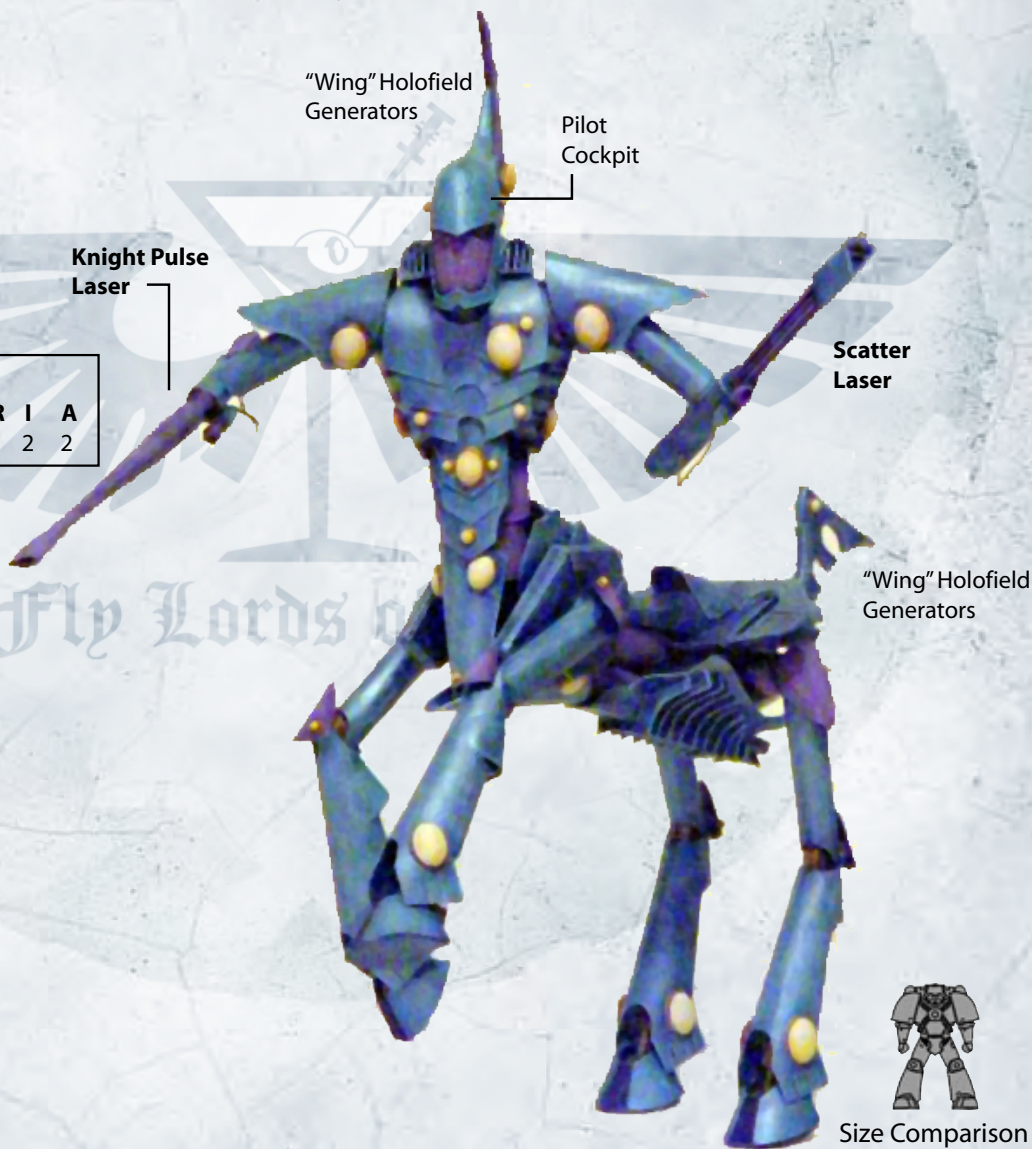
TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

2 arm-mounted weapons:

- 1 Knight Pulse laser;
- 1 Scatter laser



Model by Greg Lanas

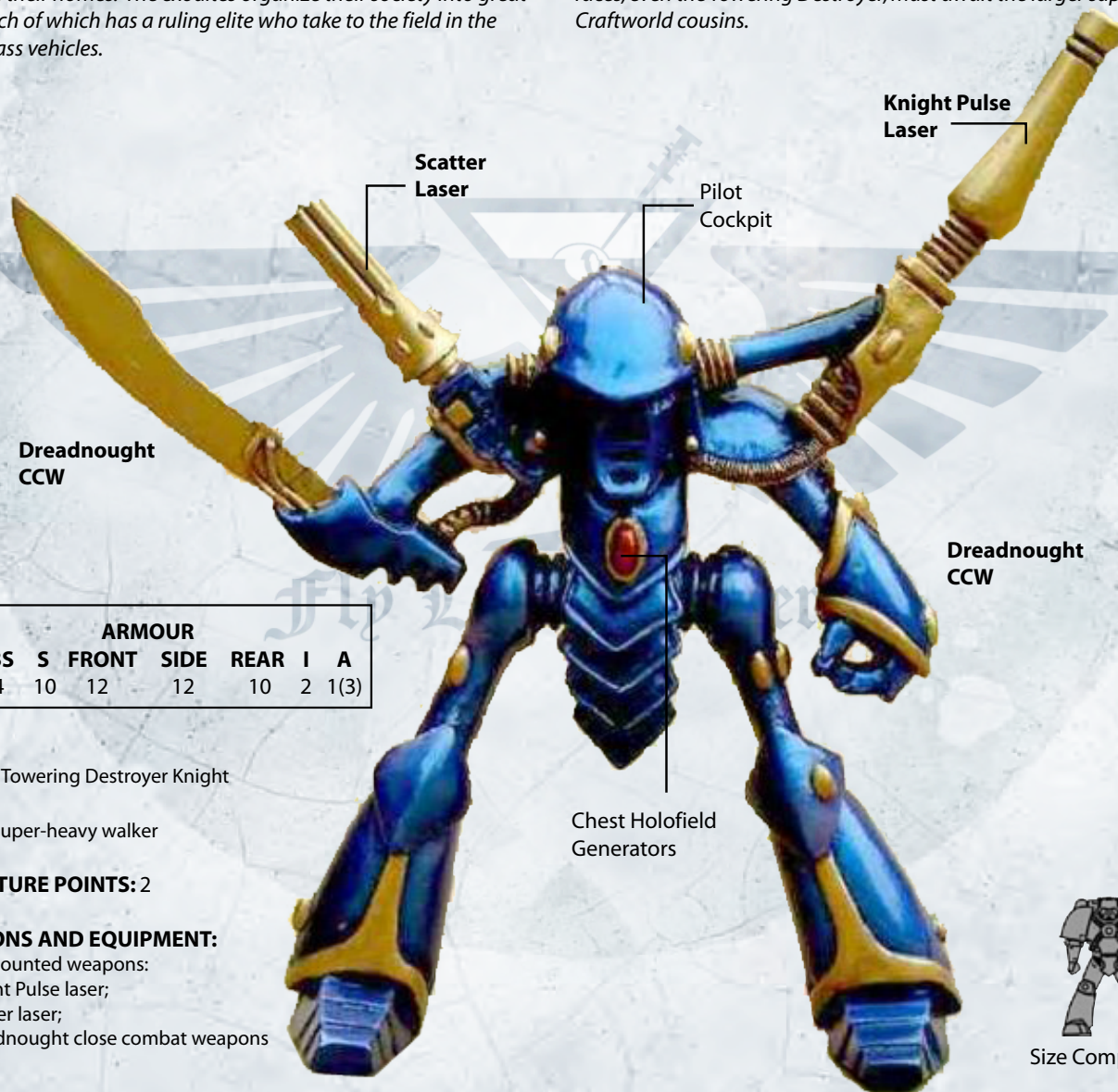
WEAPON	RANGE	STR	AP	SPECIAL	SPECIAL RULES: •Eldar Titan Holofields •Gallop: In the shooting phase the Bright Stallion may divert some of the energy from its weapons towards its 4 legs so it can choose to either: - Fire all available weapons as normal. - Fire no weapons at all and move up to 12" (for a total of 24" per turn).
Knight Pulse Laser	48"	8	2	Heavy 4, Lance	
Scatter Laser	36"	6	6	Heavy 4	

TOWERING DESTROYER

POINTS: 450

The Eldar Towering Destroyer is one of the most common knight class vehicles used by the exodites of the Maiden Worlds. These hardy people live a simple spartan lifestyle that stands in contrast to their Craftworld brethren. The Towering destroyer is a large vehicle construct used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles.

The Towering Destroyer is a multi-purpose vehicle, which is equipped with a blend of both ranged energy weapons and close combat arms. It is as deadly on the open field as it is in close assaults. Using the skill of its single pilot and protected behind a veil of Eldar holofields, a Towering Destroyer can tear a path of destruction through a lightly equipped enemy raiding force. When faced with the larger constructs of the enemy races, even the Towering Destroyer, must await the larger support of its Craftworld cousins.



ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1(3)

UNIT: 1 Towering Destroyer Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

4 arm-mounted weapons:

- 1 Knight Pulse laser;
- 1 Scatter laser;
- 2 Dreadnought close combat weapons

WEAPON	RANGE	STR	AP	SPECIAL
Knight Pulse Laser	48"	8	2	Heavy 4, Lance
Scatter Laser	36"	6	6	Heavy 4
Dreadnought CCW	n/a	n/a	n/a	+1 A

SPECIAL RULES:

•Eldar Titan Holofields

•**Agile:** In the shooting phase the Towering Destroyer may divert some of the energy from its weapons towards its legs, so it can choose to either:

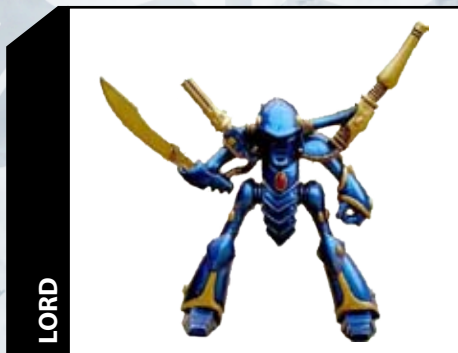
- Fire all available weapons as normal.
- Fire no weapons at all and move an extra 2D6" (as per the Fleet rule).

EXODITE KNIGHT HOST

POINTS: 150+ MODELS

The Eldar Knight Hosts are a graceful, furious foe; stalwart defenders of their exodite Maiden Worlds. These hardy people live a simple spartan lifestyle that stands in contrast to their Craftworld brethren. Their Eldar Knights are large vehicle constructs used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles in time of war.

In times of war, an Exodite clan will muster its forces into Knight Hosts and boldly sally forth to battle. In contrast to their Human counterparts these forces are of variable composition, often mixing different knight models based on the needs at hand, and the battlefield goal. Thus Knight Hosts may sway towards the vicious Towering Destroyers capable of ripping the heart out of an enemy force to the fast graceful Bright Stallions who are raiders without peer, to everything in between. In any configuration, an Exodite Knight Host is a dreaded foe, striking like a thunderbolt from an unexpected quarter.



FORMATION:

1 Lord

2-4 Knights

(You may freely mix and match Towering Destroyers and Bright Stallions)

SPECIAL RULES:

Household Lord: The Knight Household is led by its Lord. This unit is BS: 5, WS:4

Like the Wind: The Exodite Knight Host gains the Flank March Strategic Asset.

Strike Force: The formation must all be deployed within 18" of the Lord, or if coming on from reserve, they must enter the table within 18" of the point entered by the Lord.

TEMPEST GRAV-TANK

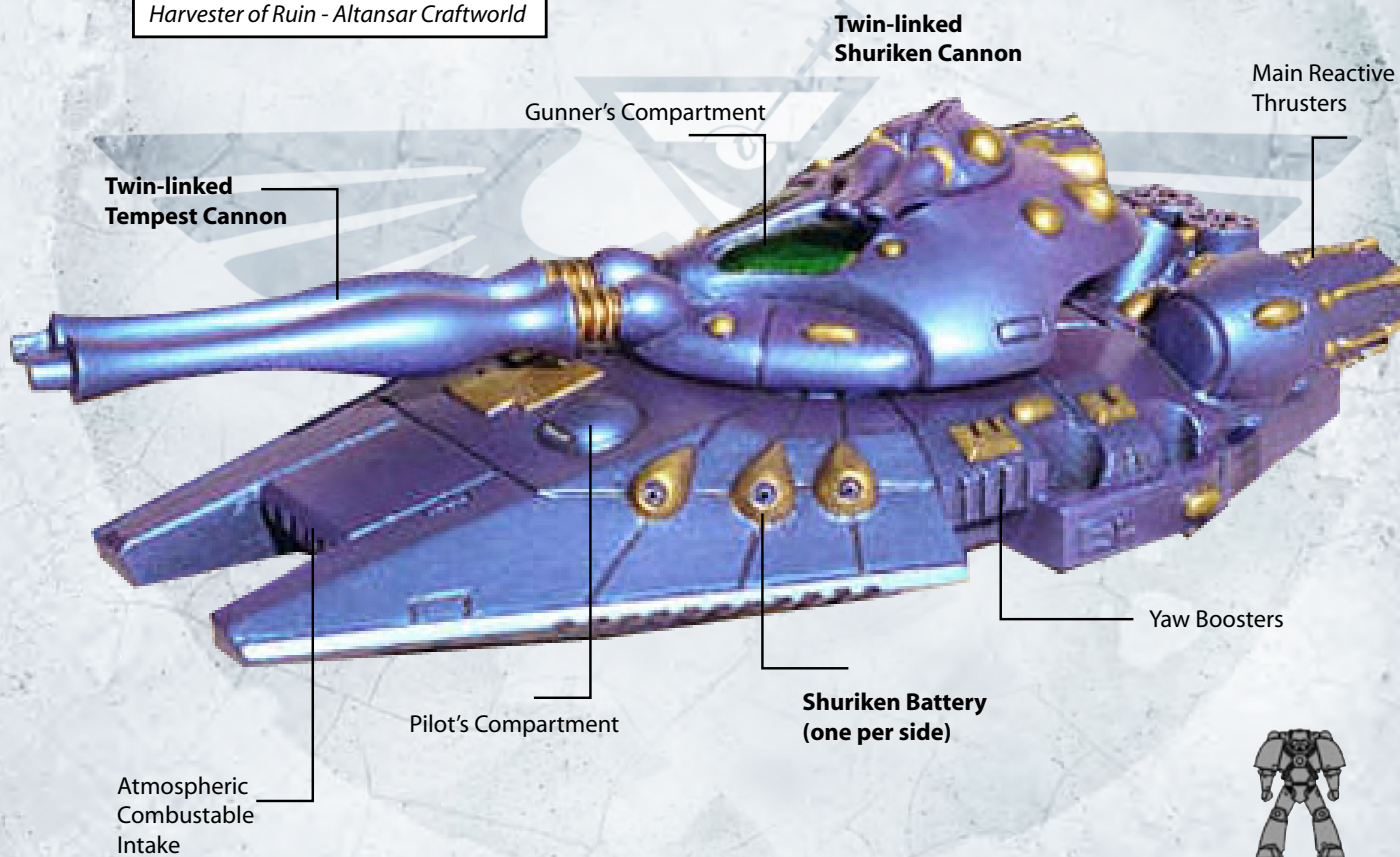
POINTS: 400

The Tempest is amongst the largest vehicles recorded capable of anti-gravitic movement. It is one of the Eldar's "Engines of Vault", large massive vehicles combining heavy firepower with high speed. It bears the honor of being the first Engine of Vault encountered by the Imperium, over 10,000 years ago.

The Tempest is a rare design, often seen fielded by smaller Craftworlds, or in support of the larger, more potent Scorpion and Cobra vehicles. It is armed with the deadly Tempest Laser; a smaller, shorter ranged version of the mighty Pulsar mounted on the larger Engines of Vault. Protected behind a holo-field and mounting a secondary battery of anti-personnel shuriken weapons, the smaller Tempest is often used in the close support role for a Craftworld's infantry advance.

Noted Tempests:

Kurnous's Fury - Iyanden Craftworld
Twilight Dancer - Alaitoc Craftworld
Dagger of Khaine - Il-Kaithe Craftworld
Harvester of Ruin - Altansar Craftworld



Size Comparison

UNIT: 1 Tempest

TYPE: Super-heavy tank, Skimmer, Fast

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Turret mounted twin-linked Tempest Cannon;
- Turret mounted twin-linked Shuriken Cannon;
- Two hull mounted Shuriken batteries

ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	11

WEAPON

Tempest Cannon

RANGE	STR	AP	SPECIAL
48"	D	2	Heavy 2, 3" blast Destroyer, Primary Weapon

Shuriken Cannon

24"	6	5	Heavy 3
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Shuriken Battery

12"	4	5	Assault 6
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SPECIAL RULES:

Eldar Titan Holo-fields

PHANTOM TITAN

POINTS: 1900

Phantom titans are very different than the machine constructs of other races. They move with a grace and speed that is seemingly impossible for a vehicle of their size. Phantoms are crewed by the rare and unusual Eldar titan clansmen who are raised from birth with their charges. Often crewed by twins or even rarer triplets, the titan clansmen form a single mental consciousness with their ancestors whose spirits are interred within the Phantom's wraithbone core.

In this manner, the Phantoms move with perfect grace, and operate with the reflexes of a living thing, as opposed to the lumpen movements of the other races machines. Armed with the most deadly weaponry their craftworlds can provide and protected behind a veil of holofields Phantoms are masters of the battlefield. Each is a formidable threat, even to the Warlord titans of the Imperium.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	11	2	2

UNIT: 1 Phantom Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar;
- Phantom Sonic Lance;
- Distortion Cannon;
- Heat Lance;
- Titan close combat weapon

2 wing-mounted weapons:

- 1 Phantom Missile Launcher;
- 1 Phantom Prism Cannon



WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
Phantom Sonic Lance*	Hellstorm	X	2	Heavy 1, Primary Weapon Pinning
Distortion Cannon**	G48"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Heat Lance***	72"	D	1	Ordinance 1, 7" Blast Primary Weapon
Phantom Missile Launcher	48"	5	3	Heavy 6
Phantom Prism Cannon	60"	10	1	Heavy 2, 5" blast

* To fire the Phantom Sonic Lance place the Hellstorm template so that the narrow end is within 60" of the weapon and the large end is no closer to the weapon than the narrow end. The Phantom Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 2+ regardless of their toughness. Against vehicles the Lance rolls 3D6 for armor penetration.

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

**** The Heat lance sends a concentrated melta blast into its target via a magnetic field that dissipates quickly with range. Target vehicles suffer a +2 modifier to relevant vehicle damage chart rolls.

SPECIAL RULES:

•Eldar Titan Holofields

•**Spirit Stone:** The titan ignores Driver Stunned critical results on a D6 roll of 4+, and may always fire one weapon per turn that would normally be subject to a Gun-Crew Stunned restriction.

•**Agile:** In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs so it can choose to either:

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

Model by Matt Plonski

WARLOCK TITAN

Warlock titans are the apex of Eldar psychic engineering. Focusing the power of the many farseers and warlocks interred within their wraithbone core, Warlock titans can harness horrific psychic power. They are a more potent variant of the Phantom class and move with a grace, speed and fore-knowledge that is seemingly impossible for a vehicle of their size. Warlocks are crewed by the rare and unusual Eldar titan clansmen. Often twins or even rarer triplets, the titan clansmen form a single mental consciousness with the spirits within the titan's wraithbone core.

POINTS: 2250

In this manner, the Warlocks move with perfect grace and operate with the reflexes of a living thing as opposed to the lumpen movements of the other races machines. Armed with the most deadly weaponry their craftworlds can provide, including the dreaded mind-scrubbing psychic lance, and protected behind a veil of holofields, Warlocks are terrible foe, equal to the Imperium. Warlord titans of the

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	11	2	2

UNIT: 1 Warlock Titan

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

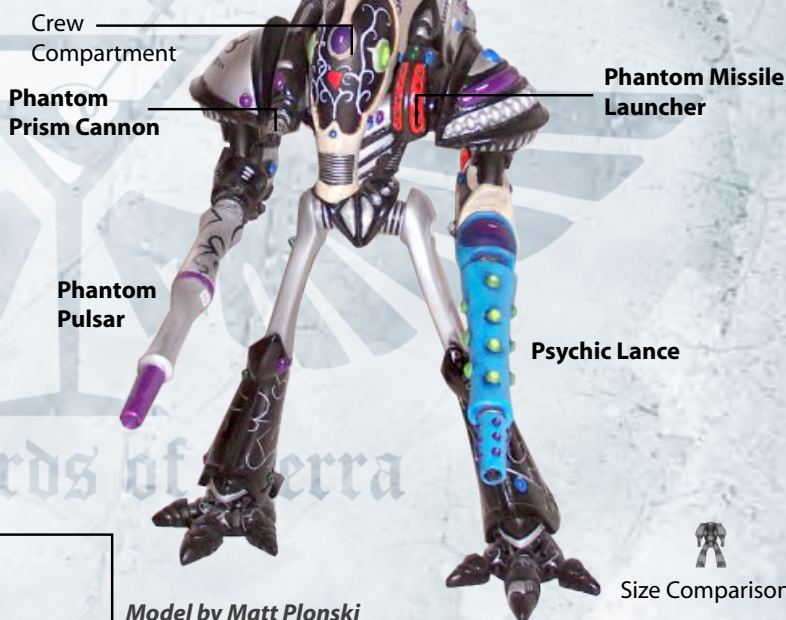
WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar;
- Phantom Sonic Lance;
- Distortion Cannon;
- Heat Lance;
- Psychic Lance
- Titan close combat weapon

2 wing-mounted weapons:

- 1 Phantom Missile Launcher;
- 1 Phantom Prism Cannon



Model by Matt Plonski

*** If a hit is scored, determine the position of the marker. Models hit suffer Instant Death on a 4+, ignoring armor and cover saves (Invulnerable saves apply). Vehicles hit suffer a single penetrating hit (ignoring defensive fields of any type and auto-glance abilities such as smoke, hull-down, fast-moving skimmers, etc.)

**** The Heat lance sends a concentrated melta blast into its target via a magnetic field that dissipates quickly with range. Target vehicles suffer a +2 modifier to relevant vehicle damage chart rolls.

SPECIAL RULES:

•Eldar Titan Holofields

•**Spirit Stone:** The titan ignores Driver Stunned critical results on a D6 roll of 4+, and may always fire one weapon per turn that would normally be subject to a Gun-Crew Stunned restriction.

•**Agile:** In the shooting phase the Warlock may divert some of the energy from its primary weapons towards its legs so it can choose to either:

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

•**Infinity Circuit:** The Warlock's wraithbone core contains the spirits of many Farseers and Warlocks. It possesses a potent psychic foresight and presence. the following rules apply:

- **Foresight:** The Warlock may reroll misses.
- **Psychic Beacon:** While the Warlock is in play; friendly Eldar psychic, and wraithsight tests are passed automatically.

WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
Phantom Sonic Lance*	Hellstorm	X	2	Heavy 1, Primary Weapon Pinning
Distortion Cannon**	G48"	D	2	Ordnance 1, 10" blast Destroyer, Primary Weapon
Psychic Lance***	48"	n/a	n/a	Heavy 1, 10" blast Primary Weapon
Heat Lance****	72"	D	1	Ordnance 1, 7" Blast Destroyer, Primary Weapon
Phantom Missile Launcher	48"	5	3	Heavy 6
Phantom Prism Cannon	60"	10	1	Heavy 2, 5" blast

* To fire the Phantom Sonic Lance place the Hellstorm template so that the narrow end is within 60" of the weapon and the large end is no closer to the weapon than the narrow end. The Phantom Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 2+ regardless of their toughness. Against vehicles the Lance rolls 3D6 for armor penetration.

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

THE ORKS



"Dey sez we wuz made by da Brainboys.
They made us tuff to take a bruise an come
back for more. They made us sharp ta
makes whats we needs. But first dey made us
strong to krump dem who stand in da way."

-Warboss Big Nubz, 2nd War of Armageddon, at the final assault
of Hellsreach Hive.

DIGGA STOMPA

POINTS: 300

The Digga Stompa is the smallest member of the Stompa/Gargant family. At some point, a Mek will tire of his Deff Dreds and Killa Kanz and move on to larger projects. The Digga Stompa is usually the first project made by these ingenuitive Meks as they "learn the trade" or just have to make due with limited resources.

Organized into Stompa Mobs and thrown at enemy lines, Digga Stompas are considered a weedy but always appreciated shock assault platform.

The Digga Stompa is a tough machine. While not equal to their larger cousins, they can be quite dangerous in larger mobs. They are equipped with medium armour, but no Power Fields as these are scavenged or looted by more affluent Big Meks for use on the larger Ork machines.

Diggas have been spotted in a variety of "Gork and Mork" configurations ranging from pure fire support platforms, to raging assault vehicles. Imperial officers consider the Digga Stompa to be a crude yet equitable threat to a Space Marine Land Raider.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	11	10	1	1

UNIT: 1 Digga Stompa

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

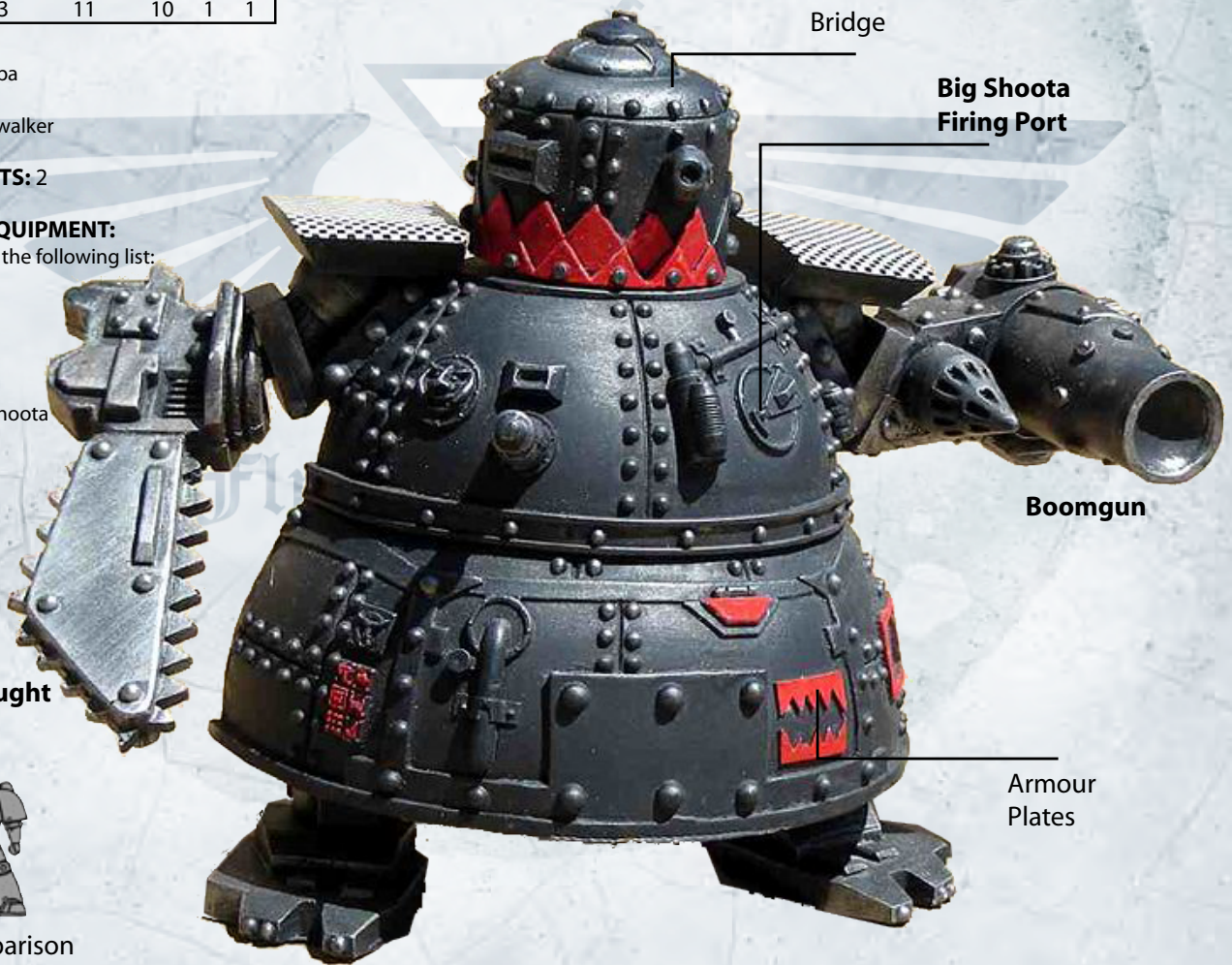
- Boomgun;
- Mega Slugga;
- Dreadnought close combat weapon

1 hull-mounted BigShoota

Dreadnought
CCW



Size Comparison



WEAPON	RANGE	STR	AP	SPECIAL
Boomgun	36"	8	3	Ordnance 1, 7" Blast
Mega Slugga	48"	6	4	Heavy 3D6,
Dreadnought CCW	n/a	n/a	n/a	+2 Attacks
Big Shoota	36"	5	5	Assault 3

SPECIAL RULES:

- Supacharga:** Digga Stompas are large enough to mount large powerplants, yet light enough to move quickly compared to their larger Stompa and Gargant cousins. In the shooting phase the Stompa may choose to either:
 - Fire all available weapons as normal.
 - Fire no weapons at all and move an extra D6" (as per the Fleet rule).

DIGGA MOB

POINTS: 150+ MODELS

The Digga Stompa is the smallest member of the Stompa/Gargant family. At some point, a Mek will tire of his Deff Dreds and Killa Kanz and move on to larger projects. The Digga Stompa is usually the first project made by these ingenuitive Meks as they "learn the trade" or just have to make due with limited resources.

Organized into Digga Mobs and thrown at enemy lines, Digga Stompas are considered a weedy but always appreciated shock assault platform.

During Waaaghs, warbosses will gather all the Digga Stompas in the area into mobs and send them careening merrily into the enemy. Under a cloud of oily smoke and dust, the Digga mob will steadily advance under the watchful eye of the Mob Kaptin, the most experienced Digga driver. With cannons belching, giant chainsaws buzzing, and the ground itself thundering under the digga's approach, the mob will press forward. Frenzied under the Waaagh's influence, a digga Mob is a potent force, able to shrug off all but the most extreme damage as they clamor into the enemy lines.

DIGGA STOMPA



MOB KAPTIN



DIGGA STOMPA



DIGGA STOMPA



DIGGA STOMPA



FORMATION:

1 Mob Kaptin
2-4 Digga Stompas

SPECIAL RULES:

Mob Kaptin: The Digga Mob is led by its Mob Kaptin. This unit is WS:5, +1A

Frenzied: All members of the Digga Mob ignore Driver Stunned critical results, and must charge the closest enemy unit in assault range if possible.

Strike Force: The formation must all be deployed within 18" of the Mob Kaptin, or if coming on from reserve, they must enter the table within 18" of the point entered by the Mob Kaptin.

SLASHA GARGANT

POINTS: 1500

Slasha Gargants are huge walking war machines protected within powerful force fields and mounting massive weapons of awesome destructive power. They are one of the Orks largest fighting machines. Organized into Gargant Mobs, they are used to spearhead massive assaults during large Ork Waaaghs. Each Waaagh of large size will have several Slasha Gargants available to its Warboss which were spontaneously constructed during the preceding months by the mekboys in the surrounding region.

The Imperium considers the building of Slasha Gargants to be an early indicator if an upcoming Ork Waaagh, and their construction is monitored regularly. They are medium battle titans., larger than the smaller Stompas, but smaller than the mighty Great Gargants. Each is crewed by large numbers of Nobs, gunnerz, and boys under the command of a Kaptain. The Slasha's maze like interior will house several of Grot Rigger Teams under the command of Mek-boys whose job is to keep the war machine running and to perform battlefield repairs once the enemy is engaged.

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

UNIT: 1 Slasha Gargant

TYPE: Super-heavy walker

STRUCTURE POINTS: 7

POWER FIELDS: 6

TRANSPORT: 30 (Big Mek occupants may not affect SGs)

ACCESS POINTS: One rear hatch

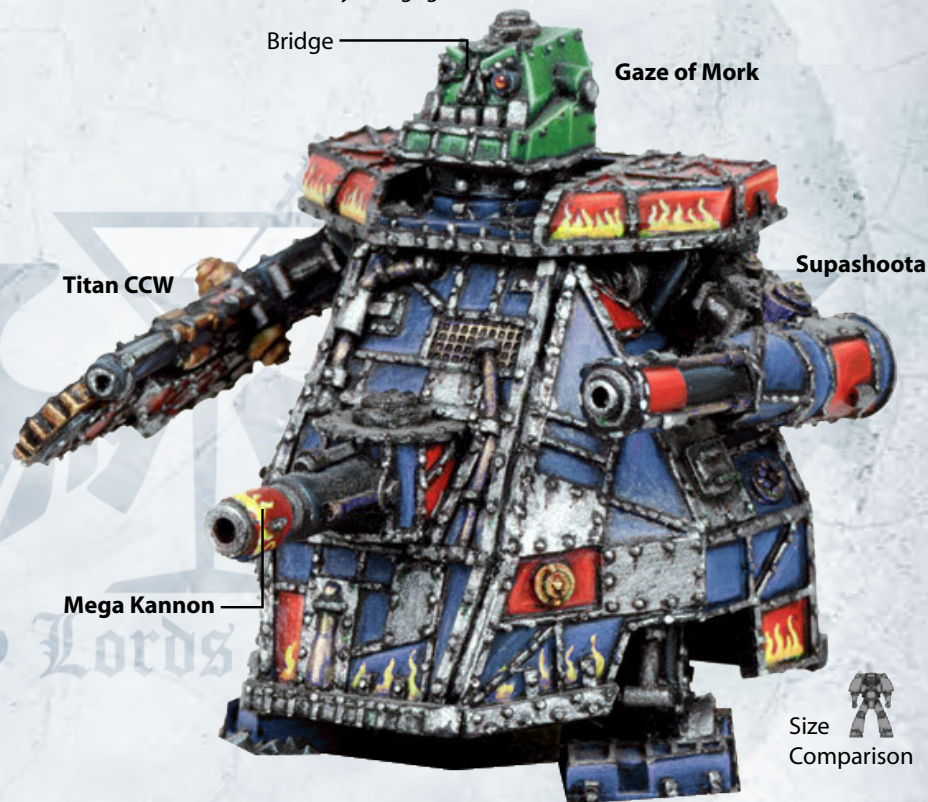
FIRE POINTS: 4 on the hull (1 is rear facing)

WEAPONS AND EQUIPMENT:

- 1 Mega Kannon belly cannon
- 1 Gaze of Mork

2 arm weapons from the following list:

- Supa Lifta Dropa;
- Supashoota;
- Titan close combat weapon
- Mega Skorcha;



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL	
Mega Kannon	60"	10	2	Ordnance 1, 10" Blast Primary Weapon	<p>** To fire the Mega Skorcha place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Mega Skorcha is then treated like any other template weapon for determining hits.</p> <p>*** Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.</p> <p>SPECIAL RULES:</p> <p>•Effigy: A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless</p> <p>•Mountain of Iron: Slasha Gargants are Immune to Driver stunned critical results, and treat all Stomp attacks as Destroyer hits.</p> <p>•Towering Inferno: Once crippled, a Slasha Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Slasha Gargant explodes or leaves the table.</p>
Supa Lifta Dropa*	48"	n/a	n/a	Heavy 1, Primary Weapon	
Supashoota	48"	8	3	Heavy 6d6, Primary Weapon	
Mega Skorcha**	Hellstorm	6	4	Heavy 1, Pinning	
Gaze of Mork***	60"	2d6	2	Heavy 3	

*Supa Lifta-dropa; To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or super-heavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits. If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields.

GREAT GARGANT

POINTS: 2500

Great Gargants are huge walking war machines protected within powerful force fields and mounting massive weapons of awesome destructive power. They are the Orks greatest fighting machines. Organized into Gargant Mobs, they are used to spearhead massive assaults during large Ork Waaaghs. Each Waaagh of large size will have several Great Gargants available to its Warboss which were spontaneously constructed during the preceding months by the mekboys in the surrounding region.

UNIT: 1 Great Gargant

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

TYPE: Super-heavy walker

STRUCTURE POINTS: 10

POWER FIELDS: 7+d3

TRANSPORT: 40 (Big Mek's may not affect GG's)

ACCESS POINTS: One rear hatch

FIRE POINTS: 6 on the hull (2 are rear facing)

WEAPONS AND EQUIPMENT:

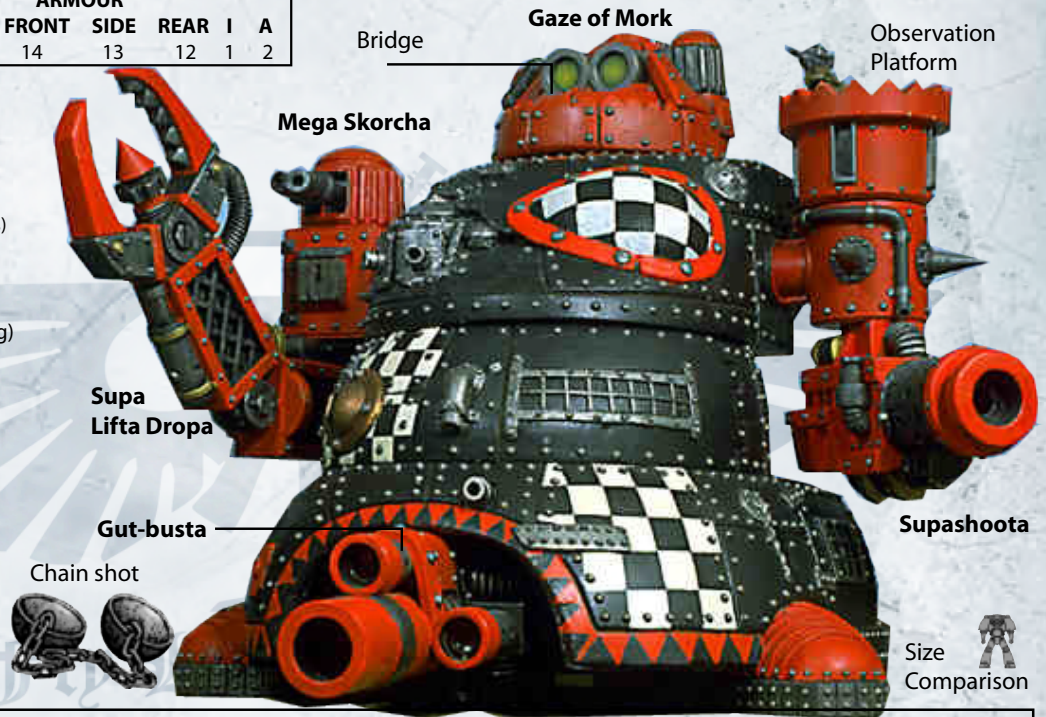
- 1 Gut-busta belly cannon
- 1 Gaze of Mork

2 arm weapons from the following list:

- Supa Lifta Dropa;
- Supashoota;
- Titan close combat weapon

2 shoulder weapons from the following list:

- Mega Skorcha;
- Observation Platform;



WEAPON	RANGE	STR	AP	SPECIAL
Gut-busta (select a single shot each turn)				
-Airburst shot	60"	6	3	Integrated Weapon Apocalypse Barrage (10)
-Solid shot*	60"	D	2	Ordnance 1, 5" Blast Destroyer
-Chain shot**	60"	9	3	Ordnance 1, 7" Blast
Supa Lifta Dropa***	48"	n/a	n/a	Heavy 1, Primary Weapon
Supashoota	48"	8	3	Heavy 6d6, Primary Weapon
Mega Skorcha****	Hellstorm	6	4	Heavy 1, Pinning
Gaze of Mork*****	60"	2d6	2	Heavy 3

Integrated Weapon: Any weapon listed is immune to gun-crew shaken and weapon destroyed critical results

If an arrow is rolled, the vehicle can be dropped anywhere within 24" of its starting point along the line of the arrow, still suffering d3 Penetrating hits. It cannot be dropped on flyers. If it is dropped onto non-vehicle units they each take 2d6 wounds. If it is dropped onto another vehicle then both take d3 penetrating hits. The models that are under the dropped vehicle are moved aside, as if they were tank-shocked by the vehicle (except for super-heavy vehicles and gargantuan creatures, which are not moved - instead assume they have tank-shocked the dropped vehicle), and the dropped vehicle is always turned to face the same direction as the arrow. If the model is dropped in impassible terrain it is destroyed. When resolving the fire of a Supa Lifta Dropa, ignore Power fields and Void shields.

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

***** Roll to determine the Gaze of Mork's Strength every time you fire it. A roll of 11 or 12 is treated as Destroyer.

SPECIAL RULES:

•**Effigy:** A roaring avatar of Mork (or Gork); all ork mobs within 18" are Fearless

•**Observation Platform:** Commanded by a Nob spotter. The Great Gargant counts as BS:3. The Observation Platform is treated as a single destroyable weapon for damage purposes.

•**Mountain of Iron:** Great Gargants are Immune to Driver stunned critical results, and treat all Stomp attacks as Destroyer hits.

•**Towering Inferno:** Once crippled, a Great Gargant will tend to erupt in great gouts of flame, careening out of control as internal fires tear it apart from within. Catastrophic Damage Table "Wrecked" results instead move the Gargant ahead 2d6". All normal movement rules apply. It is no longer scoring, may not fire any weapons or change its facing. Roll again on the Catastrophic Damage Table at the start of each ork turn until the Great Gargant explodes or leaves the table.

* To fire the Solid Shot place the template anywhere within range and LoS and roll for scatter. The solid shot will then skid forward from its landing point directly away from the Great Gargant 3d6". Any model under its skid path will suffer a hit. Any units with Power Fields or Void Shields will additionally have them ALL downed if struck by the Solid shot.

** To fire the Chain Shot place the template and roll 2d6" for scatter. Any Super-heavy walker with its legs in LoS under the template will immediately be immobilized, in addition to the standard damage. Fields protect against the Chain shot round's immobilization effect.

*** Supa Lifta-dropa; To fire the Supa Lifta Dropa, select an enemy vehicle (not a flyer or super-heavy) as a target. If the target is in range, it is lifted by the weapon's tractor beam. Roll a scatter die. If a hit is rolled, the vehicle is dropped on the spot, suffering d3 Penetrating hits.

GIBLETGRINDA

POINTS: 600

The Gibletgrinda is among the very largest of Ork tracked vehicles. Dwarfing even the mighty Dethrolla and Skullhamma battlefortresses, Gibletgrindas are monstrous endeavors, and only the most successful Warbosses can afford them. They are rare as most warbosses and big-meks will instead choose to build Stompas and Gargants for vehicles in this size range. Still, there are those eccentric orks who want the biggest, meanest tracked assault vehicle that can be built, and the Gibletgrinda is right up their alley.

Like all monumental Ork vehicles, there is no standardized layout and construction plans for Gibletgrindas, but they all share a few basic features. The first is immense size, with the standard Gibletgrinda being outclassed only by the medium to full sized Gargants. Secondly, mekboys will mount the largest centerlined weapon high atop the hull as possible. These colossal cannon are termed blunderbusses and shower a large (if irregular) area with lethal man-sized chunks of shrapnel. High speed, an array of secondary weapons, the hallmark deff-rola, and a large transport deck round out the arsenal of these most imposing of Ork tracked monsters. Gibletgrindas are extraordinarily difficult to bring down, and are luckily for the Imperium rare.

ARMOUR			
BS	FRONT	SIDE	REAR
2	14	14	12

UNIT: 1 Gibletgrinda

TYPE: Super-heavy tank

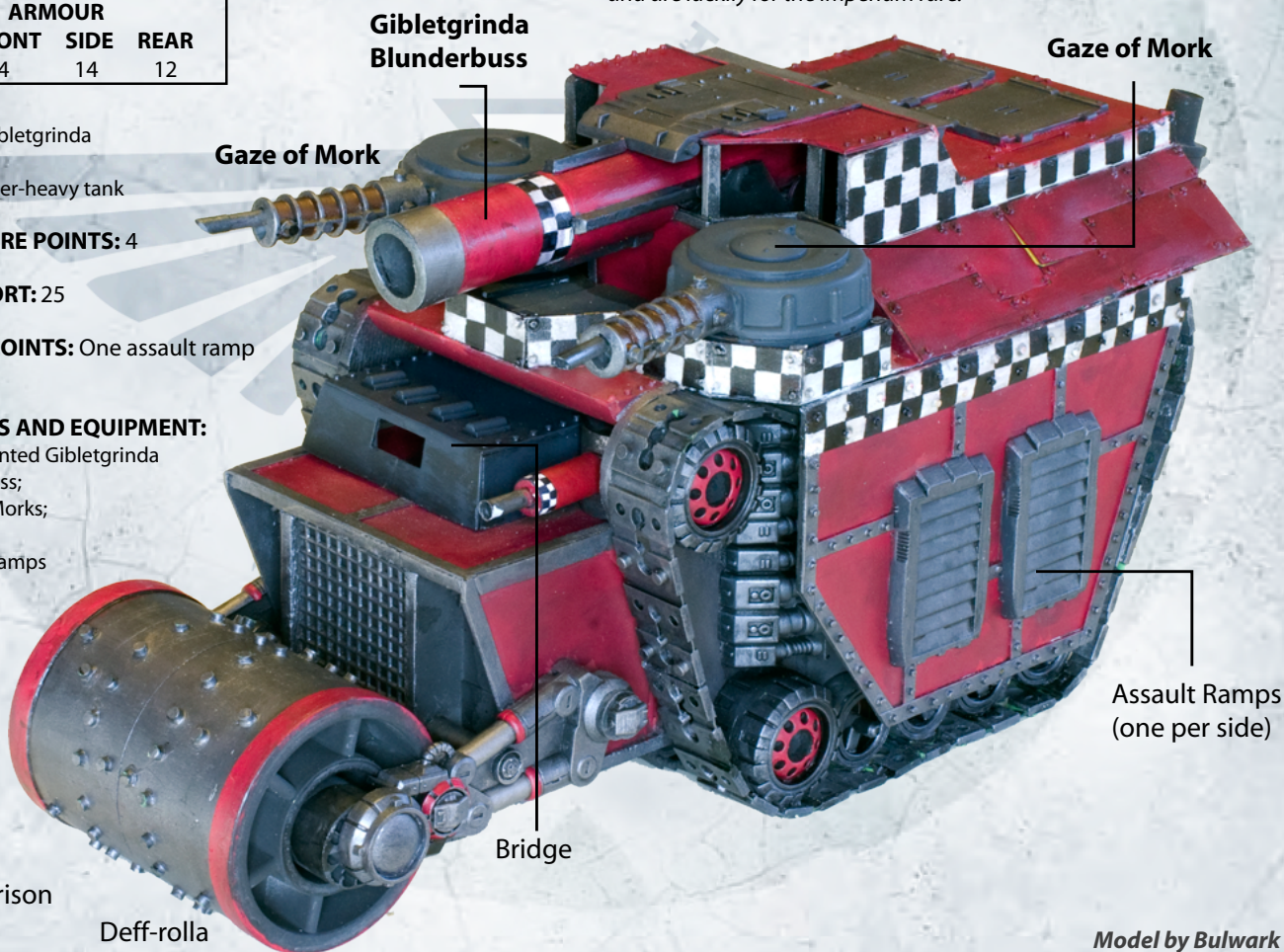
STRUCTURE POINTS: 4

TRANSPORT: 25

ACCESS POINTS: One assault ramp per side

WEAPONS AND EQUIPMENT:

- 1 Hull mounted Gibletgrinda blunderbuss;
- 2 Gaze of Morks;
- 1 Deff-rola
- 2 Assault Ramps



Size Comparison

Model by Bulwark

WEAPON	RANGE	STR	AP	SPECIAL
Gibletgrinda Blunderbuss	48"	9	2	Apocalypse barrage (d6) Primary weapon
Gaze of Mork*	60"	2d6	2	Heavy 3
Kannon (frag)	36"	4	5	Heavy 1, blast
Kannon (shell)	36"	8	3	Heavy 1
Supa-rokkit**	unlimited	8	3	Heavy 1, one-shot

SPECIAL RULES:

•**Super Charged:** the Gibletgrinda may move 12" per turn.

OPTIONS:

- Gibletgrindas may be equipped with any of the following:
 - 0-2 Supa-rokkits for +15 points each.
 - 0-1 Kannon for +5 points.
 - Grot-riggas for +20 points.

* Roll to determine the Gaze of Mork's Strength every time it fires. Roll for each gun separately. A roll of 11 or 12 is treated as a Destroyer.

** A Supa-rokkit is a grot-guided weapon that hits on a result of 2+. It can only be fired once per game.

WIERDBOY BATTLE TOWER

POINTS: 200+OCCUPANTS

Ork weirdboyz are the psykers of their race. They are unique amongst psykers in that they absorb the latent psychic power from the Orks around them and channel it in myriad forms. They are also not fully in control of this process and manifest wildly unpredictable powers.

The weirdboys are shunned by ork society and usually live alone, in an isolated location wearing brightly colored clothing festooned with bells to alert other Orks of their danger.

The only measure of control wierdboys have is to ground thier powers through the use of a large copper staff. In battle sneaky warbosses will force wierdboys forward with a set of "minderz", point him at the enemy, take away his staff, and stand back.

The Wierdboy Battle Tower takes that simple plan to the next level. In the largest of waaagh's, wierdboys are locked up in a high copper tower atop a battlewagon, and driven towards the enemy lines. At the proper time, the tower is ungrounded, and the unstable powers of the surrounding waaagh are unleashed with unprecicatble results across the battlefield.

ARMOUR			
BS	FRONT	SIDE	REAR
2	14	12	10

UNIT: 1 Wierdboy tower

TYPE: tank, open-top

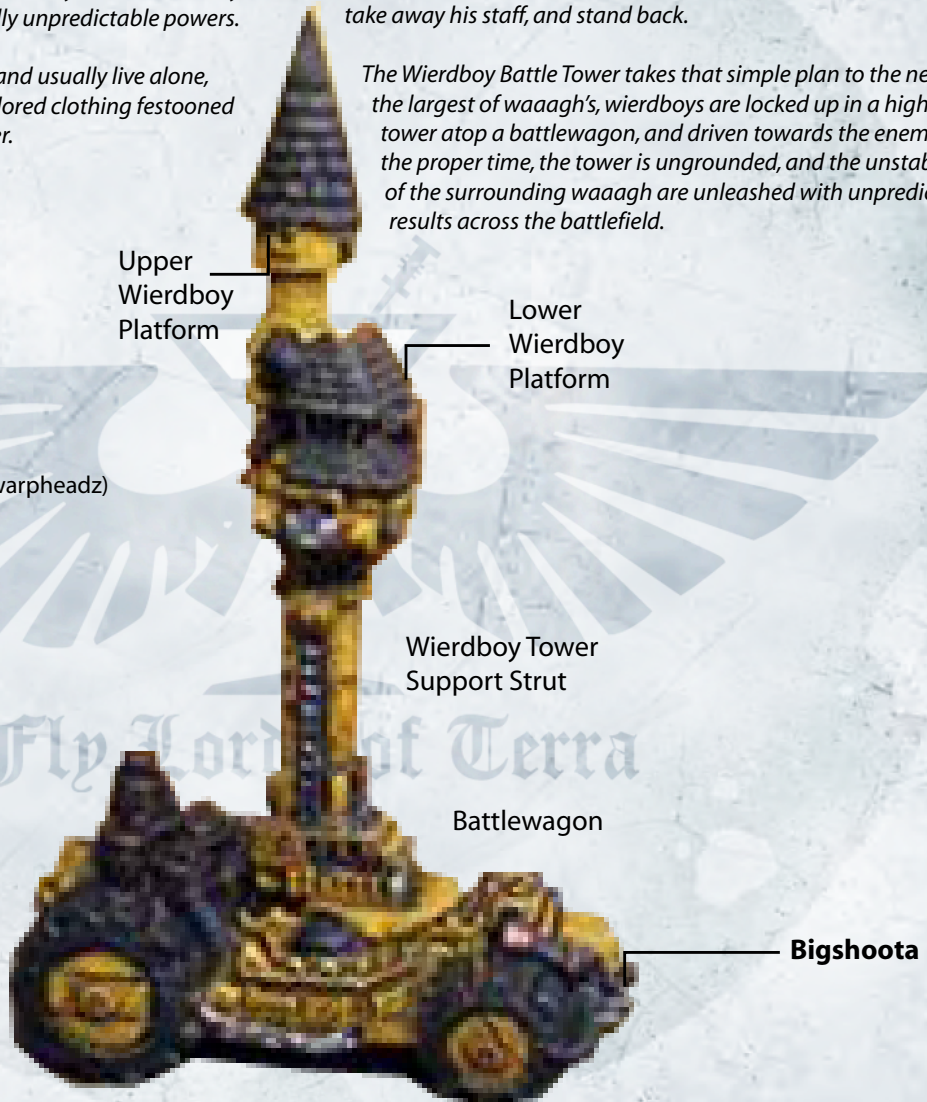
TRANSPORT: 2 (only wierdboyz and warpheadz)

WEAPONS AND EQUIPMENT:

2 Twin-linked bigshootas



Size Comparison



WEAPON

Bigshoota 36" 5 4 Heavy 3

OPTIONS:

•The Wierdboy Battle Tower may be equipeed with any of the following:

- 'Ard case for +15 points.
- Reinforced ram for +5 points.
- Armour plates for +10 points.

SPECIAL RULES:

Weirdboys and warpheads aboard the Weirdboy Tower always count as passing any psychic test. When they use their psychic powers, they roll from the following table:

- 1: 'EadBang** - The energies raging through the Weirdboy go out of control and are absorbed by the tower's capicitors. The tower gains 1 power field. (note: power fields stack. There is no limit to their number)
- 2: Frazzle** - The Tower amplifies arcs of crackling energy from the wierdboy and is projected across the battlefield. Resolve with the following profile: R 48" S 6 Ap 3 Ordinance 1, 5" Blast, Pinning
- 3: Zzap** - The wierdboy powered tower glows green with energy and discharges an incandescent beam that strikes with the force of a thunderbolt. Resolve with the following profile: R 60" S 10, Ap 2 Melta
- 4: Warpath** - The tower disperses psychic energy into one ork unit within 18" of the tower, granting them +1A until the start of the next ork turn.
- 5: 'Ere We Go** - In a storm of green light, the Weirdboy Tower teleports an ork unit within 18" across the battlefield. They re-enter immediately using the deepstrike rules.
- 6: Waaagh!** - The Wierdboy's warcrys is echoed from the Tower. A Waaagh! is invoked this turn (even if it is turn one). on every Ork unit within 24" Waaagh! don't stack.

MODELING LORDS of BATTLE

Mighty warmachines and monstrosities offer an exciting modeling and painting opportunities to a Warhammer 40k player. From ancient Imperial, Tyranid, and Chaos kits to scratchbuilt Ork vehicles, you are guaranteed to end up with a beautiful, unique collection of army centerpieces.



**Leviathan
Regimental HQ:**

*Model by
Georg Heindl*



**Knight
Paladin:**

*Model by
Laurent "Bigdaddy"*



**Deathstrike
Launcher:**

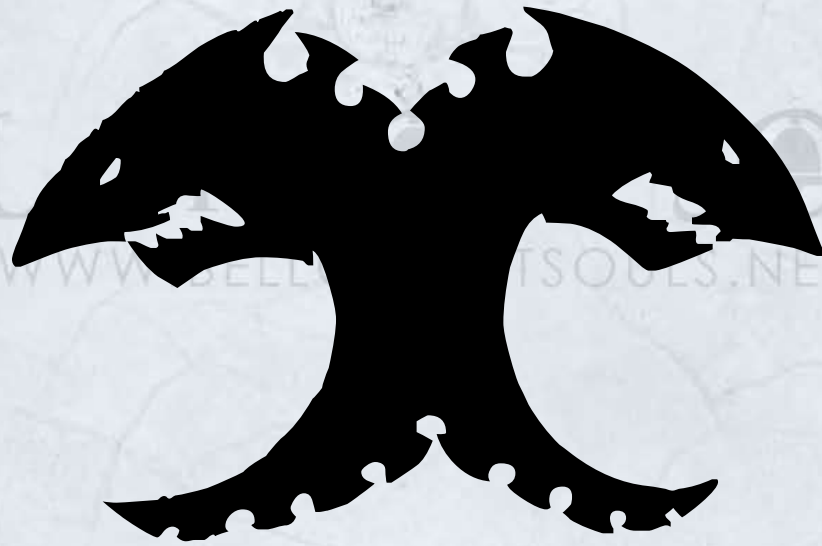
*Model by
Jeff Vaughan*



**Slasha
Gargant:**

*Model by
Bulwark*

THE TYRANIDS



"They are nature itself. Perfected and complete, with no goal save existence. Victory you say? You had might as well wage war on the heavens themselves."

-Last words of the Heretic-Astropath Paulos Reilly, formerly of the Ordo Xenos.

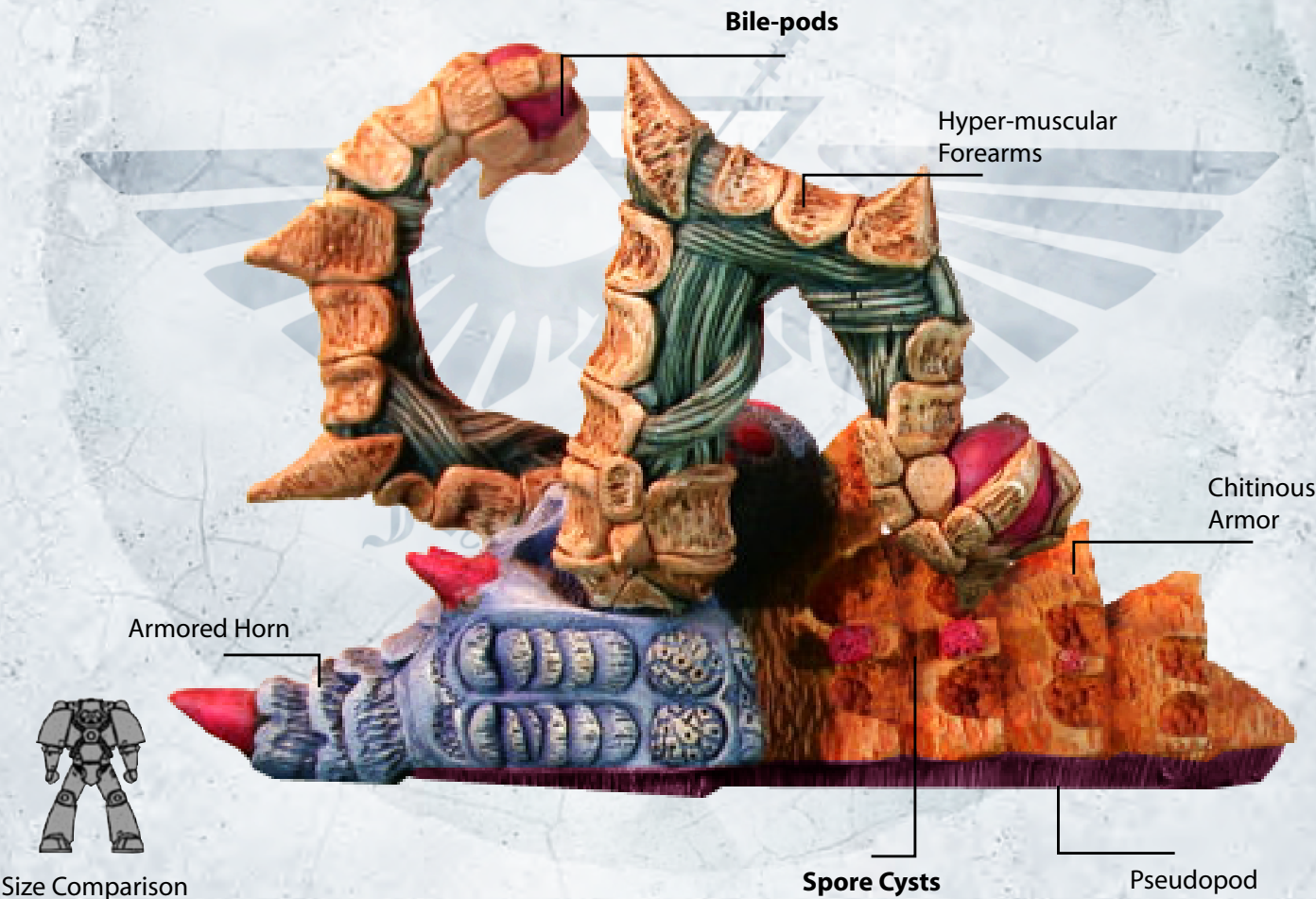
DACTYLIS

POINTS: 325

The Dactylis is a specialized Tyranid gargantuan creatures bred expressly for the purpose of bombarding a foe from long range while other Tyranid creatures close in to attack in assault. The forelimbs seen on other tyranid creatures are covered in thick ropes of muscle which hold them curved back in a state of tension. The Dactylis can grab an object and hurl it forward with eye-blurring speed; directing it towards a distant target with incredible accuracy. The Dactylis's chitin shell is also home to a multitude of spore cysts, which exude a corrosive mist dangerous to nearby creatures.

The Dactylis serves as the host organism to a parasitic pod-like creature that grows in sacs along it upper flanks. these highly corrosive bile-filled pods are detached by the Dactylis in battle and thrown deep into enemy ranke where they explode on impact. Their caustic innards are spread over wide area, burning away enemy infantry and vehicles.

Enemies will often attempt to close quickly with a Dactylis in the hope of killing it in hand-to-hand with specialist troops rather that expose their army to its sustained barrage.



Size Comparison

WS	BS	S	T	W	I	A	LD	SV
3	3	10	7	5	2	2	10	3

UNIT: 1 Dactylis

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:
1 Bile-pod launcher
Spore Cysts

WEAPON	RANGE	STR	AP	SPECIAL
Dactylis Bile-pods	G72"	8	3	Apocalypse barrage (4)

SPECIAL RULES:

- Lumbering:** The creature is not designed for high speed, but advances slowly and steadily on its single pseudopod. It counts as stationary for purposes of firing its weapons, but may only move 0-6" per turn.
- Spore Cysts:** The Dactylis's cysts releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

EXOCRINE

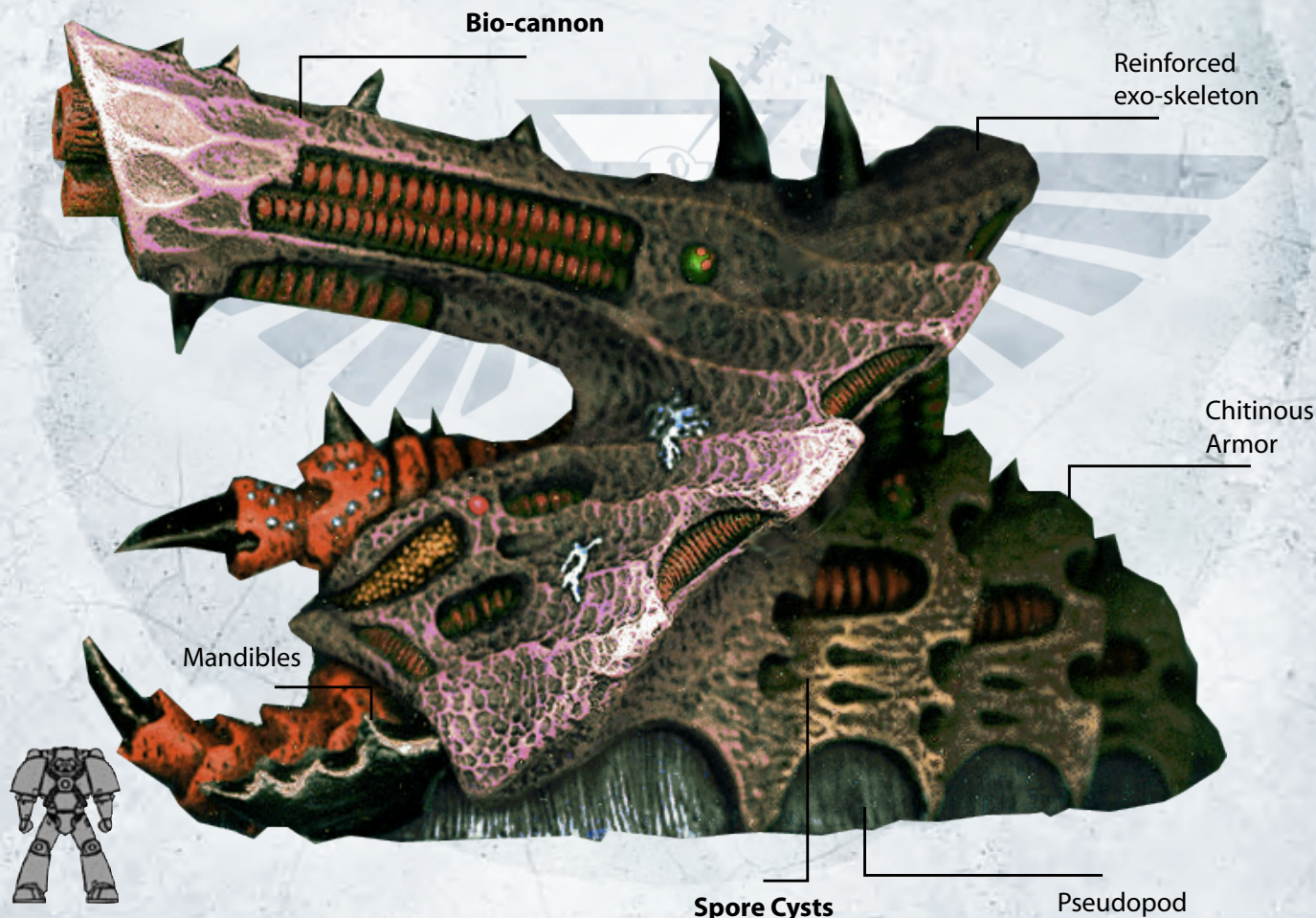
POINTS: 350

The Exocrine is the most specialized of Tyranid gargantuan creatures. It has been bred expressly for the purpose of striking at a foe from long range while other Tyranid creatures close in to attack in assault. The forelimbs seen on other tyranid creatures have completely fused together and expanded considerably to form the creature's bio-cannon.

The bio-cannon fires a high-velocity chitin shell that penetrate even titan armor with shocking ease. The shells are simple but deadly. Their high velocity results in a deadly shrapnel cloud around their impact point which can fell even the strongest infantry.

The Exocrine's chitin shell is also home to a multitude of spore cysts, which exhude a corrosive mist dangerous to nearby creatures. These simple minded creatures are easily confused when operating outside the influence of the Hive Mind. Their simple instincts will take over when isolated and an exocrine will often nest in a safe area, blazing away at any threats within range.

Enemies will often attempt to close quickly with an exocrine in the hope of killing it in hand-to-hand with specialist troops rather that expose their army to its sustained fire.



Size Comparison

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

UNIT: 1 Exocrine

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

1 Biocannon
Spore Cysts

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

SPECIAL RULES:

•**Lumbering:** The creature is not designed for high speed, but advances slowly and steadily on its single pseudopod. It counts as stationary for purposes of firing its weapons, but may only move 0-6" per turn.

•**Spore Cysts:** The Exocrine's cysts releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

HARUSPEX

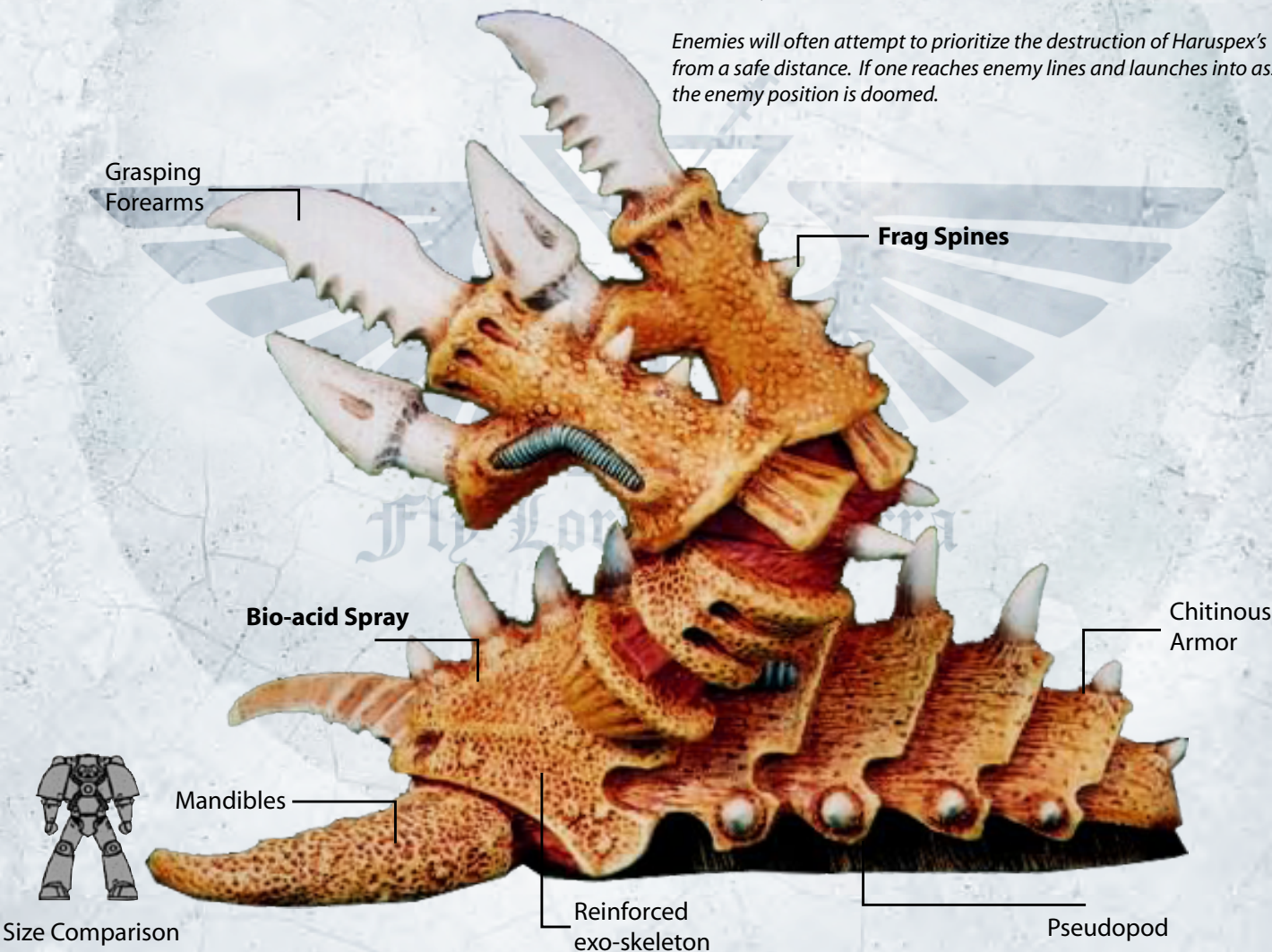
POINTS: 325

The Haruspex is a large Tyranid assault organism. They are bred to quickly close with the enemy and destroy them in frenzied assault. The Haruspex possessed large piercing forearms and sizable mandibles easily capable of overturning and crushing even superheavy vehicles. Infantry are dispatched with contemptuous ease. These forearms are lined with explosive bio-frag spines which can be fired in deadly groups a short distance away through muscle spasms.

A Haruspex is also host to a symbiote creature which secretes and stores a molecular bio-acid which can be sprayed a short distance away. This acid is potent enough to melt away armourplasm and ceramite with ease.

Haruspex's primary function within the hivemind is to assault fortified positions and overwhelm them with brute force. Any targets which cannot be easily crushed will be weakened with the bio-acid spray before being pulled apart. They possess a rudimentary nervous system, making them notoriously hard to kill.

Enemies will often attempt to prioritize the destruction of Haruspex's from a safe distance. If one reaches enemy lines and launches into assault the enemy position is doomed.



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

UNIT: 1 Haruspex

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

Bio-acid spray
1 Frag spines

WEAPON

Bio-acid spray

Haruspex Frag Spines

RANGE STR AP SPECIAL

Template 6 3 Assault 1

18" 5 4 Ordnance 1
7" blast

MALEFACTOR

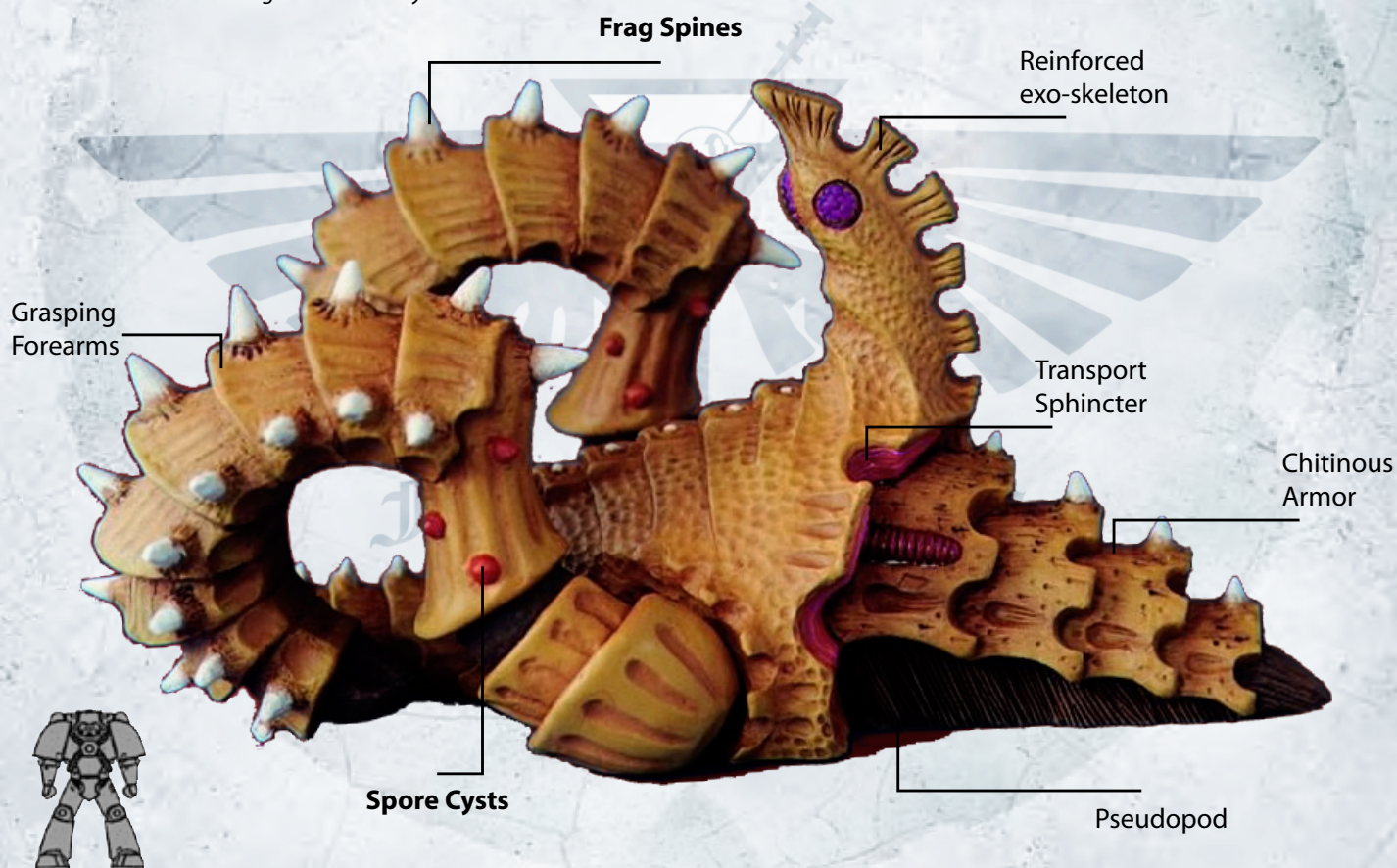
POINTS: 400

The Malefactor is a large Tyranid assault organism. They are commonly called Linebreakers by Imperial troops, due to their terrifying frontal assaults on defensive positions. Their forearms are grossly exaggerated and powerful. Used to drag the Malefactor forward over any obstacle, the forearms are just as deadly when lashing out in assault, crushing both man and vehicle alike.

The forearms are lined with explosive bio-frag spines which can be fired in deadly groups a short distance away through muscle spasms. The Malefactor's chitin shell is also home to a multitude of spore cysts, which exhude a corrosive mist dangerous to nearby creatures

A Malefactor's primary function within the hivemind is to safely transport smaller broods to the enemy in safety. Two large sphinctors at the rear of the carapace lead to transport sacs which will house the lesser Tyranid creatures during thier journey across the battlefield.

Enemies will often attempt to prioritize the destruction of Malefactors from a safe distance. If one reaches enemy lines and launches into assault supported by its occupants (particularly genestealers), the enemy position is doomed.



Size Comparison

UNIT: 1 Malefactor

TYPE: Gargantuan Creature

TRANSPORT: 14 wounds of non-monstrous or gargantuan Tyranid models

ACCESS POINTS: 2 rear sphincters
(Occupants may assault when disembarking)

WEAPONS AND EQUIPMENT:

1 Frag Spines
Spore Cysts

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

WEAPON

RANGE

STR

AP

SPECIAL

Malefactor Frag Spines

18"

5

4

Ordnance 1
7" blast

SPECIAL RULES:

•**Spore Cysts:** The Malefactor's cysts releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

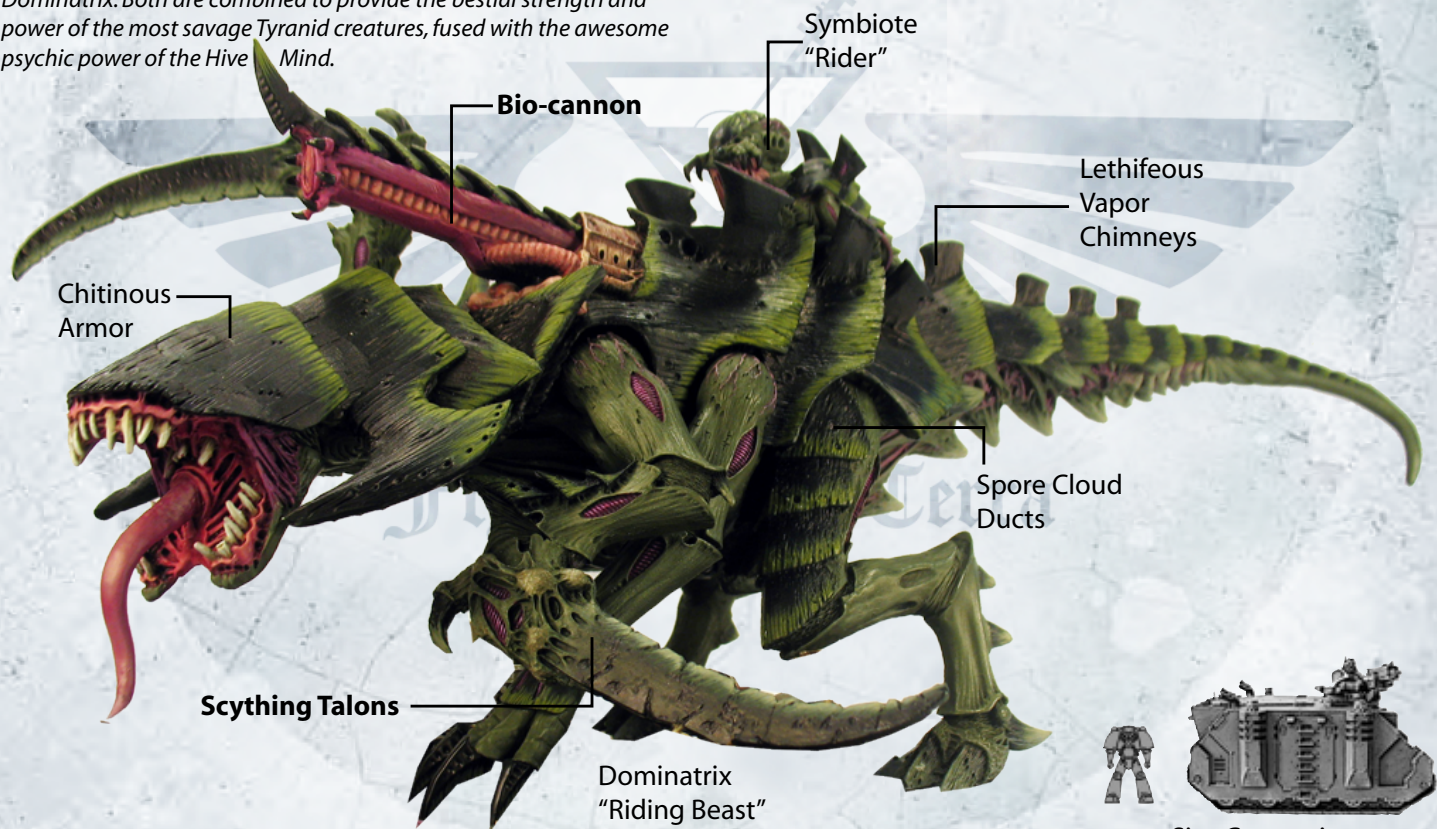
DOMINATRIX

POINTS: 1750

The Dominatrix is a composite creature of nightmarish dimensions. Eyewitnesses unfortunate enough to have survived an encounter with one describe an overwhelming wave of horror and revulsion upon laying eyes on its form. The bulk of the Dominatrix is a gargantuan bestial creature equipped with scything talons, a toxic miasma, lash whips and myriad other fangs, spines and symbiotic weapons.

Mounted atop the beast's back and intermeshed via a thick netting of arteries, sinew, hooks and spines, sits a second creature. This "rider" is a form of tyranid as far advanced above Hive Tyrants as they are above the sphincter portals onboard bio-ships. Neither creature by itself is a Dominatrix. Both are combined to provide the bestial strength and power of the most savage Tyranid creatures, fused with the awesome psychic power of the Hive Mind.

Mechanicus Magos Biologos research indicates a Dominatrix is the brood-mother of the swarm she leads. It is she who ingests the raw DNA and genetic material from a swarm's attacks, and within her body, fashions new improved killing machines hatched in a series of eggs several days later. As a swarm grows larger and larger, the psychic power manifested in it's Dominatrix becomes greater. These are the most powerful single elements of the Hive Mind discovered so far. The oldest Dominatrixes have been reported to manifest powerful psychic abilities both offensive and defensive in nature of levels unseen on the battlefield.



Model by Simon Schnitzler

Size Comparison

UNIT: 1 Dominatrix

WS	BS	S	T	W	I	A	LD	SV
6	4	10	8	10	3	8	10	2

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:

- 1 Bio-cannon
- Spore cloud
- Scything talons (included in profile)
- Lash Whip
- Regenerate
- Toxic Miasma

WEAPON	RANGE	STR	AP	SPECIAL
Dominatrix Bio-cannon	60"	10	2	Assault 8
Energy Pulse*	Hellstorm	10	2	Heavy 1

SPECIAL RULES:

•**Synapse** (with a 48" range of synapse control)

•**Spore Cloud:** The Dominatrix releases clouds of corrosive spores. The spores will hit any model in base contact during the Assault phase, and strike at an Initiative of 1. They hit automatically and always wound on a roll of 4+(they cannot affect vehicles).

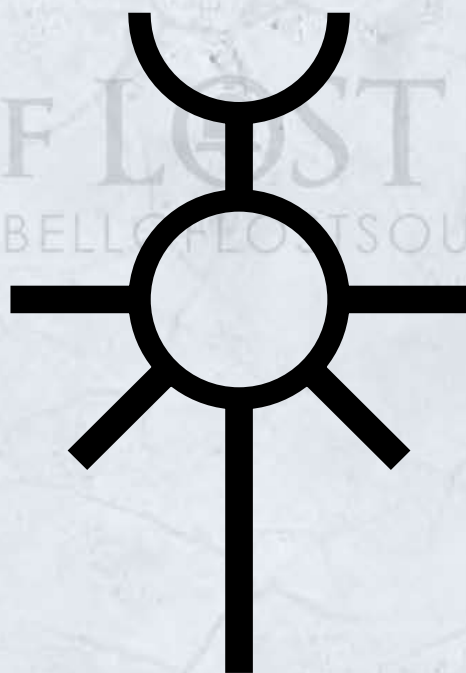
•**Hive Mind:** The Dominatrix is the brood mother of it's entire hive. It possesses immense psychic power any may use two of these powers automatically per turn. They cannot be cancelled with a psychic hood.

- **Energy Pulse*:** Place the Hellstorm template wholly within line of sight and within 96". The Energy Pulse is then treated like any other template weapon.

- **Warp Shield:** This acts exactly as Eldar Titan Holo-fields.

- **The Terror:** All enemy units within 48" lose the effects of: *Fearless*, *Stubborn* and *And They Shall Know No Fear* until the start of the next Dominatrix turn. Enemy units may not use another unit's Leadership value.

THE NECRONS



"They appeared from nowhere.
We lost three Reavers in as many
minutes, in exchange for nothing.
Our Warhounds followed them into
the darkness and never returned"

-Princeps Barnabus Knox, Cockatrices Legio on his
initial encounter of the Stygian campaign.

NECRON OBELISK

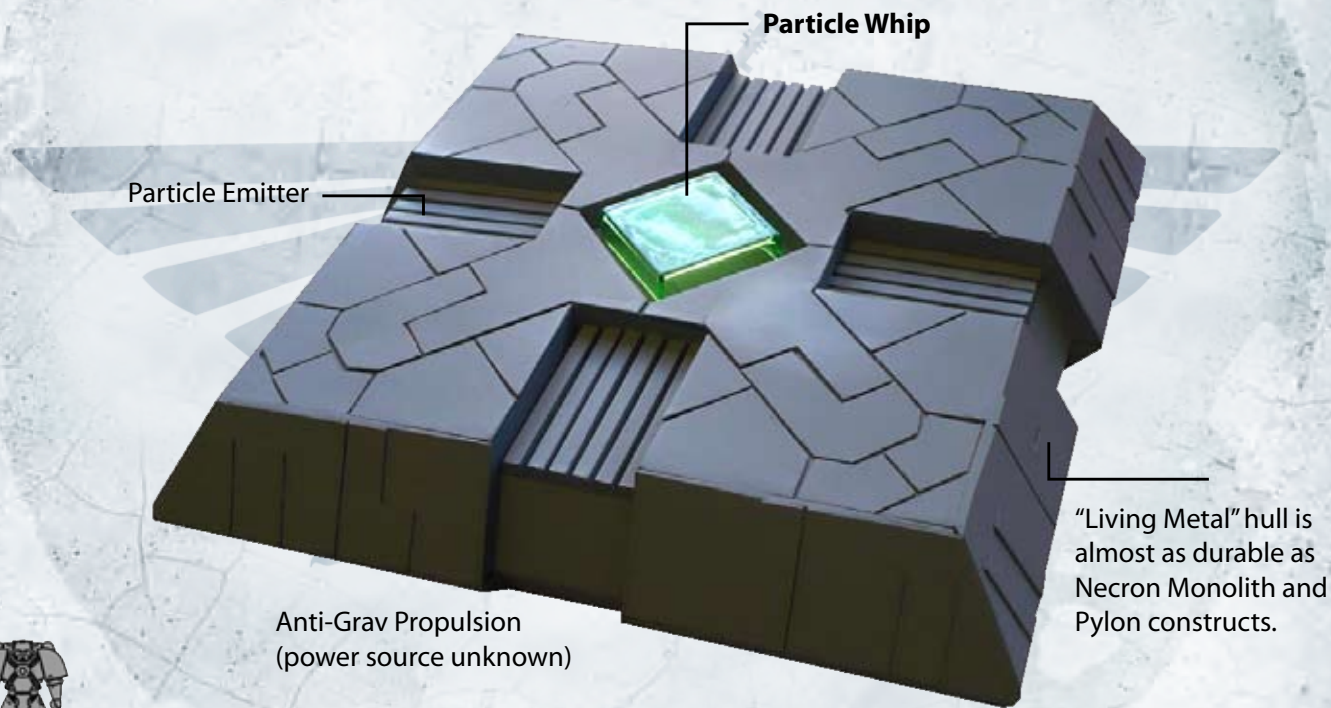
POINTS: 160

Once a rare sight in the early Necron raiding forces, the Obelisk is an increasing common sight in the ever more common full-sized alien cohorts. The xenos construct is a squat cube, topped with a glowing crystal similar to those which cap the larger Monoliths.

Capable of manifesting an Particle Whip but lacking a Portal, the Obelisks are often seen defending the Monoliths which form the backbone of Necrons armies. With a higher speed, and a slightly less robust "Living Metal" hull, the Obelisks are commonly used as perimeter defenders for the slower Necron units.

What the Obelisk lacks in resilience, it makes up in numbers, and formations of Obelisks are also deployed to offer heavy fire support to infantry, or perform deep raids behind enemy lines.

There are few sights as dreaded to the defenders of the Imperium as the sudden appearance of these harbingers of cold, undying devastation.



Size Comparison

UNIT: 1 Obelisk	ARMOUR				WEAPON	RANGE	STR	AP	SPECIAL
	BS	FRONT	SIDE	REAR					
TYPE: Tank, Skimmer	4	13	13	13	Particle Whip	24"	9	3*	Ordnance 1 5" Blast
WEAPONS AND EQUIPMENT: 1 Particle Whip									
SPECIAL RULES:									
•Living Metal: The Obelisk is constructed of the same living metal as the Monolith - see Codex: Necrons for details.									
•Stable Skimmer: The Obelisk glides steadily and silently just above ground level. It does not benefit from the Skimmers Moving Fast rule. If immobilized at any speed, it will not crash but settles to the ground and continues to fight from there.									
						•Power Matrix: The Obelisk is capable of focussing powerful energy. It may fire the Power Matrix's Particle whip regardless of how far it moved, even if it suffered a Crew Shaken and Crew Stunned critical result. The Power Matrix cannot be destroyed and treats all Weapon Destroyed results as Crew Stunned instead.			
						•Deep Strike: A Necron attack often will see Obelisks teleporting to the surface in the role of advanced scouts. An Obelisk may be deployed by deep strike if the special rules for the mission being played include it. Because of Necron advanced teleporting abilities, An Obelisk will not deviate within 1" of an enemy unit, friendly units, or impassable terrain.			

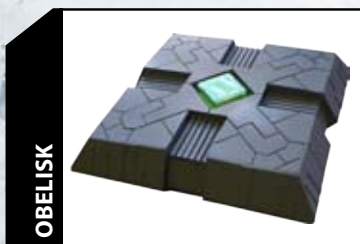
NECRON ASPIS

POINTS: 50+ MODELS

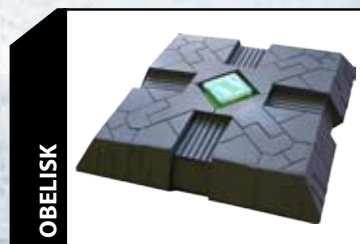
Armed with technology perfected before the rise of Mankind, the Necrons utilise weapons and stratagems incomprehensible to the galaxy's other races. Though the Empyrian is anathema to the metallic legions of the Necrontyr and their undying C'tan masters, there are many other dimensions at their disposal, of which the younger races are wholly ignorant. Using their ancient mastery of space-time manipulation, the Necrons are able to create worlds within worlds, bind stellar energies and produce a myriad of other exotic battlefield conditions.

This is evident in the mixed Necron spearhead formation known as the Aspis by the Ordo Xenos. This formation links the power matrices of several Obelisks to boost and defend a central Necron Monolith. Under this veil of protection, enemy weapon fire is deflected and absorbed into the nearby Obelisks as coruscating arcs of energy, leaving the Monolith undamaged. Imperial reports speak of even such potent weapons as titan Volcano Cannon fire being split into several energy arcs and absorbed into the guardian obelisks.

Under such protection, the Necrontyr often mount spearhead attacks, casting forth legions of Necron warriors under the heaviest of enemy fire.



OBELISK



OBELISK



MONOLITH



OBELISK



OBELISK

FORMATION:

1 Monolith, Pylon, or Doomsday Monolith
2-4 Obelisks

SPECIAL RULES:

•**Unheralded Arrival:** The Aspis does not deploy normally but starts in strategic reserve. It arrives at the start of the first Necron movement phase. All the formation members deep strike onto the table, and they cannot initially be placed more than 12" away from each other (though their deep strike scatter roll may take them further away than this).

•**Aspis Matrix:** If an Obelisk from the Aspis is within 12" of the Monolith it's linked to the Aspis Matrix. Any shooting hits against the Monolith will be diverted to one of it's linked Obelisks. Each hit on the Monolith is placed randomly against a Obelisk that is part of the Aspis Matrix, even if the Obelisk is out of range and line of sight of the firing model. For example, when a Monolith with 3 linked Obelisks is hit, roll a D3 to determine which Obelisk suffers the hit. A hit diverted to an Obelisk never counts as obscured.

A strength D hit on a Monolith is diverted onto 2 random linked Obelisks as separate strength 10 hits.

HEROES AND VILLAINS

Famous Warmachines and Monstrosities

Titan Aces

The Titan Legios are truly a ruling elite among the militaries of the 40th Millenia. Among the teeming billions upon billions of fighting forces of every race and disposition, the Princes stand apart, the rarest of fighting warriors, entrusted with the most powerful fighting machines of thier people.

Tracing thier proud heritage back over 10,000 years, each mighty Legio has a rich culture, history and set of ties, rivalries, vendettas, and blood fueds that form a intricate web across the battlefields of the Galaxy.

Among such men, those who have achieved the status of ace, destroying at least five enemy titans and living to tell the tale are few indeed. Such individuals are legend, their names held up as living embodiments of the Emperor, yet they do not stand alone.

From the craftworlds of the Eldar, to the black-hearted Traitor Titan Legions, to the Ork Gargant Kaptins, the enemies of Mankind have also thrown up mighty champions; they whose mere name is dread. Here are a few of their tales.



Traitor Reaver
"Mechanicus Deus"

Order of Battle

IMPERIAL WARMACHINES OF THE BATTLE FOR MACRAGGE

Warlord Titans	5
Reaver Titans	3
Warhound Titans	8
Fellblades	2
Baneblades (PDF Auxillia)	17

TYRANID MONSTROSITIES

DOMINATRIX	1 (Mistress of Sin)
Hierodules	45+
Harridans	10+
Trygons	20+
Carnifexes	100+

Princeps Kurtz: Warhound Grey Leopard

COST: 200 POINTS +Imperial Warhound Titan

Warhound Ace Kurtz was perhaps the most famed scout titan Princeps of the War Griffons during the Horus Heresy. He fought on dozens of worlds and always brought his charge; the *Grey Leopard* home safely after penetrating deep into traitor lines. Kurtz was a bitter fighter, who was merciless to his foes. It was said that he was a bloodhound, able to detect the enemy by smell alone. Time and time again his uncanny senses allowed him to detect hidden danger and escape certain death.



"Warmaster Horus has started this damned war,
but we will finish it."

-Princeps Seniorus Kurtz; War Griffons Titan Legio

SPECIAL RULES:

Sixth Sense: Kurtz can read the ebb and flow of battle with uncanny ability, and chooses the perfect moment to flee to safety. He has the Strategic Redeployment strategic asset.

Icy Hatred: A witness to a thousand of the Warmaster's atrocities, Kurtz and the *Grey Leopard* despise their foe. If targeting units from Codex: Chaos Space Marines; The *Grey Leopard* may reroll failed to hits with shooting weapons.

Captain Uloni: Capitol Imperialis Kasr Viridi

COST: 250 POINTS +Capitol Imperialis

Captain Uloni is the latest commander of the famed *Kasr Viridi*. It is said that this ancient Capitol Imperialis recieved a blessing from the Master of mankind himself when he still walked as a man. Regardless of legends and rumors, this oldest Imperialis of Cadia has weathered unspeakable violence and battlefield fury over the millenia, and always emerged victorious. A humble man, Uloni always ensures all sacred rites are performed before battle, and keeps a handful of Ministorum advisors onboard for good measure.



"She'll hold! Full power to the drives, Crush those
Defilers like insects."

-Captain Uloni; Defense of Cadia - 13th Black Crusade

SPECIAL RULES:

Blessing of the Master: None can say whether the Master of Mankind grants a portion of his mercy to the *Kasr Viridi*, but it is considered blessed by the lowly guardsmen of the Cadian Gate. During the course of an Apocalypse game, no enemy strategic asset may be used or targeted within 12" of the *Kasr Viridi*.

Ministorum Advisors: Uloni's vehicle counts as having an Inquisitorial Mystic onboard at all times.

Kaptin Trifft: Slasha Gargant Rompa Stompa

COST: 150 POINTS +Ork Slasha Gargant

Kaptin Trifft is one of the most infamous Ork Gargant Kaptins. He rose up through command of first Diggas, then Stompas, and finally his beloved Slasha Gargant *Rompa Stompa*, smashing his way through battlefields across the Imperium. His delight for the mayhem of battle knows no bounds, and he has a reputation for smashing the enemy no matter who may be close-by. During the 3rd War of Armageddon, he destroyed no less than seven Imperial warmachines (and a handful of ork super-heavies) before evacuating the world in the face of Imperial reinforcements. His current location is unknown.



"We'z gonna put a bank shot off da *Snitcrusha* right into the humies. Wat could go wrong?"

-Kaptin Trifft; *Rompa Stompa* during the 3rd War of Armageddon

SPECIAL RULES:

"Looks Like Grots From Ere": Trifft is infamous for his cavalier disregard for infantry once a battle gets underway. The *Rompa Stompa* MAY fire its Mega-Cannon into close combats. If it desires, it may always move over friendly non-super heavy models in the movement phase, inflicting d6 S:10 hits per friendly unit passed over.

Cauldron of Khorne *Brazier of Spite*

COST: 150 POINTS +Cauldron of Blood

The Eldar say that in the distant mists of time, Khorne faced a cunning rival who through guile laid a single blow upon the Lord of Blood before fleeing forever into the Empyrian. As Khorne bellowed in rage his boiling blood was caught in a goblet near his throne, creating the *Brazier of Spite*; first of the Cauldrons of Blood. The *Brazier of Spite* still radiates the eternal hatred and rage of that fateful encounter. Whereever it travels through the Galaxy, madness, mayhem and slaughter are its gifts to worlds of man.



"They killed first the enemy, then each other, and finally themselves. All we found was the thing's bloody ruts in the road."

Justicar Heinrich Institoris; Grey Knight Armageddon Intervention

SPECIAL RULES:

Rage of Khorne: As the *Brazier of Spite* approaches, all living creatures boil with the fury of the Lord of Slaughter. All units (friend or foe) within 24" of the *Brazier of Spite* suffer the effects of Preferred Enemy and Rage USRs.

Lord-Phoenix *Fiallathandirel*: Phantom Titan

COST: 300 POINTS +Eldar Phantom Titan

Since before the time of the Horus Heresy, Lord-Phoenix Fiallathandirel has fought for the defense of her home, Iyanden Craftworld. Over the ages, she has seen the entire family of her titan clan fall in battle within her armored shell. On the bloody plains of the Haranshemash, she was reborn, as the first of the Wraith-phantoms, who fight on with the last of thier clan's dead crews still interred within her, a living masoleum to their ultimate sacrifice for their people. Her wrath is terrible to behold for those who would stand against Iyanden.



"You stand accused of violence against Iyanden.
That your crime has not yet been committed is of
no consequence. The sentence is oblivion."

-Lord-Phoenix Fiallathandirel; 3rd Yrandi Intervention

SPECIAL RULES:

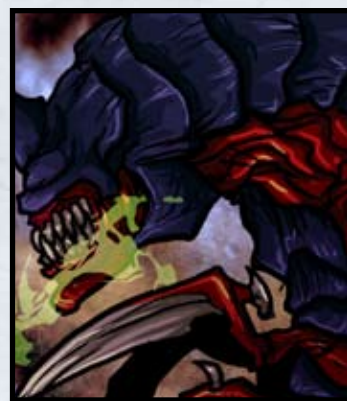
Wraith-phantom: Lord-Phoenix Fiallathandirel has long since slipped the surely bonds of flesh and bone. Her blazing will can only be thwarted by crippling damage. The titan ignores all Driver Stunned and Gun Crew Stunned critical table results.

Communion: The Lord-Phoenix is a shining beacon of psychic purity to all nearby Eldar wraith constructs. The titan gains the Spiritseer ability with a 36" radius from its location.

Dominatrix X-B-29: Mistress of Sin

COST: 350 POINTS +Tyranid Dominatrix

This first Dominatrix identified by the Imperium led the assault on the polar fortresses on Macaragge during the First Tyrannic War. Dubbed *Mistress of Sin*, by the Princes of the Legio Praetor, the beast led her monstrous brood against the defenders of Ultramar. Powerful beyond all reckoning, the Dominatrix blasted and clawed three titans to ruin before being put down by concentrated Legio fire. As the Dominatrix was encircled, she lashed out with her potent mental powers and began to produce a stream of Tyranid creatures in a final attempt to protect itself.



"That was no death-rattle, In her dying breath
she called to her sisters...and was heard."

-Lexicanian Yallin; Ultramarines

SPECIAL RULES:

Brood Mother: At the start of each turn the Mistress of Sin may elect to birth a clutch of Tyranid creatures. She must stay stationary and may not use any of her three **Hive Mind** special abilities this turn. You may place d3 Elites Carnifexes in base contact with her. They may shoot or run, but may not move or assault the turn they are put in play.

3rd War of Armageddon: Imperial Guard vs Orks

Ghazghkull's return to Armageddon saw the blighted planet returned to blasted battlefield once again. While the Imperium was better prepared and equipped, many battles were fought in defense of the precious hives. Imperial Guard Generals and Ork Warlords fought each other in bitter wars of move and counter-move for the lives of billions.

SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Imperial side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Ork side set up half their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 4+ the Ork forces go first.

SCENARIO SPECIAL RULES

Infiltrate, Deep Strike

Imperial Assets: Supreme headquarters, On my coordinates, Scheduled bombardment, Hammer blow

Ork Assets: Rok'em Boys, Da Big Waaagh, Strategic redeployment, Ambush

MISSION OBJECTIVE

The Ork Forces are trying to surround the Imperial lines and shatter their command positions. Use the standard Apocalypse objective rules to determine victory, taking the *Headhunters* rule into account.

HISTORICAL BATTLE

Key Imperial Forces Present: Leviathan HQ, Deathstrike battery, Steel Fury Companies, Armoured fist Mechanized companies.

Key Ork forces present: *Rompa Stompa*, Digga Mobs, Green Tide, Giblegrindas, Gargants.

Recommended Point Levels: 30,000 per side.

Recommended Special Rules: **Apocalypse Battle.**

Headhunters: The *Rompa Stompa* and the Leviathan Command HQ are each worth 1 objective to the enemy side if destroyed.

GAME LENGTH: 6 turns.

Battle of Macragge: Imperial vs Tyranids

The Imperium's first true taste of the Tyranid threat was faced upon the Ultramarines's homeworld of Macragge. Hive Fleet Behemoth smashed aside the orbital defenses and assaulted the planet's twin polar fortresses. The unending tide of creatures was faced in one of the Ultramarines's proudest moments by a mixed force of Ultramar's defenders.

SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Tyranid side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Imperial side set up all of their forces in their deployment zone. No Strategic Reserves are allowed.
- 4 Roll a d6. On a 2+ the Tyranid forces go first.

SCENARIO SPECIAL RULES

Infiltrate, Deepstrike (both Tyranid only)

Imperial Assets: Hold at all Costs, Minefields, Heroic Stand, On my Coordinates

Tyranid Assts: Tunnels, They're all around us, Replacements, Jammers

MISSION OBJECTIVE

The Imperial forces are trying to hold their positions in the face of a monstrous wave of Tyranids. Use the standard Apocalypse objective rules to determine victory taking the *Hold the Line* rule into account.

HISTORICAL BATTLE

Key Ultramar Forces Present: Legio Praetor titans, Fellblades, Baneblades, Space Marine 1st Company, Imperial Shield Infantry Company.

Key Tyranid forces present: *Mistress of Sin*, Behemoth Crusher Broods, Genestealer Infestation, Malefactors, Exocrines, Haruspexes, Dactylis'.

Recommended Point Levels: 30,000 per side.

Recommended Special Rules: **Apocalypse Battle.**

Hold the Line: Place the first 2 objectives in no-mans-land at least 48" apart. Place the other 4 objectives equidistantly across the middle of the Imperial deployment zone.

GAME LENGTH: 6 turns.

Haranshemash: Eldar vs Chaos

On the Eldar Exodite world of Haran a mighty daemon force was unleashed, bursting forth from a massive warp rift. This incursion was foreseen by Ulthwe Craftworld's Eldrad Ulthran and the Eldar race was waiting. In a bloody campaign that saw both sides come within a hair's breadth of victory, the Eldar won through sheer perseverance at a terrible price. Haran is now known as Haranshemash: The World of Blood and Tears.

SET-UP

- 1 Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
- 2 The Eldar side sets up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 3 The Chaos side set up their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
- 4 Roll a d6. On a 3+ the Eldar forces go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate

Eldar Assets: Waygate, Phantasm, Eldritch Tempest(x2)

Chaos Assets: Blood Thirst of Khorne, Plaguestorm, Mirage of Tzeentch, Grand Pavanne of Slaanesh

MISSION OBJECTIVE

The Chaos forces are trying to capture key Eldar Webway portals. Use the standard Apocalypse objective rules to determine victory, taking the *Webway Portal* rule into account.

HISTORICAL BATTLE

Key Eldar forces present: *Lord-Phoenix Fiallathandirel*, the Phoenix Court of Khaine, Eldar Knights.

Key Chaos forces present, *Brazier of Spite*, Caudrons of Blood, Cannons of Khorne, Contagions, HellKnights, Tower of Skulls.

Recommended Point Levels: 30,000 per side.

Recommended Special Rules: **Apocalypse Battle.**

Webway Portal: The first two objectives are placed in no-mans- land at least 48" apart. Eldar non-super heavy reserves may arrive from these webway portals if there are no enemy forces within 6". These two objectives are worth double to the forces of Chaos.

GAME LENGTH: 6 turns.

SPECIAL THANKS

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LORDS of BATTLE

